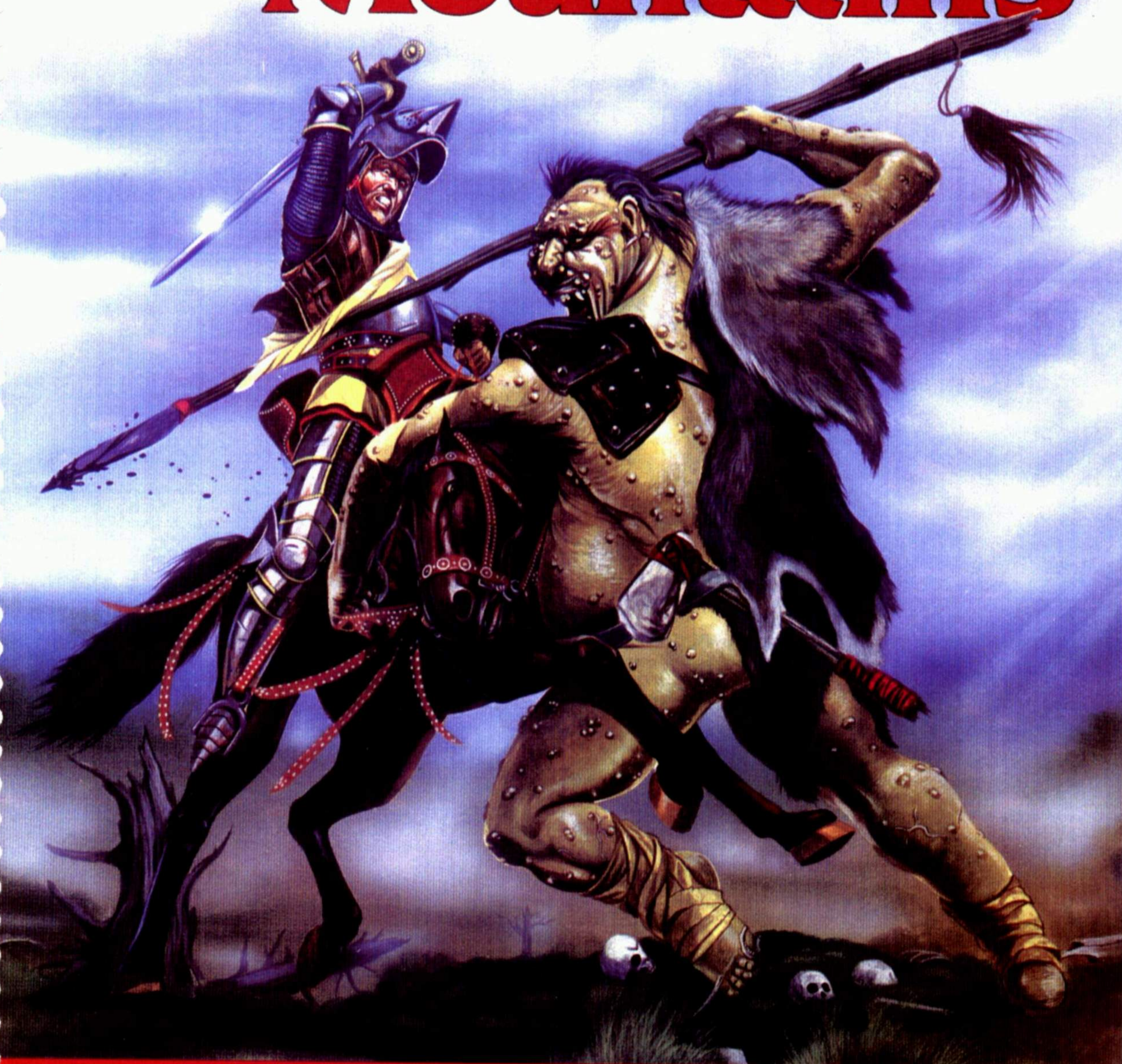




Pendragon

Savage Mountains



Stafford, Kerr, Bridges,
Halloway, Swekel, diZerega

Four Adventures Set in
Arthurian Wales, Extensive
Background, The Cambrian
War, Carlion-on-Usk



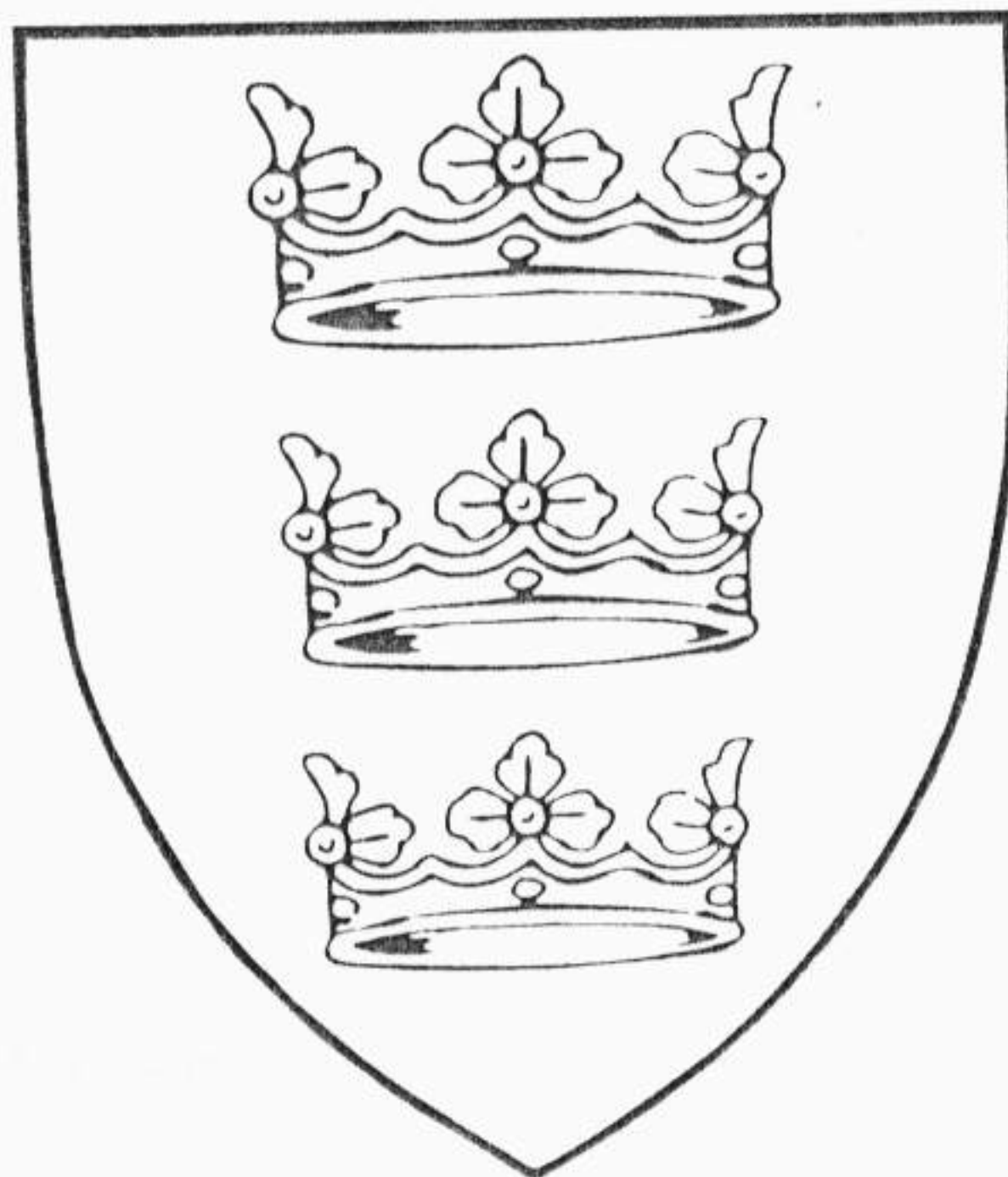
Savage Mountains

Heroic adventure in the wilds of Cambria

REWARD US WITH HONORS AND LANDS;

LET US WIN GLORY FOR OUR KING, WHO WILL

AND THE DEVIL TAKE THE HINDERMOST!

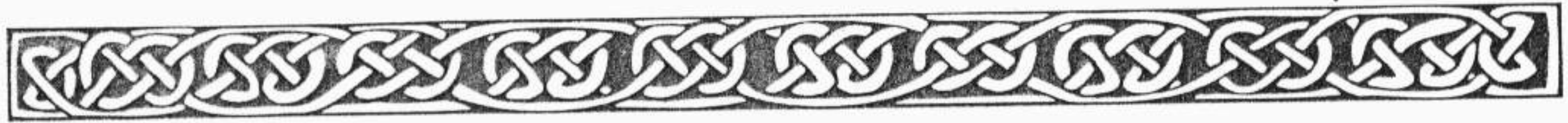


* KING ARTHUR PENDRAGON *



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Introduction

Savage Mountains is a scenario book with adventures and background for the land of Cambria.

SAVAGE MOUNTAINS OPENS THE WILD lands of Cambria (modern Wales) to adventure. It includes player information and handouts, general information for gamemasters, and four specific scenarios set in different parts of the land.

It is written to be used anytime in phases three to four, between the years 531 and 544. This era is one in which Arthur's knights spread out from Logres, which has been quite pacified by now, and go into the surrounding lands to explore, conquer, and civilize.



Changes

Despite 30 years of study and 5 years of writing, *Pendragon* is not a finished thing. It is growing and changing all the time as I learn more about geography, history, or legend to find materials for the story.

Thus, this book includes an update on what I knew when I wrote some previous material. Here are some significant changes to the information which has come before. Because Cambria has been discussed only in *Knights Adventurous*, changes are to that book, and to the Cambrian sections.

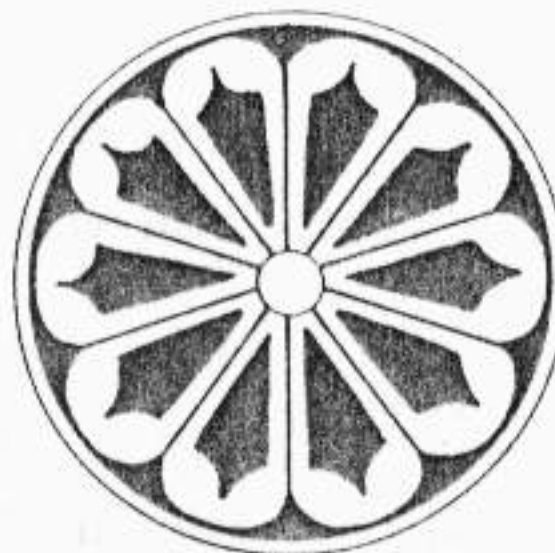
- In character generation, the term *family* for hill tribesmen means the anciently established kindred group called the *bro*. Thus a Cambrian Love (family) is for his bro.

- The term *Clan Chieftain* is used as the organization ranked above *family*. "Clan" is a messy word here, and as a result of further study I have changed it to be *Tribal King*. This is a king who rules a *cymyd*, or commote, as explained later.
- *Sugales* is mentioned several times in *Knights Adventurous*, and incorrectly every time. Sugales should describe the areas farther south than the area described, which has been renamed. The region of the upper Severn River ruled by King Belinans and which used to be called Sugales is now called the Kingdom of Powys.
- *Norgales* used to describe a very vague political entity which is found in the stories. Rather than trying to stretch or cut it to make it fit anymore, Norgales now means all of Cambria north of the Severn River.

Planning Your Campaign

The materials herein are intended to be tools and raw materials from which a gamemaster can construct his own campaign. However, some people always require more definite guidelines on the "best" way to run things. This sequence is suggested:

- The Story of Peredur ab Efrawg
- The Adventure of the Dolorous Wyrn
- The Adventure of the Best Wine in the World
- The Adventure of the Cambrian War
- The Adventure of the Paulag Cat





Common Knowledge

Player's Information About Cambria

THIS INFORMATION IS what knights from Logres have learned about Cambria. From whom? "Everyone knows this stuff," says everyone. But be warned: it reflects the lowland prejudices of the Logres land holder. Chivalrous knights should be warned that some of the attitudes exhibited here are not condoned by King Arthur. These are the words of the everyday knight of Logres.

Additional information about Cambria has already been given in *Knights Adventurous*. This chapter adds to that information, and any differences are superseded by this data.



Geography

Cambria includes all Britain west of Logres, excluding Cornwall. It is surrounded on the south by the Severn Sea, on the west by the Dementian Sea, and on the north by the Irish Sea. It is outside of Arthur's own kingdom, and hence a land of adventure.

Types of Terrain

Various types of terrain exist in Cambria. Each affects player activities differently.

Settlements

People live in cities, towns, villages, and hamlets. Cities exist only in the border kingdoms, and none of them match the grandeur of the Big Cities. Towns are usually near a church, abbey, or castle. Villages cluster around towns, in the farming areas. The hamlet is a type of settlement new to anyone from outside Cambria. A hamlet is a collection of the flimsy seasonal huts of the pastoral hill people. In summer they are generally abandoned by everyone but old people. In the hills the barbarians all live in hamlets.

Castles

The feudal areas around Cambria have many castles, and with many strong ones, especially in Escavalon and Estregales. But the barbarians don't have many castles, and the few they have are pathetic, flimsy wooden motte and baileys.

Settled Areas

Settled areas in Cambria are much like those elsewhere in lowland Britain. Villages and towns are surrounded by plowed fields. The barbarians have clusters of settlements in their mountain valleys, but their fields are usually smaller and poorer than in the low lands.

Open Flatlands

Some areas of open, unsettled lands exist in the border kingdoms. These usually have brush and scattered clumps of trees.

Forests

Forests are any areas where trees dominate the landscape. Forests naturally channel knightly travel onto paths and roads. Some forests are thin, including most of the forests in the hills, allowing riders to leave the road for some distance, riding between the trees. Others are dense, requiring a horse to be walked carefully. Forests always give modifiers to Horsemanship and Hunting.

Enchanted Forests

Some forests have grown supernaturally thick. These prevent any travel through them, simply from the density of their growth. Knights can't even walk a horse through. In some places supernatural creatures kill travellers, or drive them away. In others, spells hamper travel with mystic glamour and illusions which bring about a general confusion.

Valleys

Many valleys wind through and among the hills and mountains. They are usually edged with soft, round hills rather

Whither Wales?

In the 20th century Cambria is called Wales, but the terms Wales and Welsh are not used in *Pendragon* (despite its many other anachronisms).

Historically, "Welsh" means "foreigner," an insulting term introduced by Saxons after they conquered the Cambrian lands. It had not yet come into use during the *Pendragon* era.

The Cambria of *Pendragon* actually includes considerable land outside of modern Wales, including most of Cheshire, Staffordshire, Shropshire, Hereford & Worcestershire, Monmouthshire, and Gloucestershire.



than steep precipices or cuts through mountains. Their width varies from a few hundred feet to several miles. They are usually settled, though often sparsely. Their courses provide the easiest and surest routes into the hills.

Hills

Most of the interior of Cambria is broken by low hills and plateaus (between 600' and 2000' altitude). They are usually overgrown with brush and spotted with light tree cover. These are sometimes rolling and relatively easy to ride over, but in other places are rugged enough to endanger horses. Most places are treacherous and irregular enough to impede normal horse travel on the mounts usually ridden by knights. Thus if a knight wishes to traverse that kind of terrain, off a known trail, he must usually do it carefully on foot, if at all. The wretched hill people hide amid these hills, in the inaccessible areas, with their animals when enemies come for them.

Mountains

Mountains are impenetrable barriers to travel. They are steep, broken, and rugged. They cannot be passed even by Cambrian ponies. Men on foot can make it over many places where horses can not, but some mountains and cliffs cannot be scaled except by the most intrepid and experienced climbers. Mountains are tall (well, relatively anyway, being over 2000 feet tall) and mark the vegetation line; no trees grow above 2000 feet.



Feudal Lands

Six normal kingdoms border Cambria. In these lands a knight can expect the people to follow the reasonable customs found in Logres. Thus, their lords swear fealty to other lords, their churchmen are mostly Christians, and the commoners mostly grow barley and pigs. All six are allies or vassals to Arthur. Two lie to the north, two to the south, and the two in the east have so thoroughly embraced Arthur's Realm of Adventure that they have apparently disappeared into Faerie.

Cameliard

(L-16)

Ruler: King Leodegrance.

Vassal of: High King Arthur Pendragon.

Army: A hundred knights, including several Round Table members, and a couple hundred soldiers.

Horses in Cambria

The Cambrian hills are unsuitable for large horses. Thus, whenever a knight attempts to ride off-road across the hill lands (on a hunt or chase, for instance), he gets a negative modifier to his Horsemanship Skill ranging between 3 and 10 points, depending on the difficulty of the terrain.

Local ponies are bred to this environment, and get a positive modifier of +8 points. Thus they do not usually suffer any negative modifiers, and may actually get a bonus. The local ponies are a breed of Celtic ponies called Cambrian Ponies (mistakenly called Welsh Ponies in *Knights Adventurous*, page 108).

Other types of Celtic hill pony (the Fell and Dale breeds) can also be used in Cambria with the +8 modifier.

Finally, trained coursers are able to negotiate the difficult terrain with their skill, and get a +5 modifier to offset the negative modifier.

Religion: Christian, Bishop of Lichfield.

Cameliard is the entrance-way into northern Cambria. Cameliard is rich and safe. Its knights regularly drive away the occasional foolish raiders who come down from the Pennines or out of the Arroy Forest. It has few internal feuds. It is the perfect place to get information before going further into less settled territory.

Cameliard is ruled by King Leodegrance, the very elderly father of Queen Guenever, and some day his daughter will be the ruler in her own right. He is the descendant of an ancient Roman family.

Thanks to Guenever's influence, Cameliard is a center of culture and peace. The knights are chivalrous, and many of the original (but less-known) Round Table knights are from Cameliard. Cameliard's tournaments are always the latest type, and the ladies are known to be partial to romance and courtly amor.

Newcomers to the land are encouraged to visit the great monument near Castle Terrabel which commemorates King Arthur's victory over the kings of the north.

Cheshire

(K-15)

Ruler: Randle, Dux of the City of Legions.

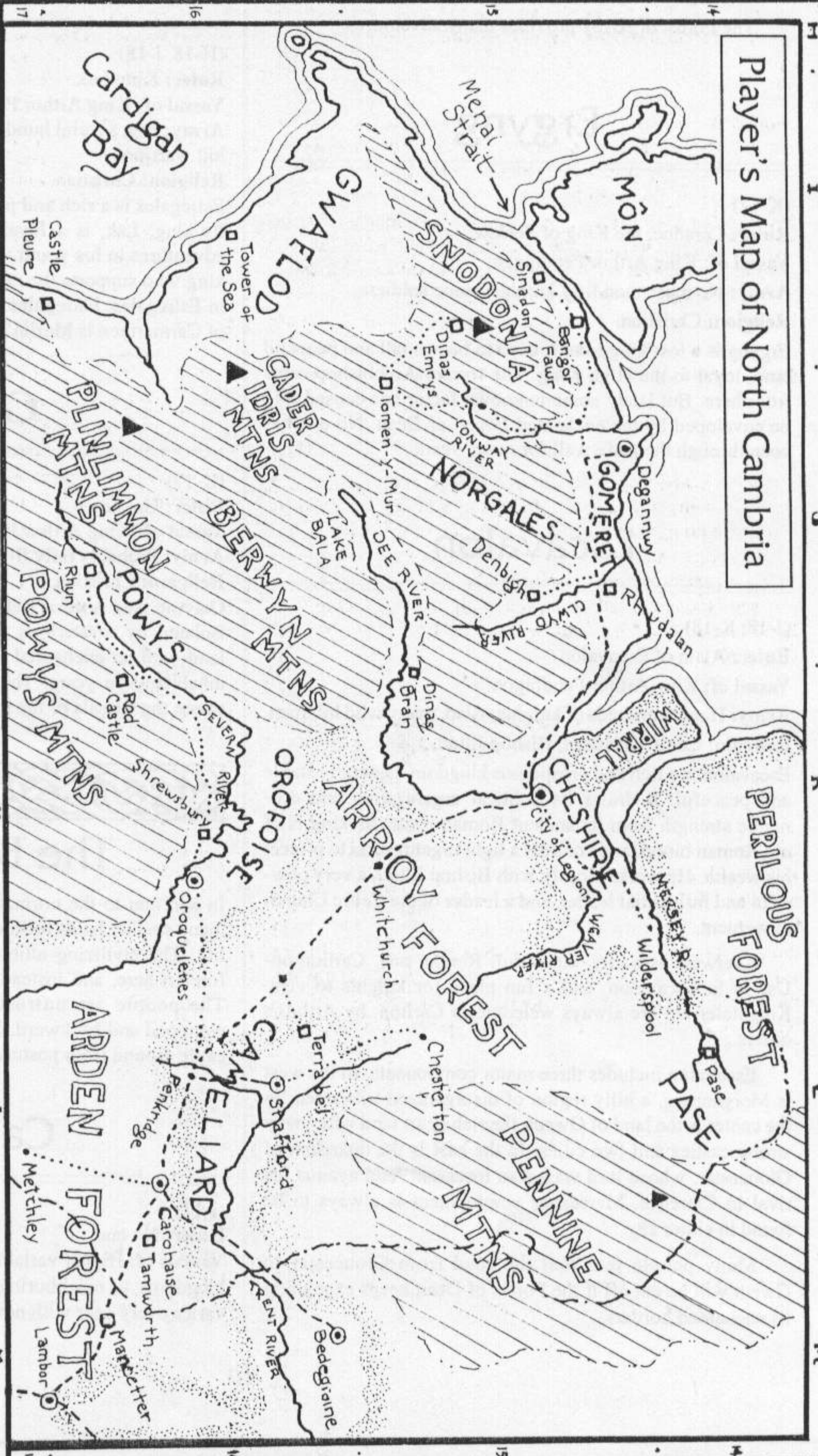
Vassal of: King of Norgales.

Army: Fifty or so knights, some soldiers, some unreliable warriors.

Religion: Christian.

Cheshire is a wild border country. The City of Legions is the largest city in the region, and a major port for trade with Ireland and the North, through Carduel. It is surrounded by a ring of castles whose lords are loyal to Duke Randle. Other castles, farther out, are still independent and cause trouble

Player's Map of North Cambria



0 5 10 20 30 40 50

MILES

COAST & RIVER

HILLS OR MTNS.

WELL KNOWN PEAK

FOREST

CASTLE

CITY

OTHER SETTLEMENT

CHURCH OR ABBEY

ROADS REGULARLY USED FOR LONG-DISTANCE TRAVEL

OTHER KNOWN ROUTES

BORDER OF CAMBRIA

PASE: KINGDOM

PASE: CASTLE OR SETTLEMENT

IDRIS: GEOGRAPHIC NAME



for merchants and other travellers. The Duke has conquered several neighboring hill tribes to his west.

The Forest of Arroy provides many adventures.

Ergyng

(K-17)

Ruler: Caradoc, the King of Sorrow.

Vassal of: King Arthur Pendragon.

Army: No more than fifty knights, some soldiers.

Religion: Christian.

Ergyng is a lost kingdom. It used to be a small and peaceful land, loyal to the High King. The former Archbishop came from here. But lately some unknown factor has caused it to be enveloped by the enchanted Forest of Dean. No one has been through the leafy wall for many years.

Escavalon

(J-18, K-18)

Ruler: Alain of Escavalon.

Vassal of: King Arthur Pendragon.

Army: Huge, hundreds of knights. Also, many wild hill men.

Religion: Celtic Christian, Bishop Illtud.

Escavalon is a rich and prosperous kingdom, generally stable and peaceful. It draws its political organization and economic strength from its ancient Roman roots. Its king is of old Roman blood, and controls a tight organization to protect his wealth. He works closely with Bishop Illtud, a very powerful and influential leader, and a leader of the Celtic Church movement.

Caerwent is a city, but a dull Roman one. Carlion-on-Usk is in Escavalon, and a fun place for knights to visit. Knights errant are always welcome in Carlion, by Arthur's orders.

Escavalon includes three major components. In the west is Morgannwg, a hilly region of disorganized tribesmen. In the center is the land of Gwent, the rich heart land with many strong castles and two cities. In the east is the dukedom of Gloucester, whose lord wages an incessant feud against his rival in Clarence. Mercenary employment is always to be found in either city.

Many people fear that the road from Gloucester to Gwent will be cut off if the Forest of Dean keeps expanding its enchanted borders.

Estregales

(H-18, I-18)

Ruler: King Lak.

Vassal of: King Arthur Pendragon.

Army: Big, several hundred knights, plus some inferior Irish hill warriors.

Religion: Christian.

Estregales is a rich and prosperous kingdom of Irish people. Its king, Lak, is a loyal Arthurian vassal who had many adventures in his youth. King Lak is a thoroughly Christian king who supports the new Archbishop, Dewi, whose see is in Estregales. Estregales has many castles, and the rich city of Carmarthen is Merlin's home town.

Galvoie

(K-17)

Ruler: Unknown.

Vassal of: King Arthur Pendragon, long ago.

Army: Probably only fifty or so knights.

Religion: Christian.

Galvoie was once a rich part of Cambria, but it has been isolated by mysterious forces which have surrounded the land with an enchanted forest. No one has heard from the inhabitants in years. The last news was of a civil war between the vassals of the last king, who died heirless.



The Barbarians

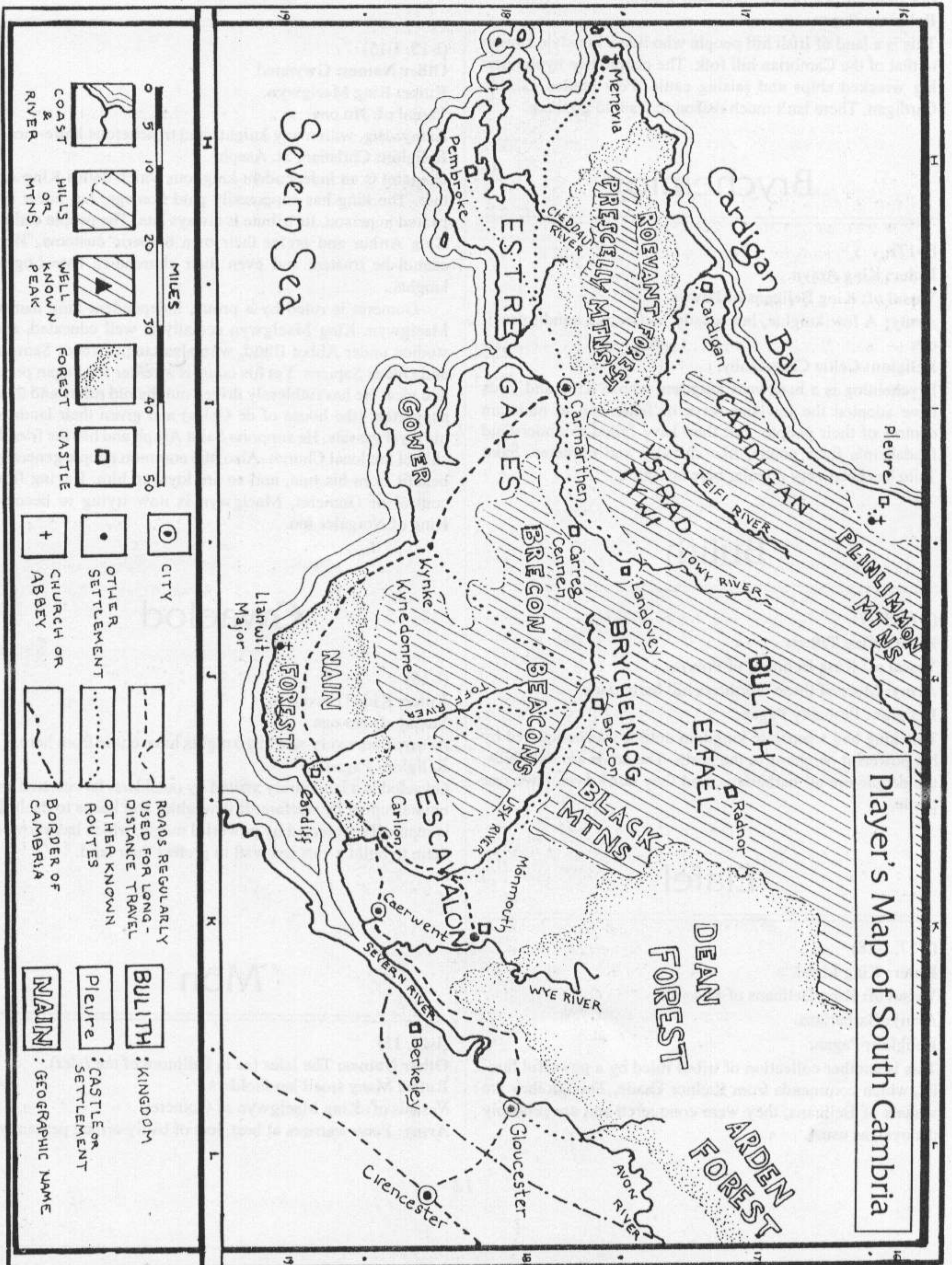
In addition to the normal lands, a couple of kingdoms and many smaller lands follow an older, less sophisticated way of life. The civilizing attitudes of chivalry and Romance are foreign here, and instead barbaric tribal beliefs hold sway. The people are untrustworthy and dangerous, but ill-equipped and backward. Most do not farm, but instead herd cattle around from pasture to pasture in the hills.

Cardigan

(I-17)

Ruler: No one.

Vassals of: Highly variable. Some are subject to neighboring kingdoms, or neighboring tribes, or each other. The situation varies every year with new rebellions.





Army: A couple of knights, but the fighters are mostly inferior Irish hill warriors armed with spears.

Religion: Pagan.

This is a land of Irish hill people who live a life style similar to that of the Cambrian hill folk. The people live by plundering wrecked ships and raising cattle. Few castles exist in Cardigan. There isn't much reason to want to go there.

Brycheiniog

(J-17)

Ruler: King Aravn.

Vassal of: King Belinans of Powys.

Army: A few knights, but mostly ineffective bandit-warriors.

Religion: Celtic Christianity.

Brycheiniog is a backward kingdom whose King and lords have adopted the lowland ways of feudalism to maintain control of their people. But they have failed to understand feudalism's finer points, like chivalry and romance. Saint Teilo has been very popular here lately.

Bulith

(I-17, J-17)

Ruler: King Tathal.

Vassal of: King Belinans of Powys.

Army: More of those worthless hill barbarians.

Religion: Probably Pagan.

This king had a separate kingdom until it was conquered by his powerful neighbor to the north. The lands are wild hills, the people are all barbarians, and they don't even have one castle.

Elafel

(J-17, J-18)

Ruler: King Idwal.

Vassal of: King Belinans of Powys.

Army: Barbarians.

Religion: Pagan.

This is another collection of tribes ruled by a powerful family, which commands from Radnor Castle. Though they are vassals of Belinans, they were conquered and are probably disloyal, as usual.

Gomeret

(I-15, J-15)

Other Names: Gwynned.

Ruler: King Maelgwyn.

Vassal of: No one.

Army: Big, with many knights and treacherous knife-men.

Religion: Christian, St. Asaph.

Gomeret is an independent kingdom which defies King Arthur. The king has supposedly paid homage, but never appeared in person. Its tribute is always late. The people dislike King Arthur and prefer their own barbaric customs. They cannot be trusted, and even their churchmen hate Logres knights.

Gomeret is ruled by a proud, independent king named Maelgwyn. King Maelgwyn actually is well educated, and studied under Abbot Illtud, who also taught Abbot Samson and Gildas Sapiens. Yet his court is a center for Pagan poets and vice. He has ruthlessly driven out the old rulers and their supporters (the house of de Gales) and given their lands to his loyal vassals. He supports Saint Asaph and has the friendship of the local Church. Also, the common people generally benefit from his rule, and so are loyal to him. Having firm control of Gomeret, Maelgwyn is now trying to become King of Norgales too.

Gwaelod

(I-16)

Ruler: King Gwyddno.

Vassal of: No one.

Army: Some very wealthy knights have come from here.

Religion: Pagan.

Gwaelod is a land rarely visited by outsiders. Its customs are uninterrupted by warfare. It is wealthy and keeps to itself. It is reputedly protected by powerful magic, which has allowed them to build a vast sea wall to protect their land.

Môn

(I-14, 15)

Other Names: The Isles (as in Pellinore of *the Isles*).

Ruler: Many small landholders.

Vassals of: King Maelgwyn of Gomeret.

Army: Pony warriors at best, lots of badly-armed peasantry.



Religion: Christian.

Môn Mam Cymru, "Anglesey, Mother of Wales," is a wide flat island which is rich in grain. It can be reached by crossing the Menai Straits by boat. It is a wealthy land, but without castles or adventure.

Norgales

(J-16)

Ruler: King Galihoden.

Vassal of: King Arthur Pendragon.

Army: Mostly worthless warriors.

Religion: Christian.

Norgales is an untamed region with a weak ruler. Its tribes fight with each other as well as with outside kingdoms. One tribe, the Rhos, has been taken by the King of Gomeret.

Orofoise

(K-16)

Ruler: Earl Gwarthen.

Vassal of: King Belinans of Powys.

Army: Around 80 knights, some soldiers.

Religion: Christian.

Orofoise is a rich land of the Severn River valley, dense with farms and well protected with castles. The walled city of Oroquelenes would normally be on the merchants' regular circuit except that its barbaric earl, Gwarthen, allows his vassals to attack any merchants who are not subjects of his or his king's. The earl is cruel and greedy.

Penllyn

(J-15, J-16)

Ruler: King Mawan.

Vassal of: King Arthur Pendragon.

Army: 20 or so knights, and pretty good, too.

Religion: Pagan

This small kingdom is where Arthur grew up as a boy. It enjoys his special favor, and is very hospitable to his knights.

Sir Kay, too, comes from here, and is considered by the people of Penllyn to be a very influential member of their tribe.

Powys

(J-16, K-16)

Ruler: King Belinans, aka "King of Sugales."

Vassal of: King Arthur Pendragon.

Army: Only a few knights, maybe 50, plus unlimited numbers of fanatical hill men.

Religion: Pagan.

King Belinans is a wily old Pagan king. The conquered county of Orofoise provides him with great wealth, in comparison to his fellow tribal kings, and has allowed him to conquer or purchase dominance in so many of the little kingdoms to his south that he is acknowledged King of Sugales, as well as King of Powys.

After an initial burst of enthusiasm for the Boy King (which netted him tremendous booty), Belinans has withdrawn into the fastness of his land.

Snodonia

(I-15)

The Snodonia mountains contain some of the highest peaks of Cambria, including some very rugged heights where the Old Gods have often been reported.

Ystrad Tywi

(I-17, I-18,)

Ruler: Dafyd map Hall.

Vassal of: King Arthur Pendragon.

Army: A few knights, lots of worthless warriors.

Religion: Celtic Christians, especially Saint Teilo who lives there.

This is a small kingdom which tries to imitate the ways of the lowlands. However, they don't quite seem to get it. The ruler, for instance, not only reads but writes books too! They have some nice castles, and the archbishopric of the area lives there.

Gamemaster Information

This chapter gives detailed gamemaster information to let the player knights wander almost anywhere. It expands upon the information given in the "Common Knowledge" chapter.

Geography

Cambrian geography has three major components: the forested eastern plains, the rugged interior, and the coastal regions between the mountains and the sea. Various geographic features further divide Cambria into six regions of unequal size and importance.

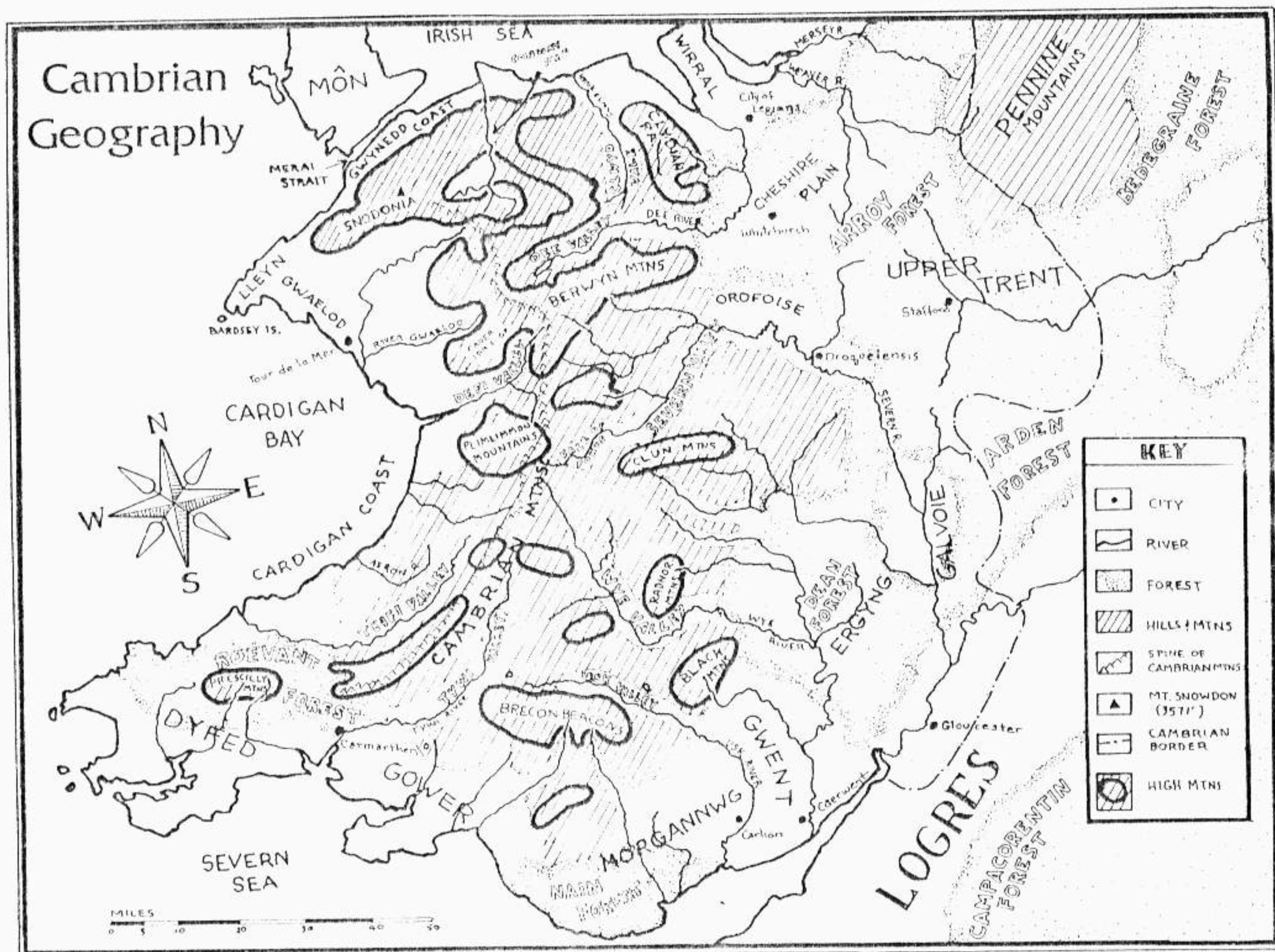
See the map, Geography of Cambria, to locate these places and features.

The Cheshire Plain

The northeast of Cambria is a wide, flat, often-wooded plain. It is drained in the west by tributaries of the Dee, and in the east by the Weaver River and its tributaries, flowing from the Pennine Mountains and Arroy Forest. Its northern border is the Mersey River, and the Irish Sea. Cheshire includes the forested Wirral Peninsula.

Upper Trent

The east central region is drained by the Trent River and its many tributaries. So many rivulets and streams cut the area that it is famous for its internal boat transportation system.





ters, most of whom became saints, though at least six of the daughters married Men of the North, who are the descendants of the warriors moved here by Vortigern years ago. During the last century the dynasty has lost its Irish origins, and is now Cymric, like its members.

Bulith

(I-17, J-17)

Ruler: Tathal mab Iower.

Vassal of: Powys (Loyalty = 4).

Army: 15 knights, 20 sergeants, 125 warriors.

(Plus up to 20 knights, 18 sergeants, 225 warriors)

Bulith is a semi-independent kingdom, restless in its vassalage to King Belinans of Powys. King Tathal has been in exile at the court of King Arthur, hoping to get help in regaining his kingdom. For further information, see "Adventure of the Cambrian War."

Cameliard

(L-16)

Ruler: King Leodegrance.

Vassal of: King Arthur Pendragon.

Army: 100 knights, 300 foot.

Cameliard is well defended, and its knights regularly drive away the raiders from surrounding areas. It has few internal feuds. It is rich, peaceful, and the perfect place to stop to get information before going further, into less settled territory.

Cardigan

(I-17)

Ruler: King Heidyn mab Idawc (during the Cambrian War).

Vassal of: No one.

Army: 50 knights, 900 warriors.

This land is made up of many small Irish tribes. They unite briefly during the First Cambrian War. The facts given here are for that event. Otherwise, it is the usual confederation of tribes.

Cheshire

(K-15)

Ruler: Randle, Dux of the City of Legions.

Vassal of: King of Norgales.

Army: 50 knights, 250 soldiers, 300 warriors.

Cheshire is the wide flat plain between the Pennine and Cambrian mountains. The City of Legions is a thriving port city at the mouth of the Dee River. It is protected by a ring of castles around it (including Hawarden, Holt, Shocklack, Beeston, Frodsham). Many other castles protect road or river crossings, valuable salt mines, and other strategic points.

Elfael

(J-17, J-18)

Ruler: Idwal.

Vassal of: Powys (Loyalty = 6).

Army: 15 knights, 15 sergeants, 250 warriors.

(plus 12 knights, 12 sergeants, 200 warriors)

This reticent vassal of Powys breaks away and struggles for independence during the Cambrian War.

Ergyng

(K-17)

Ruler: Caradoc, the King of Sorrow.

Vassal of: no one.

Army: 25 knights, 50 soldiers.

Ergyng was once the Roman region of Ariconium, but it has been mysteriously cut off from the rest of Britain since the Dean Forest became enchanted. See the "Adventure of the Dolorous Wyrn" for more.

Escavalon

(J-18, K-18)

Ruler: King Alain.

Vassal of: King Arthur Pendragon.

Army: 500 knights, 400 soldiers, 600 warriors.

Escavalon is a rich and prosperous kingdom, generally stable and peaceful. It draws its political organization and economic strength from its ancient Roman roots, skillfully guided by its king.

Components:

Gwent: ruled by Propraetor Honorius.

Gloucester: Duke Morvid, who always has an extra 200 permanent foot mercenaries for his private war against the Duke of Clarence

Morgannwg: Four tribes, which provide warriors for defense.



Estregales

(H-18, I-18)

Ruler: King Lak.

Vassal of: King Arthur Pendragon.

Army: 300 knights, 100 soldiers, 400 warriors.

Components:

Dyfed: The Irish tribal region around the Prescelly Mountains.

Pembroke: A very powerful Irish feudal land, centered around Milford Haven.

Gower: The Gwyr peninsula and inland regions, inhabited by Cymric tribes. They occasionally revolt and form a separate kingdom.

Carmarthen: This is an old Roman city, self-ruled, but vassal to King Lak.

Galvoie

(L-17)

Ruler: Unknown.

Vassal of: Probably no one.

Army: Unknown.

Galvoie and its rich lands along the Severn River have been cut off from normal contact with the rest of Britain by an enchanted forest which began manifesting in the Arden and Dean Forests several years ago. Entry through the forests is impossible by normal means, and no one is sure what lies inside now.

Details of this site can be found in *Parzifal*, the German version of the Grail Quest.

Gomeret

(I-15, J-15)

Ruler: King Maelgwyn.

Vassal of: No one.

Army: 150 knights, 300 sergeants, 800 warriors.

The ruling family of Gomeret are descendants of Cunedda Wledig, the warlord from the Votadini tribe in the North, who came from beyond The Wall to this area to drive out the Irish people about 80 years ago. Over the three or four generations since then, his descendants, collectively called the Men of the North, have been militarily successful. Many of them rule over the many tribes of Gomeret and Norgales. The princely, and most powerful, bro comes from the island of Môn, and the current King of Gomeret is from there.

Gomeret is ruled by a proud, independent king named Maelgwyn. He has the local Church under his rule, but is disliked by the abbots and bishops who claim rule from Rome. Having firm control of Gomeret, Maelgwyn is now trying to become King of Norgales too.

Components:

Môn is a very wealthy cantref. It is sometimes called Anglesey, or the Kingdom of the Isles.

Snodonia is a wild mountainous area, and between it and the sea is the land of Gwynedd. These two regions are divided between the tribes of Arfon, Arllechwedd, Eifionydd, and Ardudwy.

Lleyn is a rocky land, occupied by a tribe bearing the same name.

Rhos is a tribe conquered by King Maelgwyn and added to his domain. Two other tribes, Rhufoniog and Tegeingl, are briefly conquered during the First Cambrian War.

Gower

(I-18)

Ruler: Hueil map Enygan.

Vassal of: No one.

Army: 30 knights, 300 warriors.

Gower is a kingdom which temporarily unites three tribes and gains its independence from the Kingdom of Estregales during the Cambrian War. It is crushed by Estregales during the war, but waits to try again. This sort of temporarily kingdom formed from neighboring tribes is a common type of rebellion in Cambria.

Gwaelod

(I-16)

Ruler: Gwyddno Garanhir.

Vassal of: No one.

Army: 25 rich knights, 50 soldiers, 100 warriors.

Gwaelod is a peaceful kingdom, ruled by a powerful king. See the "Adventure of the Best Wine in the World" for more.

A Wealthy Lord in his Hall

This illustration depicts a well-to-do Cambrian Lord entertaining guests in his great hall. The dog, a mastiff, is common company in halls throughout Britain.





Merionydd

(I-16)

Ruler: King Gurgalan.

Vassal of: No one.

Army: 10 knights, 100 warriors.

Merionydd is a small kingdom ruled by a very ancient king, aided by a very nasty deity, who allows the king to live beyond his normal lifespan.

Norgales

(J-15)

Ruler: King Galihoden.

Vassal of: King Arthur Pendragon.

Army: Highly variable.

Norgales is a weak kingdom, easily divided into its component tribes.

The area has other names, too. It is called *Perfeddwlad*, which means "The Four Cantrefs."

At the start of the adventures, Norgales includes the cantrefs and commotes of Rhufoniog, Tegeingl, Dyffryn Clwyd, Penllyn, and Edeirnion. Rhos has been taken by the King of Gomeret. In earlier time (such as when Ryons ruled it) Norgales has included the Duchy of Cheshire, the tribes in the south-western Pennines, and the tribes of the Perilous Forest.

Orofoise

(K-16)

Ruler: Earl Gwarthen.

Vassal of: King of Powys (Loyalty = 10).

Army: 75 knights, 150 soldiers.

The origin of the ruling family of Orofoise is from among the ancient Ordovices Tribe which existed in Roman times. They were staunch followers of Macsen Wledig, the vanquished Roman Emperor. Macsen had a daughter, named Sevira, who married Vortigern, who was the High King before the Pendragons came. Britu was the son of that union. He was blessed by St. Germanus, and founded this dynasty.

Pase

(L-14)

Ruler: King of Pase.

Vassal of: No one.

Army: 25 knights, 100 warriors.

Pase is a small independent kingdom which commands the upper Mersey River and is the strategic crossing point for many roads over the Pennine mountains into Elmet. The King has an additional title of Earl of Pase when he is subject to the King of Norgales. However, he has not been earl since King Ryons fought King Arthur a generation ago.

Peaks, the

(L-14)

Ruler: Lord of the Peaks.

Vassal of: No one.

Army: 5 knights, 20 sergeants, 25 warriors.

The Peak is a distinctive hill in the Pennines that is rich in minerals. The surrounding lands are wild moors, cultivated valleys, and hills with craggy summits. Safe in his castle of Peveril, the lord guards and regulates that wealth.

Penllyn

(J-15, J-16)

Ruler: King Mawan.

Vassal of: King Arthur Pendragon.

Army: 20 Knights, 75 Warriors.

Penllyn is a little, out-of-the-way kingdom where Merlin took Arthur as an infant. It enjoys his special favor and support. For more information see "Adventure of the Best Wine in the World," and "Adventure of the Cambrian War."

Powys

(J-16, K-16)

Ruler: King Belinans, aka "King of Sugales."

Vassal of: King Arthur Pendragon (Loyalty = 4).

Army: 60 knights, 150 sergeants, 900 warriors
(plus 60 knights, 50 sergeants, 900 warriors).
See "Adventure of the Cambrian War."

Ystrad Tywi

(I-17, I-18)

Ruler: King Dafyd map Hall.

Vassal of: King Arthur Pendragon.

Army: 50 knights, 50 sergeants, 100 soldiers, 500 warriors
Ystrad Tywi is made up of two large cantrefs. It is a politically integrated kingdom which rules the Tywi valley.



Religion

RELIGION IN CAMBRIA is in a transitional phase which is difficult to portray on a map. Many of the ruling houses are Christian. These are the people with whom the player knights usually interact, and so they are appropriate to use to discover the religion of the game-master knights. But the religion of the common worshippers is often different from the nobility.

As detailed in *Pendragon* and *Knights Adventurous*, the religious groups are the Roman Christians, the Celtic Christians, and the Pagans. See those publications for more basic facts.

Paganism

Paganism is held only by the leaders of a dozen or so of the most isolated hill tribes. In those places the chiefs and knights probably still take the parts of the gods in the sacred ritual seasonal dramas. Nonetheless, Christian churches and hermitages still exist within their precincts. Note, for instance, Pennant Melangell (J-16) in the Mochnant tribal area.

Commoners from most of the tribal areas are also Pagans and participate with gusto in the seasonal ceremonies which are so intimately tied up with their life style. They are prob-

ably also Christians on Sundays and holidays when the priest or monk comes around.

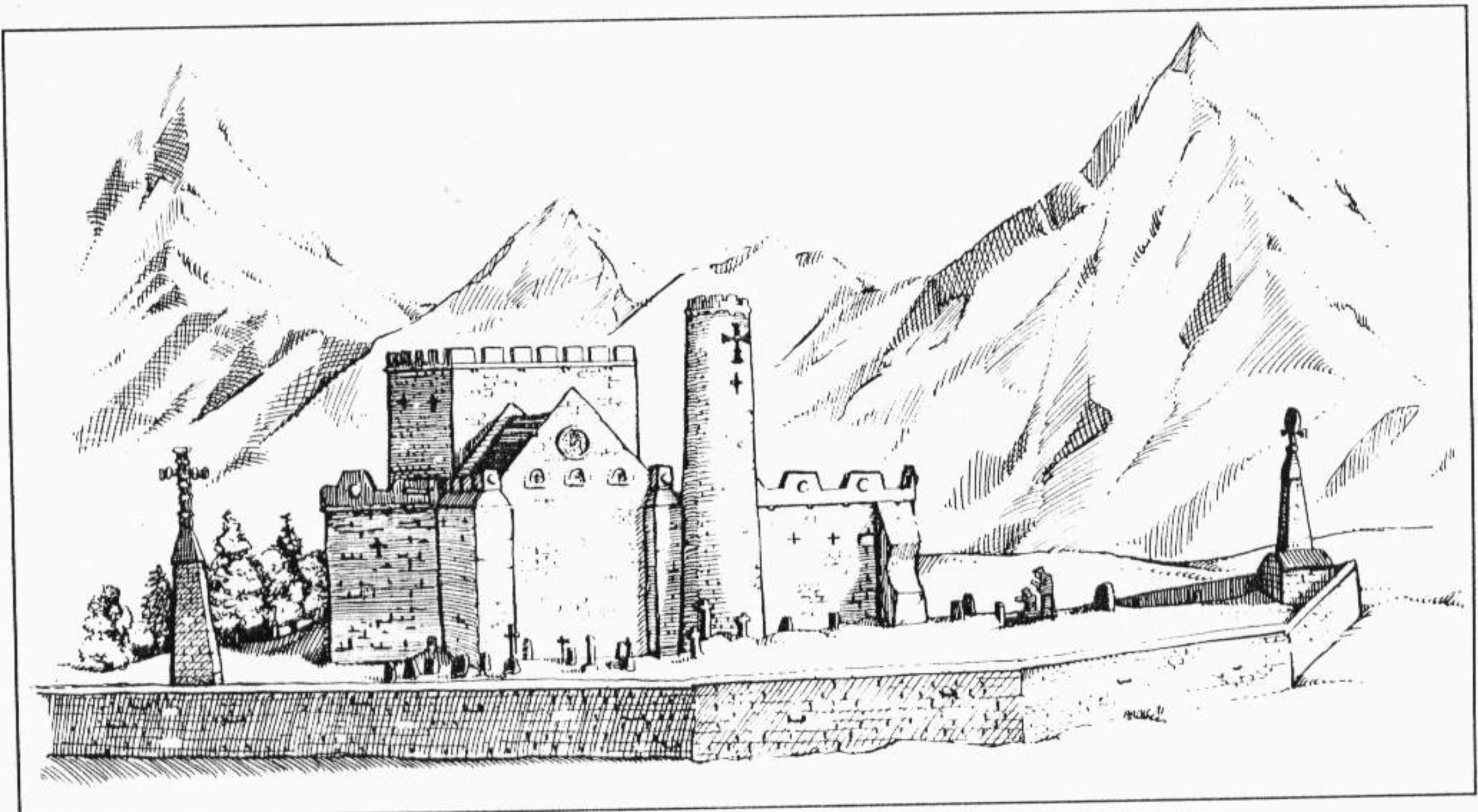
Christian Church Politics

Politics in the Cambrian church revolve around conflicts between the Celtic and Roman branches of Christianity. Despite these differences they generally have the same beliefs and morality.

Celtic Christianity is the native form of Christianity, first taught by Joseph of Arimathea, Saint Paul, and others whose followers established the cult of the *Culdees*, a sect which is now extinct. Later it materialized as the heretical sect of Pelagianism, the influence of which is still strongly felt in the

A Mountain Church

This rugged edifice was built with defensibility as a primary consideration. Often, churches or abbeys such as these are built in the wild hills, and from them spreads the Christian teachings to the unconverted tribes.





Celtic branch. It is the dominant form of Christianity through most of Cambria.

Celtic Christians are the Christians most likely to harbor secret or open enclaves of Grail Christians among them. Such groups are not organized into a conspiratorial organization, but are more like a New Age re-interpretation of the current *Pendragon* theology.

Roman Christianity was introduced later and gradually took over a vast administrative network across the disintegrating Roman Empire. Its most successful feature is its centralized organization which has continually attempted to take over control of the British church. The point of conflict comes in the right to appoint Bishops, who are necessary to ordain priests.

Archbishop

The archbishop is the ruling primate over all Britain and Ireland. Dubricus, the last archbishop who is now on his way to being sainted, was a Celtic archbishop. When the post of Archbishop became open, Dewi was selected as a compromise candidate by the Roman and Celtic bishops, both of whom would like to claim him as their own. (Actually, since most bishops are more involved with the mundane earthly administrative tasks of their office most of them are afraid of Dewi the Waterman's fanaticism.)

