

DARING TALES OF CHIVALRY

THE DANBURY CURSE



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03

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THE DANBURY CURSE

This adventure takes place in England sometime during the Middle Ages. This is an England haunted by giants, faeries and other monsters, though—the England as told in old tales, like those of Mallory.

Pre-generated characters can be found on our website at www.triplecegames.com. Regardless of how many players you have someone must play the knight. Everyone else is a member of his entourage. They are not common servants, but trusted friends and confidants. The characters have 20 experience points.

If you intend to play in this adventure, you should **stop reading now**. Advanced knowledge of the scenario will only spoil your enjoyment of the game. The GM should read the **entire** adventure twice before play begins. Knowing the basic flow and details in advance will greatly speed up play and make the game run smoother.

The adventure details how the heroes get caught up in blasphemous pact between the Baron of Danbury and the sidhe of the Summer Court. While travelling through the bleak landscape of East Anglia, degenerate bandits in the marshes, which surround the fertile Danbury lands, ambush the heroes. Reporting the attack to the local lord involves the heroes in a hunt for his son, recently captured by unknown enemies. What follows is a chase, which takes the heroes into lands unknown and encounters with creatures both terrible and beautiful.

THE DANBURY FIEFDOM

The Fiefdom of Danbury is a thriving community. The castle and village are built on the only hill in over 100 square miles. With long summers and mild winters, the land is fertile and provides a good harvest to the local inhabitants. A lush forest surrounds Danbury providing plentiful lumber.

However, beyond the fiefdom things are very different. Danbury is an oasis within the dank marshes found on the east coast of Anglia. Hard men and woman live

in this unforgiving mire, eating a diet of fish, fungus and waterfowl. On the cold nights they huddle around peat fires and worship at altars to pagan gods.

These marsh people live in insular villages, each dominated by a chieftain—who rules by the strength of his arm—these villagers raid one another or have turned brigand, preying upon the causeways which link Danbury to the west and North.

The villagers also raid Danbury, however they are no match for the skilled foresters who patrol the borders. The raiders also claim the forest pits itself against their intrusions turning them from the true path through the dark woods, until they are hopelessly lost and wander into an ambush.

The marsh people swear the rulers of Danbury have made a pact with the gods of the forest—and they are correct.

THE FAE

Alongside the mortal realm there exists another—The land of the Fae. This world can only be reached through a very few rare gates and portals, however events in the fae lands can have a direct effect upon the mortal realm.

The inhabitants of the fae lands are supernatural creatures, commonly called faeries or elves. The fae—or sidhe (pronounced shee), as they call themselves—are divided into two rival camps, the Summer and Winter Courts, each ruled by a queen. These two courts are locked in an eternal struggle, which manifests itself as the passing of the seasons on the mortal realm.

An outsider viewing the courts might believe that of the two courts, the Summer would be the most benign of the two. However do not be fooled, all sidhe are capricious, alien, and extremely dangerous. What may appear to be beautiful summer nymph who only has your best interests at heart, will probably turn out to be a malicious trickster intent on claiming your soul.

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The sidhe love to make deals and bargains with foolish mortals—however, invariably the mortal always comes to regret them, no matter how beneficial the deal may initially seem.

THE PACT

The good weather, which blesses Danbury, is the result of a bargain the Danbury's made with the fae of the Summer Court, by the present Lord's great grandfather, but not without a price.

The second born son of the Danbury's is replaced with a fae changeling within three days of his birth. The impostor remains with the human family until the first-born son replaces his father as the baron, at which time the changeling and the human are swapped again. Often the newly returned human is too confused by the new world he finds himself in, to function and has to be sequestered away—his sudden absence explained by illness or accident.

The Danbury's get fertile lands (and guaranteed sons), and all the riches this brings, the sidhe get noble sons educated in the way of the humans. The returned fae nobles serve the Summer Court well in their struggles with the devious, and deadly Winter Court.

However, the Summer Courts meddling with the localised weather patterns of East Anglia has had a detrimental effect on the lands surrounding Danbury. They are locked in a perpetual late autumn/early winter, creating the dismal mire, which the marsh people are forced to live in. These harsh living conditions have caused them to return to the worship of old and terrible pagan gods.

CAUGHT IN WINTER'S GRASP

Certain members of the Winter Court have long chafed at their inability to hold sway over the lands of Danbury for their seasonally mandated time, and have hatched a plan to reverse situation.

The Changeling of the most recent second son, Hugh Danbury, often travels beyond the borders of Danbury as part of his education. He never travels without a heavily armed escort of the Baron's best men—usually more than enough to defeat the poorly armed Marsh People.

However one of the trickster lords of the Winter Court—Lord Flux—has decided to answer the unheeded prayers of the marsh people. One of his minions appeared to them in the guise of a disgusting toad, and instructed them to capture Hugh Danbury and bring him unharmed to a stone cairn deep in the marshlands. Their god even provided them with the tools they needed to destroy his guards.

The cairn is a portal into the fae lands. Flux plans on taking the Changeling deep into the Realm of Winter and sacrificing him in a ritual designed to permanently destroy Summer's sway over the Danbury lands.

Of course, he wasn't planning on a certain wandering knight and his retinue to get mixed up in his plan...

AMBUSH!

Your wanderlust and luck have brought you to the marshlands of East Anglia. Although the rest of Briton enjoys a warm early spring, the land around you is wet, cold and miserable. A biting wind blows from the north and there is scant shelter from it. The rain is almost constant, frequently turning into a freezing slushy hail.

You travel along a distinctly marked causeway. Experimentation has taught you the marsh which stretches to the horizon south, north, and west of you cannot be trusted for it is filled with sinkholes and quagmires which would spell the doom for any man in armor.

To the east can be seen the Danbury Forest, named for the lord of these lands. His castle—shielded from this God forsaken weather—lies on the other side of the forest and promises a warm bed for the night.

Suddenly the peat around you erupts as dirty fur clad savages armed with crude pikes menace you! Further away from the causeway other figures emerge from the swamp, inbred women surface from beneath the frigid marsh, armed with javelins.

The heroes have been ambushed by one of the many marsh families who have turned brigand in order to survive. Call for a Notice roll. Those who fail are surprised for the first round of combat.

There is one marsh warrior for each of the heroes. These jab at the heroes (or their mounts) with their pikes—taking advantage of the reach their weapons give them. A further number of female warriors, equal to the number of heroes, are 5" away ready to back up their men-folk with javelins ready to throw and swords. The marsh chieftain hangs back with the women, but will charge in as soon as one of his people fall.

The brigands will fight until two of their number fall, or the chieftain is defeated, at which point they will break away and flee into the marsh. This cowardly attack should be reported to the Baron.

Marsh Chieftain (1): See page 19.

Marsh Warriors (2 per hero): See page 19.

DANBURY FOREST

The causeway the heroes followed across the marsh becomes a well-marked trail within the forest, which surrounds the lands of Danbury. The trees provide a welcome respite from the biting wind, and the deeper they travel the warmer it becomes. Soon, the deprivations of the marsh are forgotten as the heroes enjoy a warm summer day.

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Players may be suspicious over this sudden change in temperature; however there are no signs of sorcery or other devilry at the border between the marshlands and the forest. Have a character with a scholarly or religious background make a Common Knowledge roll. If he is successful remind him that one of the many benefits of a pious, and honourable lord is the blessing of good weather and crops.

After an hour or so of travelling, the heroes are discovered by a patrol of Danbury foresters. The foresters make no attempt at stealth and can be heard for several minutes before they appear.

The foresters are cautious, but friendly, asking the heroes what business they have in the lands of Danbury. If the heroes report the attack out on the marsh, they are apologetic and offer to accompany the heroes back to the castle.

Curious heroes will probably quiz the foresters on the situation in the marshes. The foresters have nothing good to say about the marsh people, believing them to be savages who still haven't abandoned the pagan ways. Obviously, they are unaware of the pact their lord maintains with the fae of the Summer Court, and if asked about the distinct change of weather between the marsh and the forest, they genuinely look puzzled, it is just how it is, and not something they have ever given any thought.

Danbury Foresters (5): See page 17.

CASTLE DANBURY

Beyond the forest are well-defined fields, which feed the people of Danbury. The village sprawls across the lower slopes of a very steep hill. A forbidding castle has been built upon the summit of the hill giving it a commanding view of the lands all around it. From its battlements flutter banners depicting the heraldic design of the Danbury's. The banner is divided *per bend sinister* (a diagonal line from top right to bottom left); the left hand field is *vert* (green), and the right hand *gules* (red). A blazing symbolic sun overlays this design in the center of the shield. A single track twists its way up the hill to an open drawbridge. Beyond the castle is yet more forest for several miles, and then the gently rolling dunes where the land meets the sea.

The weather here is pleasantly warm, a light breeze cools the brow. The peasants toiling in the fields look happy and well fed. Some of them peer at the new arrivals curiously, but they return to their work a few moments later. Visitors to Danbury are fairly common.

The foresters lead the heroes to the castle's entrance where they are met by the castle's seneschal a one eyed elderly man—Robert—who listens to their tale with interest, and resignation. Regretfully he tells them they aren't the first to be attacked out on the marsh, the brigands are becoming bold.

Robert tells the heroes Lord Danbury is presently

indisposed, but should be able to see the heroes soon. They are shown into a chamber where they can relax and partake of sweet meats and beer.

Truthfully, Danbury is fine, but he is an arrogant man and wishes to make visitors—especially those who are only wandering knights—wait, believing in doing so he proves how much more important than them he is.

The heroes could use this time to question one of the young serving women, Mary. She isn't likely to talk to anyone who is highborn, but will certainly talk to someone who is of a similar station—especially if they are charismatic or attractive. Listed below are questions, which the heroes will probably want to ask. It will see more natural if you paraphrase the answers rather than reading them verbatim. If the heroes ask a question not detailed here the GM will have to wing it however, we think enough information has been given previously to deal with most enquiries.

