

Includes an
ADVENTURE BOOK
based on the original
motion picture

THE GREEN KNIGHT

A FANTASY ROLEPLAYING GAME



A QUEST FOR HONOR STARTER SET

An Original Fantasy For Three or More Adventurers



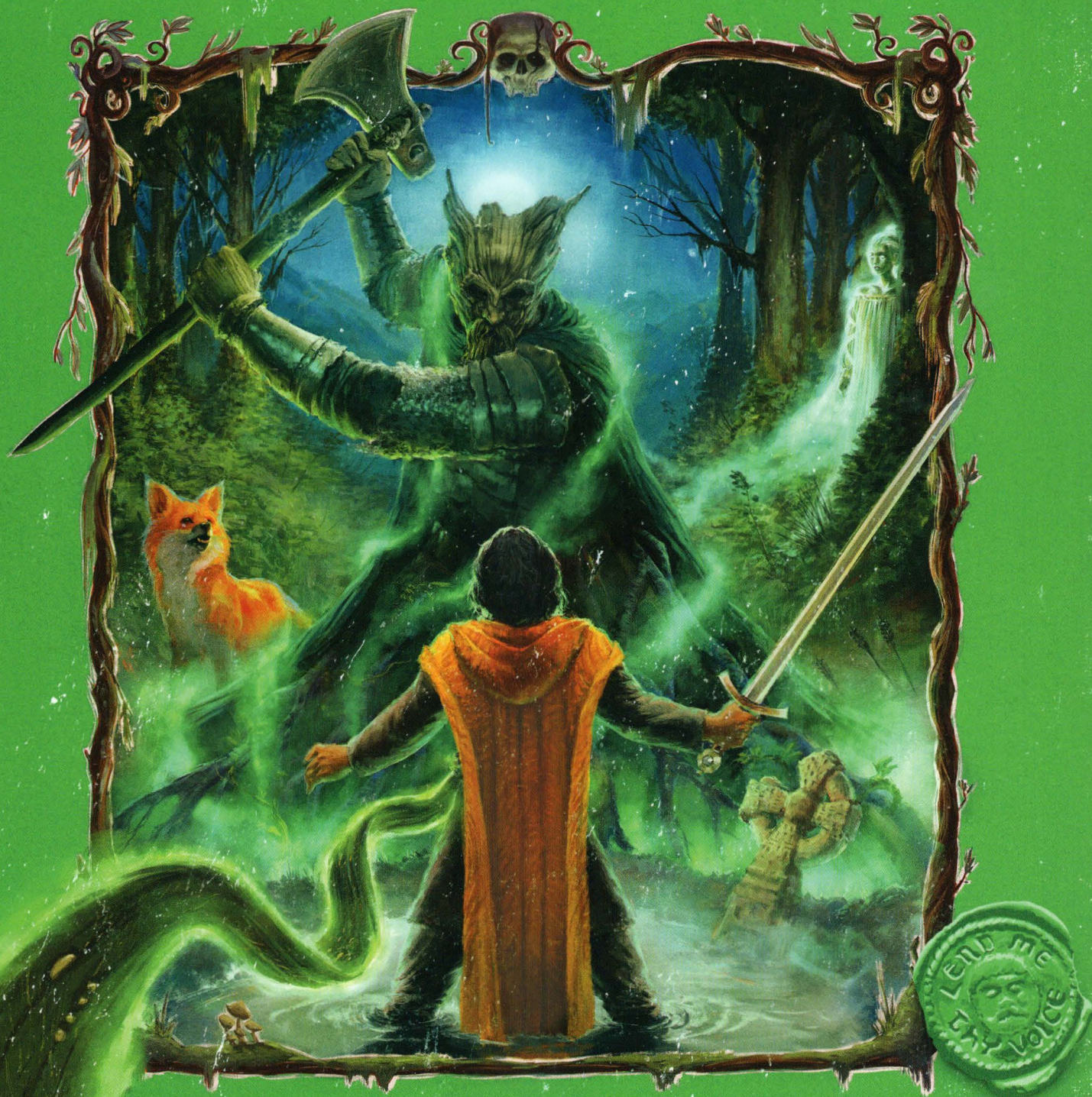
for ages
14 & UP



THE GREEN KNIGHT

A FANTASY ROLEPLAYING GAME

THE GAME MASTER'S GUIDE



the GREEN KNIGHT



*hose of boldest blood and wildest of heart
step forth, take up arms and try with Honor
to land a blow against me. Whomsoever nicks me
shall lay claim to this my arm; its glory and riches
shall be thine.*

*Should you land a blow, you must seek me out yonder
— one year hence — to the Green Chapel, and let
me strike you in return.*

Who is willing to indulge me in this game?

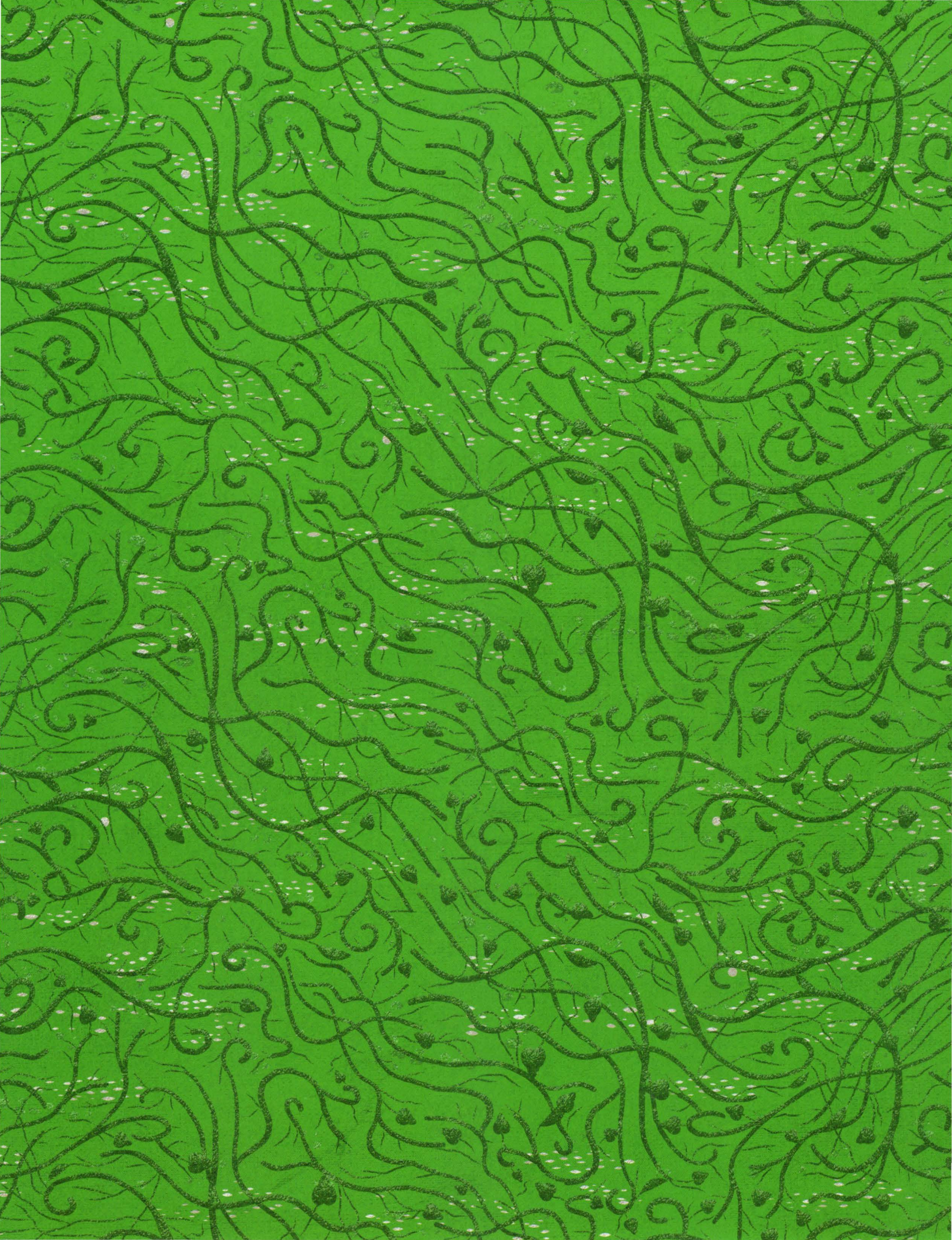




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BEFORE we BEGIN



You are about to guide a group of adventurers
on a quest to face the Green Knight.

It's your job to set each scene and describe what the players see, smell, hear, feel, and even taste. You also control the non-player characters (NPCs), the monsters, and the world itself. The other players have control over their own characters. They will let you know what they're attempting to do, and with the help of dice rolls, you'll explain the outcome.

Each playthrough of the game depends
on the players and characters.

There will be surprises that aren't explicitly mentioned in the adventure booklet or rules. Do what you think is most honorable. Guide your players through the story, make sure everybody has fun, and don't lose your head.



What is an RPG?

A roleplaying game, or RPG, is a kind of collaborative improvisational storytelling game. Players take on the role of Characters in a fictional universe and, with the help of the Game Master (GM), create a narrative in which these Characters overcome challenges, battle enemies, and become great heroes of legend. The Game Master presents a story to their fellow players, controlling the other characters and elements of the game universe, while dice rolls are used to resolve success and failure.

What is The Green Knight: A Fantasy Roleplaying Game?

The Green Knight: A Fantasy Roleplaying Game is a simple, easy-to-pick-up roleplaying game set in the fantasy world of The Green Knight film. This game follows the themes of the quest of the Green Knight and asks players to carefully consider their actions and the effects these choices have upon their Character's sense of personal **Honor**. As the Characters complete their goals, they will accrue **Dishonor** both over time and through their actions and choices. Characters need not fear death — the ultimate punishment is **Dishonor**.

How do I play as the Game Master?