Archbishop Dewi moved the Archbishopric to his own monastery at Menevia. A beautiful cathedral is being built there.

Archbishop Dewi is native to Britain, and was educated in the Celtic Church. However, during his pilgrimage to the Holy Land he was acutely impressed with the Benedictine monks and adopted their ways, including membership in the Roman church.

Dewi has worked hard to get other Benedictine and Cistercian houses established in Cambria to provide an example to his lackadaisical Celtic brethren. Thus he does not have the right to appoint priests and abbots to the local Celtic houses, but has the right over the Roman abbeys.

Bishops

Bishops are ranking officials in the Church hierarchy, and are counted among the greater barons of a king, right up there alongside earls. The area a bishop commands is called a dioceses. Cambria has five dioceses, each named after the place where the bishop lives.

Llandeilo Fawr: Saint Teilois is the Bishop here. He was a boyhood friend of Dewi's, and accompanied him on the pilgrimage to the Holy Land. Upon his return he did not join the Benedictines, like his friend did. His preaching and piety have propelled him to fame among his countrymen through the southeast. The dioceses includes all of southern

Cambria, including both Estregales and Escavalon, and the hill lands of Cardigan, Brycheiniog, Ystrad Tywi, and minor Pagan lands.

Llanelwy: St. Asaph is a native of the north, and he founded the church at Llanelwy. He is, in every way, the man of King Maelgwyn, and works hard with his monks and priests to support the king. The dioceses includes all Gomeret, Môn, Norgales, and various Pagan lands to the south.

Coventry: Pedr of Aiguegwen is also sometimes titled Bishop of the City of Legions, since the seat was once there. The dioceses includes the lowlands of Cheshire, Carohaise, and Lambor (which is outside of Cambria).

Hereford: This bishopric has a vacant seat since the last bishop died, because no messengers have been able to enter the forests around Hereford to bring or get messages. The dioceses includes all of Eryng and Orofoise, and the Christian parts of Powys.

Worcester: Another vacant seat, for the same reasons as Hereford. The dioceses includes all of Galvoie, Gloucester, Clarence, and Wuerensis (which is outside of Cambria).

Major Monasteries and Abbeys

Many more monasteries and abbeys dot the landscape than these listed here. These, however, are big and important and dominate their local politics. More details about them are listed in the *Places* chapter.

Menevia: Archbishopric, and Benedictine

Clynnog Fawr: Celtic

Coventry: Bishopric, and regular canons

Worcester: Bishopric, and was Benedictine when last contacted

Basingwerk: Cistercian

Buildwas: Cistercian

Croxden: Cistercian

Gloucester: Benedictine, monks and nuns

Llanaron: Carlion, Celtic

Llanbadarn Fawr: Celtic

Llancarfan: Celtic

Llandeilo Fawr: Bishopric, Celtic

Llanelwy: Bishopric, Celtic

Llangollen: Valle Crucis, St. Collen

Llan Illtud Fawr: Celtic

Llantarnam: Cistercian, St. Julius, near Carlion

Much Wenlock: Celtic, nuns.

St. Werburgh's: Recent establishment, Benedictine, in City of Legions

Tewkesbury: Celtic

Tintern: Cistercian

Worcester: Bishopric, was Benedictine,

Ystrad Fflur [Strata Florida]: Cistercian



Cambrian Tribes

MOST OF CAMBRIA is occupied by a Cymric people who live at a more primitive level than the normal *Pendragon* flatlander. This difference is reflected in the Cambrian Character Generation in *Knights Adventurous* by the Cambria Father's Class Table #2. Because these hill folk make up a large segment of the game-master characters to be met in this book, a brief explanation of their culture is given here.

This tribal culture predominates in other wild Cymric areas as well, especially in The North (see Northlands Father's Class Table #2). Many of the smaller tribes and kingdoms which are not shown on previous *Pendragon* maps are also tribal. In this latter category are the peoples of the Penine mountains, in the forests of western Cumbria, and the wilderness areas of Cornwall.



Social Organization

Cambrian society consists of four types of people: princes, free men, bondsmen, and slaves.

Princes are members of certain esteemed families who have the right to overlordship of certain areas. These include the royal families of Gomeret and Powys. Princes are few in number, and must prove themselves through battle and personal combat to be worthy of their position. Thus not everyone can become a prince, and the ones who can must prove it the hard way.

Free men (and women) are the heart of Cambrian tribes. They are all equal in status. They provide leaders, warriors, and religious people. They are of several types: *boneddig*, who may or may not own land; *priodaur*, or landowner; and *uchelwr*, who own lots of land.

Bondsmen are called the *taeog*. They are not property, but have limited freedom. They are bonded to the land, and may not move from it.

Slaves (*caeth*) make up the final class of people without any social rights or privileges. They are owned property, to be bought, sold, traded, stolen, or killed without any more regard than a cow. The number of slaves is large, and they do most of the physical labor.

Economy

Cambrian hill people practice a mobile, pastoral life style. They tend herds of cows, sheep, goats, and horses which are moved from pasture to pasture throughout the year. In sum-

mer they go to high pastures, in the winter they gather in sheltered hamlets at lower pastures. Their settlements are flimsy round wattle huts. Where possible, farming barley and oats is practiced, but as a source of income is always secondary to herding. The rivers are rich with fish, and the coastal regions especially so. The hills are still full of wild animals as well, especially boar, small deer, and goats.



Political Organization

The Bro

The basic social organization among the hill tribes is the *bro*. (Note: In *Knights Adventurous* character generation, the term "family" means this ancient kindred group.) A *bro* is an extended family, including everyone within the immediate area who is related within four generations. It includes many households (called *ker*). Its size varies widely, including between 10 to 150 or more free households, averaging about 25, or about 100 people in all.

Extended kinship groups are known, and specified in law, but are too esoteric for *Pendragon*. For instance, we ignore the four-generation *gwely* (which may or may not include people outside the *bro*) which is responsible for paying compensation awarded for personal injury. And we will further ignore the *enedl*, the nine-generation group headed by a *pennenedl*, a kin-group legal official who is elected by all free men. The *pennenedl* must be a nobleman, but can not be a lord or royal official.

A *bro* is ruled by a member of the lowest level of aristocracy, called a *breyr* or *brogerix*, "king of the *bro*." His power is not legislative or political; it is familial. Membership in a *bro* is determined by birth, and includes all people related by blood to a common ancestor. The *breyr* heads this patriarchal kin-group and has certain obligations, such as distributing the land held in common by the *bro*.

The Tref

The land held in common by the *bro* is called their *tref*, or "township." Each *tref* contains both bottom land and upland, and everything in between, with meadow and forest land. Thus each *tref* is self-sufficient, with summer and winter grazelands, and whatever land that can be farmed in the lowland.



A tref may be either free or unfree. The land of a free tref is inheritable, and at death is usually divided among its holder's sons. Their lands are afterwards separate from each other. The unfree tref is headed by an *arglwyd*, a nobleman who oversees the division of its lands among its members. It is treated as a single political unit for paying taxes to the chief.

The average tref has about 60 households, of about 5 people each, or a total population of 300 souls. A free tref has about 60 adult males, all of whom would muster to defend their herds and might qualify as warriors. However, only about one quarter of them have the experience and training, plus decent equipment, to be called warriors. These warriors are armed with a sword, spears and shield, wear leather armor and metal helmet, and ride Celtic ponies. In calculating Battle Size, they count as 1/2 Knight-value each.

An unfree tref cannot muster any warriors, since its members are by law and custom unarmed and unable to bear them.

The Maenor

In some lands, especially those areas with dense populations, several *trefi* are grouped together into a larger estate called a *maenor* (plural *maenolau*). In general, a maenor includes a free tref and its three dependant unfree trefi.

Thus the average size of a *maenor* is about 1200 people.

When influenced by feudal customs and terms, these maenor correspond to a Cymric manor, or holding for a single knight. The warrior from the maenor may not bear the title of knight, and will probably be the *breyr*. But he is probably rich enough to wear Norman armor and own a couple of larger horses. He counts for two knight values.

The Commote

Most trefi are permanently associated with a larger social unit called the *cwmwd*, or commote, which means "neighborhood." When Welsh society is called tribal, these commotes form the tribes.

Each commote is determined geographically, and thus they vary greatly in area, type of land, number of trefi, and total size of population. The economic disparity which results is the cause for much anguish among the poorer kings, and motivates much of their annual activity of raid, plunder, and war.

A commote is ruled by a Tribal chieftain. (Note: In *Knights Adventurous* the term "Clan Chieftain" is used as the rank above "family." The correct term is now "Tribal Chieftain.") The tribal chieftain has traditional privileges not available to most free men. First, he collects one third of all booty taken in raids. On the domestic front, he collects a specified amount of food from member *bros*, and has specified privileges of eating at the trefi of his subjects. He has

special lands worked only for him, and receives other special revenues (taxes, wreckage, etc). He is responsible for maintaining justice among the trefi, and defending them from outside aggression.

The headquarters for the tribe is at the chief's *maerdref*, which is run by a reeve (called a *maer*). Here is the chief's *meuadd*, a long timber hall. Here meets his *llys*, or "court," and nearby is the tribe's *llan*, or "church."

Every chief has his *teulu*, or band of warriors. These form his personal bodyguard and standing army of professional warriors for the commote. They are armed and maintained at the chief's expense. The status of a hill chief can be immediately determined by the size and equipment of his bodyguard.

Later custom regularized the organic scheme of the commotes into a system used in *Pendragon*. Lawmakers determined that the average commote had 12 *maenolau* plus two extra trefi which are set aside for the king. These 50 trefi could supply the tribal king with about 12 knights and up to 180 warriors.

Every commote has its own church centered around a monastic *clas*, which is essentially a religious tref. Men or women from the commote who wish to join the Church join at this abbey. The abbot for each clas is appointed by the tribal chieftain. The abbot maintains a loose association with the church, whose bishop maintains the right to ordain him. The members of the clas follow a religious life style with special orders, but not according to a strict Benedictine rule.

Many of the hill people are still Pagan. Others have a mixture of Christianity and Paganism recognized as Grail Christianity. Those kingdoms which are still Pagan have a similar organization called a "grove," which is a band of druids who fulfill the religious functions of the tribe.

Any political organization which is greater than tribal chieftain is totally optional, and varies with the results of the latest war, raid, and marriage. Even within the larger kingdoms a vacancy in the kingship may lead to a breakup of the kingdom into commotes which support various candidates for the office.

The map, "Tribes of Cambria," shows the important larger commotes (and cantrefs) as well as their current political affiliation.

The Cantref

Some regions are so large that the population is greater than a single commote. In these cases multiple commotes within a single geographic area are joined to be a *cantref*, or "One hundred Trefi." According to later Welsh law, 4 trefi = 1 maenor; and twelve maenolau plus two trefi = 1 commote; and two commotes in every cantref. Although this perfect scheme is artificial, it serves as the *Pendragon* definition of a cantref. The cantrefs significant to this game are mostly in the south: Cantrefs Mawr and Bychan in the Kingdom of

Ystrad Tywi; and another Cantref Mawr in the Kingdom of Brycheiniog. The island of Môn (also called Kingdom of the Isles, or the island of Anglesey) is another, while the enchanted Cantref Gwaelod is probably the most wealthy.

Hill Tribes and Feudalism

Some hill tribes are organized into kingdoms which are larger than a commote. In Cambria these include Gomeret and Powys. These kingdoms are personal organizations, dependant upon the loyalty which the several component commote chiefs hold for their mutual leader.

These greater kings, and (to a lesser extent) the border lands, have adopted many of the ways of Arthur's feudal society, including equipment, titles and ranks. The kings' teulu are outfitted as household knights. Their chief landholders (tribal chiefs) are bannerets, who are followed by their own teulu and have their own vassal knights (the breyr). Of course, for these men to be called "knight" they must have undergone a knighting ceremony.

Thus, as far as *Pendragon* knights can tell, the primary difference between the hill peoples and other folk occurs at a social level which is beneath that with which they are concerned.

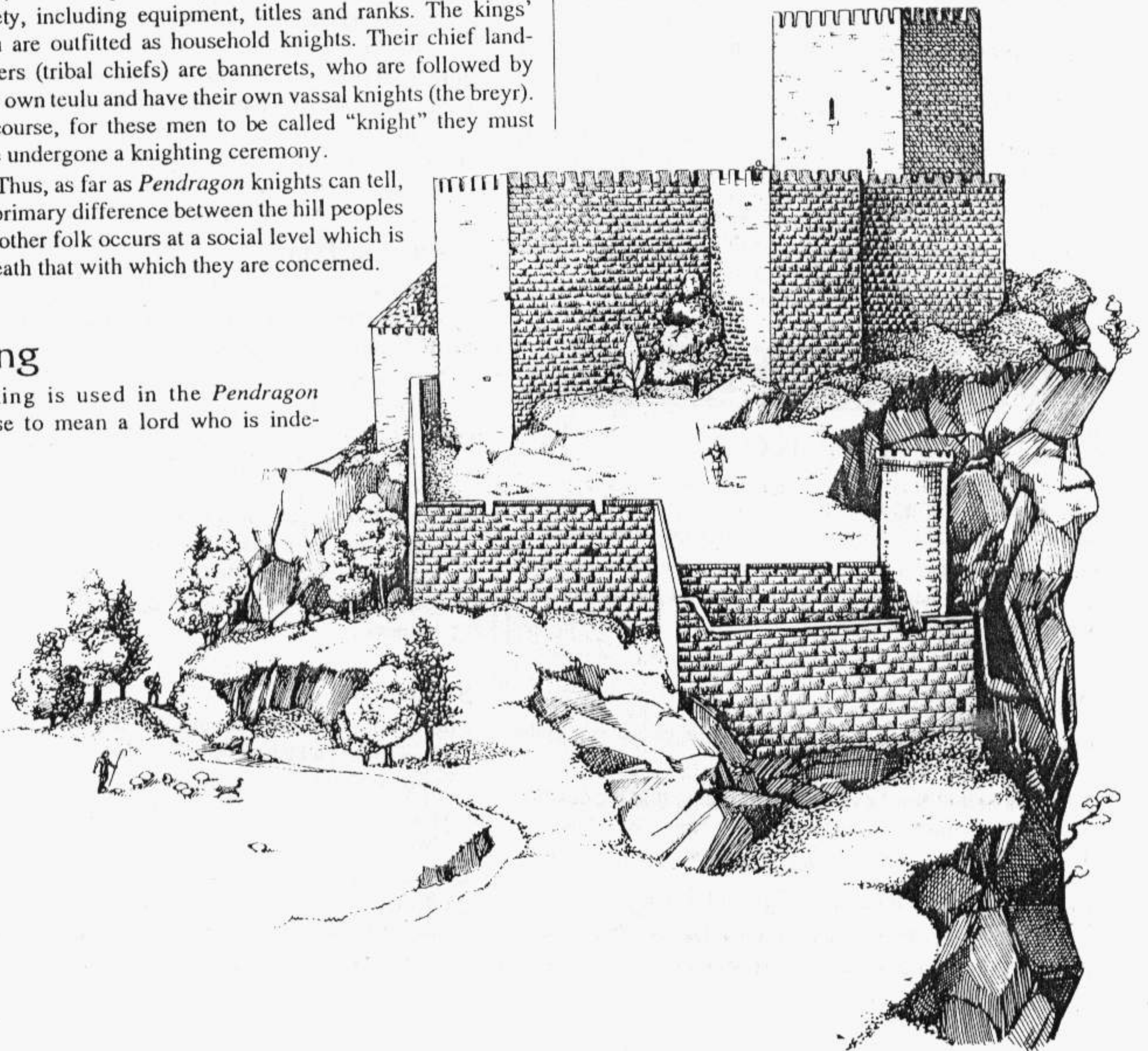
King

A king is used in the *Pendragon* sense to mean a lord who is inde-

pendent of all overlords, or who is lord of a large domain and pays, or would pay, homage to Arthur directly.

A bro may be isolated enough for the tref to be its own kingdom. Within this supplement the King of the Watch is one example of an independent breyr.

Among the Cambrians, kingship requires the correct bloodline. Only members of certain bro have the right to be princes of the various kingdoms. Former actions of these ancestors have also established traditions for the larger kingdoms which each new king enforces. This all helps establish the larger political organization as a permanent unit. Nonetheless, almost every successive king has to enforce these upon his followers to prove his ability to rule.





Map of Pendragon Cambria

A large (22"x 17") colorful map of Pendragon Cambria is part of this package. This map is intended to be a gamemaster reference and tool during play, as well as being suitable for use as a wall poster.

THIS IS A MAP OF PLACES. *Pendragon* is a game where activity occurs in specific (and often special) places. This map shows the places which are available for adventures. The information between the sites shown is general, giving an indication of the type of terrain.

Thus this map is intended to be used for operational level of play. It is not tactical, and cannot be used to find a hill to hide behind, or how to go around a forest, because it doesn't show that scale. It is not strategic, because it does not show large scale boundaries, or the relationship between places on the map. Thus it often does not show a road between two places, although it always shows the type of land which lies between them, from which other information can be deduced.

Gamemasters are urged to use this map in conjunction with the Players' Map provided in *Knights Adventurous*. During a game in Cambria the gamemaster may place this map on the table to indicate movement and direction and dazzle the players. The players should use the Players' Map to draw on and record their adventures.



The Key

The Map Key shows the types of terrain. This text expands upon the key, and explains in detail how to use the map.

Wherever two choices could be made for a site (an elf at a hill fort, for instance) the most alive and interesting was chosen.

Aquatic Features

Open Water (ocean, lake): These bodies of water can be crossed only by ship or boat.

Dry land below Sea Level: Gwaelod only, this reclamation project is unique in Britain.

Dike: In Gwaelod, it holds back the sea.

Marsh: Impassable for horses, difficult for boats or walkers.

Navigable River: Deep, wide, and regular enough for barge traffic, it is a major block to land travel.

River: The low spot in the country, easily followed, usually not difficult to cross. In the hills these are often reduced to a trickle in dry summers.

Lake: A standing body of water. Other than Llyn Tegid, none are very large.

Underwater City: A race of faerie folk live beneath the waters, though their cities (when seen or visited) seem not to notice the water.

Terrain Types

Open Land: Generally flat country, with few obstructions to visibility.

Hilly Land (often moor): Any sort of irregular ground which can be crossed by horse or foot, usually with adjustments to movement rate.

Mountain: Rugged, rocky, steep terrain, impassable to horses.

Vegetation Types

Clear Ground: Meadow, fields, etc. with occasional trees. Movement is very easy through this terrain.

Open Woodland: Normal woodland, with as much open spaces as tree-filled space. Movement is as per a Path (*Pendragon* p. 79).

Dense Woodland: Woods with more tree-filled areas than open spaces, movement is as per a Track (*Pendragon* p. 79).

Enchanted Woodland: magical woods, where spells and enchantments confuse travellers, and wild animals and creatures live. Movement is very difficult, and travellers cannot find their way through without special circumstances.

Settlements

City: A settlement with about 1,000 people, a regular market, and (often) a bishop. All cities have a castle within them, next to them, or very close by.

City (with a castle): As a city, but with a castle within its walls. Castles near cities are marked separately.

Castle: Any sort of residence/fortress, including Roman forts, wooden motte and bailey, and many types of stone castles. For definitions of the sizes, see *Pendragon* pages 140-141.



Monastery, other Christian religious site: A permanent residence for a community of monks.

Temple: A regular site of pagan worship or healing.

Town, hamlet, other unfortified settlement: small center of human population.

Roads

Trade Road: Some roads are well known to anyone who travels. These are the roads shown on the Players' Maps. They are well marked, easy to follow, and heavily travelled.

Local Road: A road known to the residents, but generally not known outside the community. It is well marked, easy to follow.

Lesser Roads are not shown because they are both arbitrary and natural. To get between places which do not have a road, travellers must stop and ask the way, search for paths, and so on. This is handled in game terms by the Hunting roll (modified by conditions) used to explore a wilderness (*Pendragon*, p79). Local residents know the best way to go, and thus anyone with a guide does not need a Hunting roll.

Faerie Creatures

Dragon, Wyrn: draconic, serpentine monsters.

Elf: Where the faeries are found, often at a mound, lake, or hill.

Hag: Wicked, ugly women spirits.

Mermaid: An aquatic faerie which appears to be half human, half fish.

Avanc: Dangerous aquatic monster.

Devil: Spirit of evil.

Gods: Places identified with Pagan deities.

Miscellaneous

Hill Fort (abandoned): Prehistoric fort not used by humans any more.

Hill Fort (occupied): Many hill forts have been resettled in recent years.

Standing Stone(s): One or more upright stones, usually with a magical occurrence.

Tomb, tumulus, mound: Artificial hill raised originally to bury the dead in prehistoric times. Many are now stripped of their earth covering, making them look like stone formations.

Well: A significant source of water, usually for healing.

Peak, hill top: Either a high peak, or a place where something unusual occurs.

How Places were Selected

The *Pendragon Cambria* map was compiled from multiple sources to create a source of raw materials for the gamemaster. Gamemasters are invited to add, reject, and change whatever they choose.

The first factor for selection was the place's relevance to possible game play. Thus all of the dragons and wyrms which I found in various sources have been put into this, since dragon fighting is such a knightly task. Naturally, I do not expect all of these monsters to be used in a campaign.

Some were selected out of necessity. Sometimes it seemed right, for instance, that a town be marked along a road. Market Drayton, for instance, is there because it is at a spot where a day's travel for slow moving traffic ends.

History provided materials. Roman Britain provided the base map for roads and settlements. I have assumed that most of the Roman civilization has transformed into the Cymric, except for the places cited as Roman in the text. I kept convenient places, mostly along the roads. Cities shown are all Roman in origin.

Sixth century history was also a factor. Places which figure in significant events are placed, especially the early monasteries (Llanilltud Fawr and Menevia, for instance), or those being founded (Bangor), or those which figure in Arthurian legend (Llanbadarn).

Folk tales provide many of the places shown. I have sifted the many local tales and taken those which might be used in game play. Many are timeless (the lakes with underwater cities, for instance). Others are associated with a real person in the middle ages, in which case I included it if it was before the "now" (531-550) of *Pendragon*.

Castles have been selected based on their history in relation to the *Pendragon* chronology, and their suitability for play. Many more castles exist (or existed) than are shown on this map. I especially rejected many which were crowded together. Specific information is taken mostly from *Castles of the British Isles* by Plantagenet Somerset Fry, which gives extensive details on the building history of the castles. I have selectively chosen the style which most approximates the *Pendragon* era, and so many of these are less spectacular than they will be later. Also note that the famous Edwardian concentric castles have not been shown, though their sites are.

Format

Name of Place (Grid Location): A brief explanation of the place. **Ruler:** the lord of the place, if any, often given simply as "Castellan" if no other significance is known. **Vassal of:** Person to whom the ruler answers.

The Places

Aberffraw (I-15): An ancient hill fort, and main stronghold for the sub-king (cantref king) of Môn. In mythology, the goddess Branwen married King Matholug, lord of the underworld, at this place.

Abergavenny (K-18): This castle stands on the Usk River where the hills border the plains. It is a common castle (motte, square keep, curtain walls, two towers). (Fry, 322; Bottomly) Ruler: Castellan. Vassal of: Proprietor Honorius of Gwent.

Alderly Edge (L-15): Merlin's Well springs from the cliff here, and above the well a face is carved into the rock. One day a farmer from near here met an old man who bought his white horse, and showed him a secret cavern where sleeping knights lay. (Ashe 1, 2) (RD, 358)

Aldford (K-15): This castle guards the ford over the Dee River to the City of Legions. It is a Common Castle: tall stone tower on a motte, triangular bailey. (Wilkinson, 22; Fry 176) Ruler: Castellan. Vassal of: Duke Randle of Cheshire.

AMANS (L-14): A small kingdom in the Pennine Mountains. Ruler: King Amans. Vassal of: No one.

Anglesey: See Môn.

Appleton (K-15): A cutting from the Glastonbury thorn was planted here when Joseph of Arimathea was passing through, and ever since then it has bloomed every Christmas. (Williams, 28)

Arden Forest (L-16, L-17): The Arden Forest fills the uninhabited regions between the settled lands of Wuerensis (along the Avon River), Galvoie (on the Severn) and Cameliard (on the Trent). Always noted for its density, the western part of the Arden forest has recently become Enchanted and impenetrable.

Arroy Forest (K-15, L-15, K-16, L-16): The forest which covers much of southern Cheshire and northern Cameliard.

Bache Pool (K-15): In the Middle Ages a dragon emerged from Bach Pool and terrorized the neighborhood until dispatched by a local knight. (RD, 372)

Bala Lake: See Llyn Tegid.

Bangor (I-15): Site of a motte and bailey castle which guards the best crossing of the Menai Straits. It is also the site of a future Celtic monastery, to be settled by Deiniol of Ireland after the Cambrian War. It shall afterwards be called Bangor Fawr, or Bangor-on-Menai, or Bangor-in-Arfon.

Slate is quarried nearby. Ruler: Castellan. Vassal of: King Maelgwyn of Gomeret.

Bangor Fawr: See Bangor.

Bangor Iscoed (K-15): A Celtic monastery which is to be founded by St. Deiniol, sometimes called Bangor-on-Dee. He is, perhaps not surprisingly, called "Deiniol of the Bangors."

Bardsey Island (H-16): See Ynys Enlli.

Basingwerk (J-15): A large Cistercian abbey on a plateau overlooking the Dee estuary.

Beacon Ring (K-16): This hill fort sits on the highest point of Long Mountain overlooking the Severn River Valley. Now abandoned by humans, it is instead a well-known fairy haunt. (Bord, 117)

Beaumaris (I-15): A town on the small Beaumaris Bay. After the war, a concentric castle is raised here which guards the most convenient crossing of the Menai Straits to Môn from Gomeret. See the "Adventure of Paulag Cat."

Bedd Branwen (I-14): This mound marks the grave of Branwen, the sister of Bran. They are both great deities in the Pagan mythology. (Westwood, 327)

Beddgelert (I-15): A Celtic abbey, dedicated to Saint Gelert, an Irish monk.

Beeston (K-15): This castle guards a gap in the hills southeast of the City of Legions. A great treasure is rumored to be hidden in a nearby well. It is a Medium Castle built on an extremely strong site with a crag on the west and north sides. Ruler: Castellan. Vassal of: Duke Randle of the Cheshire. (Bord, 136) (Wilkinson)

Berkeley (K-18): A small castle (shell keep enclosing a steep, stone-reinforced motte. The shell walls have three turrets, a gate house, and a range of buildings around the interior walls). Ruler: Castellan. Vassal of: Duke Morvid of Gloucester.

Berwyn Mountains (J-16): A range of rugged mountains which effectively stop all mounted traffic across them. Its highest point is Moel Sych, at 2718 feet. It is also the home of the Berwyn Dragon.

Bishop's Castle (K-16): Site of a Motte and bailey castle. Ruler: Castellan. Vassal of: Chief of Clun Tribe.



Black Mountains (J-17): A small range of impassible mountains east of the Usk River. Its highest peak is 2660 feet.

Borth (I-16): This marshy ground at the mouth of the Dovey River is the home of Yr Hen Wrach (the Old Hag), a 7-foot tall, yellow-skinned, black-toothed, long-haired old woman who brings diseases by breathing in peoples' faces on misty nights. (Bord, 96)

Brecon (J-17): Site of a small castle: a shell keep with a tower. It is the seat of power for the King of Brycheiniog. It exports wool cloth. Ruler: King Aravn. Vassal of: King Aravn of Brycheiniog.

Brecon Gaer (J-17): A ruined Roman site.

Brecon Beacons (J-18): Two sandstone peaks form an impassable range. The highest peak is Pen y Fan, at 2907 feet.

Bridgnorth (L-16): A medium castle (mural walls, keep, gatehouse) on the Severn River, built recently to replace the older motte and bailey Quatford Castle, a nearby ruin. Ruler: Lord of Bridgnorth. Vassal of: no one.

Bridestone Tomb (L-15): A prehistoric tumulus, said to be the grave of a woman who followed her husband to war and was killed near here. (Bord, 136)

Bronllys (J-17): A small castle (round keep, mural walls, outer (palisaded) bailey). (Davison #87). Ruler: Chief of Talgarth. Vassal of: King Aravn of Brycheiniog.

BRYCHEINIOG (J-17): [Brecon] Brycheiniog is an independent kingdom. Its capital is at Brecon. It is a mountainous region, with some agriculture, more livestock raising, and some limestone quarrying. Ruler: King Aravn mab Matheu. Vassal of: King Arthur Pendragon.

Brynberian (H-17): An avanc lives here, beneath the bridge outside the village. It sometimes harasses travellers on the road. (Westwood, 330; Bord 96)

Bryn-yr-ellylon (K-15): ("Hill of the Faeries") At various times the elves have been seen gathered here, dancing and feasting. (Westwood, 353)

BULITH (J-17): A kingdom made up of the commotes of Bulith and Cwmwd Deuodwr. Ruler: Tathal. Vassal of: King Belinans of Powys (early); King Arthur Pendragon (after the Cambrian War). See "The First Cambrian War."

Bulith (J-17): A shell keep castle (motte, double bailey, deep wet ditch, polygonal stone shell keep). Ruler: King Tathal of Bulith. Vassal of: King Belinans of Powys or, later, King Arthur Pendragon. (Fry, 327, Bottomly)

Buildwas (K-16): A large Cistercian abbey.

Buxton (L-15): A town noted for its healing mineral spring waters.

Cader Idris Mountains (J-16): Literally, "Idris' Chair," this is a rugged cluster of mountains surrounding a 2927 foot peak. (Bord, 113)

Caer Arianrhod (I-15): At low tide a few rocks can be seen here. At higher tides an underwater city can sometimes be seen. It is the castle and city of the goddess Arianrhod. It sank when people could no longer understand the ways of the goddess. *Caer Arianrhod* is also the name of the constellation Northern Crown. (Squire; Bord, 113)

Caer Dathyl: [Pen y Gaer] An ancient hill fort, abandoned by humans, and the former site of the court of Math, son of Mathonwy.

Caer Drewyn (J-15): "Fort of Gwynn," the god, whose wife kept cattle in this hill fort. (Bord, 108)

Caer Gai (J-16): Within an ancient hill fort is a Roman camp, still occupied. This is named after its most famous owner, Sir Kay the Seneschal. It was once Sir Ector's, and is where Arthur grew up in obscurity. (Ashe, 57)

Caer Gybi (I-14): This Celtic abbey is well-protected by its small monastic castle (15 foot tall walls, 4 round corner towers) which encloses the church and yard of St. Gybi's. It has a fine harbor, and is the closest port to Dublin. Ruler: Abbot. Vassal of: King Maelgwyn of Gomeret.

Caerhun (J-15): A town crouches in the half-ruined Roman fort here. The church inside is built right into the corner wall. It overlooks the ford of the Conway River.

Caernarvon: See Sinadon.

Caerphilly (J-18): A town famous for its cheese. It is haunted by two hags. The Green Lady has goggle eyes, wears green robes with a long floating green veil, and is accompanied by soldiers wearing mail. In the pools which lie nearby lives Gwrach-y-Rhibyn, who has bat-like wings, long black hair, and moans and wails. (Bord, 103) After the war, it is also the site of a concentric castle. Ruler: Chief of Sengh-enydd Tribe. Vassal of: King Alain of Escavalon.

Caerwent (K-18): This old Roman city was the tribal city of the Silures (*Venta Silurum*), and the inhabitants are still Romans. It has strong city walls of rectangular stone wall with raised polygonal bastions to hold ballistae, and is surrounded by banks and ditches. In the southeast of the rectangle is a small castle, strengthened by extra ditching (Fry, 333). Lord: Governor of Gwent. Ruler: City Council. Vassal of: King Alain of Escavalon.

Caldicott (K-18): This medium castle guards the mouth of the river leading to the city of Caerwent (double curtain wall,



flanking towers, gatehouse, and round keep on a motte). Ruler: Propraetor Honorius. Vassal of: King Alain of Escavalon.

Caldy Is: See Ynys Byr.

Cambrian Mountains (I-17, J-15): Inclusively, these include *all* the mountains of Cambria; but exclusively, it indicates the main spine which runs north and south in a gentle curve from Estregales to Snowdon.

CAMELIARD (L-16): Cameliard is a rich, peaceful kingdom. King Leodegrance, father of Queen Guenever, is the lord of these lands, and some day his daughter will be lord in her own right. Cameliard is well defended, and its knights regularly drive away the raiders from surrounding areas. It has few internal feuds.

Cardiff (J-18): A sea port at the mouth of the Taff River, it is widely known for its ship building. Its castle is a reinforced shell keep (Roman walls, with one tower (the Black Tower), and on a motte sits a 12-sided shell keep one side projecting with a turret). Ruler: Castellan. Vassal of: King Alain of Escavalon.

CARDIGAN (I-16, I-17): A region of western Cambria occupied by Irish Tribes. It is normally disunited, joining together temporarily during the Cardigan War. Its people mostly raise livestock. Ruler: King Heidyn. Vassal of: no one.

Cardigan (H-17): A thriving sea port town. It has a new medium castle which replaces one recently destroyed in wars (curtain wall, flanking towers, round keep). Ruler: Chief of the Is Coed Tribe. Vassal of: no one, or King of Cardigan (during Cambrian War); or King Lak of Estregales.

Cardigan Shore (H-17, I-17, I-16): A long stretch of coastline which is very dangerous for ships to land upon.

Carew (H-18): A small castle (quadrangular curtain wall, gate tower) built inside a prehistoric promontory fort protected by five deep ditches. A 14-foot Celtic cross stands near the castle entrance. Ruler: Chief of Pembro Tribe. Vassal of: King Lak of Estregales.

Carlion-on-Usk (K-18): [Caerleon] During the Roman occupation this was the permanent Legionary Fortress for the *Legio II Augusta*. It was called *Isca Silurum*. The Roman fortifications have been maintained since they left, and now enclose the city. This was King Arthur's favorite city before Camelot was built, and is the site of his first military victory. Outside Carlion is the so-called Round Table, an amphitheater where the Pendragon's men once met in council. The city now has a medium castle (square keep on motte, twin-towered barbican, and bailey wall with flanking towers which connect it to the city). Within it are also the Celtic churches of St. Aaron and St. Julius. It is also the port for the Western

Fleet. Ruler: Castellan. Vassal of: King Arthur Pendragon. (Fry, 327)

Carmarthen (I-18): The city was established by the Romans, and was the tribal capital of the Demetae. This is now the only city in Estregales. The magician Merlin was born here. He once blessed a tree, now called Merlin's Oak, and prophesied that as long as the tree stood, Carmarthen would stand. Northeast of the city is Merlin's Hill, where he once lived, and inside which some people claim he is now sleeping (Bord, 96). The city has good walls. (It was incorrectly said to be un-walled in *Knights Adventurous*.) Its current small castle is going to be replaced by a large castle. Ruler: City Council. Vassal of: King of Estregales.

Carohaise (L-16): (Wall) This small castle used to be a Roman fort. Ruler: Cameliard. Vassal of: King Leodegrance of Cameliard.

Carreg Cennen (I-18): This is a wooden enclosure with a stone tower, built on a breath-taking site atop a 300 foot high limestone crag overlooking the Tywi River. The castle has a magical wishing well in a tunnel deep beneath it. Its lord plans to build a more grandiose structure soon. (Fry, 336) Ruler: King Dafyd of Ystrad Tywi. Vassal of: King Arthur Pendragon.

Carreg yr Yspryd (J-16): The "Ghost Stone" holds down an evil spirit. (Bord)

Castell-y-Bere (I-16): [Abergynolwyn] A medium castle with a superlative position perched atop a spur of rock (an irregular curtain wall with two corner towers and a keep, connected to the mountain by a fixed bridge protected by an outer barbican). Ruler: King Gurgalan. Vassal of: no one.

Castell Collen (J-17): This town, originally established by the Romans, is located at a strategic crossroad. Its Roman fort has worn down, but good attempts have been made to maintain it. Thus it has the status of a strong shell keep castle (curtain wall, corner towers). Ruler: Chief of Gwerthrynion Tribe. Vassal of: King Belinans of Powys (early); King Tathal of Bulith (later).

Castellmarch (I-16): "March's Castle" This is an ancient hill fort recently reoccupied. The king never takes off his hat. (He has ass's ears.) See "The Adventure of King March." (Westwood, p 335) Ruler: March, chief of Lleyn Tribe. Vassal of: King Maelgwyn of Gomeret.

Castell Moddyn (I-17): An ancient hill fort, where the little people have been reported. (Bord, 97)

Castle of the Crane (J-16): A motte and bailey castle. Curiously, a long wooden wall surrounds the valley at a radius of a mile. It is an independent kingdom. Ruler: Goron, chief of Caerinion. Vassal of: no one.



Caverswall (L-15): A motte and bailey castle. Ruler: Castellan. Vassal of: King Leodegrance of Cameliard.

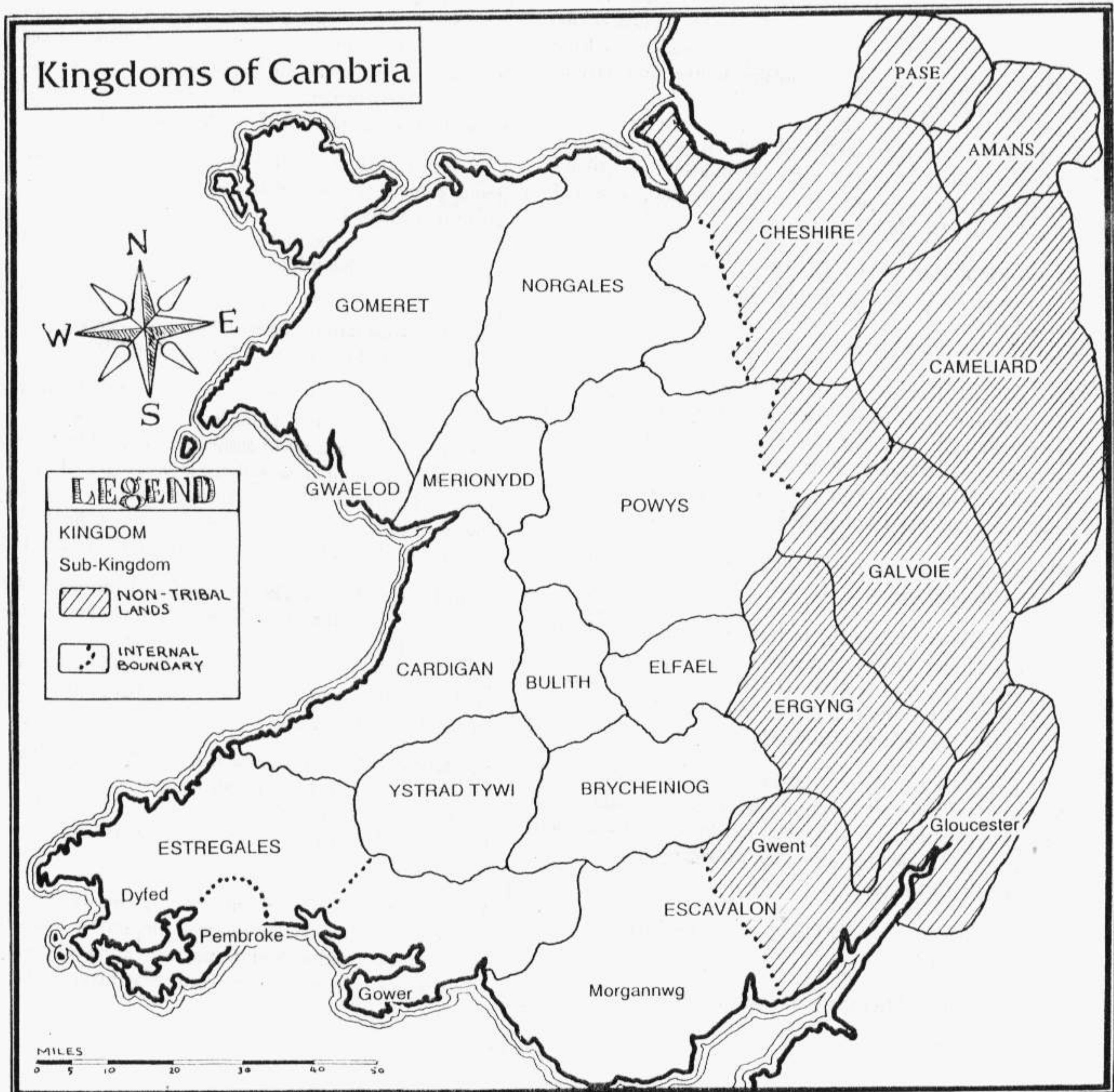
Cerrig Duon (J-18): Here is the largest stone ring in Wales.

Chartley (L-16): A common castle (2 baileys, inner with a curtain wall and towers; round keep on motte). Ruler: Castellan. Vassal of: King Leodegrance of Cameliard.

Chepstow (K-18): [Striguel] Strategically protecting the mouth of the Wye River, it stands atop a limestone ridge

whose north edge drops straight to the river. Chepstow is being strengthened to be a large castle (curtain wall, large square keep, curtain wall, six round towers, 3 separate baileys, barbican). Ruler: Castellan. Vassal of: King of Escavalon. (Bottomly) (Davison #95, Darby)

CHESHIRE (K-15): Cheshire is a county which embraces the land of the Chester Plain. Ruler: Duke Randle. Vassal of: King Arthur or King Galihodin of Norgales, depending upon the intrigue that year.





Chester: See City of Legions.

Chesterton (L-15): Town at a crossroad. Vassal of: King Leodegrance of Cameliard.

City of Legions: (K-15): [Chester] This used to be the permanent Legionary fortress for the *Legio XX Valeria Victrix*. The leader retains his Roman title, but little else of the old Roman army organization remains. Now it is a walled seaport city with a medium castle. The largest city in northern Cambria, it is a great source of income for the Dux Cheshire. It has a fine castle, and the largest amphitheater in Britain, capable of holding 8,000 people (far larger than the entire population of the city). Its city walls are sometimes haunted by a Legionary Ghost who helps keep watch. The city is famous for its tanneries, Cheshire cheese, and the mystery plays of the Cheshire Cycle. Ruler: Duke Randle of the Cheshire. Vassal of: King Galihodin of Norgales, or King Arthur Pendragon (depending on the politics and intrigue this year). (Wilkinson) (RD, 362)

Clifford (J-17): A shell keep castle (on a motte, a polygonal enclosure, with three towers and a gatehouse). See "Adventure of the Dolorous Wyrms." Ruler: Lady Fenews. Vassal of: King Aravn of Brycheiniog. (Darby)

Clocaenog Forest (J-15): The Fairy Cow called *Y Fwch Frech* (the Freckled Cow) has been seen here. She can be milked without limit, providing a great gift to the peasants who tend her. (Bord, 109)

Clun (K-16): (Davison #21). Where the Usk and Clun rivers meet sits this small castle (curtain wall, gatehouse, 3-story keep (curiously built half on and half off a motte), and a second palisaded bailey). Ruler: Chief of Clun Tribe. Vassal of: King Belinans of Powys (early); Gamemaster Option (later). See the "Adventure of the Cambrian War."

Clynnog Fawr (I-15): A large and powerful Celtic monastic community, and seat of St. Bueno.

Coity (J-18): A small castle, with an extra bailey (on a motte with a wet moat sits a curtain wall and rectangular keep with gatehouse, and lower, a larger bailey with earthworks). Ruler: Chief of Gorfynydd Tribe. Vassal of: King Alain of Escavalon. (Davison #98, Bottomly)

Comber Mere (K-15): A small lake. Beneath it is an underwater city which can sometimes be seen. One time a man rowing across the lake with a bell for the abbey cursed, and unseen hands tipped the boat over, drowning him and stealing the bell. (Williams, 30)

Comber Mere Abbey (K-15): A Cistercian (White Monks) abbey. (Williams, 30)

Conway (J-15): After the war, a castle will be built here.

Corwen (J-15): A town on the Dee River.

Coventr: (L-16): Seat of the Roman bishop who oversees church affairs for all of Cameliard, Cheshire, and Orofoise. It is manned by regular canons.

Crack Hill Road (J-18): Along this stretch of Roman road travellers may have the "Adventure of Crack Hill Road." Along this isolated stretch of Roman road travellers may feel a great weight pressing on them [Energetic, knights are slowed to a crawl]. Then, what appears to be a fat man rolls down the hill, and explodes in a shower of sparks. (Bord, 103-4)

Craig-y-Ddinas (J-18): This hill is a faerie stronghold. One time a magician took a local man into the hill where he saw many sleeping warriors. He was told he could take some gold, and that if he rang a bell it would wake a warrior who would ask "Is it time yet?" The man said, "No, not yet," the first time, and got away. He forgot the second time (failed his Valor) and was beaten, robbed, thrown out and afterwards had only ill luck. (Bord, 105; Westwood, 363)

Criccieth (I-15): A medium castle built on very advantageous ground (curtain walls, simple gate, one very large tower (called the Engine Tower) and a square keep). After the war, it is greatly strengthened. Ruler: Chief of Eifionydd Tribe. Vassal of: King Maelgwyn of Gomeret.

Crug Ederyn (I-17): This tumulus (prehistoric burial mound) is known to be the burial place of a great prince. It is also the home of the Roevant Wyrms. (Bord, 98).

Cwt-y-Bugail and Ffon-y-Cawr (J-15): A prehistoric stone construction and nearby pillar have a connected story. "The Shepherd's Hut" is a set of stones which used to be a chambered burial mound, now with the stones exposed. It was the home of a giant who herded a flock of sheep nearby. His lazy dog went home to sleep, so the giant threw his staff at it. Thus the nearby pillar is "The Giant's Staff." (Bord, 114)

Dean Forest (K-17): The ancient forest primeval of Deān has recently grown enchanted, being full of charms and confusions which send knights back home, ensnare them in glamour, or snare them with dark magic. No one has been to the land of Ergyng in years. See "The Adventure of the Dolorous Wyrms" for details.

Dee River (J-15): This is the major river of Northern Cambria. It flows from Llyn Tegid, flows east past Dinas Bran, and turns abruptly north in the Cheshire Plain past the City of Legions, and finally empties through a broad estuary into the Irish Sea.

Degannwy (J-15): The main seat of power for the King of Gomeret. This is a double-motte castle, further strengthened by its hilltop location, and the ancient earthworks which enclose it and its town. Ruler: King Maelgwyn of Gomeret.



Vassal of: No one (early); King Arthur Pendragon (later). (Davison #101, Darby, Bottomly)

Denbigh (J-15): A motte and bailey castle. Ruler: Chief of Rhufoniog Tribe. Vassal of: King Maelgwyn of Gomeret. After the war, a large castle and enclosed town will be built here.

Devil's Bridge (J-17): The River Mynach here has beautiful waterfalls and gorges, crossed by 3 bridges. The highest one was built by the devil, who had been promised the soul of the first creature to cross it. He was tricked when a woman released her dog to dash across, useless to the devil.

Dinas Bran (J-15): A 1000-foot high hill is topped by an ancient hill fort. Inside that is a medium castle (rectangular stone enclosure, gate house, large D-tower, a square keep). Sometimes it is called the Castle of the Raven ("Bran" means Raven in Cymric). Alternatively, it is considered to have been the stronghold of Bran, the ancient man, giant, or god of the region. Faeries have often been seen here. Ruler: Chief Dogfeiling of Edeirnion Tribe. Vassal of: King Galihodin of Norgales. (Westwood, 338; Bord, 109)

Dinas Dinlle (I-15): An ancient hill fort, now abandoned. According to legend, Gwydion, the druid-god, lived here when he raised the hero-god Lleu. (Bord, 113)

Dinas Emrys (I-15): A small castle (strong rectangular tower, built within a Roman enclosure). The "Fort of Ambrose" was originally a prehistoric hill fortress on Mt. Snowdon. Later the Romans built a small garrison fort to guard the copper mines nearby. After the Romans the tyrant Vortigern came to hide here, and tried to build a tower which mysteriously kept falling down. They brought a fatherless boy to be sacrificed to appease the spirits, but it was Merlin the Magician at his first public appearance. He prophesied the actual cause, and under his instructions two dragons were discovered who fought each night and shook down the castle. Vortigern abandoned the site and gave it to Merlin, who later gave it to Aurelius Ambrosius (or in Cambria, Emrys Gledwig). It has since fallen to the King of Gomeret. Merlin's treasure is hidden someplace nearby, to be retrieved when a boy with yellow hair and blue eyes hears a bell ring, whereupon a rock will fall aside to reveal a gold cauldron full of riches. (Bord, 113; Westwood, 339) Ruler: Chief of the Arfon Tribe. Vassal of: King Maelgwyn of Gomeret.

Dinas Powys: An ancient hill fort, recently reoccupied. Vassal of: Propraetor Honorius of Gwent.

Dinefwr (I-18): Small castle built on a rock outcrop (outer curtain wall with ancient earthworks, inner curtain wall, round keep). Ruler: Chief of Cantref Mawr. Vassal of: King Dafyd of Ystrad Tywi.

Dolaucothi (I-17): Ancient gold mines with Sleeping Saints. In Roman times, gold was mined here, whose tunnels are easily found. The Five Sleepers are the sons of Cynyr Farfdrwch, whose brother worked for King Arthur. They sheltered in the caves during a thunderstorm and fell asleep. The story doesn't say why they stayed (that's half the scenario). Once the devil lured a local girl, Gwen of Dolaucothi, into the mines where she was not welcome. The Saints imprisoned her for punishment, and now in stormy weather her ghost wanders the crags, wailing her sorrow. (Bord, 98)

Dolwyddelan (J-15): A medium castle guarding the Conway River. It stands atop the towering ridge of Moel Siabod. The town nearby is called Bryn-y-Gefeyliau. Ruler: Chief of Arllechwedd Tribe. Vassal of: King Maelgwyn of Gomeret. (Bottomly)

Droitwich (L-17): A salt-mining town, also known for its medicinal brine springs. Vassal of: Galvoi.

Dudley (L-16): A common castle (curtain wall, gate house, turrets on corners, square keep on motte). Ruler: Castellan. Vassal of: King Leodegrance of Cameliard.

Dunham Massey (K-15): A motte and bailey castle. Ruler: Castellan. Vassal of: Duke Randle of Cheshire.

ELFAEL (J-17): A small kingdom in the Cambrian Mountains.

ERGYNG (K-17): A kingdom within the Dean Forest, now lost to outsiders since the forest became enchanted and impassable. See "Adventure of the Dolorous Wym."

ESCAVALON (J-18, K-18): Escavalon is a rich and prosperous kingdom, generally stable and peaceful. It includes Gloucester, whose duke wages incessant feud against his rival in Clarence, Gwent, and Morgannwg. Ruler: King Alain. Vassal of: King Arthur Pendragon.

ESTREGALES (H-18, I-18): Estregales is an Irish kingdom. Its chivalric strength is concentrated in the county of Pembroke, and includes the city of Carmarthen. Ruler: King Lak. Vassal of: King Arthur Pendragon.

Ewias Harold (K-17): A shell keep castle. Ruler: Chief of Ewias Tribe. Vassal of: King Alain of Escavalon.

Flint (K-15): A port town which exports lead from the nearby hills. After the war, a concentric castle will be built here.

Four Stones (J-17): These are standing stones which mark the graves of four ancient kings. When they can hear the bells of Radnor ringing they walk to the river to drink. (Bord, 105)

Freni-Fawr (H-17): One time faeries invited a shepherd boy to dance with them here, and he did. He could stay as long as he never drank from a certain well, which he finally did,



whereupon he found himself back in the cold world. (Bord, 96)

Frodsham (K-15): A motte and bailey castle. Ruler: Castellan. Vassal of: Duke Randle of Cheshire.

GALVOIE (K-17, L-17): A kingdom which is lost, hidden deep within the enchanted forest. Ruler: Unknown.

Gelligaer (J-18): A town.

Genoreu (K-18): This is an ancient hill fort, in which burnt ruins can still be seen. This is the ruined fort where Vortigern was destroyed by Aurelius Ambrosius. (Ashe, 108)

GLOUCESTER (L-18): A county at the mouth of the Severn River. Its people are always fighting the people of nearby Clarence. Ruler: Duke Morvid of Gloucester. Vassal of: King Alain of Escavalon.

Gloucester (L-18): A city, originally founded as a Roman veterans' colony of *Glevum*, it is now the main city of the Duke of Gloucester. It has a medium castle and a large Benedictine abbey for both nuns and monks. It has a Greyfriar's Church. Ruler: City Council. Vassal of: Duke Morvid of Gloucester.

GOMERET (I-15, J-15): The most powerful north Cambrian kingdom, which includes the lands of Môn, Gwynedd, and Snodonia. Ruler: King Maelgwyn. Vassal of: no one.

Goodrich (K-18): After the war (but unrelated to it) a small castle will be built here which is slowly enlarged to be a large castle. (Davison #33)

Gop Cairn (J-15): This four foot high cairn is a huge grave for Romans killed in battle. Their unhappy ghosts have been seen here.

GOWER (I-18): [Gwyr] A kingdom which forms temporarily during the Cambrian War. Ruler: King Hueil. Vassal of: No one.

Gower (I-18): A peninsula in southern Cambria.

Green Islands (H-18): This underwater land, off Milford Haven, can sometimes be seen. The elves who live there sometimes come to market in Milford Haven, never speaking, and always paying with the exact change. They come to shore by a secret underground tunnel. (Westwood, 352)

Grosmont (K-18): A medium castle, and one of the "Three Castles" (curtain wall, large rectangular keep, gate house, d-tower). Ruler: Lord of the Three Castles. Vassal of: King Alain of Escavalon.

GWAELOD (I-15/16): A rich cantref in northern Cambria. Ruler: Gwyddno Garanhir. Vassal of: no one. See "The Adventure of the Best Wine in the World."

Gwal-y-Filiast (I-18): The "Greyhound Bitch's Lair." This is an ancient standing stone with three uprights, and a 25-ton capstone which is 14 feet across. On Midsummer Eve the capstone twirls around. The stones also grant wishes made on Halloween Night. (Bord, 105)

Harlech (I-15): A village. After the First Cambrian War, a concentric castle will be built here. In mythical times, after the god Brân was wounded by a poisoned arrow, he was decapitated, and the head borne about by seven companions. They stopped here for seven years as part of their great Assembly of the Wondrous Head before going on to London, where the head was buried.

Haverford (H-18): A small castle (outer bailey, inner bailey with extraordinarily thick curtain walls, tower, small keep). Ruler: Chief of Rhos Tribe. Vassal of: King Lak of Estregales.

Hawarden (K-15): A small castle (curtain wall, two ditches, round keep on motte). Ruler: Chief of Maelor Tribe. Vassal of: Duke Randle of Cheshire.

Hereford (K-17): Site of a Motte and bailey castle. See "Adventure of the Dolorous Wyrn." Ruler: Castellan. Vassal of: King Caradoc of Eryng.

Hereford Beacon (K-17): This hill fort is the site of the last stand of Caratacus, the valiant Celtic leader against the Romans. It is now abandoned. (RD, 313)

Holt (K-15) After the war, a small castle will be built here.

Holy Isle: (I-15): [Holyhead] An island west of Môn which is mostly barren rock.

