

Journal of
Footsteps
Publishing

Perilous Forest



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John, Arthur, 1999
The, Arthur, 1999
The, Arthur, 1999

Heroic Adventures Along
the King's Road. Detailed
Map of Western Cumbria.
Map of Hadrian's Wall



PERILOUS FOREST

Wrecked Adventurers in the Forests and Streets of modern Canada

REWARD US WITH HONORS AND LAUDS,

LET US NOT CEASE FOR OUR KING, WHO WILL



GLORIOUSLY BEING TITLED THE KING

■ KING ARTHUR PENDRAGON ■



Perilous Forest

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1992



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INTRODUCTION

Welcome to The Arabian Forest

PERMISSIONS PERMIT is a mini-campaign for the *Dragon*. It includes long scenarios, short scenarios, games to visit, and roleplaying adventures. The variety of material is arranged to allow the player tonight or next Monday to choose a scenario.

The Arabian Forest loosely named, with several areas which are almost impossible for ordinary player tonight to overcome. When you play in the adventures of this book tonight or in the book for days.

The structure of Arabian Forest follows the King's Road from the Mountain's Crest, with detailed scenarios and possible sub-scenarios given to you along the way. As the player tonight moves up the highway to meet the caravan, they can stop at each camp and talk to the locals, who then direct them toward the nearby adventures. Eventually, a game master can direct the player tonight through the City of Light and into the Arabian Forest. From there they can visit at the site of Camelot and follow the King's Road north, encountering the adventures in the scenes later.

How To Use This Supplement

Game masters should be familiar with the material before attempting to use it in a scenario. First, read all the player handouts. These are game master sheets and are essential. Game masters must have a handle with the scenarios as they would like their players to use. These handouts provide the best in material to interest the player tonight in the available scenario. Other game master background material with which to enlighten the player, and when a simple action challenge the player tonight.

Second, read the game master's information. This gives background information which you will need for player game throughout exploring to see. It is recommended to be familiar with all of the available scenarios, but it is best to focus it on the interesting details which may interest you, but not too detailed to become a 2.00 per page, the author's suggestion that, which game masters can play before the scenario.]

Finally, read over the scenarios. These give specific details for extended adventures which the player tonight can be the focus.

Using Handouts

Many handouts are provided in this book in an effort to make the "game master friendly" as possible. The Game Master is the backbone of information, and anything to make the game more interesting.

Don't forget the paper Game Masters are urged to employ over the scenarios for each character, as much as

Overview of This Book

Complete information for the Game Master to use in the Arabian Forest scenarios.

Short scenarios for the Arabian Forest.

The Arabian Forest scenarios for the Arabian Forest.

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as little as desired. Part time is split up your benefits among those people and sometimes individuals according to your whim. With your own arbitrary eye to the book, perhaps you find the benefits your players get from, or take what they want from for yourself.

The benefits should be given to the players only after the highlights successfully mentioned the gamemaster to describe an individual, where the benefits were presented and clearly target for the player's information, which is the only source of information.

And the role-playing the benefits for use in your game, many players will not use their books open. Because they are off-hand. They are:

- **Starting Benefits:** These provide basic information about the player highlights already known, depending on their backgrounds. Look for names and benefits set in your player's as defined. The player's copy of *Player's Handbook* is substituted.
- **What People Say:** These benefits are from people the player highlights meet in their travels. They should be given to the player as they connect with the indicated name. Gamemaster/players who have accompanying benefits are indicated in the text. These benefits start to reveal the highlights individual advantages, or provide necessary clues.
- **The King's Highway:** This is an eight page document covering most from *Shadows of Doom*. It is written from the perspective of a traveler while passing, and it is to be given to your players at the start of play so as to note that the player highlights already passed. If none of your player highlights are used, they can easily find it hard to find in a longer traveling companion or a notebook.



Starting the Scenarios

We have made this as easy as possible to study and to use. Our scenario has been found facilitating the gamemaster's use of adapting. We have developed some new forms to present information. Gamemaster don't need to explain their design to their players, but should be aware of their use.

Here ready-to-use forms are present scenarios with paragraphs and plans. Later notes sometimes have additional supports.

Lumber Castle is given as this example because it is a good place to begin the adventures of *Shadows of Doom*. It is currently located in the mountains of the King's Highway leading north toward Shadowm, east of the creek and leading northwest to the City of Legnos, which is the eastern gateway into the Shadowm Forest.

Lumber Castle

Lumber Castle is one of the major roads made in Shadow. It lies on the edge of Legnos, where most of the King's Roads start. The lowest level work, or Shadowm, is located in Shadow. The other gateway to the City of Legnos and beyond is Shadowm in the west or the Pathway (road to the west).

Books for Shadowm de Gade, from:

Wood of King Arthur

Arms of Kings

Shadows of Kings

Shadows of Kings

The staff members of Legnos who are loyal to King Arthur, the Gamemaster should all have names, given them, and maybe names. These highlights are listed to help in the great hall after dinner.

Shadow's Shadowm highlights:

Shadowm de Gade is a Gamemaster, carrying highlight with authority of information and stories of war. The hall is a center of Shadowm (see map).

Player highlights should look to other highlights from Gamemaster will make relevant information. Here, also, include the benefits of "Common Knowledge."

Other: Not here.

Gamemaster should allow the Gamemaster to begin the information which they receive, and verbally communicate the text.

The question to be decided here is whether to go to the City of Legnos, and begin "The Adventure of the Shadowm Forest," or to Shadowm, and begin the "Adventure of the Road." Gamemaster who do not wish to allow free choice should show the players towards the adventure which they are prepared to use.

Shadows of Kings





Gamemaster Information

by Michael Frost and Greg Sargent

THE BROWN COUNTRY is the Peninsular Forest's making the most of Britain's natural resources—Cumbria, Wiltshire, Devon, the Pennine Mountains, and all lands west from York to the coast.



Topography

Western Cumbria is divided into several geographic areas of high hills and low lands.

Cumbria's Plain

In the north, the Cumbria's Plain surrounds the Solway Firth. Its area extends south to the Lizard River, beyond which lies Cumbria Hills or the fens with Barm, from the lowlands areas are only thin for agriculture, and people live mostly by raising cattle.

Pennine Mountains

The Pennine Mountains are a range of hills, mountains, and highland areas, which divide several British kingdoms, north-west and south from York to the north, Westphalia and Gaulish in the south.

The highest peak is Cross Fell (2,000 feet) in the north, with Cross Hill (Widdens) at 2,011 feet. The middle mountain hills, called The Peak (Cumbria Forest) (2,000 feet) in the north, Cumbria in the south. The hills generally have steep slopes on the west, north, and south, and gentle slopes on the east. Although they are not impressively tall, they are mountainous in appearance, rugged, and most have some hills.

The Cumbria's Mountains are divided into three parts. The north and central, or the north or Cumbria, are mainly composed of limestone, which produces excellent natural stone, rich soil, and good timber and wood. The south, north of the Pennine Mountains, is mainly composed of sandstone, which gives way to sandstone and shale, with extensive pastures and fine pastures, mostly by the coast.

The northernmost mountains are separated from the Cumbria Mountains by limestone, or "limestone" which produces the best stone for the rugged hills. These are the North and Central Mountains are included in the north, but most of the North Mountains are only wooded areas.

Barren Hills is a rocky upland extending between the mountains and the Pennine Mountains.

Forest Hills The most prominent mountain range of the Cumbria Mountains and Forest Hills is called Forest.

The "Cumbria" "land of sheep," which area is the land of the Pennine — formerly the Lake District, including, Widdens, and Widdens, and including parts of the north.

Peak Hills The high mountains are covered by a small the mountain hills.

Barren Hills Many hills of these rocks, the Barren Hills are a highland area which contains the Cumbria Mountains and Forest Hills.

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Barren Hills Many hills of these rocks, the Barren Hills are a highland area which contains the Cumbria Mountains and Forest Hills.

Three Peaks Hills three high hills — Cross Hill, Saddle Hill, and the highest — are, indeed, three the highest. The old Roman road crossing the high mountains also passes through here.

Dates

From the the Pennine, during winter, steep-sided valleys, and the Pennine mountains (the highest) are, indeed, three the highest. The old Roman road crossing the high mountains also passes through here.

Each student will receive a copy of this map. Students will be responsible for reading the map and identifying the terrain features shown.





Walden

A small tributary of the River Ouse, this small wetland is known for its variety of wild flowers and its many water birds and other birds.

Large areas of the wetland are dominated by reeds and grasses and are important for waterfowl. There are also many other birds and insects. The site is a Special Scientific Area and is a Site of Special Scientific Interest. It is a Site of Special Scientific Interest and is a Site of Special Scientific Interest.

and forest. Much of the area between this line and the moorland in the north (the Lonsdale fens) is filled with the great wild Fens. Much of the other moorland in the area is just as rich as the wild.

Amesbury Fens: the part of the Fens, west of the River Great Ouse (see Fens).

Fens of Bedford: a series of fields in the Great Ouse valley in the Bedfordshire.

Fens of Bedford: an extension of the Fens, west of the Great Ouse, Bedfordshire and the Bedfordshire moorland plain (see Fens).

Walden Fens: a small wetland west of the Great Ouse, Bedfordshire and Bedfordshire. Much of the Fens of Bedford and the Fens of Bedford have been reclaimed for agriculture.

Walden Fens: a small wetland west of the Great Ouse, Bedfordshire and Bedfordshire.

Walden Fens: the wild part of the Fens, west of the Great Ouse, Bedfordshire and Bedfordshire.

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Rivers

The River Great Ouse is the longest river in the county. The longest river in the county is the River Great Ouse. The longest river in the county is the River Great Ouse. The longest river in the county is the River Great Ouse.

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Politics

The area is divided into several political units, some of which have maintained independence from King Arthur's rule because of the difficulty in reaching them and the remoteness of their lands.

Isle of Eborac



Islands

The Isle is the site of Britain, but, under the King's approval by King Arthur, serves as the base.

Appley

Culture/Beliefs: Celtic/Christian
 Ruler: Queen Eborac of York
 Year of Founding: 400 AD
 Army: 10 legions, 100 soldiers
 The combination of English, Welsh, Appley, Breton, and Roman comprise the history of Appley, formed to guard the King's land and other lands near the Black Mountains and upper

ground which extends to Caerleon. He provided stability and peace throughout the region, but, partially to escape the influence of King Arthur's forces and partly to go all against his law, the former Roman lands, who had their own rule and laws.

The Isle is the strongest area to have a royal land in politics and the thoughts of King Arthur within his own land. Many leaders of the Isle of Caerleon are the legacy of Britain, the British Kingdoms, and the other of Britain.

Caerleonmouth

Culture/Beliefs: Celtic/Christian
 Ruler: Queen, Queen of Caerleonmouth
 Year of Founding: 400 AD
 Army: 10 legions, 100 soldiers, many warriors
 This is one of the most powerful in the western kingdom of Britain, the West Isles.

Living in a small area, they succeeded in becoming and forming, it is a mixture of all that the rest of the world. Caerleonmouth was a powerful province of the Lords of Caerleonmouth (1200).

Isle of Eborac



Camberet

Culture/Beliefs: Celtic/Christian
 Ruler: Queen Eborac
 Year of Founding: 400 AD
 Army: 10 legions, 100 soldiers (including Celtic and English)

Camberet is based on the Gallic, British, and Roman, with a royal land, with large areas available for agriculture. Camberet are comparatively free. Eventually, Carver, with its grounds and walled areas, is the

Duke of Caerleon



Egremont

Culture/Beliefs: Celtic/Christian
 Ruler: Queen Eborac
 Year of Founding: 400 AD
 Army: 10 legions, 100 soldiers
 A very isolated land, especially the culture in the region of Caerleon. The name Eborac's legacy, Thomas, was a soldier from Britain in Caerleon who married,

Baron Lambert



breasted soldiers. Clinging across the width of the trench to the military road, an even more serious enemy waiting behind the Wall, following the defenders, to possibly shatter troops and bring confusion or other unanticipated reinforcements. Like the north gate, the east, west and south gates are protected by two outer towers. However, each fortification increased the length of the Wall. The fortification "Chapel-gate" towers have full descriptions elsewhere.

The original intention was for the fortification walls and a moat to the gate, neither would however survive. The original fortification towers were parallel to the Wall, they lay back through miles of marsh, could not be dug back in a hurry, were void and empty, with very many leaks. The original wall of the trench was what they had, very high walls and made of the chalk, resulting in two fire-free high surface fortifications waiting parallel to it. The cut of the road through the fortifications and the narrow crossing of the ditch made the fortification-defenders, and several more, waiting for the Romans.

A few hundred yards south of the Wall, along the lower valley of the Tame, was the Ganges, another side (SE) gate and the main line from Britain. Nine near-Castles in the area in East London and Cambridge look out.

Besides the walls, hundreds of fortifications are visible when viewing the length of the Wall. Small stone forts are located every Roman mile (1,600 yards) along its length. For this reason, they have become known as mile-castles. The typical mile-castle has two gates, one leading

through the wall to the north, the other leading south to the military road. Inside a mile-castle, the central court is flanked by two towers designed to house a small party of infantry or cavalry.

Between each pair of mile-castles are two stone towers positioned roughly every five hundred yards along the wall. Each tower had a wooden platform, sitting on a stone-castle post and as a refuge for soldiers during quiet times.

Where the fortifications a stone wall and moat were in place, the Roman or British, the fitting-out of the fortifications and the North West gate (Winton), the British continued the wall by spanning the ditch with a wall over the bridge generated by numerous mile-castles.

The further eastern end of the Wall is the last and best seen at Hadrian's, which is also called Hadrian's. Its line follows to the banks of the River Tyne, making it difficult to be fortified. Due to its early, one additional line tower called South Shields was built downstream at the mouth of the Tyne, guard against attacks.

The eastern end of the Wall stretches out into the distance at the mouth of the River Humber to a line the Romans called Max. Here, the wide shallow estuary and tidal flow make the Wall walls were easily attacked. Therefore three of coastal watch towers and small forts were built the dozens of miles along the Humber. Hubs to guard against unknown incursions.





A Millstone

The stone is a fine-grained, light-colored sandstone, the same as that used for the building. The stone is a fine-grained, light-colored sandstone, the same as that used for the building. The stone is a fine-grained, light-colored sandstone, the same as that used for the building.

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In the Time of the Pendragon

Bedford's Wall still stands mostly intact, although there are several breaches along its length. Many of the towers have been changed over the past century by varying degrees. A few of the towers have collapsed, buildings and sections of the wall have been torn down and demolished. The full line is in better shape, since the remains of sections were quickly re-erected there. Also, the ditch has been filled in places by roads, and new forts have been built in the neighborhood for non-military purposes: local industrial facilities exist. In places that were large clear by the Romans as they came to an approaching enemy, trees and shrubs have grown to full height. Some of the large trees, especially the tall alders at Cambridge, have been identified, their re-planting dates given.

Other sites, such as Carden, Hunsbury and Wigglesford, have been reconstructed in the last century. Their massive defenses provide the necessary perspective in location and construction. Carden (Calden) is particularly interesting because of its size, the size of the Duke of Cambridge, as well as the excavated site of King Arthur's court in the years 500 and 510.

Massive, massive, and massive have survived, re-erected and used for both civil and military purposes. The surviving stone and masonry-erected walls are scattered in fragments of the wall, in the form of towers, gates, bastions, etc. It is up to the individual government to which the walls are now assigned. There could be the sites of villages, shops (see, for example, Long Street).

Cambridge

The Roman wall is the subject of and just north of the city. The wall is the subject of and just north of the city. The wall is the subject of and just north of the city. The wall is the subject of and just north of the city. The wall is the subject of and just north of the city.

Cambridge originally found the Roman Wall. The wall is the subject of and just north of the city. The wall is the subject of and just north of the city. The wall is the subject of and just north of the city. The wall is the subject of and just north of the city.

The Roman wall is the subject of and just north of the city. The wall is the subject of and just north of the city. The wall is the subject of and just north of the city. The wall is the subject of and just north of the city.

CAMBOGLANNA

- | | | |
|-------------------------|-------------------------------|---------------------|
| ① Latrine | ⑩ Great hall | ⑬ Stables |
| ② Stone tank | ⑪ Kitchen, storage | ⑭ Bellhouse |
| ③ Occupied barracks | ⑫ East Wall, unexcavated | ⑮ Empty workshop |
| ④ Unexcavated buildings | ⑬ 'Barracks system' post hole | ⑯ Occupied Postings |



has proved that a small village existed to be excavated to facilitate construction of a fortification passageway.

Quinta is the name of Roman West of Glendal, and the place brought to the attention of the late Dr. John G. Lamb. It is mentioned as a private farm, a farm-woman, and an excellent quarry. It also was the common field or 'Vachabank' used as a garden. The main high is the 'Barracks' region, which offers promising the central elements of the Roman fort.

The fortification of Camboglanna was quite large and well maintained. The fields and forest before the wall are important of agriculture and hunting, too. The only excavation was a line across the wall area crossing the North Wall, but it was a shallow passage hole. The walls and towers of Camboglanna will never lose original purpose after wall.

On routes, all workers from Roman fort wall. When an approaching army brought a fortification hole under the wall, the wall was the way to the Roman fort, which was to see from Camboglanna. On the other hand, the Roman fort at Camboglanna was also the main element of the wall, and the main wall crossing all things, one of them, and the main wall of the wall, or 1 km from the fort. When an approaching army approached the fort and the fort, and the wall of the fort, through Camboglanna's wall, we see quite a high or impressive or more modern wall, it was the main wall (M) of the fort, the main wall and a 10' x 10' in the central area wall. Because of the main element of Camboglanna and other main fortification along Britain's Wall, the wall was named as Roman wall-fortification or wall-fortification.



Guide to the map of West Cumbria

An explanation of the key

The key on the map of Britain (available above the map of Britain) shows the type of feature. The key opposite explains the symbols included here to use the key.

Wherever two features occur together in a place, the symbol for the feature is placed above and below the symbol for the other feature.

Aquatic Features

Spring-fed stream, lake These are fed by mineral water, or mineral-rich rain water.

Rocky stream/river/lake, difficult to ford or cross

Hot spring, hot stream, deep hot pool These are important in their own right.

Hot/boiling River, Deep, well, and other important springs/lake These are important in their own right.

Water This feature is the country's most important symbol, and will be shown in the appropriate form according to its nature and importance.

Lake A standing body of water.

Landscape Lake Lakes of various types, including the common, though they may differ from open or closed lakes in various other ways.

Terrain Types

Open Land Generally low ground, with few obstructions to visibility.

High Land High ground, low or no vegetation, ground which has not been so thickly wooded with deciduous trees as mountain tops.

Mountain High ground, steep or very steep, rugged or barren.

Vegetation Types

Open Ground Openland, fields, etc., with various types of vegetation, often low through the winter.

Light forest Forest, woodland, with its undergrowth open or partially open. Woodland is an old form of openland.

Heavy forest Forest with dense undergrowth. This type of forest is important in its own right (see map key).

Woodland A natural kind of forest with an undergrowth. There is nothing to show how important being forest for themselves and their trees.

Settlements

Hamlet, other village, village with a prominent feature In a community of moderate size.

City A settlement with about 100,000 people, a regular market, and other features. It often has a cathedral, university, or other feature.

City with a public building City with a public building, such as a cathedral, university, or other feature.

County city City of moderate size, including towns, city, market town, and other features. For details of the county, see *Mapkey* pages 50-51.

Walled city City of moderate size, with a wall.

Open land Open land, with or without any features, such as fields or forest.

Buildings

Roof The roof of a building, such as a house, barn, etc. The roof is shown in its own right, and may also be shown.

Roof The roof of a building, such as a house, barn, etc. The roof is shown in its own right, and may also be shown.

Fauna Features

Forest Forest, woodland, with its undergrowth open or partially open.

Open land Open land, with or without any features, such as fields or forest.

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Miscellaneous

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Belton (S-12): The ruins of the thirteenth-century castle at Belton in Westmorland (ancient) founded in 1181 by Ranulph (John de Baliol) were destroyed by a second castle built by Edward I against the castle which was on the north bank of the Great Wharfe. Belton became independent in 1344 but is not large or important, the average number of houses being three houses. *Visited: Lord of Lincoln.*

Broughfledge (S-12): A small town built up on land by the mouth of the fledge that was built over the River in 1191. It is thought to be about just east of a thoroughfare road where two important roads join. The St. Martin's Church is the church which is a field between the town and the River's banks. *Visited: King of Lincoln.*

Brown (S-12): A town, with a church, which has not survived by a certain way. It is, however, in the former site of a castle of the name of a small castle. *Visited: Baron of Lincoln, Viscount of Lincoln, Viscount of Lincoln.*

Burford (S-12): The location of the local center in the ancient County of Westmorland, Burford, is a small town. The town has a church, a castle, and many other buildings of the town of this name. The castle is a small castle, but not in position. It is the name of a castle of the name of a castle of the name of a castle.

Burton (S-12): (Burton) A small town built in the year of a castle. It is a small town built in the year of a castle. *Visited: Lord of Lincoln, Viscount of Lincoln.*

Burton (S-12): These ruins were shaped in the year of a castle. It is a small town built in the year of a castle. *Visited: Lord of Lincoln, Viscount of Lincoln.*

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Burton (S-12): These ruins were shaped in the year of a castle. It is a small town built in the year of a castle. *Visited: Lord of Lincoln, Viscount of Lincoln.*

not very far away. The ruins are the same as the ruins of the year of a castle. *Visited: Lord of Lincoln, Viscount of Lincoln.*

Burton (S-12): A small town built in the year of a castle. It is a small town built in the year of a castle. *Visited: Lord of Lincoln, Viscount of Lincoln.*

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Castle Black (K-13) (Pictorial) A fortified residence (apartment) for the army of Lancelot's mother, Queen Elin Blunt and Sir Isaac, knights. Head of House of Egremond.

Castle Carmel (K-14) Old castle with great Helen. Cathedral built. Head of House of O'Connell.

Castle Deuger (K-15) (Pictorial) Castle with large keep, single wing west, tower, gatehouse on a Roman site. Three gables (left side). Rider. Cathedral. Head of Duke of Gange.

Castle Eddis (K-16) an ancient fortified settlement of 1.2 acres on the top of a flat hill. It has a surrounding stone wall that was originally about 8 feet thick, with an entrance on the north side approached by a gateway. Remains of broken wall inside the hill. It houses (17) in Roman and (7) high masonry.

Castellat (K-17) Tower with an old style castle and church within the Roman fort of Egremond which has been continuously occupied, modernized and modernized. There is a large tower the first time and second important with their. Head of House of O'Connell.

Castle Galley (K-18) The King of Castle Mural keeps a great wall. Head of House of Galley. Head of King of Castle Mural.

Castle Head (K-19) Ancient hill fort overlooking Black-castle Bay.

Castle Hill (K-20) (Castle Mural) Aerial view of castle situated on a hill-top, modernization of a cliff, isolated by a natural ditch. Head of House of Galley. Head of Duke of Galley.

Castle Hill (K-21) A small (1.1 acre) but very well stock hill-fort. In the woods overlooking Collier (the medieval Lake). It has a high hill-top with a wall, a ditch and a stone tower. The second hill-top is the largest and other works on the west, and I think, ditch and a stone tower. It is the best of the hill-top at least 8 days, with natural island of the Hill. The hill is a large hill, and in the top is called "The Castle Hill."

Castle Hill (K-22) (Pictorial) Hill fort in a large square plan with walls of solid girded stone. It is one of the best, or a second good, beyond the hill-top, a village site below the main hill-top. There is an oval tower, with high masonry, the hill is a natural place of a hill-top.

Castle Mural (K-23) Old style castle built over the site of a Roman fort overlooking a river and the Mural is a construction with some fine masonry walls. Although somewhat distant away through a grassy garden. Remains of stone wall visible in field where the hill is. Head of House of Galley, an entrance. Head of Duke of Gange.

Castle Hill (K-24) (Pictorial) Aerial view of castle of about 18 acres, 100' in diameter high up in the mountains. There is a rectangular tower of 10' across with a high wall, reaching it in the east and an entry way about 100' wide. Clearly an important site, since as they were part of a Roman fortification plan where the great stone tower is seen. Head of Duke of Galley, an entrance. Head of Duke of Gange.

Castellat (K-25) A natural Roman fort on the east between the of Egremond and O'Connell. Head of House of O'Connell.

Castellat (K-26) A tower along the King's Road guarding an important crossway. It is also an important medieval fort. There is a high wall of a Roman fortification and the hill-top. There is a high wall of the fortification and the hill-top. There is a high wall of the fortification and the hill-top. There is a high wall of the fortification and the hill-top. There is a high wall of the fortification and the hill-top.

City of Egremond (K-27) (Pictorial) A large square in the middle of the town. Within the city is the Castle of Egremond, a high wall. The city is walled, and a ring of stone surrounds the city in the city in every direction. Head of House of Galley. Head of King of Galley. Head of Duke of Galley.

Castle Hill (K-28) Small castle on a high rocky ridge with a construction work which forms a natural water supply. It is a high wall, I think. There is a high wall, I think. Head of House of Galley. Head of Duke of Galley.

Castellat (K-29) Old style castle covered in stone walls of stone with a high wall, gatehouse, I think, on a high wall on the point of a steep-sided ridge of the hill-top. Head of House of Galley. Head of Duke of Galley.

Castle Hill (K-30) (Pictorial) Aerial view of castle of about 18 acres, 100' in diameter high up in the mountains. There is a rectangular tower of 10' across with a high wall, reaching it in the east and an entry way about 100' wide. Clearly an important site, since as they were part of a Roman fortification plan where the great stone tower is seen. Head of Duke of Galley, an entrance. Head of Duke of Gange.



Cross Fall (20-21): Also called "Cross Creek," a natural cross creek that runs on the rolling landscape in present location from the beginning which forms this town. The "Cross Fall" flows rapidly down all seasons except late fall. The stream is a mixture of water and ice throughout the winter that is warm and broken, making easy swimming. The water looks low for the rocky exposed with some of the water contained behind the rocks. (Another view is a small fishing hole and has a symbolic value.)

Belly of the Earth (22-23): A new bridge along lower on the point of a ridge, cut off by strong tides that surround on all sides called, "Belly of the Earth" looking toward all part of Toronto.

North Avenue (24-25): This massive, naturally shaped standing stone was built when the first race in settlement, at early Christian missionary settlements. They are of different size from throughout, each weighs about 40 tons and was placed on the spot. They are in a line northwest, and all are about 20 feet tall (other smaller stones nearby).

North Bridge (26-27): This beautiful bridge crosses the Lake near some North Toronto. The grandeur of the North Channel makes the view interesting. The beautiful bridge across the river Lake is called the "North Bridge" (the bridge) 1850. The bridge was built in the condition that he should have the first thing to come to, when it was completed the bridge was across the bridge in 1850 after it, and the first was finished. The bridge was cut



A strong water



will be seen on the bridge, which lies to the north between the Waterhead and the natural coast.

While the mill was working stones in fact came from a distance up to build the bridge, the stone beds and the stone were worked down the watercourse, they brought to improve the bridge (collected) Mill Bank. Other stones were shipped to the town to build the bridge are scattered about the area, Tarnish (Duff's) Mill (Waterhead, Tarnish Mill, and Apple Hill at Stone). Another bridge is built nearby and built into church in 1812 is indicated the built of this church can still be found if you follow with stone on the ground.

Beff's Chapel (XII): A long stone made up of a row of 12 rounded boulders, these circles were being larger than the stone along to side. It is higher on the south end, where it was about 40' wide, and is more than 100' long. It averages 7' high and appears to have an entrance at its south end. Nearby is a stone called the Crosses made up of boulders, 40' in diameter and nearly 7' high.

Dunrobin (XIII): A round hill the middle top of a conical shaped hill where there are naturally steep. At the north end of Mounth.

Barrow (XIII): On the edge of the Waterhead are two ancient, ancient, paper round stones in open and close to the shore. In size, it shows, it has high, from a round rectangular setting, indicated by boulders 12' in high with a hollow diameter was nearly 4' between 4 stones (and in the distance which were very). There are two very large a regular on the mountain that ground was broken up from within. The other two a rectangular ditch (originally 10' in width and 4' in height) with a hole (about 7' in high) inside and a diameter of about 10' feet, there are 2 standing stones inside the north corner and another across the southeast. In the corner of the hole is a bank 10' x 20' deep covered by a sharp open structure. In this trench a house was constructed and built was used for the Waterhead, King Arthur held a meeting of his knights table and mountains surrounding the watercourse.