The Game Master's role is to present a compelling and exciting scenario which tests the Characters' ability (and willingness) to make the **Honorable** choice. The Game Master knows a rough outline of the quest ahead of time and has general guidelines as to which possible actions are **Honorable** or **Dishonorable**, but does not know what the Characters will do. The Game Master can use a preconstructed quest (such as the quest available in this book) or create their own quest.

What is the tone of this game?

The Green Knight: A Fantasy Roleplaying Game is set in a world of dark supernatural fantasy, where occult folklore and uncanny forces become more real the farther you stray from the castle. Much of the gameplay is centered around deduction and risky decision-making, and the tensions surrounding Character's choices should reflect this. Time and place are abstract and mysterious, and the nature of what is real and true should always be left ambiguous. Characters will need to question everything, especially if they are to avoid **Dishonor**.

notes _____

CORE RULES

Skill Checks

Whenever your character tries to accomplish an action on your turn — this might be anything with a chance of failure — you will roll a Skill Check.

First, describe your character's action — it helps to be vivid and talk about what is driving and motivating them! Then, with the GM, come to an agreement upon what Skill the character is using. The GM will tell you if the action is **Honorable** or **Dishonorable**.

When you make a Skill Check, roll the 20-sided die (D20). If you roll equal to or higher than your current **Dishonor**, you succeed at the action you are attempting. If you roll less than your current **Dishonor**, you fail at the action, either through ineptitude, cowardice, or just bad luck.

You may add a +2 bonus to the roll if, on your character sheet, you have marked training in the skill being rolled. You also add another +2 bonus if you have marked training in the Ability that the Skill falls under. Special Moves and other circumstances might add even more bonuses to your roll; bad or difficult circumstances might invoke penalties, which get deducted from the dice roll.

For example, if Lady Angela the Noble is asked to roll an Authority Check at the start of the game, she adds a +2 for training in the Authority skill, and another +2 for training in the Courage ability, for a total of +4 to her roll. She is very likely to roll well.

The exception to this rule is any **Dishonorable** action. If the GM deems that an action is considered **Dishonorable**, then you must roll a D20 and try to get equal to or **LESS** than your current **Dishonor** to succeed at the action; roll higher than your **Dishonor**, and you fail due to shame, hesitation, or misfortune. Instead of adding the bonuses from training, you may subtract them from the roll in order to get the lowest possible result. Likewise, circumstantial penalties which would have deducted from your dice roll become bonuses which are added to the roll.

Dishonor

The **Green Knight: A Fantasy Roleplaying Game** is not just about overcoming challenges and defeating foes — it is about doing so without succumbing to the threat of **Dishonor**. Every time you finish resolving an action on your turn, the GM will tell you whether you are being punished with **Dishonor** or rewarded with **Honor**.

- ❖ If you attempt an **Honorable** action and fail, you suffer one point of **Dishonor** (Add one point on the Scale of Dishonor)
- ❖ If you attempt an **Honorable** action and succeed, you remove one point of **Dishonor** (Erase one point on the Scale of Dishonor)
- ❖ If you attempt a **Dishonorable** action, you suffer one point of **Dishonor**, regardless of success or failure (Add one point on the Scale of Dishonor)

At the start of Initiative in an Encounter (see Initiative), the GM will deal a point of **Dishonor** to the whole party, representing their delays on the way to the Green Knight.

Each Encounter will end with a Judgment phase, in which the GM will award additional **Dishonor** or **Honor** points based on the group's collective outcomes in that particular Encounter.

You must carefully monitor your **Dishonor**. Death and injury are abstract concepts in **The Green Knight: A Fantasy Roleplaying Game**, but **Honor** is your ultimate measure of success. Gain 20 **Dishonor**, and your adventure is over, or at least put on hold. **Dishonor** can never rise above 20, nor drop below 2.

As a general rule, most actions the players might attempt in their travels would be considered **Honorable**. Let players have fun making arguments as to why their actions might be interpreted as **Honorable**, but don't let it slow down the game. By the same token, some players will likely attempt actions that are knowingly **Dishonorable**. Let them have fun with the way those actions affect the group.

The GM is always the final decision on whether the action is **Dishonorable**, but the player always knows whether they are committing an **Honorable** or **Dishonorable** action before they roll.

Every character starts the game at 10 **Dishonor**. If any character ever reaches 20 **Dishonor**, they are immediately removed from whatever Encounter they are in, and can only be saved through Atonement at the end of the Encounter. Otherwise, *their adventure is over!*

This is a list of actions that would generally be considered **Dishonorable**, regardless of intention:

Dishonorable Actions

- ❖ Striking or harming an innocent
- ❖ Striking or harming an unarmed foe
- ❖ Running away from a battle
- ❖ Use of a trap, trickery, or deceit
- ❖ Needless destruction or death
- ❖ Using poison of any kind, for any purpose



Encounters

In *The Green Knight: A Fantasy Roleplaying Game*, you are trying to collectively complete your quest — reaching the Green Chapel on time. You will face challenges, obstacles, and mysteries along the way that threaten to distract you from your main goal or lure you to **Dishonor**. These are Encounters. The GM will make it clear when one Encounter is over and a new one has begun.

Initiative

Every time you start a new Encounter, each player rolls an Authority Skill Check. No success or failure is marked for this roll, and no **Honor** or **Dishonor** is gained from it. Instead, players note their total roll, and the GM lists the players in order from highest to lowest roll. This is the Initiative order for that Encounter. The first player in the Initiative is the Encounter Leader. Players take turns as they progress down the Initiative order, starting with the Leader.

At the start of each Encounter, the GM deals one point of **Dishonor** to all Characters. Then again at the start of every new Initiative round in that encounter, deal one point of **Dishonor**. This represents the time running out until the appointed meeting with the Green Knight, and the temptation to delay; the longer the group takes on each Encounter, the more likely they are to fail on their final quest.

After everyone marks their **Dishonor**, play begins at the top of the Initiative order once more. The Encounter Leader then gets to make a choice. If they take an action, play continues in the current Encounter. If they judge that the party has finished the current encounter with no threats blocking their progress to the Green Chapel, they may (if willing) risk **Dishonor** for not completing the Encounter's secret objectives. The Encounter Leader may end the current encounter.

At the end of each Encounter, you will receive (or remove) **Dishonor** according to the results scored in the Judgment portion of the Encounter.

Atonement

Between Encounters, players may spend **Honor** to elevate the esteem of their fellows, taking three **Dishonor** points to remove one point of **Dishonor** from another character. This tool is best used on players that are far gone on the **Dishonor** bar, in desperate need of saving.

The Five Roles

There are five playable Character Roles in *The Green Knight: A Fantasy Roleplaying Game*. Each Role has its own character sheet — if you want to run multiple playthroughs of the game, or if two players want the same Role, feel free to photocopy these sheets as necessary.

Each Role can choose from any of the available Abilities or Skills, but each Role has four Special Moves that determine their unique style of gameplay. The Roles are:

Knight

A master of military might and strategy, a Knight must be courageous, and remember to help those weaker than themselves. The only thing setting a Knight apart from a mere soldier is their code of **Honor**.

Noble

A duke, count, or other rank somewhere in the space between commoner and king, a Noble has the backing of the feudal system behind them. The Noble must remember not to abuse that power against those caught in the turning of the wheel.

Hunter

An expert on life in the wilds, either of noble or common blood, but with an eye for the natural world. The Hunter must be strong, cunning, and willing to look after the consequences of their actions.

Sorcerer

A magician, or at least someone who commands forces beyond the understanding of those around them. The Sorcerer must avoid those who would brand them as a heretic, and use their abilities and powers to better lives rather than bring about ruin.

Bard

A musician, performer, or other sort of traveling artist, the Bard rounds out any team by supporting those around them. They must remember to look out for themselves, but have many ways to ingratiate themselves into the party.

Abilities

When you build a character in *The Green Knight: A Fantasy Roleplaying Game*, you choose 2 Abilities. These Abilities represent the core strengths of your character and will each lend their bonuses to three different Skills.



Courage

Sense of presence and leadership.

Might

Strength, speed, and combat proficiency.

Intellect

Logic and reasoning.

Cunning

Common sense and observational powers.

Charm

Social prowess and personality.



Then, choose 4 Skills to further specialize your character. These Skills each have an additional bonus, which can then be stacked on top of bonuses from Abilities.

Intimidation: This Skill is used to coerce enemies or unwilling individuals with threats, violence, and fear.

Possible Uses:

- ❖ Quell a crowd of rioting peasant folk
- ❖ Scatter a group of threatening highwaymen
- ❖ Bully an evil lord into rethinking their agenda

Authority: This Skill is used to project a sense of power and control over a situation, and as a rough representation of the character's rank in the feudal system.

Possible Uses:

- ❖ Roll for your turn in Initiative
- ❖ Convince a group of knights to respect you
- ❖ Arrange a meeting with a local lord
- ❖ Get a group of peasants to listen to your words

Endurance: This Skill is used to survive and withstand difficult situations that would cause pain or suffering to others. It allows you to push beyond those situations with much less effort. It may be used to protect others, or yourself.

Possible Uses:

- ❖ Run through a swarm of stinging insects
- ❖ Drink a poisoned brew and avoid harm
- ❖ Protect a traveling priest from falling rocks

Melee Combat: This Skill is used to inflict harm upon foes up close, or use melee weapons in some other useful fashion.

Possible Uses:

- ❖ Knock a foe off their horse or disarm them
- ❖ Execute a surrendered enemy with a longsword
- ❖ Try to knock out an enemy with nonlethal damage

Ranged Combat: This Skill is used to inflict harm upon foes from a distance, or to strike a target with a bow, crossbow, or other ranged ammunition.

Possible Uses:

- ❖ Shoot an onrushing monster with your longbow
- ❖ Knock a rock off the top of a tower
- ❖ Make a distracting noise in another location

Brawn: This Skill is used to accomplish physical tasks like unarmed strikes, grappling, throwing, running, jumping, swimming, and other feats of strength.