Why is Baron Danbury indisposed?

He is in council with his seneschal and heir. I am not allowed to enter the council chamber when they discuss important matters—the baron scares me especially since I spilt a jug of wine on him at the last banquet.

What can you tell me about the Danbury Family?

The Danbury Family has held these lands for years, ever since a Squire Danbury saved one of the king's favourite nephews from a boar. I don't know which king, it was even before my Gramma's time.

Anyway, There are only three Danbury's—the Baron, and his sons Simon and Hugh. The Baron scares me, he has such a temper, and Lord Simon isn't much better. However Lord Hugh is such a sweet lad, more like his dear departed mother, I say. Lord Hugh is so friendly; he has a thirst for knowledge, that one.

Lady Danbury? She died during Hugh's birth, god rest her soul. I was only a girl at the time and I never knew her.

What can you tell me about the brigands out on the marsh?

Those pagan savages! I saw one once up close, after he had been captured by the foresters and was being brought back for trial. He was covered in furs with duck feathers in his hair. I remember him glaring at us, and muttering, but I couldn't make out the words. He was trying to cast some sort of spell on us all, I just know it. Luckily he was executed before his foul gods heard his prayers.

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AN AUDIENCE WITH BARON DANBURY

Eventually the heroes are summoned to Baron Danbury, in his council chambers. Also present are his first-born son Simon, and his Seneschal Sir Robert Malden.

The Baron is genuinely sorry to learn of their altercation with the brigands out on the marsh. There is little he can offer in way of real recompense, but does offer to provide them with provisions and an armed escort, which will take them to the far edges of the marsh. He also offers them lodgings for the night.

Simon on the other hand, wants to know all about the group's journeys and adventures. Although the Danbury lands are provincial, and hard to reach, stories of the heroes' adventures have preceded them. The Baron's son wishes to discover which are true, and which have grown with the telling.

The Seneschal does not speak to the heroes beyond initially greeting them. He only stirs when the baron mentions re-provisioning the heroes, where he nods.

As the meeting comes to a close, the council chamber doors are thrown open and two men-at-arms enter helping a badly injured third. The injured fellow is shaking badly, and although no wound is obvious, his hands and face are black from frostbite.

Simon Danbury recovers first from this rude intrusion, exclaiming "Godffery, where is my brother!"

A SOLDIER'S DYING WORDS

The Soldier is gravely ill, and near death, but he lasts long enough to utter a few words.

"They came out of the trees, marsh people... Their weapons were so cold. Sir Southmore ordered me to get Lord Hugh free. We rode hard, but a spear, which then melted, hit me..."

I got clear. I swore the lord was right behind me, but I saw he had been snared in a net of ice. All the others were dead, so I rode here..."

I am sorry my Lords, I have failed you..."

Both the Danbury's are visibly shocked by this tale, and immediately set about organising search parties for the younger Danbury. The heroes should offer their services, but if they don't Simon pleads with them to help. They have dealt with the unnatural before. Claiming God sent them here to help recover his brother.

If the heroes ask why Hugh was out in the forest in the first place, they are told he has a particular love of nature and often takes rides into the forest, to either hunt or just survey the land. He is always well protected, and nothing like this has ever happened before.

If the heroes are terribly impolite, they may ask the Baron, and his son about the Danbury curse, or the source of the lands good weather. These questions will

From what I hear, they live in horrible little villages out on the marshes. These villages are built around blood-soaked shrines to their gods. They sacrifice travelers they kidnap in their raids before these shrines. I hear their gods crave the blood of women and children.

What Foul Gods?

Rumor says they worship a disgusting toad god. One of the kitchen boys, Tom, said he found a charm in the forest, which was carved in the shape of their god. I wasn't so sure—it just looked like an odd shaped stone to me.

Anyway, the Seneschal found him looking at it, and took it from him. Poor Tom, the Seneschal had him whipped to scourge him of the pagan influence—the wounds got infected and he died. I liked him...

Some think the Marsh People have cursed the Danbury family, but I don't hold with any of that sort of talk.

What Curse? Here the serving maids voice drops to a whisper, and she leans forward conspiratorially.

The second born son of the Danbury's always meets a terrible end, soon after his father dies. The last one hung himself out in the gardens only a week after his brother became Baron. His Uncle took a tumble down the stairs, and was left feeble for the rest of his life, rarely leaving his rooms. They say it has been like this for generations, the second son always suffers a tragedy—but, as I said I don't hold with it.

Anyway, Lord Hugh—the present Second Son, seems unworried by the curse. He is a beautiful lad.

Is the weather here always so nice?

Yes, because we dwell in the warmth of the love of God. Our faith has rewarded us with short winters and long summers. Those heathens out in the marsh have turned their back on The Lord and have been repaid for their treachery with weather, which reflects the sorry state of their souls—bleak and desolate.

My Gramma used to say that when she was a child, the weather in Danbury was no better than it was in the marsh, but then the Lord went on a pilgrimage and dedicated his life anew to the Lord God. When he returned, he brought the good weather with him.

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be met with icy silence—excuse the pun—as the Danbury’s refuse to even answer questions, born from gossip, and demand to know which one of their servants is peddling tales about the family. However, a successful Notice roll will detect the any questions of this sort make the Danbury’s very uncomfortable.

From this point on, both the Baron and Simon will be very reserved with the heroes. Simon, particularly will be very disappointed with them.

THE ICE CLEARING

The Baron sends out several search parties to look for his son. He is more than happy for the heroes to form their own search party, and will provide them with foresters.

They are told Sir Hugh used to roam the forest, so it is very hard to predict where they may have been attacked. He never left the safety of the forest however, and rarely even went to its edge. He knows how dangerous the savages of the marsh are, and holds a healthy respect for them. He always went out with a retinue of men at arms, squires, and foresters though.

With this in mind, search parties are sent out in every direction. The Baron, his son, and the Seneschal each leading separate parties. The heroes are free to decide where they want to search, it doesn’t matter which direction they choose, they are going to be the ones who discover the attack site. Ideally this will be near the Marsh edge of the Forest, but it doesn’t really matter. If the attack site is found near the coast, then it just shows how determined the attackers were.

As the heroes make their way through the forest call for a Notice or Survival (whichever is highest) roll. Those who succeed become aware the normal sounds of life, which fill the forest, have died away.

As they progress through the forest it becomes distinctly colder, until ice can be seen underfoot, and the trees become coated in frost and ice. Soon after they find a squirrel, which appears to have been flash frozen to a branch.

Eventually they find themselves in the clearing where the attack took place. Men-at-arms, and foresters can be seen frozen in place, killed by the terrible sudden cold, obviously victims of an ambush, for many of them were reaching for their weapons when they died. A horse has been frozen in place as it reared in alarm, and its rider has slid from the saddle only to *shatter* when he hit the ground. His grisly corpse remains mercifully frozen otherwise the resulting sight may test the constitution of even the hardest veteran of the battlefield. As it is, the forester’s are far too disturbed to enter the ambush site proper and investigation must fall to the heroes.

Notice rolls reveal that each bears a single wound probably from a spear. However the victim froze before he could react to the injury. The weapons are nowhere to be found, and it must be deduced they were retrieved by the attackers. In truth, they were destroyed when they released the power of the Winter fae.

Tracking rolls discover where Godffery and Hugh tried to break free. One of the escapers obviously failed. His horse has been dispatched with a single cut to the throat and something was dragged off to the south obviously in a sack or net.

Hugh’s horse was not frozen to death—although it is very cold, the only creature in the clearing who wasn’t frozen to death. A canny hero might—correctly—deduce this means Hugh was spared such a chilly fate as well.

The Heroes face a choice now. True heroes will track the attackers back to their lair hoping to surprise them. However cautious (lets not use the word cowardly) heroes might wish to return to Castle Danbury to inform the Baron about his son’s fate and gather reinforcements. The sidebar on page 7, details how the adventure is affected if the players take this un-heroic path.

Danbury Foresters (2 per hero): See page 17.

THE MARSH VILLAGE

Following the tracks through the forest is surprisingly easy—the attackers are on foot and are dragging Hugh in either a sack or a net. In fact they are so easy to follow, the heroes don’t need to make Tracking rolls to find them.

However once the tracks leave the forest, they get harder to find. The marsh warriors are back in a land they know well, and the marsh itself conspires with them to hide their tracks.

The heroes must make a Tracking (-2) roll to find the tracks again, it might take them a while to find the tracks, one check can be made every twenty minutes of searching. Actually the length of time it takes the heroes to find the tracks has no effect upon the adventure as written, but the players need not know this, and they may feel time pressing upon them. Following the tracks leads the heroes to one of the marsh villages.

Village is probably too grand a word for this collection of hovels. The marsh is too unstable to support a wall or palisade, but the village is surrounded by a shallow moat across which a single peat causeway gives access.

The village itself is little more than a collection of low roofed buildings surrounding an open area. The marsh around is flat and scouts approaching it suffer a -2 to their Stealth rolls to avoid being spotted. Once in position have the Hero make a Notice roll, and depending on the success of his roll relate the following, successes are cumulative, so a hero also spots everything listed in the lesser success brackets:

Failure: You have obviously chosen your viewing position badly. Between the mud, the insects, and the constant drizzle you can’t make out a great deal. You will have to find a better position.

Success: You cannot spot any men—however there does seem to be about a dozen woman. They look tough, and competent, carrying swords and javelins. A few scrawny inbred looking children scurry around, playing at war.

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First Raise: Finally you spot a single man in the center of the village. His hair has been decorated with feather taken from ducks and other marsh birds. He also carries a similarly decorated staff

Second Raise: Beside the man can be seen a squat idol, made from clay or baked mud it appears to be in the form of a foul toad-like creature. The way the man moves before it, it is obvious he holds it in high regard.