Harlech (I-15): After the war, a concentric castle will be built here.

ISLES OF CAMBRIA, THE (I-14, I-15): Principally Môn and Holy Isle, and including Llanddwyn Is, and the other tiny islands shown on the Map of Môn. See "Adventure of the Paulag Cat."

Kenchester (K-17): A town at a ford of the Wye River. It has decrepit Roman fortifications.

Kenfig (J-18): A small castle, with its motte heaped up around the basement of the keep (curtain wall, large round tower in a motte). Uniquely, the tower is actually within the motte here, as if having a basement. Ruler: Castellan. Vassal of: King Alain of Escavalon.

Kidwelly (I-18): A large castle near the coast of Carmarthen Bay (outer bailey of ditch, curtain walls, two gates with gatehouses, and three D-towers; inner bailey with curtain walls, four towers, gate and gateworks; and a chapel tower perched on the cliff side). Ruler: Chief of Cedweli Tribe. Vassal of:

Leintwardine (K-17): A town.

Llancarfan (J-19): A large Celtic abbey.





Llanddwyn Island (I-15): This is a tidal island, connected to Môn by a peninsula at low tide. Here is the church of St. Dwynwen, the patroness of true lovers. People come here to discover their chances of success at love, and get answers by reading the movement of eels in the pool. (Bord, 113)

Llandeilo Fawr (I-18): A bishopric for Escavalon, and a large Celtic monastery.

Llandeilo Grabin (J-17): A former church, now ruined by the wyrm which lives here. See "Adventure of the Dolorous Wyrms." (Bord, 104)

Llandovery (J-17): A small castle (curtain wall, motte with stone tower, D-tower). Ruler: Chief of Cantref Mawr. Vassal of: King Dafyd of Ystrad Tywi.

Llanelwy (J-15): A large Celtic monastery whose founder, St. Asaph, is also the bishop of Gomeret and Norgales. Vassal of: King Maelgwyn of Gomeret.

Llanfor (J-15): A small Celtic abbey on Llyn Tegid.

Llangollen (K-15): A Celtic monastery founded, and currently headed by, St. Collen, a priest hostile to King Arthur. See also Valle Crucis, below. (Ashe)

Llangorse Lake (J-18): This miraculous lake has many strange events attached to it. This was once a rich valley, but a man murdered to gain the wealth necessary to get a wife, and in protest the lake drowned their lands. Sometimes the lake is bright green, and at others it is stained with scarlet currents. Some say it is now one of the homes of the (or a) Lady of the Lake, whose other-worldly orchards and fields can sometimes be seen. (Westwood, 346)

Llangua (K-18): Faeries have been seen here. (Bord, 101)

Llangwyfan (J-15): A hill fort. A treasure is available here, with the iron ring handle sticking from the earth. However, whenever anyone tries to take it, a great storm rises and drives him off. (Bord, 111)

Llanhilleth Mountain (J-18): A hag lives here. She is the Old Woman of the Mountain, and wears a 4-cornered hat, ash-colored clothes, an apron thrown over her shoulder, and carries a pot and/or wooden cane. She leads travellers astray, even when they know the road. (Bord, 100)

Llanio (I-17): A Celtic abbey.

Llan Illtud Fawr (J-19): [Llanwit Major] A monastery famous for its school last generation, thanks to the teaching of St. Illtud. It has a Perpetual Chior which sings hymns all day and night long.

Llanina (I-17): A mermaid has often been seen offshore here. (Bord, 97)

Llanstephan (I-18): A shell keep castle, with its motte being a natural crag. Ruler: Castellan. Vassal of: King Lak of Estregales.

Llantarnam (K-18): A large Cistercian abbey dedicated to St. Julius.

Llawhaden (H-18): A small castle (curtain wall, small tower). Ruler: Castellan. Vassal of: King Lak of Estregales. (Bottomly)

Llanwit Major: See Llan Illtud Fawr.

Llyn Carrig Bach (I-15): These peat bogs were used by the druids to dedicate treasure to the gods. Now the treasure is sometimes dug up by farmers seeking fuel, and the bog is haunted by the warring ghosts of Romans and druids. (Bord, 114)

Llyn Cwm Llwhch (J-18): This small lake in the heart of the mountains has an invisible island in the center. On May Day a certain rock by the shore opens up, and visitors can go through a tunnel to the faerie garden on the island. At the door a small man in a red coat warns visitors to take nothing. If they comply, they can spend the day in an elven paradise. If they take anything, then the door will never open again. (Bord, 104)

Llyn-Fan-Fach (J-17): According to legend, a faerie maiden lives beneath this lake. She comes out and marries a mortal man, and stays with him until he violates her taboo by striking her three times. At the third blow she departs with her cattle. However, rather than making her husband a pauper, as usually occurs in these cases, the maiden continues to visit with her three sons who are all famous physicians. (Bord, 97)

Llyn Llech Owen (I-18): This lake has a magical origin. It was formed when the care-taker, named Owen, forgot to put the cap on the well. The well overflowed and made this lake. (Bord, 97)

Llyn Tegid (J-15): [Bala Lake] This long lake is the largest in Cambria (4 miles by over 2 miles). It separates the Norgales Mountains from the Berwyn Mountains. It is the source of the River Dee. An underwater city can sometimes be seen beneath the lake. (Bord, 112)

Llyn yr Afanc (J-15): An avanc lives in this pool. Also, the Tylwyth Teg have been seen nearby. (Westwood, 331)

An Avanc

A valiant knight struggles against an avanc as it tries to pull him into the lake, where he would quickly drown in his heavy chain armor



Longtown (K-18): A small castle (double bailey, round keep atop the motte). Ruler: Castellan. Vassal of: King Alain of Escavalon.

Loughor (I-18): [Lluchwr] A motte and bailey castle, inside an old Roman fort. Ruler: Castellan. Vassal of: King Lak.

Ludlow (K-17): A medium castle atop a 100 foot high rock prominence overlooking River Teme (oval enclosure with cliffs or a dry rock-cut moat, curtain wall, gate tower, 2 square and 2 polygonal flanking towers). Ruler: Lord of Ludlow. Vassal of: No One.

Lydney (K-18): A hill fort was built up a century ago when a healing temple was raised here. Though within the otherwise impassable Dean Forest, it is still a very active Pagan healing temple. It is dedicated to the god Nodens (a chieftain god, also known as Nudd or Llud, the god of the sun, war, and death).

Macclesfield (L-15): A motte and bailey castle. Stronghold of the King of Amans. Ruler: King (Pennath) Amans. Vassal of: No One.

Maen Ceti (I-18): The "Stone of Ceti" is a chambered tomb with a 25-ton capstone. On the full moon an armored ghost walks to the sea to drink. On Midsummer and All Hallow's nights the stones themselves go down to drink; Also, at this site, girls can perform a ritual by leaving barley and honey cakes as offerings, and then crawl around the stones (either three or seven times, depending on whose authority is trusted) to see if their lovers were faithful. (Bord, 105)

Maen Tyriawc: The burial place of Pryderi, a hero-god of southern Cambria who was killed here by the druid-god Gwydion in mythical times. (Squire)

Maiden Castle (K-15): This abandoned Iron Age hill fort encloses 1.5 acres, and has a double rampart on its south and east slopes, and the entrance in the east side. (Wilkinson, 110)

Malpas (K-15): A town. Nearby is a motte, whose castle was burned down years ago.





Manorbier (H-18): A large castle (two curtain enclosures, round towers on outer wall, square towers on inner wall, square keep). Ruler: Castellan. Vassal of: King Lak.

Market Drayton (K-16): A town.

Menai Straits (I-15): The body of water between Môn and Gomeret. Though only 200 yards to 3/4 miles wide, it requires a boat to cross safely because the tides can be so treacherous.

Menevia (H-17): [Menyw, St. David's] This is the first monastery ever established in Britain, started by Saint Dewi after he returned from a trip to the Middle East. It is Benedictine (Black Monks). Dewi is now also the Archbishop of Britain, and has moved the ecclesiastical government here. A beautiful cathedral is being built. It is also a thriving sea port and city, centrally set amidst the Irish sea lanes.

MERIONYDD (I-16): A small kingdom centered in the Dyfi River valley. Its people are Pagans, and reportedly worship a powerful, and bad, god. Ruler: King Gurgalan. Vassal of: No one.

Metchley (L-16): A town.

Middlewich (K-15): A salt-producing town.

Milford Haven (H-18): A large inlet, and a prosperous port town on that inlet. It is also famous for its fisheries.

Mold (J-15): A motte and bailey castle. In 430 St. Germanus led the natives to a great victory here against the heathen Irish and Pict invaders. Ruler: Castellan. Vassal of: Duke Randle of Cheshire.

Môn (I-14, 15): (Anglesey) Môn is a wide island separated from the mainland by the Menai Strait. It produces wheat, barley, and oats, and is rich in herds of cattle and sheep. It also produces lead, silver, and copper, especially at the Parys Mt. See "Adventure of the Paulag Cat" for more.

Monmouth (K-18): A market town at the junction of the Monnow, Wye, and Trothy rivers, and site of a small castle (palisaded bailey, motte with a small keep atop it). Ruler: Castellan. Vassal of: King Alain of Escavalon.

Montgomery (K-16): see Red Castle.

Much Wenlock (K-16): A large Celtic abbey for nuns.

Nain Forest (J-18, J-19): The land of Morgannwg is covered by hilly forests, much of which is impenetrable to mounted men. The entire expanse is called Nain Forest, or Dwarf Woods, because the King of the Dwarfs has been met there.

Nantwich (K-15): A market town on the Weaver River, exporter of salt, and site of brine baths. Site of a motte and bailey castle.

Narberth (H-18): A town. Former site of a motte and bailey castle, now destroyed. Also, long before that it was the ancient seat of Pwyll and Pryderi, the mythical rulers of Dyfed. Nearby is a burial mound, where Pwyll sat when he met Rhiannon, the horse goddess.

Neath (I-18): A motte and bailey castle. Ruler: Chief of Gwrinydd Tribe. A town famous for its tin and iron working. Vassal of: King Lak of Estregales (usually); King of Gower (during Cambrian War).

Newcastle (J-18): Small castle (curtain wall, gate tower, keep). Ruler: Castellan. Vassal of: King Alain of Escavalon.

Newport (J-18): Medium castle at the mouth of the Usk, with a unique water gate which allows boats to sail right into the tower at high tide (curtain wall, gate tower, two square towers, water gate, 2 polygonal towers). Ruler: Chief of Gwynllwg Tribe. Vassal of: King Alain of Estregales.

Non's Well (H-17): Living close to Menevia, St. Non is the mother of Archbishop Dewi. She tends a nearby healing well. (Bord, 98)

NORGALES (J-15): A very troubled kingdom of northern Cambria. It is dismembered during the Cambrian War. Ruler: King Galihodin. Vassal of: King Arthur Pendragon.

Northwich (K-15): A motte and bailey castle protects this town, the center of the salt industry.

Ogmore (J-19): A small tower at an unusual ford over the Ewenny River which consists of stepping stones from the outer bailey across the river (curtain wall, keep, separate hall and solar).

Oerfa (J-16): A small village, home of Morgana yr Oerfa, a noted Pagan wise woman (witch).

OROFOISE (K-16): Orofoise is a rich land of the Severn River valley. Ruler: Earl Gwarthen. Vassal of: King Belinans of Powys.

Oroquelenes (K-16): [Wroxeter] This was once the fourth-largest Romano-British city *Viroconium*, and capital of the Cornovii tribe. After the warriors of the Cornovii family departed in Vortigern's time to conquer Dumnonia (now Cornwall), it declined rapidly. The walled city would be on the merchants' regular circuit except that its barbaric earl, Gwarthen, allows his vassals to attack any merchants who do not have his (very expensive) invitation to visit. Its trade now comes from contact with the mountain tribes, and occasional contracts made with nearby kings. It has a small castle.

Oswestry (K-16): A shell keep castle. Ruler: Sir Reginard. Vassal of: Duke Randle of Cheshire.

Painscastle (J-17): A motte and bailey castle with a stone tower. Ruler: Lord of Pain. Vassal of: No One.



PASE (L-14): A small kingdom which commands the upper Mersey River. Ruler: King of Pase. Vassal of: No One.

Pase (L-14): [Manchester] A small castle, formerly a Roman fort, and stronghold of the kingdom. Ruler: King of Pase. Vassal of: No One.

Peak, The (L-15): [Kinder Scout] This distinctive peak (2088 feet) rises abruptly amid its neighboring hills. Beneath it is a water cavern where the local spirit is honored with Pagan rites.

Pembroke Peninsula (H-18): A heavily populated peninsula of Estregales, named after the Irish tribe which lives there.

Pembroke (H-18): This large castle is the primary seat for the King of Estregales. It is a very strong castle, with a secret passageway to a sea cavern below, where the king's royal galley waits (on a point of land with cliffs on two sides; outer curtain wall with gate works, five round towers; inner curtain wall with one round tower, one D-tower, and a huge round keep). Ruler: Castellan. Vassal of: King Lak of Estregales.

Penkrige (L-16): A Roman fort which is still maintained by King Leodegrance of Cameliard.

Pen-y-Darren (J-18): A Town.

Pennal (I-16): A former Roman fort, now much worn.

Pennant Melangell (J-16): Here Melangell, the daughter of an Irish king, is a hermit. A local prince, named Brochwel Ysgithrog, was hunting hares, but when the praying saint sheltered them from him he was so impressed he became a Christian and gave her the land. (Bord, 117)

Pennine Mts (L-14): A chain of hills and mountains which runs the length of central Britain, and forms the north eastern boundary of Cambria.

Peveril (L-15): A small castle atop an almost inaccessible ridge (triangular bailey, curtain wall on two sides, precipice on the third, small keep). It is the stronghold of the Lord of the Peaks, an independent lord. Ruler: Lord of the Peaks. Vassal of: No One.

Pleure (I-16): [Aberheidol] The "Castle of Tears," whose lord maintains an evil custom. No ships land there, and the monks at Llanbadarn Fawr forbid anyone to go there by road. It is a motte and bailey castle (earthwork enclosure, motte, on a rise of ground). Ruler: Sir Breunor. Vassal of: Duke Galaholt of the Long Isles. It is later replaced by Aberystwith Castle, built nearby.

Plimlimmon Mountains (J-16): A cluster of mountains around a peak of 2468 feet. It is the source of the Severn, Wye, and Ystwyth Rivers.

Pool (J-16): A town on the Severn River.

Post Coch (J-16): The "Red Pillar." A wyrm lives nearby. It can be killed by using this standing stone, which should be covered with spikes, then draped in a red cloth which angers the wyrm so much it attacks and impales itself. (Bord, 111)

Powis (J-16): Motte and bailey castle. Ruler: Chief of Llan-nerch Hudol Tribe. Vassal of: King Belinans of Powys.

POWYS (J-16, K-16): [Incorrectly identified as Sugales in *Knights Adventurous*.] A kingdom centered upon the rich river valley of the Severn River. Ruler: King Belinans. Vassal of: King Arthur Pendragon, except when he rebels during the Cambrian War.

Prescelly Mountains (H-17, I-17): These mountains are part of the Roevant Forest. From these hills came the blue-stones which were used in Stonehenge.

Quatford (L-16): A town at a ford on the Severn River.

Radnor (J-17): A small castle, and main stronghold of the Elfael tribe (double-bailey, stone tower, curtain walls on inner bailey). Ruler: Chief of Elfael Tribe. Vassal of: King Belinans of Powys (early); Gamemaster Option (after Cambrian War).

Radnor Mountain (J-17, J-18): A rugged, isolated mountain which is covered with scrubby forests.

Raglan (K-18): Also called the Yellow Tower of Gwent. A motte and bailey castle. Ruler: Castellan. Vassal of: King Lak of Estregales.

Red Castle (K-16): [Montgomery] A large castle on a promontory (inner ward: curtain wall, ditch, D-tower, 2 round towers, gatehouse; middle ward: curtain wall, gatehouse; outer ward: earthworks, rock-cut ditch, crossed by a bridge). A nearby, older motte and bailey castle called Hen Domen has been demolished. Ruler: Chief of Cydewain Tribe. Vassal of: King Belinans of Powys.

Redes Mere (L-15): A floating island is on this lake. It is made of peat and moves slowly about the surface of the lake, pushed by the winds. (RD, 376)

Rhuddlan (J-15): This is a motte and bailey castle. After the war a concentric castle will be built here. Ruler: Chief of Tegeingl Tribe. Vassal of: King Galihodin of Norgales.

Rhun (J-16): [Caer Swms]. A former Roman settlement, and now a stronghold of the King of Powys/Sugales, classified as a reinforced shell keep. It is a favorite castle of the king of Sugales. Ruler: Belinans, Chief of Arwystli Tribe and King of Powys. Vassal of: King Belinans of Powys.

Richard's Castle (K-17): A medium castle (surrounding inner bailey with ditch, palisade; inner bailey with curtain wall, D-towers, and gate tower; octagonal keep on motte). Ruler: Castellan. Vassal of: Lord of Ludlow.



Roche Sanguin (L-17): This, the Castle of the "Bloody Rock," is ruled by women, but has been conquered by an enchanter. Ruler: Queen Ygerne. Vassal of: No one.

Roevant Forest (H-17, I-17, H-18, I-18): This extensive forest covers all of northern Dyfed and encloses the Prescelly Mountains.

Rostherne Mere (K-15): This lake is connected to Mersey River by an underground tunnel. On Easter Sunday a mermaid swims to the mere, and sits upon a bell at the lake bottom, ringing it and singing. (Bord, 139) (RD, 374)

Ruthin (J-15): At this town King Arthur beheaded Huail, a notorious outlaw from the north (Bord, 111). After the war it will be the site of a concentric castle.

St. Anne's Well (K-18): Nine healing wells are here, each of which cures a different illness. This one is also used for making wishes. If a pebble tossed in has many bubbles then the wish will be granted; a few bubbles denotes a wait, while none means it will not come true. (Bord, 103)

St. Briavels (K-18): A small castle (curtain wall, gatehouse, square keep). Ruler: Castellan. Vassal of: King Alain of Escavalon.

Sarn Helen (I-15, J-15): "Helen's Road" runs from below the fort at Tomen-y-Mur to Sinadon and Caerhun, thus encircling Mt. Snowdon. It was built by Helen, the wife of Macsen Wledig.

Shocklack (K-15): A motte and bailey castle. Ruler: Castellan. Vassal of: Duke Randle of Cheshire.

Shrewsbury (J-16): A town, surrounded on three sides by the Severn River, with a medium castle (bailey with curtain wall; shell keep with gatehouse, barbican). It is famous for its brewing and tanning. Ruler: Earl Gwarthen of Orofoise. Vassal of: King Belinans of Powys.

Sinadon (I-15): [Caernarvon] This is an ancient Roman city famous for its impressive imperial defenses, including a large castle and town within a curtain wall. It was the favorite residence of Emperor Macsen Wledig, who built it to fill his imperial needs. It is an important sea port, and exports slate. Ruler: Castellan. Vassal of: King Maelgwyn of Gomeret (early); King Arthur Pendragon (after Cambrian War).

Skenfrith (K-18): A medium castle, and one of the "Three Castles" (water moat, quadrilateral curtain walls with four round towers, large round keep on motte). Ruler: Lord of the Three Castles. Vassal of: Propractor Honorius of Gwent.

Snowdon: See Yr Wyddfa.

SNODONIA (I-15): The region around Mount Snowdon. The main massif has 5 peaks. It is the home of the huge giant named Ricca or Thita (Westwood 359). See also Yr Wyddfa.

Snodonia

The lands of Snodonia are thick with myth and mystery. Here are some interesting places which are within the Snodonian area, but are too small to be shown on this map.

Llyn Barfog (I-15): The "Bearded Lake" was the home of an *avanc* in the days of Hu the Mighty, one of the earliest settlers of this area. The *avanc* flooded the area to make the lake and terrorized the populace until Hu used oxen to drag it from its lair, then killed it. (Westwood, 330; Bord, 114.)

Llyn Cynwch: (I-15): A lake in Snodonia. A settlement of people on the lake bottom is sometimes visible from Precipice Walk. (Bord, 114)

Llyn Llydaw: (I-15): A lake in Snodonia. At this lake a hand is sometimes seen holding aloft a beautiful ancient sword, as if offering it to whoever can take it. See "Adventure of Llyn Llydaw." (Bord, 114)

Llyn y Dywarchen: (I-15): This Snodonian lake has a floating island. Once a faerie wife from beneath this lake agreed to marry a mortal if he could discover her name. He did, and they were happily married until she was accidentally struck by iron, whereupon she vanished. Though she could not return to his world, she would come to this island (which was in both, or neither, of the worlds) to talk with her husband and children. (Bord, 114)

Nant y Llew (I-15): The brook where the god Gwydion found his son, Llew, transformed into an eagle.

Stafford (L-16): City on the Sau River, famous as a shoe-making center. It has a small castle. Ruler: Castellan. Vassal of: King Leodegrance of Cameliard.

Stanion (K-16): A motte and bailey castle. Ruler: Castellan. Vassal of: Lord of Ludlow.

Stockport (L-14): This town on the Mersey River is known for its iron and brass-working. It has a motte and bailey castle built inside an old Roman fort. Ruler: Castellan. Vassal of: King of Pase.

Stretton Grandison (K-17): Town.

Swansea (I-18): A sea port town noted for its shipbuilding, and tin-working. A motte and Bailey Castle. Ruler: Chief of Gwyr Tribe. Vassal of: King Lak of Estregales, King of Gower (temporarily during the Cambrian War).

Talgarth (J-17): A town and *maerdruf* of Talgarth commote.

Tamworth (L-16): A reinforced shell keep castle at the confluence of the Tam and Anker Rivers (shell keep on motte, with gate tower). It is famous for its fireclay, and Tamworth swine. Ruler: Castellan. Vassal of: King Leodegrance of Cameliard.

Tenby (H-18): A small castle built on the headlands (curtain wall, gate tower, D-tower). Ruler: Castellan. Vassal of: King Lak of Estregales.



Terrabel (L-16): [Eccleshall] A small castle (wet moat, curtain wall, flanking towers). Nearby is the memorial raised by King Arthur after his victory over King Lot and the northern rebels. Ruler: Gregor de Stafford. Vassal of: King Leodegrance of Cameliard.

Tewkesbury (L-17): A town at the edge of the Gloucester territory, at the confluence of the Avon and Severn River. It has a Celtic Abbey dedicated to the Blessed Virgin Mary.

Tomen-y-Mur (J-15): This small, but strategic, motte and bailey castle is in a starkly beautiful, depressingly bleak crossroads in the mountains. It was once Roman, and still has the amphitheater which was thoughtfully provided by imperial planners. On a rock nearby is the former home of the great sun god Lleu, the son of Gwydion. Nearby are a great rock with a hole called Gronw's Stone, and other marks of his legend. (Westwood, 360) Ruler: Sir Cynddylan, Chief of Ardudwy Tribe. Vassal of: King Maelgwyn of Gomeret.

Tintern (K-18): A large Cistercian abbey.

Trent River (L-16): 170 miles long from its source to mouth, the Trent joins with the Ouse River to become the Humber. It is navigable as far as Gainsborough.

Tretower (J-18): Small castle (curtain wall atop motte, with gate tower, large round keep). Ruler: Chief of Talgarth Tribe. Vassal of: King Aravn of Brycheiniog.

Tutbury (L-16): A motte and bailey castle. Ruler: Castellan. Vassal of: King Leodegrance of Cameliard.

Twm Barlwm (J-18): This 1400 foot mountain has an abandoned castle mound and earthworks on top. On the eastern slope is the Pool of Avarice, which draws the greedy into it. (Bord, 102)

Tywyn: A town. Sometime soon, St. Cadfan, famous in Brittany, will arrive to establish a monastery near a holy well.

Usk (K-18): A small castle (curtain wall, square tower, small keep). Ruler: Castellan. Vassal of: Propractor Honorius of Gwent.

Weaverham (K-15): Anyone who drinks from this "healing well" is certain to return to the village, even if he is beginning something as dangerous as going to war. (Williams, 32)

White Castle: A medium castle, with a hexagonal inner ward. Ruler: Lord of the Three Castles. Vassal of: Propractor Honorius of Gwent.

Valle Crucis (J-15, K-15): The "Valley of the Cross" gets its name from the Pillar of Eilseg, which is surmounted by a cross. Inscriptions on the pillar trace the ancestry of the lords of Orofoise.

Whitchurch (K-15): Town.

Wigmore (K-17): A shell keep castle. Ruler: Castellan. Vassal of: Lord of Ludlow.

Wilderspool (K-15): A town by a river crossing where the old Roman road goes north into the Perilous Forest.

Wirral (K-15): The peninsula north of the Cheshire Plain is a wilderness area, and the home of the Green Knight and Morgan le Fay. (Ashe 1, 211)

Worcester (L-17): This is a town on the Severn River, noted for its ceramics, gloves, metal goods, and Worcestershire sauce. It has a motte and bailey castle. It was once the bishopric for Galvoie and Gloucester. Ruler: Castellan. Vassal of: No One.

Wrekin, the: A hill fort at the summit of a very high, solitary hill which overlooks the surrounding area for miles.

Y Meini Hirion (I-15): The "Druid's Circle" has 30 upright stones in a circle. One is called the Stone of Sacrifice, which has an indentation where babies are placed for a blessing, and every year folks gather healing water from it. Another stone is the Deity stone, which is known to bash any nearby blasphemers. (Bord, 114)

Ynys Byr (H-18): [Caldy Island] At the mouth of Carmarthen Bay is a monastery where St. David once studied. A prominent stone there is inscribed in both ogham and Latin.

Ynys Enlli (H-16): [Bardsey Island] A small island of magical importance. When the head of the god Bran was brought back to the world, the travellers stopped here first. More recently, some people say Bardsey is where Merlin has been imprisoned within a wall of glass. Also, a Celtic monastery has been founded here, and so it is sometimes called the Isle of Saints. (Bord, 112)

Yr Wyddfa (I-15): This is Mount Snowdon, the highest peak of Snodonia and in all Cambria (3560 feet). It is also called Mount Arvaius. The Pagans believe that the gods live there. See nearby box on "Snodonia." (Westwood)

Ysgyryd Fawr (K-18): [Skirrid Mountain] This is a holy mountain, where ceremonies are carried out each Michaelmas Eve. On top is a chapel to St. Michael located between two great standing stones. Soil from the mountain is taken by the locals, who sprinkle it on coffins, use it for blessings, and spread it upon their fields for fertility.

Ystrad Fflur (I-17): [Strata Florida]: A large Cistercian abbey.

YSTRAD TYWI (I-17, I-18): A kingdom centered upon the Tywi River. Ruler: Dafyd map Hall. Vassal of: King Arthur Pendragon.



Carlion-on-Usk

CARLION-ON-USK IS OFTEN CALLED "King Arthur's favorite city" before Camelot appears in the literature. The Pendragon holds court there in Geoffrey's *Historia*, for instance. (The -on-Usk part of the name implies that there was another Carlion. It was, in fact, Carlion-on-Dee, the modern city of Chester. To confuse matters even more, Carlion-on-Usk was also called Chester in ancient times. In *Pendragon* they are completely differentiated as Carlion(-on-Usk) and the City of Legions, another ancient name for the city on the Dee).

In Roman times, Carlion (called Isca then) was the biggest fort in Wales. Covering some fifty acres and solidly built of stone, it sported an amphitheater outside the southern wall. A small civilian village lay nearby, also to the south, between the fort and the river Usk (pronounced ihsk.) Although the Romans pulled the legions out late in the fourth century, the village and (now abandoned) fort remained. In the real world, the deserted fort slowly crumbled away, but in the world of *Pendragon*, the ancestors of King Alain of Escavalon realized its military importance and kept it garrisoned and in good repair. After Arthur was crowned at Carlion King Alain ceded the fort to his liege as a personal holding. In the early years of Arthur's reign, it is one of his favorite castles.

Carlion lies in a small, flat valley surrounded by low hills. To the south and east the Usk winds past, providing a good highway to the sea.

Because the people moved into the fort from the outside village, Carlion is a larger town than it was in Roman times. The amphitheater still stands, now used for jousting displays rather than gladiatorial fights. All around the amphitheater lies a wide meadow.

The passing of time has made many changes in the fort. It began in the Roman pattern, neatly laid out in square blocks and cut into quarters by the two principal streets found in every Roman camp. However, wars fought many years ago destroyed a wide area within the walls, where streets are now less organized. Between the high stone walls and the buildings inside them is an open space of some hundred yards.

Houses, shops, servants' quarters, and stables fill part of the city now. In the center, the fine houses that once sheltered the military tribunes now quarter Arthur's household knights and important guests. The commander's house and the old legionary headquarters behind it have become, with many additions, Arthur's palace. Nearby, a large area has been razed and turned into a garden for the queen and her serving-women.

A castle has been built at the eastern corner. Originally a motte-and-bailey, it has recently been rebuilt in stone. Here is *la Tor Gigantique*, or the Giant Tower. It is so tall that it is possible to look over Christchurch Hill all the way across the Severn River mouth. As Tennyson said in *Idylls of the King*:

*Now Thrice that morning Guinevere had climbed
The giant tower, from whose crest they say
Men saw the goodly hills of Somerset
And the white sails flying on the yellow sea.*

Nearby, in an undisclosed location, lies a hidden cave wherein lie Sleeping Warriors, waiting for the day of Britain's need.

Places Of Interest

Given here are details of the places which may be useful for the gamemaster during play. Unmarked buildings are residences and shops. They follow the usual medieval pattern of having a small garden plot behind each residence.

1. **Admiral's Manor:** The head of the western fleet resides in this fine house near the naval docks.
2. **Barracks:** These old legionary barracks now house a portion of Arthur's army.
3. **Baths:** The Roman bath house was repaired and maintained by Arthur's servants shortly after he moved into the city. It is huge—the size of a cathedral—and the largest building in the city. It has both hot and cold swimming pools inside it.
4. **Docks:** located within easy sailing of the river mouth, this is where the merchant ships regularly dock to unload their goods at the royal city. Many warehouses pack the area.
5. **Docks, Fleet:** Arthur strengthened several ports to house his royal fleet. This site, upriver from the Severn sea, was used as such by the Romans and continued to be used by Arthur.
6. **Gardens:** Some of the old camp buildings were torn down to make way for this lovely little garden within the fort walls. Here the queen and her women gather to pass the time. A small zoo graces the site.
7. **Hospital:** Within this area sits a hospital to treat the sick and wounded. It has been used as such since Roman times.



8. La Tor Gigantique: This is a Huge Keep, built before Arthur's time and used as his headquarters within the city.

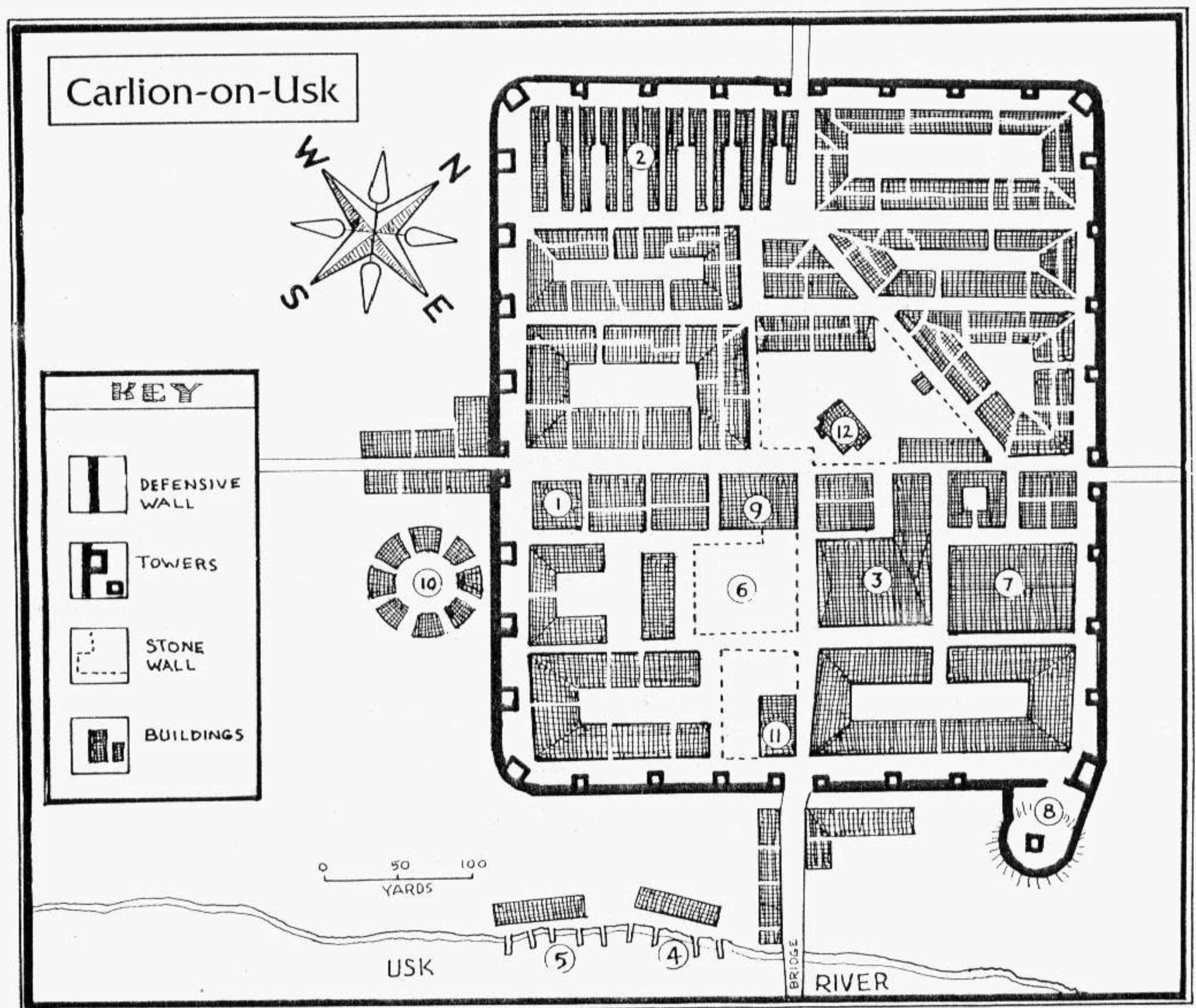
9. Palace: This building is the deluxe residence for the High King and his court when they are in the city.

10. Round Table: When King Arthur received his wondrous wedding gift from King Leodegrance he needed a special place to set it up. After all, the table was 50 yards in diameter, far too large for any normal building of the time. (We don't know where Uther Pendragon used to set it up, perhaps only outside in nice weather.) The old coliseum outside the Roman Camp was perfect, and during formal occasions Merlin used his arts to raise a magical roof over the structure. Here, for instance, the Round Table met for Arthur's wedding. People

remembered this site long afterwards, and even today the circular mound of dirt which is all that remains of the ruins is called the Round Table.

11. Llanaron: One of two famous churches of the city, Llanaran means "the church of Aaron," and is named after St. Aaron, an early British martyr. It is famous for its school of philosophers and astrologers.

12. Llantarnam: This famous church is located within the wall of the fort. Here Arthur was crowned and married. It has one of the three Perpetual Choirs in Britain, where 200 monks sing songs all day and night. It is peopled by Cistercian monks dedicated to St. Julius, one of the first British Martyrs.





Stories

Stories are adventures which require a long time to finish.

STORIES INCLUDE A SERIES of individual scenes, adventures, encounters, and gossip about a single character which is spread out, perhaps over many game years. Over that time the players can witness, and perhaps participate in, these events.

Stories are used in the *Pendragon* Campaign to reveal the on-going events which are contained in the written legends. In this way player knights can have a part in the major events and well-known stories of King Arthur's knights.

Several conventions are used to present these scenarios. They are designed to make it easier for the gamemaster to run the adventure.

SCENE: indicates a section which stands alone, and is intended to be separated from the other parts by at least a single session. Sometimes a longer period is indicated.

Player Opportunity: indicates parts which the player knights may take, or indicates available courses of action.



The Story of PEREDUR SON OF EFRAWG

Given here is *The Story of Peredur Son of Efrawg*. It is an adaptation of the Welsh version of a French story heard originally from Breton storytellers retelling a half-forgotten British hero's story which was mixed up with a plot taken from long-forgotten, ancient mythology.

Part One has two scenes which in themselves are of little importance except for a colorful incident. However, they prepare the way for events later. Part One should be inserted some time when players are at court. Part Two should occur during some other adventure when the knights are seeking other objectives. In the original *Peredur* the knights were seeking to find Queen Guenever, who had been kidnapped.

Part Two, "At Arthur's Court," starts the story and allows player knights to participate with it.

Part Three, "More At Arthur's Court" is passive for player knights, who observe the results of Peredur's activity.

Part Four requires a separate adventure in which the player knights can be heroes. It is separate from what Peredur does in his story.

Part Five, "Peredur Found," concludes the Story. Peredur is brought to court and acknowledged as a champion by King Arthur and the court.

Part Six is a possible extension of the story, using one of the Short Adventures.

One: Preparation

SCENE: The Dwarfs

Setting: King Arthur's Court

Problem/Event: One day two dwarfs come to court bearing a note for Queen Guenever. The note is from Duke Efrawg, a hero killed in battle against Saxons. The letter begs the queen to accept the service of the dwarfs, and she does. No one is quite sure what two mute dwarfs will do, but they are assigned to Sir Kay, who puts them to work.

Characters: they may wish to speak with the dwarfs, but the pair are truly mute.

Interim Time: Several years should pass before the dwarfs are noticed again.

SCENE: Meeting Peredur

This scene introduces Peredur as a young, unknown peasant boy. This scene originates in the literature, and is adjusted to allow player knights a part.

When the young man appears later at court the players may or may not make the connection. If not, remind them after the scenario is over.

From the Mabinogion:

One day, when he was almost grown to manhood, three of Arthur's men passed that way. The excited Peredur asked his mother what the beings, who shined so brightly, were.

"Oh well," said the countess, "they must be angels."

"Then I am going to speak with them." Peredur ran up to the knights, who were resting their horses.

Setting: A forest in Wales, deep in the wilderness

Problem/Event: The player knights see a young man spying on them. The leader calls to the boy, who boldly comes forward once he has been seen.

"Tell me, friend," says Sir Ywaine, "did you see a knight pass by here today or yesterday?"

"I don't know what a knight is," Peredur says. The other knights laugh at the boy's ignorance.



"A man like me," says Ywaine, who was courteous even to peasants and simpletons.

"Then no, Sir, for I have not ever seen men like you. What is that thing?"

"A shield," explains the knight. Peredur proceeds to tediously ask Ywaine to name every piece of equipment he carries, while Ywaine good-naturedly explains their use.

The player knights have an opportunity to interact with a person who is, apparently, a commoner who is not only ignorant, but apparently quite stupid too. The gamemaster should have Peredur approach each of the player knights with innocent questions and give them checks appropriate to their responses.

Peredur can answer little of value to the knights. He knows every acre of the few miles around this glade, but little else. He is too shy to reveal his mother's home nearby. He does not even know his lineage or name, replying that he is called "Dear Boy" by his mother.

By the time that Peredur runs out of questions, the knights' horses are rested. Sir Ywaine, always polite to everyone, bids farewell to the boy.

"I will be a knight too," shouts the boy. The knights laugh at the simple country boy and ride away.

From the Mabinogion:

Peredur returns home, gathers his few belongings, and speaks to his mother.

"Those weren't angels," he says, "They were knights!" The poor woman sees that her son would not be restrained, and so dresses him in fool's clothes and gave him the broken horse, hoping that he will be laughed at and shamed at court, and so return to her.

Her son kisses her once and departs. He does not turn back to see her again, even after she had fainted from grief at his departure.

- Paraphrased from "Peredur mab Efrog," *Mabinogion*.

Two: Arthur's Court

In this part of the scenario the gamemaster is going to do a lot of narration, but he should always try to get the player knights involved in the action as much as possible.

If the player knights have come from outside the court, the gamemaster should take them through a day there. They should interact with Kay to learn his foul temper first-hand, meet the courteous and out-going Ywaine, and see that there are two dwarves in court, both in attendance upon the queen but curiously mute.

Setting: Court, Carlion

The scenario starts on a lovely spring day. With a few of his closest companions, Arthur goes off to the woods to hunt,

leaving Kay in charge of his hall. Queen Guenever announces that the noon meal will take place in the garden, with her and her serving-maids in attendance. The servants bustle around, setting up tables in a rough U-shape with the queen's table in the center of the bottom of the U. Ywaine joins the player knights and sits with them for the meal. Although Ywaine is here for the gamemaster to use to keep the story-line flowing, if any of the player knights spontaneously want to do the things he did in the original story, the gamemaster should by all means let them.

Favorite Dish: Dilled Veal Balls

Favorite Entertainment: Masked singing from Thetford

In the midst of the feasting, an unknown knight rides up to the garden. His shield is jet-black and carries no blazon. [Heraldry. Success reveals only that the successful player has never seen this knight before.] The stranger rides right into the U of tables, dismounts, and kneels before the king. Everyone is silent, as courtesy demands. The stranger rises, then loudly announces that he has come to challenge one of Arthur's knights to single combat — any one will do. He starts to bow to Guenever, but suddenly grabs her goblet, and throws the wine into her face.

"Let any man who wishes to avenge this meet me in the meadow outside the walls," he says, "And fight to the death for this goblet." With that, he mounts his horse and gallops out.

While the two mute dwarves help the queen wipe off her face and clothes, all the knights leap up and call out, begging the queen to choose them as her champion. The gamemaster should encourage any player knight who wishes to join in, but all Oratory rolls are at -10, because the queen is so distracted by the insult. Finally Kay gets to his feet and yells at everyone to be silent and let the queen speak.

Into the middle of all this confusion comes a very strange sight indeed. A young man, dressed in dirty, torn clothing, rides up a bony old nag with a pack-pannier for a saddle. The boy and steed wear the most peculiar gear that the player knights have ever seen. It looks like the lad has used sticks, willow whips, strips of old cloth, and bits of twine to imitate all the armor and accouterments of a knight's gear.

Player Opportunity: [Recognize roll: success = the characters remember having seen this boy in the meadow some time before.]

The lad turns insolently to Kay and says: "Here, you, the tall fellow over there, where's Arthur?"

"And what do you want with Arthur?" snaps Kay.

"My mother told me to come here and get made a knight."

By now, the whole household is beginning to make fun of this slovenly fellow, all except Ywaine, who looks like he's trying to remember something important. The player knights should make Merciful rolls to see if they join in or refrain from the mockery.



"By my faith," Kay snarls. "You've come here a good bit too slovenly-looking, lad!"

At that, the two dwarves rush up and bow to the lad.

"God's welcome," they say, "to fair Peredur, chief of warriors and flower among knights."

Already severely tried by seeing an evil knight pour wine on his queen, Kay's temper snaps.

"Oh good God!" Kay bellows. "And a fine thing this is! You haven't spoken one cursed word the whole time you've been here, and now you're showering praise on this stinking lad!" Kay swings, slapping each dwarf so hard that they fall to the ground. Sir Ywayne (and any player knights who have a sense of fair play) jumps to his feet and starts to move forward, but Kay has already turned on Peredur, who stands his ground.

"As for you," Kay growls. "If you want to be a knight so badly, then you go after the knight who's waiting out in the meadow. Kill him and get the goblet he's carrying, and then you'll be a knight, sure enough."

"Very well then, Tall Fellow," Peredur answers. "That's what I'll do." Before any one can stop him, Peredur turns and dashes off, leaving his nag behind.

Ywayne turns to the player knights and says: "We've got to stop this. That poor lad will be killed!"

Player knights with a sense of honor will immediately agree. If they get up to go, they get Just checks. If they don't act spontaneously, the gamemaster should have the players make Just rolls for their knights. Those that succeed follow Ywayne as he runs out of the fort.

When Ywayne and the player knights reach the meadow, they see the evil knight lying dead on the ground. Peredur is hunkering down next to him and examining his armor. When the party comes up, he says: "Why is this man wearing a metal shirt? Is he a Christian doing some kind of penance?"

The gamemaster should role-play Peredur here as a very naive but intrinsically intelligent young man. He is not stupid: just monstrously ignorant. He is discourteous only because he's never been in a court before. For instance, Peredur remembers the name of every part of the armor from his previous meeting, but knows nothing of how to get it off or on. He asks the player knights if he can have the armor and horse. Peredur also tells them that he killed the knight by stabbing him in the eye with one of his crude spears. The player knights notice that the blow split the fellow's head half-open. The party has to help Peredur don his newly-acquired armor and to show him how to draw the sword from his scabbard.

If none of the player knights invite the lad to return to court and be presented to Arthur, Ywayne does so. "May I be shamed if I go!" Peredur replies. "You take the goblet back and tell Arthur that wherever I go, I'll always be his man. But I won't set one foot in his court until I meet that Tall Man in combat and avenge the injury to the two dwarves."

Peredur's Arrival

Peredur ap Efracw arrives at court astride a broken nag and accoutered in wicker and sticks made in the fashion of knightly gear. Noble blood will tell true.

Peredur hands the goblet to a player knight, mounts the captured charger and rides off, leaving the knights behind.

When the party returns to court, the gamemaster should let a player knight tell the story to the queen. He should also call for Awareness rolls. Success means that the player knight notices that although Kay is putting a good face on it he's frightened at the challenge from a lad who can kill a fully armed knight with a stick.

If any player knights spontaneously followed Ywain (not those that required a Just roll to prompt them), Guenever publicly praises them. They receive 10 Glory points and a Just check for this action. She also reproves Kay for hitting her dwarves, who have fortunately recovered.

When Kay stalks off, the dwarves tell the story of Peredur's boyhood, because they were once part of Earl Efracw's court. A druid laid a *geas* on them that they might not speak until they saw Peredur again, and they have been looking for him for years. They are quite happy that the *geas* is now lifted, and they tell this tale:

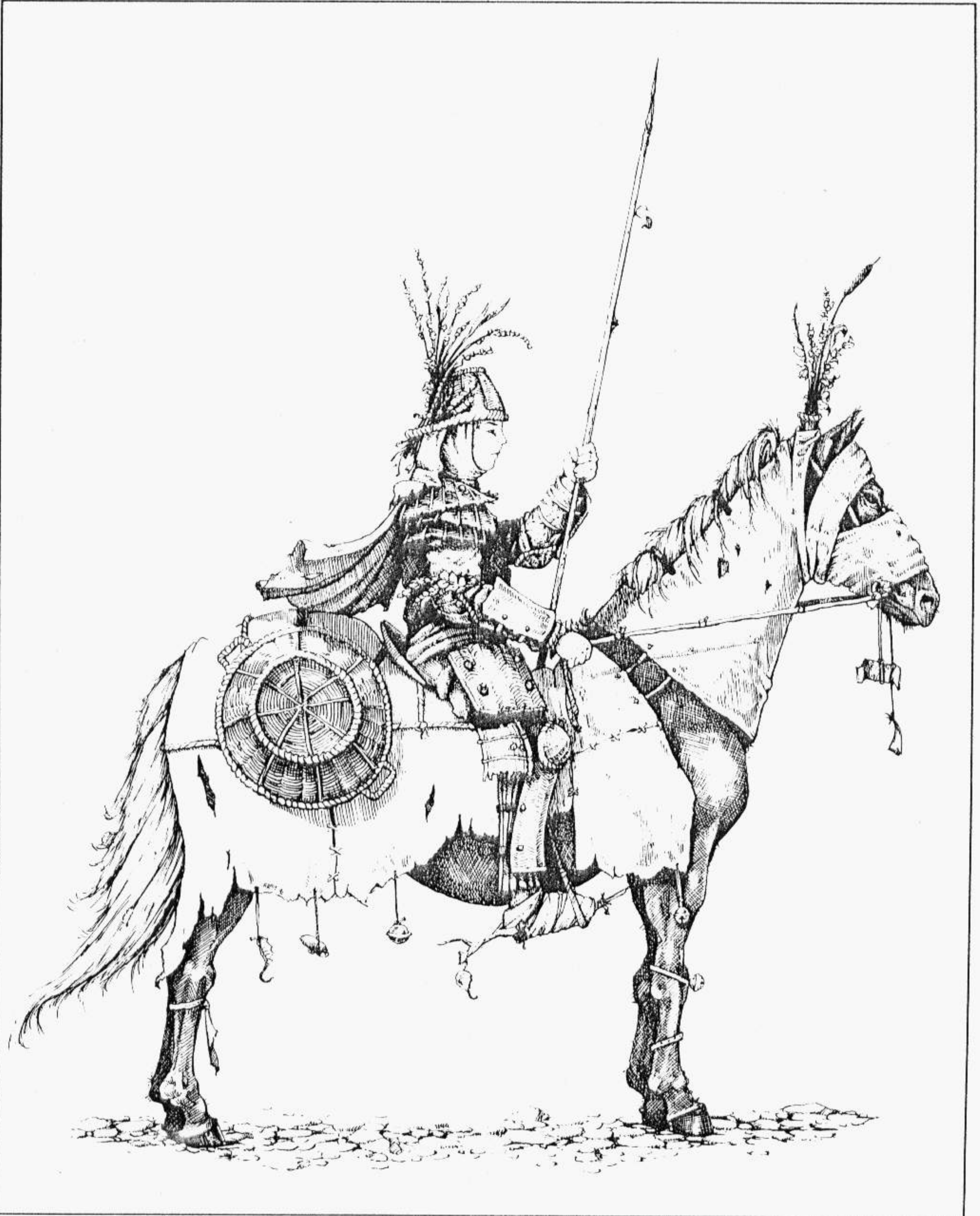
Peredur was the seventh son of Earl Efracw of York, a man who fought bravely to defend Britain against Saxon and Irish raiders. The earl and his six elder sons were all slain in the wars and the countess was driven to distraction by her grief. She vowed her last son would never be a warrior. She fled to the dense forests with only a few trusted servants who vowed they would never mention weapons or warfare to the boy. Peredur grew up with only the forest and his mother's goats for company. Yet a warrior's blood will always show. Obviously the lad has pushed himself, growing strong and fleet of foot. Now he has gone wandering to prove himself.

Glory

15 points of Glory are gained by knights who spontaneously leapt up with Ywayne to see what Peredur had done.

Three: Further Events at Court

In this part of the scenario, the gamemaster has two choices, either to go through it quickly in narrative time, or to break up by adding small battles against Irish raids, jousting at the court, and the like. If he chooses to add action, remember that it would be a pity for a player to lose a character to lose color when the real danger lies just ahead.





Several days pass after Peredur's departure. One morning, as Arthur is holding court in his great hall, a knight comes in. Heraldry and Recognize rolls indicate only that he is unknown — a minor knight from some petty court. Bruised and wounded, he humbly kneels at Arthur's feet.

"Once I was an evil man," he says, "Given to waylaying travelers and doing harm to fair maidens, but I fought with a lad named Peredur. When he overcame me, I begged for quarter, which he granted on these terms, that I came to you, renounced my evil ways, and became a Christian. I'm here to fulfill my vow."

"By my faith!" Arthur says. "Then we'll have you baptized straightaway."

"My humble thanks, most noble king. Peredur also told me to deliver this message, to tell someone he called the Tall Man that soon they'd meet to avenge the injury to the two dwarves."

The player knights do not need to make an Awareness roll to notice that Kay's face turns white.

This knight is just the first of Peredur's conquests. Over the next three weeks, no less than fifteen more overwhelmed knights and villains arrive at court to beg Arthur's pardon and mend their way. All deliver the same message for Kay. The gamemaster should remark that as time goes on the dwarves look more and more smug, and Kay begins avoiding the other knights as much as possible.

If the gamemaster wants a little action here, he should have the players make Merciful rolls. Failure indicates that the failing knight simply can't resist making some nasty remark to Kay. Kay immediately challenges that player to a joust.

Finally, one evening when the court is feasting, the sixteenth knight arrives. With him is a lady, whose husband this now-redeemed knight slew. The lady praises Peredur's courage and virtue so highly that Arthur rises to his feet and addresses the assembled knights.

"By God above," the king says. "Kay, it was a foul thing you did, driving that lad away, but I know full well that you're no coward. We're going to ride out and search for Peredur. When we find him, you and he can do your worst to each other, and end the matter once and for all. And as we ride in our search, I expect every loyal knight to do some great deed of renown, for while we've been sitting here in court, young Peredur has put us all to shame."

Four: The Interim Search

The knights all set forth to seek Peredur. The Gamemaster should use this opportunity to run an adventure in which the player characters have the opportunity to be the heroes. We suggest "The Adventure of the Dolorous Wurm," which ends with the player characters back with Arthur.

The Cast'e of Vengeance

Many people say, in print and in Camelot gossip, that the place visited by Peredur was the Castle of the Holy Grail. I think not, but that it was rather the Castle of Vengeance. Proof is found in comparing Peredur's lifetime with the lives of other heroes who more likely *did* visit the Grail Castle.

The place visited by Sir Percivale, for instance, was certainly the overwhelming influence on the rest of his life. Likewise the more obscure Sir Perlesvaus was obsessed with returning to the castle, even though he was equally vigorous in pursuing the bloodiest revenge recorded in Arthurian literature. But as Peredur got older the Holy Grail did not take on the significance which it had for those others.

Thus the place visited by Peredur is called, in *Pendragon*, the Castle of Vengeance.

Five: Peredur Found

At the conclusion of the adventure in Part Four, the player knights make their way back to King Arthur. The king, on his progress, continues to travel with his retinue toward Gloucester. The troop travels about a mile when they see a strange sight.

Off to the side of the road, a richly accoutered warrior sits on a beautiful horse with fine trappings, but he carries the blank shield of a squire. Although he has a lance in his hand, he's staring intently at something on the ground. Arthur halts his retinue and sends Kay over to ask the squire his name. Kay says about two words before the fellow swings around and delivers Kay such a blow that it knocks the steward off his horse. Badly hurt, Kay comes staggering back.

"By faith!" Arthur says. "That was a cruel blow he struck you. Go back to the rear and have one of the surgeons tend you." He turns to one of the player knights. "Go see who this churl may be, and this time, ride ready for trouble."

When the player knight speaks to Peredur, for indeed this is who the strange squire is, he should make an Oratory roll. A critical success means that Peredur answers him civilly, then returns to his introspection. Success means that Peredur merely ignores him; failure, that Peredur lashes out, absent-mindedly but with a skill of 37. (He began at skill 15 to start. He also carries a magical Steel Spear, which gives him a +7 to his Spear Attack. Finally, at this moment he is Inspired by his passion of Love (Blanchefleur), so his total skill with the spear is $(15) \times 2 + 7 = 37$. Thus almost every hit is a critical success!

Since Peredur's normal damage done is 5d6, a critical success averages 35 points! So, by game designer's fiat we have decided that the maximum damage allowed is one point less than the knight's Major Wound. No player knight should



require surgery just for acting in an incident from literature.

If the player knight also rolls a critical success in his weapon skill, no damage is done, as is usual for tied rolls. The knight may attempt communication a second time, using either Courtesy, Romance, Forgiving, Merciful, Modest, or Trusting, in an attempt to bring him out of his trance. A critical success in this roll awakens Peredur from his trance.