Possible Uses:

- ❖ Climb a rugged castle wall
- ❖ Lift/throw a boulder at an enemy
- ❖ Bend metal bars to escape a prison

Folklore: This Skill is used to recall information that is contained in old wives' tales and fables. This information is usually vaguer, but more broad reaching than mystical knowledge.

Possible Uses:

- ❖ Know the lore/weaknesses of a magical creature
- ❖ Recall the name of, or a story about, a particular individual
- ❖ Remember a curious tale about a particular location

Mysticism: This Skill is used to recall magical information, and understand the nature of supernatural phenomena. This information is usually specific and more circumstantial than fable-based lore.

Possible Uses:

- ❖ Know the identity/nature of a magical creature
- ❖ Identify a magical item or plant and its properties
- ❖ Recognize particular spells, and how to deal with them

Reason: This Skill is used to perform simple experiments, and understand the nature of strange and unexplained events. Reveals information on scientific and technological subjects.

Possible Uses:

- ❖ Identify a body as dead or just injured
- ❖ Administer medical care to the needy
- ❖ Perform a simple herbal experiment

Vigilance: This Skill is used to spot, hear, or otherwise become aware of threats and other presences around you.

Possible Uses:

- ❖ Notice an ambush before it is triggered
- ❖ Eavesdrop on a conversation between two peasants
- ❖ Spot an animal hiding in the woods

Intuition: This Skill is used to read the intentions of another person through their body language, facial expressions, and other more subtle clues.

Possible Uses:

- ❖ Determine if the local lord feels disgust toward his people
- ❖ Tell if a traveler is lying to you about their intentions
- ❖ Predict what a nervous bandit is going to do next

Stealth: This Skill is used to hide your actions from other individuals, including your party members. Anything you can normally do without a roll, you now can do unseen; or you can set yourself up for a sneaky next turn.

Possible Uses:

- ❖ Steal from a group of merchants in a caravan
- ❖ Sneak past a group of guards without being heard
- ❖ Slip away from camp without being seen or noticed

Persuasion: This Skill is used to influence someone with sincere words and intentions, to come around to your way of thinking.

Possible Uses:

- ❖ Negotiate a peace between two hostile parties
- ❖ Convince a noble to grant you an audience
- ❖ Inspire a group of downtrodden townsfolk

Trickery: This Skill is used to conceal the truth of your intentions from others, and convince them to believe your bluff.

Possible Uses:

- ❖ Convince the local guards not to search your wagon
- ❖ Fool enemies into believing you have reinforcements
- ❖ Trick bandits into thinking another target has more wealth

Performance: This Skill is used to put on a show for an audience, involving dancing, singing, musical instruments, or some other form of showmanship.

Possible Uses:

- ❖ Entertain and befriend a group of travelers
- ❖ Create a distraction for another ally to act
- ❖ Convince a local lord to let your group stay for the night

Virtues and Vices

Virtues and Vices drive your Character to accomplish great feats. When you make a Character, choose one Vice and one Virtue. Your Character's Virtue and Vice reflect interesting aspects of their personality.

Over the course of an Encounter, you may call upon your Virtue to reroll the D20 on an **Honorable** action, and take the preferable result. You may call upon your Vice to do the same with an **Honorable** or **Dishonorable** action, though if used, it automatically becomes a **Dishonorable** action. Each of these features may only be used once per Encounter. Players should be encouraged to describe how their Virtue or Vice gives them an advantage on the action.

Alternatively, you may call upon your Virtue to allow another party member to reroll the D20 on an **Honorable** action, and take the preferable result. This uses up your Virtue for that Encounter.



virtues

Just
Modest
Temperate
Valorous
Forgiving
Generous
Wise
Peaceful
Trusting
Meek

vices

Lazy
Vengeful
Proud
Gluttonous
Envious
Greedy
Selfish
Wrathful
Lustful
Cowardly



Players should read no further; the Game Master alone will read the adventure that awaits.



the
ADVENTURE
BEGINS




As the GM, let your players
introduce themselves.

They can choose their own names for their characters.
They will explain why they decided to embark on this
quest, or they can remain mysterious. Allow them time
to describe their answers to the three Green Knight
questions on their character sheets, if they wish.

Read the following to the party




 You find yourselves at a tavern where many roads meet. Almost one year ago to the day, each of you was visited by the mysterious Green Knight. Although you were miles apart, it seems that these visits occurred simultaneously. You all harmed the Green Knight in some way, with the Knight's promise that he would return the damage done to him "one year hence." Now, shortly before that year is up, you meet at the beginning of your journey. Over the course of the night you exchange stories. You agree to go on this quest to the Green Chapel together — some party members more begrudgingly than others. The night passes with anxious revelry. Then, in the stark morning light, you get the first clear look at the other members of your party. You will face your destinies together.



Encounter I

an OVERTURNED CART



nly a few hours into your journey, the familiarity of the tavern — let alone your homes — has faded long into the distance. The woods on this path are like nothing you've seen before: mysteriously gnarled branches, dark foreign shadows, and a cold wind surround you. You're focusing so much on the eeriness that you almost don't notice the overturned cart right in front of you. The cart looks to have been the subject of an ambush. Arrows stick out of the side of the cart. Peasant bodies litter the road. The scene is quiet... maybe too quiet. *What will you do?*

First, deal one point of **Dishonor** to the whole party; they have been delayed.

Initiative

Next, have all the players roll an Authority Skill Check (see Actions). Do not mark success or failure for this roll — instead, list the characters in order from highest to the lowest roll (let players decide between ties). This is the Initiative Order for this Encounter.

The highest roller is the Encounter Leader. Play will proceed down the Initiative order, starting with the Encounter Leader, returning to the top once the last player has taken their action. At the start of each Initiative round, the GM deals a point of **Dishonor** to the whole party. Then, the Leader decides whether to end the Encounter or take an action.



Action-Based Dishonor

Every time a player finishes resolving an Action, reward them accordingly:



- ❖ Failed at an Honorable Action
(Add one point to the Dishonor Bar)
- ❖ Succeeded at an Honorable Action
(Erase one point from the Dishonor Bar)
- ❖ Failed or Succeeded at a Dishonorable Action
(Add one point to the Dishonor Bar)



✖ Actions

On their turn, each player gets one Action to make a Skill Check. Have the player describe what their character is doing, and what Skill they are using to do it. Have them roll the D20, and add any bonuses granted by Skill or Ability training, as well as bonuses granted by their Special Moves or other in-game circumstances. If they roll equal to or higher than their current **Dishonor**, they succeed at the action they were attempting. If they roll less than their current **Dishonor**, they fail.

Dishonorable Actions are the exception.

If you decide that an action is **Dishonorable**, tell the player before they roll. Instead of rolling high, they now must roll a D20 and try to get equal to or **LESS** than their current **Dishonor** to succeed at the action. If they roll higher than their **Dishonor**, the action fails. All bonuses become negatives, to help the player get the lowest possible result. However **Dishonorable** actions come at a cost. Virtues and Vices can

be used once per Encounter by players to grant rerolls to themselves and other players (see page 9).

If they try to spot the ambush, they can use:

- ❖ **Vigilance** to study the woods ahead.
- ❖ **Stealth** to scout out the ambush without being seen.

The bandits don't want to attack the party — at least, not right away. Their recent confrontation with a wagon of seven peasants went sour when the peasants refused the toll, and now the bandits need to clean up their mess. The only hitch is, one farmer named Aldo escaped the slaughter, and none of the bandits can seem to find him. They want to enlist the party's help in finding Aldo and bring him to their clutches.

If the skill check is a success, read:

"You spot a rustling in the bushes and start to notice several figures hiding in the forest. By the look of the ones closer to you, they seem emaciated and in rough shape. They haven't noticed you yet, and no weapons are drawn."


If the skill check fails:

The character may suffer no consequences (such as if they used **Vigilance**), or they may get spotted by the ambushers (if they used **Stealth**), at your discretion. Either way, continue to the next player's turn.

If they attack, they can use:

- ❖ **Melee Combat** to hack at a bandit.
- ❖ **Ranged Combat** to shoot at a bandit from afar.
- ❖ **Brawn** to knock a bandit unconscious.

There are the same number of bandits as there are characters in the party. A successful check eliminates a single bandit from combat.

Until combat breaks out and the bandits also draw their weapons, any attacks against them are considered automatically **Dishonorable**. If the first **Combat**  Skill Check is made before the bandits are aware of the party, it receives a +2 modifier, in addition to other bonuses.

Continue to the next player's turn. Once the final bandit is dispatched, proceed to Encounter Conclusion.

If they are noticed by the ambush before they attack, read below:

As you slowly start to approach the wreckage, a voice yells out from the woods. "Halt!" says a tall cloaked figure as he exits the brush. "You wandered through the wrong woods. Heavy tolled roads, and the like." The man eyes your weapons and armor. "Tell you what, though. If you can help us with a little task, we'll not only let you pass through for free, but also toss in a little something special."

This is Willam, the leader of a group of bandits. The party could hear Willam's offer, or use their own strategy:

- ❖ **Intimidation** to threaten the bandits so they leave your party alone.
- ❖ **Authority** to question Willam on the nature of his "tolls."
- ❖ **Brawn** to outrun the bandits.
- ❖ **Endurance** to escape from the bandits' attacks.
- ❖ **Persuasion** to convince the bandits to stop looking for Aldo.
- ❖ **Trickery** to convince the bandits that reinforcements are on the way.
- ❖ **Stealth** to sneak past the bandits.

Additionally, some Skills might provide extra evidence to shore up the party's suspicions:

Intuition reveals either that Willam is lying, or that the "toll-men" struck the peasants first based on the scene of the crime.

Reason reveals that the peasants died from their wounds, but were arranged so that their weapons were out after the fact.

If one of the above strategies is successful in getting the characters past the bandits, the party may remove the threat of Willam and his gang immediately, and you may proceed to Encounter Conclusion. Otherwise, the bandits may get angry and attack if enough Skill checks fail.