ATTACKING THE VILLAGE

Approaching the village undetected is virtually impossible, especially if the heroes have a large group of men at arms with them. It is possible, but unlikely, the heroes are only hoping to get information from the villagers. However the marsh people will assume the worst and take defensive measures. The individual features of the village are detailed below, but we will quickly describe what they do here:

At the first sign of intruders the causeway is fired, making it impassable, and the children are herded into one of the buildings for safety. The marsh women then proceed to throw javelins at the intruders once they come into range. If anyone makes it across the moat, savage women wielding swords meet them.

The Shaman uses his Heathen Gestures ability to repel intruders, targeting those clad in metal armor crossing the moat, if any of the intruders enter the village he will spend a round calling on the toad guardian which will attack the invaders.

The Causeway: 12" long, and 2" wide, and made of peat infused with flammable gasses, the causeway is fired as soon as the heroes are spotted. Rather than creating a wall of flame it smolders with a blue flame.

Anyone attempting to cross the causeway takes d10 damage +2 for every piece of metal armor they wear, every round. Riding horses refuse to cross the flames, but warhorses can be coaxed across with an opposed Spirit roll. Heroes with the Ace Edge can forgo the roll—such is their bond with their mount.

The Moat: 8" wide and filled with waist high filthy marsh water, and counts as Difficult Ground (see *Savage Worlds*). Anyone who falls into this water will begin to drown (see hazards in *Savage Worlds*). Heroes who have been knocked prone can grab a lungful of air which lasts for a number of rounds equal to half their Vigor die. However, If the Shaman also gained a Raise on his Heathen Shout attack roll, they start to drown immediately.

Regaining their feet calls for a successful Strength roll where the bonus the armor provides becomes a penalty (leather gives a -1 penalty, chain -2, and plate -3). Obviously, if they have been Shaken by the shaman's Heathen Gestures, they will have to recover first. If the hero has the Brawny Edge he gains a +2 bonus to the Strength roll. Two people can help a fallen hero, each giving him a further +2 bonus.

The Loathsome Idol: As mentioned above, the shaman can call forth a toad guardian, doing so takes

RETURNING TO THE BARON

Unfortunately, the heroes are the first to return—none of the other search parties have found anything. Riders must be sent out to find the baron, his son, and the seneschal, all of which takes several hours. Sensible heroes will realise they are losing valuable time and will be able to return to the clearing quickly—allowing the scenario to continue as written. However, if they wait for the baron the adventure will be affected in the following ways. On the plus side, this means the heroes will be able to overcome the marsh village people with very little effort, such will the force they bring to bear, but unfortunately events in the fae Lands will have advanced significantly.

Look for the sidebars on pages xx, and xx.

an entire round—during which he can take no other actions—but, does not require a successful arcane skill roll.

Once the Shaman finishes his calling, the baked mud cracks and then explodes revealing the disgusting minion of the Winter Court beneath.

THE AFTERMATH

Once the shaman and the toad guardian have been defeated, the warriors will ask for quarter. Seeing what they believe to be their god cut down in front of them saps all the fight from them. The survivors are more than willing to talk. Read or paraphrase the passage below to the Heroes. If any of the Heroes are so un-chivalrous as to harm any of the children, then the woman fight to the last, and the text below is delivered as dying words:

"You slew Gharagbick! His spawn will hunt you down you are doomed!"

Gharagbick, told us how to set the seasons straight. Those fiends on the hill had stolen our summers, to set things right again, we had to capture one of their number and sacrifice him at the Cairn of the one who started all this. He sacrificed part of his strength to give us the weapons to overcome the hill men.

That is where our men are now. You are too late. He is lost to you! Soon the sun will return!

Marsh Shaman: See page 19.

Toad Guardian: See page 20.

Marsh Warriors (4 per hero): See page 19,

RETURN TO DANBURY

The marsh woman are referring to the cairn of Baron Danbury's great grandfather, who demanded with his dy-

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THE HEROES WERE ACCOMPANIED BY THE DANBURY'S

If the heroes returned to Danbury before tracking the attackers to the marsh village, then they will have such an overwhelming force that the village woman will give up without a fight, and the Shaman will grudgingly tell them where Hugh has been taken.

However, as soon as he gets the opportunity he will loose the Toad Guardian, which will track them into the fae lands. The demonic fae will attack at the worst possible time for the heroes, preferably when they are already in combat with minions of the Winter Court.

ing breath to be buried out in the marsh he had created with his pact.

The foresters accompanying the heroes are aware of the cairn, but do not know it's exact location—they hardly ever venture into the marsh. The Baron knows of the location though.

The journey back to Castle Danbury is uneventful (unless the GM has other plans). By the time the heroes get back all of the other search parties have returned, obviously empty-handed.

If the heroes had the foresight to send back one of the foresters's to inform the Baron of their findings, then the heroes encounter the Danbury's in the Forest riding at the head of nearly 50 men. The events described below can take place during the journey, similarly, if the Baron and his men accompanied them to the Marsh village, then these events will take place on the road—tweak the events to suit the situation.

The Baron hears of their arrival and meets them at the castle gates, frantic to hear news about his lost son. The heroes are ushered into his council chambers along with Sir Robert, and Simon.

As the heroes tell their tale, the Baron gets paler and paler, and Simon becomes more and more confused. The Seneschal says very little, he just looks sadly resigned.

THE CURSE REVEALED

When the heroes have finished their tale, the Baron thinks for a few seconds and then starts to speak, read allowed the text below, the preferred way is to impart it or to paraphrase it while answering the player's questions:

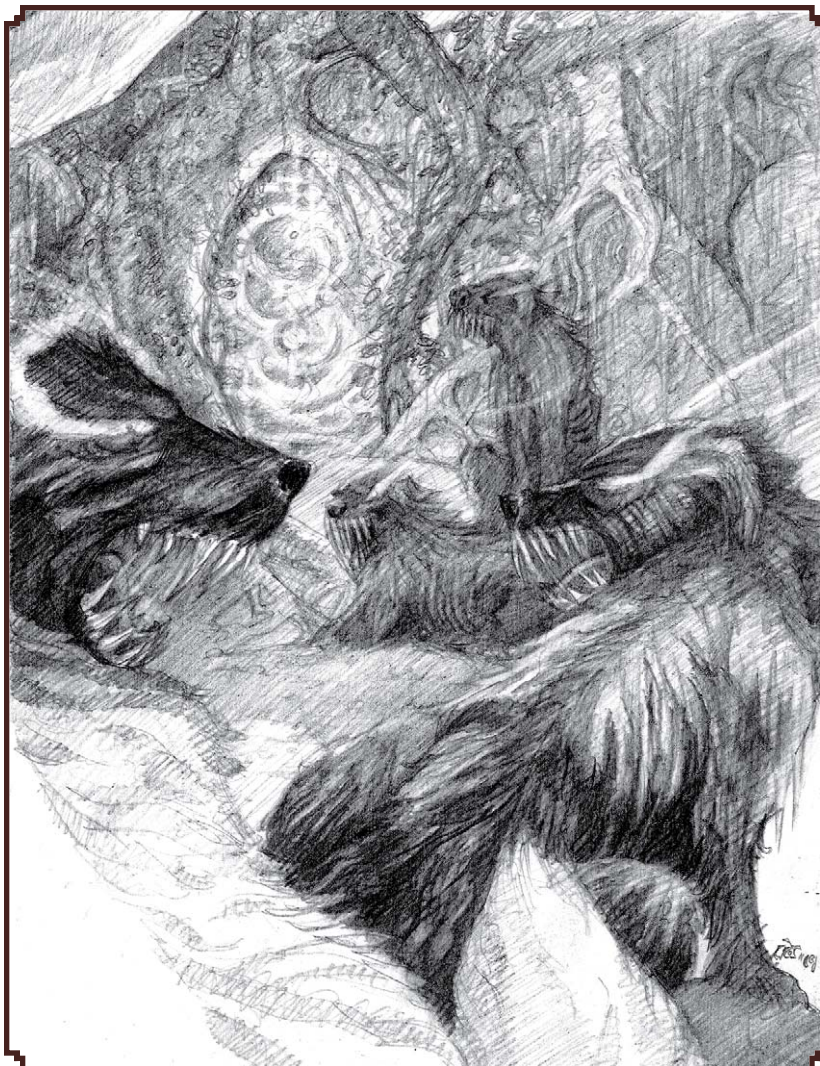
"Somebody—or thing—has broken the pact.

I know you have noticed the abrupt difference in weather between the Danbury lands and the marsh. Well, it isn't natural—it's a result of a pact my great Grandfather made with otherworldly being called the Summer Court.

In exchange for the second born son, Danbury is blessed with long summers, and short mild winters. I know, Simon, you are confused, but let me explain.

The second born son is taken within days of his birth, and replaced with a changeling—a creature which looks, and too an extent, behaves like child it replaced, but it isn't. It's not even human! When the father dies, the changeling is taken back, and the child—now a man—is left again in his place.

From what I can fathom, the Summer Court gains a noble schooled in the ways of man, which is important to



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them for reasons I do not know. The son when he returns is healthy, and unmarked. Unfortunately, the strain of the return has been too much for them; my own brother, Guy, hung himself, and my uncle's mind snapped under the strain. He lived his entire life a raving lunatic.

We get good weather. I for one curse the bargain my ancestor made, and I would also curse his memory, but he realised his folly, and before he died he declared he didn't deserve an eternal rest with his family, and demanded he be interned under a stone cairn out in the marsh.

I would have passed the secret of the Pact onto you Simon from my deathbed, if I died in battle, Sir Robert would ensure you would learn everything. Until then the secret had to be kept.

I tried to hide Hugh, I had him sent away, as soon as he was born, but the switch was still made using some dark sorcery. I ordered him to be under a constant guard, but it still happened, without anyone seeing anything.

I had no choice but to keep the changeling safe, for the well being of my own son depended on it. If I could I would have imprisoned the creature, but it demanded the right to roam. I dare not deny it for fear of the fate of Hugh.