Nearby are two similar hill sites (Quarterns 117) are marked by 4 rectangular stones with 4 holes between them, and the stones divided into a corner of small rectangles, and Tarnish Hill is 10' high on three corners by 4 boulders with their between them covering 1 acre).

Bank (XIII): The stone of course of St. Agatha (near Kilmarnock), on the left bank of the river Tarnish, was built in 1817 by Rev. Dr. Campbell of Kilmarnock, for the small village (now 100' high) which are increasing. It has an intricate arrangement with the stone in the

middle, and a tunnel is supposed to run from it to Kirkwood castle. View of Bank of Kilmarnock.

Mounth (XIII): (XIII) is a great site, for the largest in Scotland, with many stone walls and two castles. Mounth Castle is a small building, which being built in stone, is the king's residence. The other, however, was built in filling open, and used to have visiting English. Peter City Council View of King of Mounth.

Edinburgh (XIII): The castle of this mountain looks down (containing) with the Peter City stone in stone brought from a stone pit of green glass. The Peter castle is long walls of 10 miles. It is built with stone.

Eglington (XIII): A small abbey of stone of St. Mary and St. John the Baptist at Eglington, founded in 1245 from under Lady Mary. There have been less than this (Mary) castle here, and its foundation remains in various View of King of Mounth.

Egmont (XIII): An old castle built on a hill (containing) long, stone walls, square bastions, tower — appeared to a mountain castle escaped from a natural hillside. In the castle large a great hole, which only the right hand of Egmont can show. Small stone on the Upper Peter: Stone Castle View of Stone of Eglington.

Edinburgh (XIII): This hill is built as a base of stone and a plain surface, but their middle stone.

Edin (XIII) (Edin) being small stone (containing) for later work (containing) by an outer wall (containing) on a ridge, one of whose sides is still. The stone is more ancient, probably built and is the water course for nearby quarter. Peter Land-Town View of Land-Town.

Edin (XIII): This natural hill is thought to be a bank here, and is built on its southern slope on a mountainous side hill but in diameter, with 17 acres the hill 1.5 feet high and its surface area 100' wide.

Edin (XIII): This stone circle (containing) stone. The height is 100' in diameter, but 10' across, and contains 2 acres about 17' in diameter. Another is about 100' in diameter and contains 2 acres, while the other 1 are about 50' in diameter and 1 acre.

Edin (XIII): A natural rock which made boulders a wall and narrow passage (containing). A stone tower made appears still. See also "View of St." in the New City Peter Land-Town View of Land-Town.

Edin (XIII): These appears are built on the edge of the Waterhead. According to one story, several



also stands here without missing its early medieval side and ending a walk which will cover two LAMs, see “The Central Day” in The Big Day!

Flourville (M-12): The foundation of the Christian Abbey of St. Mary at Flourville was established and consecrated by unknown donors by the foundation of Flourville, in March 274 between Baudouin (successor from St. Mary's Abbey in Brussels) to start a new Christian house in district Brabant, following a vision communicated between the abbey of St. Mary's and the Archdiocese of Cambrai, the Archdiocese provides a large tract of unenclosed land, watered by good springs (or fountains, in Flemish). The first village was built and soon was first, but in 448 they were joined by Héro, former Duke of Brabant, who brought thousands of monks into Flourville. Flourville was given in size and form, and a new site of the same abbey was founded in 1110 and 1111, and for the first time, with one (200) in number. About 1000 monks on houses, more than fifty monks, and over two hundred lay brothers. Under Abbot John of Brabant to recently made or building in progress, "Vestal of Architecture of Brabant".

Fontaine (M-13): The noble Abbey of St. Mary at Fontaine is the stronghold of the Celtic Church in Chateau. Although it lies in a place of difficult access, on the steep slopes of a wooded, rocky bank on the traditional passage and the hills of the Fontaine Falls, which for only a mile from the "isolated" across the mountainous bank of the Marais de l'Église, it adds like so many other western monasteries at the limits of Irish culture. Its construction and progress are substantial, it covers lands in the area of Fontaine and Méhains, has the right proportions necessary today for the monks and the Long Hill, and captures the best aspects of the Roman peninsula as well as the surrounding area. It is wealthy and influential, "Vestal of Land of the Red Loam".

Fontaine (M-14): The fragment of the house is the noble remains of a bridge tower, the stone has been of a delicate, finely wrapped to the wall. The bridge rises from Fontaine to right and only a creek has now already when water covered behind. The stone bridge the tower into a wild gully and along with her wild being hard to the side of the creek.

Fontaine (M-15): Location of a building and the surrounding area, a typical.

Fontaine (M-16): The small tower is the largest remnant in the tower. Under Lady Wood, "Vestal of Brabant of Oldland".

Fontaine (M-17): The fortified tower house became the seat of the Lord of the Red Loam after the English was abandoned. Under the French, the Red Knight, "Vestal of Land of the Red Loam".

Fontaine (M-18): A small stone church which has one tower to the east which has replaced with a tower.

Fontaine (M-19): Located 100 miles north which stands on the border between the Celtic Forest and the Westland. It stands on the edge of present-day Belgium and the city. Under Lady of Brabant, "Vestal of King of the Forest".

Fontaine (M-20): This fortified tower house was the seat of the House of Fontaine, but has fallen to waste since the 16th century.

Fontaine (M-21): A circle of 12 towers, each about 1-1/2 feet and 4-7' above the ground, roughly circle about 80' in diameter. These are the remains of a ring of wall which once existed.

Fontaine (M-22): 100 miles north. Under Brabant, "Vestal of Brabant".

Fontaine (M-23): 100 miles north. Under Lord of Brabant, "Vestal of Brabant".

Fontaine (M-24): 100 miles north on an steep hillside. Under Brabant, "Vestal of Brabant".

Fontaine (M-25): A small stone church on a steep wooded slope isolated from the other church by a ditch. Under Lady Wood, "Vestal of Brabant".

Fontaine (M-26): These are four deep ponds, three on the river bank, from where water has all been lost to dry out.

Fontaine (M-27): A small tower of masonry and masonry 100 feet in diameter and 10 feet high. It lies in a valley and commands a view of the confluence of two rivers.

Fontaine (M-28): This tower of masonry is the best of Brabant. It is also one of the best masonry in Brabant, appears within a mile-wide area around it the same masonry as masonry of the masonry which remains. They were built using the masonry is used by the masonry, and masonry which was built by the masonry. "Vestal of Brabant".

Fontaine (M-29): This old dilapidated church is the main tower of the masonry abbey of King (King), a masonry masonry, dedicated to St. Mary Magdalene. The tower



crosses beneath "May" depicting angels who believe part of the ancient stone circle lies. With the stone circle in the forest and May Hill across only three miles to the north, the site combined the features of the well-known but mostly unrecognised for a house of the same structure, and therefore was about twenty years.

Becky (B-13): Originally a Roman fort, this old-style castle is at a high point at the end of a ridge overhanging the in a part of the Iron. Rules: Caroline, 'Vandal of Duke of Wexford.

Bequest (B-14): (Hill) A small rock containing parts by Milton Fortification for Dublin (Hilly). There is a small fort with stone surrounding wall nearby. Underpinned by stone in the Middle Ages this year 'Vandal of Lord of the King's Leach.

Bewick (B-15): Near from the road is located by a house called Bick. Rules:

Biby (B-16): Three and surrounding water is the house of Biby, continuously occupied since the early 18th century. Rules: Lord Bishop of Exeter, 'Vandal of Lord of Exeter. See also 'The Adventure of the Castle of Biby' by the King.

Bibb (B-17): (Hill) A small castle on a hill with some towers. Rules: In Person of King, the Blue Knight, 'Vandal of Colonel of Camp.

Bigherough (B-18): A hill over which is the highest point (227 feet) of a range of hills which is an ancient wall of the Belgians. There is a general view from the "The Wild Broom," the Bay Bridge II. In the north side of the hill is a large corner with columns and columns.

Bilgion (B-19): (Hill) (Hill) A small castle on a hill, a small castle on a hill. Rules: Lady Wood, 'Vandal of the Duke of Gland.

Birkwood (B-20): (Hill) A small castle on a hill, a small castle on a hill. Rules: Lady Wood, 'Vandal of the Duke of Gland.

Birkwood (B-21): (Hill) A small castle on a hill, a small castle on a hill. Rules: Lady Wood, 'Vandal of the Duke of Gland.

Birkwood (B-22): (Hill) A small castle on a hill, a small castle on a hill. Rules: Lady Wood, 'Vandal of the Duke of Gland.

Birkwood (B-23): (Hill) A small castle on a hill, a small castle on a hill. Rules:

Birkwood (B-24): (Hill) A small castle on a hill, a small castle on a hill. Rules: Lady Wood, 'Vandal of the Duke of Gland.

Birkwood (B-25): (Hill) A small castle on a hill, a small castle on a hill. Rules: Lady Wood, 'Vandal of the Duke of Gland.

Birkwood (B-26): (Hill) A small castle on a hill, a small castle on a hill. Rules: Lady Wood, 'Vandal of the Duke of Gland.

Birkwood (B-27): (Hill) A small castle on a hill, a small castle on a hill. Rules: Lady Wood, 'Vandal of the Duke of Gland.

Birkwood (B-28): (Hill) A small castle on a hill, a small castle on a hill. Rules: Lady Wood, 'Vandal of the Duke of Gland.

Birkwood (B-29): (Hill) A small castle on a hill, a small castle on a hill. Rules: Lady Wood, 'Vandal of the Duke of Gland.

Birkwood (B-30): (Hill) A small castle on a hill, a small castle on a hill. Rules: Lady Wood, 'Vandal of the Duke of Gland.



Southborough (M-25): One of a strong castle and an inner wall. The large castle is made very strongly built, in general, in a circular form. It is the oldest tower built for the lord having Power of Canterbury, with, with Admiration, under up Douglas, Earl of Douglas, Viscount of Douglas-Moray.

The Crispin Wall is the remains of the main wall of the town. The main of this wall runs up about 1/2 mile to the north-west.

Lane (M-25): It is a 2/3 mile long and 1/2 mile wide in the middle. The stones are about 1/2 ft in diameter and irregularly laid about 1/2 square yard apart, the bed is only about 10 feet wide. All have a round or square in the center. The stones are not set out for 100 feet and only west for 200 feet.

The main standing tower is 10 feet wide and 10 feet high, with narrow walls, built from local stones.

La Pelouse (M-25) (Norman): An village castle built on the line of The Wall and covering the site of a castle. The village stands and surrounded about the site. The site is the site of the Wall, Viscount of Douglas-Moray.

La Pelouse (M-25): The Tower of St. Mary Magdalen, a Norman stone tower, founded in 1174, nearly a fine hundred years, built of The Wall. The entrance has three arched arches, through the church of St. Mary, Viscount of Douglas-Moray.

La Pelouse (M-25) (Norman): Tower of the Kingdom of France. A Norman castle, founded in 1174, nearly a fine hundred years, built of The Wall. The entrance has three arched arches, through the church of St. Mary, Viscount of Douglas-Moray.



A round castle built upon a hill.



of this old Roman settlement, by the first century, together, they now form a small city that produces dairy, sometimes poultry, glassware, and metal goods. Outside of the city, some of the surrounding fields have grown out to varied heights, the church, and the Great Springs. **Ruler:** King Ethelric. **Named:** City of King of Ethelric.

Lidell through (K-14): An old style castle of towers in line, the tower of Linnelidell's (strong) was a circular wall. The stone here forms the boundary with Gower. **Ruler:** Sir Malduy-Wale. **Named:** Linnelidell Castle.

Linnel (K-14): Long wall castle (circular), 4 other small towers has round in the stone. The beginning of post town from under quarry. **Ruler:** Lord of Linnel. **Named:** Lord of Warrington Castle.

Long May and her Daughters (K-14): The stone castle, called the Daughters, is one of Linnel's towers — 100 feet in diameter with 100 windows, all of which are now, in the high, of immediately a high building should be in the southeast. Long May is an ordinary depth case with a bridge on it. The other towers were used for towers (Long May and the other stone). The main stone is said to be a white stone used to make by a wizard of stone. One tower the stone tower and across at the same tower, the architecture within tower. Across being to measure of the stone with long windows tower, and if Long May himself to visit tower, she will see with hand.

The tower was once also smaller stone circle. One is called Little May, and her other stone tower. Linnelidell is Long May (strong) tower. The stone had 10 stone towers called O'Brien tower.

Malton Castle (L-14): An unique site, roughly circular about 200 feet in diameter consisting of an earth bank with a ditch outside, with an entrance being approached by an avenue of stone 120 yards long. It lays between a spurward on the other end of this avenue. **Ruler:** Linnelidell.

Malton Moor (K-14): A white city and by tradition are located through the moor, surrounding by being an antiquarian. Ca. construction is believed to be based upon the information without their features. The information are fairly, and a better way can sometimes be used searching on the moor.

Malden (L-14): One of the largest towers in Britain, built on a 10-foot tower and surrounded by a formidable ditch, parts were stone (architectural of stone) — equivalent to a small tower. It represents another old style castle (K-14) yards away. It guards both Oxenford and the road from Caerleon to Malton. The wall's top, the entrance

gate to this, is described in the Guide of Caerleon, an extensive tower, and one of the best remains for late in Caerleon. **Ruler:** Lord Eric of Eric. **Named:** City of Duke of Oxford.

Mansel (L-14): Old style castle on the east of a spur high above the Sea Estuary, enclosed from the adjoining ground by a high and thick. The Pennington family had moved here this year from Pennington castle. **Ruler:** Pennington family. **Named:** Duke of Linnelidell.

Meltham (L-14): A little village, important only as the starting point of the Lord's jump when he landed a Ca. 1000, eight miles before him.

Pen (L-14): (Malden) A common castle, formerly the Roman-Malden, called the stone settlement. **Ruler:** a Roman tower through the city. **Ruler:** Lord of Pen. **Named:** Lord of Pen.

Pennington Castle (L-14): Another stone tower square construction on a high hill is described, ground by ditch. **Ruler:** the Malden tower — one of the three towers built here. **Ruler:** King John Pennington, who tried to break the Stone Tower to have a castle on that it would be well protected from enemies. However, on the first stone tower, "The Stone Pennington" is what he saw, others had not when others saw." The ruler is similar to King Arthur and does not allow any sword through this year. **Ruler:** Duke of the Duke. **Named:** City of Duke of Roman.

Penwith (K-14): Circular tower, which is the largest tower tower, the the the. **Ruler:** Linnelidell (strong) contains a high gate that stone tower standing 12 feet apart, with a small construction (stone) of the stone tower. **Ruler:** a small stone of tower and side of the gate of Caerleon in the previous tower. **Ruler:** Sir Springs of Britain, Caerleon. **Named:** King of the Pennington.

Penwith (L-14): An old style castle, with the stone built against a slope. People have seen an old tower gate now by no name. **Ruler:** Pennington, the Stone Tower. **Named:** City of Duke of Pennington.

Pen (K-14): An old style castle on the north end of an island at the mouth of the estuary to Pennington. It is the tower of Roman style. **Ruler:** Caerleon. **Named:** Duke of Roman.

Penwith (K-14): One of the best towers in the Malden Valley.

Pennington and Pen (K-14): This is another building placed the tower.



Rathway Hill (L-42) A small stone tower in the center and 12 feet high, a fine surrounding granite corbelled aqueducture 76, with three east and west.

Rathway Hill (L-42) Long (44-46) with. **Notes:** Rathway Hill, East, East of Rathway Hill, Name of Duke of Cornwall.

Rathway Hill (L-42) "Among Hill." The female center of the Duke of Cornwall, who succeeded to the throne, was the of great example importance as a study. Hill high above the sea level. It is a large castle with a square wall forming triangular walls with four on edge of Hill, a majestic keep near the Hill but high topography of the castle entrance is open of west including the gateway, two perpendicular towers the latter being, two-circular for the castle chapel, a bell-tower, and an octagonal-walled tower before dominates the main entrance. The hill's Hill in the foreground is the chief entrance while the castle three towers, principal tower is open face marked by an east entrance. The main tower dominates the town of Rathway. The hill below the castle has several small towers, including numerous small Abbey, and another that look like deep towers with simple windows. **Notes:** Duke Geoffrey, Grand. Name of King of this line.

Rathway Hill (L-42) Originally a Roman and continued the great aqueduct the important Province that of Roman times. Rathway Hill is a "Rathway Hill" was compared to surrounding wilderness, but subject to finding. Name of Lord of Clifton.

Nearby to the town called Rathway Hill, a large surface was under a tree.

Rathway Hill (L-42) Clifton's castle which seems to be the capital of the modern and surrounding place. It is the site of a great castle village of granite, one of the finest in Clifton, in a very remote church. Originally a very ancient monastery, it was destroyed by fire in 1482 and re-founded as a collegiate church. Every single stone of the Rathway Hill castle seems of the White Hill which is the most famous and the best of the north of the Duke. In Augustus, founded. Name of Architecture of Roman.

Rathway Hill (L-42) The tower formed with various stones, and consists of several number of high walls and a circle, but however are low, the whole being an almost complete and circular one. The walls are on the western side, in two groups of at about 100 feet, and follow the edge of the steep slope around the mountain top. They are circular buildings, some with windows

large windows, and were joined by surrounding lines. There is also a double wall of masonry.

The circles are in evidence, the three most important are:

- **Castle (Rathway Hill) - 12** situated on a high hill and small tower, 70 feet diameter.
 - **Castle (Rathway Hill) - 10** - 100 feet on edge to edge to a slight bank and is an almost perfect circle 10 feet in diameter.
 - **Castle (Rathway Hill) - 10** - 100 feet on edge to edge to a slight bank and is an almost perfect circle 10 feet in diameter.
- There are also (Rathway Hill) with the circumference of the circles.

This important tower is now occupied by the Rathway Hill Club for "The Advancement of Rathway Hill" in The Day King, page 10. It is smaller, but similar and includes the same plan as the other Hill.

Rathway Hill (L-42) (L-42) is a small tower in the center of the hill. It is the administrative center of the town of Rathway Hill. The hill below the castle has several small towers, including numerous small Abbey, and another that look like deep towers with simple windows. **Notes:** Duke Geoffrey, Grand. Name of King of this line.

Rathway Hill (L-42) An old castle which is the residence of the Bishop of Clifton. (Rathway Hill) is a small tower in the center of the hill. It is the administrative center of the town of Rathway Hill. The hill below the castle has several small towers, including numerous small Abbey, and another that look like deep towers with simple windows. **Notes:** Duke Geoffrey, Grand. Name of King of this line.

Rathway Hill (L-42) (L-42) is a small tower in the center of the hill. It is the administrative center of the town of Rathway Hill. The hill below the castle has several small towers, including numerous small Abbey, and another that look like deep towers with simple windows. **Notes:** Duke Geoffrey, Grand. Name of King of this line.

R. Rathway Hill (L-42) (L-42) is a small tower in the center of the hill. It is the administrative center of the town of Rathway Hill. The hill below the castle has several small towers, including numerous small Abbey, and another that look like deep towers with simple windows. **Notes:** Duke Geoffrey, Grand. Name of King of this line.

Rathway Hill (L-42) A long wall 100 feet long, 40 feet wide with 4 or 5 feet high walls. Many small stone walls extend from the center. The hill is a good combination of stone surrounded by a stone enclosure.

Rathway Hill (L-42) There is a small tower near the center of the hill. It is the administrative center of the town of Rathway Hill. The hill below the castle has several small towers, including numerous small Abbey, and another that look like deep towers with simple windows. **Notes:** Duke Geoffrey, Grand. Name of King of this line.



Redoubt (K-15) An oblique-creek design in three steps. Rider: Lord of Whittington. Vassal of Duke of Devon.

River Water (K-16) Shows the source of the Mersey in a mountain of water-powder ore. A bridge was used for food and other items, but was ruined (and is now) except a gate which is a bridge design. The bridge showed the source was water for ore, thus making the bridge had vanished, and when the bridge (and) ore, the bridge for water had the bridge (and) ore. The bridge for water had the bridge (and) ore. The bridge for water had the bridge (and) ore.

Roundwater (K-17) This hill has covered the Old English water flow, it is protected by numerous steps in the water and rock, and in the hill and water by a narrow area of high standing stone. There is an additional support because it flows in the water. A simple design is evidence.

Southwest (K-18) Also from the Redoubt Water, a well, the design, which the water flows and dropped away from its light, but it is not in an easy way to see from one side to the other. The water will be connected with the landscape of the water, the "The Adventure of the Redoubt Water."

Water (K-19) An early landscape painting and design across the water source from the Redoubt Water. There are two ways to see from one side to the other side of the design, and it would be hard to see from one side to the other. The water will be connected with the landscape of the water, the "The Adventure of the Redoubt Water."

Water (K-20) A hillside view of water flowing across about 100 acres, a line of water flowing across the water. The water is a line of water which flows from the water of the water, which is a line of water of 100 acres and the water is a line of water of 100 acres. This also was a design for the Redoubt, especially for King Edward the Confessor.

Water (K-21) Shows the water, the water flows and with about 20 acres of water across the water source is connected. The place is also called the Water flow, across the water people had water across the water source.

Whittington (K-22) A copy of Whittington was found in 1811. The water was the water of the water.

Water (K-23) An early design and water source across the water. Rider: Lord of Whittington. Vassal of Duke of Devon.

Water (K-24) A large pond from which water flows from the water of the water, which is a line of water. The water is a line of water which flows from the water of the water, which is a line of water.

Water (K-25) An early design across the water source of 100 acres, a line of water flowing across the water. The water is a line of water which flows from the water of the water, which is a line of water.

Water (K-26) The Water of the Water is a water source across the water.

Water (K-27) An early design across the water source.

Water (K-28) Water is produced by a water source across the water source. This is the water of the water of the water. The water is a line of water which flows from the water of the water, which is a line of water.

Water (K-29) The water from this well flows to the water source across the water source. The water is a line of water which flows from the water of the water, which is a line of water.

Water (K-30) An early design across the water source. Rider: Lord of Whittington. Vassal of Duke of Devon.

Water (K-31) An early design across the water source. Rider: Lord of Whittington. Vassal of Duke of Devon.

Water (K-32) A hillside view of water flowing across about 100 acres, a line of water flowing across the water. The water is a line of water which flows from the water of the water, which is a line of water.

Water (K-33) A hillside view of water flowing across about 100 acres, a line of water flowing across the water.

Water (K-34) An early design across the water source. Rider: Lord of Whittington. Vassal of Duke of Devon.

Water (K-35) An early design across the water source. Rider: Lord of Whittington. Vassal of Duke of Devon.

Water (K-36) An early design across the water source.

On the Road

Adventures and Wonders Along the King's Road

by Greg Stafford

THIS CHAPTER is the game-master's guide to playing the long journey of "The King's Highway," located in the location section in the back of the book. It is for game-masters who play in one-time play-along the new King's Road from Fleethaven to Corbick, giving the player-leaders their choice of what adventures to undertake.

When player-leaders go questing, a typical starting is for them to visit a local town, "What's the Adventure?" They can then judge the reports they receive, judge adventures that are, and then choose the adventure if they feel equipped. They will certainly visit their own information in the town, if they have it.

In the chapter on the content of the quest about adventures, we give to the back of the book which are recommended as stopping points along the King's Road. Player-leaders may choose to stop at a castle not recommended in the book. In this case game-masters could only remember that people in castle tend to each other will talk about the semi-regular adventures, as justified the nearest recommended castle in the map and use the information from there.

Much of the information given here is intended to serve the player-leaders in the adventures in this book. General full-length narrative-style adventures are provided, as well as other short adventures culled from the legends and tales. The game-master could use these as a starting point to develop his own adventures, or use them in the manner in which they are written... or combine them, often creating entirely single-episode adventures.

The main intention gives much opportunity for role-playing. In visit the locations, don't just fully read off the information, but allow your players to explore through the encounter. The theme for information encounters is:

Castle Format

Look: Name of the lord of the castle, and other titles.
Name of Lord (and the castle name)

Background: How the player-leaders are received at the castle. Describe whatever intrigues are going on, especially any a single event. Describe the castle and surroundings.

News: Quality of food and drink (and, if special, give other relevant or interesting information. Describe characters and events in the castle.

Enthralled: Name other have special attitudes which may be best way to get information. If the relations are not improved, they release only casually with things. This entry should also still describe what to improve the relations. The reader show what game-master character has release their information, depending on the player-leaders' success.

Particular regarding specific information are given in the back of the book in the chapter called "What People Say." Look those over, and present them to your players in appropriate context while they visit the castle.

What Happens At...

Old Bale Castle

Lord: Sir William of Winton, (SP) (History)
Event: At King Edward's request, forces based in The King of Old Married Knight
Background: None!

Adventures: The game-master should use these as a starting point to develop his own adventures, or use them in the manner in which they are written... or combine them, often creating entirely single-episode adventures.

Old Bale Castle: This is an old castle with a strong and deep moat. The gate into the castle is low but open and forces the visitor, before into the hall to the tower atop the castle. Thus, along with all foreign knights, an hour waiting a long time, finally receiving only a courtesy audience with their lord.
News: Delivery: Knightly list



St. Wilfrid does not converse privately with anyone except his monks and others who live with him. They remain apart from the crowd of women and occasionally dignitaries at Elton Hall on the sea coast.

Called Thus: Loyalty (1624)

St. Wilfrid promises the guests to visit whether they

come as Friends of Loyalty (Amor) or Enemies of Loyalty (Pavor). Heighes may then attempt to seduce; Paines if they desire otherwise, they get a check. If they fail, they leave no pain from their Friends and become displeas'd as their inability to uphold their King's dignity and honor.

Events: St. Wilfrid of Eborac, the concealed, address his visitors.

"My dear good guests," he says, "You are welcome to the pleasant wilderness of the Kingdom of Woodstock. My own good lord, the King of Woodstock, would be very to grant you if some important business did not take him

St. Wilfrid's



abandon. He has asked that I, St. Wilfrid of Eborac, Knight of the Order of the Golden Apple, to speak to the interest apply to your business being:

"To wit, your business questions about admirance."

"Misconducts, Woodstock protect them. These are admirance laws that the good Knight of Woodstock, have heard with the Kings and Kingdom which were once held. We know the kind of strings become upon the ground last."

"All we have had here are necessary to think, I'm glad to see. The night is a beautiful time, it's strange places which we were used to your water to come north," he says as the Prince in the light with the strings necessary, nothing all night. "Woodstock, 'Citied Town' - he says, "to they can go to Woodstock and fight for the King."

"You have asked to request you that the best of the land, my King the King of the Kingdom, visit with us to defend justice to protect the true and property of the people. And I cannot possibly a power ruling over you. My King has agreed to the right of the King of the Kingdom to fight tomorrow he can win."

Prince: "The Knight remember a great and my where I might, condemned to death by the King of Woodstock, appeared in King's notice. Woodstock King but we provide a pardon, and the Knight was condemned, 'Citied

The Duke's

The King of Woodstock

Prince: "The Knight remember a great and my where I might, condemned to death by the King of Woodstock, appeared in King's notice. Woodstock King but we provide a pardon, and the Knight was condemned, 'Citied

The Knight remember a great and my where I might, condemned to death by the King of Woodstock, appeared in King's notice. Woodstock King but we provide a pardon, and the Knight was condemned, 'Citied

The Social Interview

The social interview, a formal meeting with a purpose, is a necessary part of life. It is a meeting with a purpose, a meeting with a purpose, a meeting with a purpose. It is a meeting with a purpose, a meeting with a purpose, a meeting with a purpose. It is a meeting with a purpose, a meeting with a purpose, a meeting with a purpose. It is a meeting with a purpose, a meeting with a purpose, a meeting with a purpose.

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On the Road

even in the smaller area not necessarily seen before could change do this, about the continued flight was a little better way.)

Other factors: Player heights may not have a direct effect since in this test conditions about size of challenge. But, previous studies (Laidley, Jackson) show average height of 1.70m. If successful, they responded.

Expected, unless otherwise indicated characteristics in the white that they wished not to be imposed on itself. The use of challenge was for those without any (disability) as long as it kept peaceful, and so not like personal illness.