If they listen to Willam's offer, read below:

The man continues: "As you can see, there are some people who don't agree with these tolls." He gestures to the destroyed cart. "But, law is what we say it is. Some people got no respect, no real honor to them to uphold the law, you know? In fact, we were just tracking down one of the folks who was traveling with these lawbreakers... when you came by. If you can find him and bring him back to us, we'll give you this," and he takes out an engraved mace. "He ran off that way," he continues, gesturing to the woods. "Go get him, and the mace is yours. Might want to hustle, he ran off quick."

Inform the party of the **Engraved Mace's** special features (see Encounter Conclusion). Successful Skill checks and creative thinking could lead to other ways to acquire the mace, but there is a risk of **Dishonor**.

Should the players run out into the woods to find the peasant Aldo, they can use:

- ❖ **Vigilance** or **Intuition** to try to find his footprints or tracks.
- ❖ **Reason** to calculate the most logical hiding spot.
- ❖ **Folklore** to remember a secret hunter's hideaway in the woods near here.

Once they find the tracks, they can use:

- ❖ **Vigilance** or **Intuition** to trace them towards Aldo.
- ❖ **Endurance** or **Brawn** to chase down Aldo.

The characters' intentions still matter at this point. Feel free to rule any of the above actions as **Dishonorable** based on their motive.

If the party refuses (or fails) to track down Aldo:

The bandits are very displeased, and accuse them of 'incompetence,' or 'unwillingness to follow the law' — which is it? The situation will rapidly escalate to combat if not handled carefully.

If they succeed at finding the peasant in the woods, read or paraphrase the below:

You find a man in peasant garb cowering in the woods. "Don't... don't bring me back..." he begs, shivering in the cold.

Aldo offers no resistance whatsoever to capture or even death, but weeps piteously if he is brought back to Willam's gang.



Encounter I Conclusion

If they choose to bring Aldo back to the bandits, the bandits will reward them with the mace and let the adventurers go. Read or paraphrase the below:

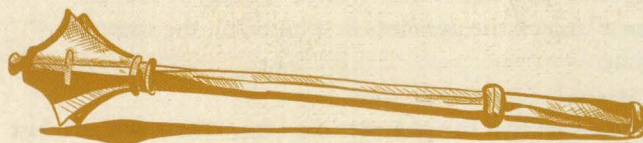
"There he is!" Willam exclaims as you walk the peasant back to the group. "This is for you," he continues, pulling out a mace from his pack and giving it to you. "Law is law, word is word, honor is honor." He turns to face the peasant. "You should learn by this group's example. For you have chosen to skip your toll and fee. For that, your punishment is death." He faces the party members once more and says, "You don't have to stick around for this." As the party walks away, you can hear the screams of the peasant echoing in the branches around you.

Have the character with the **Engraved Mace** (grants +2 on all **Melee Combat** rolls) note it in their Inventory, and proceed to Judgment.

If the encounter ends in violence, read or paraphrase the below:

The last bandit thuds to the ground. A gurgle of blood comes out of his mouth and runs across the forest floor. The woods are quiet once again. You begin to make your way past the wreckage, as you wonder if you have made the world a better place or just pushed this ever-spinning wheel of violence forward.

If the players decide to loot the bodies, they will face **Dishonor** during the Judgment phase.



Judgment

Judgment is impartial; it does not care about individual actions or intentions. Tally the Encounter Results below and announce **Dishonor** points lost and gained for each Result. All players should mark the final change to their **Dishonor** on their sheet.



Honorable results



- ❖ Find Aldo and let him go (+0 Dishonor)
- ❖ Find Aldo and give him supplies/protection (-1 Dishonor)
- ❖ Eliminate the bandits as a threat (-1 Dishonor)



Dishonorable results



- ❖ Bandits are still at large (+1 Dishonor)
- ❖ Aldo is still scared in the woods (+1 Dishonor)
- ❖ Help deliver Aldo to the bandits (+2 Dishonor)
- ❖ Aldo dies (+2 Dishonor)
- ❖ Loot the dead bandits (+2 Dishonor)
- ❖ Rob the living bandits (+1 Dishonor)

End of Encounter I

Players may rest and recuperate between each Encounter. Now that they are no longer being delayed, their **Dishonor** does not increase until the next Encounter begins. **Remember to reset all uses of Virtues and Vices!**

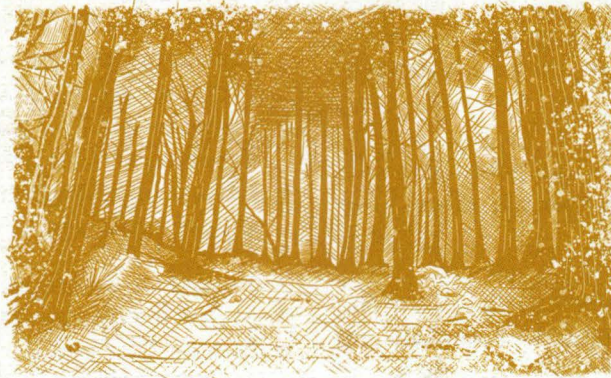
Atonement

Between Encounters, players may spend **Honor** to elevate the esteem of their fellows, taking three **Dishonor** points to remove one point of **Dishonor** from another character.

Once the players are ready, proceed to Encounter II!

Encounter II

THE FOX



Ene day has passed since the last danger. Time on this road seems to make everything grow. The trees seem taller, the bags under your eyes deeper, your boots heavier. Yet knowing what's at stake, you venture onwards. After several hours, a man runs out from the woods yelling, "Stop! Stop! You'll scare it off!" You see a rustle in the brush and a flash of orange and white. "Ah! There it goes!" he continues, and looks up at you with a scowl of fury. "My... dinner..." he mutters, before exploding into a string of oaths and curses.

First, deal one point of Dishonor to the whole party; more delays!

Be warned: if a Character ever reaches 20 **Dishonor**, they are out of the Encounter until they can receive Atonement at the end of the Encounter.

✖ Initiative

As before, have each character roll Authority to generate the Initiative order, and proceed to the Leader's turn. At the start of the Initiative count, each character gets a **Dishonor** point. The Leader can end the Encounter at the start of any of their turns, but only after taking the **Dishonor** at the start of the Initiative count. After the meeting with Adam, the fox catcher, there is nothing actively preventing the party's progress. But, if the leader decides to end the encounter early, Adam curses them for their deliberately horrible timing and won't leave them alone for hours.

If they question the fox catcher:

Intuition or **Reason** reveals that the man is not lying about his hunger — but it is obsession that has allowed things to get to this point.

Persuasion, **Trickery**, or **Intimidation** 🐾 can be used to push the fox catcher into confessing the real reason he wants the fox.

If they convince Adam to reveal his motives, read or paraphrase the below:

After letting out a deep sigh, he goes on, "I've been trying to catch that fox forever. You see, that's not a normal animal. That there's a magic fox." He narrows his eyes. "You probably think I'm crazy, don't you? But I know I'm not. They say the fox can talk. Not only talk, but see other worlds — the future, the past. I know it can. They told me. And I'm gonna catch it. Because they say if you catch it and kill it then you get its powers. I know they're right. I know they're not lying. And I'm going to get that damn thing before you." He pauses. "But, if you bring me the fox, I'll fetch ye a reward; a crossbow worthy of a true hunter!" Without another word, he wanders off into the woods. Out of the corner of your eye, in the distance, you see a rustling in the brush, and a flash of orange and white. What do you do?

If they decide to search for the fox, characters can use:

- ❖ **Vigilance** to spot the fox in the woods. Finding the fox this way requires three successful Vigilance checks in a row from the group.
- ❖ **Persuasion** to yell out to the fox that you mean it no harm.
- ❖ **Trickery** 🐾 or **Intimidation** 🐾 to trick or threaten the fox out of hiding.

If they find the fox, read or paraphrase the below:

As you walk into the woods, you see the fox slowly emerge from the brush, as though it was never hiding at all. It stands there, looking at you. Then, to your surprise, it speaks in a calm, stern voice. "I

have seen you traveling for miles, for days. Now, here, we face one another. I know that man looks to put me in a cage. You must not let him. As sure as these trees continue to grow, I must roam free." If you want to catch the fox, now would be the time to do it.

Some skills will help investigate here:

Folklore reveals that talking animals often DO grant great powers to those who kill them, but likewise do they offer boons to those who show them mercy.

Mysticism reveals the effects of killing the fox (see Encounter II Conclusion).

Intuition reveals the fox is innocent, yet mysteriously wise.

Some strategies players can use:

- ❖ **Brawn** 🐾, **Endurance** 🐾, or **Stealth** 🐾 to grab and secure the fox before it can escape. Two checks will be needed to prevent the fox from escaping: one to grab the fox, and one to bind or cage it. If either fails, the fox sprints away.
- ❖ **Intimidation** 🐾 to scare the fox accomplishes nothing — on success or failure, the fox runs.
- ❖ **Persuasion** or **Trickery** 🐾 to get the fox to talk or answer questions.

If the players attack the fox, they may use:

- ❖ **Melee** 🐾 or **Ranged Combat** 🐾 to kill the fox.
- ❖ **Stealth** 🐾 or a creative use of **Folklore** 🐾 or **Mysticism** 🐾 to set a trap that kills the fox.

If the fox has been persuaded to sacrifice itself, killing it is automatically successful, but grants neither **Honor** nor **Dishonor**.

If the players question the fox, refer to these answers. The fox will answer two questions per successful check.