And now he has been taken. By what or whom I do not know. Obviously, a third party is using the marsh—maybe this Summer Court is as factious as our own courts?

I will not lose my son to this! I will chase them down and retrieve the creature, and then I will find a way to reclaim my lost child!

I can only call upon your chivalrous nature and ask you to aid us. My family's folly brought this upon us, but now we must make a stand and say no more! What do you say?

Assuming the heroes agree—if they don't the adventure ends here—the Baron will open a nearby chest and produce three swords. They are crude and dull and the blades look brittle and ill used.

The Baron approaches the knight character, and again the baron speaks:

My research has led me to believe that these crea-

COLD IRON

Technically cold iron in the 12th Century meant any iron whether it was worked or not. However, for the purposes of this adventure—and in keeping with recent fantasy tropes—cold iron means unheated iron.

The sword the heroes are given has never been tempered in a blacksmiths forge, the weapon is brittle and its damage die type is reduced one step if the wielder should ever roll a 1 on his Fighting roll. If the damage die drops below a d4, the weapon is destroyed.

tures of the Summer Court have a morbid fear of cold iron. With this in mind I had these three great swords created in secret. They have never seen a forge, and are dull and ill formed, but they may prove to be our greatest weapon. With Sir Robert's permission I would like you to carry one, good knight. My son and I shall carry the others.

The Baron cannot be sure this isn't part of a ruse designed to leave the Castle undefended, and so cannot take his entire force. The Baron, and Simon leave at the head of 50 handpicked men. The Castle is left in the capable hands of his Seneschal, Sir Robert Malden. The heroes are asked to ride alongside the Baron at his side.

Things have changed forever between the Baron and his first-born son. Simon will never be able to bring himself to forgive his father for the secrets he has kept. However, he loves the creature he believed to be his brother—whether he be human or not—and is determined to recover him.

Father and son ride together one last time. One fighting for his long lost son, the other for his brother.

THE CAIRN

The journey through the forest and out into the marshes is uneventful. The force is large enough to be visible for several miles, allowing the marsh men to avoid them. Baron Danbury knows full well where his ancestor was interred, and leads them straight there.

The cairn itself is abandoned, there is no sign of the marsh warriors, and has been cut into the side of one of the rare shallow hills found in this barren landscape. The stone door, which protected its contents, has been moved aside, and a narrow stone-lined passageway can be seen leading into the darkness. Call for Notice rolls, those who succeed realise the passageway appears to be too long for the actual cairn. It disappears into darkness

NEW WEAPON - COLD IRON

Weapon	Damage	Weight	Notes
Cold Iron Great sword	Str+d8	12	Parry -1, 2 hands

DARING TALES OF CHIVALRY #03

when it should have emerged from the other side. Anyone who rides around the other side of cairn finds no other openings.

Nothing prevents access to the cairn, though the passage is only wide enough for the heroes to enter in single file. The stone lining the walls is not dressed, and the passageway continues for about 20"—well outside the shallow hill.

As the heroes progress it gets distinctly colder, until frost can be seen on the earthen floor, roof, and the stone lining the walls. 5" into the passageway a faint cold glow can be seen ahead. This proves to be a barrier of some sort crackling with energy, and coated in frost and ice, hiding whatever is beyond it.

Only those who possess a rare confidence and self-possession can pierce this barrier relatively unharmed. Its freezing fire will consume the majority of those who try. This is fancy talk for only Wild Cards can continue beyond the barrier, any extras will be slain. The Baron's troops will have to await the heroes' return.

However, even Wild Cards might not pass through unharmed. Call for Vigor rolls, those who fail suffer a Fatigue Level from the biting cold. This Fatigue lasts until the end of the encounter with the winter hounds.

If the party are so un-heroic that they send one of the Baron's men in first to scout out the situation they have condemned a man to death. After a few tense silent moments they hear a sudden scream, which suddenly cuts off. If they had tied a rope around the poor man, it suddenly goes slack and when reeled back in, the end has been severed and frozen.

Beyond the barrier is a large cold chamber—larger than the entire cairn appeared from the outside. At the far end of the chamber can be seen a gateway formed from living plants and roots which have grown through the earthen roof above. Within the gateway is a swirling portal filled with twisting light.

Before the gateway is arrayed a number of extremely large hounds. Their eyes burn with an unnatural cold light and their fur is coated in ice. Most alarming of all are their fangs, which appear to be icicles.

These fae hounds were once men who sold their souls to the Winter Court for a fleeting mortal pleasure, and now spend eternity serving their master's and mistresses. They have been set here to prevent anyone who survives the barrier from entering into the Fae Lands.

The hounds are not intelligent, as we would judge it, but are cunning, and attempt to catch their foes in their overlapping damaging winter auras. The hounds fight to the last.

Winter Hounds (1 per Hero +1): See page 20

INTO THE FAE LANDS

Once the winter hounds have been dispatched the

heroes can turn their attention to the fae gate. All the heroes have to do is enter the swirling lights, and they will be transported to the Fae Lands. Cautious heroes may experiment before taking the final plunge. However, only a living conscious being—and, luckily their personal possessions—can travel through the gate.

Passing through the gate is very disorientating. Heroes arrive the other side automatically Shaken. They find themselves in a wooded grove that is deep in the grip of autumn—the ground is carpeted in fallen leaves. At their backs is a shallow cave, with no sign of a portal or gateway.

Scattered around the grove are the corpses of marsh warriors—covered in autumnal leaves. Above grey clouds scud quickly across the sky, blown by a strong wind, which somehow does not disturb the fallen leaves. Far to the east can be seen the deep blue sky of a mid summers day, and far to the west can be seen brooding dark clouds heavy with snow.

As the heroes are examining the bodies—they have all met violent ends, and died fighting—other warriors suddenly arrive on the scene. They attempt to arrive stealthily, make a group Stealth roll opposed by the heroes Notice check.

The newly arrived warriors are scouts from a much larger force sent by the Summer Court to investigate the activity at the gate into the mortal lands. Unfortunately for the heroes they assume they are mortal agents of the Winter Court, and as such, not protected by the pacts, which prevent open conflict between the two courts, and attack.

It's possible, but unlikely, that the heroes will immediately surrender. Baron Danbury will try to urge this course of action if he gets the chance—he recognises the warriors as members of the Summer Court. If they do so, the warriors accept their surrender, but are still wary.

Five rounds later the main force will arrive, a large contingent of summer warriors led by a fae noble called Lord Zephyr. Zephyr recognizes the Danbury heraldic design as that of a mortal who (unknowingly) champions summer. He calls a halt to the combat, and questions the heroes as to their reasons for being in the Fae Lands.

As soon as the heroes mention the kidnapping of the changeling Danbury, he ends the discussion.

"Lord Sumerisle must bear of this! You will accompany me to his court, and repeat your tale."

The noble cannot be swayed from this and will drag the heroes in bronze chains if necessary. If the heroes used their cold iron weapons during the battle with his troops he demands they be tied into their scabbards, but does not take them, such is his fear of their power over his kind.

Summer Warriors (2 per Hero): see page 19.

Fae Mounts (2 per hero): see page 18.

Lord Zephyr: Use Fae Noble (see page 17). Raise Strength and Vigor to d10 (Toughness 9[2]), and Fighting to D10 (Parry 9).

Summer Warriors (10 per Hero): see page 19.

Fae Mounts (10 per hero): see page 18.

THE DANBURY CURSE

THE SUMMER LANDS

As the heroes are escorted east, it becomes noticeably warmer, and the trees start to lose their autumnal look and start to blossom and bud. Soon even this passes and the heroes are experiencing a warm summers day. The air is alive with the sound of birdsong, and gentle wooded hills stretch as far as the horizon.

Nestled in one of the valleys can be seen a camp, the court of Lord Sumerisle. It seems peaceful, protected by a palisade, within which can be seen all the trappings of a travelling nobles camp including a command tent, rows of barrack tents, horse pickets, and a makeshift tourney ground.

As they get closer they can see the command tent is open sided and within fae nobles recline on chaise lounges as they eat, gossip or watch dancers. Baron Danbury rides alongside the heroes and whispers urgently to them.

"Your souls are in mortal peril here. These creatures will seem friendly, and pleasant, but whatever you do enter into no bargains here, and think twice before accepting any gifts. Often those gifts prove to be a rose with hidden wicked thorns. Be alert!"

THE COURT OF SUMERISLE

As the heroes are led through the camp all activity comes slowly to a halt as the fae come to stare at their mortal visitors. If the heroes are in chains they are given pitiless looks, but if they are travel unbound the looks are more curious and speculative.

Sumerisle's Court is unlike anything the heroes have ever encountered before. The nobles lounging around are both male and female and clad in clothes, which leave very little to the imagination—a shocking sight to a god fearing 12th century knight. Long tables filled with treats, sweetmeats, and bottles from which servants keep the plates and goblets of the nobles full. The nobles are entertained by a troupe of musicians. Those who succeed at a Notice roll realise the music they play is becoming a little ragged. Looking at the musicians reveals them to be mortal. Sweat drips from their brows, and they are clearly exhausted, yet seem unable to stop playing.

Lord Sumerisle sits upon a grand throne at the far end of the tent. A large muscular man with strange orange eyes, he greets the heroes with a warm pleasant smile (even if they are shackled) and signals for the players to cease. The music stops, and the musicians' drop where they stand, too exhausted to move.

Sumerisle offers them refreshment, and orders them unchained. If any of the heroes hesitate to accept the offered food, Sumerisle smiles knowingly and reassures them the food is offered willingly, with nothing expected in return apart from their tale.

As soon as the heroes mention the changeling, Sum-

erisle's demeanour changes. He orders the tent cleared, and the sides dropped. The rest of the fae leave without argument, and the exhausted mortal players drag themselves to their feet and leave. The servants untie the sides of the tent and let them drop. As the sides drop, the sounds of the camp outside diminish until finally—with the dropping of the last side—they disappear altogether.