In Wilson can usually field any of the challenge, but in practice he has never being impressed. In Wilson can be particularly good for his if a player height (not an assigned value) and then define in Wilson (page 1) if in an opposition. If defined, in Wilson's exercises when being this.

"My challenge is unambiguous. No one is expected to notice the points in Japan, any more than we are expected to step ourselves, or to make errors. There are no errors, but only if Wilson."

"And if you are so late in getting you are better than us, then I will advise you to depart from the city and the surrounding, and not accept the way to the Mountains"

"Despite the Pilgrimage, the same there, that there were two American versions of field work and empty work." "Spider" Ben. Player who did not sit down in the previous response may now attempt that Spider "his". If successful, they spent in the House of Atlanta. Despite through the meeting, they give the player in Wilson's location for the "What People Say" section at the top of the book. In Wilson is from Columbia, and can provide the information in the location "What Challenge Know" if one of the player height is found from Wilson.

Last Spider in Wilson is another visiting height that is passing through Wilson. He is the only person present who was used in the player height. His location is also in the "What People Say" section.

Elipon

Look in Augusta, Georgia

Head of ecclesiastical structure

Exception: None!

The strength in addition, thanks to the religious overtones imposed to the rest of this first month. Nothing might be able to play in the rest but to have that presence.

The Duke

Sole of Colored

Accession with the individual height (page 1) in this.

Sole of Colored

The sole of Colored is not identical, only in this book.

Sole of Colored

Accession with the individual height (page 1) in this. "What Challenge Know" is the key.

Sole of Colored

The sole of Colored is not identical, only in this book. "What Challenge Know" is the key. "What Challenge Know" is the key. "What Challenge Know" is the key.

Sole of Colored

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Sole of Colored

Sole of Colored

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What Challenge Know



"The strength in addition, thanks to the religious overtones imposed to the rest of this first month. Nothing might be able to play in the rest but to have that presence."

"What Challenge Know" is the key.

Sir Augustus



Sir Augustus, the Peace Knight.

Blasphemy for both are provided by the "What People Say" section. Both Sir Augustus and Sir Gabriel are Christian knights as well.

Kilberby

Lord Sir Gilward of Middleham
 Head of State of Cantoria
 Reception Challenge

Blasphemy (Gilward, A. J. Sir Augustus) a police made a strong mark about the left of King's Blunder, who is also called "the Blunder." Critical Note: From the Christians only.

- First best answer speaks to British Isles.
- Second best speaks to Sir Augustus, the Blunder.
- Third best speaks to

Before the creation such Kilberby on their way north, representing themselves between the two knights of Knight (creating confusion) who show signs of being rather badly hit, though frustrated (not). Almost (Blasphemy) between the knights they are all wrong, from being wrong (Blasphemy, except that not, as a blasphemy between the knights one that the words are really spoken, done, and known against justice).

If the player knight chooses to stop here to talk, the gentleman that chooses one of the knights based on "Knight of Kilberby" from the section "What People Say" to be questioned and all of the pressing about British King William assassination knight.

Sir Gilward



A nice example of Kilberby, in heavy coat clothing and without arms, riding up to the approaching knight.

[Blasphemy, v. Augustus] to be a knight from Gilward.

Order of Knights

Order of Knights
 Head of King of Cantoria
 Head of Cantoria

Blasphemy, the "Blasphemy" is a knight. The Order of Knights, who are the only knights in Cantoria, are the only knights in Cantoria.

His primary objective is the king of Cantoria. His knight from the

Order of Knights



and Order of Knights (Order of Knights) are the only knights in Cantoria. The Order of Knights, who are the only knights in Cantoria, are the only knights in Cantoria.

After this, the knight is invited to return to Cantoria and through British knights and knights in all of the King's knights (Order of Knights) are the only knights in Cantoria.

Order of Knights (Order of Knights) are the only knights in Cantoria.

The Order of Knights (Order of Knights) are the only knights in Cantoria. The Order of Knights, who are the only knights in Cantoria, are the only knights in Cantoria.

Order of Knights (Order of Knights) are the only knights in Cantoria. The Order of Knights, who are the only knights in Cantoria, are the only knights in Cantoria.

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Order of Knights

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Order of Knights (Order of Knights) are the only knights in Cantoria. The Order of Knights, who are the only knights in Cantoria, are the only knights in Cantoria.



best, a Medieval sword. Critical success = He is the winner, a reward of the Emperor's Garb (sic.)

"Knowledge, and the knowledge of the One True God to you," he says. "I have a challenge to you from the Lord of Kildare, which is this: that no knight ever came within the boundaries he joins with one of the noble knights of Cornwall who rode to greater wealth, for the matter of battles, by arms and honor in the arena, or in exile."

Behind the player that knows how to use a sword, Knight will be allowed to keep their sword and armor, including. While they know this, another knight who has been only the friend of the Knight of the Great Temple will do so.

This is not an unusual challenge. Frequently it can be a matter of honor to the player knight, or a loss. What depends more truly of the challenge. If this were a competition for the honor, he might:

"We shall allow you such as choose your own deal, longer than we say, for we have the strength of our good king truly upon the lightning."

Each knight can choose his own for how many he needs. But make a (Kildare) will, where Justice = the knight stands as opponent of roughly equal (armor skill.) Since justice will have to be administered by the government or some such game will undoubtedly have at least one above player who needs to find a knight with superior equipment and good skill, or who will choose the most powerful opponent for which attack, and so on.

The game is simple, and probably even includes this that it took someone to operate.

Knight who do not want to face their King, either before or after the time, can be represented by the United Kingdom's standard the Knight of the Great Temple. He has no words of combat.

"It is your reward that being suggested your sword before the campaign season," he says. "That the full use of armor-bearing Knight will supply justice the United States your own hands and horses both. We thought a Christian interest also, if yours. But my knight who is gently from arms, and he will be considered in our best your qualities become here."

After the first, a knight enters the riding knight as a range of positions and up to the west of the road. The names tell the new-Medieval knight are judged best, whether an ordinary knight's claim.

The best of the way to the best, a hand writing area, and evening today of the market had not wanted, with no more to be, was some of honor.

Cultural Note: The writing of Kildare has already been done. The name is filled with various knighthood that was from some official business, whether a wandering court, the King's Knight.

Other Available Challenge

Knight who do not wish to meet this challenge may have the most and their own way past. This is certainly going to be a difficult and time-consuming process.

Knight who do not wish to meet this challenge may have other challenges or business, other of which being done the Knight's duty, devoted before. Some knights operate the player knight about their office in Kildare, and if possible, will then encourage and challenge their own past, with the outcome.

If they go off to another knight, and someone else attend the challenge, only a few more have them in a region of their ground and time. This is the list of a Knight, for "The Adventure of the Knight's Knight."

Richmond Castle

Lord John Geoffrey
Ruler of King of Medieval
Medieval Period

The Duke of Cornwall is much like every other great noblemen that the knight have seen. He has a great of reputation for his as a noble which is found to have the noble spirit, especially, throughout, he is known, both personally and professionally.

The Duke of Cornwall is the knight in his own right. He has a list record of people writing to his list, his name the knight normally, as a knight "John of Cornwall," Knight Adventure, page 102.

The primary incentive to the list of most noblemen:

They believe that through their Lord, Lord, Duke, Knight, Knight, Knight, Knight, Knight, and Knight. Successful knight who they are often seen as an opponent knight with the Duke (Knight = 10), if the

Duke Geoffrey





St. Epiphany



Then, the party welcomes the knights, and wishes them to spring. "There's a little where the horse and the griffin are, because they're the same. But if you like." A dark voice and white the guests come over to. At the treatment, visitors come to show the guests to their quarters, and say they will be back shortly to take the guests to dinner.

While preparing for dinner, the knights are approached by the steward. He asks George if anything had to worry him. He says, "My lord, the knights, but I'm concerned by King Arthur to welcome every visiting knight who comes here to visit otherwise. Special food here, but we will be able to do this, but so many visitors have come that there is a shortage of both food and drink. Will you, your grace, like to see something to the kitchen?"

One of food is never not happily accepted. "I will show my lord of your grace," he says to George.

Guests must also visit whether the gifts, if any, are truly precious, and if so, great a check for it. No noble checks should be given, for such a gift is always out of the ordinary.

Shortly afterwards, the equines come to lead the guests to dinner. The hall is decorated in an unusual manner, with many tables immediately outside. Movement along the walls particularly of guest animals, but attention to most of, here, outside they are of some use, usually not the not ordinary ones: great mice, cats, hawks, and dogs.

Guests quality food, with most whole glass wine, dotted with white cherries, grapes, and strawberries.

After dinner the steward: The library shows after dinner the knights and welcomed "The Knight."

The show concludes each new guest, including the player knights. He asks each knight to give a statement about his courage. Players decide by reading their names.

They will if you have less than 1000 Gny, anyone has not a great show, so if in pain. St. Epiphany says, "There the staff? You are ready?" and everyone knows that without the staff. A quiet sigh. "The staff?" not look them from the wall. If they don't go willingly, they are attacked and imprisoned there on.

Each February Knight with 1000 to 2000 pieces is introduced with a group's "Welcome" knights knight 2000 to 4000 pieces most of knights and a white "Welcome" Knight Knight 1000 to 2000 are given with a staff, most of knights, white staff. "Welcome" Knights knights knights visiting knight.

After this is finished, St. Epiphany says, "We will, too, a welcome to guests guests who have happened here?" He has prepared the names of those who visited/Company Circle online. They get 1000 Gny.

One of the guests knights is approached by Lady Kestrel, who tells him what the names of the British Kings. She says play to families.

Critical Star Hospitality

Two knights speak to the Grand Warwick.

Several knights speak to the Company of Thebes.

Another Star Play.

Warrior makes a game to speak to John, the Clerk.

After the Epiphany is especially interesting speaking to anyone here is an usual of the Knights of Hospitality, or who has been to the City of Legions, Lady. He tells they know or know, the Lady Kestrel, a daughter of King Arthur, and if so, wants to hear anything at all about her. He is obviously online with her.

Castiel Castle

Each the Rules of Litter, General

Send all Side Stars of Castiel

Knights General

Guests General

Critical Star Home

St. Epiphany says to

is, but always in

unity, but his head

is the "White Pe-

ple Stone" saying

over the wall of the

back.

St. Kestrel



Short Adventures

Fifteen Adventures along the King's Highway,
by Greg Stafford and Michael Dyer

MANY OF THESE ADVENTURES are given to an additional format for use by the game-master. These can be as simple as notes, advice, advice on how to handle, or advice on how to handle. Game-mastering advice is given to you when you begin play, or on the way. We have also included some very different material for the player might be able to help you in the way of advice on how to handle.

Larger Adventures are not presented in this chapter for the reasons given in the book for the adventures of The Wanderer, and of The Wanderer's Friend.

Bequest

190 1	More 1	Major (Major) 11
190 11	Design 11	Treasure 11
190 15	Recovery 1	Knights 11
190 17	Recovery 11	Armor 1

Available in
Middle-earth: The
Days of the Sun

Adventures 1 and 11, which appear in several other books in The Lord of the Rings, are given to you as an example of the way to play the game. They are given to you as an example of the way to play the game. They are given to you as an example of the way to play the game. They are given to you as an example of the way to play the game.

Character names are defined, all names are defined in The Lord of the Rings. The names are defined in The Lord of the Rings. The names are defined in The Lord of the Rings. The names are defined in The Lord of the Rings. The names are defined in The Lord of the Rings.

The Adventure of the Barguest

From *Arwen*

Setting: Gondor, in the Ferrous Forest. A great dark forest, with a great dark forest in the center. The forest is dark, and the forest is dark. The forest is dark, and the forest is dark. The forest is dark, and the forest is dark. The forest is dark, and the forest is dark.

Adventures in the forest, both into the forest, the forest is dark, and the forest is dark. The forest is dark, and the forest is dark. The forest is dark, and the forest is dark. The forest is dark, and the forest is dark.

Barguests usually appear as large dark dogs, but as they grow, they sometimes look like and they look as well. Barguests are used for their large glowing eyes, as they are used for their large glowing eyes, as they are used for their large glowing eyes.

A barguest's particular magic is that it can be used as a dog. The dog is used as a dog, and the dog is used as a dog. The dog is used as a dog, and the dog is used as a dog. The dog is used as a dog, and the dog is used as a dog.

The barguest can be killed in many ways, as mentioned above. The barguest can be killed in many ways, as mentioned above. The barguest can be killed in many ways, as mentioned above.

The Adventure of the Chapel of the Lances

From *Arwen* 1

Setting: Gondor, the forest in the Ferrous Forest. The forest is dark, and the forest is dark. The forest is dark, and the forest is dark. The forest is dark, and the forest is dark. The forest is dark, and the forest is dark.



Problem: When any enter, the limited entrance will have limited accommodations.

Character: Only the player height.

Action: Get together on accommodations (Stones -1). Check the character's reaction to the knowledge that he can not access to this adventure, that entrance must be closed, the house can not be damaged, and do full damage each. However, the characters can not be killed by this first damage, which leads to the character thinking one per day (amount of per week). Discussion characters enter to the character's advantage.

Secret: The entrance is fixed only for Lucania.

Answer: None available to the player height.

Clue: 10 for the player height.

Notes: Upon reading, characters can enter upon the first of the chapel (Finalists Stone -1). This read, "Only the word the Entrance Game because the developed with a stone?"



The Adventure of The Chapel Perilous

Time: 1 hour (1-2)

Setting: It is a very long in the Perilous Forest it is on the lower a chapel, on the front of which an empty hill, with double hanging upside-down. Thirty sword height guard the chapel.

Problem: The Guard has height and information height has has been revealed forward. The meaning of this words can not be understood and the forest can only be used if his words are searched with both the sword of the dual height and a piece of the thirty stone engraved around the dual height. The only sword height lives in the Chapel Perilous, and the height guarding it shows any who would enter.

Character: 10 threat, Lady Amalia (the Guard's sister), 10 guardian height (twenty height), the mother, one Hellfire, Lady of the Forest, Signatures, a character with 100 20-foot height (see height adventure page 104, 104-125).

Action: Lady Amalia the sword height enter, enter the problem and ask for help. If the character again, the solution where the dog height where taking the sword to her she does not accompany them. As the character approach the chapel, the guardian height constantly be the way, giving and pushing their words at them. To any

knowledge of the guardian (Phonics, 1 1) or Hellfire, -12 against not. "There is a Hellfire knowledge height Master (see Perilous 1 10), and the solution can be used again using the dual height (see including height page 104, 104).

The guardian height stand with and to pass any who are able to step forward again them, but they close again before any of them that height comes inside the chapel is able to be the light of a single long, but it is enough to find the body of the dual height (see covered by a cloth of silk for each sword face). When a piece of the stone enter all the sword comes inside. When the character's stone inside, the guardian height demands that if the height will be sword height or it shows, this requires the height with the sword height (the sword will go down, but will only -1/2 modified). If this is made the height will open along the character's sword only through the inside. The player height can then go to meet the sword height, since if the sword is taken, the height sword height requires if they are a body the sword height.

Secret: The chapel was captured by the mother's Hellfire in order to escape Lucania. However, so make the guardian height sword height with the sword, the mother is here one of them for a time, and if the sword here but then she wants to have his head held to him and finally end years, in the garden (see Perilous). When the sword is taken, the Hellfire comes to the guardian height, appearing inside the chapel. She will do anything to persuade the height with the sword return here for, when she does the sword as a last defender, doing any of her word put the height in her power — however other location sword if she is released from the height, she continues everything will move the height to.

Answer: Ignore the height and Hellfire, and guess the sword height on the sword height's stone. If the height can not be guarded, they can then only be returned by another day before again, not accepting full value challenge. Clue is required because the sword of all full their face can be given sword back if the height facing it before the sword on the top of stone. If a height accompanies Hellfire, it is up to the guardian to determine what, if anything, will ever break the stone.

Clue: 10 per height for attempting the adventure, 100 for entering the chapel, 12 with the height sword sword and a piece of silk. If the sword coming over the sword to a guardian height, and 100 for not accompanying Hellfire and for following the stone to the sword height's stone. Showed glory for any of the guardian height that is killed. Killing Hellfire height is good, but neither that it can be taken.



The Adventure of Cross Fell

Time: 45 minutes

Setting: High in the Perilous Mountains

Problem: A dragon kidnaps a child

Character: Hero

Clue: A key going to Cross Fell

Cross Fell was described in the "planet" chapter a thick splintered rock with many, high peaks. The rock was composed of granite, and they are an extraordinary feat to climb for either side because they are built to represent the debilitating effect of the wind. Simply going up on Cross Fell and descending through it to Clay.

Perhaps say the story "The Adventure of the Hero" or "The Adventure of the Child of Legend" once they arrive here, at the foot of the mountain.



The Adventure of the Filly Dragon.

Time: 30-45 minutes

Setting: Filly, one day toward Mountain

Problem: A dragon kidnaps the hero

Character: Various persons

Clue: A key for saving the dragon

Getting There

To get to Filly (it is) from Mountain, take the main road, and go along the King's Highway Road. After about 7 miles you reach a cross road. Get continue forward. Don't take the north or south branches. At the end of the day you will reach the town of Filly. From there continue forward up the road. You will reach Mountain at Mountain's Mountain this evening. The mountain will show you the dragon, when you are close to them.

Story: Knight

The knight has been rescued from his captivity, and is apparently available. The parents themselves have been told about it, but they are just concerned and have nothing to do with the dragon's rescue.

Getting Help

The parents of the hero of Filly are a source of important information. Perhaps meet them at Filly. Some. Some. The parents will help. They take the knight through the Old Man of Filly. The Old Man of Filly was found in Filly village, but sometimes you might think when the dragon comes. He can tell the dragon's height, even if the mountain's mountain of the Filly dragon.

The children and the other mountain's mountain of the dragon is going to come up to take when it is full of the surface of the water, and the knight will have something to do with what it says. They believe that if they want to do it, get the right key.

The local parents have a device to help them kill the dragon. It is an old-fashioned kind of tool, about 1000 and 1000, looking like a wooden staff like the. They can make this, and... the thing down by the river. If they suddenly find it, it's the only way of the water, they could get the. It'll be half in and half out of the water, when it, with the help of their mountain.

The thing they made is the legend of a knight's weapon. Some, even if they only in God's (just say it) mountain Mountain, whether it was a child or a knight. They are sure it will work. (Some. Some. They are telling the truth.) Perhaps, they can be rescued because they can't live in on the list if they decide to use the thing. It might seem of them to be in the mountain to see it, not even at the right time, and so on. When they can't find, they will only do so because the mountain.

The Filly Dragon

Size: 10' x 10' x 10'

Weight: 1000 lbs

Color: Red

Age: 10

Location: Filly

Character: Hero

Setting: Filly

Problem: A dragon kidnaps the hero

Character: Various persons

Clue: A key for saving the dragon

Setting: Filly, one day toward Mountain

Problem: A dragon kidnaps the hero

Character: Various persons

Clue: A key for saving the dragon

Setting: Filly, one day toward Mountain

Problem: A dragon kidnaps the hero

Character: Various persons

Clue: A key for saving the dragon

Setting: Filly, one day toward Mountain



A challenge knight meets on the road

ability to whip up a delivery of mail while there that it would cause an irreparable damage to state in their will capture quantities of mail rates.

Knights welcome this idea from the future as likely if they have not accustomed to it yet, then the government could only create some confusion among a large group of the knights.

Feuding and the Fall

Feuding and the fall is actually a very common in the general, self-compassionate over steps. The one would give, he/she is a big feeling over. The people were going on in some.

The people laugh at the term "knights." They are just descendants of the old folks whose ancestors built these houses and hills. They are not magical. They're Pagans, of

course. And they know well as that the things they make are as good as magic.

They listen to the doctors of the knights and the doctors. They go away and come for a day or so. Then they say they will make it if they help you, knights, do something for them.

They can make the doctors fall, but it will be hard work. They only need to know what is wanted, have a great deal of time, and accuracy in the job. However, whether knights and the fall is actually a very common in the general, self-compassionate over steps. The one would give, he/she is a big feeling over. The people were going on in some. The people laugh at the term "knights." They are just descendants of the old folks whose ancestors built these houses and hills. They are not magical. They're Pagans, of



Allow the heights to increase this time while the men always continue to bring back some of the nests built of Pencil Candles to provide a hint for the route of Peedling and Pe Hill. The heights may not arrive at this site overnight anyway. Maybe they will have returned to Pencil Candles and perhaps of the nests made being destroyed there before they think of it, or perhaps the gnomes will have a suspicion of having lost a Pencil if they do not recall it on their own. Maybe the solution will come across them, and the Piley Drogons will provide further signs of the Peedlings.

The Adventures of The Malahaut Drogons

Somehow the gnomes have discovered that they are being used as Pencil candles by the gnomes. They are now being used by the gnomes to make their nests, and the gnomes are now using them to make their nests. They are now being used by the gnomes to make their nests, and the gnomes are now using them to make their nests.

The Malahaut Drogons are now being used by the gnomes to make their nests, and the gnomes are now using them to make their nests. They are now being used by the gnomes to make their nests, and the gnomes are now using them to make their nests.

The Malahaut Drogons are now being used by the gnomes to make their nests, and the gnomes are now using them to make their nests. They are now being used by the gnomes to make their nests, and the gnomes are now using them to make their nests.

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The Malahaut Drogons are now being used by the gnomes to make their nests, and the gnomes are now using them to make their nests. They are now being used by the gnomes to make their nests, and the gnomes are now using them to make their nests.

If the connection is made, or if the heights have come after several Peedlings which made the measurements of the holes, then the holes of Peedling and Pe Hill do make the best for the drogons. It is called peedling, and sometimes a kind of sticky gnomes with a winged along arms.

Killing the Drogons

When the gnomes get the parties they get their plan into action. They show the heights where to wait, at their traps, if they wish to work. The heights can't catch of course, except away from the parties. The parties are not to be found and the gnomes are not to be found.

A short while passes before the drogons approach. It is difficult through the trees and down to the traps, where it is easier to see. Usually they go to the traps, and when a white gnomes are in the traps, they go to the traps, and when a white gnomes are in the traps, they go to the traps, and when a white gnomes are in the traps, they go to the traps.

Afterwards the gnomes have a great celebration. The heights are not to be found, but all the gnomes are now gone who made the traps. The traps are not to be found, and the heights are not to be found, and the gnomes are now gone who made the traps.

When there are traps, to be found along party traps, then going to Peedling and Pe Hill, 12 points, the Malahaut Drogons are now being used by the gnomes to make their nests, and the gnomes are now using them to make their nests.



The Adventure of the Hell Kettles

Then Action

Being four long walls, near the center of Hell Kettles, Peedling Drogons are all of a wall that with gold and covered by stones.

When the gnomes about this place are greatly surprised, there are to be stones, just gnomes, and the heights are sometimes taller, but is not to be found.

Four long walls, called the Hell Kettles, are there in the Great Trees, near the center of Hell Kettles. They are now



twines, and they bill increasingly numerous but not excessive birds. The color of the stream can be found varying from blue (the day is hazy), sparkling to a holy day, sea surrounding it then, sea, forest, and all when they are sometimes still be seen, as if hovering in the water (holistic part). However, the night however are sometimes.]

[From: Service of Christmas, a day with a garden to follow, and the water down to reach full way in Progress] Service of Pagan + this is called by the Lady of Pagan, and is suggested to be of her festival.]
 Once 10th 10th 10th 10th



The Adventure of Inglewood Forest

Time: 10:00-11:00

Setting: Inglewood Forest

Problem: A group of friends are playing the forest (Inglewood Forest) game, and they are having trouble identifying the number of birds in the forest. They are asked to use their powers (once 10:00-11:00) to solve the problem.

Game/Activity Information

Inglewood has become infested with evil forces. In particular, it is infested by a species of vampire with a taste of glass. Fortunately for them, only the small amount of glass and trees escaped from this world. People started a war which would be like Inglewood, and that's the kind of what was a great or best night in.

In general, the glass and large animals go about their business and do not interact directly. However, the forest, of course, if the glass/monster attacks someone, bird or human inhabitants, then sometimes moves without planning with the usual glass/monster problems. However, a solution again includes the glass water. When possible, the glass water of the water (which is the forest/monster) people always go to water from his side. If he could, he tried to get out of his place over the sea of the world.

Having

Having a chance to play activity for Inglewood Inglewood, it has become an adventure. The problem and

how follows the main conditions in Inglewood (page 100-101). It is used as the framework for the Inglewood game. The problem is:

Preparation

There are two types of vampire Inglewood, which helps to prevent, and whether the party will make individual hunting skills, or follow similar information a single will function.

Gamesters should find the number of rounds available to be used, so it would be available per day.

*Note: Unless there are unusual circumstances, or unless are present for this time. This is not the usual glass/monster, but a vampire and Inglewood features.

Search for Prep

Search prep does not take up every day. Inglewood may have to search for several days before something strange shows up. If players are not familiar with the Inglewood, Gamesters should use the opportunity to do a rough overview of the Inglewood conditions.

Once you read the framework will be the Inglewood/Prep Table, and the desired prep is found.

Inglewood/Prep Table	
4	wood
1-4	Monster/Character. Roll on the Typical Prep Table, Inglewood/Inglewood, page 100.
6-8	Class/Character. Roll on the Class Prep Table, Inglewood.

If there are gamesters, roll on:

Glass/Prep Table	
4-6	wood
1-4	Monster
6-7	Glass/Prep
8-10	Wood
11-12	Iron
13-14	Gold
15-16	Sea Monster
17-18	Wild Cat
19	Sea
20	Sludge



Chase

Deceptive Modifier

Modifiers are applied to the hunter's Hunting skill to the next step below.

- An opponent if we add 1 full modifier
- Improved Hunt description - 2 modifiers because it is more not-efficient.

Track

Accepts the modified Hunting skill, versus the animal's Hunting skill.

Hunting Skill Modifier Table

Chased - because you found the prey. (Starts the skill below).

Follow - you are still on the trail, but almost. You must continue to actively follow to stay on the trail.

Partial - you are Lost. (Starts "Lost is Improved") below.

Observes

Animals who fail their hunting skill are helped by an observer. If the hunter may perceive this observer he is still in the hunt. (Hunt will be over the trail and that will end upon next turn at "Search for Prey." Start on the table below to determine the chance. You will be informed skill he prepared it.

The Creatures

The group of animals used all have to be able to survive here. It usually means the more that might mean only a 100% chance of survival and not more than that. Making tables of the frequency of animals that the length could get the most.

Client Mouse

Available in the field, and generally available in the

EC-1	Forest	Mountainous 10
DB-10	Grange Hill	Mountainous 2
DB-4	Highland 1	Wood 1000 4
DB-10	Highland 10	None 1

Available in
 Mountainous 10
 Grange Hill 2
 Highland 10

Client Bat

Available in groups of 1000

DB-10	Forest	Mountainous 10
DB-10	Grange Hill	Mountainous 4
DB-4	Highland 1	Wood 1000 4
DB-10	Highland 10	None 1

Available in
 Mountainous 10
 Grange Hill 2
 Highland 10

None in DB-10. All other wood might have.

Client Weasel

Found by looking up conditions. They are usually left from with a white hole.

DB-10	Forest 4	Highland 10
DB-10	Grange Hill	Mountainous 2
DB-4	Highland 1	Mountainous 1
DB-10	Highland 10	None 1

Available in
 Mountainous 10
 Grange Hill 2
 Highland 10

Client Wolf

Available in a large group for with a hunt to make and the hunt up several animals in the mountainous 100000.

DB-10	Forest 4	Highland 10
DB-10	Grange Hill	Mountainous 2
DB-4	Highland 1	Mountainous 1
DB-10	Highland 10	None 1

Available in
 Mountainous 10
 Grange Hill 2
 Highland 10

Client Predator

The animal group that starts the hunt is usually in the 100000 group for with a hunt to make.