If the second attempt fails, and the subsequent spear blow is again equalled by the player-knight's critical success, the knight may attempt a third roll after that, and so on, for up to five attempts, whereupon Peredur wakes on his own.

If no player knight brings Peredur around, one of Arthur's men, preferably Gawaine or Ywaine, will.

Upon waking from his trance Peredur apologizes profusely for his discourteous behavior, meaning his daydreaming trance. He doesn't really remember knocking everyone off their horses, but accepts all praise with modesty.

To the king Peredur explains that he had been coming to the High King's court when he saw a raven feasting on a white dove. The blackness of the raven reminded him of his true love's hair, the white feathers of the dove were like her pale skin, and the drops of blood, rich like her lips. Thus he was locked into a trance, contemplating her beauty. [Romance roll: Success = knowledge that no true knight should be disturbed when he's meditating on his lady, and that, therefore, Peredur had every right to knock Kay (and possibly some player knights) around.]

"And your name, Sir?" inquires the High King.

"Not 'Sir,' my lord," says Peredur, "For I am not yet a knight. But of my name, it is Peredur, of the lineage of Avalach, the northern hero."

When Arthur finds out that the strange squire is Peredur, he laughs aloud and welcomes him to his court.

"And furthermore," the king says, "You've avenged the pair of dwarves by injuring Kay so sorely just now. We'll make camp here and hold your ceremony of knighthood."

"My thanks, my liege lord," Peredur says, "Because truly, any marvel I ever did, I did in your name."

The knights who he had sent to Arthur's court come forward and submit, as do Sagramore and finally, Sir Kay carried on a stretcher.

Peredur explains how he acquired his splendid weapons and armor.

"After several weeks of adventuring, I came to a mysterious castle deep in the forest. The lord there announced that he was my uncle. Not only did he treat me most generously, he also trained me in the proper use of a knight's weapons. Every night two marvels happened in that castle. First, two maidens would walk through the great hall. They carried a man's head on a salver filled with blood. Then, two youths came, carrying a spear, and from the tip of the spear flowed blood. No one ever explained to me what these marvels

might mean, and I deemed it discourteous to ask. It seemed to me that I abided there for months, but after I left, I realized that it could only have been a week at most."

The gamemaster should have the player knights make Faerie Lore Rolls. Success indicates that they realize Peredur had crossed over to the Other Side. (If no player knights are successful, Arthur himself will tell the court.) The gamemaster should tell the player that as their knights realize that Peredur was in the Other side, they feel a strange chill come over the feasting, as if a cold wind had suddenly blown over the assembly. They see that Arthur himself looks vaguely troubled. Then the mood vanishes, and the festivities and merriment pick up again, ending the scenario on a note of good cheer.

Six: The Raven Tower

After his adventures Peredur is intent upon exacting revenge upon the murderers of his family. He has discovered that they are, in fact, a clan of raven witches who live in an ancient tower near Gloucester.

It is possible that he will engage the assistance of the Player knights. If the knights have a previous hostile motive against the witches they may, in turn, seek Peredur's help.

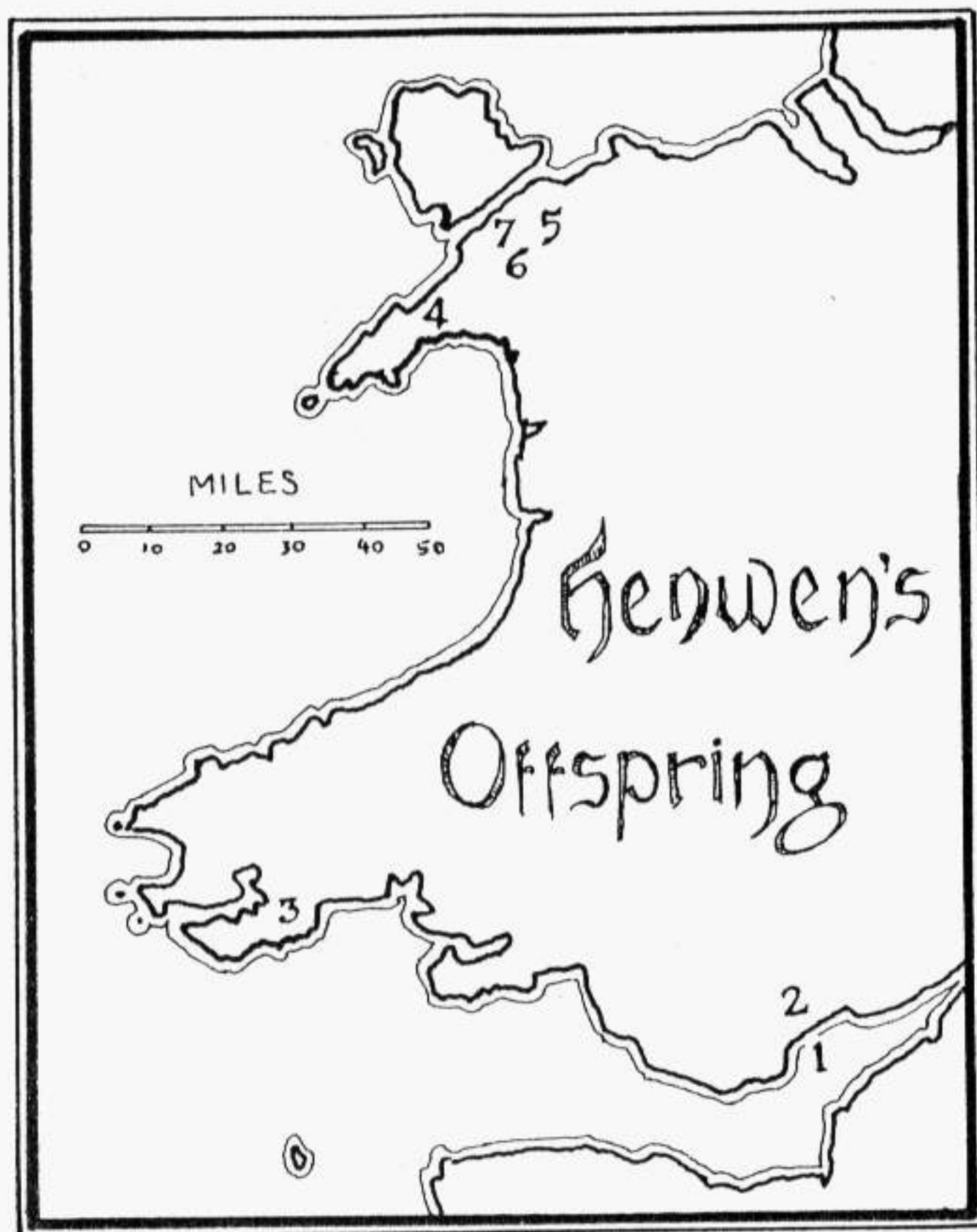
Another significant ramification of this raven business lies in the other major Arthurian raven connection: Owein, also known as Sir Ywaine. It seems possible that the ravens who Peredur attacks might be the same ravens called by Sir Owein to help him during a notable chess game played in a story in *Mabinogion*. The implicit hostility between Peredur and Ywaine is already well known as the feud between the Orkney clan (Ywaine's kin) and the de Gales family (Peredur's kin.)

Finally, it seems likely that the struggle between Owein and Peredur mirrors the mythological struggle between the two brothers, Bran (the Dark Brother), whose name means "raven;" and Beli (the Light Brother).



The Story of Henwen

Henwen is a sow which is famous in Cambrian lore as the mother of plenty, in the south, and of monsters in the north. Its name means "Old White," or "The Old White One." It is, apparently, an incarnation of the Cambrian earth goddess in both her benevolent and malevolent aspects. The fact that she is escorted throughout her voyage by Coll map Collvrewy, a druid who is called one of the Three Great Swineherds of Britain, indicates her importance.



One of the spawn of Henwen is the Paulag Cat, a monster which is the object of the "Adventure of the Paulag Cat," where a version of this story is given. Gamemasters may wish to foreshadow its appearance by having the player knights witness one of the early births.

Early Scene

Henwen was pregnant, and before she gave birth she departed her pen, with Coll running alongside of her, gripping the hairs on her head.

Gamemasters should decide beforehand which event the knights witness. They need not view the birth, of course. Some alternatives include:

- Seeing the pig and druid dash by.
- Coming upon the scene shortly afterwards, and see the marvelous sheaves growing or the bees buzzing all about.
- Visiting a place of great abundance whose residents tell their story. A knowledge of the riches left behind in the south will contrast greatly with the disaster of the Paulag Cat which is met later..

The places indicated in the story are shown on the small map. They include:

- Aber Torogi, in Gwent Below the Forest, where she came ashore.
- *Maes Gwenith*, or "Wheat Field," where she dropped three grains of wheat and three bees.
- Llonyon, in Dyfed, dropping a sheaf of barley and a piglet.
- Lleyn, the peninsula of Gwynned, dropping rye.
- Arllechwed, on the north slope of Snowdon, birthing the Wolf of Menwaed.
- Mt. Snowdon, birthing the Eagle of Brychnach.
- *Maen Du*, the "Black Rock" overlooking the Menai Strait, birthing the kitten which will become the Paulag Cat.

Monsters

The gamemaster may wish to use the other two monsters in his own scenario. Their stats are given here.

Wolf of Menwaed

SIZ 30	Move 8	Major Wound 15
DEX 20	Damage 5d6	Unconscious 12
STR 24	Heal Rate 4	Knock Down 30
CON 15	Hit Points 45	Armor 8

Avoidance: 15

Modifier to Valor: -5

Glory to Kill: 150

Attacks: Bite @25; Dodge @25

The Wolf is a wily creature which is very difficult to catch. Once caught it does its best to evade his hunters and escape. It fights only when it must.

Eagle of Brychnach

SIZ 10	Move 2 walk, 18 fly	Major Wound 25
DEX 35	Damage 5d6	Unconscious 9
STR 35	Heal Rate 6	Knock Down 10
CON 25	Hit Points 35	Armor 5

Avoidance: 40

Modifier to Valor: -5

Glory to Kill: 150

Attacks: Swoop and Claw @18, always including a modifier of -10 for any foes trying to strike it; Bite @20, while it is grounded.

The Adventure of the DOLOROUS WYRM

By Katherine Kerr

THIS SCENARIO IS DESIGNED for at least four but no more than eight player knights with good combat skills. Since it offers the player knight a chance to gain King Arthur's personal favor, the main opponent (the Wyrn) is very deadly. The gamemaster should remember that player knights often die a glorious death in *King Arthur Pendragon*.

Setting: The Forest of Dean, Kingdom of Ergyng.

Secrets: To defeat the Dolorous Wyrn, it must be held in place to prevent it from flying up into the air and healing itself. This is accomplished by exploiting its weakness; it is infuriated by the sight of red.

Starting the Adventure

If the gamemaster uses this as an interlude in the story of Peredur, then the knights find themselves within the boundaries of the Forest of Dean as they search for the missing knight. Otherwise, the GM will have to devise his own method to get them into the forest to start the adventure.

The Forest of Dean

The player knights should wander in the Forest of Dean for a while, experiencing the Confused directions for a day or two.

As they ride along, the forest grows darker and denser. The path dwindles to a narrow track that forces them to dismount and lead their horses single file. They hear strange rustling sounds off to either side of the path, as if something is stalking them. Success with an Awareness roll allows the successful knight to see branches moving and leaves rustling as if something were there; a critical Awareness reveals a little flash of *something* what might be a face, a trace of movement. Every time the knights stop and peer into the forest (that is, make an Awareness roll), the noises stop for a little while, but they always pick up again. The noises are being made by lesser fairies, who are curious about these strange men in their forest. Occasionally a fairy lobbs an acorn or pebble at the knights out of idle malice; they always hit but do no damage.

Confused Directions: The knights are subject to a strange phenomena: they cannot agree on where the sun lies, which way the shadows point, or which side of the trees have more moss. They are subject to this disorientation for the entire day, and are unable to tell which way they are going. For this adventure, just leave them lost in the forest for a few days. For other times they may wander into the forest, roll 1d6 each day, where 1-2 = the knights remain lost in the forest; and 3-6 = the knights exit the forest where they entered.

The Adventure

On one of the days of being lost, the player knights follow their chosen path through the forest. Late in the day, the forest gradually thins, then turns into meadowland, where black and white sheep are grazing. About a mile on, they see a marvel. On one side of a stream is a shepherd with a flock of white sheep. They turn black as he herds them across toward the player knights. One frisky lamb runs away, crosses the stream again, and turns back to white. The player knights notice that neither the shepherd nor the dog sent after the runaway suffer any change when they cross.

The shepherd greets the player knights humbly and courteously. If asked about the stream, he says that he has no idea why it changes the sheep; it's always been like that. He volunteers that this land is owned by the King of Suffering. If asked about the name, he says that his lord is now called that because of the many monsters which have entered the land. The worst is the giant fiend, which no one has been able to kill. The king's true name is Caradoc, and his true title is King of Ergyng. However, he knows that this is the Time of Adventure, and he has taken the new title to commemorate the age.

The shepherd gives simple, accurate directions to reach Hereford Castle. They arrive just as night is falling. Hereford is a large town, with a well-maintained motte and bailey castle. Servants at the gate hospitably invite the knights inside for shelter and food. Grooms take their horses in the bailey.

Inside the great hall, King Caradoc himself greets them in the best spirit of hospitality and invites them to eat at his table. He is a tall, distinguished man with white hair and a leather patch over his left eye. His three beautiful daughters, all with a Chaste of 19, also join the guests.



Ergyng

Ruler: Caradoc, The King of Suffering.

Vassal of: No One.

Army: 25 knights, 50 soldiers.

Places

Archenfeld: [Weston-under-Penyard] Roman Ariconium, a town

Aconbury: St. Anne's Well, a medicinal well.

Brinsop: site of St. George fight with dragon

Clodock: Long ago King Clydwg was murdered. The oxen pulling his coffin refused to carry the body further than this place. Afterwards the good king was sainted. Ever since that time a mysterious Black Dog has also been reported to be near by.

Dorstone Rock: This chambered tomb is the home of a giant.

Hentland: This is the original church of St. Dubricus, a grandson of a former king of Archenfeld.

Hereford: A large town with a motte and Bailey castle.

Madley: town in Archenfeld. This is the site of Dubricus' miraculous birth. See the box on "King Dribbler."

Marden: At this place bells can be heard from under the water. Also, a mermaid has often been reported here.

Ross-on-Wye: This stretch of river is called Spectre's voyage. A ghost is often seen sailing on the river here, starting at 8 o'clock. If undisturbed, it goes ashore, laments for a while, then sets off and slowly disappears. If disturbed, the person who interrupts it takes ill and usually dies.

Weston-under-Penyard: One day a farmer saw two huge iron doors here. He hitched up 20 oxen to pull them open, carefully taking a rowan whip and splinter of a yew tree to protect him from faeries. Inside were two barrels full of treasure, and a jackdaw which croaked that the farmer and his oxen would have been taken in without the protection. Then the doors clanged shut, and remained closed.

Whitchurch: Nearby to this town is a cave full of the bones of Ice Age animals, and a tunnel is said to run underground all the way to New Weir.

During the meal, the king talks woefully about the many problems which have befallen his kingdom.

"It began when Dubricus, may his sainted soul rest in the bosom of Heaven, left this land, his homeland. Now mind you, I wasn't even born then, so I don't know what it was like. But my father, who was Dubricus' own cousin, says that the forest grew darker after that, and the people moved in from the outer farms. Monsters began roaming the land: a fiend of some sort is now ravaging the people and herds upriver from here."

"It prowls at night, killing sheep and any human beings who try to stop its depredations. Some peasants have seen it by moonlight, and they are sure it's a fiend of some kind. Already it has killed my two sons, who attacked it in its lair. I can not order any of my other knights to hunt so terrible a thing, and I myself am too old to fight such a monster."

Any player knight who immediately volunteers to fight the monster gets a check on Valorous. Any knight who stays away from the fight gets a check for his Cowardly trait.

Byanne

In the morning, King Caradoc and a suitable escort take the player knights to the path which leads to the cave where the fell creature lives. He blesses them in God's name, then departs. As the player knights follow the path into forested hills, the gamemaster should roll dice and ask for Awareness rolls to keep the players alert, but they are actually in no danger here.

After three miles of winding through the hills, the path leads them to another marvel. At the top of a hill is an enormous tree, half of which is green and in full leaf, while the other half burns with flame, yet is never consumed. Under it sits a beautiful young woman whose sumptuous dress is exactly like that of the tree when the knights first see it. When she rises, it appears to be only rich cloth, woven with gold on one side and with emerald lace on the other.

Nearby the path forks thrice.

The woman rises, and although her clothing no longer appears to be leaves and fire, the tree still is. She greets the player knights pleasantly, and asks if they hunt the young giant. If they answer affirmative, she speaks more.

She says, "I am the Princess of the Dean, and you are the first people to ever meet me. Since the ancestors of the Picts first called me from my Mother's house no one else has seen me."

As long as she is not subjected to anti-Pagan or anti-faerie rhetoric, she is friendly. Some of the possible questions and answers are:

Q: Why now, or why us?

A: Check the character sheets (or memory) to see which characters were at the Castle of Joy. To them, the princess says, "You did it. You helped to win the Battle of the Castle of Joy, and released the Enchantment of Britain. I watched you from the castle walls one day."

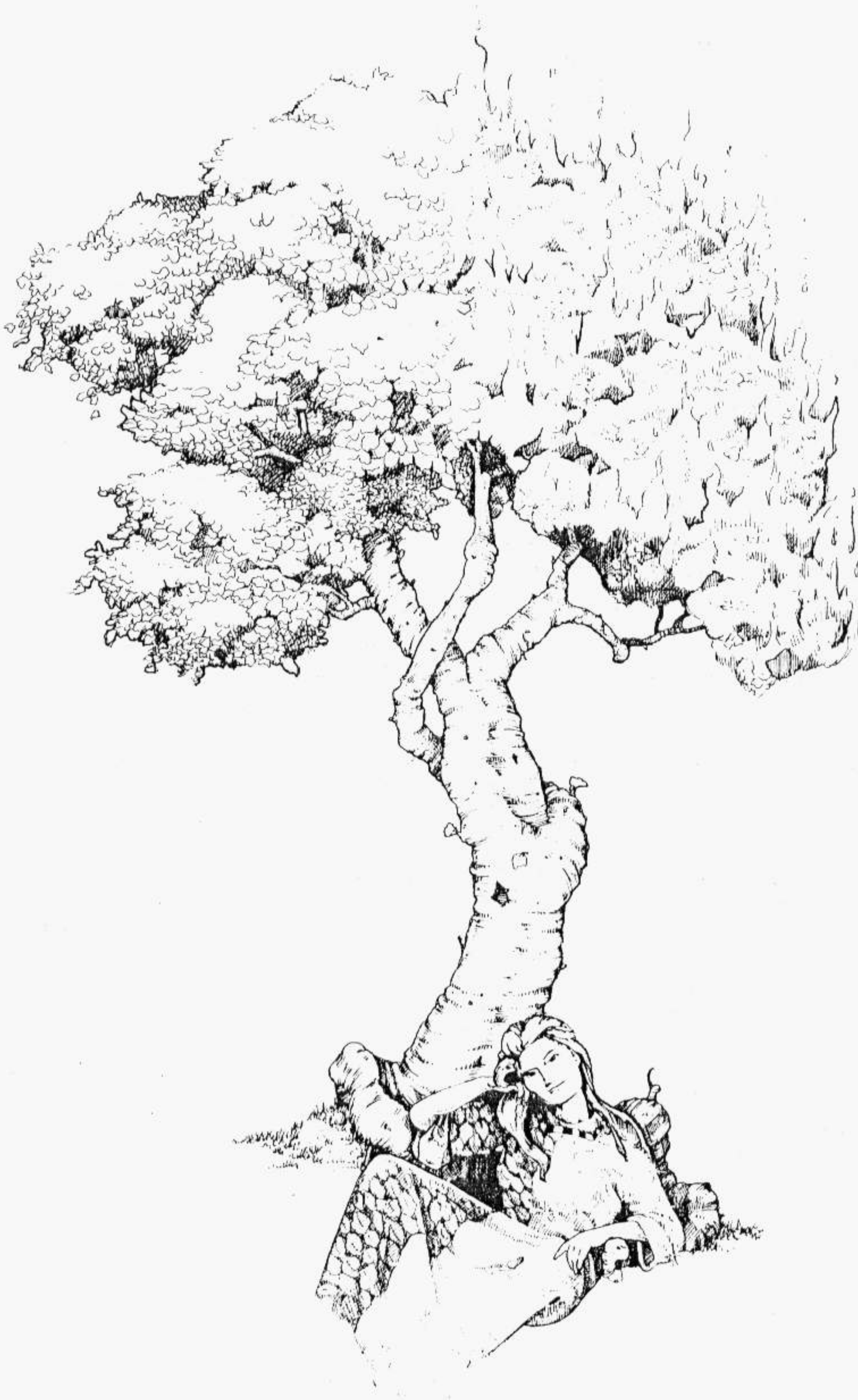
If no one was there, she says, "A great battle has been fought in Faerie. The forces of Light have won, and so the Enchantment of Britain has begun."

Q: Why are you doing this to Caradoc?

A: "Doing what? We are only doing what we are supposed to do. We can only be what we are. We mean no malice, but instead are put here to warn, inform, and to challenge."

Byanne

Byanne reclines beneath the half-burning tree as she awaits the player knights' arrival.





Q: What about the giant fiend?

A: "Fiend? No, just a giant, and a bad one. He is Grung, a foul and fell creature. It has wandered from the Forest of Shadows, like many other creatures which were released from the grip of the King of Castle Mortal after the battle."

Finally, Byanne warns the player knights that the young giant fights with a poisoned spear and tells them that the middle path is the one to follow to his cave. Then, with three quick steps and a turn, vanishes behind the burning tree, which is suddenly normal.

The Byanne Stone

If the player knights are new knights or players, the game-master may wish to provide them with a bonus to help them survive. Byanne's Stone is provided for this.

In this case, the princess speaks one last time and asks if they are truly valorous enough to face the giant. At their answer, she warns them that the creature is very fell and foul, and describes it briefly. The gamemaster should have the players make Valorous rolls, treating these as opposed rolls among the player knights. Failures make people attempt Cowardly rolls. In this case, Byanne is seeking the most Cowardly. To him, Byanne gives a small grey stone. She explains, "This is the Byanne Stone." It will render the holder invisible when clasped in his shield hand. The bearer cannot hold a shield when he holds the rock. (This stone will gradually lose its power, fading away in about a week, or however long the gamemaster wishes. The gamemaster must control how it will affect play in his on-going campaign.)

The Giant Grung

If the player knights are suspicious of Byanne and take one of the other paths the right path goes into hills and dense woods, then peters out in a mile or two at a shallow water-hole in a dried up stream. The left-hand path crosses the stream, and leads to a tiny hamlet called Dorstone, whose inhabitants rush out to beg the knights to protect them from the giant across the stream up Merbach hill, that one right there. Their frantic instructions are correct.

Byanne's description is more correct. In their fear, the local peasants have inflated the young giant's reputation. Rather than being a fiend, it is a small giant who was cursed by a witch. It has horrible, ugly warts clustered thickly all over its body which give it a better than normal natural armor protection. It also smells like decaying meat. When the player knights first come close to the giant's lair they must make a CON roll or spend the first melee round gasping and choking. In that condition, they may attempt to Dodge or Parry, but they may not attack.

The Sword Wyrmbane

Byanne directs the most Pious knight to use the sword because whoever uses it is very likely to meet their God or gods in the fight against the Dolorous Wurm. The blade is enchanted to be especially deadly against wyrms, giving any knight who uses it an extra 2d6 damage against them. Unfortunately, its magic also stings the wurm so badly that it directs its fire and bite attacks exclusively against its wielder.

King Caradoc has a bard who is able to decipher the name on the sword but no one has any more information to offer than that. During the final combat with the Wurm, the game-master should secretly roll the extra dice and add their total to that rolled by the player knight using the sword. The gamemaster should also make dramatic comments about how deeply the sword bites as the knight strikes and how the beast screams in agony when struck by him. The sword retains its enchantment indefinitely, should any player knight actually want to keep it after discovering its very mixed blessings.

The Lair

Grung has taken an ancient site to be his lair. In the 20th century it is called Arthur's Stone, and it is remembered that Arthur killed a giant here and buried it underneath; or maybe a king was buried here; or maybe Arthur himself. The marks described below are also real, and part of the legend.

The stones are actually an exposed burial chamber. A couple thousand years ago someone was buried inside a stone-lined mound. Since then Nature has stripped away both history and substance from it, leaving only the stones, and the memory of magic which attracted Grung to live here.

A huge capstone, kite-shaped and measuring 18 feet by 8, is supported by nine uprights. Two more stones follow, like the tail of a kite. The top of the stone is about six feet off the ground.

Grung always sees knights coming (except the invisible knight, of course) and hops atop the rock to fight, which gives him a terrific advantage. From there he cannot be attacked by a lance charge, and a man on foot gets a -10 modifier to his skill, while a man on horseback gets a -5. When he is on one edge of the rock, Grung cannot be attacked from the other side. If two horsemen wish to crowd in to fight at the same time, both must succeed at a Horsemanship roll. Whoever fails this roll does not get to attack, but can be attacked by Grung, in which case the knights use their in-hand weapon skill defensively, but can not strike, and can not use the special Defensive tactic described in *Pendragon*.

Knights can try to climb from their horses-back onto the rock. They must make a DEX roll, modified by armor (-10 for metal armor). Failure indicates the knight falls to the ground, taking 1d6 damage, as usual. If Grung attacks a climbing knight, the opposed resolution is for Grung's attack against the DEX roll, where a successful DEX indicates the knight is on the rock at the start of the next melee round. If



Grung is successful, damage and subsequent consequences are calculated normally.

Grung the Giant

SIZ 25	Move 6	Major Wound 25
DEX 15	Damage 8d6	Unconscious 13
STR 20	Heal Rate 5	Knock Down 25
CON 25	Hit points 50	Armor 15
APP 4		

Modifier to Valor: -2

Glory to Kill: 125

Attacks: great spear @ 13. Grapple @ 15 does 3d6 damage. The point of the spear is smeared with an herbal poison that does 1d6+1 additional damage the first time it actually wounds a player knight. That is, the first time the young giant's rolled damage supersedes the knight's armor points. On the second wound, it does 1d3+1 additional damage; after that, the poison is entirely washed away and has no effect.

A Glorious Finish.

When Grung reaches his Unconscious level he falls, crashing to the rock, cracking it into two. He rolls off the rock, and pressing upward on a nearby rock with his elbows, tries to rise. He is temporarily helpless, killable. If allowed to rise, he fights until he reaches Zero hit points.

After the player knights kill the young giant, they have time to notice two heaps of refuse in the cave beneath the capstone. Knights who search must attempt Awareness rolls, opposed to each other. A success at the roll means the knights find these are mostly sheep bones, with some human ones tangled up with pieces of armor and two bent swords, and a pair of battered shields. [Heraldry +5, success = they are Caradoc's sons, alas.]

A special prize awaits whoever rolled a Critical Success, or otherwise wins the Awareness opposed roll. They see a third sword in a filthy old scabbard. This sword has a beautiful ruby in the hilt and ogham letters running down the blade. [Read Ogham. Success = the letters spell out the sword's name, *Wyrmbane*.]

Once viewed, every player knight must make a Selfish roll; those who succeed immediately want the sword for themselves.

If more than one player knight succeeds in that roll, the gamemaster should tell the players to stay in character and argue about it for a while. If no one succeeds in convincing the others to give it to him, or after the wrangling has gone on for a few minutes, Byanne rides to the site atop a white mule. (If by some strange chance the player knights haven't searched the cave, Byanne tells whoever has the highest Pious trait among them to fetch the sword.)

Byanne says she hated this giant, and is glad he is dead. The sword once belonged to her lover, and she is glad the knights have it now.

If the characters have not settled the ownership issue among themselves by this time, Byanne tells them that the sword belongs to the most Pious among them. The players should make opposed Pious rolls among themselves until a clear winner emerges. She also has a healing potion with her that restores 1d6+2 hit points when she personally applies it. She has one dose for every player knight. "That should get you back to the king," she says. "You will find him at Madley." After she's tended any wounded player knights, she vanishes again.

When the knights return, King Caradoc orders a feast in their honor. His daughters all have Chirurgery at 17, and of course, are glad to tend any wounded hero who needs further aid.

News of The Dolorous Wyrn

King Caradoc is at the town of Madley. He is thrilled to see the knights return, and appropriately sorrowful at any casualties. He orders a feast to honor the knights, and Chirurgery for anyone who needs it.

The feast is a Grand Feast, with seven courses.

Favorite Dish: Parsnip Mousse with Almonds and Wine.

Favorite Entertainment: player-character storytelling.

During the feast Caradoc asks for a retelling of their latest great deed. Player knights may try Orate rolls, perhaps

King Dribbler

Years ago lived King Peibau, ruler of Ergyng, who was called King Dribbler because of his uncontrollable foaming at the mouth. He had a beautiful daughter named Eurddil, and one day noticed that she was pregnant, even though unmarried. He immediately ordered her to be punished by drowning in the River Wye. She was tied into a sack, along with a great rock. But when the sack was tossed into the water, it miraculously bobbed back to shore.

This occurred several times, until at last the frustrated king ordered her to be burned instead. She was tossed into a great burning pyre, but the next morning instead of bones, men found the princess sitting amid the ashes with an infant in her lap. The pair were taken before the king, whose rage vanished upon seeing them alive, and he warmly embraced them. The infant then touched his grandfather's face, and the king's malady of dribbling and foaming vanished, never to appear again.

The baby was named Dubricus, and he grew up to be a saint, and archbishop of all Britain when King Arthur was a boy.



even Compose, Play (Harp), and Singing. Gamemasters should now distribute the Glory for giant-killing as appropriate, and whatever was gained at the feast.

The King then exhibits his generosity. He gives each of the knights a beautiful goblet worth a librum each.

After dinner, a monk may stand up and recite the Miracle of St. Dubricus' birth, which took place in this very town. The combination of piety and silliness usually pleases all players. King Caradoc is obviously pleased with this story since King Dribble is his own great-grandfather. See the side note on King Dribbler.

Finally, Caradoc asks to see the sword which they found. He calls in his bard, who gives its name. The king appears thoughtful for a moment, and then Caradoc entertains his guests with a tale of his own valor — and prudence — when he was young.

"No doubt you've wondered how I lost my left eye. Many miles to the west of here lives a Dolorous Wurm. This fell beast guards a magic stone whose power is that if the true and virtuous High King holds the magic stone in one hand, his other will be filled once daily with as much gold as he can hold. I sought for this stone to win it. Six true knights and I rode to its poisonous vale, and battled long against the foul creature, until three of us were slain and I was blinded by a blast of fire from the Wurm's mouth. We wounded it sore, but it rose into the air. We could see it healing itself, quickly. Then did we decide 'twas better to be poor but living men than rich but dead ones, and we made our escape. But the

foul creature attacked us as we fled, and my loyal men all died to save my life. Since then, no one has gone to the Vale of the Dolorous Wurm."

Note: Dolorous means sorrowful, indicating that it inflicts sorrow upon others.

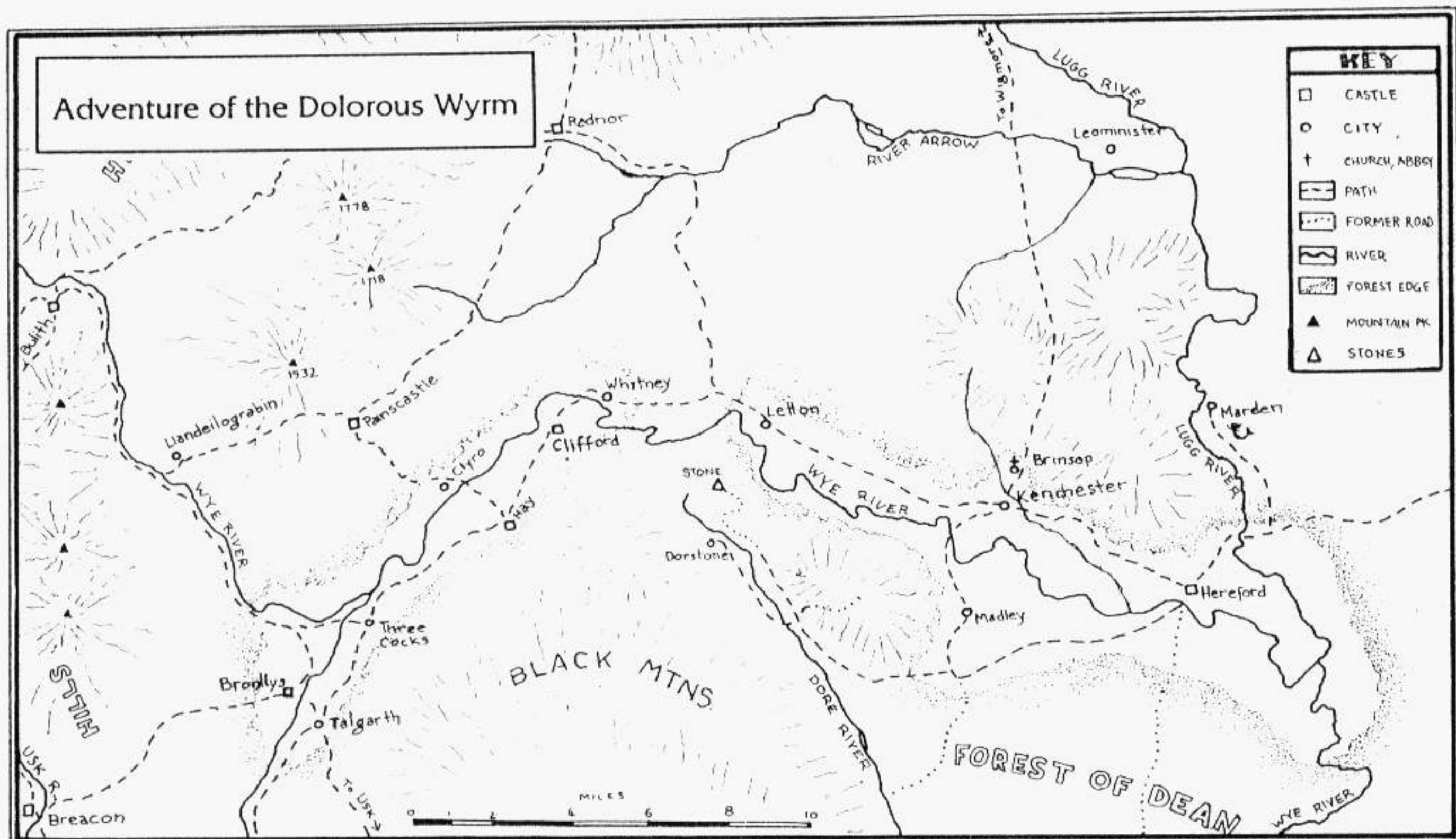
If the players are so obtuse that they don't think of having their knights seek out the stone for Arthur, the gamemaster can have Caradoc prod them. "Alas, now that I am old and without heirs, the stone would do me little good. What a pity that noble King Arthur has not the use of it."

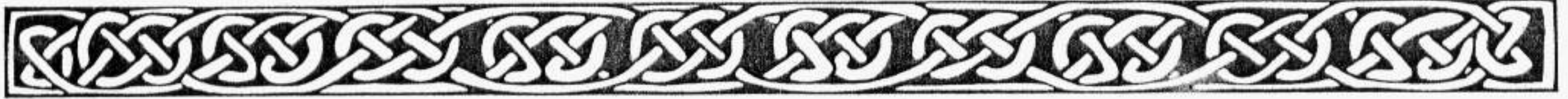
Caradoc tells the player knights how to reach the Vale, which lies two days' ride to the west, following the River Wye. The first day's ride is along the through the settled lands of his holding, and into the lands of Hay. After a second day of travel, on the far side of Hay, is the Vale of the Dolorous Wurm. He warns them that there are many strange beasts in the forest.

The Lady of Feats

The first day's ride should bring no particular incident. Toward late afternoon, they reach the expected river crossing, just past a village which, if they checked, was Whitney.

At the toll station the knight guardian wishes to joust against every knight who wishes to cross. Use the statistics for an ordinary knight. He also says that his overlord, the





widowed Dame Fenews (pronounced vehn-oos) is a loyal vassal of the king of Brycheiniog. She is properly hospitable to visiting knights.

Clifford castle lies one mile up the road. The castle is an old motte and bailey, not well maintained. When the player knights arrive, servants greet them humbly and take their horses to the stable for them. In the hall the dame welcomes them. She is an extremely beautiful woman, and although by no means a young lass anymore, is still quite captivating. Although she offers them hospitality, she also warns them of a strange custom in her hall.

"I know full well that by rights, guests such as you should be seated around me at table, but my knights are such valiant men that they always eat at the head of the table, no matter what the rank of visitors." She gives all the player knights a flirtatious smile, then goes on. "Of course, I'd make one exception, if the High King himself ever rode my way. Now, this custom means no insult to anyone, just honor for my men. I'll break it only for knights who can best mine in single combats."

[Courtesy. Success = this explanation is a subtle challenge and that the Dame will despise any man who doesn't take it.] If no player makes a successful Courtesy roll, they should try Proud rolls. Success here indicates that even though the successful knight has no idea of Fenews's scheme, he's insulted enough by her custom to challenge one of her knights. If no one challenges the custom, Fenews seats the player knights below hers, treats them courteously while they are there, and then, after they leave, makes fun of them to everyone she knows.

If the player knights take the challenge, Fenews picks an opponent for each from her retinue. They are all Good knights, as given on the back of the Characters Booklet in the Pendragon game. The rules for the individual combat are simple: fighters must withhold their blows, and the man who scores three touches first wins. If anyone criticals and thus causes actual damage, Fenews stops the dual, apologizes profusely, and sends a servant to fetch her 72-Herbs healing potion, which heals 1d6 point of damage overnight.

Any player knights who win their combat are seated at the head of the table with the dame. Those who lose are seated below her knights, but she won't mock them later.

Glory

Glory gained is equal to 10 points per knight for those who took the challenge, plus normal glory for combat.

Dinner

Over dinner that night (a standard feast) Fenews tells something about herself. She is, she says, the rightful heiress to this valley. Her two husbands and her two sons have all been killed in wars, or by monsters while on the hunt. Since she has been married twice already, she cannot be forced to

Hay

Ruler: Lady Fenews (and an unnamed steward, who is out of the story).

Vassal of: King of Brycheiniog (Loyalty = 12).

Army: 15 knights, 50 soldiers.

Places

Bronllys: Castle, site of the steward's court. It has 2 baileys, one enclosed by wooden palisades, and the inner enclosed with a curtain wall. A cylindrical keep on the motte is 3 stories tall.

Clifford: Castle of the Lady of the Feats. Due to be significantly upgraded after this scenario brings trade through the land.

Clyro: Site of a ruined motte and bailey castle.

Hay: Site of a castle which is to be fortified shortly, after this adventure brings wealth to the Hay area through trade.

Llandeilo-grabin: An abandoned village. The church was established by St. Teilo, who stayed and preached for a while, but departed to Brittany many years ago.

Painscastle: A strong castle, home of a robber baron who has no loyalties except to his own people. It has a cylindrical keep inside a wooden palisaded bailey, with a stone tower protecting the gate.

Talgarth: A town, *maerdref* of the Talgarth tribe.

Three Cocks: A village at the crossroads.

Whitney: A village.

marry again, and she intends to remain single unless she finds True Love. As a result, her liege lord has put a steward in charge of most things, leaving her only this old castle and its holdings. She expresses no distress about this.

She asks their business. When the knights tell of their proposed attack on the dragon, Fenews listens with interest. She warns them simply of the danger: "It is a monster which has slain many men."

She adds more information, too:

"It has settled upon the now-ruined church of Llandeilo-grabin, whose residents have long since been eaten or fled. There is one way to reach it, by the river path."

She adds: "If you succeed you will bring great benefit to me, you know. The worm has blocked the *only* road from here to Bulith, where King Tathal lives. To reach Bulith now we must ride the long way around the dragon, either 30 miles to the north through the Kingdom of Elfael, or 30 miles to the south, through the Kingdom of Brycheiniog. Therefore we see little of the people from Bulith."

Clever Jack

A serving boy shows them back to their quarters. Traveling down the long flight of stairs from the tower to the bailey, the commoner attempts to engage in small talk. Each knight may attempt a Folklore roll to see whether they recognize the boy's clumsy attempt at friendship. Depending on the char-



acters, attempting [Forgiving, Merciful, Prudent, or Trusting] may be appropriate.

That night, when in their beds, each knight gets an Energetic roll to see how alert he is. Anyone who succeeds wakes up. [Awareness. Success = the knight sees a person moving silently into the room through the door.]

Whatever occurs, the intruder tries to identify himself as a friend, first, and puts up no resistance. When lamps are lit he is most likely under a heap of brawling knights.

[Recognize. Success = "Hey, this is the varlet who led us here tonight!"]

"Yes, yes gentle Sirs, that was me, Jack the Drudge. That's me, Clever jack to my friends, and the Lady, begging your pardon. Clever Jack, who has seen your dragon many-a-time, yes I have. I know that thing, and where it lives, and even clever little me, I have ideas on how to deal with it."

Depending upon the [Trusting] rolls of the knights, they may or may not agree to listen at this point. It is not unreasonable for them to wait and check with their host, the Lady. Naturally, she is not to be awakened because of this nonsense, so Jack can be tied up and left with the squires until morning.

Lady Fenews is astonished to hear what Jack was doing. "I know this boy," she says. "A commoner, but uncommonly clever, I say." She addresses Jack, as if scolding him. "And though it is a virtue to him and his kind, he has to remember that it can be a vice to us."

Jack is hanging his head. "Yes, *dominus*," he says. [Awareness. Critical success only = the knight sees Jack smirk.]

"But I would tell you," she says, "I would listen to anything that Jack told me about something he knows."

Jack

Jack says everything with humility to his social betters. He is an extremely smart fellow, and would rather sneak by with knights than scratch the hills with sheep herders. Lady Fenews has given him enough informal instruction to keep him within the proper terms of courtesy. If he defies his rank at all it is the way he is willing to sometimes look knights right in the eye. He also has a way of making the nobles think they are the source of the ideas.

"Here is what we have to start with: I know it hates red, because I have often gone out to the hills and waved a red dummy at the monster. Even all the way across the valley it can see the red man, and as soon as it rises I leave the dummy behind and run away and hide in the rocks there. I have done this several times. It burns up the dummy and goes away. So what would you, Sir, think we can do with that? Or you? Well, you look like you might be saying we can use it as a lure or something. Was that your idea, Sir? A good one, I think, I do, says Clever Jack. A lure is a good start."

And so on. In a similar vein, he continues.

"Here is one problem: we have to keep it from flying away. Everyone hereabouts knows the story of Sir One-eye who came with a hundred knights to kill it. They were all killed because the wyrm kept flying up and getting healed of its wounds. We have to find some way to keep it on the ground. Do any of you have ideas?" He waits, and listens.

"Here is what I would try: In ancient days King Hu used great iron hooks to hold a monster so that his warriors could kill it. He used oxen, but his *avanc* could not fly. But I think iron hooks would hold it for a while. Do any of you have ideas on how to make it eat iron?" He waits and listens. If no better idea comes up he replies.

"Here is what I think. I will make a fireproof dummy, and I will lash it to the tower which the dragon lives on. It will attack it, and when he cannot burn it down he will bite it. There are no good rocks in the vale to lash it to where you can use those great horses of yours. Is that an Andalusian? Oh, a Norman horse. I have heard of them, but never seen one. Is it true the king rides only white horses?"

"Oh yes, the wyrm. Then he will be held down until you can kill it. But I need a diversion to keep it occupied while I dash to the tower. Do any of you have ideas?" He listens, and then says, "If no other idea is proposed, I suggest one or more of you ride out and challenge it. When I see it rise to attack you I will run to the tower. After it turns upon the tower, the rest of you attack it."

Failing anything else, this is the plan. Clever Jack does his best to make the knights sure that they have come up with it.

Jack accompanies the party dragging a huge bail of rope, and his dummy, now wrapped in dull canvas.

At one point Jack urges a halt and says, "I am going to cross the river and cut across some hills that way. You can't ride there, but if I do not have to tarry I can be in position by the time you make a leisurely ride from here to the edge of the vale. If I don't see anything by sunset tomorrow, I will go back to my lady's castle." He goes away.

The Hermit

On the second day, after several hours of travel, the player knights leave the settled lands behind them. They pass through open meadows, see stands of sparse woodlands, and occasionally find a near-empty hamlet where old men and women watch in suspicious fear as the knights ride by. Some hours after noon, the road leads them through a fairly open woodland. The see, off to their left, a little fire burning in front of a thatched hut. An aged man comes out and calls to them courteously.

He is Gromer, a holy man and seer, whom Fenews supports in his hermitage. He is a kindly, generous soul who invites the knights to share his simple meal and to tell him



the news from Arthur's court. Although Gromer has great spiritual power, his long isolation has driven him slightly mad. He gets muddled easily, forgetting what year it is, lapsing into some strange language that the knights have never heard, and getting the names of the knights mixed up.

This encounter exists primarily to add a touch of supernatural prophecy to the on-going campaign. During a mundane conversation with the player knights, Gromer's strange gift possesses him. He suddenly stops speaking, stares blankly into space, then intones in a hollow, booming voice:

"These are the three hidden things of the fate of the island of Britain: a sword that slays the smith who forged it; three gold lions who eat the flesh of woe; a fair flower that blooms behind stone walls."

Gromer is simply unable to explain these prophecies to the player knights. It will take him years of meditation and hard thought to be able to understand them himself. "What the gods give," he says quietly, "they make a man work for." (The sword refers to Mordred killing Arthur; the three lions are Mark's device, and Tristram's name means "woe"; the fair flower is Guenever in the convent.)

Since he lives close to the Dolorous Wyrn, Gromer may also have some information about it. The gamemaster will have to decide exactly how much, basing his decision on the strength of the player knights. If the party is truly formidable, Gromer should only know the location of the path that leads to the wyrn. If the player knights are weak, he might tell them quite a bit about its strengths and habits. If the party falls between these extremes, the gamemaster can feed them a few scraps of information.

The Dolorous Wyrn

Gromer takes the player knights three or four more miles up river. He blesses the knights, then turns to return to his hut. The knights ride on a few more miles.

Going past a bend in the river, the valley behind becomes visible from behind the hills. Everything is burned black. Even the weeds are burned, so no sign of life is visible. Stumps, none more than three feet tall, show where trees once stood. Each step of the horse's hoofs brings up a puff of ash. The only thing to see is the remnants of the church: a tall, stone steeple.

[Awareness. Success = the knight sees the wyrn uncoiling from the steeple. Its head rises straight up, surveying the area.]

A strange feeling hangs over the village. Not so much a stench or cloud, though it has elements of both, but a feeling of a monstrous presence, like the charged air before a thunderstorm. At this point, the gamemaster should state that the horses are tossing their heads, rolling their eyes, and trying to pull their reins free of their owner's hands. (If a player knight

has some kind of exceptional horse, he may plead that his horse wouldn't act this way, but the smell of the Wyrn is so terrifying to horses that even a magical destrier will revert to sheer animal instinct.) The player knights should make Horsemanship rolls. A fumble means the horse bolts; failure, that it acts more and more frantic; success, that it stays at its current level of fear; critical, that it stands but still trembles.

The sensible thing for the player knights to do at this point is to send their horses back down the path with the squires who tie them up some distance away. If left unattended the horses rear up, break their reins, and bolt blindly back down the path. (They will not stop until they reach Gromer; in their dim way, they hope that this human can save them.)

The horses have every right to panic, because the Wyrn is particularly fond of horseflesh. As soon as the player knights reached the edge of the clearing, the fell beast smelled their mounts and began searching for its prey. All the knights see it unfurl its huge wings, and with a storm-like flap, rise into the air.

The player knights have the choice of ground and tactics, but nothing of use is around. They can run, but will be pursued by the creature. Here it swoops, crashing to earth among the knights.

The Dolorous Wyrn

SIZ 35	Move 11	Major Wound 25
DEX 30	Damage 7d6	Unconscious 15
STR 35	Heal Rate *	Knockdown 35
CON 25	Hit Points 60	Armor 15

*this worm regenerates 5 hit point per melee round until slain.

Modifier to Valor: -10

Glory to Kill: 400

Attacks: bite @ 15; tail lash @ 13. It may bite one foe and lash at another each round, provided that the target of the lash is down near the Wyrn's tail. It cannot attack while flying.

Special: fire breath @ 10. This attack does 1d6 normal fire damage; armor protects only for the first time struck. It may only be used against the same target that the Wyrn is attempting to bite.

The Wyrn has no more intelligence than any clever predator with magical powers. When it receives a Major Wound, or its hit points go below half, it flaps its wings and flies upward into the air, where it stays until it heals. If it receives enough damage in a single combat round to bring it below its Unconscious level, it goes into a survival rage and keeps fighting until it reaches zero hit points.



The wyrm also has exceptionally keen hearing; it attacks the holder of the Stone of Invisibility at -5, because it can still sense where he is.

Once it is struck by the sword Wyrmbane, it uses its bite-and-fire attack exclusively against the wielder of that sword, because of the pain which its magic causes. It will not let up on this attack until it or the bearer of that sword is dead. If it does kill Wyrmbane's owner, it turns and randomly attack nearby player knights.

The Fight

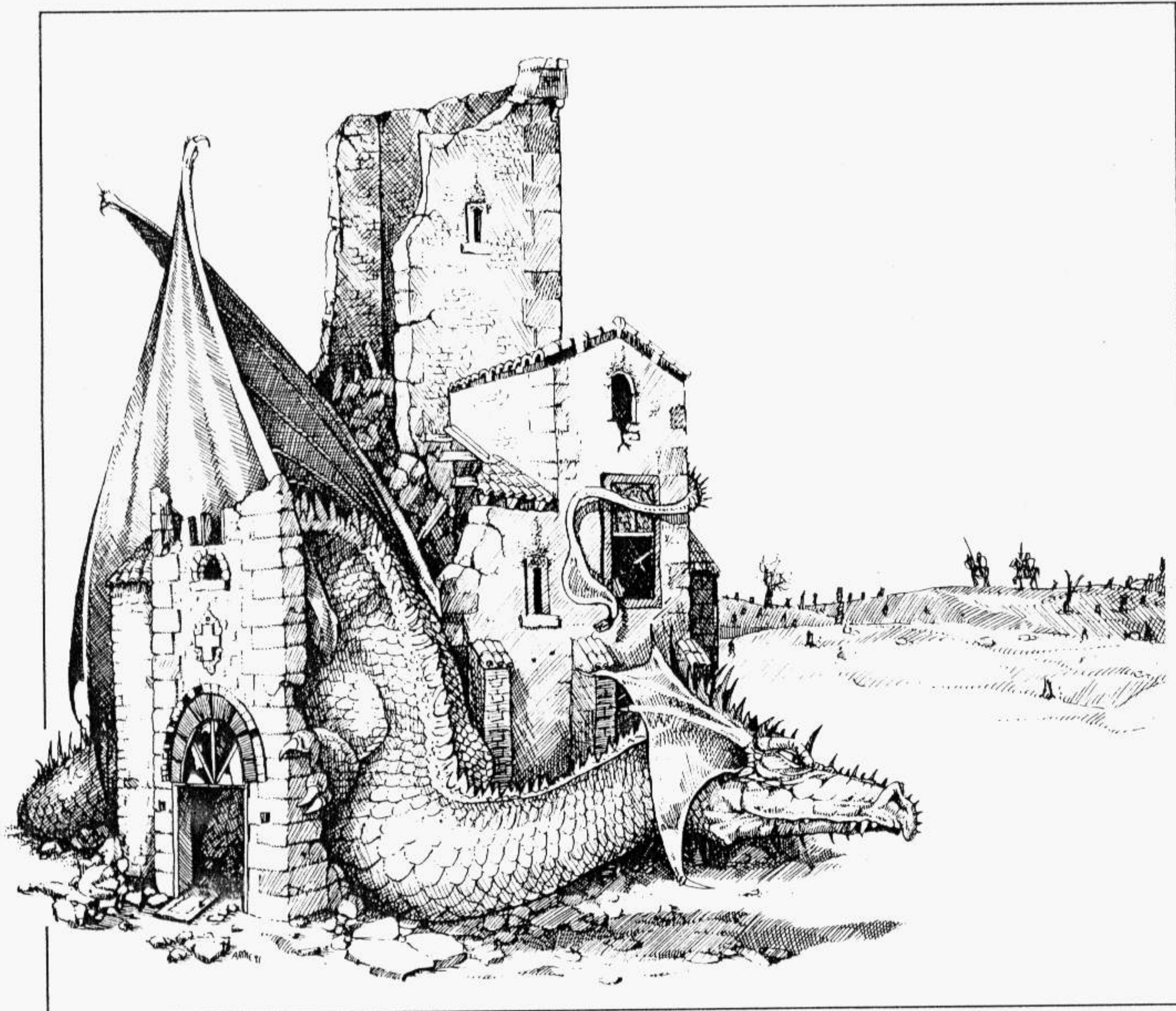
If the plan is followed, it works as planned. The wyrm rises to attack the first intruder. The knight or knights must survive for at least five rounds as Jack dashes from some rocks to-

wards the steeple. Once there, he lashes the dummy in place, and hides inside as he sees the wyrm turn towards it.

The melee takes place about 3 movement rounds away from the steeple. At their fastest, the knight would require an additional round to prepare. Thus the soonest they could reach the steeple is four rounds.

The Dolorous Wym

As the knights ride closer, the wyrm scents their mounts on the dry breeze. Slowly it lifts its head, and begins a search for the source of the smell.





When it attacks the dummy, the wyrn requires one round to fly to the steeple, one to breath fire, another to breath fire again, and a third to wrap himself around the entire steeple. It has regained 20 hit points in this time. Describe the sight of the wyrn's wounds closing, its ragged wings sealing up, and its blind eye reforming. This might make the knights hesitate. Whatever they do, require [Awareness.] rolls. Success = they see the wyrn squeeze, like a constrictor. The steeple creaks, and some stones fall off the top.

Suddenly it screams and stiffens, straightening out slowly for one round as the spasm of pain lashes through it. It hangs by the hooks in the dummy. It is stuck! The following round, and afterwards, the hooks hold the wyrn in place, but otherwise its parts are free to move.

The gamemaster must run the melee to its conclusion.

The Magic Stone

It's likely that at least one player knight will survive the battle with the Wyrn. If none do, they will be avenged later in the summer, when Byanne directs Peredur to the wyrn.

After giving each other First Aid, the survivors undoubtedly approach the body. If they have not spoken of the stone, remind them that they must search for it. Though the area about the steeple is littered with burnt debris, the magic stone is not visible. Nor is it inside the steeple.

If the player knights think to examine their fallen foe, they should have the chance to make Awareness rolls. Success means that they spot the sleek, green jewel at the tip of the tail, wedged into its scales.