Sumerisle asks the heroes to continue their tale, listening carefully, and only interrupting to ask perceptive questions. When they finish he is silent for several minutes, deep in thought. Finally he speaks:

"I fear I know the villain behind this plot. Lord Flux a Winter Court warlord. Word had reached me of his troops marshalling near the Autumn Oak, so I travelled here to see what was afoot. It seems my worst fear has been realised."

You know of the two Courts of the Fae yes? Summer and Winter? There is a third—the Shadow Court, who seek to end the peace, which exists between the other two. If Summer and Winter should go to war again, the slaughter would be terrible, and your world—the mortal world—would be blighted with chaotic weather.

Flux, as I long suspected is a member of the Shadow Court, which counts among its members both those who serve Winter, and Summer. What he must realise is the Danbury Changeling is a creature filled with Summer. He plans to sacrifice it on the Autumn Tree, creating an imbalance between the Courts, which will have to be redressed."

However your presence here gives us hope, I am forbidden by ancient pacts to directly strike against a Lord of Winter; however, you are not so bound. Declare yourself to Summer and you shall become its champions able to strike against Flux without fear of future reciprocation."

The heroes will be left with many questions, detailed below are the most likely questions and Sumerisle's answers. If the heroes ask a question not listed here, the Gm will have to wing an answer. Enough information should be given in this adventure to answer most unexpected questions:

Why does this Shadow Court want to cause such Strife?

"As in the mortal realm, there are some here who live only for war. Being eternal, we need to control our conflicts much more than you do, lest they last for centuries. Those in the Shadow Court chafe under these rules and bounds, and seek to destroy the old order."

Can you tell us more about this Lord Flux?

DARING TALES OF CHIVALRY #03

"Not only is Flux a powerful, and skilled warrior, but his very presence frays at the threads of reality. Be prepared for anything when you face him. Beyond that, I can add little I am afraid."

How do we reach him?

"He is accompanied by not only his own force, but we must assume, troops lent to him by others of the Shadow Court. My own troops will take the field against them as a distraction. Technically this will be a breaking of the pact of our people, but as long as I am not instrumental directly in the death of Flux, I should escape censure."

You will travel apart from our main force. Lest you be detected by his seers. Use the confusion to flank the battle and reach the Autumn Oak, and prevent the changeling's death."

If we do as you ask, what will it cost us?

"Nothing, you will be doing Summer a great service. There will be no cost to you beyond that which Lord Flux may inflict."

What is the Autumn Oak?

"Between the Lands of Summer and Winter is a no man's land, where neither rule. You have seen it. A single tree contains all the power of this land—the Autumn Oak. If the changeling is killed upon the tree his power will be transferred to Winter."

What power does the changeling contain?

"The changeling is our means of understanding, the fascinating, confusing, and maddening creatures which inhabit the mortal realm. Yet such knowledge does not come without a cost. Each changeling contains a seed of summer. It is his presence alone which gives Danbury it's good weather."

Where is the real Hugh Danbury?

"I regret to say he did not accompany me, but rest assured he is at my castle, where he is well looked after. He is a sweet lad. I find him... Entertaining."

What is in this for us?

"What is it you desire?"

Lord Sumerisle smiles in a warm, and yet dangerous, manner, his eyes twinkling merrily. An altruistic group will use this offer of payment as an opportunity to end the situation in Danbury, and all the sorrow (both for the

Danbury's and the marsh people) it causes. However, a more materialistic or selfish group may ask something which directly aids them.

In the—hopefully—unlikely chance the heroes take this ignoble course. Use the guidelines below, but ignore the downsides to the bargains. Of course, the Danbury's will be still locked in their miserable bargain, and the heroes legend will diminish for their selfishness.

The meeting over, Lord Zephyr orders the camp to be struck, and his troops readied to march.

Lord Zephyr: Use Fae Noble (see page 17). Raise Strength and Vigor to d10 (Toughness 9[2]), and Fighting to D10 (Parry 9).

TEMPTATIONS

Getting a host this size ready to march to battle is no easy task and takes several hours. During this time the heroes will actually have very little to do, and might even become bored. A condition the Summer nobles will be more than happy to take advantage of.

To many of the fae a mortal is little more than a plaything to be trifled with and discarded when grown tired of. The heroes are a new distraction, and they will be the center of attention for a while. Some of the fae see the opportunity to gain a champion and representative on the mortal realm. Others are just toying with the heroes as a cat toys with a mouse.

As the camp prepares to march each hero will be approached and tempted by at least one noble. Listed below are suggestions on what forms these temptations may take. These can be used as written or used as inspiration to craft temptations which best suit your player's characters:

Healing: A fae noble will approach a wounded hero with a draft, which he claims will cure all their wounds. Drinking the sweet tasting liquid does as he claims,

Drawback: The healing draft taints the drinker's blood, making him resistant to all natural healing. The character suffers a -1 to any attempts to heal him from now on.

At some point in the future the fae will appear to hero (at a time when he is most wounded) and offer to remove the taint, but at a price of his soul. A year later the hero will be taken to become one of Summer's hounds.

Seduction: One of the fae approaches a hero with the intention of seducing them. The beauty of the noble is undeniable, and when one turns their focused attention upon a mortal, the poor fool can be frozen like a rabbit in bright light, unable to resist.

To begin with the fae will engage the hero in light, slightly flirty banter, appearing to be very friendly and interested in what the hero has to say. If the hero seems receptive to her advances, the fae will suggest they retire to a quiet corner away from all the hubbub and noise of the camp, where they can talk properly.

Once she has him alone, she will truly turn on her charm, prompting a roll of her Persuasion opposed by the Hero's Spirit. Do not forget Charisma bonuses for the

THE DANBURY CURSE

fae. If the hero has a negative Charisma this is applied to his Spirit roll. However a vow of chastity or similar gives a +2 bonus. If the hero fails he is led away by the fae to return a while later suitably exhausted.

A companion can save him from this terrible fate by interceding before he is led away. Once he leaves with the fae, he cannot be found until he returns. Attempting to talk a character out of an encounter he may regret gives the hero a further +2 bonus to the roll. Stopping a hero who has already become enchanted will require violence.

Drawback: The hero becomes addicted to the fae noble-treat as the Hindrance Habit (Major).

Traits: A fae noble approaches a hero and openly offers him a bargain. The fae will permanently raise one of his traits (to a maximum of d12+1) if he agrees to serve the noble. The fae is quite open that after a year and a day has passed the hero will be brought to the summer lands to serve him here. The fae assures him that life in the fae lands is a pleasant one, and he will never go without food or drink.

The hero may attempt to haggle, but the best he can get is five years in the mortal realm before the payment is due. Once the deal is struck it is sealed with a kiss on the forehead or a handshake depending on the fae. The heroes' trait is raised immediately.

Drawback: Once the agreed upon time has passed, the hero is brought to the Summer Land and transformed into a Hound of Summer.

BREAKING THE BARGAIN

Any heroes foolish enough to make a deal with the sidhe will almost certainly regret it at a later date. When the full folly of their actions hits them they may wish to break their bargains, or their friends and companions may seek a way out of their predicament for them.

Doing so will be no easy task, and would be a fairly epic adventure in its own right. The trick is offering the fae something they value more than a mortal soul. This can involve tracking down a renegade sidhe or besting the Winter Court in some way. It will certainly not be easy, and will probably cost all involved their lives.

FINDING HUGH

Heroes may attempt to escape the temptations of the command tent, by taking a look round the camp. Doing so they find a penned off area where the summer hounds are kennelled.

Summer hounds are similar in size to the winter hounds encountered in the cairn, earlier in the adventure. However, summer hounds have an almost flame red pelt which seems to smoke. Their teeth appear to be formed from soot and charcoal.

The hounds are friendly, behaving almost like puppies, craving the hero's pats and praise. As the hero watches a slender form makes himself visible through the throng.

It is a human, he is well dressed, and obviously well cared for, yet he also behaves like a hound, and the animals around him accept his presence without complaint. He squats on all fours and grins at the hero. His facial features are unmistakably similar to his father and brother. It is Hugh Danbury!

No doubt the angry heroes and Danbury's will bring this discovery to the attention of Lord Sumerisle. The fae lord apologises for the deception claiming he didn't want to distract anyone from the task ahead of them. He explains away Hugh's condition thusly:

"Hugh had a troubled childhood, he sensed how different he was from us, and unfortunately there were precious few children for him to play with. He grew close to our bounds, which were once mortals themselves; maybe he sensed his kinship with them."

"Eventually the lad refused to be parted from them, and they accepted him into their pack. He is happy with them, and we make sure he is clean and healthy. He eats well, and not of the same fare we feed the bounds."

If the heroes demand Hugh's release, Sumerisle gently points out the folly of this action.

"The lad is happy with the bounds. If we take him away from his pack, he will pine for them, and they for him. His wits can be returned to him, but to do this we will need the changeling. I promise you, bring me the changeling, and I will restore your son. He will be the same boy you remember, but he will be yours. I swear to do this for you!"

Hopefully the heroes will realise the gravity of such an oath from one of the sidhe lords. They can try and escape with Hugh, but escaping from a camp which has been roused for war, with a lad who thinks he is a dog, and is howling for his pack would be a feat beyond even the greatest of heroes.

MARCHING TO WAR

Eventually the summer army is mustered and ready to march. Lord Sumerisle reminds the heroes one more time that they are not to travel with the main force, but a mille or so north of the column. This will put them in the best position to flank Flux's forces and reach the Autumn Oak.

Those who need them are provided with fae war mounts. Remember, these mounts are trained for battle—something a riding horse is not. The heroes are told the fae horses know where they are going so the heroes need not worry about navigation. Independently minded heroes may feel a certain amount of unease at this.

Considering its size, the summer host is remarkably silent. The fae army is over 200 strong and they make

DARING TALES OF CHIVALRY #03

THE FAE COURTS

The fae—or sidhe (pronounced shee), as they call themselves—are predominantly divided into two competing camps—those who serve Summer, and those who serve Winter.