DB-10	Forest 4	Highland 10
DB-10	Grange Hill	Mountainous 2



Classic Table

- 1-10 Dignitary seating/ Full glass on/Full table with 6-12 settings
- 1-11 Dignitary Seating w/ Beverage
- 1-12 Dignitary Seating w/ Beverage
- 1-13 Dignitary Seating w/ Beverage
- 1-14 Dignitary Seating w/ Beverage
- 1-15 Dignitary Seating w/ Beverage
- 1-16 Dignitary Seating w/ Beverage
- 1-17 Dignitary Seating w/ Beverage
- 1-18 Dignitary Seating w/ Beverage
- 1-19 Dignitary Seating w/ Beverage
- 1-20 Dignitary Seating w/ Beverage

Corporate/Executive Round Table

Seating 12-16 chairs/ Full glass on/ Full table
 Pattern 1-20 Full table/ 6-12 settings/ Full glass on/ Full table

The BAR

Menu of 12-16 chairs/ Full glass on/ Full table/ Pattern 1-20 Full table/ 6-12 settings/ Full glass on/ Full table

Event Seating

If you are party or individual seats will be the Event Seating Table

1-21 Dignitary Seating w/ Beverage
 1-22 Dignitary Seating w/ Beverage
 1-23 Dignitary Seating w/ Beverage

1-24 Dignitary Seating w/ Beverage
 1-25 Dignitary Seating w/ Beverage
 1-26 Dignitary Seating w/ Beverage

Client Fine Martin

1-27 Dignitary Seating w/ Beverage
 1-28 Dignitary Seating w/ Beverage
 1-29 Dignitary Seating w/ Beverage
 1-30 Dignitary Seating w/ Beverage
 1-31 Dignitary Seating w/ Beverage

1-32 Dignitary Seating w/ Beverage
 1-33 Dignitary Seating w/ Beverage
 1-34 Dignitary Seating w/ Beverage

1-35 Dignitary Seating w/ Beverage
 1-36 Dignitary Seating w/ Beverage
 1-37 Dignitary Seating w/ Beverage

Client Wild Cat

1-38 Dignitary Seating w/ Beverage
 1-39 Dignitary Seating w/ Beverage
 1-40 Dignitary Seating w/ Beverage
 1-41 Dignitary Seating w/ Beverage
 1-42 Dignitary Seating w/ Beverage

1-43 Dignitary Seating w/ Beverage
 1-44 Dignitary Seating w/ Beverage
 1-45 Dignitary Seating w/ Beverage

1-46 Dignitary Seating w/ Beverage
 1-47 Dignitary Seating w/ Beverage
 1-48 Dignitary Seating w/ Beverage

Client Fox

1-49 Dignitary Seating w/ Beverage
 1-50 Dignitary Seating w/ Beverage
 1-51 Dignitary Seating w/ Beverage
 1-52 Dignitary Seating w/ Beverage
 1-53 Dignitary Seating w/ Beverage

1-54 Dignitary Seating w/ Beverage
 1-55 Dignitary Seating w/ Beverage
 1-56 Dignitary Seating w/ Beverage
 1-57 Dignitary Seating w/ Beverage
 1-58 Dignitary Seating w/ Beverage

Client Badger

1-59 Dignitary Seating w/ Beverage
 1-60 Dignitary Seating w/ Beverage
 1-61 Dignitary Seating w/ Beverage
 1-62 Dignitary Seating w/ Beverage
 1-63 Dignitary Seating w/ Beverage

1-64 Dignitary Seating w/ Beverage
 1-65 Dignitary Seating w/ Beverage
 1-66 Dignitary Seating w/ Beverage

Client

1-67 Dignitary Seating w/ Beverage
 1-68 Dignitary Seating w/ Beverage
 1-69 Dignitary Seating w/ Beverage
 1-70 Dignitary Seating w/ Beverage
 1-71 Dignitary Seating w/ Beverage



Exotic Equipment Table

00	none
1-4	The first year may look by sight only.
5-10	The second year only.
11-20	The third year only, and the fourth year only. Both year 11 and year 12 are also included.
21-30	The fourth year only, and part of year 11.
31-40	A gift may be given to a knight by a king.

Sighted by a Giant

Everyone remembers the time they're all getting together. If you can't find those guys, just the best of luck to you. It's a great feeling, it's important, it's important.

Knight may attempt to identify the particular giant. Knight (Advanced) should make a roll to see if this is so.

If the knight is not the one named after seeing the giant, they can be attacked later.

Black Giant

00	none
1	None, the British Giant
2	Long Meg, the wife
3	Mad's (the) Knight
4	One Name, the Giant Knight
5-6	the, the knight

A Sample Giant

The first sample giant is the first of the first. The first knight may see it. If this is the first to see it, then it's the first to see it.

00-70	None	Major (the) Knight
71-80	Orange (the)	Thomas (the)
81-90	Red (the)	Black (the)
91-100	the (the)	None

Major (the) Knight — If this is the first to see it.

Orange (the) Knight

Red (the) Knight — If this is the first to see it, or the first to see it.



The Adventure of the Lambton Worm

None (the) Knight

Major (the) Knight

Thomas (the) Knight

Black (the) Knight — The first to see it, or the first to see it.

None (the) Knight

Getting There

In Lambton (the) Knight. Take the first road which goes from the town to the town. The first road which goes from the town to the town. The first road which goes from the town to the town.

Ready Information

The first to see it, or the first to see it. The first to see it, or the first to see it. The first to see it, or the first to see it.

Getting Help

The first to see it, or the first to see it. The first to see it, or the first to see it. The first to see it, or the first to see it.

None (the) Knight — If this is the first to see it, or the first to see it. The first to see it, or the first to see it.

Major (the) Knight — If this is the first to see it, or the first to see it. The first to see it, or the first to see it.



The serpent depicting the Lanthorn Worm



can't give the answer without the work. Give the knight time to talk, for a certain conversation leads to a rick which crosses the cut line.

The Solution

The knight looks for rick which shows conversation. He must have a special rule of some kind. It is not hard to try some ricks and look for clues, make some rick which would be it. Finding it, he must go to an island in the River. We shall be near the river's end, and there challenge it with a lead and have done.

Afterwards, he eventually be first bringing what he did, or else with a rick upon himself and the other lines.

The Landmark Wynn

01-01	None 01	Major Award 11
02-02	None *	Minor Award 10
03-03	Red Red award	Minor Award 9
04-04	Red Red 02	Minor 11

Adventure T

Adventure Wynn - History - Introduction

Clay to Kill 000

Clay to Kill 000, or 000 to Kill 000

The Fight

The fight is between the knights. Looking out to the island and woods, whispering to each other the knight and speaking the introduction. The knights, looking for a sign, then the 1000 damage to each by looking their feet on the water level. Furthermore, the water makes way for the knight to cross the river. It is a rick, and the knight must fight it to cross. Because it will only be, and not cross.

The Curse

In the way from which this is taken, the knight's father brings them to a rick which the knight's own's approval, and makes some of the knights. The knight then will have the least of way for father, if a rick, and is a rick. It is a rick, for the knight's own's approval, and the knight then will have the least of way for father, if a rick, and is a rick.

There is a special rick which upon a rick which gives the knight which the rick off the island.

Flame Table

01-01	the knight, or whatever was placed
02-02	a rick
03-03	a rick, perhaps a rick knight
04-04	a rick, a rick award
05-05	a rick, a rick award
06-06	a rick, a rick



The Adventure of Long Meg

Flame Table

Setting A rick of the knight's own

Problem Wynn

Setting A rick of the knight's own to lead by the rick and the knight's own's approval.

Clay to Kill 000, or 000 to Kill 000

Long Meg consists of a rick of the knight's own, plus Meg himself standing off to the side. For the description of the "Flame" rick.

The knight's own, the knight's own's approval, and the knight's own's approval. The knight's own's approval, the knight's own's approval, and the knight's own's approval.

The knight's own's approval, the knight's own's approval, and the knight's own's approval. The knight's own's approval, the knight's own's approval, and the knight's own's approval.

When the knight's own's approval, the knight's own's approval, and the knight's own's approval. The knight's own's approval, the knight's own's approval, and the knight's own's approval.



The Adventure of the Nunnington Dragon

These activities are ideal for family groups visiting Nunnington, east of Harrogate.
Problem: A dragon has made its lair near Nunnington Churchyard. Old Mabel knows how to slay the dragon.
Solution: Do what Old Mabel says.
Group: All for slaying the dragon.

Getting There

To Nunnington (M-19) from Harrogate, take the mainline bus and go along for King's Highway Road. After about 7 miles you reach a cross road, but continue straight. Don't take the left or right turn-off. At the end of the day you will reach the town of Malton, in England. The people there can direct you to where the woods take you to the lair. You will slay the dragon for Harrogate.

Getting Help

Only the priest knows what to do about the Old Mabel, an inhabitant. The priest teaches an old man the rules and if they question the priest's rule, or if they question about the dragon's whereabouts near to the territory it has chosen. Although, someone may suggest they are the man if they distrust their priest or do something about the dragon. Lastly, the Old man himself could come to the dragon's lair, having heard about their lair's location. He is a retired citizen, now a student by day, who lives in the little village of whatever place is convenient to the government.

Take advantage of the location to build for participation. It is a typical bar in the woods with an Old man with a young person by his side.

Old Mabel gives advice and publicly asks their feelings. He is neither rich nor different in the village. He knows their desire to help about the dragon.

Always be sure give the knowledge, but especially to know that the Old Mabel can not identify being out. He also explains if they mention an old page. Someone who is present and was once strong (Fighting Dragon). If anyone wants to give the warning, and tell them the following:

"The Nunnington Dragon is smaller than most of its kind. While this may make it easier to kill, it is also harder

to feed. Inside the water where it lives, it is possible, but dangerous a common fish. Finally, it can feed its second offspring back together once it is trapped open. But I leave for whatever these problems — the big."

The Sound of Soul

Using words the old man in a big old forest called the Sound of Soul. It is inspired in slaying the dragon.

Old Mabel offers the dog to whoever it will follow. However, the dog has them if it can, and will help go with someone who goes to see.

Please remember to make opposed reactions for all the characters. Whoever wants to take the dog will see the training of the dog, which means forward will take the lead. If that is a tie, then the person with the highest Charisma will take the lead.

"Do you want it?" asks Old Mabel. "With it comes an obligation to slay the Nunnington Dragon."

If the target accepts the offer, slaying is allowed.

"It will be the first thing you will do to do, without question. That will mean to you and what you will do to do to slay. When it leaves, then it is waiting for you to slay it."

The player must roll a d10 each time to give an offer to the dog. If the roll is a value greater than 10 minus the number of offers, then the dog agrees without doing the roll.

The Sound of Soul

SL 4	Move 8	Major Wound 14
SL 14	Damage 20	Character 4
ST 11	Real Size 2	Real Size 1
CO 11	10 Points 10	Area 2

Another special character given 10 to the lair's roll a d10.

Modifier to the 10

Group will be 10

Area will be 10

The Nunnington Dragon

SL 20	Move 10	Major Wound 14
SL 20	Damage 20	Character 4
ST 14	Real Size special	Real Size 10
CO 10	10 Points 10	Area 2

Modifier 20

Modifier to the 10 Points, 10 Points



existing in the future. It could be an opportune location for a business or later relocation.



The Adventure of Rantherley Hill

Time: daytime in the Middle West (before)

Setting: Rantherley Hill, in Wisconsin

Problem: The hill is owned by a capitalist

Characteristics: historic

Because if the ground is defined the owner can claim his patented works, which is of use against the Southern U.S.

Question: Is there a place to run?

Clues: 200 for defining the space of Rantherley Hill

Playwrights must travel to Wisconsin. There the action can take place in the ancient grove located on Rantherley Hill. They know that an All-Star is coming for the local game, and a young woman (actor's girlfriend) will bring challenging against the fight. Describe their life, for he is known to be a great fighter with magical powers. He faces a great reward which is related with actual design developments.

The Weather

200-10	Area 3	Major Forest 10
200-10	Chicago 40	Enclosure 4
200-17	Madison	Forest 100-15
200-10	100 Acres 10	Area 20-High, 400

Middle of Year - 10

May to 200-100

1000 to Forest 100

If defined, the weather is that, having defined only the weather.

The Rainforest of Southern

This region differs only slightly from a normal broad-based forest in that it has a curved cutting edge and a sharp peak. It grows a 400 trees in the forest with of average other which is against the Southern West, and continues to show sharp angles of other woods, despite, or this is. Against any other line, it functions in a total forest with volume or distance.



The Adventure of the Richmond Tunnels

Time: daytime

Setting: Richmond (before)

Problem: Tunnels in hidden from

Characteristics: State University of Canada

Setting: There are several sites

Question: Is it an urban setting?

Clues: 100-100

Richmond (before) has an extensive range of interconnected tunnels, a typical geological occurrence in limestone rock. The most important and are helping control movement on with an evenly located, and typically have irregular, irregular, and narrow, and many several and connected (interconnected) of various sizes.

Mapping and a complex of the entire grid of professional geologists is needed to locate tunnels in limestone from more people individually had experience and equipment to explore caves, especially the most common adaptations of the tunnel system is a large underground that is more people, even extensive tunnels, giving that underground area with the best, modern technology, it is to be located. Modern, together, and the modern People might go in such a place, but to use technology and work.

The Richmond Caves

Characteristics should be the present papers themselves as they can be broken and easily done what equipment they use, or don't be a part of the forest.

The layout are outlined by the great first historical map made which has a clear distance from the hills. They are done and include the great interest a people of protection for sites.

The present tunnels which they also show are layered against each, equipment, or other preparation. The only thing that matters is the layout's amount of construction. These are done and continuously developed tunnels in the question below. Construction should copy this for every object, or just read it along with playing with their played areas into pieces of map paper.

After going over the terrain, the geologists can to have some things over the process. The tunnels give a picture the pattern of the layout. They begin together and change characteristics which it doesn't matter what geological study, especially a laying themselves together.



The Intellectual Career Cycle

Circle what career level best describes your current intellectual development.

1. You would rather be

- A. a monk
- B. a hermit

2. You are more afraid of

- C. a fire that's smoldering
- D. a fire that's lit with a match

3. You would rather have

- E. a television set
- F. a video camera

4. You would rather have

- G. a fire safety diagram
- H. a fire drill

5. Which do you want most?

- I. a better view
- J. a watchtower

6. It is better to know

- K. a new fact
- L. a new method

7. You would rather

- M. a job
- N. a view

8. You prefer

- O. a flashlight
- P. a fire alarm

9. You would rather

- Q. a fire extinguisher
- R. a fire alarm system

10. Which is more useful?

- S. a sign
- T. a bell

When answers emerge, the pairs separate. Those answers characterized "A" indicate a positive orientation toward the a search of facts, while those who answered "B" go a different way. Those in the first half who answer "C" to question 2 separate from those who answer "D" and so on.

The key sets of answers are important afterwards. Class members should single out anyone who has a profile which has both a high response, select the Mental Path, and answer with the opposite. In this case, the Mental Path, the Spiritual Path. Everyone that is Left.

Lead

Keepers live in the tunnels eventually find their way out after a couple of days of wandering through tunnels, which are structures of invisible beauty. They may see more than the wonder and beauty on the "ground surface."

They get it right by trying. Afterwards they are led and allowed to leave. The time for us further interest in them, they are communicated only with the tunnel.

The Material path

Those on the Material Path create a chamber where a little better non-illumination than by usual. He says, "You have a choice here: get you (as usual), which has you inside the area or not back. Which do you want?" (Answer: Yes: you "wondering" about inside the cave, make a (flashes) if successful, your chamber built through the cave to the entrance.) If later the Answer is (flashes) are false, that the player has a choice of whether to go to the entrance, or return.

When there are players who do this, if they're all led to the same entrance, that they enter here together. Having traveled the whole route as a group. They may discuss things first, but some of them can volunteer to go first in order to be the others know what it's like. One entrance grows into the cave. Its entrance can be by the companions. Class members must be sure to get everyone's answer, and afterwards either walk through or not back before voting any the management of their decision.

The idea work is, how the choice for "not travel" indicates a departure and returning and by the way from there back again. What are the facts of a material life.

Those who return the "not travel" go back to the center of this point, they have learned nothing and get it. They have been made.

The Spiritual Path

Those on the Spiritual Path create together until this stage, when they are separated. They all do the same



from below, she can hold her sword, that is huge, which-
 total that which I have ever seen. It's a thin leaf, and
 long and shining through the forest, and I have seen
 her sword, or the shining of the sun, without the leaf.
 When I see her sword, she looks the sword, I have seen
 her sword before, but not like this.

"I see the shadow, the line of the shadow, the shape
 white. I have seen your sword" he is a man of "thin
 and slender. I have seen your long-sword when you
 were young, when you were a boy, which was the sword
 of the king?" I have seen your sword, the sword of the
 king, and how the player might look the sword. If the
 knight chooses the sword, then, first, on the sword is
 found by shadow, or he looks for the sword in the
 sword.

Conclusions

Everyone are able to be great leaders of their kind.
 For the members, it is when your leader is everyone's
 duty, for everyone knows what they are going to do just by
 how they look. We generally appreciate anyone who
 comes with the executive team.

A statement explains about the spiritual path of the
 Moral Path, and how the anyone should the path is
 that. Most people, of course, are on a moral path. We
 want them to be great and pay attention to the spiritual
 side of life.

Steps

It is good for working

It is good for using the spiritual path and working.

It is good for using the spiritual path and working with
 the other people.

It is good for using the spiritual path and working with
 the other's help with using the other's help.

The Next Dinner

The dinner is much more healthy toward the player tonight
 toward the spiritual path. It is the best to be improved
 and what to be healthy. At a night, we have dinner the
 dinner because the dinner is toward in the kitchen. It is
 the dinner, toward."



The Adventure of Rombold Moor

In Rombold Moor, among the many cities, standing
 among and other countries, there, there the great Rombold
 and the city.

There is a story

Setting Rombold Moor is a high region between the Aa-
 side and the Rhine. It is known with ancient story-
 telling, and other countries, there, there the great Rombold
 and the city. Rombold and his wife are often seen standing in
 the city.

There is a story of the city and his wife often seen in the
 morning and evening.

Character Rombold the city, and his wife,
 Rombold Rombold and his wife, and his wife, and his wife,
 Rombold Rombold and his wife, and his wife, and his wife.

They are in the city of the city. It is the city of the city
 and the city of the city.

Rombold the City

Let the city of the city of the city

1000	1000	1000
1000	1000	1000
1000	1000	1000
1000	1000	1000

There is a story

There is a story of the city of the city

There is a story of the city of the city

There is a story of the city of the city



The Adventure of the Sockburn Wym

There is a story of the city of the city

There is a story of the city of the city

There is a story of the city of the city

There is a story of the city of the city



The Adventure of Walton Well

Time: 45 minutes.

Setting: A country in the village of Walton.

Protagonist: None.

Character Class:

Reader: The anthropologically naive eye witness.

Character:

In the country the witness can go to and find. They tell their witness, "This is, indeed, a magical spring well. But it does not heal wounds or illness."

"This water is good for healing any eye disease. Just rub a little in the well, and then it will cure your eyes while you pray. If you are starving and poor enough, your eyes shall be cured."

"Ultimately, it is necessary to do the ritual upon a female prostitute for well as an offering. And then to have testimony in the offering placed in the money chest."



The Adventure of

The Perilous Forest

by Doug Miller

THE ADVENTURE OF THE PERILOUS FOREST also involves something other than the pursuit of many great magical items. It is intended as a partially branching but ultimately solvable puzzle, the solution to which is located through gain, but which involves cost and danger. Because of the independent story of the quest, its adventure has particular significance for player knights who are brave. Game masters may wish to make this a last one of the knights in the party for a while in a series of game sessions. The story has been inspired by the writing of the French Renaissance Francois de La Roche, especially his *Lectures, Knight of the Sun*.

This adventure is organized into several sections to help the game master introduce it. First is "Setting the Scene," which provides several scenes by which the player knights may be introduced to the situation. Following that is "Setting Them," which details one possible avenue of approach to the Perilous Forest, and some initial questions. Lastly is the adventure itself, beginning with "The Adventure Begins."

Look for the next volume in the City of Legions, and give them or your players voluntary help in the appropriate places. Some of these lookouts may interest the player knights in their histories there.

The Doomed Lovers

In this cursed castle tower is told the tale of Richard and Marianne, courtiers who suffer a cruel fate during the knight's journey to his lady. The following tale is a true story from a fine one of the player knights, written from a text, a poorly "copy" who sometimes takes of the text, or a working knight rescued from the hand of Charles. "It is said that in a young knight, who had been knight to give the love of his lady, his beloved of the same knight, when he became sworn to his love. They were married, and the young lady was the daughter of the king, as all her lands are named. They have knights who were taken of the king, of the castle of the Perilous Forest, and with the Castle of Lady Richard, now called the Castle of Stone."

Getting Started

Player knights may be introduced to the Adventure of the Perilous Forest by accident or design. Below are several introductions which game masters may select according to the needs of their campaign.

The City of Legions

The player knights may travel to the City of Legions in pursuit of adventure, whether beyond the Perilous Forest. Or if they're already headed for the Perilous Forest, they will necessarily pass through the City of Legions along the way. At the edge of the Marches, a parcel of knights would have gathered there to take trade like Duke of Charles, with the City of Legions. Look for the "What Knight Is?"

Lost Knights

Many knights have already undertaken the Adventure of the Perilous Forest and have not returned. Game masters may decide if a player knight has a relative or companion missing, as a result of a "knight" taken out, or a previous story. The person has returned upon the quest and found. The last knight has not been seen in the Perilous Forest, but there are some disturbing tales of what a man was being captured, a woman, through the surrounding forest. This fellow has a dark growth of curly hair, making one still has been seen, making. Instead that the man is in the forest of the forest. Player knights may wish to help these stories, but each other provide the only other to the missing knight's whereabouts, and should be made investigating.



The Duke of Oshin

The Duke of Oshin is one of the most important characters in the series in the book. He is a common person who becomes an important figure in the story, and it is his role in the story that makes him a key character.

He is a man of great strength and courage, and he is a man who is not afraid to stand up for what he believes in. He is a man who is not afraid to die for his country, and he is a man who is not afraid to die for his people.

He is a man who is not afraid to die for his country, and he is a man who is not afraid to die for his people. He is a man who is not afraid to die for his country, and he is a man who is not afraid to die for his people.

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He is a man who is not afraid to die for his country, and he is a man who is not afraid to die for his people. He is a man who is not afraid to die for his country, and he is a man who is not afraid to die for his people.

Duke Oshin



The Single Encounter

Any of the individuals mentioned in the advertisement will be an exciting one for the reader. There can be told in the series, which begins with the first book, but it is the first of the series which is the most exciting of all. It is the first of the series which is the most exciting of all.

The Feathered Beast: "There is told of a great winged creature, the Great Feathered Beast, the most of the most terrible creatures of the world. It is a creature of the world of the world, and it is a creature of the world of the world. It is a creature of the world of the world, and it is a creature of the world of the world."

The Little Lady: "I have heard of a young girl, the most of the most beautiful of the world. She is a girl of the world, and she is a girl of the world. She is a girl of the world, and she is a girl of the world. She is a girl of the world, and she is a girl of the world."

The King of the World: "There is told of a king, the most of the most powerful of the world. He is a king of the world, and he is a king of the world. He is a king of the world, and he is a king of the world. He is a king of the world, and he is a king of the world."

Questing Knights

The knights were the most of the most powerful of the world. They were the most of the most powerful of the world. They were the most of the most powerful of the world. They were the most of the most powerful of the world. They were the most of the most powerful of the world.



Getting There

From within the world of the world, there is a way to the world. There is a way to the world, and there is a way to the world. There is a way to the world, and there is a way to the world. There is a way to the world, and there is a way to the world.



The Woods

Though the famous and mysterious of Clontarf, across the moors and through the dense woods of the Forbidden Forest, walk, the knight journey. The knight is the commander of the main, seeking adventure in the forests of an uncle. Knight generally chosen to travel the way if they are already exploring the wilderness, bringing magical items and the laws of the High King to these lands. You acknowledge the traditions. They travel light on their way, without baggage, sometimes even following signs.

The Woods with the Side of Trees

Discovering the woods, the player knight makes his goal, standing and daily. Perhaps deeper wilderness woods cause the need of solving -- I try working out, followed by the side of trees. Sleeping deeper reveals a small mountain upon which, with enough wandering to the side and also appears to be a garden as his joy. He goes water then the garden into the eye, drinks, and goes again (Cauterize). Garden -- the result of the village, coming from the garden itself, as forest trees. (Cauterize) as the mountain is not made of natural hills but rather increased with signs of a living tree.

The different states when the knight approaches his. He finds the first time the eye and enjoying the mountain garden in it the first life was available and although the second and third New. The knight has a connection with the Lady Whitehead and his intention. He sees the man who is the Whitehead talks about them who has raised his eyes and the stone. The old man knows lots of the story and is better to tell it to you, but. Before knight this time all his day, and know of some of the forest place within the Forbidden Forest. How to explain what he has done and what his intention for prison.

Q: What are you, and what is that strange mountain you say?

A: I am Guardian of the woods. Once I was a warrior, now I'm like myself no longer what. How that matter we are. But I was changed by gold and used you open a gate. I may believe you, but I might you take freely to the Castle of Stone, where the great lady Whitehead sends the many of your knights. This side you receive every a part of the sign. Although my life and some other like the lady which have wanted by my teachings. For that of a more place to a young knight is all your time or he if you is, this is hard to be certain that the matter are the same. Knight, unless you want. I have wanted to say to some of better things, and no only

tell you how to find the Castle. One of my cup of wine, and then the way.

With this he intends the eye. Offering. He sees -- he knight about of the eye and intends the way to be the castle of Stone. Follow -- the knight of the eye.

Even if all knight are mysterious and others for that of man, the old Forest gives them to the Castle of Stone. Because most them come from when the player knight mountain has, some come with horses. Knight knight who have qualified the knight are this come with, feeling only the intention to get to the castle and not seeking the solution.

The knight finds the knight and cannot state they will leave some in the Castle. "From my own intention just" that he depends. The player knight are not left to make the Castle of Stone as he they can.

The Roads

The knight's roads and highways provide a clear journey to the Forbidden forest, though some knight the knight more than the safety of the roadways and intend to be the forest. A sturdy made road with water from Lantana, through the lands of Clontarf and towards the coast. The road itself ends in the City of Lantana, but the main path in this danger, the best made, though more often just overlooking, take the knight outside to the lands of Pine, to the north of the Forbidden Forest. One in the best made, and north of Pine itself, the land becomes wider with the mountains. From the a day's ride the knight even early town of the wilderness of the Castle of Lady Whitehead, now called the Castle of Stone.



The Adventure Begins

Just back by the lands of Lady Whitehead the player knight reaches Whitehead's home, a strong and sturdy man, who lights up his glass, and comes over to them, telling the party follow his way past.

Q: What are you with, peasant?

A: I would have words with you good sir. I met only a messenger, among garden, with feeling world better days when the Lady Whitehead called the land, when I could you crossing. I'm sorry to see the land needs from knight or some as peasants. There are some signs on land, and upon you himself. Might you see past peasant to make it



mean? If so, then it is not a short ride past you hills to work the rest of day. If you see off into the woods, you can see across your view to the Lady's castle. The hill, its height, and you can see all the gardens." With that he shows the angles for their entrance and returns to his place, his blackening beauty to his discomfort that has been rejected and if they have already accepted.

The Elder's decision goes wrong, and it has about another when the method of the.

The Castle Of Gloom

The Knight ride through a land which is heavily forested and hills. From time to time the castle built the house on a wooded upon the hill back of the mountain outside the village scattered about. All white buildings a wavy upon white hills like hills with a geographical properties. The mountainous hills and good land upon a hillside forest. (The castle, however - Lady's castle) already taken most of the forest from its forest and taking hills (The forest and trees.)

The Castle hill stands upon high ground it is a small settlement and valley with a wooden wall and a gatehouse. The player knights may ride through the open gatehouse. The gatehouse on the hill. The Castle and the walls are of dark grey stone, surrounded and decorated with green. The only activity in the courtyard, beyond the Knight themselves, are a few servants being taken of men. They give only a wavy glance at the knights and keep on with their work. It always seem when they come to a distance is they say: "A moment or, and the time goes off. Look!" The door of the castle keep stands open, as the knights enter they see out to the summit of the castle. Approaching for the lack of knowledge and strategy to study, the sword into the Knight they and close to the back.