PC's Question	Your Response
"Who are you?"	"Something larger than you or me. The forest. The trees. The earth. Sprawling vines and weeds."
"Why does the fox catcher want you?"	"I do not know. He is of civilization, which must keep capturing and conquering."
"How can you speak?"	"How can you speak?"
"What powers do you have?"	"I see many futures, and many ends, too many tales to tell."
"Is it true that if we kill you we could gain your power?"	"Yes. Do you desire this?"
"Would you sacrifice yourself for us?"	"I will, if this is what you ask." (The fox will now allow a character to take an Honorable action to kill it)
"Can we get a reward for saving you?"	"Does the rain ask for a reward from the tree as the rain helps it grow? Does a tree ask a reward from a bird when a bird makes a nest in its branches? Honor is a cycle. The end is the beginning is the end. You shall have your reward."
"May we share your power?"	"If you can understand it" (at GM's discretion, a well-worded request or question like this might grant characters a single use of Eldritch Vision: see right)

Encounter II Conclusion

If the attack succeeds and the fox is killed, read or paraphrase the below:

With the fox lying dead at your feet, you feel an energy surge through you. Your eyes close and you see darkness all around you. Then, suddenly, you see lights flying around you. You see your whole life up to this moment go flying by. You see the life of each of your party members. Then, the images start to speed up. One after another, a new vision comes to you, faster than the previous one, until they all blur together in a bright cacophony of color. Then, blackness. Your eyes open.

The magical energies fill the character who dealt the death blow (first or second-hand) to the fox. These energies grant the character three **Eldritch Visions**, which should be noted under the character's inventory. Each Vision allows the character to grant any other character a reroll upon any action.

If they turn the fox over to Adam alive:

He is delighted. He claims his prisoner and leads the party to his sturdy hunting lodge. After disappearing inside, he returns with no fox, but a **Heavy Winch Crossbow** (grants a +2 bonus on all **Ranged Combat** Skill Checks).

If they attack the fox and fail:

The fox leaps from your reach and scurries away. At the base of the woods, it turns — you lock eyes. The fox crouches, giving a low, mournful howl. Your ears begin to ring, and in a flash, the fox runs off into the woods, never to be seen again...

Judgment

Tally the Encounter Results below and announce **Dishonor** points lost and gained for each Result. All players should mark the final change to their **Dishonor** on their sheet.



Dishonorable results



- ❖ Leave Adam alone and tired (+1 Dishonor)
- ❖ Leave Adam hungry and without food (+1 Dishonor)
- ❖ Adam is still angry about the fox (+1 Dishonor)
- ❖ Ask the fox for a reward (+1 Dishonor)
- ❖ Fox is turned over to Adam (+3 Dishonor)
- ❖ Rob Adam (+2 Dishonor)
- ❖ Try to restrain or bind the fox, even with good intent (+1 Dishonor)
- ❖ Try to kill, or kill the fox; even if it offered itself as a sacrifice. Test failed! (+2 Dishonor)



Honorable results



- ❖ Agree to help the fox and let it out into the woods (-3 Dishonor)
- ❖ Convince Adam, the fox catcher, that the fox isn't special, and that maybe he should just get some rest (-1 Dishonor)
- ❖ The players look to help the fox catcher get other food (-1 Dishonor)



End of Encounter II

Remember to let everyone use Atonement, and reset all uses of Virtues and Vices.

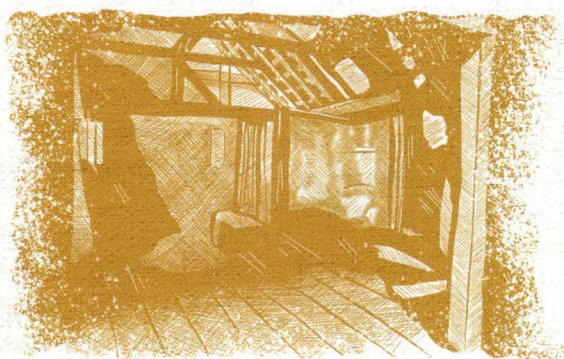
When everyone is ready, proceed to Encounter III!





Encounter III

LOSING your HEAD



Ts night falls after a full day of travel, you come across a small shack next to a lake. It is dark. There are no lights burning in the windows. It seems deserted. You slowly open the door to find a single-room cabin. A thick layer of dust covers everything inside. You set up camp indoors. It's the first time you've slept with a roof over your head in what feels like a long time.

First, deal one point of Dishonor to the whole party; yet another delay.

Have all the characters generate Initiative order (see page 7). Then read or paraphrase the below to the Encounter Leader:

In the middle of the night, your eyes open to a woman standing over you. "Hello there," she says. A chill runs up your spine. Something about her seems... off. Her presence has somehow turned the room both comforting and frightening, all at once. She moves with a dreamlike elegance, as she says, "I seem to have lost my head. Will you help me find it?" Before you can give your answer, she opens the door to the cabin and glides outside towards the lake, her feet scarcely touching the ground. What do you do?"

If the character decides to roll over, go back to sleep, or otherwise ignore the woman, they may do so; this is an automatically successful **Dishonorable** action.

If so, Winifred repeats her plea to the next character in Initiative. Repeat until someone follows her to the lake, or all party members have declared their non-interference.

The characters can ask questions, but the spirit of St. Winifred only knows her name and that her head is at the bottom of the lake. She can't seem to remember how she got to the cabin, or why her head is at the bottom of the aforementioned lake.

Successful investigations will turn up clues:

Folklore reveals the history of St. Winifred: a nun murdered by her former lover when she took her sacred vows. Grant a +4 modifier on attempts to find her skull and wedding ring in the lake.

Intuition reveals that she is not lying and seems to truly believe that her head is at the bottom of the lake.

Mysticism reveals that the woman is indeed a ghost, but a saintly ghost, here to test those who claim to have honor. She cannot be destroyed, but means you no harm.

Intimidation or **Authority** checks, as well as **Trickery** checks, automatically fail. They will anger the spirit, who vanishes from sight but lingers as quiet whispers. Any actions taken while underwater in the lake will be made at a -4 penalty.

If they follow St. Winifred to the lakeside, read or paraphrase the below:

Standing lakeside, the woman peers deeply into the water. "I know my head is down there. I need it back, with me. I need it..." she repeats. She looks up at you with mournful eyes. "Once you dive in, you may find something else of mine. Some shiny memory I'd rather forget. If you see it, leave it. Please. For me..." She says before staring back down at the lake's murky depths.

Vigilance can be used to search the lake, but until the character first plunges to the bottom, all such checks are made at a -4 penalty.

Once successful, read or paraphrase the below:

Looking deep into the water, you see weeds swaying slightly, pushed back and forth by a seemingly invisible current. In the midst of the weeds you see a human skull. Next to the skull, you catch a glint of metal. It looks to be a ring, caught in the mud.

Endurance or **Brawn** can be used to dive to the bottom of the lake and search the depths.

Once successful, read or paraphrase the below:

The water is cold and bracing and takes your breath away. What seemed like a shallow lake is in fact a deep, cavernous space with no surface in sight. As you swim deeper into the darkness and reach the bottom, you hear a gruff voice inside your head: "Come down for that liar's head, you did? Shouldn't fall for those types of tricks. She's an evil ghost — as evil as she was in life. Take the ring. Bring it to the surface. It'll ward her off for good — not to mention keep you safe against any spirit you come across. The head will do nothing. Be warned though — you can only take one, not the other."

If they attempt to bring the ring to the surface, read or paraphrase the below:

When you place the ring in the palm of your hand, you start to feel a strange heaviness to you. "Good. Now swim," says the voice. You muster more strength and begin to push towards the surface, but the weight pulls at you, dragging you deeper and forcing you to sink back down.

The character carrying the ring cannot reach the surface on the turn they grab it. They must either succeed on another **Brawn** or **Endurance** check next turn, or another character will need to dive in to help them to the surface with their own action.

If they succeed at carrying the ring to the surface, read or paraphrase the following:

You break the surface of the water and clamber out onto solid ground with the ring in hand...but the woman is gone. As you dry off at the side of the lake, you see smoke start to pour out of the cabin. By the time you register the smoke, flames have engulfed the shack. The first signs of dawn are peaking on the horizon. The lake is still. You put the ring in your pack and march on.

Proceed to the Encounter Conclusion. At your discretion, the party may still have a chance to dive back down and get the skull to take with them on their journey. Otherwise their chance is gone, and future dives reveal only cold water and murky plant life — the skull is gone.

If they bring the skull to the surface, read or paraphrase the below:

You hear the gruff voice say, "That was a grave error." You erupt from the water with the skull in hand and collapse on the ground, catching your breath. On the lakeshore, there is a white flash of light. You hold out the skull triumphantly, but the woman who brought you here is gone. In her place, green translucent warriors stand ready for battle. As the water of the lake suddenly starts to churn, they leap to attack you.

Any characters currently in the lake must first succeed at **Brawn** or **Endurance** actions to escape a sudden current pushing them deeper into the lake. If they begin to fail, the gruff voice offers them help to escape, only if they leave the skull behind. If they accept the help, no checks are necessary and the character instantly reaches the shore.

If they bring both the ring and the skull to the surface, read or paraphrase the following:

As you grab both items, a bolt of energy shoots through your body and pushes you up to the surface. At the lakeshore, there is a white flash of light. The woman who brought you here is gone. In her place, green translucent warriors stand ready for battle. As the water of the lake suddenly starts to churn, they leap to attack you.

This is identical to the spectral warrior fight (see below), except there are TWO spectral warriors per party member.