These two courts wage an eternal, ritualised struggle, which manifests itself as the passing seasons in the mortal world. In ages past this struggle has turned into open conflict and full-scale war, which left one side of the other temporarily decimated. During these terrible times the mortal world was afflicted by ice ages or long blistering heat waves, which eventually caused once fertile lands to be now deserts.

To prevent such a terrible slaughter occurring again, the Queens of the Courts secretly struck a bargain. To prevent such open conflict again, the two courts would act through mortal agents and champions. They also agreed to allow each court to be dominant for a specific time in any year. Thus each court would taste victory, and defeat, but without the great costs such defeats would inflict.

The majority of fae are unaware of this bargain, and are deceived into thinking they are locked in a perpetual war by their commanders. Most fae are too long lived to pay much attention to the passage of time, and have failed to notice the defined ebb and flow of their victories.

Now the queens measure their victories and defeats by their influence over the folk of the mortal world, who they tempt and damn with their schemes. Danbury was one such victory for the Summer Court. Other areas lie in the thrall of the Winter Court such as the islands far to the north.

However, some who are aware of the pact—such as Lord Flux, this adventures villain—chafe under it, and desire to engage in true battle once more. These members of the self proclaimed Shadow Court attempt to break the pact between the Queens, and restart the wars of old. In truth they care not which Court rules supreme, just that the wars recommence.

less noise than a mortal force of 50. Once the army is out of sight, there is no sign of them. It would be a pleasant ride, if so much did not wait on its outcome.

Soon the heroes leave the pleasant summer forest and enter the autumnal woodland, as they advance. Call for Notice checks (at -1 because of the crackling leaves underfoot). Those who succeed detect a sibilant hissing ahead, and aren't surprised when they are suddenly attacked by what at first glance appears to be swarms of insects, but actually proves to be a cloud of tiny winged warriors, each armed with a tiny sword.

Winter Sprites make superb, scouts they are able to cover ground quickly, and can go unnoticed when necessary. They are also more than capable of defending themselves, should the need arise.

Luckily for the heroes, their relative lack of numbers, coupled with the fact they are mortals has emboldened the sprites into attacking, rather than fleeing back to their master to report their findings. The heroes will have to deal with the swarms or the entire plan may be compromised.

Winter Sprite Swarm (2): see page 20.

THE BATTLE OF THE OAK

The rest of the journey through the autumn woods is uneventful. Eventually the heroes crest a hill and look upon an awe inspiring sight.

A huge oak dominates the area. Its roots have cracked and ruptured the earth all around it preventing any tree to grow within more than a mile, and created a series of gullies all snaking towards the impressive tree.

Arrayed before the tree and facing east is a large force, at least a thousand strong. Fae heavy cavalry is deployed alongside foot soldiers, some of whom hold the leashes of straining winter hounds. Lord Flux's forces are obviously aware of the approaching Summer troops.

The only way to approach the tree is to follow one of the gullies created by its roots. These mini canyons have walls taller than a man on a horse, but are only wide enough for single file travel. The heroes can attempt to dash across the open ground between the gullies, but they do so in full view of the Flux's troops and will have to cross several gullies. If they want to surprise those at the tree, they will have to use one of the gullies.

As the heroes are discussing their options, Lord Sumerisle's troops emerge into the open. They march towards their foes, and then break into an easy jog, which soon becomes a charge.

With a bloodcurdling roar the two forces smash into one another, and even from this distance it is evident that no quarter is given or asked for, the slaughter is horrific—even for those used to the brutal sight of combat in the 12th Century.

Slowly, the defender's numerical superiority begins to tell, and the attackers are surrounded. Sumerisle and his men are doomed unless the heroes can win through to the Autumn Oak and stop Lord Flux.

A HEROIC SACRIFICE

Note: If for whatever reason, the Danbury's are not accompanying the heroes. You can omit this part of the adventure. It purely exists to ensure an NPC does not accidentally steal the glory from a player character. If only one Danbury has made it this far, he sacrifices himself as written, but obviously does not need a widened gully to do so.

The heroes are able to descend to the cracked field with little difficulty—and do so without drawing the attention of anyone on the field of battle. Once they enter a gully it is simply a case of following it to the tree. About halfway to their destination, disaster strikes.

THE DANBURY CURSE

A detachment of winter warriors, arriving late for the battle, spots the heroes as they pick their way towards the oak. With a shout the warriors swarm towards the heroes dropping into the gully to pursue them.

There are far too many of them for the heroes to defeat in combat—at least fifty, or more—their only hope is to make a run for it. At a point where the gully widens enough to allow two warriors to fight side by side, Baron Danbury and his son stop, and turn to face the oncoming horde.

"You go on, my son and I will stop them for as long as we can, this is a natural choke point so we have the advantage. You go and save my son!"

It is possible the heroes will demand to take the Danbury's cold Iron weapons, quite rightly arguing they need every advantage they can get when facing the demonic Lord Flux. However, if they take the swords they will be removing the only advantage the Danbury's truly have, and will soon be overwhelmed by the fae warriors. See the sidebar on page 16 for details on how this will effect the final confrontation.

THE LORD OF CHAOS

Leaving the Danbury's to their probable grisly fate, the heroes hurry on towards the oak. Ahead can be heard the sound of chanting in a lyrical, unknown language. The chanting is so loud it can be heard above the sound of battle. The gully turns sharply to the west and then suddenly opens out in a large clearing.

20" away from the heroes is the enormous Autumn Oak, its bark knotted and gnarled. Pinned to the tree by iron nails in each hand and foot is the Danbury changeling. Even from this distance it is evident the nails are slowly corrupting and dissolving the flesh of the changeling. The poor creature is silently writhing in agony.

Before the captive, watching speculatively is a giant, bigger than even the largest knight. Two large antlers sprout from his bald head. He wears armor crafted from wood and carries a great axe with a wickedly sharp—yet wooden blade.

Scattered throughout the clearing are a number of fur clad fae warriors. Several of them hold back straining winter hounds with leather leashes.

Lord Flux does not join battle until half of his bodyguards have been dispatched. He is an extremely dangerous foe, and must not be underestimated. He makes full use of every attack option available to him, including called shots against un-

WASTED TIME

If the heroes foolishly dallied at Castle Danbury, waiting for the Baron and his son to return, then they have made their task now all the harder. The changeling has been nailed to the Autumn Oak for so long it is nearly destroyed. The nails must be removed within ten combat rounds or Lord Flux will be victorious.

Pulling the nails free takes two rounds; luckily it does not require a trait roll of any kind. The oak, seems to aid the hero rejecting the nails.

If the changeling isn't removed in time his power transfers into the tree, weakening the Summer Court, causing the mortal realm to suffer long cold winters, and damning any surviving Danbury's to short, guilt wracked, miserable lives.

protected heads, disarming attacks against those armed with cold iron swords. He neither gives nor expects any quarter.



DARING TALES OF CHIVALRY #03

THE DANBURY'S FALLEN

If the heroes took possession of the Danbury's cold iron swords, then the father and son are doomed. They are quickly overwhelmed and slain.

Six rounds into the combat with Lord Flux and his bodyguards, the pursuing winter warriors begin to arrive. Luckily the narrowness of the gully prevents them from arriving en masse. Each round after the sixth two more winter warriors enter the fray from the same gully the heroes emerged from.

VICTORY

When Lord Flux is finally slain, he explodes in a fountain of possibility—a chaotic cascade of light, sound and seething protoplasmic matter—hundreds of feet into the air. Such is the force of this explosion that it throws everyone off their feet for miles around, bringing the raging battle to a sudden, rude halt.

The forces of Winter are thrown into disarray by the spectacular death of their leader, and flee from the field heading west towards the Winter Lands. Sumerisle's force is far too exhausted and depleted to give chase.

Lord Flux: See page 18

Winter Warriors (1 per hero): see page 20.

Winter Hounds (1 per 2 heroes): see page 20.

THE CURSE BROKEN

Sumerisle has survived the battle, as have the Danbury's if they were left with their cold iron swords. All three, bloodied, beaten but unbowed, enter the clearing with Hugh Danbury scuttling along beside them—not quite on all fours.

Sumerisle approaches the changeling, still writhing on the tree. Hugh Danbury notices his doppelganger and approaches whimpering with confusion and alarm.

Sumerisle places his hand gently on Hugh's head, calming the mortal. Then he grasps the nails piercing the changeling's feet. Hissing with pain he pulls them free and throws them to the ground quickly. He then pulls the nails from the changeling's hands, grimacing as his hands start to smoke as if immersed in acid.

The Changeling falls from the tree, and Hugh instinctively catches it before it hits the ground. He holds his mutilated doppelganger, staring at its face in confusion.

Then, the changeling starts to come apart disintegrating in Hugh's arms like he was made from leaves. The wind catches these blackened flakes and spins them away.

The look of confusion in Hugh's eyes changes, somehow becoming more aware. Slowly he rises, wincing at the pain in his back, and looks around at everyone present.

"Where am I? How did I get here?"

Questioning Hugh, it soon become evident he has all the memories of his changeling. Sumerisle assures the heroes, his mind is intact, and although the memories passed into him from the changeling, the summer seed did not. The pact between the Danbury's and the fae of the Summer Court is broken.

The Danbury curse is ended.

He thanks them all personally for the service they have done him this day, and escorts them back to the place where the cairn portal deposited them. Mysteriously the portal awaits them.

The Fae Lord thanks them all again, clasping each in a firm handshake. He stands silently and watches them enter the portal and leave the fae lands.

AFTERMATH

With the summer seed removed from the land the weather in Danbury and its environs returns to a more natural cycle. The seasons return to their natural sequence and slowly the marshes drain, leaving fertile land behind.