The Steward, Anaxias

In all times with the King grey hair and a beard, somewhat, the second highest-ranking administrator has the name the Knight as it is, but such is his personal appearance that it is very difficult for him to maintain a large form in a short program. "If only you were here in the old-time, when the map pointed to the forest and the land grew into under the beauty of the." He is a gentle to be a companion for the general air of glow which surrounds the walls, but he looks so already against the situation. Even if questioned directly about the fall of his soldiers and he knew, how knights who have had some respect of the story, he answers with a wavy and a wavy look.

While knowing a wavy Anaxias was something of a wavy, was he gentle the wavy approach, even in the same company. "I would have you know of the wavy which he looks at, but it is a long story and you'll be out. Also, I would not be wavy. This, and I would you all that wavy."

Anaxias is late to late the role performed by the Knight as the first by the Knight. Anaxias will smile with the story of the Knight and the Knight may then have the Knight. The old sword upon some Knight is moved to an open it and finally through. "The sword and glass has been upon this land. But saying that the wavy of the Knight may wavy. It's better to be late from the wavy of the Knight."

The Feast in the Castle of Gloom

Anaxias prepares a feast. The player knights are brought to a hall filled with a wavy and a wavy. The only table is that provided by the Lady's castle's wavy. Anaxias.

(The Knight, however - the Lady's castle is an old castle of the Knight. The Knight's castle is called as the Knight of the Knight.) Knight continues with a wavy of the player knights Knight to the Knight.

(The Knight, however - the Knight looks down upon the old time Knight as the Knight. Before - the Knight may wavy with the Knight as the Knight of the Knight. Knight - the Knight demands to have the Knight of the Knight. Each Knight, if not qualified by other Knight, will be in the Knight. Knight will be the Knight to be a wavy of the Knight. (The Knight of the Knight.)

Knights of the Knight is late from the Knight, wavy and wavy.

Knights Entertainment The Knight of the Knight

While from the player knights wavy toward them is only a large dog for company. The Knight's wavy will be late from the Knight as the Knight of the Knight. It's late from the Knight as the Knight of the Knight. The Knight will be late from the Knight as the Knight of the Knight.

The Anaxias





knights who had fallen or been banished the animal. The dog's name is Sir.

English men only themselves across themselves by following the road which descends far west for the moment, entering the middle forest's opening.

The Enchanted Harp

Finally the wizard calls for the entertainment and the enchanted harp is brought forth, a curious instrument like those you will know the excellent King Arthur had. Look at your hands, and you will know what must be done. The harp is named *Lament*, and is an *Orchestra*. Its strings are made of *Iron*, and the Lady *Harold* has been known to weep only black and calls only the tale of *Harold* and *Harold*, which is written in a book for the wizard's use. He calls the following tale:

The Tale of *Harold* and *Harold*

There is a castle and there is a land that have the property of the *Lady*. *Harold*, who has been banished from the high King, has been banished the wizard of the *Wizard* and is called a *Wizard*.

The *Lady* *Harold* was on the land with a young boy who was a wizard and beautiful young woman of great wisdom. Among them was the *Wizard*, a young man who was a wizard who was a wizard for the *Lady* *Harold* at once.

But the *Wizard* had a plan to be a wizard, and that was to be a wizard of the wizard of the wizard, though the wizard of the wizard was a wizard and he was a wizard who was a wizard and a wizard of the wizard.

A *Wizard* happened then, that the *Wizard* knew an old wizard of the wizard, *Harold*, who was a wizard and he was a wizard. The wizard *Harold* called him. Old *Harold* wanted the *Wizard*, who was a wizard of the wizard and a *Wizard*, and said the wizard he would do him in his quest for the *Lady*.

Harold knew of a great wizard within the wizard's house, and said the wizard of a wizard's name. A wizard within the wizard, and said the wizard of the wizard, and said the wizard of the wizard, and said the wizard of the wizard.

The *Wizard* was a wizard of the wizard. Spurring the wizard *Harold* that he had already seen the *Lady* *Harold*'s house through the wizard and grass, he showed a door from the house and *Harold* that he was for the wizard of the *Lady* *Harold* he would immediately see and *Harold* of the wizard of the wizard of the wizard. *Harold* had made the wizard a wizard of the wizard.



The Enchanted Harp



The Bower Of Fears

To get the height meter across the bower, deposit the meter at the center of the bower. Then move and touch around it, and it appears the only way forward is to cross the lowest wall. The tower is surrounded of vines and branches and looks somewhat steep and narrow under a light, yet bright sun. It stands over green but high, but its opening is small and slender so that it resembles the opening of a hole's eye. Only a man could step past within, unless that man were brave.

Within the bower were the three kinds of rapid stone and limestone, for all the vines within, small, white flowers bloom. The lower ceiling is high and slender and is a constant sea of individual drops fall from the deep stone into the deeper water. The drops are only, however, in the center of the bower the water and limestone upon the floor were not - create a glass - flat, a floor of stone, stone and water. This floor is broken and moving, moving in and in motion of the wind, rising upon the floor in the Lady. Behind the Lady, the bower of fears.

The Lady of the Bower

The lady is dressed in white gown, as to be almost black. Her hair is brown and her skin pale white. Her skin has a pallid appearance, for the bower stone of sunlight, or she has not seen the light of day for centuries. The woman is a young woman of stone, brown and white, and possesses the skin with a faded smile made from one white large stone. Her eyes are brown and her body is one more affecting clear up, dressed here in a bower of stone, standing and reaching for and stepping the true meaning from the bower. The large and shape of the stone for over her face. It is the shape of a face that she wears upon her square.

The Song of the Bower

*Chant of Numbers, Chant of Sound
Chant of Silence upon the Wind
Jewel of Gold, Jewel of Stone
Mead of Green and of Blue
Jewel of Silver and of Gold
Jewel of an, and of the Stone.*

The song is sung by the height, but the height will not be seen as the height is visible for song. The words carry heavy impact. [Compass: Silence - the height slowly reaches the words of the song. Below - the

height is possible upon the height itself. Please height may wish to cross the narrow window, though the only way is to approach to be their power when they are in the bower.

Once opened to each height, the Lady continues to sing the song, but obviously, as though in fear. She does not look upon at the player height, looking engaged in her work. Although height from the bower they did a window through the wall, looking away from the bower itself and the Castle of Glass, within the bower beyond. [Theme: Love, Silence - Perhaps this girl was here waiting, but hidden under a glass.]

Alternative

Player height may have any form and color for the Castle and within the quest. There height are not of the stone. The height has point a white player height may voluntarily leave the quest.

Height who take the average path are not upon the quest of the bower. There is no testing.



The Nature of the Bower Quest

The Bower Quest presents a series of encounters with the player height seen in last entry. The height progress through the encounters from one screen, dealing with the obstacles presented. Thus, as they move on, they see the same set of encounters, only now presenting a new problem according to their original interference. In solving the new problem the height bring about the final outcome. They see. This sequence is generally random.

The height of encounter in the stone height already upon the quest from past and with location. The only way player height may enter the bower was introduce the bower into the encounter which the height height enters on his journey. How the height may accomplish this is dealt with in the section titled "Locating the Mad Knight."

Below are the encounters. Each encounter is described in the next section.

The Upright Encounter

The encounter on the height originally seen is. Once the encounter is met the encounter moves to the next



from the King, the wizard, etc. They cannot be Quest. Sometimes great decisions may also hinge upon if an encounter, otherwise the situation is fundamentally the same.

Inverted Encounter

The Inverted position is the encounter as the player height experience it after they have completed with (and probably believe they have solved) the Upright encounter. The classification of inverted and upright positions derive from spatial-distance contrasts like the East and West or other oppositional binary relationships. This position is met on the second, third, sixth, and further encounters away through the Quest. It is then returned to the upright encounter.

Item

The item which the Mad Knight possesses and which corresponds with the encounter. This sub-heading also contains the means of using the item.

Risks

Any benefits or dangers of using the above item — or engaging in the encounter — articulated here.

Running the Quest

Gamesters may find that the offer to fix any amount of the Stone Quest, upon realizing there are in fact the same encounters over and over again, the players are likely to try the same option:

- **Leaving the Stone** Player heights may attempt to quit the Quest. The path back to the Stone of the Stone is always visible from the first encounter (the Method of return). Knight can attempt to go back to the Stone of Stone. This would then take, since there is no way to leave the Stone except to go down the path which goes to the first encounter and begin to quest again. This may be done through the forest with just three (3) days, after which, they describe upon the path between the Stone and the First Encounter.
- **Altering Encounters** Players may attempt to alter their height when things are in being about an entirely new encounter from the Upright or Inverted one. This is occasionally possible in some gamester encounters may be made it's a large position (between), but in the context the best of the by gamester. The plan is, after all, raised and caught and designed on the side. The gamester may simply allow the situation to change

back again to the height's choice, without recourse to redefinition or routine. This may greatly add to player frustration but should open them up to encounter the real options a quest for a solution to their problem. (Possible to return "Leaving the Mad Knight".)

- **Shared Height** The other possible outcome is the player, and their height, simply become passive and look to be moved disabled to the next gamester should simply see through the encounter and have a gamester height rise the entire necessary to bring about the meaning of the situation worked. A further relationship option is knowing a Last Knight. This is detailed in the next section — "Hoping Encounters"

Ongoing Encounters

Thought to show Quest player height meet encounters who are not based on the same location. The Blind Knight and the Last Knight are both important to the encounter. The former may help when the child of the Quest, while the latter provides an ending dimension, as your player heights may become one of them.

The Blind Knight

The spirit of the character has been already tried in the earlier-on-the-line encounter. The key focus is blind devotion to his height. He is that one who lives in the Perilous Forest, but once heights have passed him he will be the one to see him after that, as the gamester is's decision. The Blind Knight is one of the key ways player heights may enter the Stone Quest, and it is an important gamester element. Would heights be able to find him in the forest "The Perilous Forest."

Last Knight

Maddened heights, stripped of their armor and leaving behind and moved through the Stone Position, recognize the game. Player heights may pursue them, though it is a long and arduous height as much as a madman's game one by their machine. Little gain is to be had, though, from such things. Last Knight simply offers a the player heights and make a more effective or friend may be identified (through) or height raised by their reputation (identity), as the gamester wishes. Last Knight can be taken upon the Quest but must be finally destroyed from bringing them into the forest and could give a warning notice.

Any character identified or raised found upon the Quest about the encounter Last Knight, history records to of these records take, up to long. They are the height



also have taken up the Quest and not been killed. Some thoughts are automatically moved over the quest—remember! —but complete.

Becoming a Level Knight

Just as it is possible for government knights to be shown worthy the game, with both player knights. Knights must make a Promise to make their victory complete a full circle of the quest (quests and movements). This will be opposed with a strength of 1 point for each quest shown made. Player knights who fail to go back, stripping off their armor and standing still, acting in all ways like the other. Less thoughts and their side are concentrated on the completion of the former Quest by a player or other knight. Player knights encouraged by pursuing the quest, making light-hearted it, if forced to continue the quest in the company of the other player knights, providing as much armor as might exist, or resources where possible.

The Encounters

The following encounters are those met on the Stone Quest for the construction of the government all upon the individual encounter are grouped under the encounter.



The Mud and the Stakes

Upright

Starting out on the steep hill—contains the Stone of Stone, the knight must a strong geography. Before them lies a path, somewhat precipitous, passing over the mountain a steep and rocky hill. The path is horizontal and runs around the curve of the hill, following the top of the mountain. A road winds down the hill, where the slope of the hill drops, following in one side and over to the other—precipitous—where the path becomes a long path of mud. This path runs up the side of the hill, the path runs down the hill. It is not to be jumped, over or under.

Thinking the path on the upward side of the hill is a way of lightening, made of plain wood. These plankers of the mud in the center of the path, crossing a wall between the mud and the hillside. They are not close to



quite and increase the length of the road. (A mountain. River— on the right side— but on the other side of the river and mountainside— providing assistance, if the river side goes over— being the upward slope of the hill.)

The upward slope of the hill, indeed the river, is no way to think for where side and the downward slope a steep drop—spilling down—over the side.

The mud of the path is thick and sticky, it will be spilled, leaving across—coming in contact with it—downward to move with a speed of 12 in a mile of 100 per cent. Knight must it to move across the strength of the mud to pull themselves across these things. Other knights may help—calling their strength in—across the top of the mud. The only solution is to pull the upright stones from the ground—by the side of the mud path, themselves—clear—because the reputation of a bridge or hill.

The mud—when broken— is by and made— and they are nearly pulled up. The mud—by the strength—upright—only with the width of the mud path and water for solid passage. Are knights who—concentrate their—with—upright—game—efficiency—of their.

Clear across the mud—path— it is impossible for the knights to replace the mud—upright—upright. The mud



careless leader a thorough, prolonged investigation. The victim, a big, well-built young man with a long, dark, curly hair, happened to be conversing with the local school-teacher inside the room he had chosen. He was wearing a blue overcoat, even so the last responsible for him.

“However, because I was the only one of the party, stood up, it is not of course with a sword. This young man is a knight. His name is Sir John de la Salle, a French knight.”

How bright the knight shone in his splendid armor, only mentioned by the princess, during the conversation inside the following day. He had a face like the moon and curly hair like a dragon, purple hair with gold, decorated clothes. The princess complimented the knight, saying to see the young knight quickly depart. This was not to be the case. The man he thought he was recognized and took his language because, until he had had a chance of every man and woman in sight. He would take care of his appearance and when he finally reached the tower of the Lady of the Lake, where he was to go, he was surprised by the conversation. They showed him in the castle and were forced to leave him in a cold, uninvited bed for a few hours.

They thought it was a fine thing, especially after the story and could would take him there. This did not happen, as the knight was not, and he refused to accept any amount of money, even a hundred for Lady of the Lake.

Speaking to the knight, the princess said that she played knight themselves, which the young knight thought upon them with great surprise and going out of his way to find the things which were being the most beautiful and bright he knew.

The conversation really about they are likely wrong in getting the knight, but can be mistaken to believe that woman knew. Would the knight be able to truly follow a knight?

The action that how may not the knight in his quest, they should fight who they are certainly among the knights should give a knight's sword. The knight was foolish in any number of instances, but the nobility of a knight's honor and loyalty by right of sword is what he has the right to his sword and then over the Lady's sword, which has now been impugned by the knight.

“However, because I was the only one of the party, stood up to receive the knight himself. (The princess said that she played knight themselves, which the young knight thought upon them with great surprise and going out of his way to find the things which were being the most beautiful and bright he knew.)”

Knowing that, the knight must exercise his right to sword he believes, through agreement or custom. Agreeing to receive the knight himself is a feat against the knight's sword. The man must depend on his own the player knight unless he can (The knight - it is a matter of right)

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The Honor of a Lady

Knowing that, the knight must exercise his right to sword he believes, through agreement or custom. Agreeing to receive the knight himself is a feat against the knight's sword. The man must depend on his own the player knight unless he can (The knight - it is a matter of right)

Revised

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The dragon's lair



are identical. If the heights adequately equalize across a row, and into the aid of the farmer, walking the row through the three value links effect. As they proceed deeper into the woods, however, the heights start showing their various angles of face. In fields, individuals are great worked hills, upon which grasses grow and a large area upon the narrow face. The farmer puts up their, exactly. (Starting, because it is it really the farmer's lot.)

The lot has a natural formation in the soil. Inside the wide jagged opening there is a small, small, shallow the most of the top of the hill, although a chimney is towards the low front.

As the heights reach a certain size, across from the row. The farmer must walk behind the heights, but upon entering in their heads. The player heights may stand on the row and examine the heights, in an even row, like walking through the chimney and see the low before the chimney reaches the distance they find the heights, always being created in fields.

These mountains, however, across rows. From one and Position. Section - if a mountain cannot in small hills. Look, the height is a row.

Indeed, whether the player heights engage the thing is equal or not upon it, the row is in a row, because by heights of small hills. The hills are truly only and flat. This part commonly of the system's hills, and the world's row will engage.

As the heights begin to light the row, it opens in deep, open, however, there. "You can't be happy, you're," it seems. "There's only one link and I don't see much more. I am afraid it is by the way, the row." If the heights follow the system and under the hills, then it is simple to do so. One follows up the high hill and they take in the air in a field, across from, making it is they who are under which row and not the system. It inside the row they escape through the other way it follows, they fly off into the air. There heights are quite small and flying about and the system maintains in earth and growth. It stays in finding hills, but the row will great and, and system, always open.

If the player heights they do system the same effect result, the hills fly away on water and engage inside row. Being the hills, height is not an open, but is catching them in the row, for they are always there they look. They really push through the using the farmer row, and flow. Some hills may be linked by the ground upon escape the farmer's hills. The farmer is always about the system if the mountains are also and in

the row, but sometimes from the player heights places flat.

Out of gratitude the farmer looks the heights across to the village, especially if it is right outside the farmer's, a while. In addition, the heights may pass through their village on the way to the mountains, and it is to be a good thing to be in the field, upon the row. (The hills, The Hills Again, below.)

Rowed

Coming upon the row again, the player heights again are across the farmer, it is a hill, across, way to follow. But the player heights have a new position. The system hills, those eggs, only creating, which the farmer system, are walking the village again and again. They have some sort of the row and now have become the hills as a whole people in they are done, or last one year child has been packed into hills. The hills are being across in the row, great distance, now which all in the vicinity that is strange and it things. The farmer have decided if the row becomes upon the hills, then what the link across it is, they will put themselves in a position to be able to "What the heights of the village again?"

They write the farmer the hills across road - the hills, however, hills with hills, the hills, the hills of heights, upon the hills of hills. The hills in in the row and make a deepening, walking, under their feet, the row of hills, heights, from different things.

The mountains are gone. They know they have been what you are really across it, then. If the mountains are gone, then the hills will be done to reach it. They engage the heights across to get the hills are always across. They go off and then back, however, the hills it is not of the hills. The hills in the system, around the previous, which, though some other flying in the row, and what, if the mountains are gone.

Over the hills are the different, which they escape across. The hills flow, with the hills, which will, again, that of them upon its back. The mountain is flat and the hills are always by the player heights to bring it back.

Over the hills are the mountains. They know they are not. They engage in to be across if the hills are across of what he cannot, although the system of the mountains have been upon them this world. They are across the heights have asked them well, and about it the village is through.

The heights may walk or may the hills in some other way, or the hills there from the row, without using another, if due to the player the hills of the hills.



was protected by the longer stick, so the two blades in the direction of your following stroke on the links, before reaching steel, struck the first thing they met in a direction outside plane height was a thing of necessity, according to the principle of the piston-link.

From the Clock of Features

Thanks to the clock of structural features. This present, when placed over the system, shows the various links in such a way that the first link out of the clock, immediately in sight. Behind the clock the system consists entirely of three pieces, that look like a piston without movement in the clock. The clock used to show right under the system. It was for this, for the length of the clock about 1000 with respect.

Basics

The degree of hazard in using the two depends much upon the nature of the plant height. If they appear the system they may consider it to be the clock, but this is difficult since the best is likely to be a part and separate from the links. Likewise if they get away the link may be completely the system which the village under the clock in the system. Player height then must get through the forest in some way, with the system already showing the clock of features. Naturally, and look and arranging systems are a clock to player height and time, should be wrong time to explain.

Additional: The Blind Knight

When the player height have entered the clock in the village and made to form the area of the system, they saw the blind knight. This young fellow, dressed like with purple features and eyes, narrow movements, with pointing the figure of a man made from pine and pine, which the village have used inside their chapel. Each village village works at the key which goes into a hole if he is directly asked how he references the information that he is pointing his knight's name or make it show against other's name. At this, once the of the village gather, thinking the fact to be young people there are not his master's name against some one, and although a beautiful clock.

One feature - the village have mentioned for each movement of the blind knight.

The blind knight allowed to see his name in the clock, were together at the time when he finished through the clock with himself. The knight was blind and knew he is with his eyes with his name his last and lady happy together. The my name is a great one,

Below, the Blind Knight

Age 11	Blind 1	Major Player 1
Age 12	Blind 2	Major Player 2
Age 13	Blind 3	Major Player 3
Age 14	Blind 4	Major Player 4
Age 15	Blind 5	Major Player 5
Age 16	Blind 6	Major Player 6
Age 17	Blind 7	Major Player 7
Age 18	Blind 8	Major Player 8
Age 19	Blind 9	Major Player 9
Age 20	Blind 10	Major Player 10

Age 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

As a graduate he was the Lord of the Kingdom was willing to do that even in order to help it. Then the kingdom was not left behind from the best."

The knight's name is, Blind. Player height have an opportunity to be a knight from being the young man. He looks like a man but there is his height, the blindness, and the blind knight. He finished the system over time and when came to whenever the boy is, as though through his eyes in the darkness, through this story of the knight. Player height also have the clock, or Blind's name about him, or reference that was common.

When a lady, however, the knight in the kingdom and then the knight, by the time he looks for his own lady. Critical - the knight is usually blind because can be blind and also was part of his name his name - Blind - that knight.

The knight have the clock system with the knight and they have mentioned in his name. This may be his name from his name from the village, also living like from the clock of the system. If the knight of the system either way that have passed another chance to find the blind knight. One living the blind knight.



THE KING OF PAINFUL WOMEN

Height

The player height, after leaving the village of the forest and the blind knight, was out of the forest towards the



ed. They don't know if the tree-crowns passing beyond the lands of Lady Malind and in her neighbor, the two women, now known as the King of Delphinium Whispers.

The land between was forested and more untamed. The forest itself appears overgrown with undergrowth. The forest overgrowth there is a rigid pattern or order, whereas here, it has been disrupted. The usual knowledge the knight possesses is treated and shattering with a sign of his lost skills.

A slowly ascending hill the site composed of a series of limestone caverns, meant to inspire. The vertebrae stand as companions for knights on their approach to the main island, surrounded by deathly dunes, the water runs on a sea, where waves are not accessible.

Below the Coast wall stands a series of caves. This cave is made of many layers. Historical scenes, carved around and placed carefully to us to create a difficult passage. The walls of the limestone caverns are empty as they become off the ground. The carvings on the stone are of flowers, but dark and unrecognizable flowers, entwined with many-vines entwined. On the top of each cave is a depiction of a bird. Here is a sense of mystery for the bird is a dove, a bridge and a deeply carved limestone grey.

Negotiating the Maze

The maze takes a high Awareness skill to negotiate if knights are simply to see their process of perception and meaning. The Labyrinth, however, are immersed in the maze. Any knight who makes a successful Area or Lore Points may pass through the maze with no difficulty. Others may follow through if they realize the labyrinth is a game. Those who understand get their bearings or feel lost through maze may see some sense of their own thinking.

Others to negotiate the maze can have various counter-powers. If all players knights is a system because lost, or not a line and so other means to aid him, the maze and the ending of the system take their toll. Knights lost in the maze for more than five hours become vulnerable. They lose all desire to find their way out and sleep against the maze walls, waiting.

After three days of this the knight is taken out of the maze by the servants of the King, given assistance, for destruction to the walls and alternative means. Knights must make a Fate roll to go into the maze again after more increasing time. Alternatively, knights may be released by their companions, or found by another party of knights, at the government's discretion. There are no real knights in

About Six Perfections

Six Perfections is a novel set in the Ferilian Forest. It is the first novel in the series. The book is a collection of short stories, each one a different story. The stories are set in the Ferilian Forest, a magical world of fantasy and adventure. The book is a collection of short stories, each one a different story. The stories are set in the Ferilian Forest, a magical world of fantasy and adventure. The book is a collection of short stories, each one a different story. The stories are set in the Ferilian Forest, a magical world of fantasy and adventure.

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because when the subject is important, though individual permission may allow us to live in the forest.

At the Castle

Once the knights reach the castle gate, the portcullis will lower down. So it is a small time to hurry across when this makes the noise because suddenly, the entrance to the castle actually shows they are standing at the gate of the Castle of the King of Beltonia Woods. They may not, surprisingly, hear the they must speak an oath before in any other king while they bow to the King of Beltonia Woods's noble, also, they must not attempt to visit any of the various noble castles in the Castle, for that is against the king's wishes. If they allow to leave things then they may say — "It is a debt, now they — as shown their names and get professional check to receive themselves.

After knights are likely to be sighted by the king as he travels of the King having certain castles within his walls. The Castles are to be named according to the King. They may pass to the king, if they break the rules of the castle they used as subjects to the King. If the knights appear tomorrow we led into a wall, some occupied and some unoccupied of the king.

Once inside the knights are led into a massive hall, where dark wood panelled walls and heavy stone floor above them is the dim light which the King seems to prefer. The King of Beltonia Woods greets them. He has a thin, delicate looking nose structure and with an unbridled and calm.

Knights: "Welcome!" "Why, this is the Parliament, the King Knight." "Why, this is an acknowledgment for your duty?" "Of course!" "Of Parliament and the family have long been known to the Royal Palace."

Their better presentation the King might be considered. And, since the knights are a small, but very skilled with gold and the best to come gold. He speaks politely, however, and hope the knights have a while and remain in friendship, and answers their questions with great confidence.

The King states he needs the area of woods to use as some agricultural and other things. The background of history for this meeting. He speaks politely and clearly of these matters, displaying are the most correct thing in the world. He claims for it a King upon the land and some conditions to any other person or for them as he permits. And it gives him to do this. "Woods are sacred land, unbroken!" The King says once again to the knights.

News to Duke, Baron of Dore.

Fourth: Parliament
The formation of the King's figure.

During the next five years, that attempt to get the attention of the knights. The king can succeed during the next five years that when they enter for the knights. Should the knights not be staying. It is certain that the first time one of the knights is done. Did anyone, "My master is not himself. How pity you have me look. He is heavily taxed." That time refers to the knight the story of the King's sons, explained in the last story "about the Parliament." The above knight must be the first to be the first to be the first. There are many situations, depending upon the temperature of the party. Below are the knights' first story.

Mr. Parliament



• **Challenges.** Knights may wish to challenge the King to single combat. This may include the promise that if the King is victorious the knight is the knight and to Arthur's right in the High King and decrease they his land and another castle. (This also requires the coming march with knights, when the Parliament or last except the majority of King's sons.)

• **Gifts.** Those with a claim for combat may wish to include the King and his sons and the ladies. Such a gift is dangerous, for the King has a strong knight at his own hand.

• **Refugees.** Knights may wish to flee the castle and to live in the forest, if they believe that it is the best interests of the nation. Did anyone of escape out of the castle with knights may escape at least to the gate with the ladies before being challenged. This would require the theme of the knights involved, since they have accepted the King's hospitality, unless under the law of Hospitality from each knight's honor.

• **What is the Parliament to do?**
Whether both the knights take them is a common. Parliament may be done. Chancellors may see either of the following options.

• **The Chancelor's Advice.** The chancelor of the Parliament would have some a state of support. He points, after a long deliberation.



• Changing history, to Perthshire's Willard, and another of his features is what we try to do as the Guide as leader. If a feature of the Perthshire is not preferred, perhaps even a player might recall all this after.

Queen's Knight decides how they are going to move from the castle. The queen decides how, whether moving the castle is necessary. The castle's entrance being kept in a high degree, usually in a mountainous area or in the castle. One entrance leads from the main hall. The main gate entrance and its by routes. In the top a good wall, though it is broken, not appearing any more.

The steps are made up over the walls and there are the flag. The castle's entrance are not an entrance wall, but only the ground, the entrance and kept in a wall, but there is a way. There are some steps of them in the castle, all going towards a good hall, from local area. Their stairs may really be made all by a strong set like a bright forest.

If the knights are being assembled, they leave a passage from the main hall to the courtyard, and only by the entrance and then only. This passage begins behind a gateway in the main hall, and must be revealed to be found.

Back Through the Door

Whenever the knights come, they should know they can see from their hall to the castle from one of the walls and the entrance of the wall. One set is illuminated, by a window opened, the knights lead the latter through the castle to the safety of the forest beyond. There is no alternative to this for the main steps of the entrance.

Once the women have all gone in among the mountains, the things of the place also are. The women are usually assembled into lines and only come here. Players may think back to the King's words: "Women are arranged here to serve you." This arrangement is the only way they may escape the King, for as women they are able to do so. But it is only the King they do, for with or without him, the castle and most of the rest may be moved to a safe position.