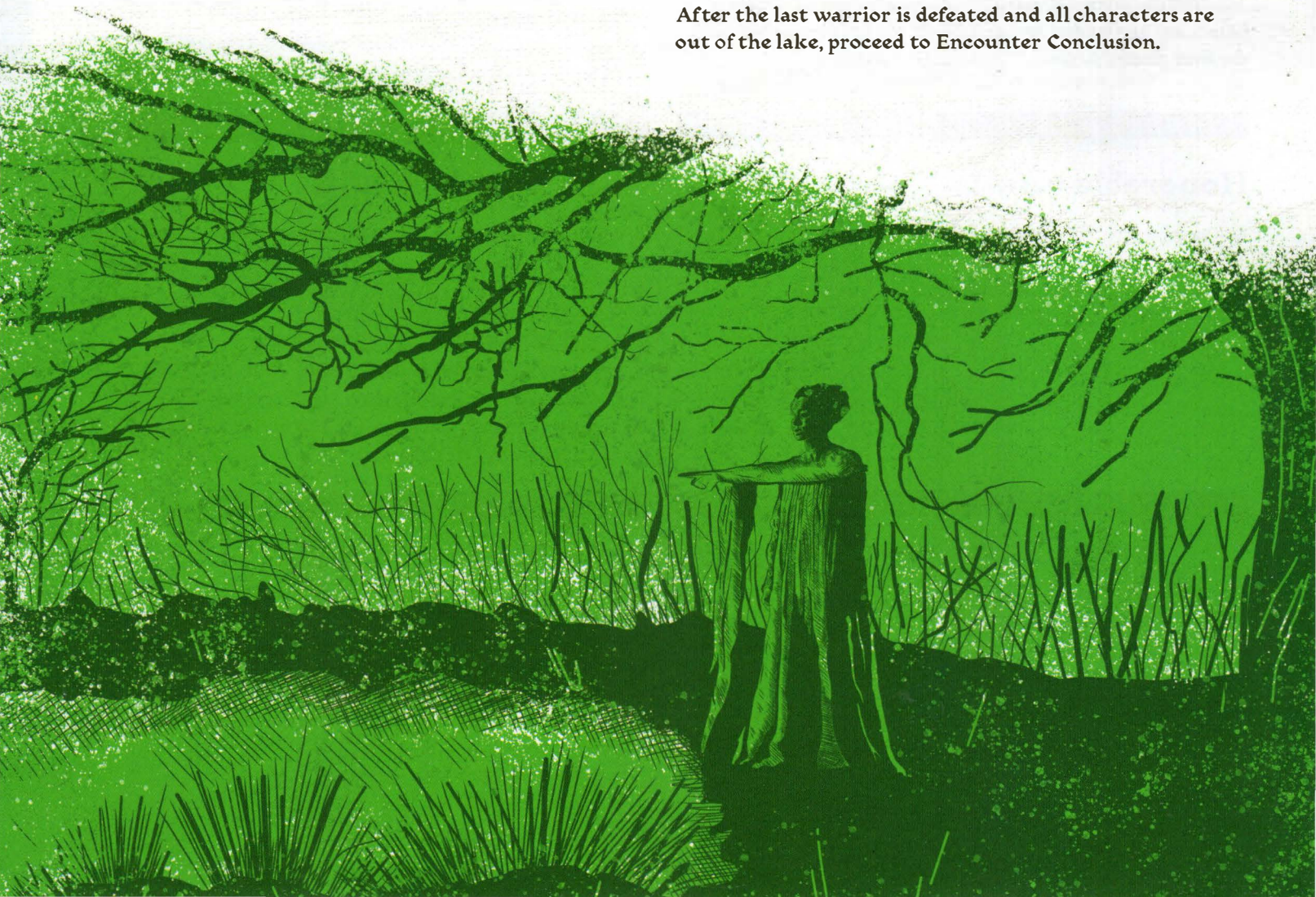
There is one spectral warrior for each party member.

Each spectral warrior can be defeated with two successful **Combat** Skill Checks. Anyone carrying the **Skull of St. Winifred** only needs one successful check, and the skull blazes white.

Folklore reveals that these are the sworn soldiers of Winifred's lover, sent to take her head once more, just as they did in life. The skull is blessed just as they are cursed, and touching the ghostly knights with it destroys them.

- ❖ **Melee Combat**, **Ranged Combat**, or **Brawn** can be used to wield the skull as a weapon. A successful check in this way destroys two whole spectral warriors. The skull can be freely passed between characters on any player's turn.
- ❖ **Mysticism** reveals a spell that can instantly banish one of the spectral warriors.
- ❖ **Stealth** could be used to sneak away from these phantom enemies.
- ❖ **Authority** is the only manner of speech the spectral warriors respond to. If successful, the fallen soldiers lay down their swords and vanish.

After the last warrior is defeated and all characters are out of the lake, proceed to Encounter Conclusion.



Encounter III Conclusion

If they took the ring:

It seems to have runes of protection etched into it, and glints eerily in the light. It appears that no one wants to lay claim to it and no one will stop them if they take **St. Winifred's Ring** (grants a +2 bonus to **Endurance** and **Trickery** checks).

If they took the skull, read or paraphrase the below:

With the last ghost defeated, the lake is still. The door to the house is open. Inside, you see something that was not there before — a skeleton lying on the ground, wearing the decayed remnants of the same dress the woman was wearing. It is missing its head. You feel a magical energy emanating from the skull. What would you like to do?

The skull is clearly pulsing with white light now. Anyone will recognize its magical properties, if they wish to keep the **Skull of St. Winifred** (grants instantaneous death to certain supernatural creatures).

If the players decide to leave the skull, read or paraphrase the below:

You place the skull at the skeleton's neck. Out the window, the sun rises and spills its light over the remains. It casts a greenish glint across your face — a green sunrise. The house is just a house now. Its eerie qualities falling away with the light. You walk out the door and march on, trying to shake the sound of that gruff voice out of your head.

If they decide to keep the skull, read or paraphrase the below:

You put the skull in your pack and head out of the house. The sun is rising as you tromp along into the woods. The Green Chapel is close. Sacrifices have been made before. Soon, they will be made again. After some time of travel, you turn around and notice smoke and flames around where the cabin would have been.

Judgment

Tally the Encounter Results below and announce **Dishonor** points lost and gained for each Result. All players should mark the final change to their **Dishonor** on their sheet.



Honorable results



- ❖ Go down into the lake, get the head, come back up and return the head (-3 Dishonor)
- ❖ Defeat the spectral warrior spirits oppressing Winifred (-1 Dishonor)



Dishonorable results



- ❖ Ignore Winifred's plea (+3 Dishonor)
- ❖ Ask for a reward at any point (+1 Dishonor)
- ❖ Take up, but then abandon Winifred's request (+2 Dishonor)
- ❖ Steal her skull (+4 Dishonor)
- ❖ Choose just the ring (+2 Dishonor)
- ❖ Choose the ring and the skull (+3 Dishonor)
- ❖ Accept the help of the voice in the water to swim safely to shore (+1 Dishonor)



End of Encounter III

Remember to let everyone use Atonement, and reset all uses of Virtues and Vices.


When everyone is ready, proceed to Encounter IV!

Encounter IV

the

GREEN CHAPEL



 he days grow shorter as you venture deeper into the woods. The trees get thicker, stranger, and somehow greener. A thick fog blankets the moss-covered ground. Up ahead, you see an opening in the forest, where the mist seems to part like a curtain, and you make your way towards it. The clearing allows little light to filter through, but you can make out the shapes of weathered gravestones — their runic carvings almost completely worn away by time. Beyond it, in the center of the clearing, half-hidden in the greenery, stands an ancient structure. Tree limbs twist and bend to its shape. The air is still, and the wood is silent. You have finally found it. Standing there, half forgotten, half glorious — you have reached the Green Chapel.

This is the final encounter in the game — one last test of honor. The characters will need to act carefully and thoughtfully if they hope to avoid disgrace. Even then, if they have not preserved their honor during previous encounters, their quest is in grave danger.

Have all the characters generate the Initiative Order. Continue to mark **Dishonor** at the start of each Initiative count.

The final confrontation with the Green Knight has three elements, each of which requires at least one successful action from each character:

- ❖ Entering the Green Chapel
- ❖ Facing the Green Knight
- ❖ Meeting Fate

There is no Judgment or Atonement in this Encounter. To succeed at their quest and complete the game, the characters must finish each of these three steps, without their **Dishonor** reaching 20. In this Encounter, any character who ends their turn with 20 **Dishonor** Points is immediately removed from play. Their fate will be addressed in the Encounter Conclusion.

If the party spoke to the fox in Encounter II but set it free, choose one player whom the fox liked the most. The first time that character fails an action in this Encounter, the fox leaps in to grant a reroll.

Entering the Chapel

Read or paraphrase the below:

As you approach the Green Chapel, you feel a profound sense of dread in your stomach. The building seems to not just be covered in vines, but composed of greenery itself — as much a part of the forest as the trees surrounding it. It has no door, but the interior is too shaded to see clearly. Do you have the honor to enter?

The characters may use any of these strategies to successfully enter the Green Chapel:

- ❖ **Endurance** to steel oneself and march through the doors confidently.
- ❖ **Brawn** to charge through the doorway in a great rush.
- ❖ **Authority** to lead the way, but only if the character is entering the Green Chapel first.
- ❖ **Stealth** to approach carefully, cautiously, and aware of any possible threats.
- ❖ **Performance** to allow themselves, or one other character, to confidently approach the Green Chapel.
- ❖ At GM's discretion, **Authority** 🧠, **Intimidation** 🧠, **Trickery** 🧠, or **Persuasion** 🧠 might be used to force / allow another character to enter as another player's action.

Other strategies that may be used here include:

Vigilance on the Green Chapel reveals few signs of danger, but the mysterious plants which comprise the building seem to move and grow of their own accord. The Green Knight is shrouded in darkness and cannot be seen from outside.

Folklore and Mysticism confirm that this is indeed the Green Chapel, a sacred location of pure natural energy. It is impossibly old, older than the first men to settle this land, and anyone standing inside of the Green Chapel should be able to find ways to tap into the source of its magical potential.

Intuition merely confirms that there is a feeling of being watched — the plants indeed are alive.

Reason or Mysticism could be used to craft an effective healing poultice out of the plants, which has healing properties. Exhausting the poultice grants one character a reroll on a single **Combat** check.

Facing the Green Knight

When they enter the Green Chapel, read or paraphrase the below:

You walk inside the chapel. Mist drifts through the weathered stone and hangs about the floors and corners. You slowly make your way towards the block of stone that resembles an altar. Where the pulpit would be is only a massive tree trunk. Your eyes search the area for the Green Knight, and it is only as you get closer that you realize he is already there. He is one with the tree trunk itself, almost carved at its base. His eyes open. In a deep rumble that shakes the earth around you, he says: "You came. Has it been one year?" Do you have the courage to answer him?