The knights are would be wise to deliver it to King Arthur as quickly as possible, telling no one of their secret until they see the High King.

Deus ex Machina.

The scenario may result in the death or critical wounding of many or all the knights. Gamemasters must decide what they wish to do about this. If the gamemaster gets a critical success to his Arbitrary, he can provide this relief:

- Gromer has been watching from a distance. Witnessing the wyrn's death brings his sanity back. He remembers that he was the village priest of this place. With miraculous prayers he brings the knights to the brink of life. He settles down, and provides chirurgery for the duration of their healing.
- Byanne has been watching and sends a flock of bright finches bearing magical healing. They stave off death, singing a sweet tune to the men's souls, and seducing them back from the brink of death as they try to leave their

bodies. She arrives with a healing potion that heals 1d6 points of damage, and visits the hurt men daily in the tower to perform Chirurgery until they are healed or die.

- **Clever Jack:** If Jack is in the tower, the gamemaster may have him do something to help the knights escape. Probably not something heroic, but maybe something which would let the knights live. For instance, maybe as the wyrn is occupied eslewhere he drags the survivors inside the steeple and says he will go get help. But they must ditch their armor and be ready to run when they can. He dashes off into the night. The last sound is of his dog barking. Some time later, attempt [Awareness. Success = the sound of horses stampeding towards them.] As the horses near the tower they are attacked by the wyrn. Jack appears in the door and says, "Run. The horses have had it." And dashes out himself. If the knights run they can make it too, but they lose their horses and armor.
- **A humility lesson:** If Clever Jack's help had been rejected, this peasant boy could have been following the knights from a distance. He waves a scarecrow, made of red rags, at the dragon from a distance. When it turns his way the boy plants the dummy and runs for cover. The wyrn attacks the scarecrow, providing time for the knights to escape or regroup.

Return

The gamemaster should play the return journey in narrative time.

Dame Fenews is fascinated and pleased. She orders the best fare to be set. (It is pretty humble stuff for a feast, indicating how poor she is.)

Favorite Dish: Venison with cinnamon sauce.

Favorite Entertainment: Hearing about the dragon fight.

At her court the affairs of Clever Jack are settled. He is left to the gamemaster to use or forget. He might be pleased to stay here, where he is relatively famous and working for his *domina*. If the gamemaster thinks he will be a useful character later, he can send him along. Perhaps as a native guide.

King Caradoc offers shelter and any needed chirurgery to the player knights, who are treated as great heroes by the populace. They have another feast.

Favorite Dish: Galantine Pie, shapes like finches. (Contents: minced beef and chicken, with bog berries, and currants)

Favorite Entertainment: Listening to the player knights tell about the dragon again.

When the knights at length leave the Forest of Dean, local peasants tell them that the High King and his retinue are



on their way to Gloucester. The player knights catch up with Arthur about five miles north of the city.

The gamemaster should get as much drama as possible out of the presentation of the stone to the king. First, player knights must convince Kay, who is in a worse than usual mood, to let them speak personally to the king. Arthur, on a great snow-white horse, receives the knights. He is lordly and distant at first as they tell the tale. When they give him the stone, he's skeptical, smiling, looking it over, rubbing it between his fingers. Finally he decides to try it, asking for a gold librum. The librum immediately appears in his open hand.

At this, everyone around swears in astonishment. Cries of "God's blood!" and "By the Holy Elbow of God!" ring out. Men and women come running from all over the encampment as Arthur tries the stone several times. The player knights find themselves in the middle of an admiring, excited crowd. Closest are Arthur's household officers, of course. Finally the king slips the jewel into some safe pouch and announces that he must reward the brave knights who brought him this treasure.

King Arthur glances at his officers. "Marshall, break the march. We camp here. Kay, prepare a regal feast, including those dainties you told me about from Africa. Chamberlain, find me some clean clothes and a place to speak to the ambassador. Bedivere, would you please get these men some clothing, and a place to wash up. Sir Knights," he says to the player knights, "I invite you to join me tonight, at my high table, at your pleasure. Bedivere, see if any of them are lovers, and let them practice manners on the queen's end of the table, too. Then bring that ambassador to me." By this time a frantic rush of activity has burst into a riot of motion. Arthur dismounts and goes off with his chamberlain.

With a friendly smile Sir Bedivere escorts the player knights to a place where a rich pavilion is being raised. "Here in my pavilion," he says, "You will receive what you need." They do. "One last thing," says Bedivere. "When King Arthur asks you to tell how you came by this stone, you should have one, or two, or however many it takes, to tell this adventure. But take the time among yourselves now, not in front of the assembled nobility of Britain."

"Now if you will excuse me, I will see to the ambassador of Portugal." And he goes.

The Feast

The feast is grand, and the knights who brought the stone back are given seat of honor at the Pendragon's High Table for it.

Favorite Dish: An Extinction Roast. (Selected parts of the last sturgeon from the Libyan Lake Tritonis, steamed to a flaky perfection, garnished with sweet bright orange and yel-

low flowers, something small and black and sharp-tasting, and other African herbs.)

Best entertainment: The Tuscan harper whose songs made everyone see things in their minds.

After the dinner King Arthur asks his clerk to tell him about the stone he received today. Everyone stops whatever they were doing to listen. Many more eyes fall upon the new knights than upon the wrinkled old clerk that everyone sees regularly.

Arthur's court clerk comes forth and tell the story of this miraculous stone.

"It is called the Stone of King Bladud. Bladud was an ancient wizard king of Britain, who predicted, through alchemy, that it would exist. He stated its power would be that if the true and virtuous High King holds the magic stone in one hand, and asks for gold, his other will be filled once daily with as much of the precious metal as he can hold. However, this same king predicted that he could fly, but went only a few yards before he crashed to his death. After that no one believed everything that the dead king had said."

King Arthur thanks the clerk, and then asks the player knights to tell him, and his assembled court, about how they got this stone.

Players make appropriate skill rolls and, if possible, briefly relate the events the way they all have more or less agreed. Anyone who succeeds at their roll gets another 15 Glory for performing successfully before Arthur's Court.

Glory

500 additional points are divided among the survivors of the Adventure of the Dolorous Worm. An additional 100 are added for this telling at Arthur's court.

Note: Players may have to consider the part of Clever Jack in this Glory division too. It warrants consideration by the characters if he is here, with appropriate Modest rolls where due.

This is a great success for the knights, and they should receive lavish praise, admiring looks, and secret glances from the crowd.

Financial rewards from King Arthur are generous. The King knows that they have just made him the richest man in the world. So each man receives a handsome manor, a charger of noble color (all black, white, or grey, depending on the choice of the recipient), and a suit of noble clothing worth 7£.

Furthermore, the king makes generous living provisions for the widows and families of any player knights slain on the quest, and appoint the other player characters as wards to the widows and children. Finally, King Arthur promises to personally knight the heirs of the slain.

And if Clever Jack had been mentioned, King Arthur orders that he report to the Royal Hunter for employment.



The Adventure of the BEST WINE IN THE WORLD

by Greg Stafford

THIS SCENARIO TESTS the personality traits and the behavior of the characters. It deliberately tempts and tries to cause the characters to err. The destruction of the land is the presumed outcome of the game. In fact, if the characters somehow manage to prevent the sinking of the land, they must learn later that someone else has done it.

Many such tests occur in the King Arthur genre; Gawaine and the Green Knight is the best example. The Grail Quest is the best source for obvious moral tests: is Percivale chaste or not? What will Bors do when his brother tries to kill him? Is Lancelot truly contrite and chaste? Other, more subtle tests abound. Only true lovers can escape from the Val sans Retour; only someone truly merciful can avoid the evil fate suffered by Gawaine in his first quest; Gareth and La Cote Male Taile have their humility severely tested.



Starting the Adventure

Here are some reasons that knights may choose to go to Gwaelod for this adventure:

- The Adventure of the Best Wine in the World: Vintners everywhere talk about the extraordinary quality of rare wines which are rumored to be in Gwaelod.
- Adventure of the Prisoner Countess: A beautiful countess is said to be held prisoner in Gwaelod.
- Exploration: Gwaelod is rumored to be a very wealthy kingdom. Exploring distant realms and bringing them the chivalry of Arthur's realm is a common activity among wandering knights.

Getting There

Castle of Legions

The City of Legions is the last friendly city on the route to this adventure. It is a thriving seaport, although not a Large City (with its expanded price list). However, anything of Irish origin can be purchased less expensively (especially

Irish coursers). Overlooking the city is the medium-sized Castle of Legions.

Early: The castle has two very well maintained baileys, with a large square tower keep atop the motte.

Later: Under King Arthur's control, the Castle of Legions is extensively reinforced with a curtain wall, another tower added, and a new hall built.

The Duchess of Cheshire

The Duchess is an elderly woman who lives with her husband in the Castle of Legions. She entertains visitors while the Duke is "off intriguing someplace." She is interested almost exclusively in the latest fashion in Camelot, gossip about the queen, and what they are saying about her and her husband at court. She drinks heavily, and goes to bed early.

Favorite Dish: Canel Eyroun (figs stuffed with cinnamon spiced eggs).

Favorite Entertainment: An Irish harper singing the "Lay of Deidre," a sad love story, in Cymric.

After dinner, the knights may speak to Sir Segocon, castellan of the Castle of Legions, and loyal man to the duke. He will give them information about the military and political situation farther west.

Sir Segocon's Directions

Sir Segocon is happy to tell them what he knows. "The place you want is called Gwaelod, and it is ruled by a canny old Pagan king who has not been subjected to the rule of another for as long as we have known. Almost no one goes there because it is a very difficult trip. They are said to be very rich, but it is probably rich the way those hill men think of rich: he has a clean shirt, a horse and a thousand sheep (ha ha)."

Three main routes lead from known Arthurian territory to this adventure: through Norgales, through Gomeret, or a theoretical route which is to be discovered the wilderness.

The advised route through Norgales is the one detailed for this adventure. Brief information on the alternatives given here is intended to discourage player knights by punishing them with wasted time. This is for the most part harmless, and hopefully teaches the knights (and players!) to trust good sources of information.



Through Norgales

Sir Segocon explains this route: "You'll have to take the road which leads up the Dee River valley. That's the one I recommend. You'll have to go through the Kingdom of Edeirnion in Norgales most of the way, and once you're past their borders you enter the southern limits of Gomeret."

"King Dogfeiling of Edeirnion is more or less subject to the King of Norgales, but keeps some of his independence. And that tribe isn't so full of hating Arthur's knights, though I'd not recommend any Cheshire knight go there."

"You'll have to get off to an early start. It's a long ride to reach the next castle. That'd be Dinas Bran, where the king collects his tribute. It's a long, hard day's ride from here, up and down hills and through the Clocaenog Forest. You should be ready to spend a night camping out if you are slowed at all."

"Alternately, take the easy route. Ride south ten miles to the Castle of the Ball. The Lord of the Ball will show you the road upriver to Dinas Bran. It takes a fair day's ride from there, but not a hard one."

"From Dinas Bran you keep going upriver, and you'll get to the Roman camp called *Caer Gai*. The people there will greet you warmly. That is where King Arthur was a boy, you know, and they still remember him fondly. They renamed it *Kay's Camp* you know."

"You should be able to find a guide who will take you over the hills to *Tomen-y-Mur* in southern Gomeret. But after that, you're on your own."

Through Gomeret

If the notion of traveling through the heart of Gomeret comes up, Sir Segocon says, "You don't want to go through the middle of Gomeret, even such a tough-looking bunch as you. Hell, even the monks hate us there, and to get their hands on some of Arthur's knights would give them something to praise God about. So unless you have sort of special safe conduct from Maelgwyn himself, don't go up there. I'm sure they have plenty of roads to get to Gwaelod, but everyone will just conduct you to Maelgwyn, who's likely to hold you as his 'guest' for a few months."

Going this way should be difficult, with many arrogant knights challenging the player knights to joust as they are taken to Maelgwyn at *Degannwy*. The king's steward welcomes them, promises hospitality, and conducts them to private rooms. They are fed at the hall, but cold shouldered by everyone. The king never sees them, and since they cannot leave his permission without breaking their hospitality, they are *de facto* prisoners until released. After a couple of months of this, they are "traded" with the Duke of Cheshire for some other prisoners.

Treat this as another incident by Maelgwyn which provokes the eventual invasion.

Across Country

The player knights may express an intention to cut across country, in which case Sir Segocon says, "You knights must have had a whiff of that magical wine, and its gone to your heads. No one of us could hope to get through those mountains alive. Stick to the Dee Valley, believe me!"

From the South

Approaching from the South is the long way, and probably the result of an accident rather than planning. But knowing players, we'll cover this one too.

The player-characters ride northward along the coastline of Cardigan Bay to reach Pennal. From there they ride into Gwaelod, and have the same encounters as if they had come by the northern route.

Sailing to Gwaelod

The Tower of the Sea can be reached by ship. In fact, it has a lively trade going on with merchants sailing the Cardigan Bay.

However, it is impossible to start the scenario by sailing to the Tower of the Sea. Noblemen and important knights can land there, and even visit the count at court. However, the countess never shows up to greet visitors who come by sea. The player knights will have an uninteresting stay in Gwaelod and not become involved in this adventure.

Getting to Castle Dinas Bran

Easy Route

Sir Segocon's advice is good and true. The knights easily get directions from the Lord of the Ball to Dinas Bran. Two sights along the way may be of interest:

- **Bangor** (also Bangor-on-Dee, or Bangor Iscoed) is a monastery founded in hostile territory by a monk who is trying to convert the pagans.
- **Llangollen** is a monastery headed by St. Collen, a famous holy man who once outfaced King Arthur, and another time Gwynn ap Nudd, the god.

Risky Route

The knights must *all* receive a successful Horsemanship Roll. If anyone fails it, the entire party will have to slow down a little or else abandon him. If slowed, they must spend the night on the road. Camping outside is uninteresting. Unless, of course, the knights stay at the one farm where a faerie adventure lurks nearby:

- **Cefn Bannog**: this farm in the Clocaenog Forest is the home of the Freckled Cow (*Y Fwch Frech*), a faerie creature which gives out unending milk to all.



- **Dinas Bran (J-16):** This 1000-foot high hill fort is topped by a castle with a rectangular stone enclosure, and a square keep. Faeries have often been seen around outside here. Sometimes it is called the Castle of the Raven. ("Bran" means Raven.) (Westwood, 338; Bord, 109)

A Nearby Adventure

- **Caer Drewyn (J-15):** This hill fort is the "Fort of Gwynn," who is a Pagan god of war, death, and the Wild Hunt. His wife is said to keep a herd of magical cattle here, but people cannot normally see them.



Places

The journey to Gwaelod is not intended to be detailed. The gamemaster should use narrative description to get through, pointing out interesting landmarks if he desires. Remember that players always have their own agendas and may seize upon anything as part of it, so be ready to improvise.

Edeirnion

Ruler: Chief Dogfeiling.

Vassal of: King Galihoden of Norgales (Loyalty = 9).

Army: 25 mounted warriors.

People: The people are a Hill Tribe. Though nominally Christian, they still pursue many Pagan practices.

Places: Pertinent facts are given below in the order in which they are likely to be encountered. Local guides probably point these out along the way.

Penllyn

Ruler: King Mawan.

Vassal of: Pendragon.

Army: 20 knights, 75 warriors.

King Mawan is a tribal king with the good fortune to rule the place where Arthur was hidden during his youth. In a large sense, this kingdom depends upon the good will of Sir Kay, its native son, at court. As for accepting Chivalry and the rule of the Pendragon, they are unusually progressive for tribal people, though their cultural foundations are changed more in name than in essence.

But King Mawan always treats men of Arthur well. He gives a feast in their honor, and asks their business.

Since he is willing to help almost any Arthurian knight with what he can do, King Mawan agrees to send guides to help them across The Pass. King Mawan also takes the time to warn the knights to avoid Gomeret and King Maelgwyn.

Places

- **Bala Lake:** (Also called Llyn Tegid) This lake is the source of the Dee River. An ancient chieftain, Hu the Mighty, captured an avanc from this lake one time. Sometimes a drowned city can be seen beneath the surface of the lake.
- **Llanfor:** An abbey at the north end of Bala Lake.
- **Caer Gai:** Within a hill fort north are Roman ruins, the former base for two cohorts called the *Valeria Victrix*, a part of the Twentieth Legion. Its "castle" is the fortified camp.
- **The Pass:** A rugged ride uphill to a pass takes the knights to the edge of the territory. Beyond, past more rugged mountains, lies Tomen-y-Mur.

Tomen-y-Mur

Ruler: Sir Cynddylan, chief of Ardudwy.

Vassal of: Maelgwyn of Gomeret (Loyalty = 16).

Army: 20 mounted warriors.

Tomen-y-Mur is a castle built inside a reconstructed Roman earthwork fort, which serves as a walled bailey. A 30-foot tall motte is topped by a wooden tower.

Cynddylan is the chieftain of the entire commote, who are the Ardudwy tribe. He is a staunch supporter of Gomeret's freedom, but has also acquired respect for Arthur's ideals (if they only didn't apply to Gomeret!).

He is fascinated with the player knights' proposed adventure, and directs them to the crossroads that lead to the Tower of the Sea. The Ardudwy used to occasionally raid Gwaelod cattle, but the reprisals were always much more severe than the gain made, so they no longer raid there. And the Gwaelod folk rarely raid on their own incentive.

He adds, "More importantly, the land is protected by an ancient spirit: a hag. None of us would dare to offend her with arguments, and when we have been sent away at the borders, we obey."

Gwaelod

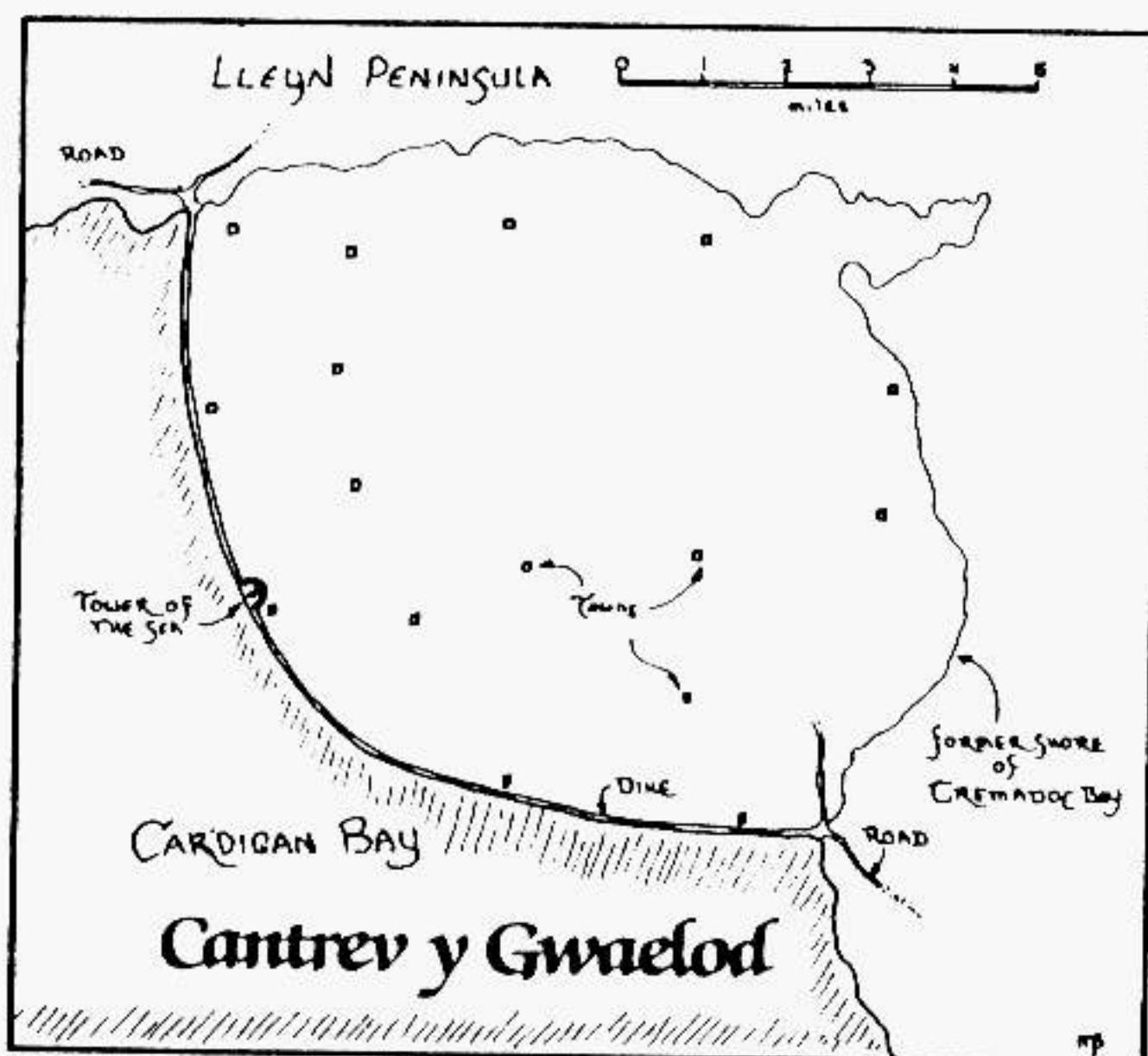
Ruler: Gwyddno Garanhir.

Vassal of: no one.

Army: 25 rich knights, 50 soldiers, 100 warriors.



Gwaelod is a fairy-tale like land, which is been relatively untouched by recent wars. It is actively pagan, with its rulers fulfilling the roles of sacred king and queen of the land.



Places

The Crossroad: At the northern and southern ends of the dikes, this is where the characters meet the hag.

The dikes: These earthen dams stand against the raging Irish Sea. When riding along their tops the player characters may make an Awareness roll. Success indicates that they see the land on the east is actually beneath the level of the ocean.

The "76 Cities": Each of these is a town, full of happy peasants who spin cloth as smooth as samite. Here even the beggars ride horses.

Tower of the Sea: Player knights will spend most of their time here. It is explained in detail below.



Arrival

The Crossroads

As thunder crashes among the western clouds and raindrops splash off the knights' armor, they find a crossroad. A poor dirt trail leads straight ahead, while off to the left, high above the seething water, a good road stretches into the distance.

Here, holding her rags close amid the blustery wind, hobbles an ugly hag. (Her APP would be equal to -16). She

has ash-gray skin, a long pocked nose, skin gnarled with hairy growths, and a fetid breath, like putrid meat.

Even if the knights attempt to ignore her, the horses will not. Upon passing by they shy away from her, even trying to ride off the road. As the knights seek to hold the steeds they see the hag, who stops and regards them all with contempt.

Upon seeing her, all players must make a Valorous roll. Success indicates the character saw what was coming and held his steed (and gets a Valorous check). Failure indicates the knight's horse jumped, and he must try a Horsemanship roll. Success on the Horsemanship roll allows him to control his horse (no Horsemanship check) but failure in this means that he did not, and he will be tempted to let the horse go. Attempt a Cowardly roll which, if successful, gets him a Cowardly check as his horse bolts to the rear. A failed Cowardly roll means he held himself somewhat well, even though afraid, and with a wild horse.

The hag says: "Another batch of heroes to seek the countess, I suppose. You will have to be better than the last ones, if you want to keep your heads. Not everyone can rescue that beautiful prisoner. Just remember, don't speak to the lord of your mission here. Soldiers he likes, wooers of Tryamor he does not."

She turns and vanishes into the darkness, walking through bramble bushes too thick for a horse to penetrate. If characters pursue her, they will find only wind, rain, and darkness.

The knights continue, stumbling around in the rain and darkness, until they come to one of the towns. Any resident will welcome them to their humble (but clean) abode. However, every knight must succeed in a CON roll, or lose 1d6 hit points to illness incurred riding around in the rain.

The towns are small, very tidy places. Down comforters cover every bed, clothes are well-built and well-mended, and plenty of hearty food and drink is available. The peasants are happy, probably singing and dancing when the knights stagger in, coughing and clanking. The locals show respect for, and humility to, their betters. If any knight asks why they are so well off, the peasants simply say they are blessed to live in a bountiful land.

When characters are ready to leave the town, a guide will take them directly to the Tower of the Sea.

The Tower

The Tower of the Sea is sturdy and well-manned. The porter is quite courteous. He asks that all swear to the rules of hospitality and if the characters do so, he beckons them in. They enter the well-cleaned outer courtyard, where the horses will be led away by grooms. A seneschal leads the visitors to a tower chamber where they can wash and refresh themselves.

The room has fine down mattresses and comforters, brass Roman braziers for room heating, and colorful wall



hangings to keep out drafts. The player-characters will meet each night here. Allow them to talk, and if they wish privacy, let them know that they have it here.

After they are cleaned up, a butler comes in to take them to meet the castle lord. Entering the court doors, the visiting knights are ushered forward to meet the host lord, Count Gwyddno Garanhir.

The court hall is large, its floors strewn with rushes, and walls hung with rich tapestries which show the legendary wars fought in mythical days between Kings Gwydion and Pryderi over some pigs. The hall has a high ceiling, and at the far end sits Count Gwyddno Garanhir. His throne is carved from a single piece of ivory, decorated with finely-wrought silver and imported ebony. Beside him, to his left, sits a woman whose radiant beauty diminishes the elven craft work of her plush oaken throne.



An elderly adviser, later to be introduced as Sir Seithenin, stands at the count's right hand. Sitting lower, on an almost toy-like throne, is a very young boy whose attention wanders, who will be ignored by his elders until put to bed early every night, and who has no part in the scenario.

Six guards dressed in red and white livery stand to each side of the thrones. They carry glaives and swords. Other courtiers, apparently knights of the realm, are on the court floor, clustered to the sides and corners.

Count Gwyddno Garanhir asks the visitors their names, after being presented by his herald. His attitude is that of a friendly old count glad to see visitors from the outer world.

Roleplay through this by letting the characters introduce their knights, explain their business, and so forth.

After the knights finish their introduction the count introduces his wife, Tryamor, and his advisor, Sir Seithenin. "But I can provide more than cold oratory," says the count. "Let us begin the welcome feast."

The varlets who work in the castle all wear the same red and white livery of the foot guards. Such uniform dress is very unusual in this phase of history, and the gamemaster should point out the fact. They bring out fine boards, benches, and tables for the dinner, cover all with clean linen, and quickly have maidens carrying out fine ewers to serve wine.

The First Dinner

The lord and lady of the castle are friendly and open, sharing their lives and story with the characters.

Count Gwyddno is a rich and generous count of Cambria. He is a pious man who has been blessed by his goddess with land, wealth, and children. "And with friendly visitors like these," says the count. "Nothing more is needed in the world."

Favorite Dish: Pyke en doucette (smoked pike salad in pastry.)

Favorite Entertainment: A bard telling the tale of Brutus' voyage to Britain and overcoming the giants.

The wine comes out. "Fine wine, from the land of Troy where our ancestors ruled, brewed for the parade of Bacchus, but seized by Brennius, my ancient ancestor who plundered Rome, and saved until this feast."

Anyone who desires to indulge in the wine may do so. All who wish to be temperate must succeed in their roll, or else the heady aroma and bouquet which wafts from the

crystal bottle seduces them to take a sip of the ambrosial wine. Successful Temperance rolls deserve an experience check.

Count Gwyddno is clearly indulging in the

The Hag

The hag of the Crossroads confronts the knights as they enter into Gwaelod.



wine. In fact, as the meal progresses he falls asleep. Lord Seithenin shakes his head ruefully and says, "His *geas* is to drink anything set before him, but he always falls asleep from good drink." Aided by servants, Seithenin carries the count to bed.

The countess: Beautiful Tryamor watches the servants guide her lord to bed. She turns to the visitors and speaks. "This has been good wine, but two nights hence will be the sure night for tasteful indulgence. That night, after the bard speaks of the Swan Knight, ask my lord for Noah's wine."

Countess Tryamor then turns the conversation to the subject of treasure and greed. Everyone who engages in the talk can attempt a Generous/Selfish roll. Everyone may speak on the subject, unopposed unless they wish otherwise, for an experience check at either. The fair dame (and the gamemaster) notes who is the winner among the greedy. If no one attempts a Selfish roll, the dame notes who fails their Generous check in the worst way. After a while the countess departs.

As the evening progresses, a resident knight suggests a drinking contest. Player-characters are urged to participate. Settle the whole messy affair with an Opposed Indulgence roll. The winner is the last one awake (and also the one with the longest hangover).

Eventually the feast ends. The servants stretch out in the corners, under and atop tables, and seek sleep. The visiting knights are escorted to their private chamber.

That night a serving maiden visits the knights and requests that the winner among the greedy to accompany her in secret to meet an unnamed person. If he refuses she asks the second, third, and so on. If no one agrees to go she departs. She will not explain anything, but will act quietly and furtively.

First Secret Meeting

The meeting is with Tryamor, who huddles in a small chamber off the kitchen. Her maid goes off to keep a lookout. The countess addresses the knight.

"Courageous knight, my thanks to you for coming here. I seek aid from someone who will have pity on a captive woman, and who is not afraid to act when the time comes. Will you help me?" she pleads.

"The kind lord here is generous with the gifts of others. He came here and took all from me, then made me his slave wife despite my protests. No one protests for me now because they fear him. He will murder anyone who contests his claim. But someone must bring me justice."

Characters may want to try Merciful and Just rolls. Success yields an Experience check and shows they were moved by that emotion to help her. Flat refusal to be swayed yields a check for Cruel, or Arbitrary and Suspicious.

"It will be worth your while, I promise," she says. "You must seize the Cup of Ogmios at the feast to be held two nights hence. It is large, and worth the ransom of ten knights with their equipment. If you succeed then it will be yours. We can prepare him, and I will give you a signal—watch for it. Then act with courage and boldness!"

"I know a way to aid your task. You must ask the lord for Noah's wine. You are his guests and he cannot refuse without appearing stingy. It is a heady liquor and I am sure the old guzzler will not be able to resist drinking it himself. When he is drunk you can take the cup. Once you have hold of it you must not stop until you are past the borders of this land. Then I will be free."

First Patrol

At dawn Sir Seithenin asks the knights if they wish to accompany him on patrol. If asked, he says that he expects little trouble from the likes of mermen or wyrms, though the weather will undoubtedly cause some.

The local knights make no effort to accompany the elder knight. They never go in this weather, they confess.

All characters who remain at the castle must engage in a mandatory tournament of chess, at the insistence of Tryamor. Ten household knights, each with a skill of ten, will participate with the visitors. The prize, everyone is pleased to note, is a kiss from the countess.

Those who venture out on patrol into the storm are accompanied by Seithenin and a band of hearty peasants, wearing oiled leathers and carrying various digging tools.

The patrol goes north along the dike, then south. At intervals Sir Seithenin stops and instructs the peasants to work, who set to with shovels and picks to labor on the dam. The knights wait, standing watch in the rain. Naturally, none of them engage in physical labor.

Player-characters present may all get a single Awareness roll. Success indicates that they realize the water level is higher than yesterday. In fact, the waves lap at the top of the dike.

Second Dinner and Secret Meeting

Dinner that night is as festive as the previous night. Everyone ignores the black stormy night broken only by the crashing voice of lightning. Sometimes the thunder disrupts the poets and singers, or causes the dancers to fall on the floor, but the food is good and the wine plentiful.

Favorite Dish: Visorye (veal custard pie).

Favorite Entertainment: the knife-juggler, whose speech was all puns about knives and what people do in bed together.

Count Gwyddno again begs to go to bed early. After he leaves, the countess turns the conversation to the subject of



extramarital affairs. All who seek to impress the beautiful young woman with this talk get an Amor (Tryamor) roll of 3d6. The participants must then receive opposed resolution rolls using this Amor against each other. As before, note the character's rates of success in this endeavor.

Later, a maidservant approaches the sleeping knights. The method of request is the same as before: the winner of the amor resolution is approached first, and then, if necessary, the losers in succession.

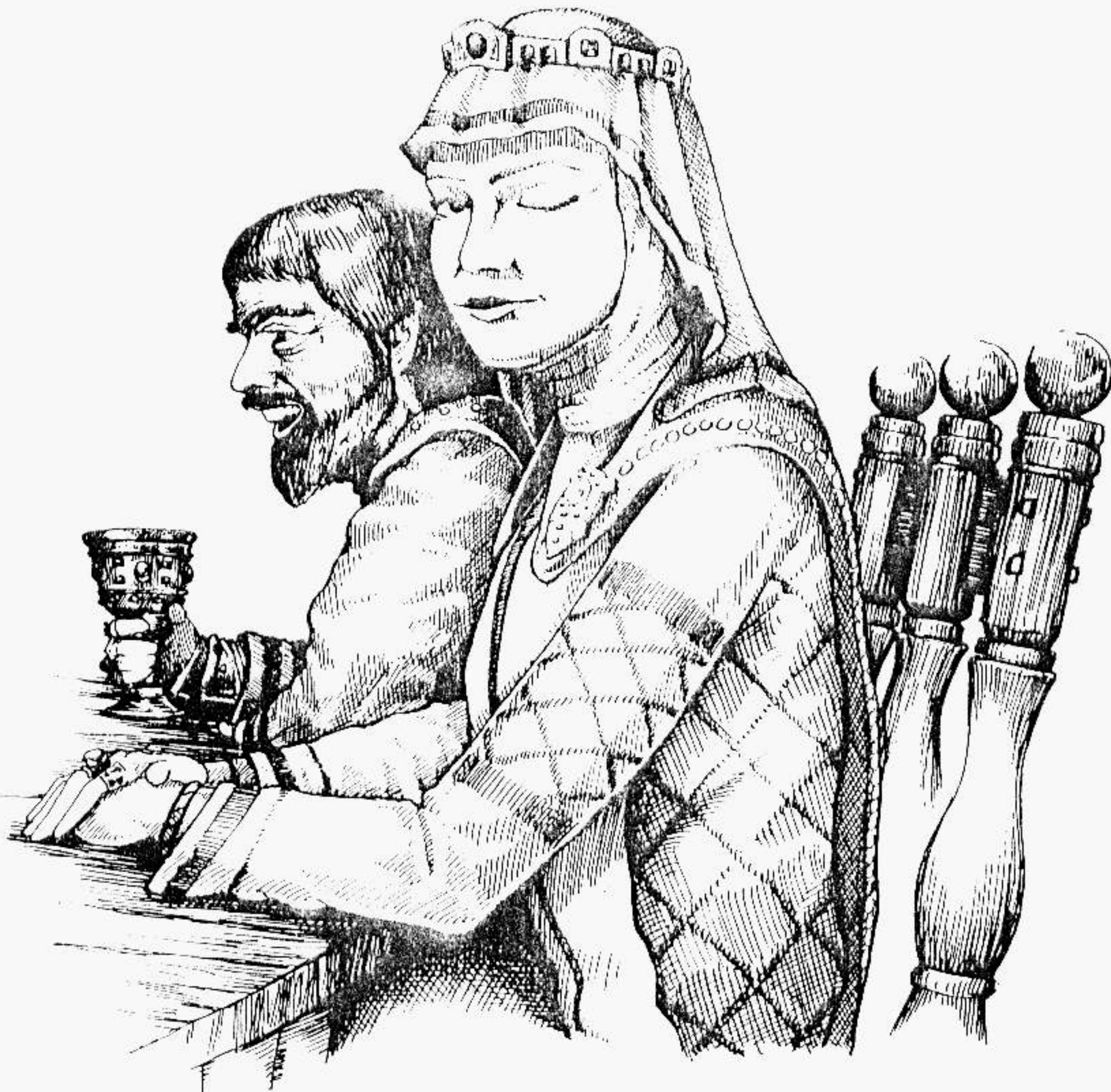
The Count and Countess of Gwaelod

Count Gwyddno and his very friendly wife, the Countess Tryamor, entertain guests at a feast.

The meeting is with Tryamor, who huddles in a small chamber off the chapel garden. Her maid goes off to watch. The countess addresses the knight.

The countess again spins her sad story of her birthright's loss and her lord's crimes. She preys on the knight's Mercy and Justice, as she had the previous night. If that fails, she turns the talk to other things.

In any case, she also protests that Count Gwyddno has never enjoyed her favors, which deserve to belong to a heartier man. Confined in close quarters and tempted by such speech, the knight's action should be ruled by a Chaste/Lust roll. Either successful roll gets a check, but the young countess will not engage in any amorous activity other than a single kiss for a promise to help.





"Tomorrow night is a feast, and if the old lord does not complete his rituals, I will be free forever. Help me then, and when I call for your aid you must steal me away to the rear postern where I will have horses waiting. Take me away and I will be your true lover forever."

"I know one way to ensure our escape. You must ask the lord for Noah's wine. You are his guests and he cannot refuse it without breaking custom. It is a heady liquor, and I am sure the old guzzler will not be able to resist drinking it himself. Ask for it after the bard sings a song about The Swan Knight. When the lord is drunken, we can escape together."

Second Patrol

When Sir Seithenin asks for volunteers this time, several characters may say they'll go, but checking the weather conditions causes everyone to get an [Energetic roll.] Success indicates that they receive a check for it. Failure means they must roll for Lazy.

This patrol is similar to the other, but the water is even higher than before. The blustery wind sends whitecaps cascading over the earthworks. Several small breaks exist, and the workers diligently repair them.

The Third Feast

This feast is much like the others. Everyone is happy, friendly, and courteous. Entertainers keep laughter alive. Four maidens serve fine wine. Haunches, roasts, and whole baked birds weigh down the tables.

Favorite Dish: Peacock, roasted and glazed with honey and green sauce, served with the skin on.

Favorite Entertainment: The bard telling the story of the Knight of the Swan (detailed below).

Count Gwyddno Garanhir seems happy, and asks his bard to recite a tale. A handsome bearded young man complies with an old pagan story, the Knight of the Swan.

The Knight of the Swan seeks a woman he saw in a dream - the Shining Queen. He discovers she is the wife of the King of the Castle of Bones, and he prepares to steal the woman by stealth. Before he acts however, a crow brings him a head, which describes the story of its own failed sleuthing. The Knight of the Swan then alters his plan and walks through the front gate to confront the hoary old king. Heroic combat ensues, but finally the Swan Knight wins, marries the queen, and becomes king.

If a player asks to try his character's Faerie Lore or Religion (Pagan) roll, let him. Success indicates that the listener knows more about this Swan Knight, given below. If no one knows, the bard goes on to sing the details.

The Knight of the Swan resisted three temptations; of drink, of lust, and of treasure. He won because he was forthright, honorable, and courteous. When the song is done, the bard retires.

Four alternative courses of action now exist. In the second and third courses, some options overlap. The four possible results are that the characters do nothing; the characters do what the countess asked; the characters confront the count directly; the characters renounce the treachery of the countess.

1. Do Nothing

If the characters do not act, then the feast will continue; they may all become falling-down drunk and sleep with serving wenches, and the next day wake to a bright dawn. Gwyddno announces he is moving with his court, and the knights are dismissed to go their own way. He provides an escort out of the country.

2. Do What the Countess Asks

If the characters do what the countess asks, thereby disrupting all civilized hospitality and falling for the countess' temptations in full or part, the following events will ensue.

The Wine of Noah

When a guest asks Count Gwyddno if he would serve the wine of Noah the count's eyes widen in surprise. "This is a rare vintage, which I had thought to save until my two hundredth birthday. But no one will ever speak badly about my hospitality." He orders the wine brought forth.

"This is sometimes called the Wine of Shame," he says, "Because in the east lands, where the sun rises from the dead, lived a sailor named Noah. After a long voyage he drank from this brew, and fell senseless to the ground so that his children mocked and shamed him. Some of that ignoble brew is here, for our drinking."

All Christian knights, as well as all knights who succeed in a Religion (Christian) roll, recognize this as a biblical story, about Noah after he landed his ark on Mount Ararat (Genesis 9 20-24).

When opened and decanted the clay jug releases an aroma which causes everyone to attempt their Temperance (at -5) or Indulgence (at +5) roll. Success in either gives an experience check.

The wine is poured into an ornate and expensive goblet, which is then carried by Tryamor from guest to guest. Everyone who makes their Indulgence or failed their Temperance will drink it. She does not hand the goblet to the knights she has personally plotted with until after she takes it to Sir Seithenin and her lord.

The wine acts as a potion of sleep with a strength of 10. Everyone must attempt an Energetic roll, modified at -10 by the wine. Success at the Energetic roll indicates the characters are pleasantly inebriated but not drunk, while failure indicates they fall asleep. Sleeping drunks do not awake for 24 hours, or until they are in danger from drowning. If they



The Cup

The cup of Ogmios is of solid gold, with pearls around the lip. Engraved on the cup are scenes of Ogmios himself hunting, singing, and playing. A strange script runs around the base of the cup. [Read Ogham. Success = it reads, "Gofannon made me for Ogmios."]

pass out they see the following scene as they fade from consciousness.

When the wonderful goblet reaches Sir Seithenin, the gamemaster should roll his d20, look at the die, and say, "Made his Loyalty." Describe the scene, "The elder knight looks at his lord, toasts him, then toasts the visiting knights, and slowly begins great gulps, each slow and separate, gulp, *gulp*, GULP, GULP! He carefully lowers the empty goblet to the table, smiles at the count, and falls backwards from his stool, his robes flying open. Count Gwyddno, somewhat dumfounded, picks up the dry goblet and peers into it, and then carefully places it on the table before him."

"He does not like me to drink," says the count. "I guess that is one way to prevent it. I will be sober tonight, now."

The Cup of Ogmios

The incredibly-wrought Cup of Ogmios, empty now, is on the table before Count Gwyddno. Tell the chosen knight that the countess looks poignantly at him. He knows the time is close.

The Countess rises from her throne, says, "My good lord, face me," and when the count does so, she takes his hands and says, "Now, Sir (name of promised knight), take the vessel as you swore." Everyone is momentarily stunned by this bold announcement.

The knight gets three rounds to act before any defender reacts. Ask his player what he plans his character to do this round. If he becomes indecisive, tell him that he stands there doing nothing, and then ask everyone else their intent. Someone else may grab the goblet. Give that character an experience check for Selfish and continue. Quick-thinking, prepared knights can be up and out of the room in three rounds, bearing the countess with them (if one of them so desires).

One thing which cannot occur is an attack upon the count, which will always be stopped by the dozen guards armed with greatspears. This is the only thing which can cause a reaction before the three rounds are up. If attacked, the count quickly reacts, and runs to safety.

On the fourth round, Count Gwyddno reacts, and orders his guards and courtiers into action. They all jump to do so. Remember, everyone is unarmored at this time, except the leather-armored guards, and any sword hit can be disastrous.

A few kills against the defenders causes them all to withdraw and properly arm. The pause allows the player-characters to do likewise. Once armed, their route of escape is

either to their horses at the stable or (if preplanned) with Tryamor to the rear postern.

At the stable, the horses are ready if the players make their characters' Squire rolls. Otherwise, they must wait 1d6 rounds while the defenders accumulate. Each melee round sends 3 more footmen to fight against each knight who tries to break out. The count's knights join after 1d6 rounds, and accumulate until the odds are truly hopeless. Characters can surrender themselves completely to the mercy of the count if they wish. The characters are then thrown into the dungeon, indefinitely. Ransom is offered, but the surviving characters' liege lord would probably not pay it for unchivalrous knights, and family or vassals must come up with the money.

The cupholder should have opportunity to escape presented to him, and in order to escape will have to take the opportunity no matter what happens to his friends. When horses are not ready, his will be. Give the cup-bearer the chance to hesitate once or twice, but tell him that the cup says (in the Countess' voice), "Run, forget your friends, or join them in death."

At the combat stage the gamemaster's job is not to keep the characters alive, but to make their deserved death as colorful as possible. But don't drag it out. Accept surrenders. If the visiting knights surrender with the cup, they are tossed into prison.

If the visiting knights do not attempt to steal the cup but to try to go away with the countess, the abduction will be similar to the scene described above. Most attempts to abduct the countess will be accompanied by attempts to steal the cup. In either case, if the countess is involved, success is much more likely.

The Escape

Countess Tryamor did her best to prepare the escape. Horses and knights' personal possessions are waiting at a rear postern. When the knights break from the courtroom, she leads them thence, where they may mount and escape into the countryside.

Pursuit is close. Behind them, in the night, dogs are barking and, with an Awareness roll, the thunder of horses' hooves may be heard.

But this is Gwyddno's land, and he knows the shortcuts. Ahead, after the escaping knights turn a corner into a glen, awaits Gwyddno and one knight for each escapee. The count challenges the bearer of the countess by name. Others challenge the companions of the abductor. If the abductor does not release her voluntarily, Countess Tryamor twists from the knight's arms and runs to the sidelines to watch. "Stop him," she cries, "As you love me, stop him!"

Combat follows. For Gwyddno, use the statistics for an old Cymric king (King Lak). For his retainers, use statistics for good knights.

If the countess is recovered, the count withdraws with his men, leaving wounded and dead foes behind. No refuge



can obtained by the countess' party from the happy peasants of the land. They are Gwyddno's subjects, and loyal to him.

3. Confront the Count Directly

The characters can try to free the countess by asking outright for the cup and her hand, as the Knight of the Swan did. To win, the challenger must succeed in three challenges.

This is the preferred route, but not one which most player characters are likely to win. They are probably not the equivalent of the legendary Swan Knight in virtue and statistics. But Count Gwyddno accepts the challenge, and brings forth his contests to the knight.

Each contest must be won before going on to the next one. Failure at any along the way brings a shout of triumph from the count. "You have failed," he says, "and Dishonor is now your companion. You are dismissed from my company. Guards, see that these men are escorted from my lands tomorrow." He departs the room, and guards accompany the knights thereafter until they are gone from the land.

The Drinking Contest

Count Gwyddno says, "It is Prophesied that no one who cannot win a contest drinking the Wine of Shame can ever supplant me in my wife's arms. You and your companions must drink against us."

However, Gwyddno does not indulge. His champion, old Seithenin, stands in. His Indulgence is 20. See the entry above (the Wine of Noah) for effects.

The Wrestling Contest

"Anyone can have this cup," says the count, "who can outwrestle my champion to take it. The rules are that the winner is whoever makes three out of five falls."

The opponent is the ugly hag of the crossroads, who is terribly nimble in this contact sport. If the character tries to back down from the wrestling (either due to her ugliness or her being a woman) she walks over and grabs him, initiating the combat.

Use opposed Grapple skill rolls. Her Grapple is 25, so that she receives a critical on a roll of 15 or more. If the character does not have this optional skill, he can use his DEX roll instead.

If a wrestler loses to her three times, he must make three rolls on the Aging Table. If he wins the match he need not roll at all.

The Combat

"Anyone who wants to marry my wife," says the count, "must conquer me first. You may choose any weapon, as may I. Our fight is to the death or surrender." Use King Lak's statistics for Count Gwyddno.

The fight can be won by a lucky and diligent combatant. In such a case let the survivors go, with the countess. They deserve it.

As the sun rises the maiden laughs in delight. "I am free at last," she says, "of that ancient curse. I promise you again, forever, to be your loyal wife."

4. Renounce the Countess' Treachery

Accusations against the wife of the host is a terrible responsibility to confront. She could turn the accusation about, playing the part of Potiphar's wife, and enrage her husband against the guests.

However, truth and virtue are rewarded in *Pendragon*. This alternative is a good response. Gwyddno Garanhir is outraged, of course, and asks for proof. The only proof needed is the word of a knight. Offers to fight for the truth etc., are acknowledged but not accepted.

After quizzing the characters, Gwyddno will question his wife, Tryamor. She will confess, proudly, that she did as she was told, and instructed these knights in ways to prove themselves dastards, and become wealthy thereby. But they resisted, and are to be honored for it.

Count Gwyddno will turn and congratulate the characters on their honesty. He will reward them as follows: to he who did not fall for the cup temptation, a gold cup worth 25£; to he who did not fall for the seduction, a promise to speak with the father of whomever the knight wishes to wed, with good words to assist the marriage suit, and a charger with +2 CON; to everyone else; a fine cloak of noble fur (ermine, etc.) worth 2£.



The Flood

The land floods if the countess is successfully kidnapped, or the cup is stolen, or if Gwyddno is killed.

If some characters are deserted, passed out back at the tower, the awakening knights find themselves lying in inches of cold sea water. Shouts and screams break the air, and loud crashes and curses shatter their unconsciousness. The inebriates awaken amid this chaos, as servants and women splash about trying to find safety.

Sir Seithenin lies atop a table which floats and stirs slightly in the eddying waters. He has not mended the dikes today, and they have overflowed.

Feet of water move in a wave which flows on eastward. A horseman can escape if he moves swiftly.

Anyone who escaped reaches a cliff. As the dawn lights the sky for the first time in days the characters look back. Along the western dikes a sheen of water is visible sheeting over the dam. [Awareness. Success = the knights see great white waves crash over the dikes, spreading a raging wall of water to drown the countryside. The sound, a dull roar which



does not stop, drifts to the watchers.] They can see the roofs of towns disappear under a wave taller than the rooftops.

Tryamor then chuckles in delight, saying "I am free!" as she turns her now-hideous face to kiss her lover. She has become the hag from the crossroads. Such just desserts are due to those who so abuse the laws of hospitality. If for some reason the character tries to kill the hag, she curses him with ugliness before executing a miraculous escape aided by her disappearing magic. Over the next several weeks the character's skin grows warts, his eyes bulge, and his mouth widens to be like a great slit. His APP diminishes, until it stops at a value of 5.

The Return

The characters must return to their own lords afterwards. Let them discuss what occurred, how they acted, their success or failure. Ask them what they will tell their liege, give them some time to discuss it (perhaps until next session), and then ask for a report from the knights, in person.

The Hag Tryamor

The gamemaster must be prepared to run the hag Tryamor as a gamemaster-character after this adventure is over. I suggest that she remain at court, during which time she reveals to everyone what laws of hospitality her knight broke to liberate her. The hag is probably very proud of the knight. He, undoubtedly, will wish to have nothing to do with her. Everyone will certainly make much of his basic social error, a most shameful act which will cause the more conservative people to completely ostracize the knight from their com-

pany. Although it is not enough to lose knighthood over, his reputation is badly tarnished.

Any dastard who liberates this witch deserves to be plagued by her afterwards. That dubious deed can also set up a very difficult scenario which the characters would otherwise try to avoid. That Scenario is outside the bounds of this adventure, and so is up to the gamemaster to create. It should be dangerous and capable of killing all participants, and should in some way let the knight make up for his errors. Facing the Dolorous Wurm, or its ilk, for instance.

After this redemption quest Countess Tryamor, beautiful again, will be glad to receive the atoning knight or knights, cite their heroism, and allow them to continue their Amor for her. Alternately, she might be satisfied to neatly sum up their lessons, give them each a kiss, and depart forever from the story.

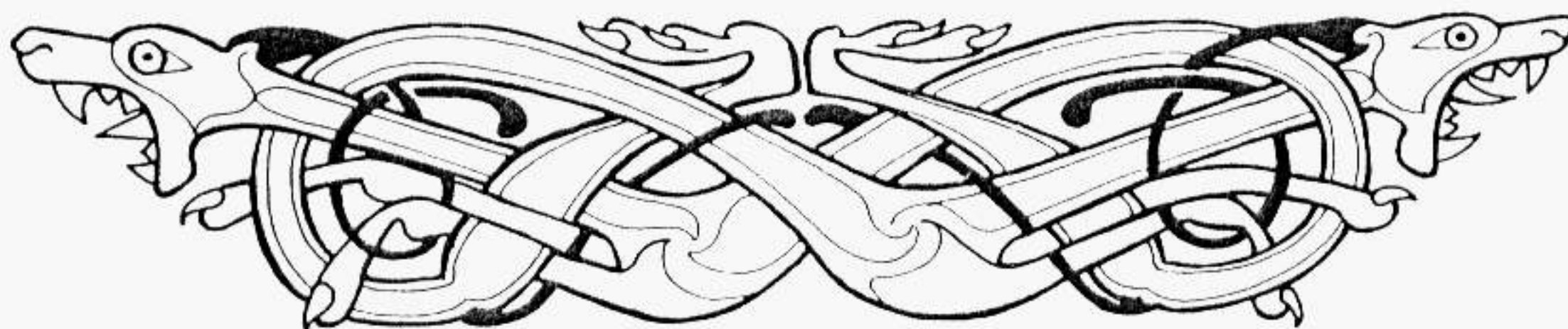
Rewards

If the knights succeeded in resisting all temptation, they receive 50 Glory apiece for just being in the party, and 50 more for each resistance against the countess' wiles. Thus if they resisted her Lust and her Greed, they get an additional 100 points. Furthermore, everyone gets an increase of two points to their Hospitality. Finally, they also get a check to Honor.

Anyone who stole the Cup loses 2 points of Honor, and 2 points of Hospitality.

Anyone who kidnapped the countess loses 3 points of Honor, and 4 of Hospitality.

Anyone who both stole the cup and kidnapped the countess loses 5 points of Honor and 6 of Hospitality. Furthermore, the hag Tryamor is now his lover.





The Cambrian War

Long-term, on-going events are important to the Pendragon campaign.

GIVEN HERE ARE INSTRUCTIONS and suggestions for waging King Arthur's war against the traditionalist tribes of Cambria. It is loosely modelled on the conquest of Wales by King Edward I, hence the intrusion of concentric castles sometime during this phase of your campaign.

Events are given without dates, listed as Year 1 and Year 2. These events can be inserted into the campaign any time that the gamemaster desires. The Prelude events should be interspersed liberally before the actual war begins.

Background

Two powerful kingdoms rebel against King Arthur. Gomeret controls the northern part of Cambria, while Powys controls the center. Arthur faces two distinct problems with each kingdom, and treats each differently.

Northern Cambria is dominated by Maelgwyn, the King of Gomeret. He has a history of resisting King Arthur, and many adventures provide opportunities for player knights to be abused by him. For instance, a wrong move in the "Adventure of the Best Wine in the World" can result in the player knights being arbitrarily held prisoner by him.

These Gomeret events provide one of the on-going activities in which player knights may be embroiled. Rumors of Maelgwyn's harassment should be heard constantly, and every few years the player-knights may be troubled themselves.

The Prelude provides a list of other events which contribute to the increased tension of war. They can be used as the source for adventures or rumors.

King Maelgwyn has never paid homage to King Arthur. He represents a traditional king desperately trying to hold

onto his ancient prerogatives in the face of increasing social pressures to adopt the ways of Logres.

King Belinans' situation is different. He is also a traditional tribal king, but his gripe is more abstract. He has previously interacted in a friendly manner with King Arthur, and toyed with the ideas of chivalry and feudalism. But after he seizes the kingdom of Penllyn he fears King Arthur's ruling will threaten his entire kingdom, much of which was conquered. Belinans is afraid these kings will also go to Arthur and, using Penllyn as a precedent, gain their freedom.

Spontaneity

The greatest excitement in roleplaying comes from characters interacting with current events, which are modified by their previous actions. Thus a captain might do something for entirely personal reasons which do not conform to his orders. He may, for instance, have established friendship with Belinans in a previous scenario, and try to negotiate with this as a leverage.

Gamemasters must be prepared for the unexpected. About 40-70% of any playing session might be this type of spontaneously generated activity. Go with it, using other non-player activities to pace events in the rest of the world.