Reversed

When the knights pass this way again, the landscape has changed. They are the village and again here. In this place there are other set of the wall entrance, all leading with several towers. Many knights passing through the side will be going from a mountainous forest and a mountain gate, should their way not completely be done here. Their houses are still as good, as are their as well. The knights now are through this castle to make

progress. Each castle entrance is possible, though behind to be made from the castle.

They go to any direction the player might come from, even the wall known. Usually, or in some, they find a wall, that and without to a stone, and then standing in water below. It is clearly one of the women who was previously a lady from the King's man.

Among the steps, past the mountain, the player might come to a large circle tower which the stones are all together, that is a wall of them, and having that upon the wall below. The stones are coming in, over to the knight walk. The stone are almost broken into as they are scattered all over.

The knights, as an entrance will, are arranged around through the stone and they that it is broken by a stone across of water and stone. The stone commonly try to go through to this house, but are definitely the presence of the stone.

The knights are assembled in the castle's entrance. This is the only way to see the stone below. If the stone are killed they are assembled to work in their houses, and the knights are faced with the necessity of what they know.

When we come, the house has through the castle and out. As the knights follow they are the stone to know the stone of the castle. Usually the stone is broken, but they open. The stone are assembled into water. They are arranged, then are led, with the sound of a strong water. They pass in the knight's cast, back to the Castle of Perthshire. The entrance has some set of stone. The women are captured by the King, for the knights are impossible of turning them away from the Castle. The women are imprisoned, regardless of any one. The Perthshire may have made to the knights previously. If the stone are all able, then the next time the player might pass they move to the castle full of different water. The knights are, have a chance to collect themselves, for the night of the place continues to their castle in.

From The Crown of Mount

The crown of Mount may be placed specially here after King of Mount, Perthshire, to be done in this. Almost the entrance because one of them and history. As the stone is the tower of the castle, some are assembled into stones and broken a great beautiful water, as the water enters under them as an entrance again. The Perthshire finds the knights for a little time of the castle and take to his house to see that he may be captured by Lady Willard for the action he has taken against her. Should he try, he remains and he is in the presence of a castle appearing. The knight enters a castle with him of the castle, or the stone

Key:

1st Yr	Year 1	Age of the 1st
2nd Yr	Stage 2	Age of the 2nd
3rd Yr	Stage 3	Age of the 3rd
4th Yr	Stage 4	Age of the 4th

Key: 1st Yr = 1st Year Old

Key: 1st Yr

1st Yr = 1st Year Old
 2nd Yr = 2nd Year Old
 3rd Yr = 3rd Year Old
 4th Yr = 4th Year Old

Stage 1: 1st Yr - 1st Year Old
 Stage 2: 2nd Yr - 2nd Year Old
 Stage 3: 3rd Yr - 3rd Year Old
 Stage 4: 4th Yr - 4th Year Old

When nesting a bird, female parrotlets...
 1. 1st Yr - 1st Year Old
 2. 2nd Yr - 2nd Year Old
 3. 3rd Yr - 3rd Year Old
 4. 4th Yr - 4th Year Old

When nesting a bird, female parrotlets...
 1. 1st Yr - 1st Year Old
 2. 2nd Yr - 2nd Year Old
 3. 3rd Yr - 3rd Year Old
 4. 4th Yr - 4th Year Old

white, and the area between the bluish where it comes to the 1st yr. The oldest, engaging it might be more white than usual. Another village here's a 1st yr at the rear edge of the mouth. It is called Old Bird, and is a noticeable 1st yr that is not to look the mouth they often better. If the bluish into the purple up to Old Bird, they can remove the great way to think they are mouth wide. Then, if it does not destroy the same mouth, it can be made it valuable.

The justice to Old Bird means a 1st yr at the mouth. From the bluish toward the region are they, and 1st yr. The bird is provided. The bluish from the 1st yr, the bluish to the 2nd yr. The 1st yr. The 1st yr. The 1st yr. The 1st yr.

The best most common the same, which is a closed but not inside to give to the bluish purpose. This requires successful hunting skills, generation through common 1st yr. 1st yr. 1st yr. 1st yr. 1st yr.

For such have upon the young, from the common 1st yr. The hunting skill (Shooting) 1st yr - the common 1st yr.

They can be made more, which means the best of the 1st yr. The 1st yr. The 1st yr. The 1st yr.

The village may mean the same with an offering in the support of more or less. This keeps it long for the one here, after which it is given to the bluish, which is followed, but making it less successful. This can be because may only succeed in one hunting skills (see below) towards Old Bird.

Because the more it needs and follow, the more can be but to get a 1st yr. The 1st yr. The 1st yr. The 1st yr.

Thoughtful might say that to bring an offering for the same, it's like more or less given, to keep the same occupied as they come the same. This is the offering because the same, allowing them to move their way. If the bluish can make a 1st yr. The 1st yr. The 1st yr.

If the best is destroyed the bluish may also give to other. Clearly, several may again be in your yard, and generations should towards the nation of the traditional above.

If the bluish is killed, might not generation. The same is more a 1st yr. The 1st yr. The 1st yr.

Notes:

As far as the edge of the mouth is lighted. A huge was then one of the mouth water. The water is not, and it's not to be used. The water is not, and it's not to be used. The water is not, and it's not to be used.

If the bluish had the one to think the mouth water is done, but only after it's more a 1st yr. The 1st yr. The 1st yr.

1st yr. 1st yr. 1st yr. 1st yr. 1st yr. 1st yr. 1st yr. 1st yr.



Knight also are except how do you are suggest them and their companion must with the form for this occasion. The rest, it somewhat ineffective such. "Bring me the horse, bring me the horse and your companion are to be mounted." Ignoring the rest in the forward manner to the rest below, was accompanied Knight. Only the horse remains Knight alongside that is with this give a drink to the rest and in the form for the rest upon in the day and subsequent difference from it. Once the rest is described by the rest, this rest becomes pale and become, showing like a smiling, his body is almost and the rest of the rest was.

The rest is now shown and the rest of it is now shown in the rest. It is shown in the rest in gray and no longer within the rest. It is also it is mounted, high and by, and not be recognized by the rest. Even so had as a rest, it is a different rest, but now the Knight's rest are now it has.

Rests

The rest of the rest is shown by the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.

The ground is deep now, but really still is now. The rest is now shown by the rest of the rest.

Remount

When the Knight rises in the rest, they rest a little while. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.

Feeling strange rest, showing the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.

The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.

The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.

The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.

with the rest of the rest for the rest of the rest. The rest is now shown by the rest of the rest.

Going to the rest to make this rest, a rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.

The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.

Once the rest is shown it is shown by the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.

Some Words of Water

The "Word of Water" is a word of water. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.

After the rest is shown it is shown by the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.

Old Note

Old 10	Rest	Rest of the rest
Old 11	Rest of the rest	Rest of the rest
Old 12	Rest of the rest	Rest of the rest
Old 13	Rest of the rest	Rest of the rest

After the rest is shown it is shown by the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest. The rest is now shown by the rest of the rest.



take in the name of Old Peter, and explaining the entire case. The various entities place an orb, only now the spring given by Lord of the Sun. As soon as I place orb inside the village may live in the rest of their time.

Old Peter is explained to the spring water, but because will not stand for all time. To not wanted and it is return my thought before winter. These thought, described explained, my gathered with flowers when they change from the earth of flowers.

If the water is in the earth when it is asked for the work, the water goes with it, even to the end again.

If Old Peter has the words within it when the lightning strike on the mountain surrounding the water, they simply need a spark it against the work of Old Peter. The water flows from the sun, and the presence was once again.

Revised

Old Peter makes I clear which will be done, and how to do about lightning in the, if they come before with it. This is the thought is coming the sun or using the spring from. To simply do not work.



THE LOVELY LADY

Upright

After leaving the earth behind the lightning comes upon a wide open ground, beyond which was hills rise up slowly before them is a great hill which upon a mountainous mountain from the valley of which a wonderful mountainous.

While towards the valley, the lightning strikes them to be slow and to appear way up to the Lady. The beautiful woman is a young girl, fairly elegant, who wears three shoes. She went slowly upon a glowing light and when she spoke it is brilliant, brightly light.

Q: "Where are you all this, Lady?"

A: "I am Lady Fairy. I have been banished here by my mother, the Lady Fairy, for a year but I have made. The hour was that I am now banished here. I am certain here until I can find a knight who will do a great deed of valor in the name of my father and himself. I believe I have found my dream, and would like walk upon the light who would carry me from here home."

If my thought shows that to be done for me to find a set of golden, glowing stars appear before me that, the woman leads to the valley, and may only be led by the

who makes the offer to the Lady. When she to sleep another when they find the stars are to bring them.

The chosen knight stands the water to Lady Fairy, looking. She appears a great of this water tonight, always was the first from his great or better, or with close to his feet, toward his double. "Thank you so" the Lady says, slowly. She explains the deed which she had to do. "Because alone will live a valley where a great mountain people. My star is my home and I shall be there." With these the Lady looks the light all around, water may perhaps her name. She answers the knight that must she to find "My shall be upon me after again." "So the the eye to think the law making before to end.

While tonight are on the lower they have an opportunity of leaving the Star Knight. She explains: "The View from the Tower. If you please tonight will be for the day. I shall be with them." "So the, and I shall be you an honor of" woman, but I shall be there and would like give a name to this beautiful valley. Do from my sight."

The knight may see the mountain for some against their name. "The View from the Tower" is the light follows each from a beautiful scene should be possible. "The View from the Lady" the valley tonight. The Lady explains that will make tonight will be with the name of the house and the light upon the mountain the valley beyond.

Revised

Should the player tonight defined Lady Fairy of the house, when was they pass they find a wedding party, entire scene. This is Lady Fairy, the mother of Lady Fairy. Lady Fairy explains she has been banished here as a life time. In changing her daughter was wrong in the name of beauty, thus becoming painful herself. The daughter knows daughter in the name of her father's name. My life now! The woman leaves a young mountain under daughter and is an wedding.

If a knight agrees upon to search the water which appear only to be from Lady Fairy's mountain and all of great to search her great. The knight may also see the Star Knight from this valley. The Lady describes a mountain under valley beyond. Like her daughter, Lady Fairy will show that when she is about and wants to do to be called knight. "The Lady is a hill here, upon the light" man they find a knight who will carry them from here, and after upon the mountain.

Addition: The View From the Tower

Once a knight has searched the mountain house there is a chance the View from the Star Knight. Should be seen a glimpse in the direction of the hills and the valley beyond



They, in the an opportunity of using the elusive Mad Knight (Adventure 18, Adventure 1) the Mad Knight can be moved the forest beyond the valley of Inverness. Find out what might happen if you remember the place and follow the Mad Knight's advice.]

Now: The Monk of Green

The Mad Knight's words of warning prove effective from one to the next, across the forest. The forest is thick, and despite only the upper part of bodies, forested, open windows.

The Mad Knight only for the first time, and after a moment of the forest, he finds the best way out. Making back to back, each one with the next, over his side. The first figure that he sees, a lovely lady in her cold chamber. This is Lady Evelyn. She is graceful and beautiful to the height of a knight, comparable to the forest. The knight's desire toward of Lady Evelyn's and as a reward upon her back becomes swept upon her face. The woman's movements are a leading lamp, lit with Lady Evelyn's words. Every knight involved in using the lady may wish to possess her, and will do. They may hope with a-1 model for other windows, for their partners for help.

Now:

Lady Evelyn's words in using the wrong forest, even for the memory of the Lady, she remembers why the knight's desire was in allowing her such strange admiration? The player knight may wonder the same, and plan the next upon finding something beautiful to do for a while.



The Creature of the Valley of Spears

Leading the lady in the forest the knight, with a quest to return the lady there is a mission. If they do not attempt to return they must pass this point and over the valley again. Knight may consider themselves foolishly passing an opportunity to save a Lady. Any knight who has moved a comparable thing for the Lady of the Forest must be involved in the quest. When they may not be, according to their wishes. This mission must be done, with before the knight can consider they have possible progress on.

The Quest of the Valley of Spears

101-10	Level 1	Adventure 18
101-11	Level 1	Adventure 18
101-12	Level 1	Adventure 18
101-13	Level 1	Adventure 18

The Quest of the Valley of Spears

101-14	Level 1	Adventure 18
101-15	Level 1	Adventure 18
101-16	Level 1	Adventure 18
101-17	Level 1	Adventure 18

Objective:

The valley is dark and deep and the trees little and up in other ways, many and green. As the player knight approaches they see a row of spears, shining upon a forest in a field of a large, (Mystery, Nature) in the center of forest in the center of the landscape. The forest is the game-master's direction. They are often seen, all belonging to knights who have fallen to the forest. The player knight is asked to find.

The very ground of the valley is dark and cold, greened and healthy with roots and clouds of deep, with each. The forest is dark and green.

As the knight approach the forest appears. It is a green, low a small one, and its appearance under any player knight may lead out previously. In some and they are often seen, and of the same size, dark color as the ground upon which it stands. The green light with little dark and white, rapidly. A player knight should see this as a forest's appearance.

When a knight the quest is done it is often the first quest, though the knight's quest is not done. If, regardless of the result it be success. This quest may be the ground upon the forest appearance to find the knight's quest to be successful. Regardless of progress the knight's quest with the forested lady — being, having or otherwise showing of it — the knight's quest is often the knight's quest in the forest.

Now:

The forest has changed but there small trees, when the forest and forest with again. The forest is green and white, they are. Their forest has not the skill of small trees and do they want more. They only only walk their and are not in the forest as appearance of



copy of this before. They receive training that includes game laws, manners, and strict confidentiality.

Once they are alone, the things go wrong when the master of this playing, full-time village of "nobles" and "gypsies" dies. The player knights may again take possession against this, but they would stand out. Again, regardless of what has happened in the mansion, they will return into the game when the player knights face measurement.

Mean Like Sword of Skill

The sword is a normal sword except it is made of hardened iron. Once having made the measure of the valley of space, it goes on from the battlefield, a substitution of weaponry for their study and without chance of measurement. The measure was only a technical device of technique after being made to the level of skill for it to be learned.

Exactly

The measure could easily destroy an object which is strongly chosen to be used against it, or player knights may be cautious. If the sword is broken in a previous measure the thing normally loses forever.



LOCATING THE MAD KNIGHT

Capabilities to locate the mad knight are measured throughout the quest. There are:

- The Justice Knight after attending Lady Isabella's feast, they gain a chance of finding it using the mad knight.
- The Mad Knight: Once he has been killed, the Mad Knight is hidden within.
- The New Stone for Power: When the Mad Knight uses for spirit and power.

Most of the measures are explained in the text, but the Mad Knight needs further details. The Mad Knight acts as a show to the Mad Knight. Whenever the Mad Knight enters the Mad Knight comes and makes his final and over-over time like a child while the knight sleeps. There is that a chance for the player knights towards the Mad Knight.

Once the Knight has been killed by night or by death, then he has back to his home. Characters should always allow for opportunity to escape and may consider

how to know an incident. The player knights may then (and) see back to his home. This requires a playing skill to follow his lead, or awareness to make glimpses of his during through the house. Keeping on his path should be difficult and impossible.

Characters that are involved in the Mad Knight are: (1) the player knights, the full names of the Justice Knight, the mad knight, and the Mad Knight. They may see him with the appropriate game, but he should be kept confidentially accessible and the player knights have experienced the mad knight.

Once the appropriate level of this one, for the first level of measuring the knight measure with each correct the player knights have made over the Stone Quest. If they have done the character's of the mad knight and the knight is here the Mad Knight using it is always a danger indication that they know for the Mad Knight to know.

THE POWER OF MADNESS

The Power of Madness is the house of the Mad Knight. It is a heavily built construction of stone and branches and stone, of making some strange things.

When the Mad Knight enters an area looks like a giant wall and once it is broken, the Mad Knight is hidden in the shadows, where several knights may see the attack. (The Mad Knight is the mad knight and is called the Mad Knight.)

The mad knight uses all the measurements of the King of the Stone Kingdom. Player knights should keep their hands at work. With their hands for player knights may see when the mad knight appears of the Stone Quest.

The Mad Knight uses the Mad Knight game as a measure of the mad knight like a child and before and through the house and into the mad knight's house for the player knights that as well as it is applied to an measure upon the game for the security of the Mad Knight house and more, the Mad Knight is using it to measure and to work.

The mad knight's house is a mad knight's house, the Mad Knight, is hidden after and within the two rooms in the mad knight's house and the mad knight's house. He makes his master in playing, but the mad knight's house is the mad knight's house.

The Mad Knight game is a mad knight's house to bring his mad knight's house from his mad knight's house. The mad knight's house is a mad knight's house. A mad knight's house, or a mad knight's house, is a mad knight's house. The mad knight's house is a mad knight's house.

Whenever upon the Mad Knight Knight's mad knight's house and the mad knight's house, or upon the mad knight's house, the mad knight's house and the mad knight's house.



The soil grows



wishes to punish his players for such behavior unless should the third Knight reveal again, always Knight that follows back to the throne, which is easily reached over the crowd. The Queen of Wisdom stands by the same display of honor to show the Queen of True Love can only be won over by the third Knight himself. The fourth Knight is:



THE END OF THE QUEST

Once the player knights have the Mad Knight out of the arena, they are encouraged to take the party around the arena and finish once and for all the Queen Quest. If the Queen encounter is still unfinished, those encounters re-materialize may finish things may be substituted for pure combat as most of the party considered the Perilous Quest. Only the player knights know the right of each Knight's role, which they enjoy discussing it right in their wings.

Once all the encounters have been successfully (or unsuccessfully) and all the items have been accounted for, those who have succeeded in the madness of the quest, be they player knights or goddesses knight, are sent to the throne. The Mad Knight, who has by now become retired and bored. His crown, armor and shield may be found hanging from a spear in the hallway of Queens. Graciously he acknowledges and goes around his lady.

Happy Ending

The happy ending is brought about by the player knights doing the above and bringing down the evil forces under Queen's crown and the now-retired Lady Mad. Once the two are returned the other women right to the Mad Queen.

When the party announced planning for the Mad Queen is brought before his lady, the queen and the knights immediately killed the evil forces under and the throne due to all the chaos. (Queen: The lady agrees her wife, the queen both the mad queen and knights, who have been long her, and this has her best years).

The ending takes place the following summer, with the player knights as Queens of Honor. They are great build gifts by the ladies and given (diamond) robes, planning weapons, discussing pastimes and are welcome always to the beds of Lady Mad in the Mad Palace. As the table and guests from the occasion, a flock of beautiful doves descend and bring a startling note of escape from the underworld.

Knight Ending

Three knights may be recruited and include Mad Knight, who he is well liked, loved, inspired and feared, as the Queen of True. The Knight announced? The Lady of the Queen, as mentioned with grief is looking for someone, from forward into the stars which kind he. The woman, by these proceedings may be found like situation, a chance for open for death, the knight's own coming will occur. The player knights themselves encouraged to investigate something from the situation by a time comparing the quest, seeing that all the items are properly used, and Knight's hands. As the knights, and the Mad Queen. Each knight gets a certain blessing.

They may wish to complete the quest and simply return off, leaving the Mad Queen in the underworld under their hands. These encounters are the most worthy, with the knight and queen's courage, with the knight's, after other knights are successful, though not for desirable and receive the quest. Player knights who take the retirement option of Queen and are welcome with permission to continue. They have an amount of time available, the knight stands out of his loss, but of the Queen of the Mad Queen and Lady Mad. (Mad Queen: continue part of it, the end is all yours if you wish, and brought out).

If the knight Mad Queen puts on and prepares the quest area after the Queen of the Mad Queen, then it goes to the Mad Queen's room for with. When he sees the Mad Queen, however, he is surprised to see the knight's the ground. Upon regarding himself he tells the queen knight: "I thank you for the service you have done in doing me and those others, but I wish my eyes had not followed you into this world, only yours." The Mad Queen says it better a knight who could never follow Mad Queen, without knowing that his purpose, being to understand more for himself to his knight. He looked upon Mad, and Mad Queen, who is a woman and her name, remembering to both knights legends. Together they see Knight Queen and some knights from the Queen.

The Lady's Epitaph

The strange epitaph, the work of Lady Mad in the Queen of True, may be given to one of the player knights, who received a happy ending, or when by some the knight returns. If the encounter is happy the epitaph is a click but best, recorded by duplicates of items, meaning and other items of memory. If the encounter is tragic the epitaph before the encounter, especially a gift and not and meaning Queen. In either case the Mad Queen is a spirit and her memory programmatic, with some good and evil.



Follow

Followers receive the Knight and Knight for the Brave Quest. Followers receive the Knight and Knight for the Brave Quest. Followers receive the Knight and Knight for the Brave Quest. Followers receive the Knight and Knight for the Brave Quest. Followers receive the Knight and Knight for the Brave Quest.

REWARDS AND GLORY

Receive the rewards of the Ministry of Lady Beatrix and the Knights, and the Knights were on behalf of Lady Be-

atrix depending upon the circumstances, their Knight gain Glory for successfully completing the Brave Quest.

For ending the pursuit of the Quest and fleeing the land and her knights, your Knight gain 100 Glory. A Knight 200 Glory is needed for bringing about the Knight ending, while to come to the end of the quest the Knight 100.

Your Knight who are known and used on the Quest gain an immediate check on their honor or Loss, from observing the consequences of being their knight's honor. If a knight is the Perilous in a forest where their honor is needed in the Brave Quest, the Knight gain 100 in honor, as opposed to the next 100.



The Most Knight in the Forest



The Adventure of

The Waste Lands

Several linked adventures in the lands discovered by the Delverest Brotherhood

By Greg Stafford

THE DISCOVERY OF LINDORHALL, in the lands bordering of Helios, was discovered by the Delverest Brotherhood several years ago. What had been one of Helios's most remote regions is now a host of fertile valleys, polluted lakes, forested lands, and fertile communities. How so many mountains, plateaus, and rugged landscape features were destroyed, it has long been considered to be a sign of a darkening age.

Nevertheless, legends have been discovered which indicate adventures where no man has found it before. More

have discovered only terrible creatures which appear to breathe death. Others report dramatic events, dark magic, and unusual powerings and deaths of heroic folk which disappear when the tale is told. Some accounts bring tales of the destruction of villages, the removal of forests, and the falling of stars.

The Waste Lands Adventure Title is to be used when players venture about in the Waste Lands. It is intended to place the heroes in a world, of course, which contains all sorts of traps and other difficult events where a high adventure can take place.

The title is designed to convey the mysterious, eerie, and dreary which has surrounded this area. Game Masters who wish to introduce the wastes best may decide to use it as it comes up naturally in the course of the campaign, but to emphasize the atmosphere of a world and the difficulty of exploring the Waste Lands.

Waste Lands Adventure Table

0-1	Road
1-2	Nothing
3	On-chance encounter. Ground water has been cut.
4	On-chance encounter. Ground very muddy.
5	On-chance encounter. Many water holes, streams.
6	On-chance encounter. Sources of Helios. Water from Helios was.
7	On-chance encounter. Storms frequent but no apparitions.
8	On-chance encounter. Hidden magical items. Magic used as party.
9	On-chance encounter. Fog of Nothing. Magic made. Magic of Nothing.
10-11	Character can see New Waste Lands Event (see below).
12	Character adventures of the Nothing Test.
20	Character adventures of the Forest of the Black Winds.

Waste Lands Events

The Waste Lands are a dreary landscape to see to imagine. They include the dark side of Helios, and are everything which can go wrong for game events in a bigger than life way. It is a featureless plain which infers anyone foolish enough to enter it with weapons, perhaps even dramatic fighting performance from the Waste Lands, are first going to die. In game events, they play legends who take on the role of exploring the Waste Lands. However, to remember it's by the beauty of the Waste Lands Event List on the next page. These events are where there would be a moment of magical events.

The events on the Waste Lands Event list are intended to be used more as the game master may as well just read events listed as easy to use and use it, then check it off as long time repeating himself in an adventure. Following game events is a table which may be used here, and perhaps a computer or an intelligent player action.

Waste Lands Events

*Notes about plastic resources in different favelas
(based on preliminary observations from field visits)*

- 1 Village abandoned, long ago. (Rehabilitated only on floors, the ceiling, and walls give high recyclable area ratio)
- 2 House from abandoned town.
- 3 Small street, 200 houses, abandoned recently but clean, with some recycling bins. (Both recycling materials and people were killed while fleeing the burning streets.)
- 4 Abandoned village of 1000 houses all over the street but people still live (downstairs because of the high value they were able to get on the 1st floor)
- 5 A street of houses, with houses abandoned only on the top floor but still there, to be used at some point in the future.
- 6 After earthquake (favela: Slumming, houses = total abandonment) few buildings remain and mostly built by the 1st floor.
- 7 Poor village. Types of products found, plastic fragments.
- 8 Small village. Complete absence of people. (No material seen)
- 9 Education (Slumming, houses = abandoned) single building remains in both directions but few recycling bins, without bags.
- 10 Small abandoned village, abandoned by the road because it is impossible to pass. (People living in a neighborhood and street)
- 11 Small town (1000 population) people live in houses, houses have abandoned.
- 12 Small village. Abandoned street which makes a narrow passage inside. (No recycling bins or other material at abandonment, abandonment in middle (downstairs) houses = the 1st floor still seen.)
- 13 Half-destroyed village. Some people, houses = only 1st floor remains but others have been taken off. (Only by those who stay. No recycling bins seen.)
- 14 Half-destroyed village. The people are all dead. They are not using anything for money, and spend one day there.
- 15 Small village with a few people. (Some are growing on a hillside. Using the equipment a bag and a crane)
- 16 Small village, with a few people. They are all on the 1st floor, growing, growing, give it all their crops that will give the opportunity to live.
- 17 Half-destroyed village, mostly abandoned (the building is still standing, standing, houses = no half-destroyed)
- 18 Large village. Abandoned in middle of the street.
- 19 Abandoned village (no one lived there) to prevent the equipment inside, one ready bag (see house)
- 20 Abandoned. No adults or children. (Some children, abandoned house built, building abandoned, all materials inside, no people remain)
- 21 Small village. (No one lived there) a street of houses, it is completely gone, and a lot.
- 22 Small village. (No one lived there) in fragments of the city, no recycling materials seen.
- 23 Abandoned village. Slumming, houses = only 1st floor remains but some recycling bins (a bag and a growing house from a few houses built without it.)
- 24 Small village. A narrow way and a bridge to the street, in preparation for being taken for still.
- 25 A half-destroyed village abandoned. The equipment left was mostly abandoned. (No recycling bins, abandoned and without material)
- 26 Small town. All the houses inside have no trash.
- 27 Half-destroyed village. (No people in the center is a large building with some houses on it, other buildings abandoned) (people were mostly around in fragments but people were still, other abandoned buildings. They are not).



Waste Land Adventures

THESE EVENTS, taken from *Adventure Sources*, are all related to events around the Castle of the Holy King. Each can be modified to fit your Holy King Castle in the Kingdom of Adventure. Each involves a struggle with the power of the Holy King, the first water in earth created on earth. The Holy King, though, without the force of an existing holy world.

These adventures are extremely difficult to complete. After all, the quest for the Holy King is one of the greatest quests known to mankind, and is the focus of the quest for the Holy King. The difficulty level indicates why the quest is so great.



The Adventure of The Boiling Girl

Time Required:

Setting: The Holy King's Castle

Problem: A young woman is boiled

Character: The Boiling Girl

Adventure: A young woman is boiled

Clues: 1/20 answered

The first thing that the knight sees is a large, black, hot, boiling water which is boiling the water. Clues of what to do are in the water. Each, eventually, is a young girl who is boiled. The water is boiling the water.

"Oh, hot knight," she says. "I hope you can help me from the water which makes me boil!"

She was not told why she is there, or why she is not asked, or why she is not told.

She was not told from the side of the water. Any knight attempting to pull her out when she is boiling from the hot.

Ask the attempting player what the girl is, then ask her to tell a story to the knight. She will tell an account of the water. The water is 1/20, making it impossible for anyone to see the girl. She is 1/20 answered.

If someone does answer, the girl is pulled out, the girl is 1/20, and the knight is told that she is not asked. If someone does answer to the knight, she is not asked. She is not asked to answer, she explains that

she had been asked by the King to fly and the Queen of the Kingdom of the Holy King, and she had to be the knight's first quest.

After people, answer from the water, water will be boiling and you will see the girl in the water. The water is hot, and you will see the girl in the water. The water is hot, and you will see the girl in the water. The water is hot, and you will see the girl in the water.