If they talk to the Green Knight, grant a +2 bonus to any **Charm** checks for any characters who are respectful.

They may use:

- ❖ **Performance, Persuasion, or Authority** to successfully answer the affirmative.
- ❖ **Endurance** to stoically and silently nod. This grants a +4 bonus on Endurance checks to kneel before the Green Knight.
- ❖ **Persuasion, Trickery** 🧠, or **Performance** to debate, trick, or confuse the Green Knight. If the GM likes a particular line of argument, success might grant a moment's reprieve.

If the GM really likes an argument or trick, the Green Knight might be fooled or persuaded entirely and release the character. To persuade or trick the Green Knight, a character must push the argument forward with three successful actions. The successes can be made by other characters, but a single failure before the three successes are reached means the Green Knight ignores the argument or sees through the ruse.

If they attempt to lunge and attack the immobilized Green Knight:

Melee or Ranged Combat 🗡️ can be used to strike the Green Knight before he can fully awaken. The Green Knight immediately tears free and begins to fight (see right).

Unfortunately, any wounds dealt to the Green Knight while he is still joined with the tree immediately regrow, and do not count toward defeating him in battle.

Other strategies include:

Stealth 🦏 can be used to find a hiding spot anywhere inside the Green Chapel. Success appears to conceal the character from the Green Knight. This hidden position grants a +4 bonus to **Melee Combat**, **Ranged Combat**, and other actions against the Green Knight.

Intuition reveals that the Green Knight is entirely inscrutable. His intentions and thoughts are a mystery — but he is always entirely honest. He cannot be killed; but he may be, in a sense, willing to accept defeat in battle.

Folklore reveals that the Green Knight is supernatural and that there are many ways to defeat such a being. It also hints at the extra damage one can inflict by using **St. Winifred's Skull**, and the potential **Mysticism** has if used.

Mysticism reveals runes and signs of power on the stones scattered about the floor of the Green Chapel. With the right words, gestures, and knowledge intact, these runes can now be harnessed by any character to add a +4 bonus to any magic-related actions, including magical attacks against the Green Knight.

Meeting Fate

When they have finished greeting and/or questioning the Green Knight, and if they have not attacked him, read or paraphrase the below:

The Green Knight rips one great arm from out the wall and then another. Each movement sounds like an entire tree uprooting. He stands at full height, towering above you. "So, you have chosen honor. Good." His voice echoes across the grove, commanding all the strength, wisdom, and age of the earth around you. "Now, kneel." He pulls his axe from deep in the tree's gnarled branches. The Knight approaches you and lifts his axe with both hands up above his head. Can your honor hold true?

If they try to kneel before the Green Knight, they may use:

- ❖ **Endurance** to kneel and hold, without flinching.
- ❖ If the player makes a good argument for it, **Mysticism** or **Intuition** to grant the faith needed to kneel with confidence.

If they raise arms against the Green Knight:

The Green Knight grunts and begins to battle, always attempting to deal to each combatant the blow they dealt to him one year ago.

Each strike (from either their own weapons, or those collected along their journey) does seem to progressively hack away at more and more of the seemingly unkillable Green Knight. A successful **Melee** 🗡️ or **Ranged Combat** 🏹 deals a wound to the Green Knight. Six wounds are required to defeat the Knight. At the start of Initiative, the Knight recovers from one wound, as his body regrows itself.

A successful **Combat** 🗡️ or **Brawn** 🏹 action while wielding the **Skull of St. Winifred** as a weapon deals three wounds to the Green Knight. It is immediately destroyed after impacting the Green Knight's armor.

Mysticism reveals prayers, curses, and words of power that harm or otherwise unbind the power of the Green Knight, dealing two wounds. A failed action accidentally empowers the Green Knight, who recovers from one wound.

Any character who succeeds at kneeling before the Green Knight appears to be swiftly decapitated by him. Feel free to play up the horror of this sudden death! Wait until the Encounter Conclusion to reveal the full ending, but allow the players to react freely in the moment.

When every character has either fled from, submitted to, or defeated the Green Knight, it's time to announce their final fates, and end the story.



Encounter IV Conclusion

I. To any characters who ended a turn with 20 Dishonor points while facing the Green Knight, read or paraphrase the below:

"There is no punishment worse than death," you think as you sprint from the Chapel. In a few days' time, you make it back to your home. You are welcomed as a hero. Yet you know the truth. Years pass in which you can only bear to catch glimpses of yourself in the mirror. You have grown old within the comfort of civilization. Stone and wooden walls surround you. What little connection you had to the natural world is now gone. Most nights, as you try to go to sleep, you think back to the woods: the gnarled branches, the strange shadows they cast, and the cold wind that blew through you. Over time, your body grows frail. The end is near, you know this much to be true. As darkness grows in the corner of your vision, you look out a window and see the woods that you ventured into so long ago. You think back to the time you fled the Green Knight's axe. It comes to you; "There is no punishment worse than death," you think. Every time you have looked away from your reflection, you have died in some small way. You have chosen dishonor. You are a shell of what once was. Soon you will be gone. Outside, the trees continue to grow. The natural world beckons you, once more. A cold wind blows. You feel so light you can fly. You move closer to the window. The wind picks up, calling your name. You let it take you. You try to fly. You cannot fly.

II. To any characters who succeeded in all of the challenges and dealt six wounds to the Green Knight, read or paraphrase the below:

The body of the Green Knight lies broken and destroyed before you. The shards of wood and tendrils of greenery that comprised his body lie still and unmoving — except for his head. His eyes stare straight at you, and as mold seems to overtake the sockets even as you watch, it speaks: "You live. Today. Today, I die. I will die, and rot.... and wait. And grow." Looking around, the sun shines bright through the trees — glittering green in all its shades and hues. Though, you notice the green is fading, leaves crackling against the sun. The whole Green Chapel is turning brown and black. The natural world begins to fold onto itself in a circle growing outward from the Green Knight's head. Rot and mold begin to spread, the world around you begins to die. You are left alone in its earthen wake. As you exit through the archway, a weather-worn stone catches your eye. You see the smallest patch of green moss sprouting at its head. The grove before you continues to rot. Your footprints fade under the mold. You take the stone.

III. To any characters who succeeded in all of the challenges, knelt before the Knight, and were slain, read or paraphrase the below:

You close your eyes and brace your body for the axe to decapitate you. "Well done." The Green Knight traces a finger across your throat. "Now off with thy head." You do not feel it. There is only blackness. Your head is gone. You are gone. However, you are not dead. Your body becomes one with the earth. You have chosen honor. The legend you made lives on. It is rooted deep in the ground. Each time your story is told, a sapling emerges from the earth. Time will let the sapling grow into a mighty tree. The tree's branches will be gnarled and look like bones broken and healed a hundred times. Its shadows will seem foreign to a passerby. Cold wind will blow through its branches. More sun will break through, feeding the damp earth around you. Your roots will burrow deeper. The green will bloom. More saplings will rise. More Knights will go forth. You will grow.







724 CHALLENGES

The Black Opal

It's mid-morning when the party finds a small hamlet tucked in the woods. Walking into the local inn to barter some provisions, they are approached by a charismatic but anxious stranger. The man, a local jeweler, says he has pawned a mystical gem to an underground criminal ring and cannot get it back. The gem grants its owner mysterious powers and its mystical allure has caught the eye of many townspeople. The jeweler enlists the party to retrieve the gem in exchange for boundless riches. The party can speak to different figures within the town — each one revealing a deeper truth about the gem...and the jeweler. Should they discover the gem, the party can decide whether to return it or harness its power for themselves. The final decision will require deliberation and careful consideration. Bear in mind: the gem's powers may prove irresistible for those without honor to spare.

The Winter Festival

Leaving the woods, the party reaches a large field. A towering maypole, adorned with flowers, stands amidst a group of long dining tables set for a banquet. Across from the tables waits a giant brown bear locked in a spike-lined cage. Suddenly, chanting and shrieking fills the woods — swaths of tunic-wearing cultists enter the field, twirl at the maypole and sit around the tables. A kindly elder woman approaches the group to explain that they are preparing their annual three-day ritual for the coming winter solstice, and wandering travelers are always welcome to join. (Turning her invitation down feels neither easy nor safe). Over the course of their investigations, the party might surmise that the bear, clearly aggressive and distressed, is integral to the final ritual of the celebrations. Together, they must uncover the goals of the cult and decide whether to free the bear and stop their sinister ritual, or to join them in their unspeakable rites.

The Drunken Keepers

The party notices an incoming storm on the horizon. They find what appears to be an abandoned lighthouse to take shelter in. Upon entering, they stumble upon two shipwrecked sailors fighting over a small wooden mermaid figurine. Suddenly, the lighthouse goes dark and they both fall silent, fearful. One of them mentions that the lantern at the top of the tower needs more fuel. They tell the characters that the light is special and should never be left unlit. While the full scope of the light's power will be up to the GM, it should be clear the light has some mystifying effect on all those who gaze upon it, pushing its viewers to the brink of madness. Outside, the rain worsens, turning the land around the lighthouse into an island. There is no escape until the rain lets up. The players must resolve the disputes of these men, and discover the truth in the light that shines at the top of the stairs — or lose themselves to the darkness of insanity.



THE
GREEN
KNIGHT



bard

BIO

APPEARANCE (height, weight, ext.)

SCALE OF DISHONOR



Your Dishonor starts at 10. It will diminish or grow, depending upon your actions. If you ever reach 20 Dishonor, your adventure ends.

BACKGROUND QUESTIONS

Where were you when you met the Green Knight?

Why did you strike down the Green Knight?

What did you do in the year between then and now?

Choose 1 of each.

VIRTUE

JUST
MODEST
TEMPERATE
VALOROUS
FORGIVING
GENEROUS
WISE
PEACEFUL
TRUSTING
MEEK

VICE

LAZY
VENGEFUL
PROUD
GLUTTONOUS
ENVOIOUS
GREEDY
SELFISH
WRATHFUL
LUSTFUL
COWARDLY

Call upon Virtue to let you (or another Character) reroll HONORABLE ACTIONS.