Passions

The creation of Passions and Directed Traits, and their application to the game, is so personal that it cannot be anticipated in the text. Gamemasters should watch for chances to make, and use, Passions throughout their campaign.

Some likely Passions Traits to expect include: Trust or Mistrust (Tribesmen), or Hate (Gomeret).

Overview

THE WAR IS FOUGHT ON TWO FRONTS: against Gomeret and against Powys. These are called the Gomeret War and the Bulith War. Player activities will center around one of these wars, depending on whether an able leader is present among the player knights.

The Gomeret War assumes that all player knights follow King Arthur's main army against King Maelgwyn of Gomeret. Events are listed in the normal annual format first given in *The Boy King*.

The Bulith War is part of the second front of the war, fought against the King of Powys and led by trusted captains. It is provided for a group of player knights wherein one of them is ready to assume responsibility for a small army, and face the problems of acting as the Pendragon's representative in a foreign land. It provides more challenge, detail, danger, and chances for Glory.

A detailed overview of the whole war is given to provide a unifying background to the events.



Other fronts of possible activity are mentioned, such as the war in Cardigan or Orofoise, but no details are given for scenarios there.



Synopsis

This outline is provided as a skeleton upon which a game-master can hang his own campaign. Remember that player character events or interactions may significantly change this.

Prelude: Before the Revolt

These early events illustrate the minor, but abrasive activities which antagonize King Arthur. Drop them in as rumors, or work them up as adventures before the war begins.

- Maelgwyn does not attend Arhtur's Court to pay homage, but sends a substitute. It is Prince Rhun, his son, who remains at Camelot under tight security as a hostage. (Much later he becomes an adventuring knight, then after the conquest, king of Gomeret. He never fights against his father.)
- Maelgwyn refuses to send his annual tribute, and every few years messengers must be sent to collect it. Maelgwyn has new excuses every time the small army arrives, and provides scant hospitality as he forces them to wait while he collects it.
- Maelgwyn shelters a criminal from Arthur, claiming that he has the right of protection because of his independent sovereignty.
- Maelgwyn attacks and conquers the Rhufoniog tribe.
- Sir Landri, a great baron of Maelgwyn's, attacks the Duke of Cheshire and plunders a castle.

The Great Revolt

The Last Straw

Penllyn is attacked by Powys and Merionydd. Gomeret attacks Tegeingl, and Cheshire attacks Edeirnion. All fall quickly.

King Galihoden of Norgales is defeated in battle and held for such an exorbitant ransom that he is kept a prisoner.

Envoys from Penllyn make their way to one of their tribesmen, Sir Kay, the Seneschal of Logres. As everyone knows, Kay has the ear of King Arthur, who was also raised in Penllyn. The High King declares that Penllyn must be freed, at pain of making him an enemy of the conqueror.

Throughout Cambria, tribes talk of this incessantly. They are angry that King Arthur wants to upset their ancient traditions. King Maelgwyn's agents ride around, inciting everyone's fears and hatreds.

The armies of Gomeret and Cheshire attack the Kingdom of Cameliard, sacking many churches and besieging castles. King Leodegrance's army is defeated in battle.

In Cardigan the many tribes get together and elect a king. They first attack the castle of Cardigan, which falls. The kingdoms of Ystrad Tywi and Brycheiniog try to remain neutral, but some of their own tribes rebel. Powys invades Brycheiniog, and Cardigan attacks Ystrad Tywi, and their kings are forced to flee. Powys and Cardigan then assault the rich city of Carmarthen, which falls. A portion of the southern coast unites as the Kingdom of Gower, if only for a short while.

Estregales, Escavalon, and Cameliard are all raided, with great damage done to their lands.

Year 1

Cambria is attacked from many sides at once.

In the north, Arthur invades Orofoise, then makes peace with the Duke of Cheshire. A small army moves up the River Dee to liberate Penllyn. Arthur seizes Norgales and Môn. King Maelgwyn attacks Penllyn and slays all of Arthur's army. Arthur lays waste to Gwynedd while King Maelgwyn skulks about in the mountains of Snodonia. King Arthur orders some new castles constructed to secure his territory. These include: Rhuddlan, Flint, Bulith, Aberswyth, and Ruthin.

In the south Carmarthen is retaken. The Estregales army liberates Ystrad Tywi, and goes on to invade and conquer Cardigan. An Escavalon army invades Brycheiniog and seizes it. Another army, perhaps led by a player knight, invades Bulith.

Year 2

In the north, Arthur occupies the castles around Snodonia. Maelgwyn avoids battle, and in the autumn accepts a truce. King Galihoden is released without ransom.

In the south, King Belinans reacts. The precise events depend upon an interaction between player decisions and a random die roll to see what the king of Powys does.

Year 3

King Arthur sends his army under Sir Griflet against King Belinans, marching up the Severn River towards the heart of his homeland.

Player knights may also invade, depending upon circumstances.

In the end, King Belinans surrenders, and accepts a truce.



The New Castles

Concentric castles are often presented as if they are the ultimate in castle-building design, towards which all previous castles led, and at which all castle design stopped until the advent of gunpowder. In fact, they were a very specialized and localized event, and afterwards many more castles of

simpler design were built. The cost and organization required to build the great concentric castles limited them to be almost a one-time event.

No better source for understanding the construction of one of these castles can be found than *Castle*, by David Macaulay.

The Gomeret War

This part of the war is for knights who are only followers and do not qualify for independent activity in the Bulith campaign. It charts the army activity using the same formulas as in *The Boy King*.



The Muster

King Arthur's heralds and messengers proclaim that war has been declared against King Belinans of Powys and King Maelgwyn of Gomeret.

He has declared a muster of his army at the city of Stafford in Cameliard, ready to march on May 1.

King Arthur further proclaims that he is seeking knights who will serve him beyond the normal 40-day duty which is obligatory to his vassals. Such individuals are told to report to the Marshall's quarters for the New Army meeting at the Stafford army camp.

Knights interested in the New Army meet with Sir Griflet, King Arthur's Marshall, who explains the information about the New Army given below.

Player knights who do not join the New Army remain in their lord's host for the campaign. After their 40 days they may do as they please, or follow their liege's orders, though they may be Out of the Story.

Volunteers are accepted immediately, and organized into units. A special application of the Companionship Oath is arranged for knights who are not already Companions.

A New Ambition

The New Army

Origins

King Arthur puts out a call for knights who wish to join his New Army. The heralds and messengers who carry the announcement explain it to the curious.

The New Army is being formed because King Arthur thinks that the Cambrian War is going to be long unless some radical measures are taken. The normal feudal army can be called out for a 40-day campaign, which is not long enough to achieve significant results against the Cambrian tribes. King Arthur wants to form the New Army out of committed fighters who are loyal to his cause. Mercenary rates will be paid, plus the usual gifts for success, and other bonuses to be paid upon completion of the war.

King Arthur will engage the services of a number of Captains, who in turn recruit a specified number of followers. Captains may also be assigned additional troops by the king.

King Arthur guarantees liberation from normal vassal duties for the duration of service in the New Army, and will intervene to accomplish this.

Beliefs

War is too important to leave to reluctant amateurs. The New Army pledges to follow the rules of warfare as much as possible, including the Truce of God and the Chivalric Siege.

Requirements

Members of the army must be a Companion of Arthur (see *Pen-dragon*, page 69). When they join they agree to a year's service at a time.

Duties of Followers

Follow the orders of their commander, in every way, as vassal to liege.

Duties of Leaders

Captains promise to supply the troops promised, to lead them faithfully, and to maintain the best interests of the king.

Benefits

Knights in the New Army receive the most chances for Glory in battle, and have the chance to meet influential people.

Primary Adherents

Sir Griflet, the Marshall of Arthur's army.

Pay Rates

Knights are paid at the rate of 2 £/month.



Random Battle Enemies

Hill Warrior Enemy Table

d20	Type
01-06	Warrior, foot
07-09	Warrior, mounted
10-12	Better Warrior, mounted
13	Excellent Warrior, mounted
14-16	Sergeant
17-19	Knight
20	Rich Knight

Explanations:

Warrior, foot: Spear & Shield @8; Armor = 4+shield; Damage = 4d6; Hit Points = 24; Major Wound = 12; **Ransom = 1£.**

Warrior, mounted: Lance @10, Horse = 5d6; Spear & Shield @10; Armor = 6+shield; Damage = 5d6; Hit Points = 24; Major Wound = 12; **Ransom = 2£.**

Better Warrior, mounted: Lance @ 13, Horse = 5d6; Sword & shield @ 14; Armor = 6+shield; Damage = 5d6; Hit Points = 24; Major Wound = 12; **Ransom = 2£.**

Excellent Warrior, mounted: Lance @ 17, Horse = 5d6; Sword & shield @ 17; Armor = 8+shield; Damage = 6d6; Hit Points = 30; Major Wound = 15; **Ransom = 2£.**

Sergeant: Lance @ 14, Horse = 5d6; Sword & shield @ 14; Armor = 10+shield; Damage = 5d6; Hit Points = 26; Major Wound = 13; **Ransom = 2£.**

Knight: Lance @ 15, Horse = 5d6; Sword & shield @ 15; Armor = 12+shield; Damage = 5d6; Hit Points = 28; Major Wound = 14; **Ransom = 12£.**

Rich Knight: Lance @ 15, Horse = 6d6; Sword & shield @ 16; Armor = 12+shield; Damage = 5; Hit Points = 28; Major Wound = 12; **Ransom = 24£.**

Player knights are assigned to the leader of the game-master's choice. Try to use an important gamemaster character who the player knights already know or one who you wish to insinuate into the campaign.

Alternately, they can choose which of these well-known knights they wish to follow:

Sir Aglovale: a member of King Pellinore's de Gales family, which was ousted as rulers of Norgales and Gomeret many years ago. Aglovale is noted for being sturdy and reliable.

Sir Agravaine: A member of the Orkney clan, and a knight noted for his arrogance and rashness.

Sir Wulfhere: A Saxon from Kent, noted for his loyalty to the Pendragon despite his ancestry.

Assembly and March

Gamemasters must decide how much time to put into the assembly of the feudal host, and its march to Stafford. King Arthur's muster calls for all his feudal lords. Some will not answer, or answer slowly, or poorly. It is, in part, a test of his many lords' willingness.

The Duke of Cheshire does not answer at all. Perhaps he is still in league with the King of Gomeret and other Cambrian lords.

King Arthur leads the army in person.

Each player knight should muster under his lord's banner. Take the opportunity to re-acquaint player knights with their roots. Thus, a description of the "old army" is appropriate here.

Sieges of Oroquelenes and Shrewsbury

Arthur divides his army into three parts. The feudal host is divided into two. One part besieges Oroquelenes, while the other ravages the countryside. The New Army besieges Shrewsbury, where the earl and his army are contained.

King Belinans delays. After some initial resistance, in which assaults fail to take the walls, Shrewsbury offers to surrender in 30 days. During this time the 40-day period for the feudal host ends. Arthur entertains the various lords in private to request their assistance, but most of them take their hosts and retire, greatly reducing the size of the army.

After 29 days of truce King Belinans and his army appear outside Shrewsbury to fight. Arthur draws up his forces, and the earl and his men break out of Shrewsbury to join with the Powys troops.

Battle of Shrewsbury

Shrewsbury is located at K-16.

Before the Battle

Commanders

For King Arthur (Battle =22)

Right Battalion: Duke of Leicester

Center Battalion: Marshall Griflet

Left Battalion: Earl Cadof of Cornwall

For King Belinans (Battle =18)

Left Flank: Earl Gwarthen

Center: King Belinans



Right Flank: Gwaid, Chief of Cydewain tribe.

Battle Size: Large

Modifiers

For King Arthur: Superior Troops, +5

For King Belinans: Inferior Troops, -5

Length of Battle: Two Rounds

The Fight

First Charge: As normal.

Round 2: Normal

Round 3: The Sugales army turns and routs.

Rounds 4 & 5: Two rounds of pursuit are possible.

After the Battle

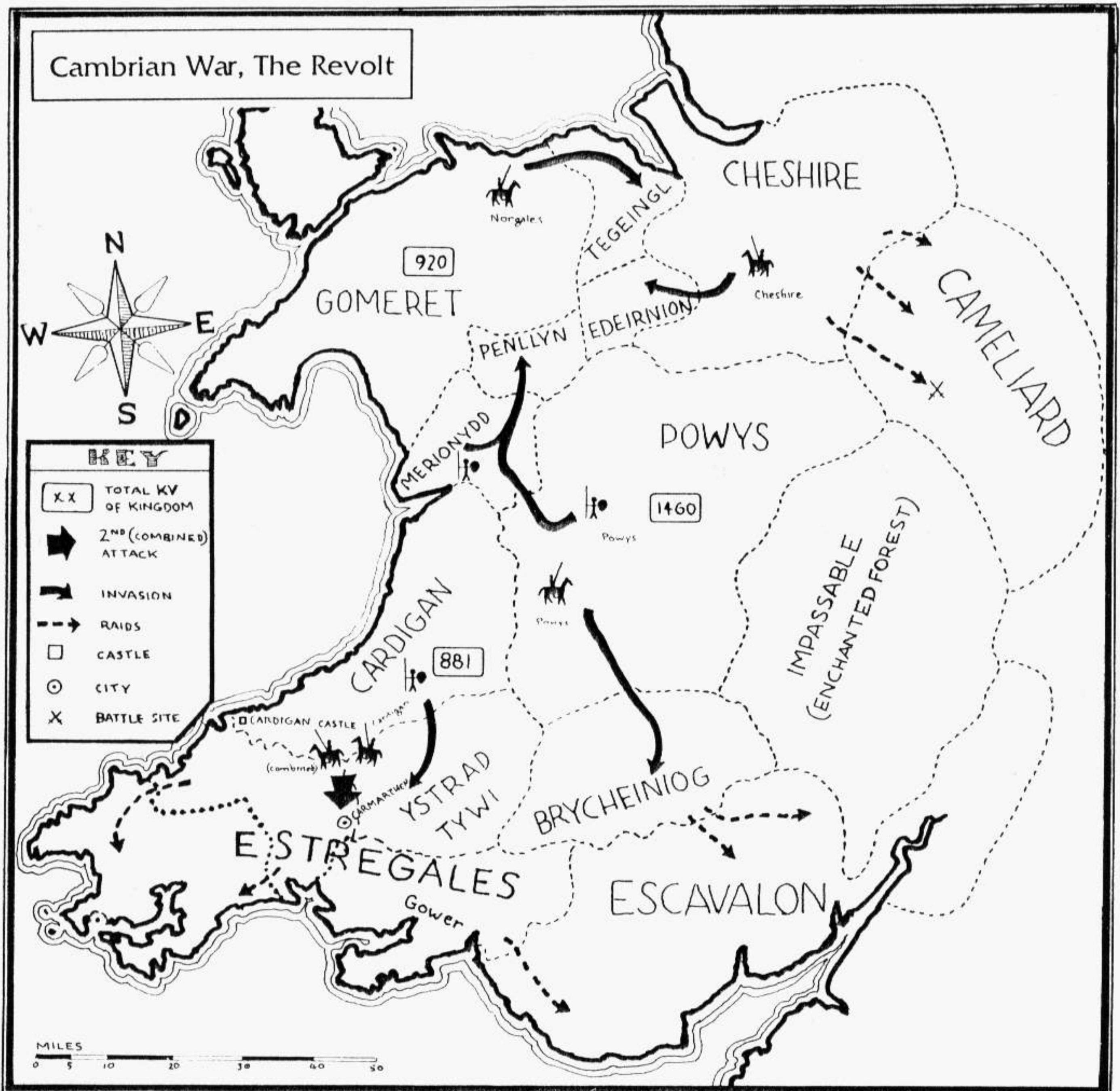
Victor: King Arthur, decisive

Plunder: Poor. 2 ponies, 1£ goods.

Glory: 45 x2 (decisive victory).

Follow Up

Mercenaries are left occupying the city and fortress.



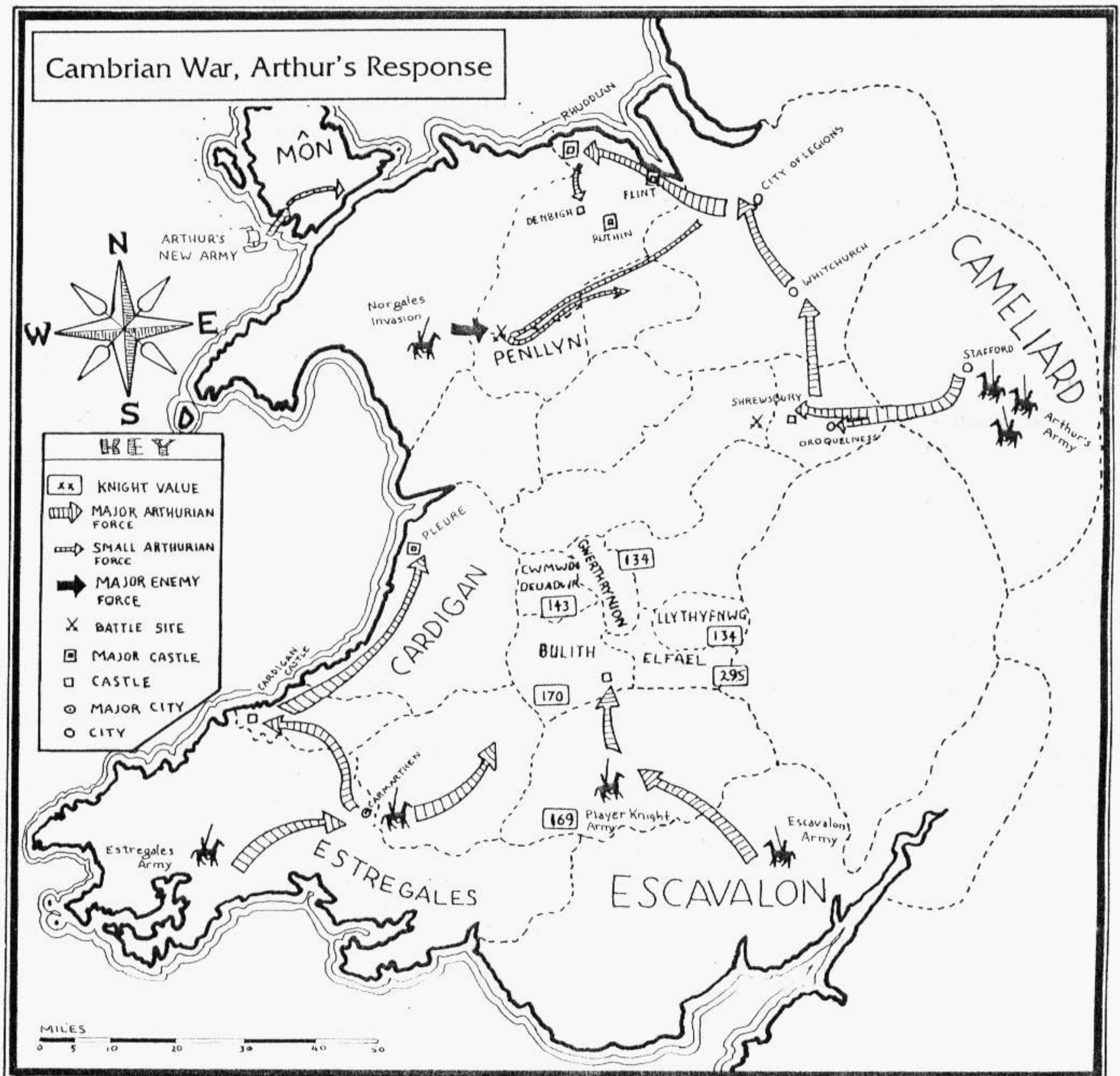


Arthur Marches

Arthur's army marches north to the City of Legions. Arthur receives reports that Duke Randall is outside Whitchurch with his army. The army halts, and negotiators ride back and forth between the armies. A truce is called, and the leaders meet. After negotiations the friendship of Arthur and Duke Randall is announced. The army, along with Randall's, marches to the City of Legions where it is supplied by Arthur's fleet.

After a short rest the army moves again, reinforced now by Randall's troops. A segment of the New Army is sent by ship to occupy the island of Môn. It meets no resistance. Another segment of the New Army marches up the Dee River to liberate Arthur's boyhood land of Penllyn.

The rest of the army begins a slow, very safe march along the coast of the Dee estuary, making a good clean road as they go. Randall's army besieges Rhuddlan while the third part of the New Army marches up the Clwyd and besieges Denbigh.





The Norgales army surprises the army in Penllyn and attacks them with superior numbers. The survivors retreat, and the invaders begin a great sacking of the land.

Player Knight Activities

40-day Knights

Regular army knights do not assault the walls during these sieges, and so are relegated to secondary rolls. Their specific activity is determined by one roll on this table.

Player Knight Activity Table

d20	Result
01-10	Nothing
12-15	Skirmish
16-20	Ambushed while foraging

Nothing: no action.

Skirmish: Checks to Lance, other Weapon, Horsemanship. +15 Glory.

Ambushed: Checks to Lance, other Weapon, Horsemanship. Also, make a Battle skill roll, with these results:
 Critical = +50 Glory, no damage
 Success = +25 Glory, take 3d6 damage with armor
 Failure = +10 Glory, take 3d6 damage with armor
 Fumble = take 3d6 with armor two times

New Army Knights

If the player knights are in the new army, use this table to determine where their unit attack..

Player Knight Deployment Table

1D6	Location
1-2	Môn
3-4	Denbigh
5-6	Shrewsbury

Note that one New Army unit attacks Penllyn, but this unit is attacked by Maelgwyn with an overwhelming army. Gamemasters should not put player knights here without knowing this fact. Gamemasters may, of course, change any facts they desire.

Winter Events

The army quarters in northern Cambria for the winter. During that time the Chief of Edeirnion comes to Sir Griflet and

asks for his lands back, which were conquered by the Duke of Cheshire. Griflet says he cannot do that, but maybe King Arthur can. The Chief goes on to Camelot to plead his case.



Second year

King Arthur does not lead the army. Instead he retires to Camelot, taking Duke Randall along as a guest. Sir Griflet is left as commander of the army.

March around Snodonia

Sir Griflet marches his army along the roads around Snodonia, setting a force to besiege each castle as it goes. King Maelgwyn remains hiding in the Snodonian mountains all season.

Player Knight Activity Table

Roll as above, but with a Modifier of -5 to denote Maelgwyn's inactivity.

Afterwards

After several of his cities and castles surrender, King Maelgwyn sends a messenger to Sir Griflet with an offer to create a truce. Negotiations follow, and a treaty is reached.

Terms

King Maelgwyn agrees to a reduced status in his holdings to include only the Snodonian tribes and Môn. He agrees to turn over many of his castles to King Arthur's control.

King Galihoden is placed back in power over his tribes.

Some time after that King Arthur erects the last of his castles in northern Cambria to pacify the rebellious warriors of Gomeret. These include: Rhuddlan, Conway, Harlech, and Beaumaris. Castles which are rebuilt include Denbigh, Criccieth, and Dolwyddelan.



Third Year

Gomeret has surrendered, but Sir Griflet leads his army against the Kingdom of Powys, besieging castles and plundering through the Severn Valley.



The Bulith War

This scenario is designed for a player knight who will be the leader of a New Army expedition. The other player knights are intended to be under his command, ranked according to their respective merits. Though much of the action concentrates on this leader character, provisions are also made to engage other knights.

The Leader

King Arthur has decided to send in several expeditionary forces to aid the hill kings who are loyal to the Pendragon cause. A player knight is chosen for this task as a captain of the New Army.

Choosing a Leader

Gamemasters must find a leader for the expedition. He will receive the temporary title of Captain. If one of the player knights is of obvious superiority, he should be given the post.

Gamemasters should also consider the balance between player and character ability as a leader. For instance, it may be inappropriate for a character to be a leader because his player is a 12-year old without appropriate knowledge or respect from the other players. Such personal considerations are far beyond the scope of this book to define, but must be addressed by the gamemaster in every campaign.

If personality matters are equal among players, some guidelines for selecting the best character are:

- **Glory.** The highest Glory gets the job. Arthur often chooses his field commanders based more on merit than rank.
- **Rank.** Merit notwithstanding, social rank gives benefits (especially a higher Battle skill) which lend weight towards leadership.
- **Cambrian experience.** Any experience in this country, or with native leaders, is a benefit. Remember, most knights have not travelled outside their own territory.
- **Connections.** Characters who have done a favor for the King or Queen, or have somehow impressed them, may get this opportunity. If a player knight has family connections with anyone in the area it is a plus.
- **Battle skill.** Leadership experience and training, as quantified by the Battle skill, is invaluable for this task.

If none of the player knights are qualified, then they should go to the Gomeret War section, and serve with the main force.

Choose a Name

Every organization needs a name. Commonly, the name of the commander is used, hence Sir Amant's Lance, and so on. More colorful names may also be used: The Red Raiders.

Battle Skill

Newly-appointed commanders may have the low Battle skill which followers usually have. Since they are appointed during the winter, before their year-end Training and Practice gains are calculated, the King urges them to put all their private efforts into advancing Battle. In other words, the king says the knight should take his 1d6 skills (or 1 point, if over 15) and put them all in Battle.

Furthermore, the King arranges for new commanders to receive private tutoring from Sir Griflet, the commander of Arthur's field army. This extraordinary training gets an additional 1d6 added to Battle (if below 15) or 1 point (if over 15).

The Place

The theater of operation is central Cambria, centering upon Bulith, a wide place in the upper Wye Valley where many farms are found. In contrast, the surrounding hilly areas are among the most thinly populated areas of Britain.

The area north of the Wye is called the area "Between Wye and Severn." Most of it is a tangle of hills, cut by steep-banked rivers. Several tribes live there, some of which are immediately important for this scenario. Beyond them is the Severn Vale, which is the heart of the enemy Kingdom of Powys.

South of the Wye is the *Mynydd Eppynt*, a district of steep hills and prosperous looking farms tucked into isolated valleys.

Gamemasters can transport this to another region if they wish. Bulith was chosen because:

- It is the right size for a believable player-knight command.
- It was the site of an Edwardian castle whose details are little known.
- It is a relatively isolated site which gives the best chances for political interaction.

Bulith Castles

Two castles exist here at various times. The early castle was the stronghold for the King of Bulith, but it was burned down when King Belinans invaded and conquered the land. If player knights visit the area before this war they should see



this castle, or its ruins. The second is built under the instruction of the player knight.

Early

The first castle was small: a motte and double bailey, deep wet ditch, polygonal shell keep, and a gate tower.

Later

The historic castle has not been clearly examined by experts. This leaves its development completely open for player knights.

The historic castle is thought to have been started with a great tower for defense, and separate buildings for the hall and kitchen block. Later additions probably included a stone curtain wall with 6 flanking towers and a gate tower. It has a Defensive Value of 54. See handout #D for more detail.

Player knights have the opportunity to design a castle within the monetary restraints. If they don't come up with their own design, this is the castle to be built.

The Gamemaster Characters

King Tathal

The King of Bulith, Tathal, is an information source for the player knights. The gamemaster should feel free to use or ignore him as desired and useful for play.

Tathal should be played as a self-serving king, always looking out for his best interests. His motivation is to become, and remain, King of Bulith and rule as many other tribes as possible. He knows he is dependant upon the player knights, and will remain at the captain's court as much as possible. This is about half the time since he has many other duties.

King Tathal will always plead to try to avoid making payments of tribute. "Me too? You mean that I, who your own King Arthur has ordered to be put upon the throne, must pay too? I thought you were going to help me!" When it is time to get gifts he says, "This is all? I would think you should honor me, your loyal ally, above these other barbarians!"

For King Tathal's Stats, use Old Knight.

King Tathal's Significant Traits: Energetic 16, Indulgent 16, Valorous 16.

Queen Norien

Queen Norien is his wife. She is the daughter of the Earl of Kent, who met this king many years ago at King Arthur's court when he was a wandering knight errant. After a tempestuous affair, Sir Tathal went off to the wars. Norien almost pined away during her lover's absence. When he returned years later they wed, and she received her dowry: broad lands in Hampshire.

Mercenary Price List

Type (number)	Home	Total KV	Loyalty	Cost (1 mo.)	Cost (3 mo.)
Mounted Warrior (75)	Brych.	48	10	35£	105£
Mounted Warrior (75)	Gwent	48	12	48£	144£
Sergeants (25)	Gwent	25	12	25£	75£
Crossbowmen (25)	Milan	25	08	7£	21£
Armored Soldiers (25)	Gwent	12	12	12£	36£

Queen Norien is rarely seen, even in public functions. She hates the mountains now, and tries to never have to visit them. She loves her estates in Hampshire.

If she is ever glimpsed, she looks old and ill. Rumor says that she is always sick, and ready to die. She has borne no children. She much prefers the lowlands of her dowry, and remains there for the duration of this scenario.

The Tribes

Five important tribes are clustered around Bulith. Most of the gamemaster characters do not emerge as individuals. The more important Chiefs are named below.

Bulith Tribe

Chief: Tathal ab lower.

Army: 15 knights, teulu = 20 sergeants, 240 warriors (KV=170).

Tathal was driven out of his lands when King Belinans invaded. Rulership of the Bulith was given by Belinans to Iago, Tathal's rival from one of the other families of Bulith, who accepted the leadership of Chief Cynfan of the Cwmwd Deuodwr tribe.

Cwmwd Deuodwr tribe

Chief: Cynfyn ab Owen.

Army: 8 knights, teulu = 8 sergeants, 125 warriors (KV=87).

Cynfan is a rival of Tathal's for the leadership of the Bulith kingdom. He is loyal to Belinans for the help he received in taking the kingdom.

Gwerthrynion Tribe

Army: 12 knights, teulu = 10 sergeants, 200 warriors (KV=134).

Elfael Tribe

Army: 15 knights, teulu = 15 sergeants, 250 warriors (KV=170).

The Elfael tribe is one of the more powerful tribes. They have a small castle, Radnor, as their stronghold.

Llythfnwg Tribe



Army: 12 knights, teulu = 10 sergeants, 200 warriors (KV=134).

The Army

King Arthur assigns the captain an army to lead. It includes:

- 1 banneret*, with knights (1 rich knight, 8 ordinary knights, 8 pony-mounted archers, 8 sergeants). KV=35.
- 1 Lance of Mercenary sergeants (1 officer, 24 sergeants). KV=26.
- 25 armored men at arms (from Leinster). KV=12.
- 25 Saxon warriors (from Sussex). KV=25.
- 75 Brycheiniog warriors (with 1 noble, 14 mounted warriors, 60 foot warriors) 48 total.
- 25 Milanese Crossbowmen. KV=25. (Only one group on 25 are available.)

*The banneret is the Captain, and these men are those he is personally contracted to lead.

200 men total, 8 units = 171 Knight Values.

Arthur's Orders

1. Put Tathal on the throne of Bulith

Give him command of the Cwmwd Deuodwr tribe as well.

2. Build the castle

3. Harass kingdom of Powys



Part One: The Invasion

Preliminary Action

Player knights may or may not take part in these actions, depending upon the gamemaster's desires. If not present, they will hear news of these events. To begin, the army sails to Pembroke.

Dyfed

The King of Estregales marches to Carmarthen and besieges it. After the outer walls are taken the garrison surrenders. The army marches north through the Towy valley. The kingdom of Ystrad Tywi rebels when the army marches in, joining their exiled king.

Brycheiniog

The King of Escavaon marches up the Usk River into Brycheiniog. The exiled king raises his loyal troops, who drive out the occupying Powys garrison.

Bulith

From either Llandovey or Brecon, King Tathal departs with a small number of men to raise the countryside to help him. At a predetermined time, the Captain marches in with his army.

When they arrive, the King of Bulith reveals only half of his countrymen have rallied to his side. Also, some heavy troops from Belinans are helping the defenders, as well as many men from other local tribes.

Decision: fight or not? King Tathal urges attack, and Arthur's orders seem to indicate aggressive action is called for.

If a withdrawal is decided, then no further action occurs for the year. The Captain is removed from his post.

If attack is ordered, go to the Battle of Bulith.

Battle of Bulith

Bulith is located at J-17.

Before the Battle

Commanders

For Arthurians: Player Knight

For Cambrians: Cynfyn ab Owen, Chief of Cwmwd Deuodwr Tribe. (Battle Skill = 17)

Battle Size: Small. Arthurians' KV = 471, Cambrians' KV = 577.

Modifiers

Maneuver: Opposed Battle skills by commanders. Winner gets a +1d6 to his Battle for having superior ground. Opponent gets negative same amount.

For Arthurians: Partially Superior Troops, +2.

For Cambrians: Partially inferior troops, -2.

The Fight

First Charge: Normal.

Subsequent Rounds: Use the Battle Resolution System (*Boy King*, p35).

Pursuit is possible.

After the Battle

Victor: Determined by play

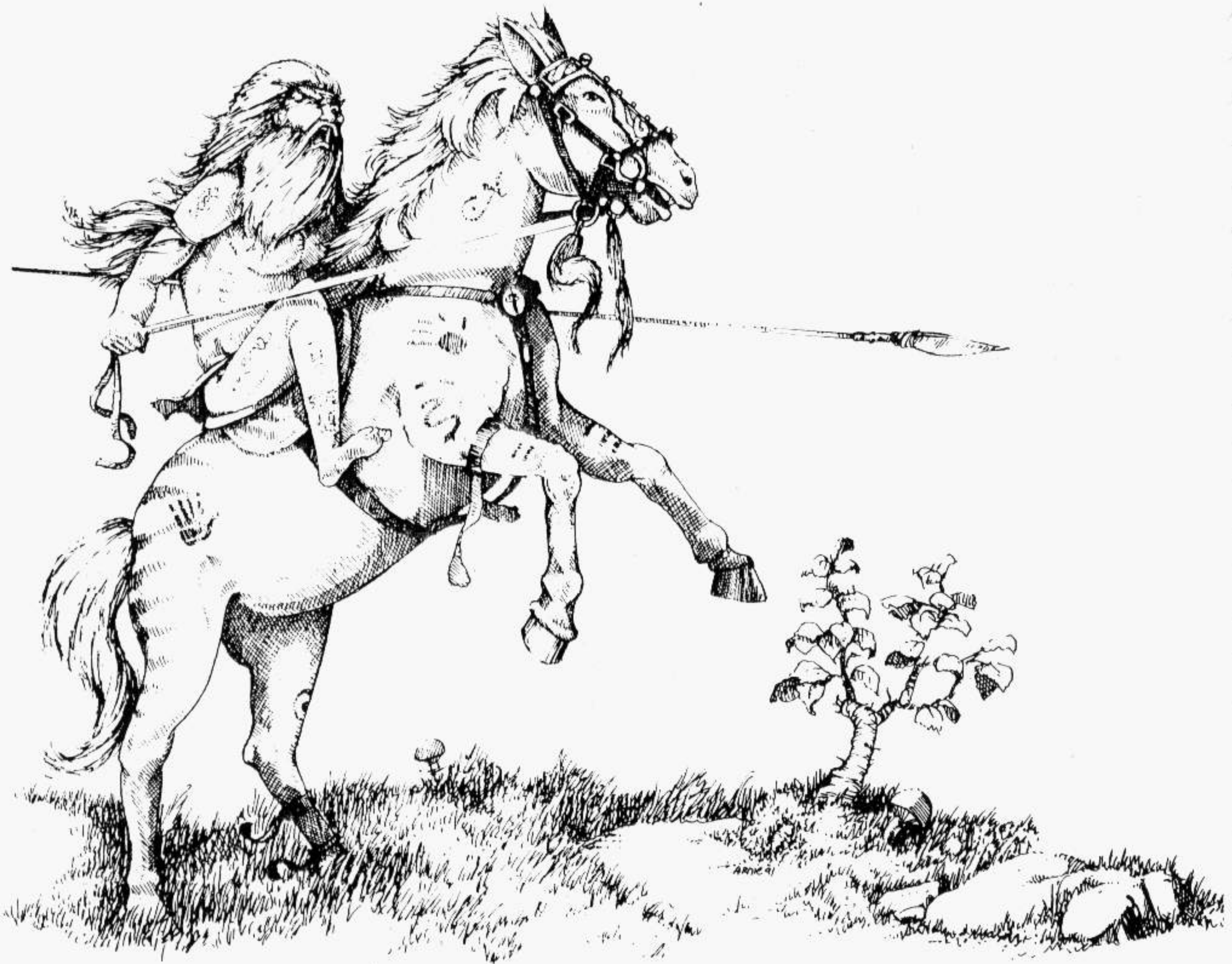
Plunder: 2£ each (if the player knights win).

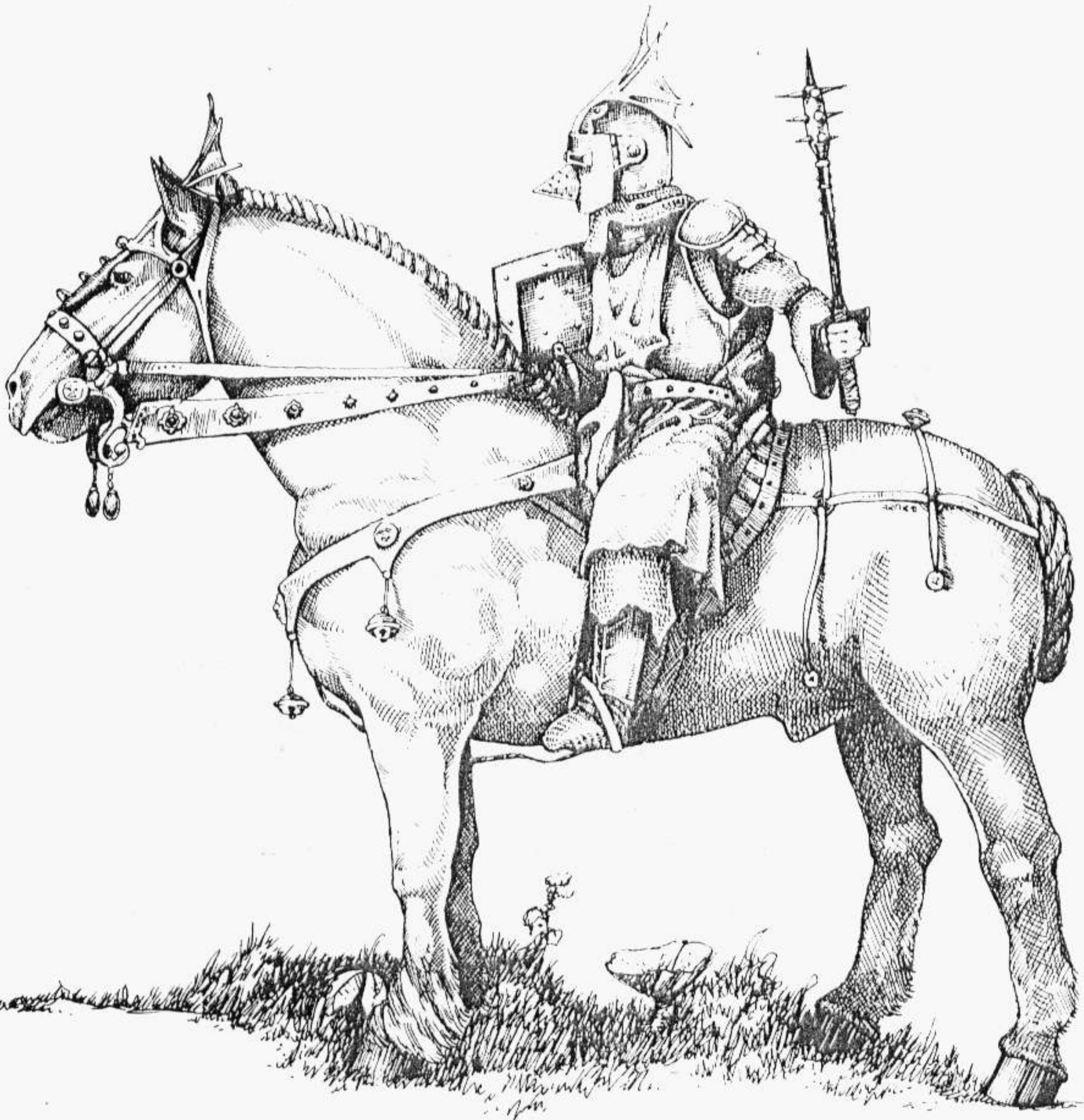
Glory: 15 per round.

Note: The Captain of the battle doubles his personal Glory gained in battle.

Knight VS: Hillman

On the following pages an Arthurian knight and a hill warrior face off on horseback. The knight wears partial plate armor with a full helm, while the wild hillman is clothed only in a loin cloth. Note the tribesman's tattoos, both on himself and his horse.







Follow Up

If a complete or partial victory: go to Victory, below.

If a partial defeat: go to Late Summer, below.

If a complete defeat: the captain is removed from independent command, and sent to join the main army. He is out of this scenario.

Late Summer, Partial Defeat

If the captain is defeated on his first attempt, he should try again.

The King of Brycheiniog hurriedly sends another 150 of his warriors (KV=86) to help the captain. The player knight has enough time to call for his own troops as well, if he has vassals, friends, favors owed, or money for mercenaries. The battle is otherwise given just as it is above, except that a second defeat results in the Captain being removed from his command.

Victory

The victorious army moves into the territory. King Tathal returns to his home amid great celebrations. A construction crew arrives and begins digging ditches and earthworks for the castle. Give handout D to the Captain, or the Constable if the Captain has appointed one.

If victory is assured in Early Summer by winning the first battle, then this time is given for early construction. A total of 9 DV is built during this extra phase. This will come in handy later if the castle is attacked.



First Autumn

Unlike most winter phases in *Pendragon*, this scenario is full of activity for the Captain. He must hold court several times, acting as Arthur's representative. These actions do not require varying amounts of roleplaying, but some decisions must be determined, as outlined here.

Some of the results to player activity are given in a random table to create uncertainty for the captain. Some Gamemasters may wish to skip the dice rolling and predetermine these, while others will love the confusion created by randomness.

Sir Gawaine

Sir Gawaine is the liaison between the Captain and King Arthur. He arrives, with a small construction crew, at the start of winter to receive the official report of action, and presents his evaluation of it. He does five things:

1. Sir Gawaine decides whether the captain is to be relieved of his duty. If the command is to be continued, he then gives several payments to the captain.
2. Gawaine then dismisses the mercenaries, gives them orders about where to lodge for the winter, and commands them to assemble at Bulith Castle next spring.
3. He makes a payment to the Captain.
4. He gives new orders to the Captain.
5. He departs to other duties.

Evaluation

The only reasons for removing the Captain at this stage are given above: failure in battle. Otherwise Gawaine will only make suggestions.

Garrisons

The captain and his Lance are garrisoned at the newly-begun Bulith castle, but so many troops can not remain within the precincts. The Cambrian mercenaries ride home, a matter of less than two days for most of them. The foreigners take accommodations elsewhere, preferring to purchase some elbow room away from the eyes of the captain.

Payments Made

- **for services:** 2-10£. This is a bonus for the captain. The amount varies depending upon what Gawaine (the gamemaster) perceives to be the relative success. 10£ is for a great success, 2 for a minimal success.
- **for Castle:** 67£. This is money to pay the hundreds of laborers who will be building the castle. It is paid out monthly, to the foremen, after the work is done. If progress is satisfactory, an equal amount is coming next autumn.
- **for Army:** 255£. This is enough money to pay them for half the upcoming season. It should be stored because it must be paid in advance, upon muster. (The troops get a little stipend to remain nearby over winter.)
Payment for the given army is 85£ per month. Payment for the Captain's Lance is 36£ of this.
- **discretionary money:** 100£. This is emergency money to be spent as seen fit by the captain. From it are to be taken gifts and bribes to other leaders.
- **Total = 455+£.** The gamemaster should pointedly ask the captain where he will store this treasure. The best place is in the half-built castle. Remember this vast treasure is here—the local warriors certainly will, and if they get the chance to take it, they will take that chance!

A Note On Accounting

Handout #I is provided for keeping track of the money. Gawaine will ask what happened to it. However, there is no modern method of checking and cross checking here, and



player knights have the option of just taking the money themselves and lying about where it went. The only punishment is a check for Greedy and Deceitful, unless the campaign goes wrong and an investigation discovers this embezzlement. Then the captain will surely be scapegoated for his failure, and punished for this crime by losing 1d3+1 Honor, and never again being appointed a captain, or to any other trusted post.

New Orders

Gawaine gives the captain an elaborate scroll, sealed with the High King's own seal. In fancy language it states exactly what King Arthur expects from the captain for the next year. The three tasks are, in order of importance:

1. Guard the construction of the new castle.
2. Pacify the countryside
3. Harass the enemies of the Pendragon

Officers

At this time the captain may also ask his own court of knights to assist in his administrative tasks. The available positions are:

- Chamberlain (Accounting)
- Constable (Castle-building, paying wages)
- Justicier (legal and courtly rulings)

The reward for each of these is 35 Glory per job undertaken, and a share of the income equal to 1£ each. (This is not subtracted from the Paymaster Record because it is from outside sources.)

Player knights should not be forced to do this. But it will give them something to do while the gamemaster concentrates on another character.



First Winter Court

As is the custom in Logres, the captain holds a Christmas Court. It is a time for feasting and celebration, and also for business. Guests include all the five tribal kings, who all attend regardless of their activity the previous summer.

Routine Actions

Player knights should perform their personal Winter Phase at this time. This includes normal learning from experience, additions to skills or traits, Glory Bonus points, and so on. The Childbirth Table can be used since knights probably spent time with their wives or lovers last spring.

Special Actions

Several problems are set before the reigning captain, who is acting as representative of King Arthur. The captain may designate a follower to solve these. All of these actions will have an effect on the tribal events later in the spring.

Action 1. Harvest

Everyone is talking about how well or poorly their people did over their last harvest. This is a principle cause for happiness or sorrow among the people.

To find the harvest, roll 1d6 for each of the tribes on the Annual Harvest Results Table. This is taken directly from *Pendragon*, page 174. Keep track of the results.

Modifiers:

Commote raided last year, -1.

War in commote last summer, -2 (this applies to Bulith).

Annual Harvest Results Table

<i>d6</i>	<i>Type of Income</i>
01	Terrible. Blight, murrain, etc.
02	Bad
03-04	Normal
05	Good
06	Excellent

The results do not directly affect the army, which gets its supplies from the outside, or has purchased them by previous arrangement.

Action 2. Giving Gifts

Tradition requires that the tribal kings each receive a present. This recognizes their honor and status as allies and neighbors of the king. Write down the amount of the gift, below.

Problem: They are all touchy, and have different preconceptions of what they are worth. They cannot all be satisfied.

Decisions: How much to send each of them? [Courtesy. Success = the captain knows that a gift of 5£ minimum is appropriate. Also, more than this is likely to impress, while less will insult.]

Results: Appropriate gifts get a modifier to the tribal events roll, which will be figured out at the appropriate time. For now, just list the amount of £ given to each chief.

An Optional Gift: Captains should consider giving a gift to the King of Brycheiniog, especially if he sent the extra warriors for free to help the captain in a second battle.



1st Winter Gift Record-keeping

Tribe	Gift (in £)
Bulith	
Cwmwd Deuodwr	
Elafel	
Gwerthrynion	
Llythyfnwg	
Brycheiniog	

Action 3. A Ransom Needed

Problem: A patrol discovers a knight among the slaves of the Gwerthrynion tribe. He is Sir Othon, a bachelor knight of Lord de Royston, a banneret in the county of Hertford. Sir Othon has been held many years, since he and his lord were captured in an earlier war. He promised to stand surety for his lord's ransom, and so Lord de Royston rode away to make arrangements. He never returned, and as a result Sir Othon was enslaved. He shall remain until his ransom, and that of his lord, is paid.

Sir Othon admits that he swore that he would be a slave if his lord did not return, and he is very disappointed that he has apparently been forgotten. He has no significant family to provide ransom.

Investigations: [Justice. Success = that the knight is being badly treated, but no worse than he expected when he swore his oath to stand surety.]

[Intrigue. Success = Lord de Royston was killed fighting against King Arthur, and all his lands seized.]

[Honor. Success indicates that the knights owe this knight nothing, unless their honor demands something.]

Decisions: The only honorable way to release Sir Othon is to pay the required ransom. It is 12£ for a bachelor, and 150£ for a banneret.

Results: If ransomed, Sir Othon is eternally grateful. He will swear to follow his ransomer forever, if he discovers his other bonds of vassalage to Lord de Royston are dissolved. The subsequent fate of Sir Othon is left to the gamemaster and player to determine.

Dishonorable Options: Sir Othon can be liberated by force. A large enough force can probably get away without any bloodshed. A slave payment (of 1£) can be left behind in compensation.

Action 4. Saxons Litigate Against Locals

If a Justicier has been appointed, this is his task.

Plaintiff: Wodvarg, chief of the Saxon mercenaries

Defendant: King of Elfael

The Complaint: Several of the Saxon mercenaries quartering in Radnor were killed by unknown, or unacknow-

ledged, assailants. Saxon honor demands justice in the payment of their weregelds. He demands 6£ for each of seven men. He does not care where the money comes from. Without subtlety, he says that without this payment his people must exact blood revenge.

The Defense: The Saxons are unbearable, with uncouth customs which insult the Cambrian men and shame the Cambrian women. They are no longer welcome guests, even if ordered by the Captain.

[Intrigue. Success = the Saxons were being unruly and insulting to their hosts, as they always are when they spend the winter drunk.]

Investigations: The fight began over women.

While questioning Chief Wodvarg, attempt [Honest. Success = realization that the chief deliberately provoked this fight.]

[Courtesy. Success = the Saxon weregeld should not be 6£, but 1£ each.]

[Courtesy. Success = knowledge of the law that if the Saxon starts a blood feud he will be judged an outlaw, and hung.]

Decisions 1: Answer the Saxon claim.

The options are:

- Dismiss it. This will anger the Saxon, as he has promised. The king will be pleased, however.
- Order King of Elfael to pay compensation. This will satisfy the Saxon mercenary, but angers the king.
- Pay it yourself. A compromise. Subtract the 1£ or 6£ each from the discretionary funds.

Decision 2: What to do with the Saxons.

- Dismiss them.
- Punish them.
- Move them elsewhere.
- Keep them in Radnor.
- Turn them over to local justice.
- Kill them.

Action 5. The Chief Engineer

At this time, give the Constable or the Captain, whoever is in charge of the castle construction, handout #H1.

Action 6. Hire Mercenaries

A captain may decide to spend his discretionary funds to hire more mercenaries. He must send the money out to the recruiting sites in Brycheiniog and/or Escavalon, and the troops will arrive on the springtime date given.

Rates for mercenaries are given in the box above. Note that the rates given here are slightly different from the stand-



ard payment listed elsewhere. This is simply to reflect local conditions.

Action 6. Make Siege Equipment

The captain can order siege equipment to be made at the cost of 1 point per £. It is stored in the castle. Funds must be paid in advance, now.

Followers

Player knights other than the Captain can be entertained with various handouts. A write up on them is at the end of this scenario in the Player Activities section. Look there now and start the players on their first handouts. Appropriate handouts to use here include:

- A. A Marriage Proposal
- B. A Romance
- C. The followers are invited to participate in a raid.
- H. The Master Engineer has a proposal.



First Spring Court

Tribal Attitudes

Now the captain finds out what his policies and decisions have wrought for him. Tribal attitudes are determined with a random roll, and affected by modifiers which are based on

events and the captain's decisions over the winter. Use the Record Keeping Sheet for Spring Court to write down all the modifiers for each tribe. All the modifiers are added together and applied to the Tribal Events Table roll. The result shows what the tribe does this spring.

The captain must then determine his decisions based upon these local events.

Basic Attitudes

Some tribes like outsiders, or this army, more than others do. These predetermined modifiers are already listed on the record sheet.

Attitude Modifiers

+5	Bulith
-5	Cwmwd Deuodwr
-2	Elafel
-3	Gwerthrynion
+3	Llythyfnwg

Social Insults

Chiefs can be swayed by being recognized or insulted.

Social Insults Modifiers

+2	Captain gave at least 5£ gift to Tribal Chief
-1	Captain gave less to this Chief
-3	Captain gave gifts to other chiefs, but not this one

Record Keeping for the First Spring Court

Enter the values on this table as you find them. Pre-determined values are already given. Other values are determined by random roll, or by the gamemaster.

	Bulith	Cwmwd Deuodwr	Elafel	Gwerthrynion	Llythyfnwg
Basic Attitude	+5	-5	-2	-3	+3
Social Insults					
History					
Chieftain's Honor					
Saxon Judgement					
Sir Othon's Liberation					
Harvest					
Totals					
Final Attitude					



History

Last year's interaction in battle affect actions. Only one modifier applies per tribe.

History Modifiers

-4	Fought Against Captain last year in Battle*
+2	Was defeated by Captain in Battle last year*
-4	Defeated Captain in battle last year
+4	Fought alongside Captain last year in Battle**

*Cwmwd Deuodwr, Elfael, Gwerthrynion fought against in the prior year.

**Bulith, Llythyfnwg fought alongside in the last year.

Chieftain's Honor

The chief's personality determines much. For each tribe, add the number below to number of £ given last winter.

Honor Roll

Base	Tribe
8	Bulith
0	Cwmwd Deuodwr
5	Elfael
3	Gwerthrynion
8	Llythyfnwg

Roll d20 for success/failure.

Success = +5 to Tribal Events Table roll for that tribe.

Failure = -5 to Tribal Events Table roll for that tribe.

Saxon Judgement

If the decision was:

- turn the Saxons over to local justice: +3 to all Tribal Events Table Rolls
- Saxons expelled: +/- 0
- Saxon collects any weregeld: -5 to all Tribal Events Table rolls

Sir Othon

If Sir Othon was dishonorably taken, the Gwerthrynion tribe gets a -2 to its roll. If Sir Othon was ransomed, the Gwerthrynion tribe gets a +1.

Harvest

Harvest Modifiers

+3	Last year's harvest was good (5 or 6 on table)
-3	Last year's harvest was bad (1 or 2 on table)

Tribal Events Roll

For each tribe, add together all the results above, and add it to a 1d20 roll to see what their final action is. Write their final attitude on the record keeping sheet.

Tribal Events Table

d20 roll Results

01-04	Full rebellion
05-08	Partial rebellion
09-12	Nothing
13-16	Partial friendship
17-20	Full Alliance

Table Results Explained

Full Rebellion: Their entire army is sent to raid or invade Bulith.

Partial Rebellion: Half of their army is sent to raid or invade, and their entire army ambushes Arthur's army in transit through their territory.

Nothing: Complete neutrality. They send no troops, nor do they hinder, nor do they raid.

Partial Friendship: Half of their army is sent to assist the Captain; transit through their territory is allowed.

Full Alliance: The entire army is sent to assist the Captain for the season.

The Spring Muster

The local kings have been told to come with their springtime gift to the captain. This is measured in herds of sheep, which are to be used as food for the army this summer. Tribes which do not send their sheep are known to be in partial rebellion, those which send words of defiance instead are in full rebellion. Tribes which send only sheep are neutral. Partial friendship and full alliance forces send half or all of their armies as well.