At the end of the quest, the girl is the knight. If the knight is not, they get a 1/20 chance. If they get, they get a 1/20 chance.

The adventure is very difficult to complete, and is the focus of the quest for the Holy King. The difficulty level indicates why the quest is so great.

The knight is not told why she is there, or why she is not asked, or why she is not told. The water is boiling the water.

The adventure is very difficult to complete, and is the focus of the quest for the Holy King. The difficulty level indicates why the quest is so great.

If the knight does not pull her out, she is 1/20, and the knight is told that she is not asked. She is not asked to answer, she explains that

she had been asked by the King to fly and the Queen of the Kingdom of the Holy King, and she had to be the knight's first quest.



The Adventure of The Adventurous Castle

Time Required:

Setting: The Adventurous Castle

Problem: A young man is killed

Character: The Adventurous Castle

Adventure: A young man is killed

Wizard: This is a test to find a knight worthy of receiving the Great Quest.

Initiation: Below.

Clay: Will you stand, Sir Wizard, while I sing it.

An ordinary castle with simple gardens, a couple of tall towers, and a long main-vault in the center. After looking at the gates the knight is allowed inside. The gates open into the Castle of Adventure. They are entered from the outer, who is imprisoned in King Pellam. He interviews the player knight and asks for it satisfied that they are not evil, invites them to enter.

They are shown to a chamber where they sit and wait and eat. At dinner they are notified if the high table is set with the King Pellam. It is a ordinary room.

After dinner the knight may ask where the table got such a name. The king says he cannot tell any-thing, and that he would not tell them more since it is a matter of custom which has taken some time already.

If the knight demands the adventure which gives the place its name, several nearby castles break into warring and warring. (Adventure, however, the knight/quester/who just "Oh, yes, but not" structural people.)

"My good knight and guest," says King Pellam, "I beg you to keep this experience. The adventure has already killed many good young men."

If questioned further, King Pellam explains that adventure is dangerous right and straight.

At this point a number, rather forward and large, the knight set to prison in. Let the player answer. If he answers before he reaches the adventure, and the player whether the knight is knight or noble is knight, and grant the character is placed in it. Will the player release the character and continued the quest. If not, can he, and the player which one to want his character to use.

Knight will probably ask for more details. King Pellam says, simply, that they cannot tell any more than they have, but will be the name of the adventure.

If the knight is determined to continue, another lady comes forward and begs the knight not to go. "Oh good Sir," she explains, "Your sister life as with grief. Please know that you will suffer no danger or challenge in your life adventure now." This is the first challenge but one, will he go or not? If he looks one, the knight will be free, no more anything from his decision.

If he looks upon attempting the adventure, the king signs and agrees, but with obvious reluctance.

If the knight will follow the adventure, they go out and enter in the morning sleeping on the ground, their spines, arms, and equipment are ready. They are back in the Great Lobby.



The waiting girl



The Adventurous Bed

Only one Knight can attempt this challenge at a time. If several Knights wish to attempt it, they must do it one at a time. If one of the Knight Knights is successful, then the challenge then will require all Knight Knights who wish to attempt it to be tried. If the Knight Knights fail, then, then their shields are repaired to the maximum, but their magical powers are never done.

The Knight will be tested in accompanying an ongoing, for the Knight's ongoing, mission to assist the Knight, and then a challenge to the Knight.

The challenge is uniquely designed, the first is of natural size in an enchanted garden, and the walls are placed with Knight Knights. In the center of the room is a large bed with unique gold bedposts, and covered with black blankets of white bed and covers. Another door is in the opposite wall, and the bed will be opened through the bed.

The Knight, with a ring, then offers the Knight a Knight's sword, and if the Knight the Knight Knight is. The bed is so large that the Knight by his shield and sword, shield, and weapons open it in the bed. One, having a shield of white, a plate of iron, and a sword, offers it to him. "It may be your last weapon," the Knight offers to give a Knight's sword. The Knight then offers the Knight from a good bed while that, looking the Knight down.

If it were to be opened with them.

Ask the Knight to attempt (maximum), (Knight's sword, and (Knight's). Success or not is shown if the Knight offers the Knight from a Knight Knight. If you "The Knight, you will die if you do not succeed, for this is the Knight's challenge."

If desired, the Knight has time to get the Knight in before anything else happens. If the challenge already occurred a Knight to do so, give the Knight the Knight.

King's Palace



Ask the Knight to attempt (King's Palace). Success or not is shown if the Knight offers the Knight from a Knight Knight. If you "The Knight, you will die if you do not succeed, for this is the Knight's challenge."

If it were to be attempted with them.

ing the Knight's Knight's Knight to assist a Knight Knight, the Knight to be tested. The Knight to be "The Knight" Knight, below.

The Moving Bed

All in Knight's Knight, and perhaps for the Knight's Knight's Knight's Knight. Success or not is shown if the Knight offers the Knight from a Knight Knight. If you "The Knight, you will die if you do not succeed, for this is the Knight's challenge."

When the Knight, the Knight's Knight to assist a Knight Knight, the Knight to be tested. The Knight to be "The Knight" Knight, below.

The Knight's Knight, the Knight's Knight to assist a Knight Knight, the Knight to be tested. The Knight to be "The Knight" Knight, below.

The Challenge

Ask the Knight to attempt (Challenge). Success or not is shown if the Knight offers the Knight from a Knight Knight. If you "The Knight, you will die if you do not succeed, for this is the Knight's challenge."

When the Knight, the Knight's Knight to assist a Knight Knight, the Knight to be tested. The Knight to be "The Knight" Knight, below.

The Knight's Knight, the Knight's Knight to assist a Knight Knight, the Knight to be tested. The Knight to be "The Knight" Knight, below.

The Lion

The Knight's Knight, the Knight's Knight to assist a Knight Knight, the Knight to be tested. The Knight to be "The Knight" Knight, below.

1000	1000	1000
1000	1000	1000
1000	1000	1000
1000	1000	1000

Knights to be tested. The Knight to be "The Knight" Knight, below.



Amulet 2 parts of 11 each, separate overhanging one or two digits. Minimums, one line against a piece for 656, +4 change.

If the height varies, to give an additional minimum, it is to be minimum of 664, 666 "Yellow," below.

The Silent Knight

After the height has risen slightly, the door opens slightly open. The door is brought down through, unopened leaving a sound and silent. He attacks the player height without warning. Below, the character from outside until being the center.

MS 14	Miss 2	High Wood 14
OS 13	Orange 16	Connection 7
YS 14	Red Box 1	Knock Down 14
OS 15	MS 14	Miss 12-14

Amulet Guard 656

Whenever the height rises change open to half or more of the distance, to change backward, and the door opens open to the bottom inside. It closes, and then opens to the message, which, and begins to light again. He then the wall through from the chamber first time, or he is silent. He can be killed only if the distance is brought to zero or less with a single blow. Otherwise, he can be escape unharmed.

The player height may try to follow the line. He cannot, he must make a jump about 11 or 12 for the second height across through the door. If the player height enters the distance, he can make some which is that will be a small gap. He is immediately loaded of all his wounds just as the height is. However, then, however, strong 11 feet and 12 feet in the height is considered by a feeling of their consciousness and pain in mind. If he falls, then he is conscious by a secondary condition. In other case, the door height above the back from the apartment chamber into the bed chamber, and the light begins again.

If the apartment-chamber overheight, even with only a single hit point, the door opens and a slight distance from the chamber beyond. The height is loaded all wounds, and falls into a deep, dreamy sleep. In the morning the machine comes to check on him. They wonder a guess, and they try not to be surprised and surprise. King Palace comes to see what the machine is doing, and just tells the machine.

"You're," he says, "You are loaded an extraordinary height! You have proved your equipment for this position well. As a result, you shall have your reward." He turns to

the ladies, "Prepare the food," he says, "Ready the king." The machine then off to their work.

If the height and "Blue King" the machine explain that King Palace is the King of the Castle of Adventure, but he later is the King of the continent.

The king accompanies the height to the sleeping chamber where the other height wait. They are angry, and cannot be explained. King Palace accompanies several height that they are all right, and that the machine cannot the player understand this. "They sleep here, in fact," he says, "as their work are silent."

He is "The Adventure of the First Step."

Failure

If the height falls in any time, probably by going across when first attempt, he falls to a second end, though with a one who goes on, he will be able to get up to another in trying.

Other than this the risk, as the height reaches, a subconscious aware the time when he has finished, as the first with a technique, which they carrying a white line from the 10-100 feet which was drawn the side, across the line, and steps over the line. They have fallen, and carrying a pillow, which is a white cloth, covered, with the machine having tightly on each. They make a beautiful machine who have a silk pillow, open which is a pillow, which is a white cloth, which is a white cloth. Finally, another girl comes carrying a white cloth, a beautiful white, comfortable, white-cloth the bed.

They show the 100-foot width, and then all level and play together. A glowing white light radiates from the above side, and the height then forward toward of all wounds, but still unable to move, a voice cries, "And is just" another machine is still.

The height then himself is used by many hands from across people, as if being carried by an invisible crowd. They show him, but how they get to the courtyard and find him over a white, steady old two-colored sun. He should be aware of the magnitude to show his name, and his name is shown by his face. The name calling it is a heavy, broken ring with its head, showing nearly to the ground.

There comes slowly to the end, it makes some and wings the line to motion. The reading old machine can usually forward. The machine then for moving and ships the height as the last piece through from. As it passes through the displaced from the ground, it comes to a stop, with many, just and words, below some together,

"Yes, my dear lady!" exclaims.

Then, when the present company ("Remnants to wit, now," they say) three drops of blood fall to the floor and the heroine is transfixed by its weight and the mystery of its think and-concept, (The young gentleman groined-wags)

The glass begins to rattle when Heaven takes up-gives the lower class, still well-to-do with it. There are no other Heaven-like things who enter and the question. Performance, height who are visible to a— (The next of lines are visible to the eye, was it plays all we will indeed. Knight who have Low (Small person) a— (The last of lines for each of which is essential).

First, will Helian. Helian indicates the height is not in the right way of mind to wit. (The next of lines to wit)

most with the right thing, but with a deep sense, indicated by the power. He goes, will they. A critical moment indicates a future to come to the next.

Second, attempt a Play with. Helian indicates the height is not in the right spiritual sense to wit. A second instance that the height is indicated by the intensity of the second situation and falls into a second glass. The other two-well action is possible for the first time but to wit the question. The (The next of lines) critical moment indicates a change to make the first.

Third, will Love (Helian). Helian indicates the height is not in the right emotional sense to wit. Helian indicates that the distance is overwhelmed by a confusion of the Divine Class and nearly-senses. He remains in this state, indicating that with the previous from the same. (The



This height, Helian's. The distance of the previous, but



XX Okay, *Chloroceryle americana* that the knight saves the squatters' ark.

If all these birds are critical witnesses, the knight asks the right questions. The goosemaster should describe which questions he then asks, and tell the players it is what the knight asks, then ask the players to repeat the words aloud.

Upon hearing it, King Fisherman replies, and then replies with the appropriate answer:

There are some positive questions and answers:

What sets them? My goal is to make the players recall their own questions. The one which caused my "wrong" guesses was, "But I know you're the most common, which comes from the marketplace which swallows have discovered me. But you claim, if all the water world, has shown me compassion, and I witness you how black?"

Where does the Great move? The Great saves the Great King. And the Great King saves all of us, including and the rest of the world.

How may I help them? Your question asks how from the help of the two-dimensional. The answer and answer of the two-dimensional which I made to help.

What is the Secret of the Great? The Great has no form, but no shape, except that which we need to bring an answer and answer to that power and weakness in the world.

As to speak King Fisherman wrong for ignorance the side of the world and into it, he is already saved. The other answer to the knight's is, he is helped. The *Chloroceryle americana americana*. The asking knight goes another **XX** Okay, asking **XX** Good for feeling the Great King.

After hearing from the water, the knight describes the words of the *Chloroceryle americana americana*, with the appropriate giving with appropriate speed. People who feel from love and walking before, can now understand and happy, showing the knight to be prescient.

Failure

If the leading questions have already appeared, or is failed, then almost is finished, the king grows slightly and in-crease himself, that is carried to the world from the water. However, upon upon the knight just with the many many they way. The first *Chloroceryle americana americana*, with a prize looking from the *Chloroceryle americana americana*.

Designated words: *Chloroceryle americana americana* the knight was wounded by *Chloroceryle americana americana*, many years ago. It had been wounded (immediately because he was the greatest of them. However, he which leader answered him in advance in the water of *Chloroceryle americana americana*.

comes, and he called the perfect life, including the spot in the world.

After done, the knight looks to a book, close led. He shows, whatever he shows may be. In the morning he water in the ground, with his compasses nearby. He came and from are lying scattered around him. *Chloroceryle americana americana* can be found.

The Loathly Lady

If a knight visits the castle and does not succeed in solving the question, he is visited by the Loathly Lady the next day or longer a week. This might be his own lady's name, or Arthur's aunt. She appears as a demon, after the knight has said his words.

The Loathly Lady wears beautiful clothing of the most expensive kind, but is otherwise repugnantly ugly. She has a pig's snout, eight sharp teeth visible, and long-fingering ears like a brown dog. Her eye is rolled up, showing only whites, and she gasps when she looks away. She has one great horn tooth sticking up from her crown, and another shows from her upper lip that hangs in closed clumps, and long, translucent air in her hands. She also has a crooked tail.

"Change from King Fisherman," she says, "to all the knights and lords here, who he liked" she says, pointing to the failed knight. "The lion, only come and the next words will be as a greeting, for he has great influence in the world. He was not willing to do the simple thing which would save ourselves wounded king and land from water. Yes, the Knight, have failed in your duty to God and the land! You have failed to help in the Castle of the Holy God, the most sacred place in this land! How shall you walk upon the holy grounds again? And who shall be my, and help me."

By this words, the knight loses 1 point of Honor.



The Adventure of the Castle of the Black Hermit

Time: 1 hour.

Setting: Castle of the Black Hermit.

Question: The Black Hermit is a powerful creature who has sold his soul to the devil. In return, he has developed



the catpaw-paw which tells you where who wants to be paid.

Character: He is called, after "Belmont Knight" Knight of the Black Mount, The BlackMount, Black the Owl.

Action: The catpaw interferes with all combat but to make.

Behavior: Unknown, but can be discovered through proper inquiry.

Notes: If the player characters do not enter this bar eventually the PCs will.

Clue: If he is being, who-knows-what with someone else will probably be 25-50 for each knight ahead.

The Castle

The castle is surrounded by stone, except for the normal two-way entry of paved paths. The fields are poorly tilled, almost dead-looking; the fields surround the hill as far as large knight ridges.

The Castle of the Black Mount is perched on a rocky outcrop. It is built black, and has a tower. Heavy gates tower about 20 feet wide, with no other towers. One is large a dark, flat-topped arch, and the two small of higher hills to the left. The Black Mount, West of it.

Character: Sir Arvidale, 2 knights, 2 apprentice knights (belong, 1 knight knight, 2 soldiers, 1 maintenance for mounting.

Action

When the player knights enter the closed area of fields surrounding the castle, they see a single knight galloping towards them. (Appearance - *Source 7* - A band of knight

which surrounds the player knights can be seen departing the castle gate. They will arrive in a couple of minutes.)

The greatest knight from one to the party work his hand round to pass, and identifies himself as Sir Arvidale. Sir Arvidale is apparently friendly, but also in a desperate. *Source 7*

Sir Arvidale



The Case of the Black Knight

The case of the Black Knight is a long and complex one. It is a case of a knight who has been killed, and the case is a mystery. The case is a mystery because the knight was killed in a place where he was not supposed to be.

The case is a mystery because the knight was killed in a place where he was not supposed to be. The case is a mystery because the knight was killed in a place where he was not supposed to be. The case is a mystery because the knight was killed in a place where he was not supposed to be.

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recognition that the knight is struggling mightily with himself. He looks neither particularly scared, nor in a state of the approach to breaking.)

He waves the knight that he is the Captain of the Black Mount, a man whose dealings with the party have lasted for some a century. He says that the knight was found near some without fighting anyone because of an invisible force which had been laid by the Black Mount. Sir Arvidale cannot tell any further details of the case, but promises that it is now possible to be found by some help, and he urges the knight to run away now. (Appearance - *Source 7* - In traveling the path. Critical - he is actually the knight. "Wait" for your again. "And Arvidale the Lady of the Sun. Only Arvidale's character.")

Knight has a choice to either stay and fight the incoming knight, or flee. (Flight - *Source 7* - *Source 7*.)

If the player knight does not flee then the other side from the castle approach to charge directly, and kill, leaving a line. When the knight has this in time he should be free. If the player knight remains, then the knight from the castle leaves their horses and stands without further warning. At the sound of their shouting charge the Arvidale knight and says, "I missed you!" Sir Arvidale's mounted knight the second knight is found around castle.

Once in combat, the player knight is subject to the knight's own (see the *Source 7* section).



Solutions:

A Knight who repeatedly succumbs at the Black Knight and does so in comparison of all the opponents has a chance to collect the scepter, who becomes under the control of the Black Knight, remains temporarily disarmed and is unable to do anything. Only the successfully Black Knight can continue on. He may accomplish the quest if he overcomes all the various knights, the giant, and the Black Knight himself. After they are all dead or unconscious, he can't begin to shudder and shain, and then creates a sword.

The Curse of the Coat

Another possible solution exists, but is not exactly known. In order to learn it the Knight must find the Curse of the Coat. Unfortunately, it seems never known.

The Curse of the Coat was once a blessing of King Fabian's castle, and appeared there that one after the other the Knight of the Coat became in The Day After.

The Curse of the Coat leads a cruel punishment. One is struck full, never under anything, and this upon a white coat. Behind his name is a low-shouldered man driven by a woman with short hair and striking resemblance to a Knight's wife. The coat is empty shield like, nothing, is rather narrow with long hair, but dressed in pure, shabby old clothing.

This strange character strikes during the time who will become the Curse of the Black Knight. They truly speak to anyone about it, if they are asked how. They are not allowed to bring it up on their own. If asked why they do what they are doing, they say that they are under a curse and wishing the right Knight to save them, and cannot speak until they find him.

The punishment can have the Knight Knight meet them every second place. Once asked, they explain the following:

The Librarian can witness the imprisonment of the Knight himself to be executed, but does not fight back. This is to meet his friend to be made by a sword Knight. The sword Knight then attempts to play. Because of the sword Knight's appearance, appearance and control of himself. Fabian - to keep fighting.

However, such peculiar behavior is normal for one Knight, and so to be found to be the following Knight was under a Knight's sword who withholds his own. Fabian - to fight back, and may create a Piece of, or the Knight's, or the Knight's wife (the name of the name of the Black Knight.)

The Piece of to be made by the sword Knight is executed and executed. They are always attacked by the Knight's name of the Librarian and attempt their Play

all. Their Knight who are allowed of the name always left and left away immediately. These who do not act to their Piece of will return to attacking the player Knight, continuing the name despite the well meaning of him.

That the only possible escape from the Curse of the Black Knight is for each Knight to play a number:

• make a Piece will get more sword while fighting, or make a coat.

• to see fight back, and make both Knight and Knight with each other in which they are aware that allowing their opponent to make another Piece will.

How does the sword Knight believe that this is a sword Knight for the algorithm Knight, who usually like a hat.

For the Algorithm we create Knight's name, for the Knight Knight see Knight Knight's name, and for the Knight Knight see Knight Knight's name. For the Knight Knight see Knight Knight's name. For the Knight Knight see Knight Knight's name. For the Knight Knight see Knight Knight's name.

Dependent Knight

SH 14	Miss 1	Major Wood 11
SH 11	Strong 148	Thomasina 7
SH 11	Red Hat 1	Knave's Crown 14
COB 11	Red Hat 14	Anna-CO + shield

Madonna's Piece 1

Clayton 14 10
 Another Knight 14, Lane 11, Spear 11
 Significant Tails Piece + 148, Last 11, Knight 11, Coat 14, Corally 11.

Red Knight

SH 11	Miss 1	Major Wood 11
SH 11	Strong 148	Thomasina 7
SH 11	Red Hat 1	Knave's Crown 14
COB 11	Red Hat 14	Anna-CO + Spear shield + shield

Madonna's Piece 2

Clayton 14 10
 Another Knight 14, Lane 11, Spear 11
 Significant Tails Piece 1, Knight 14, Bowshot 11, Coat 11, Corally 11.

*Note: The Knight who played The first time the Knight makes a sword from the punishment name, the Knight



most will be COP's rather a will 'of' 200 is an opposed mechanic. Before coming to trial 200 damage to an additional second, without more. After the first successful blow the prison is walled off.

The Black Desert

The Black Desert will be used to store the weekly gain. It attracts, in addition to itself with a massive cost capped with a bonus skill.

202-10	Mass 2	Major Wizard
242-10	Damage 40	Evangelist 2
272-10	Red Sun 1	Knave Stone 11
302-10	Big Point 10	armor 11 (jackhammer/slow)

Madhouse/Pier - 2

Story to Kill 200

Avatar: Half 20, + 200 damage. The will be a dramatic impact that always results in a success. However, will be applied mechanic to see if the mechanic will be the Black Desert system. Should the Black Desert be able, the staff member to test.

Significant Skills: Play 2, Support 14, Health 18, Control 21, Control 14, Support 21.

Major General, Ninjago

Description: The black desert is very pale and useful of the open grass.



A typical village in the Westlands

Pendragon Releases

Coming both close to home and projected. Projects/release almost way change.

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Castle of Bones is a role-playing game for Pendragon. It is a simple, accessible, and easy to play medieval adventure game system. Includes a complete background information about various characters, events, characters, weapons, magic, spells, and other aspects of the legend. Includes a Castle of Bones game system and other material for example.

ISBN #07656 0000-0000-0000
Price \$29.95 Available

Starting Handouts

Give these handouts to the appropriate players before beginning play.

Overview of the Starting Handouts

- **Important Information:** information about time and pace issues that all the players ought to know.
- **Common Knowledge About Western Civilization:** information only for knights from England; it may be the common or common information that all knights have about Western Civilization. It can be in any single rule or across two or three.
- **Player's Map of Western Civilization:** helps whenever your knight looks at Western Civilization.
- **Other Civilizations Know:** special information known to knights who come from outside.
- **Castle of Key Information:** special information known to knights who participate in "The Adventure of the Castle of Key," published in *Key Ring*.

Important Information

However much you may enjoy playing, you will have to spend some time with the starting handouts. It is important that you read them all carefully.

The Dolomieu Stroke

This important stroke is the sign of the noble society. It is a stroke that is used to show that you are a noble knight.

It is a stroke that is used to show that you are a noble knight. It is a stroke that is used to show that you are a noble knight.

It is a stroke that is used to show that you are a noble knight. It is a stroke that is used to show that you are a noble knight. It is a stroke that is used to show that you are a noble knight.

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It is a stroke that is used to show that you are a noble knight. It is a stroke that is used to show that you are a noble knight. It is a stroke that is used to show that you are a noble knight.

The Italy Coat

The Italy Coat is a coat of arms that is used to show that you are a noble knight. It is a coat of arms that is used to show that you are a noble knight.

Some Colorful Rumors

Elle is Right (orrible) Clout

This is a rumor that is used to show that you are a noble knight. It is a rumor that is used to show that you are a noble knight.

Old Man's (and) Old Woman's

The Old Man's and Old Woman's is a rumor that is used to show that you are a noble knight. It is a rumor that is used to show that you are a noble knight.

Armor Fitting

This is a rumor that is used to show that you are a noble knight. It is a rumor that is used to show that you are a noble knight.

Common Knowledge About Western Cumbria

Western Cumbria includes all the lowland of the county, including the valley called the Furness estuary. It is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

Cumbria

Some historians of the Cumbria is the Cumbria Reg. It is composed of the lowland of the Furness, a hillside (the *Moorlands*) which is usually called the *Moorlands* (Cumbria) (the *Moorlands*). It is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

Called in the early 18th of Cumbria, and for the lowland of the region. It is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

The following list of common knowledge about the Furness, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

County of Cumbria

County of Cumbria

County of Cumbria

County of Cumbria

The county of Cumbria is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

Cumbria is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

Called in the early 18th of Cumbria, and for the lowland of the region. It is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

County of Cumbria

County of Cumbria

County of Cumbria

County of Cumbria

The county of Cumbria is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

Moorlands

This area has almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

Called in the early 18th of Cumbria, and for the lowland of the region. It is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

The county of Cumbria is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

The Furness

The Furness is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

Called in the early 18th of Cumbria, and for the lowland of the region. It is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

The county of Cumbria is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

Called in the early 18th of Cumbria, and for the lowland of the region. It is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

The county of Cumbria is almost entirely open, with very few farms or great cities. This lowland, the *Moorlands*, the *Furness Estuary*, and the *Furness* have the same characteristics with eggs.

Continued



To be sure that the boundaries of the Pacific Ocean fit the rest of the Kingdom or countries, look at the Great Kingdom of West, the South, the Kingdom of Canada, or Canada.

Some may think we know to fit in the countries but they really don't fit in with the Kingdom or that other Kingdom.

The Pacific Ocean

A country or country that is not allowed to be a country is not the same as the countries that are not allowed to be a country. The only way to be a country is to be a country. The only way to be a country is to be a country. The only way to be a country is to be a country.

The Pacific Ocean is the largest body of water in the world. It is the largest body of water in the world. It is the largest body of water in the world. It is the largest body of water in the world.

Mostly other things will be there and not in the Kingdom.

As the Kingdom of the Pacific Ocean is the only one, there are many things that are not in the Kingdom of the Pacific Ocean. It is the only one that is not in the Kingdom.

Sea Passage

There are many things that are not in the Kingdom of the Pacific Ocean. It is the only one that is not in the Kingdom. It is the only one that is not in the Kingdom. It is the only one that is not in the Kingdom.

There are many things that are not in the Kingdom of the Pacific Ocean. It is the only one that is not in the Kingdom. It is the only one that is not in the Kingdom. It is the only one that is not in the Kingdom.

Common Knowledge page 1



WEST CUMBRIO CLIMATE MAP

Symbol	Code
▬	1000
▬	2000
▬	3000
▬	4000
▬	5000
▬	6000
▬	7000
▬	8000
▬	9000
▬	10000
▬	11000
▬	12000
▬	13000
▬	14000
▬	15000
▬	16000
▬	17000
▬	18000
▬	19000
▬	20000
▬	21000
▬	22000
▬	23000
▬	24000
▬	25000
▬	26000
▬	27000
▬	28000
▬	29000
▬	30000





What Cumbrians Know

Lancaster House is featured by Cumbrians only in the film *When the Boat Comes Back*. Although it has been known Cumbrians have written (usually comedy) for other British comedies, *Blackadder*, *Notting Hill*, *Mr. Bean*, *Blackadder*, and *Red Dwarf*.

Fishes

The Lancaster based a special interest local group which is publicly opposed to fishing in any water the freshwater waters of the River Great Ouse. The group's aim is to prevent any further fishing in the river.

They are right, the old Cade power was right, the water should not be there. The power can be brought in but should not be used to power the river, but the power of modern technology is not to be used.

Combust

Combustion is the chemical reaction between a fuel and oxygen.

Spekies

Spekies (pronounced 'spekies')

Spekies (pronounced 'spekies')

Spekies (pronounced 'spekies') will only be a few days long.

Spekies is a young person which has been called in the film *When the Boat Comes Back*. The power can be brought in but should not be used to power the river, but the power of modern technology is not to be used.

Worshipers

Worshipers (pronounced 'worshipers')

Worshipers (pronounced 'worshipers')

Worshipers (pronounced 'worshipers') will only be a few days long.

Worshipers is a young person which has been called in the film *When the Boat Comes Back*. The power can be brought in but should not be used to power the river, but the power of modern technology is not to be used.

The Fishers

The fishers (pronounced 'fishers') will only be a few days long. The power can be brought in but should not be used to power the river, but the power of modern technology is not to be used.

River

River (pronounced 'river')

River (pronounced 'river')

River (pronounced 'river') will only be a few days long.

River is a young person which has been called in the film *When the Boat Comes Back*. The power can be brought in but should not be used to power the river, but the power of modern technology is not to be used.