The people of Danbury and the erstwhile marsh people slowly start to mix. Gradually the two peoples overcome their mutual distrust, and discover they actually have a lot in common. Five years later is the first marriage between a lowly herder and a marsh maiden. Within three generations the two people have so thoroughly intermarried all previous enmity is both forgotten and utterly pointless.

Baron Danbury rediscovers a new lust for life and his old good humor. He remarries, and his young bride gives him two more children a boy and girl who are named after the heroes who restored his son to him. The Baron lives for another twenty-three years and dies peacefully in his bed, surrounded by his family.

Simon Danbury proves an able ruler after his father's death and does much to repair relations with the marsh people. He funds the building of a new village on the site of the old cairn, and calls this village Faebridge. The passage of time twists the town's name to Fambridge, its remarkable beginnings are long forgotten.

Hugh Danbury suffers a couple of months of vague formless nightmares, but they soon pass. He dedicates himself to the church and lives a long and pious life, rising high in the clergy.

What happens to the heroes of this tale? Well, it is far too early to finish their tale. Some of them may have returned with scars both physical and spiritual from their sojourn to the Fae Lands, and these will have to be overcome. However, three things can be certain.

The Summer and Winter Courts are not finished with them yet.

Neither is the Shadow Court...

BESTIARY



BARON JAMES DANBURY

A gruff, bitter man who still grieves for the loss of his beloved wife, which was further honed by the replacement of his newborn son with a Changeling.

Baron Danbury has as little to do with his youngest "son" as he can, but knows the well being of his lost son relies on him keeping the changeling safe.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d10, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Riding d10

Charisma: +0

Pace: 6; **Parry:** 8/7; **Toughness:** 11(3)

Hindrances: Death Wish (see his lost son again), Mean

Edges: Block, Brawny, Noble. Very Rich

Gear: Plate armor (+3), steel Helm (+3), great sword (2d8, Parry -1, 2 hands), warhammer (Str+ d6, AP1 vs. Rigid armor), warhorse (see *Savage Worlds*).



SIMON DANBURY

The oldest son of Baron Danbury, and totally unaware of the secrets behind his families prosperity—he will not learn of it until his father is on his deathbed. Simon is aware of the gulf between his father and younger brother, and believes the Baron blames Hugh for the death of his mother. Simon tries to make up for his father's actions, and although Hugh can be a bit strange, and distant he seems generally fond of Simon and constantly plagues him with questions.

Simon is totally enamored with the romance of the time, and wishes he could become a wandering knight finding adventure on the road.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Knowledge (Battle) d4, Notice d8, Persuasion d8, Riding d8, Shooting d8

Charisma: +4

Pace: 6; **Parry:** 7; **Toughness:** 8(2)

Hindrances: Heroic, Loyal

Edges: Charismatic, Command, Noble, Rich

Gear: Chain Hauberk (+2), medium shield (+1 Parry, +2 Toughness against ranged attacks), long sword (Str +d8), crossbow (15/30/60, 2d6, AP2, 2 actions to reload), warhorse (see *Savage Worlds*).

DANBURY FORESTERS

These men-at-arms serve as the first line of defense between the good folk of Danbury and the degenerate marsh warriors. They know the forest well, and when the time comes will defend it fiercely

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

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NEW MONSTROUS ABILITIES

FAE

Fae creatures are not of this earth, they are capricious eternal creatures which delight in tricking mortals into deals which initially look to favor the mortal, with the true cost to their souls only becoming apparent later.

Fae are commonly divided into two courts, Summer and Winter. There are a few unaligned fae, but maintaining there neutrality is taxing, and most eventually side with one court or another. The two courts are locked in a perpetual war, with each side trying to best the others. Most of the time, they are locked in a stalemate. The shifting tides of this war manifest itself as the changing seasons in the mortal world.

The fae take double damage from cold the iron weapons, and gain a +2 bonus to resist Smart tricks. If a fae can be tricked into giving its word on something, it must do all in its power to abide by the agreement.

Furthermore, fae of the Winter Court gain +2 Toughness against attacks, with a cold trapping, and suffer +2 damage from fire attacks. Conversely fae of the Summer Court gain +2 Toughness against attacks with a fire trapping, and suffer +2 damage from ice attacks.

Skills: Fighting d6, Knowledge (Danbury Forests) d8, Notice d8, Stealth d8, Survival d8, Tracking d8

Charisma: 0

Pace: 6; **Parry:** 5; **Toughness:** 6(1)

Hindrances: Loyal

Edges: Woodsman

Gear: Leather (+1), bow (12/24/48, 2d6), short sword (Str+d6), 12 arrows, riding horse (see *Savage Worlds*).



FAE NOBLE

These are stats for generic fae nobles. Adjust them to suit your needs. Fae nobles appear as very attractive knights. However there is something vaguely alien about them, be it an unnatural eye. Hair, or skin color, or something else indefinable, but off-putting

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Persuasion d8, Riding d8, Stealth d8, Throwing d6

Charisma: +4

Pace: 6; **Parry:** 8; **Toughness:** 8(2)

Hindrances: Outsider, Vow (To the Summer Court)

Gear: Bronze chain (+2), medium shield (Parry +1, +2 toughness v. ranged attacks), long sword (Str+d8)

Special Abilities:

Block: +1 to Parry.

Command: Troops under the nobles command gain a +1 to rolls to becoming unshaken.

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Noble: +2 Charisma

Summer Fae: Fae creatures take double damage from cold iron weapons. +2 Toughness against attacks using a fire trapping; +2 to resist Smart Tricks. +2 damage from ice attacks, if the fae can be tricked into giving its word, it must do all in its power to abide by the agreement.

Or

Winter Fae: Fae creatures take double damage from cold iron weapons. +2 Toughness against attacks using a cold trapping; +2 to resist Smart Tricks. +2 damage from fire attacks, if the fae can be tricked into giving its word, it must do all in its power to abide by the agreement.

Very Attractive: +4 Charisma

FAE WAR MOUNTS

Fae mounts are unnatural looking horses—they are too perfect and have an unnatural orange or blue tint to their coat depending on their origin.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 9(1)

Special Abilities:

Fleet-Footed: Fae mounts roll a d10 running die.

Kick: Str+d4

Size +3: Fae war mounts are large powerful animals.

Winter Fae: Fae creatures take double damage from cold iron weapons. +2 Toughness against attacks using a cold trapping; +2 to resist Smart Tricks. +2 damage from fire attacks.

Or

Summer Fae: Fae creatures take double damage from cold iron weapons. +2 Toughness against attacks using a fire trapping; +2 to resist Smart Tricks. +2 damage from ice attacks, if the fae can be tricked into giving its word, it must do all in its power to abide by the agreement.



LORD FLUX—WARLORD OF THE WINTER COURT

Lord Flux is a heavily muscled warrior in wooden armor, which resembles plate mail. He would appear human if it wasn't for the two great antlers, which grow from his otherwise bald head.

Flux is one of the most able of the Winter Court warlords, and secretly, a member of the Shadow Court, a cabal of powerful fae who seek to return the old days of constant warfare.

He is behind the kidnapping of the Danbury changeling. He figures if the creature is sacrificed upon the Autumn Oak, not only will the balance be restored, but the Winter Court, but also Summer will be severely weakened.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10+2, Guts d8, Intimidation d12, Knowledge (Battle) d8, Notice d6, Persuasion d10, Riding d10

Pace: 6; **Parry:** 10; **Toughness:** 12(3)

Special Abilities:

Armor +3: Enchanted wooden armor.

Brawny: +1 to Toughness.

Combat Reflexes: +2 to recover from Shaken.

First Strike: Free attack at the first foe to approach him every round.

Flux: The fae's very presence distorts reality. See the sidebar on page xx.

Hardy: Two Shaken results does not cause a wound to Lord Flux.

Improved Block: +2 to Parry.

Improved Nerves of Steel: Lord Flux ignores 2 points of Wound Penalty.

Size +1: Lord Flux is much larger than a human.

Summer's End: Lord Flux's enchanted wooden great axe (Str+d10, +2 Fighting, AP 1, -1 to Parry, 2 Hands)

Winter Fae: Fae creatures take double damage from cold iron weapons. +2 Toughness against attacks using a cold trapping; +2 to resist Smart Tricks. +2 damage from fire attacks, if the fae can be tricked into giving its word, it must do all in its power to abide by the agreement.

LORD FLUX FAE LORD OF CHAOS

Not only is Lord Flux a superb warrior and tactician—much better than most mortals—but, what makes him truly deadly is his reality distortion power. Wherever he goes weird and bizarre things happen.

Whenever a hero uses a club as one of their initiative cards refer to the list below to see what affect it has. Several distortion effects can happen in the same round. Each card can only be used once, no matter how many times they are drawn from the Action Deck.

If Lord Flux draws a club, then there is no effect.

For Example: Robert The Younger, Sir David's trusty squire has the Quick Edge. During the first round of combat, he draws a 2 of hearts, followed by a 3 of clubs, and finally an Ace of clubs. Robert's player has an interesting dilemma. Does he use the 3 of clubs go later in the round, but get a potentially less dire flux attempt, or does he go first in the round and suffer a truly catastrophic effect. Robert's player shows surprising good sense for once, and elects to use the 3 of clubs.

Characters who are Level Headed do not get this luxury. They must use the highest card drawn from the Action Deck.

The distortion effects come into action on the drawers initiative card, so in the example above, On Robert's turn one of Lord Flux's Wounds would heal—the result of a 3 of clubs.

Several of the effects only trigger when a hero wounds the fae lord. It is perfectly possible for these effects to stack up and several of them hit one hero immediately.

The detrimental effects can be negated at the cost of a bennie, but it must be spent as the effect happens. Sadly the effect of the Ace of clubs cannot be avoided this way.

2: The earth around Lord Flux cracks and splinters. Center the Large Burst Template on the fae lord—the

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ground beneath the template becomes Difficult Ground.

3: One of Lord Flux's wounds (if any) spontaneously heals.

4: Any old scars on heroes within 6" of Lord Flux rip open, automatically shaking them.