The gamemaster should start setting the stage for the next summer of events by describing the appearance of the various contingents with their herds and armies.



Mark the status on the Cambrian War Map to illustrate what is going on.

Decisions

The actions of the army depend entirely upon the objectives, ambitions, and obedience of the captain. Gamemasters must stress this, and urge the captain to hold council with his friends to determine actions.

Some facts

- Rebellious tribes can be expected to at least raid unprotected lands if the armies depart.
- Rebellious tribes can be quenched with overwhelming odds in a raid or invasion.
- The Kingdom of Powys will probably attempt to help their allies in this area.

Some of the obvious options are

- Remain defensive: protect everything with little action, except to meet threats.
- Quell rebellion quickly: This requires dispersing the army against all the rebellious tribes, with at least 2:1 odds assuring success. However, troops must be at least 1/2 Cambrian pony troops, or else a 4:1 odds are required. State which troops are being left behind as a garrison.
- Interact locally: Attempt to calm things through negotiations instead of battle. The army remains as if Defensive.
- Invade Powys: No one is sure what Belinans will do. A great opportunity for Glory and plunder may lie to the north. State which troops are left behind at Bulith as a garrison.

More Mercenaries

The captain can send for more mercenaries at this time, at the same rates as listed above. They will arrive in one month.

Make Siege Equipment

The captain can order siege equipment to be made at the cost of 1 point per £. It is stored in the castle. Funds must be paid in advance, now.



The Second Summer

Once the captain is committed to a course of action, and the troops deployed, the actions of King Belinans can be determined. Many of these results do not affect the player knights at all, and will be reported as news and rumor.

King Belinans

A major unknown factor is what King Belinans of Powys will do this year. He has an army of about 1000 KV, and plenty of siege equipment too, and so is a major threat whatever he does.

This invasion of Bulith is one of two major defeats for King Belinans in the first year of the war. Furthermore, other political opportunities exist: perhaps he can conquer Cardigan? Liberate Shrewsbury?

Some factors affect King Belinans' decision. The main one is the state of rebellion in the Bulith area. Check the status map. If half the territory is in rebellion then Belinans gets a +5 to his roll.

Belinans' Activity Table

1d20	Result
01-02	Assist Norgales by attacking Arthur in Gomeret
03-04	Invade Cardigan
05-06	Besiege Shrewsbury
07-08	Raid Orofoise
09-12	Wait defensively
13-16	Raid Bulith
17-20	Invade Bulith
21 or more:	special, see below

Special: An especially inflammatory attack by King Belinans incites the Kingdom of Brycheiniog to try to get a share too.

If the captain sent a gift of at least 5£ to the King of Brycheiniog last winter, then he will not attack even if this roll is made. But if he did not get a gift, he sends his troops north.

If Brycheiniog Attacks

The following factors affect subsequent play:

All mercenaries hired from Brycheiniog depart the New Army to go home. They won't fight against their kinsmen.

No additional army troops can arrive because the roads are closed to them. They would have to invade Brycheiniog first, which the captain probably hopes they will do. They might try the long way around, up through Ystrad Tywi, but that could be an adventure in its own right.

Help From Ergyng or Hay

The player knight in command of the Bulith force is likely to have previously assisted both King Caradoc of Ergyng and the Lady of the Feats during the "Adventure of the Dolorous Wyrn."



These individuals are people who would not forget past favors, and in an emergency would help old friends.

Gamemasters may choose to weave this previous friendship into the ongoing narrative, especially if other player knights have some relationship with gamemaster characters in Eryng.

Alternately, these lands might raise an army and send it in, unasked, during an emergency. Thus, if Brycheiniog attacks Bulith, these kingdoms might send their own reinforcements to help the captain.

Results of Player Actions

Player Defensive Stance and...

...Raided by Belinans.

The prepared troops can sufficiently protect all the tribes from significant raiding, whether from hostile neighbors or King Belinans.

... Invaded by Belinans.

King Belinans' approach is seen early. Peasants flee to castles or disperse. All the troops of the Captain's army are available for battle or siege (see below).

Players Quell Rebellion and...

Success is achieved as long as Powys does not invade or raid.

... Raided by Belinans.

The rebellious tribes are not suppressed. The quelling troops find themselves outnumbered as raiders help the tribes.

... Invaded by Belinans.

The Powys army finds the castle garrison alone, and immediately assaults it. They then besiege, if need be. After one week their siege train arrives, and they begin battering down the walls. Troops which are outside the castle when the siege begins disperse and flee. Go to Siege of Bulith, below.

Interact Locally

Gifts are the only way to calm rebellious tribes. At least 5£ gets a half-rebel tribe to come to a truce, and 10£ calms down a fully rebellious one.

If the cash is not at hand, then a promise of the stated amounts, plus 5£ more, all to be paid next winter, is accepted.

Invade Powys and...

The best trails lead from Cwmwd Deuodwr or Gwerthrynion into the commote of Arwystli, which is Belinans' own tribe. It is a rich area of the upper Severn River. Castle Rhun is the stronghold, where a large part of King Belinans' treasure is.

Record Keeping for the Second Spring Court

Enter the values on this table as you find them. Pre-determined values are already given. Other values are determined by random roll, or by the gamemaster.

	Bulith	Cwmwd Deuodwr	Elafel	Gwerthrynion	Llythfynwg
Basic	+5	-5	-2	-3	+3
Social Insults					
Bribes Paid					
History					
Chieftain's Honor					
Judgement with Antonio					
Harvest					
Connections					
Totals					
Final Attitude					



...if Belinans was Raiding or Invading Bulith, or waiting defensively.

Then the Battle of Arwystli will be fought. (See below)

...Belinans was elsewhere.

Then an open season of Raiding Arwystli will bring in great riches. See the next section.

Raid Arwystli

Arwystli has a native defense force of 100 men remaining behind, which is 50 KV. It will engage any force which is up to twice its size in numbers (not KV). Use the *Pendragon* skirmish rules to resolve this quickly.

Against any larger force, they will disperse and help their people ambush the raiders, but otherwise avoiding combat.

A garrison of 25 soldiers are in Rhun Castle, and never leave during this scenario. They just raise the gates and wait. No tricks, please. Keep it simple.

The captain gets a chance to plunder the realm. He rolls his Battle skill +15 (ie-against no opposition), below:

Arwystli Raid Results Table

Fumble: Impossible

Failure: Impossible

Success: The raiding army gets 50£ in cattle and 25£ in common chattel goods.

Critical Success: The raiding army gets 75£ in cattle, 50£ in common chattel, and 25£ in treasure.

Everyone expects the Powys army to show up at some point. All the easy loot has been gotten, and is moving towards the border as fast as its hooves will carry it.

Escape is easily possible, if desired. If the captain wishes to remain behind longer, he will have to meet the Powys army. His Cambrian warriors desert, whether allies or mercenary, including King Tathal, when they see the size of Belinans' army. "We are rich, we have shamed the King of Powys, we will celebrate once more." And off they go.

If the captain still does not depart, go to the Battle of Arwystli, starting with the army reduced by the desertions.

Dividing the Loot

Both Cambrian custom and medieval mercenary practice say that the leader of a plundering army gets half the booty. The men of the hill tribes pay more to their tribal chiefs. Among the feudal host, everyone keeps what they got.

Thus the captain gets either 42 £ for a success, or 85£ for a Critical Success. Gamemasters should give him handout E, titled "A BIG note on Largesse."

Assuming an equal division of booty between the Cambrian forces and the feudal forces, the captain's army equally divides the loot among the 200 of themselves. Of course, knights (as noblemen) get a double share, and so do officers, but normal battle losses equal the count to 200 man-values.

A Success is therefore 42£ divided among them, which gives the 0.21£, or for a knight's double share, 50 denarii.

Gamemasters should read out this analysis of booty to their players, just for the entertainment value of them watching their loot diminish to a pitiful 50 denarii: the equivalent of a milk cow up here! Next you ought to see the virtue of *largesse* after the Captain finishes reading his handout.

The Possible Battles

Use the Battle Resolution System in *Boy King* on page 34 to determine the outcome of these battles.

Battle of Arwystli

Arwystli is located at J-16.

Before the Battle

Commanders:

For Powys: King Belinans. (Battle = 18)

For New Army: player captain

Battle Size: Medium

New Army: Probably 94 Knight Values after desertions (and the Saxons leave), unless additional losses are taken.

King Belinans: About 1000 Knight Values.

Modifiers

Maneuver: Opposed Battle skills by commanders. Winner gets a +1d6 to his Battle for having superior ground. Opponent gets negative same amount.

Belinans gets +10 for being in home territory

New Army: outnumbered 10:1, -10

Powys: outnumbers foe 10:1, +10

The Fight

First Charge: As usual.

Melee: As usual.

After the Battle

Pursuit is possible.

Victor: Determined by play

Plunder: 1£ each.

Glory: 45 per round.

Follow Up

King Belinans will try to capture knights for later ransom, but for the duration of the war keeps them locked up in Rhun Castle and elsewhere. They are Out of the Story for now.



Battle of Bulith

This occurs only if the captain decides to meet the invading King Belinans out in the open, in prepared battle.

All Cambrian allies desert, saying that there is no room in the castle for them anyway.

See the above Battle of Powys for specific information. The only difference is under **Maneuver**, where Belinans does not get the +10 modifier.

Siege of Bulith

If King Belinans invades, the best thing for the captain to do is to get inside the castle. He will always have some warning of such a large body of men. There is a little time to make decisions.

The gamemaster should ask the constable to calculate the current number of months, money spent, and estimated completion of the castle. The captain will want it, of course.

The captain must decide on what to do with his army. The castle can only hold 100 men. Decide which hundred, and then calculate their total KV.

The others are sent away, and you can be sure they will move swiftly along whatever they think is the best route.

Now is the time to *correctly* calculate the DV of the castle. At this point it should be one third finished after the expenditure of 67£—unless Master Williams had his way. Check back and see whether the constable (or captain) accepted the “special deal” offered by the master engineer (handout #H1).

The master engineer’s offer was in fact a lie. The promised +10% (or +19%) construction never happened. In fact he considered the player characters such easy marks that he skimmed the payments and the fortification is actually -10% (or -19%) from what it would normally be. If the constable agreed to the money-sharing deal with the engineer, then he is also implicated in the improprieties. The engineer’s skill makes him so valuable that he can probably get away with this without penalty. Give your player handout #H3.

DV Completed After One Year		
	All 67£ Spent	+ Bonus Early Summer Phase
No Deal with Master William	18 DV	27 DV
Accepted First Deal	16 DV	25 DV
Accepted Both Deals	14 DV	23 DV

Once the current state of the defenses has been calculated, use the Siege and Assault rules (*The Boy King*, page 35-37).

The game is now between Belinans and the captain.

After 1 week Belinans gets 10 points of Siege Equipment. He gets a further 10 points each week afterwards, for 4 weeks. Then the Late Summer session begins.

If Belinans wins castle Bulith, he occupies it and holds the survivors for ransom. In that case, it is the end of the adventure.

Late Summer

Reaction to the previous events occurs.

If Belinans did nothing, and the captain did nothing, roll again on Belinans’ Activity Table to see what he does. However, be sure to check the modifiers if the circumstance has changed. Most likely this will be a pacification of the rebellious tribes.

Also, add a -3 modifier to the die roll to indicate the increased pressure upon Belinans from other forces.

Finally, a force of royal troops arrives and deposits another 3 months payment for the mercenaries. This should be paid immediately to the remaining troops for their next 3-months employment.



Second Autumn

Visit by Sir Gawaine

Gawaine comes again at the start of winter to receive the official report of action, and presents his evaluation of it. He also studiously inspects progress on the castle.

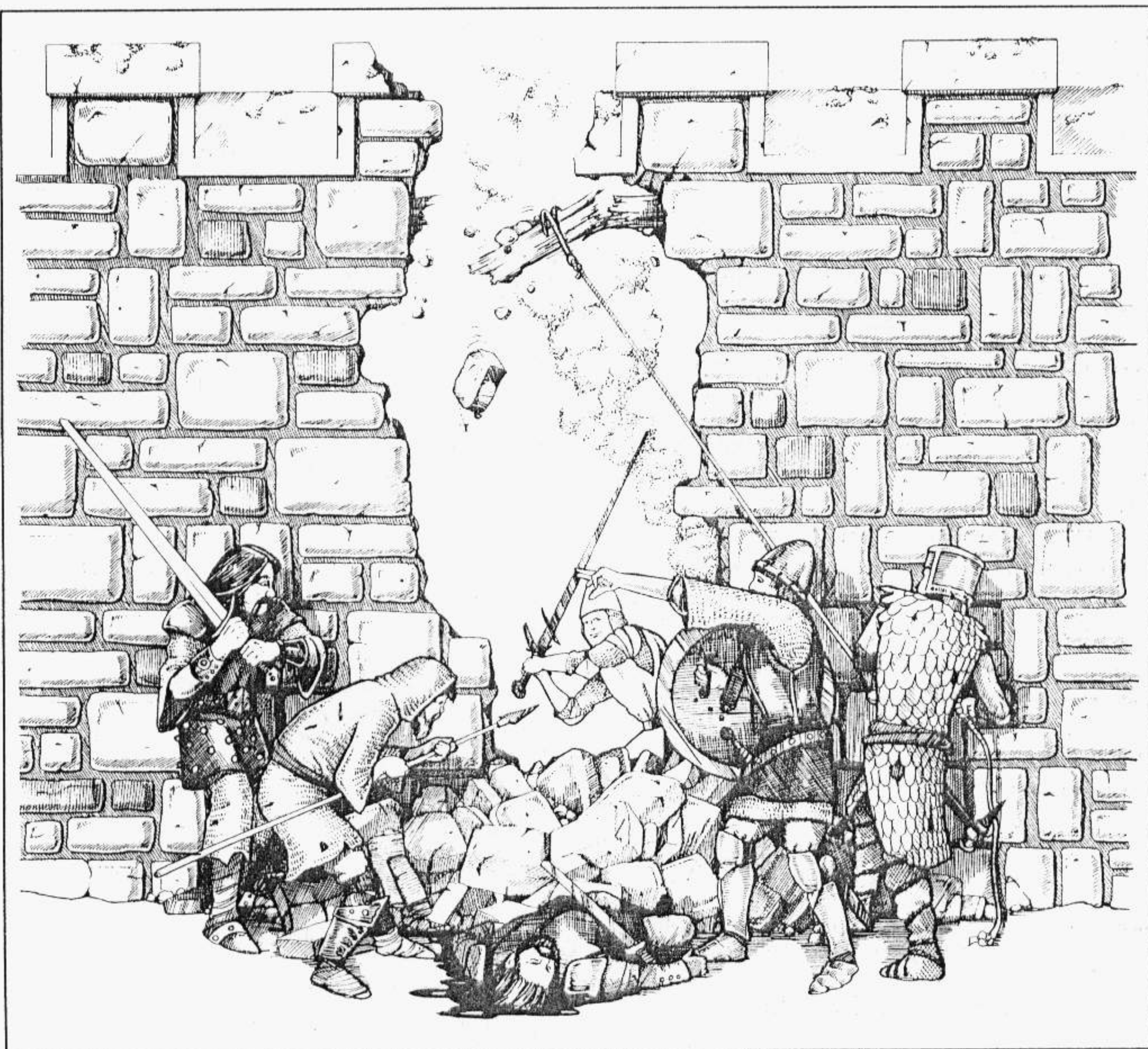
As before, Sir Gawaine decides whether the captain is to be relieved of his duty. If the command is to be continued, he then gives several payments to the captain. Then, Gawaine asks King Tathal to once again sponsor a banquet for the other chiefs. Gawaine entertains (and evaluates) the guests, and discusses each of them with the captain.

Gawaine then gives orders to the mercenaries to stay nearby for winter, along with a command to assemble at Bulith Castle at the next spring, and then departs to other duties.

Payments Made

Payments are made the same as last year, with these exceptions:

- **for services:** 2-10£. This is a bonus for the captain. The amount varies depending upon what Gawaine (the gamemaster) perceives to be the relative success. 10£ is for a



great success (successful raid on Powys), 2 for a minimal success (maintaining peace and getting the castle built).

- for Castle: 67£.
- for Army: 255£.
- discretionary money: 100£
- total = 455+£. Again, the gamemaster should pointedly ask the captain where he will store this treasure.

New Orders

Gawaine gives the captain another scroll, sealed with the High King's own seal. In fancy language it states exactly

Through the Breach

A motley assortment of mercenaries try to fight their way through a breach in the wall, while a lone knight defends it from the other side.

what King Arthur expects from the captain for the next year. The three tasks are, in order of importance:

1. Guard the construction of the new castle.
2. Harass the enemies of the Pendragon.
3. Pacify the countryside .



Officers

The captain may also, at this time, ask his own court knights to report on their administrative tasks to Gawaine. these are:

- Chamberlain (Accounting)
- Constable (Castle-building, paying wages)
- Justicier (legal and courtly rulings)

Garrisoning

The captain and his Lance are again garrisoned at Bulith castle. As before, the Cambrian mercenaries ride home. The foreigners also take accommodations elsewhere.



Second Winter Court

This winter court is similar to the court of the prior year.. Again, these decisions events will affect the Tribal Event Roll in the spring.

Routine Actions

Player knights should perform their personal Winter Phase.

Special Actions

More problems are set before the reigning captain, who may designate a follower to solve them.

Action 1. Harvest

Roll for Annual Harvest Results.

Modifiers:

Successful raid in commote last year, -1. This may include all rebels from last year, perhaps everyone if Powys raided.

War in commote last summer, -2. If Bulith was invaded, this includes Bulith, Cwmwd Deuodwr, and Gwerthrynion.

Annual Harvest Results Table

d6	Type of Income
01	Terrible. Blight, murrain, etc.
02	Bad
03-04	Normal
05	Good
06	Excellent

This result does not directly affect the army, which gets its supplies from the outside, or by previous arrangement.

Action 2. Giving Gifts

Gift giving is the same as last year. Record the gift amounts.

2nd Winter Gift Record-keeping	
Tribe	Gift (in £)
Bulith	
Cwmwd Deuodwr	
Elafel	
Gwerthrynion	
Llythfnwg	
Brycheiniog	

Action 3. A Milanese Dilemma

Plaintiff: Chief of the Llythfnwg Tribe

Defendant: Sir Antonio de Milano, chief of the cross-bowmen

The Complaint: The chief complains that the Italian has dishonored his family by seducing his daughter and getting her pregnant, and then refusing to marry her. He demands a wedding, or full compensation for the insult (which is 7£).

The Defense: Antonio says that he did not seduce her, but was seduced *by* her. He is only a defenseless man, subject to the devilish wiles of womankind.

Investigations: [Intrigue. Success = the investigator discovers that both parties are partially right, and that they have flirted all winter. Critical Success = the investigator learns that the daughter hates being stuck in the mountains, and would do almost anything to get out.]

Decisions 1: Rule on the Chief's Demands. The options are:

- Dismiss the whole case
- Demand Antonio get married
- Demand Antonio pay
- Pay the compensation yourself

Decision 2: What to do with Antonio

- Nothing.
- Ask his advice on Romance.

Action 4. Sir Othon

Oh woe upon woe! Sir Othon is *still* a slave. If this has not been resolved, then the gamemaster can bring it up again.

Action 5. Asking to Marry

A player knight may ask the captain if he can get married. See handouts A and G for details.



Followers

If the gamemaster hasn't used all of the handouts yet, now would be a good time to try the rest. Possible ones are

- A. A marriage proposal
- B. A romance
- C. The followers are invited to participate in a raid.
- G. Another marriage offer. This is for another knight, or even the same knight again if the first offer (#A) did not work out.
- H. The master engineer has a proposal.



Second Spring Court

The captain once again finds out what the results of his policies and decisions are. As previously, tribal attitudes are determined with random rolls which are affected by modifiers based on events and the captain's decisions over the winter. Find all the modifiers and apply them to the Tribal Events Table roll. The result shows what the tribe does this spring.

The captain must then determine his decisions based upon these local events.

Basic Attitudes

Some tribes like this army, more than others do.

Attitude Modifiers

+5	Bulith
-5	Cwmwd Deuodwr
-2	Elafel
-3	Gwerthrynion
+3	Llythfnwg

Social Insults

Chiefs can be swayed by being recognized or insulted.

Insult Modifiers

+2	Captain gave at least 5£ gift to Tribal Chief
-3	Captain gave gifts to other chiefs, but not this one

Bribes paid?

Cash may have been promised to the rebellious local tribes. If it is to be paid, subtract the amount now. If not paid, then for each 1 £ shortage, the player gets a -2 on the d20 roll.

History

Last year's interaction in battle affects the Chiefs' attitudes.

History Modifiers

-4	Fought Against Captain last year in Battle
+2	Was defeated by Captain in Battle last year
-4	Defeated Captain in battle last year
+4	Fought alongside Captain last year in Battle

Chieftain's Honor

The chief's personality determines much. For each tribe, add the number below to the number of £ given last winter, and then roll a d20 against it.

Honor Roll

Base	Tribe
8	Bulith
0	Cwmwd Deuodwr
5	Elfael
3	Gwerthrynion
8	Llythfnwg

Success = +5 to Tribal events Table roll

Failure = -5 to Tribal events Table roll

Judgement with Antonio

These modifiers are added only to the Llythfnwg tribe's roll. If the decision was:

Judgement Modifiers

-3	Dismiss the whole case
0	Demand Antonio get married
0	Demand Antonio pay
-1	Pay the compensation yourself

Harvest

Roll on this table for each tribe.

Harvest Modifiers

+3	Last year's harvest was good (5 or 6 on table)
-3	Last year's harvest was bad (1 or 2 on table)

Connections

Player knight marriages to tribes affects their attitudes.

Modifier

+3 for each player knight married to a woman in the tribe

Tribal Events Roll

For each tribe, add together all the results above, and add the result to a d20 to see what the final action of the tribe is.

Tribal Events Table

d20 roll	Results
01-04	Full rebellion
05-08	Partial rebellion
09-12	Nothing
13-16	Partial friendship
17-20	Full Alliance

Table Results Explained:

Mark the status of the tribes on the map to keep track.

Full Rebellion: Their entire army is sent to raid or invade Bulith.

Partial Rebellion: Half their army is sent to raid or invade, and their entire army ambushes Arthur's army in transit through their territory.

Nothing: Complete neutrality. They send no troops, nor do they hinder, nor do they raid.

Partial Friendship: Half of their army is sent to assist the Captain; transit through their territory is allowed.

Full Alliance: The entire army is sent to assist the Captain for the season.

The Spring Muster

The gamemaster should start setting the stage for the next summer of events by describing the appearance of the various contingents with their herds and armies.

Decisions

Again, the captain must decide what to do. Urge the captain to hold council with his friends to determine their actions.

The options remain the same as last year

- **Remain defensive:** Protect everything with little action, except to meet threats.
- **Quell rebellion quickly.** This requires dispersing the army to all the rebellious tribes, with at least 2:1 odds assuring success. However, troops must be at least 1/2 Cambrian

pony troops, or else a 4:1 odds are required. State which troops are being left behind as garrison.

- **Interact locally:** Attempt to calm things through negotiations instead of battle.
- **Invade Powys:** No one is sure what Belinans will do. Make sure the Captain says what troops stay to garrison Bulith.

More Mercenaries

The captain can send for more mercenaries at this time, at the same rates as listed above. They will arrive in one month.

Make Siege Equipment

The captain can order siege equipment to be made at the cost of 1 point per £. It is stored in the castle. Funds must be paid in advance, now.

Third Summer

Once the Captain's course has been decided, determine what Belinans will do.

King Belinans' Activity

If half the tribes of the Bulith area are rebellious, then King Belinans gets a +5 to his die roll.

Belinans' Activity Table, 2nd Year

01	Surrender to Player Captain
02-03	Attack Shrewsbury, in Orofoise
04-09	Surrender to General Griflet
10-16	Wait Defensively
17+	Attack Bulith

Results of the players' and Belinans' activities include:

- **Nothing.** It is possible that both armies will sit at home.
- **Battle in Bulith.** If Belinans invades, and the player captain defends, the net result will be a battle in Bulith. Read the section about Belinans' army in the third year, below, and then the last year's section about the Battle of Bulith.



DV Completed After Two Years

	All 67£ Spent	+ Bonus Early Summer Phase
No Deal with Master William	36 DV	45 DV
Accepted First Deal	34 DV	43 DV
Accepted Both Deals	32 DV	41 DV

- **Battle in Arwystli.** Player knights may invade while Belinans is waiting, at home. Because of the difficulty of timing, he may turn to fight against either Griflet or the captain, whoever is earliest. In this case, the gamemaster rolls any die, where odd number = Belinans fights the player captain. This results in the Battle of Arwystli, in which case the gamemaster must read about Belinans army, below, and the battle entry from last year.

Another major change is that the tribesmen with the army will not desert this time. They are ready to fight for loot.

- **Raid Arwystli.** If the player knights invade while Belinans is attacking Shrewsbury, they have to opportunity to raid without opposition. Read the section on raiding Arwystli under last year's heading. If Belinans has surrendered to Griflet, then the raiders will find King Arthur's own men in Powys when they arrive.

King Belinans' Army

King Belinans' once-proud army has gradually been reduced due to losses of men in battle and to sickness, and also through the loss of territory to send reinforcements.

His once-proud army of over 1000 KV is now reduced to a mere 550. Depending upon the attitudes of the tribes around Bulith, a captain may be able to match this.

Other Events

Sir Griflet is marching up the Severn Valley with a huge army, besieging all the castles which dare oppose them. If the player captain does not defeat Belinans, this army will.

Belinans accepts terms which leave him a much reduced territory. Orofoise is taken away, and dependant now upon the King himself. Many tribes around Bulith are permanently taken away. Other tribes break away on their own.



Third Autumn

Visit by Sir Gawaine

Sir Gawaine again visits to receive the official reports, and to present his evaluation of events. He is, as always, fair and understanding of honest errors.

As before, Gawaine decides whether the captain will retain his job. But it is different this time: Gawaine hopes that the need for a garrison here is done.

In a private session with only the captain and his knights, Gawaine asks the captain to help make some decisions: Is King Tathal ready to take over here? Can he be trusted as an ally? Does the castle need to be garrisoned by Arthur's men? Gawaine is asking the player characters for their opinions, gained after three years of observation and action.

He also asks which of the other tribes are unreliable.

All the possible answers cannot be anticipated, but the most likely, with their consequences, are:

King Tathal is Very Reliable

Tathal gets the castle, rule over his own tribe, and over the Cwmwd Deuodwr tribe, and possibly over the other unreliable tribes.

Tathal is probably reliable

Tathal gets the castle, rule over his tribe and the Cwmwd Deuodwr tribe.

Tathal is questionable

Tathal retains rule over his tribe and Cwmwd Deuodwr but does not get possession of the castle which will be garrisoned with cheap mercenary troops.

Tathal is hostile

Tathal is declared an outlaw, his lands impounded, and a new friendly king selected for his tribe from among his kinsmen. Rule of the kingdom is given to the chief of the Cwmwd Deuodwr tribe.

Conclusion

Player knights can retire from this scenario at the end of the three year war. Gamemasters may wish to extend their stay at Bulith, perhaps as guests of the king while they seek other adventure. But gamemasters should determine these intentions before the final feast.

Gawaine calls the kings together and announces a grand feast at Castle Bulith. It is to be a lavish affair funded by the High King. Entertainers come all the way from Escavalon to perform tonight.

Favorite Dish: *Vyand de Cypris in Lent* (Almond Fish Stew).

Favorite Entertainment: The Gypsy with the trained birds. At the feast Gawaine lavishes praise on the successful campaign, and upon the men who led it. He forgets no one.



Afterwards

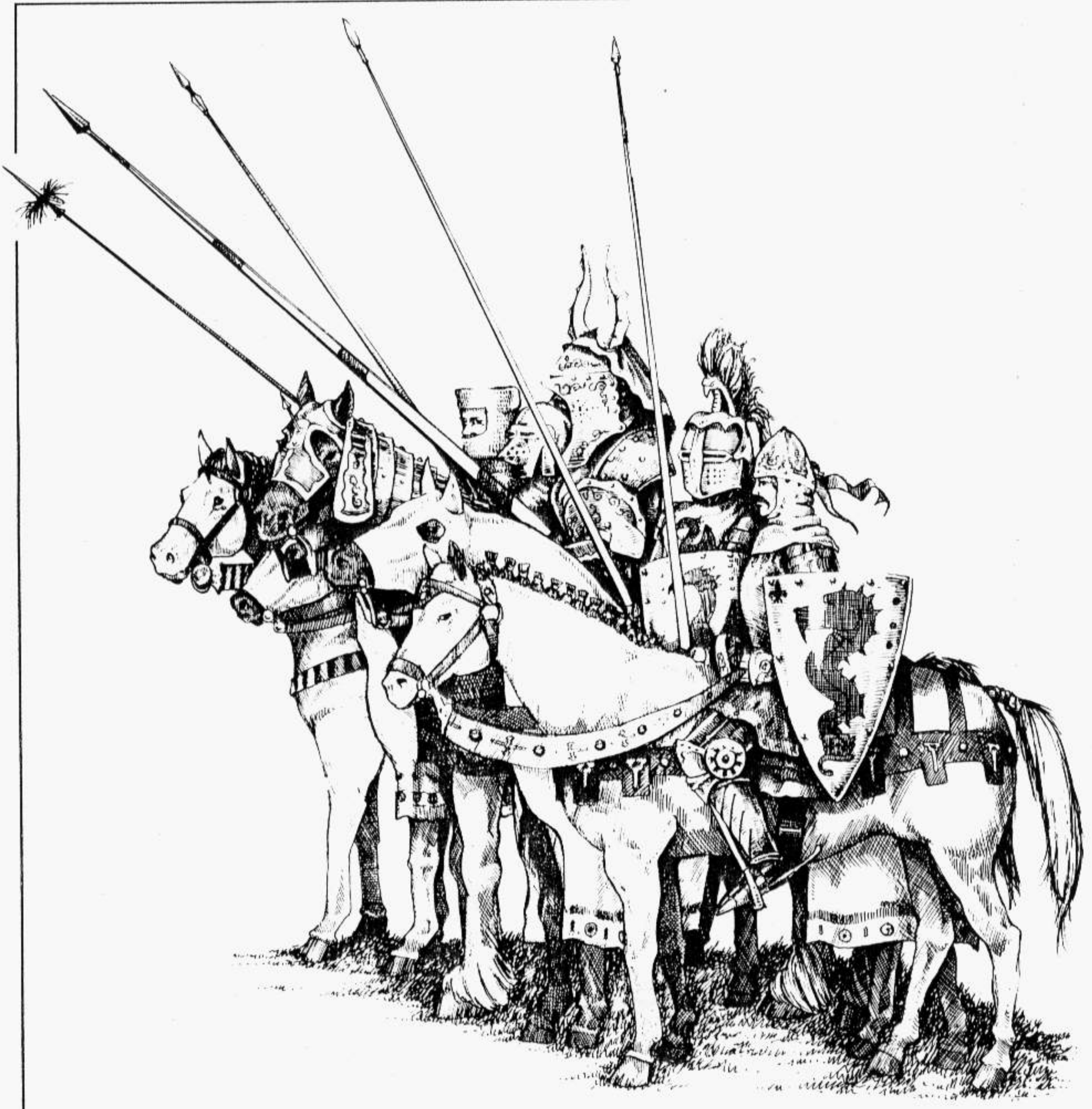
All player knights get 100 additional Glory for each year they participated in the war. The captain receives double this amount.

Gawaine announces his decision on how to rule the area afterwards. Unless King Tathal does not get possession of the castle, everyone is happy. Even if King Tathal is unhappy, he manages to bury his discontent (at least for the duration of the feast).

Relationships and commitments to the area may continue. A knight or two may have a wife here, or a lover, and perhaps some enemies. There is a good chance the knights will pass through this way again, seeing old friends during their travels. But in fact, this is *the end*.

Mercenary Unit

Depicted is a unit of mercenary knights. They could be a group hired by the captain to fight the war, or a unit of the New Army following Arthur.





Cambrian War Handouts

Because the Captain is the center of much of the decision-making in the "Adventure of the Cambrian War," the other players knights may feel neglected or, worst of all, bored.

These handouts are prepared for them to enjoy in private while the gamemaster is busy with the captain on other matters. Photocopy them and cut them apart so that you can hand them out at the proper time..

It is appropriate that the game activity be somewhat divided at this time. Players will want to talk to players, to the captain, and to the gamemaster. But let the structure of the presented outline of seasonal focal points guide the movement in the scenario. These are minor events, not intended to dominate, but to provide some individual color and interest.

Gamemasters must familiarize themselves with these before giving them out. Make sure that they are suitable for the players and characters involved. Familiarize yourself with the consequences of these actions, too.

The Adventures

The events given are arranged in a logical, linear order which doesn't give the players much room to maneuver. Their decisions are pretty much limited to the options given. The ramifications are not always clearly stated, and may come as a surprise to them.

Give them the notes one at a time, starting with the first and making sure that they are interested in continuing. Keep their marked notes handy as proof for what may follow later. Sometimes there are more than one note with the same number. For instance, there are two of #A3. These provide a choice which is dependant upon the results of the previous note. Be sure to check carefully to give the right ones.

Here are some of the ramifications which the gamemaster must watch for while using these handouts.

A. A Marriage Proposal

This is intended for an unmarried knight seeking a wife.

A1. Sir Gobrwyl with an Offer

This is an offer of marriage to ally a knight with one of the tribes.

A2. A Test

Before giving this out, select one of the three women in the You Meet the Girl section, and write in her dowry on the blank line.

The knight has failed if any of these traits are checked: Deceitful, Arbitrary, Suspicious, Cowardly.

A3. (1) Marriage Rejected.

The offer ends. No further play on this.

A3. (2) Marriage Accepted.

The knight asks the Captain if he can marry.

You Meet the Girl

This one is not given with a separate listing number. If the knight was successful, hand the player the woman you selected from the three candidates in the "You Meet the Girl" section at the end of the handouts.

B. A Secret Romance

For a knight seeking Romance.

B1. A Public Meeting

If the player indicates he wishes to continue, the gamemaster must concentrate upon his character for a short while.

If you get the paper back with indications that the knight does not wish to not pursue it, then just drop it. Or you may try using it on another player.

If you do get the paper back, then tell him that, actually, the rendezvous doesn't occur right away. As the last food is taken away, no one comes to tell him anything. Relate the passage of time quickly using this list, and roll a d20, the results of which are meaningless. After every roll say "nothing happens," then ask the player if they wish to keep waiting.

- The professional entertainers finish their entertainments. Half the people in the hall depart to their own quarters.
- The amateur entertainers finish. Half of those remaining turn the trestle tables and benches into beds, and wrap themselves up.
- The last of the late night people, old men talking or singing drunks, pass out. Everyone else leaves, or goes to their sleeping place with blankets, or just passes out where they sit or sprawl. [Energetic +5. Success = go on.]
- A few people shuffle in the dark, to the privy or just getting a drink of water. The hall is full of sleeping, snoring bodies. [Energetic. Success = keep going.]
- Early morning bell heard. [Energetic -5. Success = go on. Failure = make a Lustful roll, where Success = go on.]
- Sun rises, cocks crow, dogs stir about in the straw. Servants go about their business starting a fire, breakfast is begun.



[Energetic -10. Success = go on. Failure = make Lustful Roll, where Success = go on.]

No one comes. Describe the scene of the other player knights finding this knight, either awake or asleep, when they rise. Ask what the other knights say to him, and he in return.

#B2. A private meeting

Afterwards, check to see if Lustful, Proud, and Rash are checked.

- If all three are, she will end the affair.
- If two are checked, and Romance is not checked, then she will end the affair. Use #B5 for this purpose.
- If only one is checked, it doesn't matter.
Roll against Tourney, Religion, and Romance.
- If Tourney and Religion are checked, and Romance is not, then she will end the affair. Again, use #B5 for this.

#B3. Another private meeting

Another slow torture of frustration as she fails to keep the meeting.

#B4. Dawn in the orchard.

This time, at least, the player knight isn't humiliated by the other knights getting up for breakfast.

#B5. The End

This can be used at any time to simply end the affair.

If the player knight does not do anything to deserve this, he might get it anyway. This is precisely the sort of test we find in the literature. And the alternative of accepting this end or not gives hints to the discouraged player, we hope.

#B6. Cécile in Public

A chance at reconciliation. An easy chance, ending with a generated Amor.

Afterwards

Clandestine meetings between the lovers continues in this manner for some time. Gamemasters may wish to invoke use of the Amor Solo (*Pendragon*, page 176) at this point.

#B7. Uh oh...

The gamemaster hands this short note to the player the first time that his lover appears in public with her husband. This could be almost any low-ranking nobleman whose wife works for the Queen, a wealthy landowner of Hampshire.

Use this only if you wish to have the player knight carrying on an affair with a married woman. The gamemaster must determine who the husband is.

C. Interested in a Raid?

Give #C1 to the knight most likely to do go on a raid. Don't worry about the whispered conspiracies, and other interactions which this little rebellion may invoke.

#C2, The Raid, may result in serious casualties among the player knights. Too bad! Move the campaign along without them if necessary, while they lie and groan over their wounds.

D. Castle Building

This is the handout for the constable to take charge of building the castle. It explains the various works and what they cost to build.

After the Constable has had time to study this for a little while, give him #H1.

E. A BIG note on Largesse

This note is so big it comes in two parts. It reverses the usual role of giving notes to the follower knights and talking to the captain. If the Raid of Arwystli is successful, give him this to peruse while you calculate booty with the knights.

After using it, let other players read this too. It provides some very useful guidelines to using *largesse* in the game.

F. The Market Exchange

Copy this and give it to all of the players after their characters have visited the market. The market is obviously poor, with little of interest to buyers.

It is more valuable after a successful Raid, and allows everyone to convert their goods to treasure of various types.

G. Another Marriage Offer

These are a near-duplicate of #A, but with a more distant tribe. Of course, the net result can vary greatly, because of individual actions and by using a different woman from the "You Meet the Girl" candidates. Remember to select one of the women from the "You Meet the Girl" candidates and fill in her dowry in handout #G2 before giving it to the player.

H. Master William of Canterbury

Start with handout #H1. This is a chance at some quick graft and corruption. Master William is not any more crooked than most men of his position. If a righteous knight turns him in to the Captain or Arthur, he will be acquitted simply because he is too valuable to punish.

In fact, his treasonous embezzlement will probably never be discovered, unless they are actually attacked. If the Constable survives, some interesting roleplaying may result.

Give the player #H2 if he accepts the first deal.

Sir Gobrwyl with an Offer

During your normal duties over the winter you are approached by Gobrwyl mab Serwan. He is a well known (Glory = 2300) Cambrian warrior from Elfael. You have seen him around court this winter, and in general been impressed with his manner and courtesy.

One time, while in private, he speaks frankly with you. He says that he is impressed with the ways of King Arthur and his men, and believes that these ways are better, in the long run, than his old tribal ways. He would like to embrace that new way of life, but lacks a strong connection in the captain's court to nurture his education.

He is impressed by you, and can see that you have a voice in the Captain's court. He would like to know if you would be his sponsor, and back him at your lord's court.

He proposes a formal alliance. He says that if you wish he will give you his niece in marriage, and make you a part of his own *bro*. You will have all the privileges and responsibilities of being a member, as would they.

He does not expect you to answer right away, but asks that you think on it privately for a while. Think about it.

To pursue this further, check this box. ☐

If not checked, the negotiations for marriage are over. Give the note back to the gamemaster. Then be patient.

Marriage #A1

A Test

Gobrwyl mab Serwan is happy to discuss this further with you. Of course, both parties must strictly understand the terms of the agreement.

- Her dowry will consist of: _____.
- Your possessions, whatever they are, are your stake.
- The marriage will be in whatever custom the groom desires, of course.

One day, when it is easy for you alone, Gobrwyl mab Serwan accompanies you to his home. It is a well maintained manor with many servants.

During your stay here the kinsmen of Gobrwyl meet with you and talk, in both a formal and informal manner, to find out what kind of a person you are. Through means of stories, recalling incident from their past, and asking you to relate your own deeds, they probe every activity which they think is important to them, your future kinsmen.

Attempt to roll one Trait from each of the pairs below. If you fail one, roll against its opposite. Check those you succeed in on this list and on your own character sheet, and hand the list back to the gamemaster.

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

Whatever the results may be, Gobrwyl rides back to the castle with you afterwards, and promises to see you again.

Are you reluctant about this marriage?

Yes ☐ No ☐

Marriage #A2

Marriage Accepted

Gobrwyl reports that his kinfolk have been impressed with your character, and agree to the marriage.

If you are at all reluctant to marry, he says that he will give you his niece who is a daughter of the king of his tribe. This will give you further status: a voice on the tribal council. He will always, of course, back your word on the tribal council, as you will back his on the Captain's council.

He says you will also get a generous gift of ancient Roman gold, and a great herd of ponies, and many sheep too.

If you wish to make this marriage, then you must speak up during the Captain's next council meeting (there will be only one) and make the request.

Marriage #A3 - Accepted

Marriage Rejected

Gobrwyl visits you one day with some bad news. He is afraid that his kinsmen found something unacceptable in the match, and despite his best efforts the kinfolk have forbidden any marriage to take place.

He is sorry, but hopes that you can understand. He hopes this will not disrupt the friendship which you share.

Marriage #A3 - Rejected



A Chance Meeting In Public

One day, while on some idle errand in the town of Bulith you noticed a pretty young woman, a rich handmaid from the look of her clothes. She asked for help at choosing a haunch of meat for her serf to carry home.

You saw her again one day at court. She saw you and stumbled a tiny bit, and smiled in embarrassment as she glanced across the room at you. You were curious, but discreet enough to keep your curiosity to yourself for the day.

That night, while seating at your usual place at the board she boldly came forth and sat beside you, to share your cup and bowl, and speak of small things. And flirt.

Attempt your own Flirt skill, if you wish, and check here if successful. ☐

Her name is Cécile. She is the daughter of Sir Mirandon of Hampshire, a good knight of that land, now dead. She is here now in the service of the Queen of Bulith, who is from Hampshire, and is still there now. The queen does not like Bulith, and has sent a few of her women here to look after her affairs. Her own supervisor is out in some village tonight, counting some pigs or something. She actually has no duties which she must do tonight. She has no idea, though, what to do at night after dinner here.

If you say you would be happy to entertain her, she says she would like that, but she must retire for a few minutes, for discretion. She will send her handmaid back with word of where you and she can meet. Do you want that?

If you wish to continue this personal interest, you say "Yes," then check here ☐

If you wish to keep this secret, then check here. ☐

If you are going to tell your buddies, check here. ☐

Give this back to the gamemaster.

Romance #B1

A Private Meeting

Lady Cécile apologizes profusely for being unable to attend the last rendezvous. She makes small talk.

The critical question here is whether you wish to be aggressive in your courting.

If you wish to, make the following rolls.

Roll	Attempted?	Successful?
Flirt	<input type="checkbox"/>	<input type="checkbox"/>
Lustful	<input type="checkbox"/>	<input type="checkbox"/>
Chaste	<input type="checkbox"/>	<input type="checkbox"/>
Rash	<input type="checkbox"/>	<input type="checkbox"/>
Prudent	<input type="checkbox"/>	<input type="checkbox"/>
Modest	<input type="checkbox"/>	<input type="checkbox"/>
Proud	<input type="checkbox"/>	<input type="checkbox"/>

She quizzes you on various things. Attempt these rolls, and check it here if you make them:

One fourth Chivalry Total	<input type="checkbox"/>
Romance	<input type="checkbox"/>
Tourney	<input type="checkbox"/>
Religion	<input type="checkbox"/>

You feel the meeting went

Well	<input type="checkbox"/>
Poorly	<input type="checkbox"/>

Give this note back to the gamemaster. Feel free to write appropriate comments to him concerning your intentions.

Romance #B2

Dawn in the Orchard.

Cécile never shows up.

To end this affair, check here ☐

Return the paper to the gamemaster.

Romance #B4

Another private meeting

A maid whispers that her lady, Cécile, would see you in private. She asks you to wait in the orchard tonight.

I go to the Orchard.	<input type="checkbox"/>
I wait a short time.	<input type="checkbox"/>
I wait a long time.	<input type="checkbox"/>
I wait all night, if necessary.	<input type="checkbox"/>

Give this note back to the Gamemaster.

Romance #B3



Cécile in Public

Cécile is in the hall tonight, unusually. She has been gone most of the time lately, and your questions indicate she and her mistress have been out checking other holdings nearby. But she is here tonight.

Do you wish to approach her, in public? **Yes.** ☐

She appears pleased to see you, in a friendly though somewhat formal way. She glances around to make sure no one is close. In a soft voice, she says, "I am sorry I could not make it to the orchard. I hope you are not too disappointed."

Attempt a ☐ Honest/Deceitful ☐ roll. Check which is made, if any.

She says, "A true lover would suffer that, and more, for a true lady. Since you have suffered this long for so little, I will be glad to tell you that I could entertain the idea of your romance, if it were done properly. Can I trust you for that?"

If you say "Yes," check here. ☐

"Cécile, oh Cécile," yells a voice, "Oh there you are. The Lady needs you in her chamber right now."

"I'm on my way," she says. And the conversation is over.

If you said Yes, and the box above is checked, you may now generate an Amor (Cécile) Passion. It is generated at the usual rates, as on page 125 of *Pendragon*, and reprinted here; plus the additions discovered through previous actions.

Amor Cécile

3d6 = Starting value

+1d3 if you had a successful Flirt roll

+1 if you kept it a secret

+1 if you waited all night for her the first night

+1 if you waited all night for her the second time

+1 if you succeeded at your Romance roll.

Romance #B6

The End

From the moment you see her, you can tell that Lady Cécile is displeased. Her gleaming eyes are set, almost squinting. Her rose red lips are set firm, and her arms are crossed defiantly across her chest.

She says she is displeased with your indiscretion in telling your friends about her interest and interaction with you.

The affair must be ended, now.

Without further word, she turns and goes.

I accept this. ☐

I do not accept this. ☐

Romance #B5

Uh oh...

You recognize this woman. It is Cécile.

Romance #B7

Want to Go on a Raid?

Dylfyr Gawr, "the Giant," a well known warrior from the Cwmwd Deuodwr tribe, comes to you in secret and asks if you are interested in joining into a raid which he and his men are making against the Mefenydd tribe of Cardigan, to the west. It is not allied to any of the tribes commanded by the captain. It is part of the kingdom which was conquered by a different Captain of Arthur's army.

He asks for secrecy, especially to keep information from the captain. You can invite the other player knights along, but they must agree to be your followers, and abide by your die rolls as Battle leader.

You may ask them, but keep it secret from the captain.

I will go. ☐

I will not go. ☐

Raid #C1

Castle Building

As constable of the castle, you are in charge of building the castle. You give the orders, and Master William of Canterbury, the chief engineer will co-ordinate the troops of construction workers to execute the design over the summer working months.

Prices

You have been promised 200£ to build the castle, at the rate of 1/3 (67£) per year.

Bulith Castle Design

Work	£ cost	DV
Gatehouse (N)	30	10
Gatehouse (S)	30	10
Tall Round Keep	80	18
Double Curtain Wall	30	9
Triple Ditch & Rampart	9	4
Fine Points	5	1
3 turrets	15	3
Total	199£	54DV

Building #D

The Raid

Roll on the Raid Results Table to determine the overall outcome of the raid. For this raid, the player who received this note is the Battle Leader of the other player knights.

Raid Results Table

d20	Results
01	Brilliant leadership and prowess, a great victory! +10, 1d6£
02-03	Overwhelming victory! +7, 3£
04-05	Victory! +5, 2£
06-08	Contested victory. +3, 1£
09-12	Draw. +/-0, 1/2 £
13-15	Contested defeat. -3, 0£
16-17	Routed! -10, 0£
18-19	Major disaster! -15, 0£
20	Utter disaster! -20, 0£

Bypass the First Charge, and fight a round of Melee using the battle rules in *Pendragon*, Page 164. Apply the modifier from the above table to the Leader's Battle skill roll and to the individual knights' melee weapon rolls. Bypass the Unit Events Table, roll the leader's Battle skill, roll for an opponent on the Random Battle Enemy Table, and fight a round of combat.

Add any Librum won to each knight's treasury

Glory: 15, with modifiers as explained in *Pendragon* p166.

Raid #C2

A BIG note on Largesse

What to do with the Arwystli Loot

Congratulations!

You have just become a very rich knight. This money is all yours, to do with as your please (within acceptable social limitations.)

To compare what this money means, remember that 6£ per year maintains a noble knight and his horses, squire and family for a whole year. A baron, one of the upper 2% of the populace, spends only 26£ per year for his many servants, household knights, and castle upkeep!

Treasury

Decide where you keep your treasure, and write it down here:

While you read this page your followers, the loyal knights who serve you, have been learning about their share of the treasure. If you do not know how much they get, then after you finish reading this you should not ask, but just tell them that you have enough money to live like a baron for a year (or two!), and what did they get?

You, the Captain, the leader of this campaign have an obligation to prove your *largesse*, or generosity. This is an expected part of being a leader, and one of the ways that a follower's loyalty is assured. Personal generosity from a leader is part of the feudal contract.

In other words, you are expected to share this great treasure of yours with the men who helped you get it. If you don't, you get a Selfish check, and lose 1 point of Honor.

The precise amount to reward followers is always variable, of course, but the subtleties of these are beyond our roleplaying, so we settle for these as *Pendragon* "standards."

In general, distributing about 1/3 of a leader's loot is expected.

If less is paid, then a Selfish check is gained.

If more is paid, then at least 2/5 of the total must be paid to qualify for a Generous check.

Recipients

The people to consider in dividing this loot are: the 8 (or remaining) knights of your lance; the 3 or 4 officers of the mercenary units; the 1 through 5 kings of the tribes who helped.

Precise division among these men varies, but it is usual for a leader to reward his immediate followers as highly as the more distant tribal chiefs, simply because of their personal bond. Thus, the easiest way to find out how much a player knight gets is to take the fraction of your Final Treasure and divide it by the number of recipients. Unless knights have died, this is between 12 and 17 people.

Next, decide what currency is to be used for each person: chattel, cattle, treasure, or slaves. Go on to the next part.

Types of Loot

Cattle

Cattle includes all animals which were taken away. These are mostly cattle, but also includes sheep, ponies, and goats. Cattle

are the standard measuring unit, so that 1 cow = 2 sheep and so on.

1£ around here gets 3 cows, or their equivalent.

Advantages: They are useful as a status symbol to the tribesmen, and can be used as food later if necessary.

Disadvantages: They are likely to get raided, which happens to everyone. They would be a pain to take care of, requiring attentions of a steward or someone else.

Chattel

Chattel are common goods which can be moved, ranging from clothes, jewelry, bedding, furniture, and household goods of all types. They are not particularly valuable examples of these (which would be treasure).

Advantages: This stuff is useful to pay to commoners or troops, but not to a knight. It is good for handouts to charity, and so on.

Disadvantages: Knights would not wear this kind of thing, and own most of the material goods anyway, at their own homes.

Slaves

Your slaves are all commoners, useful for tilling the soil, herding beasts, and simple labor.

They are treated like cattle: they are property. Except, of course, that these are human beings, not animals. True, they are probably not people from your own land, and it is true that all of these Cambrian tribes condone the use of slavery, as do many other people throughout the world. Nothing in either Pagan or Wotanic doctrine demands freedom instead of slavery. These people were mostly born as slaves, and expect to die as slaves.

Some characters, of course, may find slavery to be a moral problem. You should roll your Generous and Merciful Traits. A critical in either means you want to free the slaves. If you fail either then roll against its opposite. A critical success in Selfish or Cruelty means you definitely keep the slaves. Otherwise you may choose.

Advantages: Slaves have no use to the army, but are extremely valuable to the tribesmen, who are always short of manpower. They have a high price.

Disadvantages: Slavery is a problem for some.

If freed, check this box. ☐

If the box is checked, you receive a check against your Rash and Generous Traits.

If the above box is not checked, you can still sell the slaves, and you receive a check against Selfish and Cruelty.

Treasure

Treasure is really valuable items, like knightly clothing, cushions, metal eating ware, jewelry, tapestries, art objects, and rich blankets.

Advantages: It is the best way to both store and display wealth.

Disadvantages: It raises envy among the poor.

- Continued -

A BIG Note on Largesse, Continued

The Division

If Your Rolled a Success in the raid

Your share of your troops treasure is 42£. This is your beginning treasure, and includes 22£ in cattle and sheep, and 12£ in chattel goods (any valuable which can be carried off), and 8£ in slaves.

If You Rolled a Critical Success in the raid

You own 85£ (38£ in cattle, 25£ in chattel, and 10£ in slaves, and 12£ in treasure.)

How Much?

You must quickly decide what you wish to do.

- ☐ Check here if you give it all away.
You receive a Generosity check and a Rash check.
- ☐ Check here if you give away more than 2/5.
You receive a Generosity check.
- ☐ Check Here if your give the minimum (1/3).
You receive no checks.
- ☐ Check here if you give less than 1/3.

You get a Selfish check.

- ☐ Check here for none given away.

You get a Selfish check, and lose 1 point of Honor.

Math

Write down the amounts which you will give to everyone. Look at this list, and you may have to eliminate some of these guys. (Are the Saxons still with you?)

People	Cattle	Chattel	Slaves	Treasure
8 Knights				
4 Mercenary leaders				
1-5 Kings				

After Finishing

Now, look up innocently, and ask them how much they got for their share of booty. Be ready to act generous.

Largesse #E, Continued

The Market Exchange

Copy this, and give one to every player to calculate his booty. The Cambrian market at Bulith is a new thing, and a pretty sorry affair when compared to the grand fairs which occur regularly in the lowlands. Don't look here for anything which you can get in the normal price lists. But this is the only place to exchange various plunder for better goods.

Cattle

Your cattle and sheep can be sold right away at 2/3 their face value.

If you make the exchange, check **here** ☐.

Chattel

Your chattel can be sold right away at 2/3 their face value. If you make the exchange, check **here** ☐.

Slaves

Slaves are sold at their face value.

If you sell the slaves, check this box. ☐.

Final Treasury

Your final treasury = _____

Market #F

Sir Belyn with an Offer

During your normal duties over the winter you are approached by Belyn mab Riueri. He is a well known (Glory = 2200) Cambrian warrior from Gwerthrynon. You have seen him around court this winter, and in general been impressed with his manner and courtesy.

One time, while in private, he speaks frankly with you. He says that he is impressed with the ways of King Arthur and his men, and believes that these ways are better, in the long run, than his old tribal ways. He would like to embrace that new way of life, but lacks a strong connection in the captain's court to nurture his education.

He is impressed by you, and can see that you have a voice in the Captain's court. He would like to know if you would be his sponsor, and back him at your lord's court.

He proposes a formal alliance. He says that if you wish he will give you his niece in marriage, and make you a part of his own *bro*. You will have all the privileges and responsibilities of being a member, as would they.

He does not expect you to answer right away, but asks that you think on it privately for a while. Think about it.