Call upon Vice to reroll DISHONORABLE ACTIONS.

ABILITIES

SKILLS

COURAGE ±2

±2 INTIMIDATION

±2 AUTHORITY

±2 ENDURANCE

MIGHT ±2

±2 MELEE COMBAT

±2 RANGED COMBAT

±2 BRAWN

INTELLECT ±2

±2 FOLKLORE

±2 MYSTICISM

±2 REASON

CUNNING ±2

±2 VIGILANCE

±2 INTUITION

±2 STEALTH

CHARM ±2

±2 PERSUASION

±2 TRICKERY

±2 PERFORMANCE

SPECIAL MOVES

Choose 1 Special Move for your journey. Your Game Master may choose to allow additional Moves to be earned on future Quests.

BARDIC LORE – No matter where you go, somebody has a story for you. Luckily, you remember them the next day.

Whenever you make an Intellect Skill check of any kind, you may always roll twice and take the preferred result.

COAX – A kind word can go a long way — especially to somebody you want to help keep you alive.

When you succeed at any action, you may give any Character a +2 bonus on their next action roll.

TALESPINNER – Gather around and listen...

Whenever you succeed at a Charm Skill check, you may choose one Character. That Character, on their next action, doubles the amount of Dishonor they lose or gain for that action.

GOOD CONSCIENCE – It's not manipulation if you're trying to get somebody out of their own way.

When you succeed on any Honorable Charm Skill check, you may choose one other Character. That Character loses one point of Dishonor.

INVENTORY

THE
GREEN
KNIGHT
A FANTASY ROLEPLAYING GAME



hunter

BIO

APPEARANCE (height, weight, ext.)

SCALE OF DISHONOR



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Call upon Virtue to let you (or another Character) reroll HONORABLE ACTIONS.

Call upon Vice to reroll DISHONORABLE ACTIONS.

SPECIAL MOVES

Choose 1 Special Move for your journey. Your Game Master may choose to allow additional Moves to be earned on future Quests.

STEALTH STRIKE – A soft step, a quick flash, then silence. You've done this before. You'll do it again.

You get a +4 to Combat actions against a foe who is not aware of you.

PREDATOR – Once you've started something, it's only merciful to finish it. You know how to kill what you hunt.

Once you have successfully harmed a target in any way, you gain a +2 on all actions taken against that target.

EAGLE EYE – The key to expert hunting is noticing what others normally can't. A sight, a smell, a sound. You have sharpened your senses to collect everything.

You get an additional +4 on Vigilance checks.

GRIM DEDICATION – There is no good and evil in the animal kingdom — why should there be anywhere else?

If no other Characters are watching while you attempt a Dishonorable action, you may avoid taking Dishonor if the action is successful.

Choose 2 Abilities. These Abilities represent your core strengths, and will each lend their bonus to three different Skills. Then, choose 4 Skills to represent more specialized training.

ABILITIES

SKILLS

COURAGE ±2

±2 INTIMIDATION

±2 AUTHORITY

±2 ENDURANCE

MIGHT ±2

±2 MELEE COMBAT

±2 RANGED COMBAT

±2 BRAWN

INTELLECT ±2

±2 FOLKLORE

±2 MYSTICISM

±2 REASON

CUNNING ±2

±2 VIGILANCE

±2 INTUITION

±2 STEALTH

CHARM ±2

±2 PERSUASION

±2 TRICKERY

±2 PERFORMANCE

INVENTORY

THE
GREEN
KNIGHT
A FANTASY ROLEPLAYING GAME

knight

BIO

APPEARANCE (height, weight, ext.)

SCALE OF DISHONOR



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COWARDLY

Call upon Virtue to let you (or another Character) reroll HONORABLE ACTIONS.

Call upon Vice to reroll DISHONORABLE ACTIONS.

SPECIAL MOVES

Choose 1 Special Move for your journey. Your Game Master may choose to allow additional Moves to be earned on future Quests.

LEAD BY EXAMPLE – They've called you a bastion of honor — and for better or for worse, others look to you for what to do next.

When you succeed at an Honorable Courage Skill check, you may choose one other Character. That Character loses one point of Dishonor.

CHARGE – You've been in the vanguard before. There's nothing like catching an enemy ill-prepared.

You gain +2 to a Melee Combat action whenever you can charge the enemy from a distance.

CHALLENGE – Before you learned mastery on the battlefield, you learned how to single out an enemy. Those lessons have stuck with you.

Before making a Combat roll, you may single out one foe with a challenge. All Combat Skill checks against that foe receive a +2 bonus, and you double the amount of Dishonor you lose or gain for that action.

BODYGUARD – Your mere presence is enough to tip the scales. By standing tall and being seen, you inspire an ally with confidence.

Whenever you succeed at an action, you can grant one Character a +2 bonus to any Courage, Might, or Charm Skill actions on their next turn.

INVENTORY

THE
GREEN
KNIGHT
A FANTASY ROLEPLAYING GAME



noble

BIO

APPEARANCE (height, weight, ext.)

SCALE OF DISHONOR



Your Dishonor starts at 10. It will diminish or grow, depending upon your actions. If you ever reach 20 Dishonor, your adventure ends.

BACKGROUND QUESTIONS

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ABILITIES

SKILLS

COURAGE ±2

±2 INTIMIDATION
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MIGHT ±2

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±2 RANGED COMBAT
±2 BRAWN

INTELLECT ±2

±2 FOLKLORE
±2 MYSTICISM
±2 REASON

CUNNING ±2

±2 VIGILANCE
±2 INTUITION
±2 STEALTH

CHARM ±2

±2 PERSUASION
±2 TRICKERY
±2 PERFORMANCE

SPECIAL MOVES

Choose 1 Special Move for your journey. Your Game Master may choose to allow additional Moves to be earned on future Quests.

PATRONAGE – Greasing palms. Making "connections." Whatever you want to call it, you know how to keep people moving in the way you want — without ever getting your hands dirty.

Whenever you succeed at an action, you may pick a Character. This Character will not lose or gain any Dishonor for their next action.

NOBLESSE OBLIGE – You are a pillar of the community. These common folk need someone they can look up to.

When you succeed at any Honorable action, you may choose one other Character. That Character loses one point of Dishonor.

NOBLE'S FAVOR – Always help others, but make sure they never forget who supported them.

On your turn, you may Favor one Character at a time to show your support for them. Anytime your Favored Character succeeds at an Honorable action, you may remove one point of Dishonor. If they commit a Dishonorable action, you gain one point of Dishonor.

VIRTUOSO – Practice makes perfect. Your position has allowed you ample time and resources to hone your skills to a razor's edge.

Choose two skills you have already checked. Your bonus with those skills is +4 instead of +2.

INVENTORY

THE
GREEN KNIGHT
A FANTASY ROLEPLAYING GAME

Sorcerer

BIO

APPEARANCE (height, weight, ext.)

SCALE OF DISHONOR



Your Dishonor starts at 10. It will diminish or grow, depending upon your actions. If you ever reach 20 Dishonor, your adventure ends.

Choose 2 Abilities. These Abilities represent your core strengths, and will each lend their bonus to three different Skills. Then, choose 4 Skills to represent more specialized training.

ABILITIES

SKILLS

COURAGE ±2

±2 INTIMIDATION

±2 AUTHORITY

±2 ENDURANCE

MIGHT ±2

±2 MELEE COMBAT

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SPECIAL MOVES

Choose 1 Special Move for your journey. Your Game Master may choose to allow additional Moves to be earned on future Quests.

ARCANE SIGHT – Your eyes roll to the back of your head. Your eyelids close. The world's secrets are laid bare.

When you attempt any Intellect or Cunning Skill check that relates to a magical subject, you may activate your Arcane Sight once per Encounter to reroll the Skill check and take the preferred result.

GLAMOUR – Sometimes blending in is more important than standing out when accomplishing your goals — a quick change, some impromptu makeup, and a lot of confidence will do you wonders.

When you roll a Trickery check and succeed, you may convince the target(s) of your roll that you are someone other than yourself. Your appearance, mannerisms, and voice change, but only in the mind of the targets.

ENCHANTMENT – There's something deep in your eyes that makes others want to trust you. It clouds their senses, and makes them malleable to you.

You receive a +2 bonus on Charm Skill rolls against people who are not afraid of or hostile to you.

BANEFIRE – Summoning a deep strength from the web of cosmos, you channel magical force and flame to the palm of your hand and hurl it onward.

You receive a +2 bonus on Ranged Combat rolls, as you use telekinetic force or fire (your choice) to batter and burn enemies.

INVENTORY

THE
GREEN
KNIGHT
A FANTASY ROLEPLAYING GAME



JOURNEY THROUGH A TIME WHEN HONOR WAS
EVERYTHING AND COURAGE MADE KINGS.

YOUR QUEST BEGINS NOW!

“Tell me a tale of thyself, so I might know thee.”

Boldest of blood and wildest of heart! From the hallowed halls of Camelot and King Arthur’s court, to the mysterious wilds of the fabled Green Chapel, your journey is destined to become the stuff of legend. With honor at stake, will you rise up to meet the Green Knight’s challenge?

Inspired by David Lowery’s epic reimaging of the classic Arthurian tale, **The Green Knight: “A Quest for Honor” Starter Set** is an original new tabletop RPG experience designed for 3-6 players of all skill levels.

Prepare to face deranged highwaymen, ghostly damsels, mystical creatures and more, as you and friends embark on the adventure of a lifetime. Prove thy worth...or off with thy head.



Features

The Starter Set includes everything you need to embark on your Quest:

- ❖ Game Master’s Guide, including
 - Rules of Play
 - Official Encounters
 - A24 Bonus Quests
- ❖ Map of the Realm
- ❖ 5 Character Sheets
- ❖ 20-Sided Die



THE
GREEN KNIGHT
A FANTASY ROLEPLAYING GAME

A24



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