5: All of the weapons currently being used against Lord Flux degrade one damage die type.

6: One of Lord Flux's wounds (if any) spontaneously heals.

7: The Next person to wound Lord Flux automatically loses a die of Strength. The loss lasts until the end of the encounter.

8: The next hero to wound Lord Flux loses access to the last Edge to benefit him for the rest of the encounter. For instance, if a hero had the Brawny Edge and he had been struck, but not wounded or shaken in the last round, then he loses the Edge and all its relevant benefits (Toughness and encumbrance limit).

9: One of Lord Flux's wounds (if any) spontaneously heals.

10: All of the weapons currently being used against Lord Flux degrade one damage die type

Jack: The Next person to wound Lord Flux automatically loses a die of Stamina, and a point of Toughness. The loss lasts until the end of the encounter.

Queen: One of Lord Flux's wounds (if any) spontaneously heals.

King: The next person to wound Lord Flux must use their lowest initiative card instead of the highest for the rest of the encounter. If they only draw one card, normally or have the Quick Edge, they draw two cards and must use the lowest.

Acc: All Bennies spent by the heroes transfer to Lord Flux after their effect has been determined. He can use them as normal.

MARSH CHIEFTAIN

The patriarch of a marsh clan must be the biggest, strongest and scariest of his fellows if he hopes to cow his followers.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Intimidate d8, Notice d8, Stealth d8

Charisma: -2

Pace: 6; **Parry:** 5; **Toughness:** 9(2)

Hindrances: Mean

Edges: Brawny, Command

Gear: Chain hauberk (+2), Great sword (Str+d10, -1 Parry, requires 2 hands)



MARSH SHAMAN

The marsh people's spiritual and religious leader, he has led them blindly into the worship of the Winter Court.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Healing d6, Intimidation d8, Notice d6, Taunt D10

Charisma: -2

Pace: 5; **Parry:** 6; **Toughness:** 7(1)

Hindrances: Obese, Ugly

Edges: Luck, Strong Willed, Quick

Gear: Furs (+1), Staff (Str+d4, +1 Parry, 2 hands)

Special Abilities

Heathen Gestures: This works just like the *stun* power. The shaman uses his Intimidation skill in place of an arcane skill. As well as resisting the powers effects with a Vigor roll, they must also resist it with an Agility roll. Failure means they have been knocked prone, which may have further effects (see page xx). He has 10 Power Points for this ability.

MARSH WARRIOR

These warriors have turned brigand. They lack the coin to purchase decent weapons and armor, and certainly lack the skill or resources to manufacture their own. What weapons they have are scavenged from previous victims.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d8, Throwing d6

Charisma: -2

Pace: 6; **Parry:** 5; **Toughness:** 6(1)

Hindrances: Mean

Gear: Furs (+1), crude pike (Str+d6, Reach 2, Requires two hands), 3 javelins (3/6/12, Str+d6), short sword (Str+d6).

SUMMER WARRIORS

Warm, attractive, and friendly looking elfin creatures, these foot soldiers of the summer court are never the less deadly when roused.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Riding d6, Stealth d8, Throwing d6

Pace: 8; **Parry:** 7/6; **Toughness:** 6(1)

Hindrances: Vow (To the Summer Court)

Gear: Leather (+1), short sword (Str+d6), spear (Str+d4, Parry+1, 1" Reach, 2 hands)

Special Abilities:

Block: +1 to Parry.

Fleet-Footed: Summer warriors roll a d10 running die.

Summer Fae: Fae creatures take double damage from cold iron weapons. +2 Toughness against attacks using a fire trapping; +2 to resist Smart Tricks. +2 damage from ice attacks, if the fae can be tricked into giving its word, it must do all in its power to abide by the agreement.



TOAD GUARDIAN

As part of his bargain with the marsh people, Lord

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Flux has provided them with a guardian in the form of their loathsome heathen toad god.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Tracking d10

Pace: 4; **Parry:** 6; **Toughness:** 7

Special Abilities:

Claws: Str+d4.

Leap: Toad guardians may leap 1d6+4", attacking with +2 to both their Fighting and Damage rolls.

Nauseating: Those who see the toad guardian, and fail a Guts roll suffer a -1 penalty to all actions until the end of the encounter. If the hero rolls a natural 1 on his Guts die, he must roll on the Fear Table.

Size: +1: Toad guardians are significantly bigger than a human.

Tongue: Toad guardians have a 4" long tongue. If they get a raise on their Fighting roll, the target is afflicted with paralyzing spittle and must make a Vigor roll or be paralyzed for 1d4 rounds.

Winter Fae: Fae creatures take double damage from cold iron weapons. +2 Toughness against attacks using a cold trapping; +2 to resist Smart Tricks. +2 damage from fire attacks, if the fae can be tricked into giving its word, it must do all in its power to abide by the agreement.

WINTER HOUNDS

These creatures were men once who sold their souls to the Winter Court for a brief, and illusory benefit in their mortal lives. Now they spend eternity serving their masters. These are protecting the gateway to the fae lands.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 9(1)

Special Abilities:

Armor +1: Winter crusted pelt.

Bite: Str+d6

Fleet-Footed: Winter hounds roll a d10 running die.

Go For The Throat: On a raise the winter hound attacks the targets least armored area.

Size +1: Winter hounds are as big, but much bulkier than a man.

Winter Aura: Winter hounds are surrounded by an aura of burning cold Those adjacent to the hound take 1d10 damage each round.

Winter Fae: Fae creatures take double damage from cold iron weapons. +2 Toughness against attacks using a cold trapping; +2 to resist Smart Tricks. +2 damage from fire attacks.

WINTER WARRIORS

Cold, attractive, and stern looking elfin creatures, these foot soldiers of the Winter Court are as hard as they look.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8, Stealth d8,

Pace: 6; **Parry:** 5; **Toughness:** 7(1)

Hindrances: Vow (To the Winter Court)

Gear: Furs (+1), long swords (Str+d8), pike (Str+d8, 2" Reach, 2 hands)

Special Abilities:

Winter Fae: Fae creatures take double damage from cold iron weapons. +2 Toughness against attacks using a cold trapping; +2 to resist Smart Tricks. +2 damage from fire attacks, if the fae can be tricked into giving its word, it must do all in its power to abide by the agreement.

WINTER SPRITE SWARM

These swarms are comprised of hundreds of tiny winged humanoids, each one armed with a pin-sized sword. They are vicious and have been known to decimate an enemy regiment in just a few minutes.

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d8, Vigor d10

Skills: Notice d6, Stealth d8

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

Sting: Winter sprite swarms inflict hundreds of tiny sword wounds every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location. A character armed with a cold iron weapon only takes d4 damage as the sprites fear the weapon and avoid it.

Split: The swarm can split into two smaller swarms. When a swarm takes a wound, it splits into two swarms, each the size of a Small Burst Template. The Toughness of these smaller swarms is lowered by -2 (to 5 each).

Swarm: Parry +2; because the swarm is composed of hundreds or thousands of creatures, cutting and piercing weapons do no real damage. A character can stomp to inflict his Strength in damage each round. A character armed with a cold iron weapon adds a +2 bonus to his damage.

Winter Fae: +2 Toughness against attacks using a cold trapping; +2 damage from fire attacks.

NON-PLAYER STATISTICS—FOR PLAYERS



BARON JAMES DANBURY

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d10, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Riding d10

Charisma: +0

Pace: 6; **Parry:** 8/7; **Toughness:** 11(3)

Hindrances: Death Wish (see his lost son again), Mean

Edges: Block, Brawny, Noble. Very Rich

Gear: Plate armor (+3), steel Helm (+3), great sword (2d8, Parry -1, 2 hands), warhammer (Str+ d6, AP1 vs. Rigid armor), warhorse (see *Savage Worlds*).

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SIMON DANBURY

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Knowledge (Battle) d4, Notice d8, Persuasion d8, Riding d8, Shooting d8

Charisma: +4

Pace: 6; **Parry:** 7; **Toughness:** 8(2)

Hindrances: Heroic, Loyal

Edges: Charismatic, Command, Noble, Rich

Gear: Chain Hauberk (+2), medium shield (+1 Parry, +2 Toughness against ranged attacks), long sword (Str +d8), crossbow (15/30/60, 2d6, AP2, 2 actions to reload), warhorse (see *Savage Worlds*).

DANBURY FORESTERS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Danbury Forests) d8, Notice d8, Stealth d8, Survival d8, Tracking d8

Charisma: 0

Pace: 6; **Parry:** 5; **Toughness:** 6(1)

Hindrances: Loyal

Edges: Woodsman

Gear: Leather (+1), bow (12/24/48, 2d6), short sword (Str+d6), 12 arrows, riding horse (see *Savage Worlds*).

FAE WAR MOUNTS

Fae mounts are unnatural looking horses—they are too perfect and have an unnatural orange tint to their coat.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 9(1)

Special Abilities:

Fleet-Footed: Fae mounts roll a d10 running die.

Kick: Str+d4

Size +3: Fae war mounts are large powerful animals.

Summer Fae: Fae creatures take double damage from cold iron weapons. +2 Toughness against attacks using a fire trapping; +2 to resist Smart Tricks. +2 damage from ice attacks, if the fae can be tricked into giving its word, it must do all in its power to abide by the agreement.



IN AN ANCIENT LAND LIE DARK SECRETS!

Our heroic retinue has arrived in the marshy land of East Anglia. It seems to be gripped by a permanent winter that has made the local marsh people turn to the pagan gods hoping they can return the true order of the seasons.



All is not what it seems as our heroes discover an oasis of good weather keeping the Danbury lands in permanent summer. They soon discover an ancient devilish pact with an ancient folk called the Fae has secured this false summer. Can they uncover the truth of the Fae and more importantly break the curse?

Find out more in *The Danbury Curse*, a brand new adventure from Triple Ace Games for *Daring Tales of Chivalry*.



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