To pursue this further, check this box ☐

If not checked, the negotiations for marriage are over. Give the note back to the gamemaster. Then be patient

Second Marriage #G1

A Test

- Belyn mab Riueri is happy to discuss this further with you. Of course, both parties must strictly understand the terms of the agreement.
- Her dowry will consist of: _____.
- Your possessions, whatever they are, are your stake.
- The marriage will be in whatever custom the groom desires, of course.

One day, when it is easy for you alone, Belyn mab Riueri accompanies you to his home. It is a well maintained manor with many servants.

During your stay here the kinsmen of Belyn meet with you and talk, in both a formal and informal manner, to find out what kind of a person you are. Through means of stories, recalling incident from their past, and asking you to relate your own deeds, they probe every activity which they think is important to them, your future kinsmen.

Attempt to roll one Trait from each of the pairs below. If you fail one, roll against its opposite. Check those you succeed in on this list and on your own character sheet, and hand the list back to the gamemaster.

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

Whatever the results may be, Belyn rides back to the castle with you afterwards, and promises to see you again.

Are you reluctant about this marriage? Yes

☐ No ☐

Second Marriage #G2

Marriage Accepted

Belyn reports that his kinfolk have been impressed with your character, and agree to the marriage.

If you are at all reluctant to marry, then he says that he will give you his niece who is a daughter of the king of his tribe. This will give you further status: a voice on the tribal council. He will always, of course, back your word on the tribal council, as you will back his on the Captain's council.

He says you will also get a generous gift of ancient Roman gold, and a great herd of ponies, and many sheep too.

If you wish to make this marriage, then you must speak up during the Captain's next council meeting (there will be only one) and make the request.

Second Marriage #G3 - Accepted

Marriage Rejected

Belyn visits you one day with some bad news. He is afraid that his kinsmen found something unacceptable in the match, and despite his best efforts the kinfolk have forbidden any marriage to take place.

He is sorry, but hopes that you can understand. He hopes this will not disrupt the friendship which you have.

Second Marriage #G3 - Rejected



Meeting Master William

One day you are approached in private by Master William of Canterbury, the man in charge of the castle construction. He has an offer.

He says that he knows a way to motivate the workers to build faster, but that he will need a small fee to do so. This will cost 7£, but he says the castle will go up 10% faster, too. He makes many engineering arguments about how the new cranes and winches he will buy with the extra money will allow this.

You must decide whether or not to pay it. You may decide privately, or confer with companions.

I take the offer, and pay up. ☐

I do not take the offer. ☐

I do not tell anyone else. ☐

Engineer #H1

Master William, again.

Master William takes the cash. He then says that he can make it go up another 9% faster than originally for another 6£, but he will share half of this with you. He explains how it would be 10% of the original castle, but 10% has already been accounted for. [Stewardship. Success = he is talking correct math here.]

I accept the offer and pay the 6£. ☐

I accept the 3£ share and put it in my treasury. ☐

Engineer #H2

Checking the Defenses.

The gamemaster will be happy to help you find the current state of your defenses. It is a percentage of the entire work commissioned for the summer. If half the summer has passed, you get 50£ of work.

Unless you accepted Master Williams at his word. The gamemaster will advise you that the works are not as complete as they should be! They are, in fact, either 10% or 20% short, depending upon whether Master William made an agreement some time ago.

Good luck on the coming assault!

Engineer #H3



You Meet the Girl

Given here are three different women who may be used as wives for the player knights. Gamemasters should choose which one to present when asked.

As with other short-form characters, only significant traits, passions, or skills (i.e.-those over 15, or which are unusual) are given, except for Stats, which are given in full.

Leri

Cymric Tribeswoman, Pagan, age 17.

Glory: 875.

Traits: Honest 16; Modest 16.

Passions: Trust (druids) 17.

Stats: SIZ 12, DEX 18, STR 11, CON 15, APP 8.

Skills: Industry 17; Family Characteristic = Never Forgets a Face (+10 Recognize)

Combat Skills: normal

Dowry: 1 manor, 3£ in cattle

Special Notes: Leri is a quiet woman who does not expect much from life.

Heledd

Cymric Tribeswoman, Christian, age 19.

Glory: 1220

Traits: Arbitrary 16, Prudent 17, Temperate 17

Passions: Hospitality 18; Trust (druids) 4.

Stats: SIZ 11, DEX 9, STR 14, CON 15, APP 11.

Skills: Intrigue 18; Singing 16; Family Trait = Clever at Games (+10 Gaming)

Combat Skills: normal

Dowry: 1 manor, 3£ in herds, a magic sword which gives +1 to Sword skill to anyone who wears no armor.

Special Notes: Heledd is a clever woman who has her own self-interests in mind.

Llio

Cymric Tribeswoman, Pagan, age 16.

Glory: 2,012

Traits: Arbitrary 16, Suspicious 17, Prudent 18.

Passions: Hospitality 16; Hate (Norgales) 12.

Stats: SIZ 11, DEX 15, STR 10, CON 12, APP 14.

Skills: Stewardship 16; Intrigue 16; Good with Horses (+5 Horsemanship)

Combat Skills: Battle 10

Dowry: 2 manors, 4£ in treasure

Special Notes: Llio is a rich and willful woman with ambition.



The Adventure of the PAULAG CAT

by Bill Bridges

IN THIS ADVENTURE the player knights must stop a monster known as the Paulag Cat, which is ravaging the Isle of Môn and the castle of Beaumaris. The adventure begins with the knights arriving in Beaumaris, unaware of the situation there. Alternatively, they could have heard of the Cat and set off to Môn for the purpose of slaying it.

The adventure takes place sometime after the First Cambrian War, since Castle Beaumaris is one of the new concentric castles built after that war.



Castle Beaumaris

To reach Beaumaris from Gomeret requires riding a ferry across the Menai Straits from Bangor. The local ferrymen know how to negotiate the wild tides and wide mud flats. They pole large flat barges, upon which can ride some men with horses, or a large cargo with laborers and guards.

As the ferry from Gomeret gently sways towards the far shore of Môn, the fading light of the setting sun casts its rays

behind the low, unfinished walls of castle Beaumaris. Even from this distance the knights can see what a wondrous castle Beaumaris is planned to be. Everyone has heard how King Arthur declared this mighty fortress to be built here, to impress the rebellious tribes of Môn with his strength, and named Sir Bledig, a loyal knight who has proved his service, to be castellan here.

The harbor is enclosed on the left (west) by a long bridge across a wide, wet moat. It is broken now by a drawbridge, creaking open. On the right side an arm of wall reaches out into the water. It is large enough to surround a big ocean-going ship if it must. Its dock leads to a small gate through the outer wall of the castle.

As the ferry is poled into Beaumaris harbor, the knights can see more details of the half-built walls. An inner wall, already taller than the outer wall, is unfinished. Wooden walkways and construction gantries surround it, looking delicate compared to the squat stone walls.

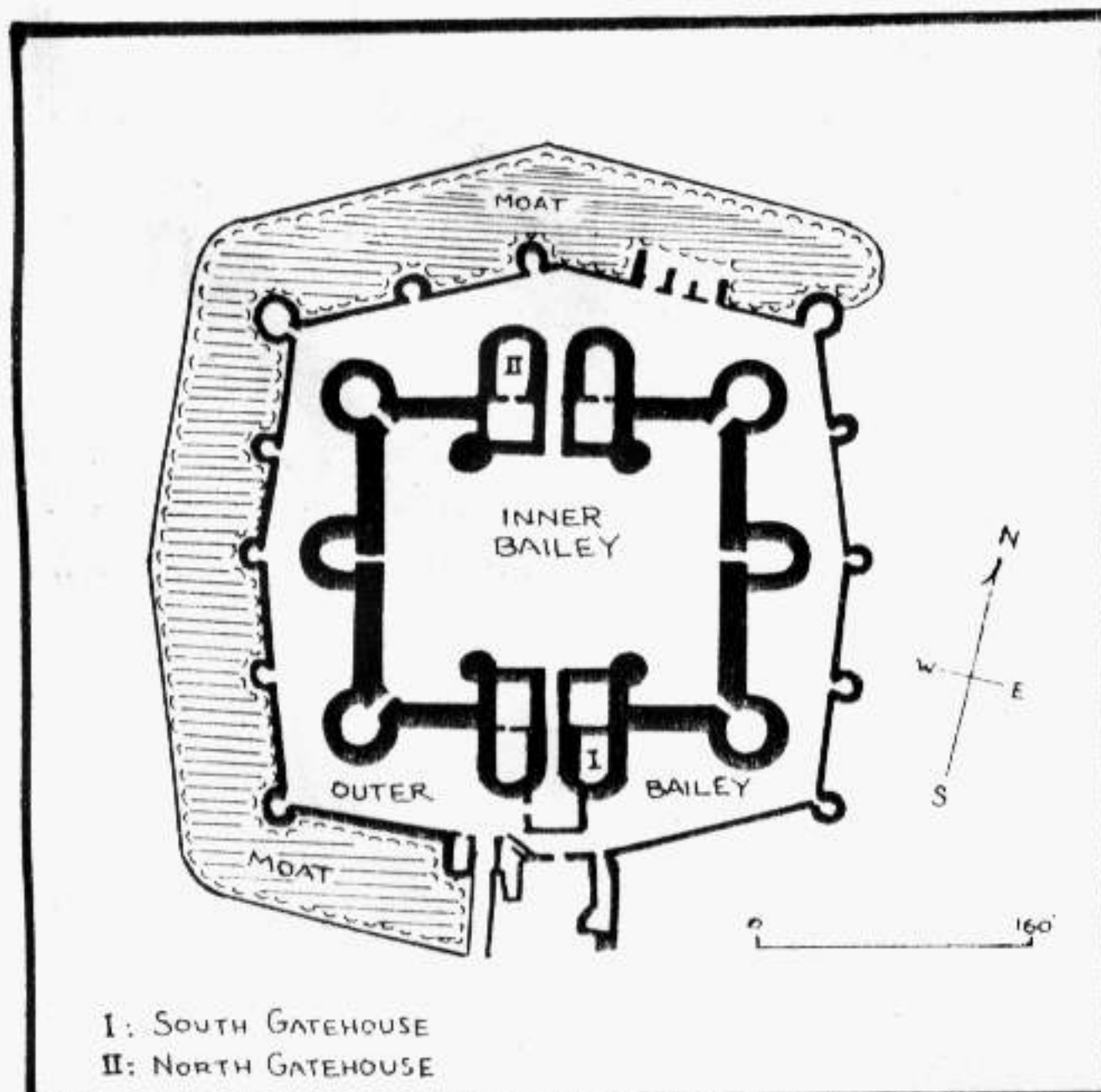
[Awareness. Success = the knights see everyone ashore is hurrying.] The characters can see some of them hastily climbing down from the walkways, hurriedly packing up their gear, and streaming through the gateway of the town wall where their houses wait. Even in the harbor the fishermen look hurried, rushing about their duties and fastening all the boats in.

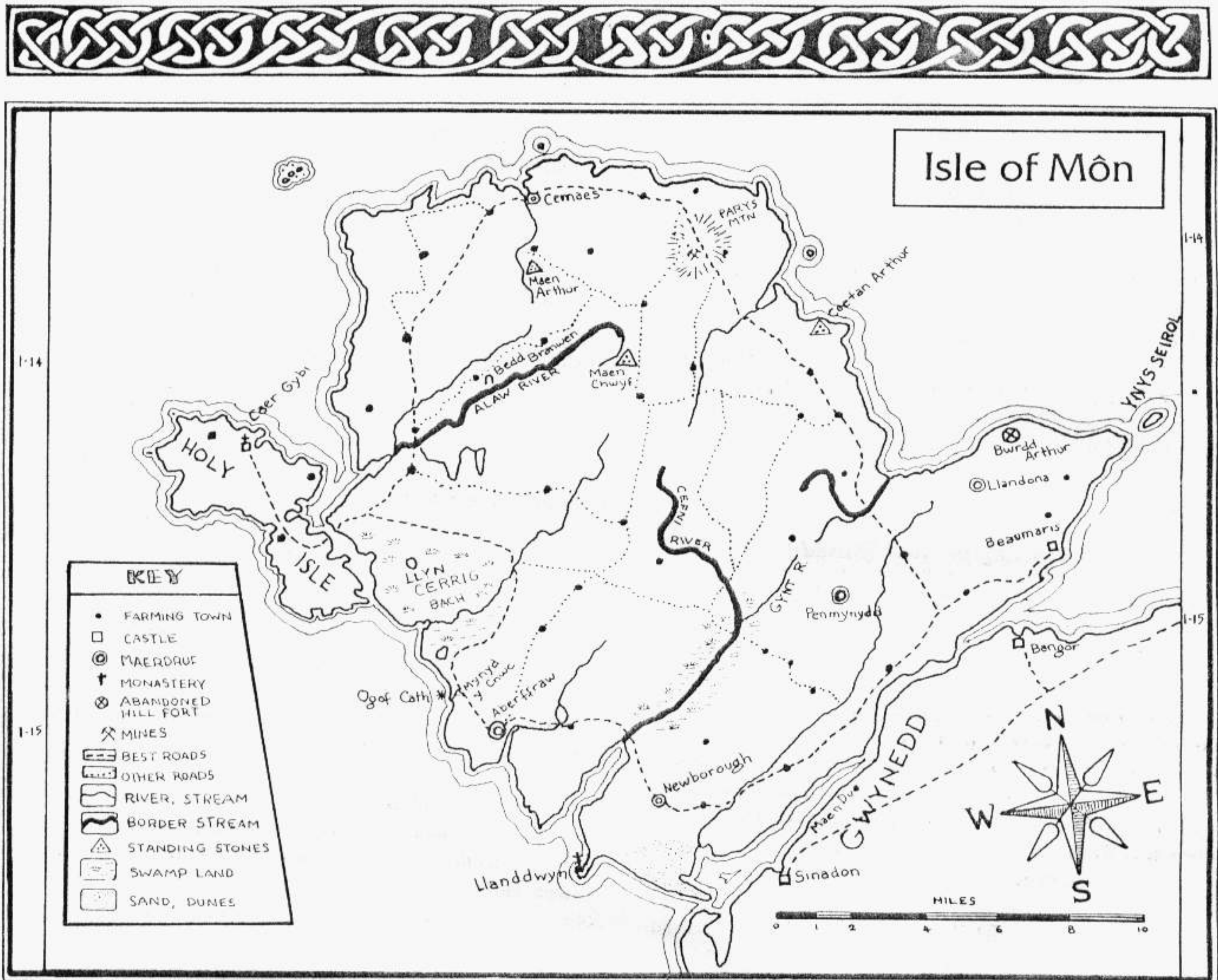
At the dock, the ferryman also begins to speed up his activity, politely but insistently helping the knights and their gear off of the ferry. If asked why he is rushing so, he replies "Ah, it's my wife, good sirs. She worries for me if I do not return to my dock across the shore before the sun is fully gone. I have left too late as it is, and I fear that it shall be pitch dark by the time I return."

[Honest. Success = the knight knows the man is not telling the whole truth.]

If asked why he fears the night so much, he replies "It is not the night I fear so, although any man has enough right to, but that which swims within it." He then bids them good journeys and departs.

On the dock a harbor master greets the knights and tells them that they will surely get hospitality at the castle, but they must hurry, for no one will want to open the gates after night has fallen. He then rushes off, leading the way towards the castle before any one has a chance to question him.





The pace is not relaxed once they go through the outer gate and into the outer bailey of Beaumaris. The knights stand before a large gate, protected on each side by a massive tower. The whole inner wall, including these two towers, is about twenty feet tall.

Guards and a porter greet them there. The guards ask who they are, and greet them amicably once the visitors say they are friends. The chief porter says, "Welcome, good sirs! My lord the good Sir Bledig, has bid me grant hospitality to any who seem deserving of it, and you, sirs, certainly seem so! Please, enter wondrous Beaumaris!" After the knights enter the guards pull the gates shut and bolt them. The porter leads the knights through the gateworks, across a wide bailey littered with construction equipment, and into a second gate-work on the far side. It is slightly more built than the entry gate, having two complete floors completed.

The knights are led to a room in a snug wooden building located near the Great Hall, which is located on the second floor of one of the gate towers. Servants come over to aid the knights with their gear, and the porter says, as he leaves, "Sirs, there is to be a fine feast in the hall tonight, and we all

look forward to your attendance." He then shuts the doors behind him, leaving the knights to prepare for the feast.

Castle Beaumaris

The diagram of Beaumaris Castle, given above, shows the unusual symmetrical layout of this stronghold. It is sometimes called "the perfect concentric design" because of this symmetry.

The Feast

As the time of the feast approaches a servant leads the knights to the hall. Some of the household knights have begun to file into their accustomed places. Some of them greet the characters boisterously, and boast that the knights will have a feast tonight like none they have had before.

[Awareness. Success = many of the household knights seem to be close to exhaustion, perhaps from lack of sleep, but are trying to pretend otherwise.]



If the player knights question the bachelors about why they are so tired, they will just say, "Adventure has troubled me, but it is up to our lord to tell you more about this."

The player knights are shown to seats of honor at the head table across from the Castellan's place. [Awareness. Success = they notice that there are 10 highly placed seats that are empty.]

Almost as soon as the knights are seated a trumpet blares and Sir Bledig enters the hall and takes his seat.

The Castellan is a large man, obviously well fed. His left leg is missing, but he thumps manfully into the hall on a beautifully carved oak crutch decorated with ivory. His red beard curls from his chin over his chest, from which he has gotten the name the Red Shirted. At his high seat he sits, and laughs as he raises a golden cup. Wine spills over as he says "Good eve, sirs, and welcome to my abode! Eat and drink to your fill, for on Môn the cupboards and cellars are ever-full, no matter how much is consumed by men who are hardy and bold!"

Sir Bledig the Red Shirted

Glory 6,800

Description: A large man with a curly red beard flowing down and covering his massive chest, for which he got his honorific. He is 45 years old. Bledig is the Castellan of Beaumaris and is the most powerful castellan on Môn. He is quite rich, as he knows how to profit well off of Môn's abundant productivity: during lean times across the shore, Môn is known as the "breadbasket of Wales." He lost his leg three summers ago against Saxon marauders who were attempting to beach at Môn. His wife died while giving birth to a son, who died soon after that, but Bledig has many prospects for further marriage and is not worried. He believes he is still young and robust enough to birth many sons. He is Christian.

SIZ: 16 Move: 1 (missing left leg)

DEX: 12 Damage: 6d6

STR: 17 Hit Points: 34

CON: 18 Armor 12+shield

APP: 15

Attacks: Sword 20, Lance 19, Spear 15, Mace 16, Dagger 10, Battle 20, Horsemanship 17

Significant Traits: Generous 18, Indulgent 16

Significant Passions: Hate Saxons 12

Select Skills: Courtesy 16, Flirting 14, Orate 14, Tourney 12

Horse: Destrier (8d6)

Other Equipment: 10 £ clothing

Note: Due to the loss of his leg, Bledig is at -10 for most DEX rolls requiring balance (including knockdown), and his combat skills are at ½ when not on a horse.

Entertainment at the Feast

Favorite Dish: Honey bread baked into the shapes of creatures of Cambrian mythology.

Favorite Entertainment: A Breton *conteur* singing his version of an Irish love story.

After dinner has been cleared, the Castellan asks the knights to tell tales of their own adventures and glory. He and his court listen intently through these, seeming most gladdened and awed. If any knight tells a tale of slaying a monster, the Castellan leans forward, listening intently as if especially interested in this tale and its outcome.

After the tales are done, the Castellan falls silent and seems to be thinking upon great things. He sighs, and looks towards the knights. He then speaks:

"Sirs, I have a tale to tell myself, a tale which has not yet come to its end. It is a tale of the woe which has fallen upon Môn, of a great oppression which none have been able to avert. For the past month, every night, a creature has crept from the sea and attacked Beaumaris. What works had been built that day, or what constructions mended, have been torn apart by this beast at night. It has the form of an immense cat, as big as a horse, and is unlike any creature seen before by man. It is called the Paulag Cat, for it was raised by the sons of Paulag, though it brought about their own doom."

"My knights are so wounded and weary from defending the workers of the castle each night that they cannot hunt this cat down by day to kill it. It is most dangerous at night, and our first duty is to protect the helpless here. It creeps into shadows where it cannot be seen, and attacks with such ferocity that it has killed ten of my knights thus far. Their seats are empty and shall not be filled until this menace is gone." He points to the empty seats which the knights might have noticed earlier. "And when we gather the workers into the fortress, the monster tears down the very stone which they built the day before!"

"You are knights of chivalry and valor, as your own tales tell. I ask you sirs, will you not take up the quest to rid Môn of its oppressor so that men can once again go about their rightful duties?"

[Honor. Success = the knights see the household knights hang their heads in shame. This is obviously a task which is greater than them.]

If player knights swear to the quest immediately they get a check for Reckless. Those who ask further questions get a check for Prudent. Some of the likely questions are:

Sir Bledig the Red Shirted

Sir Bledig welcomes guests into his home. Sir Bledig is a loyal vassal of King Arthur, sent to oversee the construction of the castle at Beaumaris, much as the player characters oversaw the construction of Bulith castle.





Q: Tell us more about the cat.

A: A bard comes forward with a reply: "Sirs, I will now tell you the origins of this cat."

"Know you that this is Cambria, where the Old Gods of wind, water, and song still roam wild across the hills and vales. There are creatures here which are not like those of the rest of the world, and they bear the Old Magic with them."

"Recently in Cornwall there lived a druid, named Coll map Collvrewy, whose power was so great that he is called one of the Great Swineherds of Britain. Among his herd of sacred beasts was one sow named Henwen, or "Old White," which was so great that it bore the power of the Great Goddess Ceridwen herself."

"When Henwen was ready to litter her brood she dashed off and dove into the sea, with Coll keeping his grip on her all the way. She swam ashore at Aber Torogi, in Gwent Below the Forest, and at *Maes Gwenith*, or "Wheat Field," she dropped three grains of wheat and three bees, and now that region is famous for its grain and honey. She ran, then, to Dyfed, and there she dropped a grain of barley and a piglet at Llonyon. She ran northward, and at Llyn she dropped a rye grain, and that region is rich in rye now. She headed inland, and on the slopes of Mt. Snowdon she dropped a wolf cub which Coll gave to Menwaed of Arllechwed, and an eaglet, given to Brynach the Irishman of Dinas Emrys."

"At last Henwen came to *Maen Du*, the "Black Rock" overlooking the Menai Strait, and there birthed a kitten. Coll knew that nothing good would come of it, so he threw it into the sea. Yet rather than perishing, it swam to the far shore of

our sweet isle of Môn, where it was found by the sons of Paulag, who took it in to raise it. For this reason it is known as the Paulag Cat."

Q: What about the Sons of Paulag?

A: "Their kindness brought them no good. The cat was not grateful for their act of charity, and soon became a menace. It grew so much that no one would visit the Paulag home any longer, for fear of encountering their strange ward. Then, one morn, the cat slew all the Paulag family, and departed to wreak its evil upon all who lived near. When the chiefs sent their hunters to destroy it, the Paulag cat slew them all. They came to us for help, and our own men were slain. It ranges the entire island, taking many cattle to eat, and whatever people it can capture. Now it even haunts us despite this fortress, as if to destroy the castle and drive us away."

The story is abruptly interrupted by a horrible roar from outside the castle, accompanied by the sound of wood being torn to splinters.

"The devil cat!" yells the Castellan, leaping to his feet, "It has returned yet again! Oh, sirs, will you not engage it? I shall send for your swords and armor."

A knight leads many of his weary men out to defend the workers. Servants rush back and forth and eventually the knights' weaponry is brought to them. Squires help them arm. At last, Sir Bledig leads them up onto the battlements. Over the outer walls of Beaumaris they can see the crowds of workers being herded to safety by the knights. [Awareness. Success = they see a dark shape which moves there.]

Môn Geography

Gamemasters should urge the player knights to explore the island on their own. They will have a chance to discover its important or curious landmarks. Use these as desired; they do not all have to be active at this moment. For instance, the place may refer to an old story—perhaps the tale of the Penmynydd Dragon is a moral tale told of an ancient leader rather than being a dragon in need of slaying now.

In general, the island of Môn is level, with low hills whose rise is nearly imperceptible when viewed from the north. When viewed from the south these hills, though steeper than the north side, are quite gentle and present no obstacle to riding. The biggest "mountain" of the island cannot be taken seriously as an obstacle to anything. The island has many swamps and marshes, and few forests. The valleys are dotted with farms, while the hills are full of grazing herds.

Many more rivers and streams exist than are shown. Those given form the boundaries between the tribes of Môn.

Places

*indicates that this spot does not appear on the Big Map.

Aberffraw (I-15): An ancient hill fort, and *maerdref* for the Aberffraw tribe. This used to be the main stronghold for the cantref king

of Môn. It is now in ruins, without defenses, having been destroyed by King Arthur's invasion several years ago, and ravaged lately by the cat. In mythology, the goddess Branwen married King Matholug, lord of the underworld, at this place.

Bedd Branwen (I-14): This mound marks the grave of Branwen, the sister of Bran. They are both great deities in the Pagan mythology. (Westwood, 327)

Beaumaris (I-15): A concentric castle, raised to guard the most convenient crossing of the Menai Straits to Môn from Gomeret.

Bwrdd Arthur* (I-14): "Arthur's Table" is an abandoned hill fort. King Arthur assembled his Round Table knights here during the recent war, thus giving its name.

Caer Gybi (I-14): A small monastic castle (15 foot tall walls, 4 round corner towers) which encloses the church and yard of St. Gybi's. It is built inside an old Roman fort.

Cemaes* (I-14): The *maerdref* of the Cennes tribe.

Coetan Arthur* (I-14): "Arthur's Quoit," this huge rock is actually the capstone of the Lligwy dolmen, a prehistoric burial chamber.



The Cat

A length of wooden walkways surrounding an unfinished tower trembles, then collapses in a cloud of splinters.

A sleek shape bounds atop the inner wall. In the half light of the moon and stars stands the Paulag Cat. It glares back, and lets cry a spine-tingling roar.

It is huge: horse-sized. It is strong: as the knights watch it digs at the mortared stone wall, tearing it down like a digging animal tears out dirt. An avalanche of rock crumbles to the ground behind it.

If the knights have not volunteered to fight it, Sir Bledig says to them, "Sirs, in the name of our King, good Arthur Pendragon, I beg you to rid me of this monster."

The knights do not have to attack it here and now to fulfil their oath. But they will probably try to, just to test it out. To engage it they must make their way to it, either by re-entering the gate tower and taking the stairs, or by descending the construction works to the wall where the cat is. Either way, it continues its destruction while the knights travel.

Up close the knights can see that it is a dull yellow color, speckled with darker spots.

[Valor rolls at -5. Failure = the knight cannot bring himself to go forth to meet the cat.] If all the knights fail, the cat will move off, tearing up what construction work it can, and

clawing at all the wood constructs. It departs at dawn, leaving behind a week of work totally destroyed.

If any knights engage the cat, then it will try to hide in the many pools of shadow and jump out at them from behind. When it is in shadow, players suffer a -5 penalty to their Awareness rolls to see it.

Once engaged, the cat only fights two consecutive rounds with a single character, ignoring all others. If it has not defeated the knight by killing or major wounding him, or otherwise driving him from the fight, then the cat will turn and dash into the sea, disappearing into the night.

The Paulag Cat

SIZ: 35	Move: 10	
DEX: 25	Damage: 7d6	Unconscious: 20
STR: 35	Heal rate: 7	
CON: 40	Hit Points: 80	Armor: 17
Modifier to Valor: -5		
Avoidance: 14		
Attacks: 2 paws @ 16 each		
Special Movement: the cat can swim in water at a rate of 5.		
Glory to Kill: 250		
Glory to Capture: 500		

Holy Isle (I-14, I-15): The second largest island of The Isles, this is connected to Môn by a single bridge.

Llanddona* (I-15): Here lives a clan of witches who inherit their power from their mothers, and use it to curse anyone who crosses them. They also enchant flies to aid their smuggler brothers. The flies fly into the eyes of anyone trying to arrest the men, blinding them.

Llanddwyn Island (I-15): This is a tidal island, connected to Môn by a peninsula at low tide. Here is the church of St. Dwynwen, the patroness of true lovers. People come here to discover their chances of success at love, and get answers by reading the movement of eels in the pool. (Bord, 113)

Llyn Carrig Bach (I-15): These peat bogs were used by the druids to dedicate treasure to the gods. Now the treasure is sometimes dug up by farmers seeking fuel, and the bog is haunted by the warring ghosts of Romans and druids. (Bord, 114)

Maen Arthur* (I-14): "Arthur's Stone" lies south of the village of Llanfechell.

Maen Chwyf* (I-14): Also called "Arthur's Quoit," this ancient monument is a rocking stone.

Mynydd y Cnw* (I-15): A circle of stones surrounds an ancient cromlech here, where gold is buried in an iron box. Anyone trying to find it is scared off by portents. Directly at the bottom of the hill is Ogof Cath (below).

Newborough* (I-15): A recent trading center established after Arthur conquered the island, and Beaumaris Castle displaced the old *maerdref* of the Rhosfair tribe.

Ogof Cath* (I-15): "The Cave of the Cat," where the Paulag Cat is hiding. It returns here each daybreak to rest. The cave is reputed to be a mile long. At high tide its mouth is underwater. After the completion of this adventure, this cave will be called "Arthur's Cave" to commemorate the great deeds of his men here.

Parys Mt.* (I-14): The highest point of the island, this is a towering 1000 feet tall. Around it are old copper mines, worked ever since Roman times.

Penmynydd* (I-15): Near this village lives a great poisonous dragon. See "The Adventure of the Penmynydd Dragon."

Ynys Seiol* (I-14): A tiny island off the north east corner of the island. It is occupied by some hermits.



Afterwards

The cat departs, either after being wounded or failing to disable a knight in two combat rounds, or at dawn. Depending on the actions of the knights, the range of destruction varies. But it is a mess in any case.

When the cat has gone, Sir Bledig comes out of the castle with his guards to aid the knights if they have been wounded, and to assess the damage to his hold.

The castellan looks bleakly around at the torn construction. He then addresses the characters: "You see what a fearsome and horrid beast this cat is, sirs? It must not be allowed to continue its havoc."

If the knights have not taken the quest yet this is the last time the castellan asks.



Decisions

Player knights have many options open to them in hunting down the Paulag Cat. The most obvious are listed here, with gamemaster suggestions.

Ambush It At Beaumaris

The simplest thing to do is to wait until it comes back to Beaumaris, then attack it.

Knights may suggest clearing out an area where they can fight it on horseback, without the many obstacles of construction to hamper them. Sir Bledig will do his best to help.

The problem is, of course, that the cat may not return for a considerable time. It may spend its time ravaging the rest of the island. Bledig gets nervous because he is unable to maintain the castle-building schedule. He mumbles that maybe he should send for Sir Lancelot, Gawaine or Sir Rhun (the crown prince of Gomeret).

Find Its Lair

Knights may track the creature to its lair at Ogof Cath, on the western coast. However, this is not a useful solution since its lair is a cave which is difficult to reach on foot, and impossible by horse. The cave is at the water line, and its mouth is covered by high tide. It is reputed to be a mile long. Atop the hill above the cave is the stone circle of Mynydd y Cnwc.

Hunt it On Land

The most logical solution is to simply arm up and ride after it, taking as many days of Hunting it (opposed by its Avoid-

ance factor) as required to catch it in the open, where it can be attacked by many knights on their best horses.



The Hunt

Although Sir Bledig supplies whatever he can to help in the hunt, most of his people are far too terrified to go out and hunt it. The best that can be found are a couple of ambitious hunters who want to become knights some day. They handle the packs of courageous dogs that track and harass the cat.

Procedure

Player knights should spend some time asking around to discover the latest whereabouts of the monster. This is done by asking the locals for information.

The natives of the island are glad to help the knights who are hunting this monster. They are all afraid of it, and all have suffered from it. They always tell where it was last seen, and are willing to list all the damages done to them if given half a chance. Here are some of their complaints:

Môn Complaint Table

1d20	Complaint
01	It took my cow.
02	It took an ox.
03	It took my best bull.
04	It took three of my sheep.
05	It took all my goats!
06	It ate my dogs.
07	It ate my son.
08	It killed my daughter.
09	It killed my cousin, and took all his oxen too.
10	It wiped out my father, and ate his horses.
11	It tore down our whole farm.
12	It destroyed my boat!
13	It sank my father's boat at sea.
14	It ate half my oxen.
15	It chased off all my slaves.
16	It ate three of my slaves.
17	My wife, my dear wife, is dead.
18	My dear child, the darling of my breast, is gone...
19	It ate my husband.
20	I am utterly ruined, it has destroyed me...



Once the general location of the thing is found, the knights should go there and use their hunting skills. As explained elsewhere (*Pendragon*, page 170), they may either designate a single leader Hunter, or everyone can ride off and search, attempting multiple hunting rolls. Hunting rolls are always made in Opposition to the cat's Avoidance factor. Remember to add the +5 modifier if dogs are used.

If the leading hunter, or *all* the hunters at once, wins the opposed roll then the knights have successfully come close to the creature.

Next, an opposed Awareness roll must be attempted, with all the player knights against the cat's Avoidance of 14. If the cat defeats *all* the hunters, then it slips quietly away if it gets a successful Avoidance roll. If the cat does not defeat everyone, then it has been sighted.

The Paulag Cat

A knight and the fearsome Paulag Cat play cat and mouse. Who is the hunter, and who the hunted?

If it seems outnumbered, it tries to escape, using its Avoidance opposed by the player knights' Awareness. It always tries to reach water, swimming away from threats. This is relatively easy on the island.

In general, the cat should escape successfully several times. The players should keep riding around the island seeking it. It ought to be frustrating for them. They will probably not rest during this time, preferring to seek it and stay wherever is convenient. This might lead them to Cemaes and/or Llanddwyn (below).



During this time, the gamemaster ought to draw the general location of the cat each time. Sometimes these will overlap or repeat in places, but the cat should never be found in the region of Cemaes and Llanddwyn (below). Eventually the player knights should notice that these two places are curiously immune to the ravages of the giant cat.

Some places which should be visited after they have been ravaged by the cat include Caer Gybi and Aberffraw.

After a while...

After the player knights have spent some time seeking the creature unsuccessfully their map should be marked enough to show them the areas where the cat has not been found. If they don't go there on their own, the gamemaster may just tell them that they have found themselves near Cemaes or Llanddwyn.



Llanddwyn

Llanddwyn Island is a tidal island, connected to Môn by a peninsula at low tide. Here is the church of St. Dwynwen, the patroness of true lovers.

The story is that about a hundred years ago the maiden Dwynwen was being courted by Prince Maelon, but her father forbade it. Frantic with desperation, Maelon raped her, and abandoned her. Dwynwen then prayed to be relieved of her love for Maelon, and it was granted; he was turned to ice. God then gave Dwynwen three wishes. She wished: 1. That Maelon would be thawed; 2. that God would answer all requests made by her for true lovers; and 3. that she never have to marry. She became a nun, and died here. Since then people have come here to discover their chances of success at love, and get answers by reading the movement of eels in the sacred well of hers.

However, this does not explain why the Paulag cat should ignore them. The monks say it is because they are men of God, and are spared the ravages of the Devil. If it is observed that Caer Gybi is also a house of God, and is not protected, then the monks just say that they must not be as holy at Caer Gybi.

The tide comes in, leaving the monastery an island again, cut off from the larger island.

That night, as always, the monks hold their evening prayer and song service of vespers. Christian knights are asked if they wish to attend. While in church, [Awareness. Success = the knight sees a monk rise and, silently, depart the church.] If Awareness is successful, [Religion. Success = the knight knows that this is very unusual behavior.]

The knight will probably choose to either follow the monk, or to question him. If questioned, he simply says that

he is leaving some milk for the Old Ones. [Honest. Success = the knight knows the monk is lying.] If questioned further, perhaps coupled with threats to tell his superiors what is going on, the monk confesses to performing the actions which are listed below.

If followed, the monk does not notice, he is so intent upon his work. He hurries to the barn, and goes to a stall where a red and white cow calmly chews its cud. With a stool and bucket, the monk milks the cow and, with a hasty look over his shoulder to make sure he is not followed, he leaves the barn with the bucket, departs the enclosure, and goes through a postern gate to reach the outside of the monastery. There he leaves the bucket, and hastily retreats back to the monastery.

Observing knights may follow him, in which case he goes back into the church, reaching his place only minutes before completion of the service. No one, except the following knight, observes his actions.

Observing knights may wish to stay and watch the pail of milk, or else go back and watch it after the monk returns. In this case they wait for several hours. [Awareness. Critical Success = they hear something approaching upon quiet footpads. Any other result = they hear nothing.] Suddenly the huge speckled Paulag Cat slinks into view, warily eyeing about for foes. Content that none are about, it pads forward to the bucket of milk and greedily laps it all up. A loud purr vibrates through the little clearing as it drinks, and then it turns and withdraws.

Whether followed or questioned, the monk is willing to explain his actions further. The burden of this secret is too great to bear alone.

Caul map Paulag

"Know, sirs," he says, "that my name is Caul, and that I am the last of the sons of Paulag. My entire family was killed by that monstrous cat—an evil reward for our charity! That cat is a bane to all. But I must quiet down, and tell you the tale."

"It began when my youngest brother was walking by the shore of the Menai Straits one day when a sorry and bedraggled cat scrambled ashore, shaking with the cold and looking almost as if to die from it. It was of unusual color, and not unduly large, so they took pity upon it and brought it home, where they dried it and set it by the warm fire. We began the habit of feeding it the milk from our best cow every evening, no matter how much it drank."

"For some time it thrived, growing quickly. We were familiar with it, and so we were unaware of its monstrosity. But when our friends stopped coming to visit us we realized the danger. One morning we awoke to hear our cattle screaming, and rushed out to find that the cat had its claws into our best cow, and was making a meal of her. I knew then and there that this cat would bring ill upon our house unless it was controlled."



"I called upon the services of the druid Carmaeren, who owed our family a favor. I asked him to fashion a collar for me with which I could keep this cat in check. This he did, but it took him long, for the ingredients of his magic required much traveling to find. But eventually I had the collar, wrought of blue leather and fine silver, and brought it home."

"The monster had grown worse, and destroyed more of our animals. Only the finest milk seemed to calm it, so I gave it some and it curled up by the fire. Without hesitation I collared it, and it became as docile as a kitten. Afterwards, it was a model of fine behavior, and never gave us trouble again."

"Until, one day, it got free. I do not know how. I was gone at the time, with this cow, and only learned of events afterwards from my sister's friend, Lady Ysbereth. She told me that my dear sister, may she rest in peace, was playing with the cat and somehow the collar came loose. Where before had been a playing kitten, now there was a raging lion. It tore my sister open, and she died there with a horrible wail. The cat then went mad, and killed all my kinfolk, and most of our animals, and began its rampage upon our beautiful island."

"I fled here with the cow. Every night I put a bucket of its sweet milk out for the cat, and it drinks the milk and leaves us alone. The abbot does not believe that the cow is special, or that its milk helps us, trusting instead to the protection provided by our prayers."

"Please, kind Sirs, do not betray my lack of faith to the abbot. I fear that he will forbid my offering, or perhaps even slay the cow to prove his point. My fate, and that of the monastery, is in your hand."

The knights may do as they wish concerning Caul's fate with the abbot. They will probably wish to question Caul further. Some of the significant answers are:

Q: What happened to your sister's friend?

A: I have learned that she married well, to some knight or lord in the Cemaes Tribe.

The Collar

The collar is made of blue-dyed leather with weird silver tracery upon it, in patterns of Celtic knot work that is maddening to try to follow fully. Any player who does try to trace the pattern, either visually or through touch, must make a Energetic roll. If he fails then he will be -15 to any Energetic rolls, and any hateful or violent passion rolls, for the rest of the day. He will be overcome with a mellow lethargy, and nothing will enrage him. His deepest desire will be to curl up to nap by a crackling, warm fire.

The cat knows what the collar is, and avoids it whenever it sees it. If it is borne before a person, perhaps on the pole, the cat sees it and flees. Thus, it must be hidden from the sight of the cat if knights wish to approach it.

Q: Where is the collar now?

A: I don't know. Perhaps the cat destroyed the hated thing.

Q: Where does the cat go each night?

A: I am not sure, but it approaches from the north, either walking along the coast or swimming.

Decisions

Player knights may need some prompting to get the clues which are given here.

[Intrigue. Success = the player knights remember that they had met the Lady Ysbereth at Cemaes maenor earlier. If they had not met her there, they will recall who she is when they do meet her.]

Caul ap Paulag the Monk

Glory: 877

SIZ: 12 Move: 3

DEX: 14 Damage: 4d6

STR: 12 Hit Points: 26

CON: 14 Armor: 1 (clothes)

APP: 10

Attacks: Dagger 10, Staff 8

Significant Traits: Merciful 15

Significant Passions: Fears Paulag Cat 19

Significant Skills: Boat 17, Fishing 13, First Aid 10, Folk Lore 12

Possessions: none. He has given his cow to the monastery, as is usual. However it is still in the barn. It is named Gwg, and has the "sweetest milk in all Môn."



Cemaes

The First Visit

At Cemaes maenor, a manor house, the reeve is very unfriendly, and even refuses to let the knights find lodging for the night. Entry is refused to them. The reeve is joined by his lady, named Ysbereth, who says that Arthur's men are not welcome here, and no further explanation is given. The dog keepers on loan from Bledig may explain that the Cemaes tribe is still angry about the defeat by King Arthur.

If the player knights persist in trying to get lodging, then several sergeants assemble on horseback, shouting threats and insults and waving weapons, obviously ready to fight to defend their home. If asked why the cat does not attack them,





Lady Ysbereth

The lady guards the belt from those who would take it. She is a very forceful, direct person who used to commanding her own knights

they say it is because they are brave warriors, and they have a great tribal champion. They don't want to discuss it more.

[Awareness. Critical success (only) = the knight notices a blue leather belt, gleaming with silver, hanging from a peg which emerges from over the doorway. It means nothing to the knight unless he has already spoken to Caul ap Paulag, in which case it is recognized as the collar.]

A Subsequent Visit

Knights may return for more information about the collar.

If the knights have not noticed the collar yet, [Awareness. Success = they see a blue leather belt, heavily decorated with silver, hanging upon over the doorway of the manor.]

However, the Lady Ysbereth is adamant about keeping the collar. "It is mine," she says, "not yours, nor anyone else's." She is unwilling to part with it.

Knights may threaten her, in which case her sergeants show themselves. Her champion remains out of the fight at first, unless his men are losing, in which case he enters.

Lady Ysbereth reveals her fearlessness when she does not depart from the fight, but stands her ground as knights and sergeants melee around her.

Fight

If the knights demand it and get insulting, or otherwise challenge her, then her sergeants ride out, one per player knight, to do combat and drive the knights away. They will fight until major wounded, unconscious, or their foes are defeated.

The Sergeants of Lady Ysbereth

Glory: 1500

SIZ: 13 Move: 3

DEX: 14 Damage: 4d6

STR: 13 Hit Points: 27

CON: 14 Armor: 12+shield

APP: 10

Attacks: Sword 17, Lance 17, Spear 10, Dagger 10, Battle 15, Horsemanship 15

Significant Traits: Valor 15

Significant Passions: Loyalty (Lady Ysbereth) 15

Horse: Charger (6d6)

Other Equipment: 1£ clothing

If the knights win, then the Lady Ysbereth defies them, saying that they must walk over her to get her prize. She is angry, irrational, and attacks the knights with her bare hands. She is easy to subdue, and can be restrained while someone else gets the collar. Actually harming her costs the knight 1 Honor point.

Joust

The player knights may challenge her to a fair joust for possession of the collar. She is not without chivalry, and not without a champion to meet this challenge.

She agrees to put the collar as a prize, if the knights fight by these terms:

- Her champion, Sir Garavan, shall fight for her.
- One player knight acts for the knights. All the rest agree to abide by his results.
- She puts the collar up as prize.
- The fight begins as a joust on horseback, and may continue onto foot. The loser shall be the first to yield or be slain.
- The player knight puts his horse and equipment up as prize, and promises to refrain from *all* knightly activity for a year and a day if he is defeated.

The flat ground leading up from the woods to the house is to be the field. Sir Garavan's squire hands him a lance. It gleams even in the flat, misty light. It appears to be golden.

Sir Garavan of the Golden Lance

Glory: 5,500

SIZ: 18 Move: 3

DEX: 15 Damage: 6d6

STR: 15 Hit Points: 34

CON: 16 Armor: 12+shield

APP: 12

Attacks: Sword 20, Lance 21, Spear 21, Dagger 13, Mace 15, Great Spear 15, Battle 19, Horsemanship 22

Significant Traits: Valor 17, Prudent 15

Significant Passions: Loyalty (Lady Ysbereth) 17

Significant Skills: Tourney 23, Heraldry 18, Hawking 14

Horse: Charger (6d6)

Other Possessions: Golden Lance (enchanted: gives +2 to attack and is unbreakable). Clothing worth 8 L.

Attacks: Before Garavan attacks, he attempts to inflame his Passion of Loyalty (Lady Ysbereth). The resultant modifier is applied to his Lance skill.

If the player knight wins the combat, then the lady sends a servant to fetch the collar. She takes it from him, and with



a scowl throws it to the winning knight. "You have made an enemy today," she says, and enters her manor.

If the player knight loses, Garavan gives him the opportunity to concede defeat and yield his claim to the collar, or be killed. He and his companions must depart and abide by their decision. Failure to do so loses each 4 points of Honor.

Player knights who lost may stop by Bledig and tell what they know, in which case the adventure will be solved by one of Arthur's Great Knights after the player knights depart.

Lady Ysbereth

Glory: 3,000

SIZ: 10 Move: 3

DEX: 16 Damage: 3d6

STR: 8 Hit Points: 20

CON: 10 Armor: 1 (clothes)

APP: 20

Attacks: Dagger 8

Significant Traits: Valorous 19, Vengeful 22, Proud 19

Significant Passions: Hate King Arthur 19, Hate Sir Bledig 19

Significant Skills: Awareness 18, Folklore 15, Intrigue 13, Stewardship 10

Distinctive Feature: Awesomely beautiful voice.

The Lady Ysbereth is a fanatical Gomeret loyalist who harbors bitter rage at King Arthur and his men. Her husband was killed fighting against Arthur. She hates Sir Bledig, commander of the occupying forces.

She is responsible for the ravages of the Paulag Cat. Upon hearing of the troublesome cat and its collar, she saw a chance for revenge against Bledig. While visiting the Paulag family she and the daughter were playing with the quieted cat. Ysbereth took a chance and pulled the collar off of it. She was able to escape afterwards because the cat avoids the collar like the plague.



Fighting the Cat

The basic tactics of the cat follow those given above. However, knights may have advantages using either the milk from Gwg, or the collar, or both.

Using the Milk

Player knights may get a bucket of Gwg's milk to distract the cat. The cat so loves the milk that it will work. If the player

knights put the bucket where the cat will pass by it will stop to drink it. A good place for this is the stone circle located over its cave.

The knights get one combat round unopposed by the beast if it is drinking the milk. After that, it fights.

Using the Collar

Collaring the cat requires jumping onto its back and successfully holding on while attempting to tie the collar. This means the character must make a DEX roll to jump on the cat if it is unaware of him, or oppose his DEX versus the cat's if it knows that a knight is behind it. He will be at -10 DEX if he wears any metallic armor. Once on the cat's back, the character must:

1. Make a STR roll to stay on as the cat flails about, trying to dislodge him;
2. Make a DEX-5 roll as the cat tries to ram the character against a rock or tree by making its DEX roll -5. If successful, this will do the cat's dice of damage to the character.
3. The character must make another successful DEX-5 roll to tie the collar while also trying to hold on. He can try this once per round, every round that he continues to make his STR roll.

Once the collar is successfully tied, the cat immediately calms down, and sits still. If the characters attack it then, it hisses at them and flees behind the rocks, but does not attack back. If they still persist on attacking it then, it jumps into the nearest water and swims off.

If the characters do not attack it, it follows them around quietly. It will occasionally scratch at its collar in annoyance, but otherwise will behave as a normal cat.

Sources for "The Adventure of the Paulag Cat"

"Druids, Gods, & Heroes from Celtic Mythology" by Anne Ross (Schocken Books, 1986).

For the legend of the Paulag Cat, or Cath Palug in Welsh

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Back to Beaumaris

When the victorious knights return to Beaumaris, Sir Bledig is greatly relieved and thankful of the death of the cat, or else stares at it strangely as it docilely follows the knights if they collared it rather than killing it. He declares a feast that night and invites the knights to tell their tale in front of all. For the rest of their stay there the people of Beaumaris cheer the knights whenever they walk by.

The Feast

Favorite Dish: Whatever the player knights wish for.

Favorite Entertainment: Hearing the player knights tell the tale of how they captured the Paulag Cat.

If the knights have collared the cat, then Bledig tells them of his nervousness of having it in the hall, "even if it be so vastly improved in temperament as this." He will ask the knights to take it elsewhere.

They may remember that Queen Guenever has a wonderful zoological garden where she keeps many strange animals. It is an excellent place for the cat now. Any knight with an Amor for Guenever may roll against it to remember this fact



Glory

Fighting the Paulag Cat is worth 10 points to each knight, plus whatever else for spectacular uses of skills or passions that might have occurred.

Fighting the Knights of Lady Ysbereth is worth 50 Glory for each knight defeated.

Jousting against Sir Garavan is worth 250 Glory to whoever beat him. Anyone else who was there gets 15 Glory for participating in the "Winning of the Collar."

Killing the Paulag Cat is worth 250 Glory, to be divided among those who participated.

Collaring the cat is worth 500 Glory, again to be divided among those who participated, with at least a quarter of the total points going to whoever actually tied the collar.

If the cat is given to the queen, the knights all receive a further 25 Glory.





Sources

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A listing of all the places in Britain which are associated with the legends of King Arthur, whether historic, ancient, or modern.

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An excellent source for photographs of many of the mysterious sites of Wales, especially various stones, hills, and buildings.

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A colorful guide to the uplands of the British Isles, intended for the hiker, which gives a good description of the terrain.

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This is the definitive book on ancient Welsh poetry, starting with all the known Triads, and including extensive notes on every person, place, and thing mentioned in them.

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An entertaining history of medieval food, including many recipes for the dishes which are mentioned in this book as favorites at various feasts.

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A history of Wales, invaluable to understanding these interesting people of old.

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Another history and background source for understanding the tribal peoples of Wales.

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The main source for information on the castles in this book. Very complete, and highly recommended.

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A Victorian rendition of the Arthurian legend, by the Queen's own poet laureate. Although many stories were changed to suit Victorian tastes, it provides some pretty poetry.

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A history of Wales, providing insights into the character of the people.

Westwood, Jennifer. *Albion, a Guide to Legendary Britain*. Paladin Grafton Books, 1987.

A guide to some of the more unusual or unknown sites of legend, with longer explanations of their stories than in most books of this type.

Williams, Gwyn A. *When Was Wales?* Pelican Books, date?

An account of the Welsh people, studying their culture and the problems which have beset it through history.

Pendragon

KING ARTHUR

Player

Personal Data

Name

Homeland

Culture Religion

Father's Name

Father's Class Son Number

Lord

Current Class

Current Home Age ... Year Born

Personality Traits

Chivalry Bonus [•] (total = 80+)

Religious Bonus (underlined traits all 16+)

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

Directed Trait ☐

Directed Trait ☐

Passions

Loyalty (lord) ☐

Love (family) ☐

Hospitality ☐

Honor ☐

..... ☐

..... ☐

..... ☐

..... ☐

Equipment Carried

Armor Type [..... points]

Clothing [..... Librum value]

☐ Personal Gear [on horse #.....]

☐ Travel Gear [on horse #.....]

☐ War Gear [on horse #.....]

.....

.....

Statistics

SIZ (Knockdown)

DEX

STR

CON (Major Wound)

APP

Damage ((STR+SIZ)/6) d6

Healing Rate ((STR+CON)/10)

Movement Rate ((STR+DEX)/10)

Total Hit Points (SIZ+CON)

Unconscious (HP/4)

Distinctive Features

.....

.....

.....

Skills

Awareness ☐

Boating ☐

Chirurgery ☐

Compose ☐

Courtesy ☐

Dancing ☐

Faerie Lore ☐

First Aid ☐

Flirting ☐

Folk Lore ☐

Gaming ☐

Hawking ☐

Heraldry ☐

Hunting ☐

Industry ☐

Intrigue ☐

Orate ☐

Play (.....) ☐

Read (.....) ☐

Recognize ☐

Religion (.....) ☐

Romance ☐

Singing ☐

Stewardship ☐

Swimming ☐

Tourney ☐

..... ☐

..... ☐

..... ☐

..... ☐

Squire

Name

Age

First Aid ☐

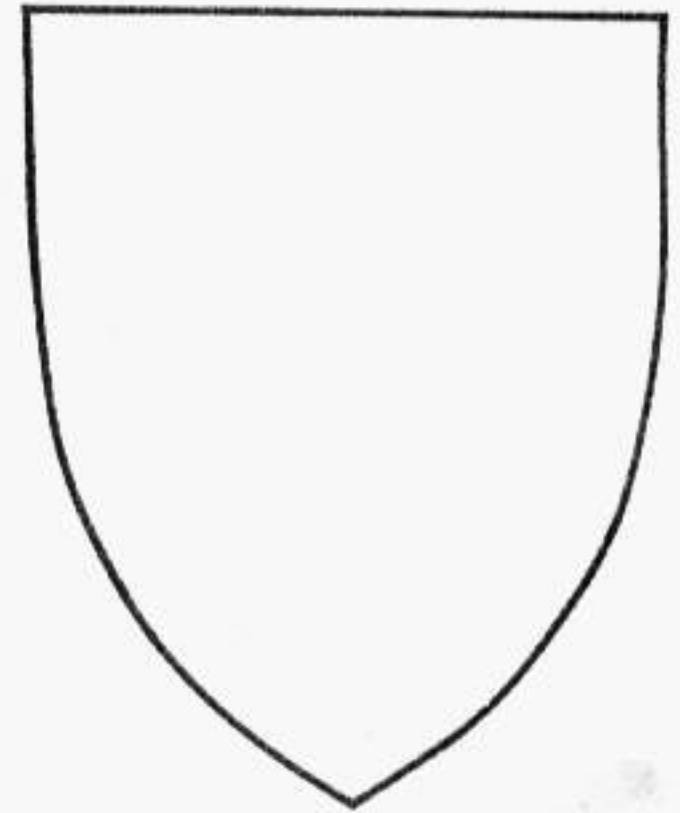
Battle ☐

Horsemanship ☐

..... ☐

Glory

Glory This Game



Current Hit Points

Wounds

☐ Chirurgery Needed

Combat Skills

Battle ☐

Horsemanship ☐

Weapon Skills

Sword ☐

Lance ☐

Dagger ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

Joust Score

Wins Losses

Horses

Best Warhorse (#1)

Type

Damage Move

Armor HP

SIZ CON ... DEX

Breed Attack Skill

Other Horses

Own Riding (#2) CON

Squire's (#3) CON

(#4) CON

(#5) CON