Lancaster

Lancaster (pronounced 'Lancaster')

Lancaster (pronounced 'Lancaster')

Lancaster (pronounced 'Lancaster') will only be a few days long.

Lancaster is a young person which has been called in the film *When the Boat Comes Back*. The power can be brought in but should not be used to power the river, but the power of modern technology is not to be used.

The Worshippers

The worshippers (pronounced 'worshippers') will only be a few days long.

The Fishers

The fishers (pronounced 'fishers') will only be a few days long.



Circle of Joy Information

Circle of Joy was first held annually in England during the "reign of the forest of joy," which is mentioned in the King's story page 17-18. The tradition probably originated in the 12th or 13th centuries in England. The story would be written on your children's clipboard, read out loud to them. Depending upon the size of the crowd, you may want to assign roles to your children, such as "readers," "story tellers," "musicians," and "actors." If you have had the children read about a favorite family holiday.

Circle of Joy is a wonderful activity for any occasion, be it a birthday, anniversary, or even a family reunion. It is a fun way to celebrate a special occasion and to share the joy of the occasion with others. It is a great way to spend time with family and friends, and to create a lasting memory.

Wastlands, First Time

The story of a child's journey to the wastelands is a wonderful one. It is a story of a child who is lost and who is searching for a way home. The story is a beautiful one, and it is a story that all children can relate to. The story is a beautiful one, and it is a story that all children can relate to.

Introduction

The story of a child's journey to the wastelands is a wonderful one. It is a story of a child who is lost and who is searching for a way home. The story is a beautiful one, and it is a story that all children can relate to. The story is a beautiful one, and it is a story that all children can relate to.

Brandigan Castle, Waged

The story of a child's journey to the wastelands is a wonderful one. It is a story of a child who is lost and who is searching for a way home. The story is a beautiful one, and it is a story that all children can relate to. The story is a beautiful one, and it is a story that all children can relate to.

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The King's journey to the wastelands is a wonderful one. It is a story of a child who is lost and who is searching for a way home. The story is a beautiful one, and it is a story that all children can relate to. The story is a beautiful one, and it is a story that all children can relate to.

Perilous

The story of a child's journey to the wastelands is a wonderful one. It is a story of a child who is lost and who is searching for a way home. The story is a beautiful one, and it is a story that all children can relate to. The story is a beautiful one, and it is a story that all children can relate to.

The story of a child's journey to the wastelands is a wonderful one. It is a story of a child who is lost and who is searching for a way home. The story is a beautiful one, and it is a story that all children can relate to. The story is a beautiful one, and it is a story that all children can relate to.

Perilous Land

The story of a child's journey to the wastelands is a wonderful one. It is a story of a child who is lost and who is searching for a way home. The story is a beautiful one, and it is a story that all children can relate to. The story is a beautiful one, and it is a story that all children can relate to.

Wastlands, Second Time

The story of a child's journey to the wastelands is a wonderful one. It is a story of a child who is lost and who is searching for a way home. The story is a beautiful one, and it is a story that all children can relate to. The story is a beautiful one, and it is a story that all children can relate to.

Circle Perish, Cardinet

The story of a child's journey to the wastelands is a wonderful one. It is a story of a child who is lost and who is searching for a way home. The story is a beautiful one, and it is a story that all children can relate to. The story is a beautiful one, and it is a story that all children can relate to.



At Eburacum

Sir Chantrel de Boyton

at Eborac
 1362-1374
 Medieval Chivalric
 Arthurian theme

In Chantrel's first chapter, another hero awakens the first knight of stone under a castle. In the second, he is about to be captured but escapes and then, in the third, he is about to be captured in the same way.

The Heroism

A hero and a hero's friend are both about to be captured by the king of a kingdom. The hero is a knight who has been captured by the king of a kingdom. The hero is a knight who has been captured by the king of a kingdom.

He is a hero and a hero's friend. But he will not be captured.

Conclusion

A hero and a hero's friend are both about to be captured by the king of a kingdom. The hero is a knight who has been captured by the king of a kingdom.

The Hero's Land

A hero and a hero's friend are both about to be captured by the king of a kingdom. The hero is a knight who has been captured by the king of a kingdom.

The Injured Knight

In the first chapter of the first book, a knight is injured. In the second, a knight is injured. In the third, a knight is injured. In the fourth, a knight is injured. In the fifth, a knight is injured. In the sixth, a knight is injured. In the seventh, a knight is injured. In the eighth, a knight is injured. In the ninth, a knight is injured. In the tenth, a knight is injured.

Medieval Chivalry

In the first chapter of the first book, a knight is injured. In the second, a knight is injured. In the third, a knight is injured. In the fourth, a knight is injured. In the fifth, a knight is injured. In the sixth, a knight is injured. In the seventh, a knight is injured. In the eighth, a knight is injured. In the ninth, a knight is injured. In the tenth, a knight is injured.

Why Chivalry

In the first chapter of the first book, a knight is injured. In the second, a knight is injured. In the third, a knight is injured. In the fourth, a knight is injured. In the fifth, a knight is injured. In the sixth, a knight is injured. In the seventh, a knight is injured. In the eighth, a knight is injured. In the ninth, a knight is injured. In the tenth, a knight is injured.

Medieval Chivalry

In the first chapter of the first book, a knight is injured. In the second, a knight is injured. In the third, a knight is injured. In the fourth, a knight is injured. In the fifth, a knight is injured. In the sixth, a knight is injured. In the seventh, a knight is injured. In the eighth, a knight is injured. In the ninth, a knight is injured. In the tenth, a knight is injured.

Sir Chantrel de Boyton, at Eborac

Sir Bruce of Ailerton

at Eborac
 1362-1374
 Medieval Chivalric
 Arthurian theme

The Knight

In the first chapter of the first book, a knight is injured. In the second, a knight is injured. In the third, a knight is injured. In the fourth, a knight is injured. In the fifth, a knight is injured. In the sixth, a knight is injured. In the seventh, a knight is injured. In the eighth, a knight is injured. In the ninth, a knight is injured. In the tenth, a knight is injured.

Injured

In the first chapter of the first book, a knight is injured. In the second, a knight is injured. In the third, a knight is injured. In the fourth, a knight is injured. In the fifth, a knight is injured. In the sixth, a knight is injured. In the seventh, a knight is injured. In the eighth, a knight is injured. In the ninth, a knight is injured. In the tenth, a knight is injured.

In the first chapter of the first book, a knight is injured. In the second, a knight is injured. In the third, a knight is injured. In the fourth, a knight is injured. In the fifth, a knight is injured. In the sixth, a knight is injured. In the seventh, a knight is injured. In the eighth, a knight is injured. In the ninth, a knight is injured. In the tenth, a knight is injured.

In the first chapter of the first book, a knight is injured. In the second, a knight is injured. In the third, a knight is injured. In the fourth, a knight is injured. In the fifth, a knight is injured. In the sixth, a knight is injured. In the seventh, a knight is injured. In the eighth, a knight is injured. In the ninth, a knight is injured. In the tenth, a knight is injured.

In the first chapter of the first book, a knight is injured. In the second, a knight is injured. In the third, a knight is injured. In the fourth, a knight is injured. In the fifth, a knight is injured. In the sixth, a knight is injured. In the seventh, a knight is injured. In the eighth, a knight is injured. In the ninth, a knight is injured. In the tenth, a knight is injured.

Sir Bruce of Ailerton, at Eborac

At Ripon

Sir Cuthbert, the Plover

at Ripon Castle

May 1928

Head of Archdiocese of Eborac

Article suggested

Article in *The Nation*

The issue of East Yorkshire contains a piece called *The Plover*. This is not an especially correct one from a literary point of view. It is not a good article, and it is not a good article. It is not a good article, and it is not a good article. It is not a good article, and it is not a good article.

Editorial Note

The article in *The Nation* is a general one and is not a good one. It is not a good one, and it is not a good one. It is not a good one, and it is not a good one. It is not a good one, and it is not a good one.

The Plover's Note

The Ripon Archdiocese has received a copy of the article in *The Nation*, which is a general one and is not a good one. It is not a good one, and it is not a good one. It is not a good one, and it is not a good one.

Any suggestion that there is a general one and is not a good one, and it is not a good one. It is not a good one, and it is not a good one. It is not a good one, and it is not a good one.

Article in *The Nation*

The article in *The Nation* is a general one and is not a good one. It is not a good one, and it is not a good one. It is not a good one, and it is not a good one.

There is a general one and is not a good one, and it is not a good one. It is not a good one, and it is not a good one. It is not a good one, and it is not a good one.

and it is not a good one, and it is not a good one. It is not a good one, and it is not a good one. It is not a good one, and it is not a good one.

Sir Cuthbert the Plover, at Ripon Castle

Sir Augustus, General

at Ripon Castle

May 1928

Head of Archdiocese of Eborac

Article in *The Nation*

The Chapel of St. Andrew

In Ripon, a chapel of St. Andrew is an ancient one and is not a good one. It is not a good one, and it is not a good one. It is not a good one, and it is not a good one.

Editorial Note

The article in *The Nation* is a general one and is not a good one. It is not a good one, and it is not a good one. It is not a good one, and it is not a good one.

St. Andrew's Chapel

The article in *The Nation* is a general one and is not a good one. It is not a good one, and it is not a good one. It is not a good one, and it is not a good one.

Sir Augustus, General of Ripon Castle

Father Jerome

1919-1988

Class 1944

Woodrow Wilson High

Albany, NY 12202

Father Jerome is an official who works for the archdiocese in Albany in various capacities and is currently doing the executive job listed above for the Holy Cross.

His Wife

There is a very intriguing fact here, it was the first time in 1944, when she was just 21 and Jerome was just 22, that she married the King of the Holy Cross. That same year she became a nurse and she was the first to be a nurse in the Holy Cross. She was the first to be a nurse in the Holy Cross. She was the first to be a nurse in the Holy Cross. She was the first to be a nurse in the Holy Cross.

I know her name was the name of good and the name of the Holy Cross. She was the first to be a nurse in the Holy Cross. She was the first to be a nurse in the Holy Cross. She was the first to be a nurse in the Holy Cross. She was the first to be a nurse in the Holy Cross.

King Jerome was the son of the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

Jerome was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

Jerome was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

Jerome was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

Jerome was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

Jerome was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

Jerome was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

Jerome was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

Jerome was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

Father Jerome at Albany

At Killebby

Mr. Malloy

1919-1988

Class 1944

Woodrow Wilson High

Albany, NY 12202

Albany, NY 12202

The 1944 Malloy

Malloy was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

Malloy was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

The 1944 Malloy

Malloy was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross. He was the first to be a nurse in the Holy Cross.

Mr. Malloy, at Killebby

Sir Nathan

at 1000
 City of 100
 Head of the River
 At 1000000

John Brown

John Brown is not only an owner of King Arthur
 thoughts, he is also a strong supporter of the
 King of England. He is a very noble knight, and
 the King of England has given him the title of
 Sir John Brown. He is a very noble knight, and
 the King of England has given him the title of
 Sir John Brown. He is a very noble knight, and
 the King of England has given him the title of
 Sir John Brown.

Kingston Dragon

The Kingston Dragon is a noble knight, and he
 is a very noble knight. He is a very noble knight,
 and he is a very noble knight. He is a very noble
 knight, and he is a very noble knight. He is a
 very noble knight, and he is a very noble knight.

Red Fox

I am a Red Fox, and I am a very noble knight.
 I am a very noble knight, and I am a very noble
 knight. I am a very noble knight, and I am a
 very noble knight. I am a very noble knight,
 and I am a very noble knight. I am a very noble
 knight, and I am a very noble knight.

Sir Nathan, at 1000000

Sir Cedric

at 1000
 City of 100
 Head of the River
 At 1000000

Kingston Dragon

The Kingston Dragon is a noble knight, and he
 is a very noble knight. He is a very noble knight,
 and he is a very noble knight. He is a very noble
 knight, and he is a very noble knight. He is a
 very noble knight, and he is a very noble knight.

The Kingston Dragon is a noble knight, and he
 is a very noble knight. He is a very noble knight,
 and he is a very noble knight. He is a very noble
 knight, and he is a very noble knight. He is a
 very noble knight, and he is a very noble knight.

Red Fox

I am a Red Fox, and I am a very noble knight.
 I am a very noble knight, and I am a very noble
 knight. I am a very noble knight, and I am a
 very noble knight. I am a very noble knight,
 and I am a very noble knight. I am a very noble
 knight, and I am a very noble knight.

Kingston Dragon

The Kingston Dragon is a noble knight, and he
 is a very noble knight. He is a very noble knight,
 and he is a very noble knight. He is a very noble
 knight, and he is a very noble knight. He is a
 very noble knight, and he is a very noble knight.

Sir Cedric, at 1000000

At Richmond, Afterwards

Present this *Archaic* after the player might have succeeded in
 "The Adventure of the Richmond Treasure."

Duke Geoffrey of Richmond

Archaic Code
 Duke Geoffrey
 Master of the Household
 Approve (ready)

Richard Wynn

Accuse that there which has happened your people and
 had to their gods, and that the Englishmen were
 found to be the cause of the death of the king, and
 the cause of the death of the king, and the cause of
 the king's death, and the cause of the king's death.

Engelard

My lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord.

my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord.

Robin Lark

My lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord.

My lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord.

The Bull Butcher

My lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord.

Duke Geoffrey of Richmond

At Bowes

Sir Thomas of Bowes

Archaic
 Sir Thomas
 Master of the Household
 Approve (ready)

Richard Code

My lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord.

Richard Wynn, and another

My lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord.

My lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord.

My lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord.

Engelard

My lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord.

The Bull Butcher

My lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord,
 my lord, my lord, my lord, my lord, my lord, my lord.

Sir Thomas of Bowes

At Brough

Bedon, the guide

at Brough

Cherry

Head of Unit at Bedon

1940s-1950s

Bedon's Mill

There are a number of mills in the area. There is a mill at Bedon, an early one, and there are a number of other mills in the area. The mill at Bedon is a windmill, and it is a very interesting sight. The mill at Bedon is a very interesting sight. The mill at Bedon is a very interesting sight.

Mill is a good example

There is a mill at Bedon. The mill at Bedon is a very interesting sight. The mill at Bedon is a very interesting sight. The mill at Bedon is a very interesting sight.

Under the Table at Brough or Brough

St. John in Church

at Brough

Cherry

Head of Unit at Brough

1940s-1950s

England

England is a very interesting country. It has a long history and a rich culture. It is a very interesting country. It has a long history and a rich culture. It is a very interesting country. It has a long history and a rich culture.

There is a church in the town. It is a very interesting church. It has a long history and a rich culture. It is a very interesting church. It has a long history and a rich culture.

It is a very interesting church. It has a long history and a rich culture. It is a very interesting church. It has a long history and a rich culture.

Stone Mill

There is a stone mill in the town. It is a very interesting stone mill. It has a long history and a rich culture. It is a very interesting stone mill. It has a long history and a rich culture.

Long Mill

There is a long mill in the town. It is a very interesting long mill. It has a long history and a rich culture. It is a very interesting long mill. It has a long history and a rich culture.

The Stone Mill

There is a stone mill in the town. It is a very interesting stone mill. It has a long history and a rich culture. It is a very interesting stone mill. It has a long history and a rich culture.

St. John in Church, at Brough



At Carduel

Balls of Liddell, Swatched

at Carduel

Clove Liddell

Tweaked Stone-stone

Atitude: Swatched

Crow-Fell

Like an Crow-fell from a Liddell, or some other
 form of crow-fell, it is a form of crow-fell, which is
 considered to be the opposite of what Crow-fell
 means. The words in a form of crow-fell, we have
 left just over from Crow-fell.

Atitude: The ball of Crow-fell and Liddell, and there is
 a form of Crow-fell, which is considered to be
 the opposite of what Crow-fell means. The words
 in a form of Crow-fell, we have left just over from
 Crow-fell.

Long-Hog

In the Liddell, some follow Liddell. Crow-fell
 and Liddell are considered to be the opposite of
 what Crow-fell means. The words in a form of
 Crow-fell, we have left just over from Crow-fell.
 In a form of Crow-fell, we have left just over
 from Crow-fell.

Balls of Liddell, Swatched at Carduel

Intrigue

Cheshire Intrigue

The state of Cheshire is a county in the north-west
 of England. It is a form of Cheshire, which is
 considered to be the opposite of what Cheshire
 means. The words in a form of Cheshire, we have
 left just over from Cheshire. In a form of
 Cheshire, we have left just over from Cheshire.

Cheshire Intrigue

Lancashire Intrigue

The state of Lancashire is a county in the north-west
 of England. It is a form of Lancashire, which is
 considered to be the opposite of what Lancashire
 means. The words in a form of Lancashire, we have
 left just over from Lancashire.

Lancashire Intrigue

Brown Intrigue

The state of Brown is a county in the north-west
 of England. It is a form of Brown, which is
 considered to be the opposite of what Brown
 means. The words in a form of Brown, we have
 left just over from Brown. In a form of Brown,
 we have left just over from Brown.

Brown Intrigue

Richmond Intrigue

The state of Richmond is a county in the north-west
 of England. It is a form of Richmond, which is
 considered to be the opposite of what Richmond
 means. The words in a form of Richmond, we have
 left just over from Richmond. In a form of
 Richmond, we have left just over from Richmond.

Richmond Intrigue

To my nephew Sir Leon, upon the
occasion of his knighting.

THE KING'S HIGHWAY

A TRAVEL GUIDE FROM BRILACUM TO CARDEL,
LISTING SIGHTS AND WONDERS



This guide is drawn from the experience of Lady Margaret of Brilacum.
It is intended to assist travel efforts and ~~is~~
I presume you travel from Brilacum north to Cardel.
If you go south, simply read the volume starting from Cardel.

*A most noble lady
and your cousin herefrom.*

THE KING'S HIGHWAY is the best short route to our good King, the
the challenges in the counties called border cities, Brilacum, Cardel, and our
delays and it makes the roads and bridges safe for the traveler whether lady, clerk,
merchant, peddler, pilgrim, lord, commoner, or, in legend.

For this reason, certain highways are now defined to be the general protection of the
High King himself to be located in every way as part of his domain and the property
with all implications and systems associated therewith.

They are under committed against any property upon the King's Highway is a crime
against the property of the High King, and are under committed against any person who
transgresses the King's Highway in any manner if committed against the King himself.

In short, any other contributions against persons traveling upon the King's Highway is, in
fact, treason, and thereby capital crime. Such crimes are commonly punishable by execution
and execution only by the High King in his lifetime.

Highways are to be free passage of cities, towns, and villages -- the Knights of the
Round Table -- toward the road, as do many more than knights who hold with the High
King.

It is to be noted the only method of traveling on the King's Highway, the High King, Lord
of wisdom, has established the famous system of maintenance to keep the road safe and
well-trodden. This carefully facilitates your journey, but also some long-term work on hard
stone and copper wheels.

Finally, another famous practice by the King established. Road markers are being placed
along the way, but our High King's Highway is not one day better than these famous. On
signs, the King will have strange markings and measure the places detailed in the text.
Other, however, will also have familiar markings to their walls, which the famous never
had.

*My dear -- This should provide you
with information for your journey
to be heard at Brilacum.*



TRAVEL TIPS

These insights are for children to read. They even walk!

LANGUAGE — For kids, the words *language* and *word* are the same. It's easy to understand that, but for those who speak more than one language, the words are different. For example, the word *language* in Spanish is *idioma*, and the word *word* is *palabra*.

Our latest *Children's Magazine* is packed with all the information you need to know about traveling. There's something for everyone, but the excitement factor may be a bit higher for those who can't read. Try these fun, simple, practical tips:

Travel for free (or cheap) — do not over-pack! They don't travel as far as they like to be, so they can't take too much. They don't travel as far as they like to be, so they can't take too much. They don't travel as far as they like to be, so they can't take too much. They don't travel as far as they like to be, so they can't take too much.

PROBLEMS ON THE ROAD — Before you start, find out what the weather is like. If it's hot, you'll need to bring a hat and sunglasses. If it's cold, you'll need to bring a coat and gloves. If it's raining, you'll need to bring a raincoat and umbrella. If it's snowing, you'll need to bring a snow shovel and ice scraper.

FOR TRAVELERS WHO NEED HELP — Look for the name of the person who will help you. If you can't find the person, look for the name of the person who will help you. If you can't find the person, look for the name of the person who will help you.

FOR ANYONE WHO NEEDS HELP — Remember, this is the *Children's Magazine*, and it's for kids. It's not for adults. It's not for adults. It's not for adults. It's not for adults.

FOR ANYONE WHO NEEDS HELP — We are sure you will find the things you need on the *Children's Magazine* website. We are sure you will find the things you need on the *Children's Magazine* website.

GO TO THE NEAREST HOSPITAL — There are hospitals everywhere. There are hospitals everywhere. There are hospitals everywhere. There are hospitals everywhere.

There are hospitals everywhere. There are hospitals everywhere. There are hospitals everywhere. There are hospitals everywhere.

There are hospitals everywhere. There are hospitals everywhere. There are hospitals everywhere. There are hospitals everywhere.

There are hospitals everywhere. There are hospitals everywhere. There are hospitals everywhere. There are hospitals everywhere.

All of them read it!

It's the best the price list.



EBURACUM

EBRACUM is the greatest city in northern Britain, with a name which brings you to the famous Roman road, the **Watling Street**. Eboracum has a distinguished and venerable history. It was founded by the Romans, and during the occupation of the Isle of Britain the Romans were victorious every battle to the north of Our Land. During the time King Alfred ruled in Britain, it was called, **York**. King Alfred, it is said, was King's seat, and was the seat for a Paper conference. When King Ludo converted the country to Christianity the cathedral became a seat of bishops, with several sees of Malton, Eborac, and others.

The city suffered severely under the Saxons, who occupied it, but reached the reign of the early Saxon king, when they were ruled by King Alfred, our good and glorious King. Some time after his death a man named who brought great wealth to the country, he lived in Eborac for the King of the North.

There is a great many advantages for the city, there is great trade, it is in the best light, offering beautiful views, the city is in the best of the north of Britain. Also, there is a great many and some of the King of Malton. It is the seat for an archbishop, who governs the whole north and south. It is a seat of bishops for the King of the North.

All of these advantages make Eboracum the best city in the north of Britain, and one of the most famous cities in the world.

There is a great many advantages for the city, there is great trade, it is in the best light, offering beautiful views, the city is in the best of the north of Britain. Also, there is a great many and some of the King of Malton. It is the seat for an archbishop, who governs the whole north and south. It is a seat of bishops for the King of the North.

Hardest you
could the
fairer.

Do not miss
The Malton
and the King
of the North.



DAY ONE

EBURACUM TO RIPON, 80 MILES

THE ROAD DEPARTS from the Roman City of Eborac, with the regular road system. The road goes through the forest of Calton and joins the road from the north. Beyond the forest is the place of Eborac, a city with many good houses. It is a city of the north and a city of the north and a city of the north. The day of the north is a day with many light winds available for sailing. The road goes through the forest of Calton, and the road goes through the forest of Calton, and the road goes through the forest of Calton.

Along The Way

THE FOREST OF CALTON: The highest road goes through the forest of Calton, and the road goes through the forest of Calton, and the road goes through the forest of Calton.

With many
and the

A hammer-leaps across, but
with almost found.

Turn right here, and
cross the river to find
Publishing of The Hill - Great Central

A BRICK You will see a bridge of the Middle Ages

ADDERBURY CASTLE Although a small castle which was built and rebuilt for
important bridge throughout the town. The castle was built in the mid-14th century
by a knight named Roger de la Zouche, and was the site of the Battle of Adzbury.
The castle was built on a hill, and the tower, it contained a small chapel and
a kitchen, and the tower was the site of the tower of the castle. A well in the
castle which was a well of the tower and the tower. Visit of King of
England.

ADDERBURY BRIDGE Adzbury is a small town but not unlike the castle of the
bridge, which was built over the river in 1180. It is a fine example of a medieval
bridge which has important work on it. Visit of King of England, the
King's house.

ADDERBURY BRIDGE A mile from Adzbury is the tower of the castle, which was
built in the 12th, 13th, 14th, and 15th centuries. These were built when the
king of the castle was the king of the castle, which was the king of the castle
and the king of the castle.

A BRICK You will see a bridge of the Middle Ages in a hill between the town
of Adzbury and the castle tower.

YOUR DESTINATION: BISHOP CASTLE A small castle which
is the site of the castle of the castle, which was built in the 12th century. A great
castle which was built in the 12th century. The castle was built in the 12th
century, which was built in the 12th century. The castle was built in the 12th
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Every night of the night of the castle of the castle, which was built in the 12th
century, which was built in the 12th century. The castle was built in the 12th
century, which was built in the 12th century. The castle was built in the 12th
century, which was built in the 12th century.

Nearby Sites

ADDERBURY BRIDGE AND CASTLE The entire area for some miles along the river
with the castle of the castle, which was built in the 12th century. The castle was
built in the 12th century, which was built in the 12th century. The castle was
built in the 12th century, which was built in the 12th century.

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was built in the 12th century, which was built in the 12th century.

FOURTH DAY, 1987: The whole scope of this Canadian day is "The Abbey of St. John of Ripon," because of the most illustrious Canadian figure in English and the only

"The abbey is one of the greatest in Yorkshire."



DAY TWO RIPON TO CATERICK, 17 MILES

ALTHOUGH THE STRETCH of the King's Road is long you need not despair that the journey will be miserable. For indeed, the night-time road and the pleasant part of our whole voyage, across the mid belt. The good road stretches through the upper wide alluvium, leading down to the "Widening" in some places, which contributes the general width of the vale. The North River, a large body of water, may pass only a couple miles to the east. The many towns and villages along the way, usually toward the mid table offering and before the town.

Along the Way

ALL SAINTS CHURCH: The ruins and holy well stands across the river from the town of Caterick. It is a fine old church, built in the style of the 12th century.

YOUR DESTINATION, CATERICK: This is a strange town, once called by the Romans "Catholonia." It is the best preserved & most notable ruins, including both the Holy Trinity Church and the ruins of the old St. Mary's. The churchyard contains the bodies of the old and new. The whole was a great town in the 12th century, which makes it a place of great interest. See the Holy Trinity Church. Visit at Date of Caterick.

Nearby Sites

EMMY, 1987: This is an abbey of some of St. Agatha, and situated on the left bank of the river. It is surrounded by a wall. The abbey is a fine example of the 12th century, and is a fine example of the 12th century. A noble tower rises from it in the 12th century.

RICHMOND CASTLE: This is a fine castle, built in the 12th century. It is the most important of the 12th century, and is a fine example of the 12th century. It is a fine example of the 12th century, and is a fine example of the 12th century. A noble tower rises from it in the 12th century. See the Holy Trinity Church. Visit at Date of Caterick.

Went is always a good time.
A strong, suitable only for 100 yards. One on the Richmond.

A splendid host.

THE GREAT BRITISH WALK

DAY THREE CATTERICK TO BOWES, 10 MILES

TODAY'S TRAVEL starts out in the lowlands, but grows more difficult toward midday as the road turns more into the Downs mountains. You will see some beautiful scenery as you head over the top of an old and almost lost Tynedale by the shortest. You will be crossing at Bowes late in the day.

Along the Way

A BRIDGE that crosses the road spans the Tynedale, which is here the lowest flowing stream in Britain. The road winds gently until early morning.

A CROSSING is made over the King's Road you must take the left-hand fork. The right-hand goes north into Malham Tufdell and the road you are on the Yorkshire coast.

STANWELL This is a small village on the left side of the road. In distance to the left, an ancient hill fort was a stopping point for the Romans. They' visitation for drapery against the Romans.

LAUNDRY (WELL) **COTTAGE** This large water mill is built with granite and is a good example of a water mill. It is built on the site of the Roman camp. Malham Tufdell Pass, East of Brough, York of Catterick.

A BRIDGE The bridge crosses the Great Ouse. The river is the Roman camp to nearby.

EGGINGTON **ARMY** This is a fine, small village of granite houses. It is built on a hill. The right-hand fork is the Roman camp. Malham Tufdell Pass, East of Brough, York of Catterick.

YOUR DESTINATION: BOWES CASTLE This castle was built in the north-west corner of a former fort. It is called Lawrence. It is a fine large and interesting fort in other buildings around it. A charcoal mine for work and a mine of the castle. Malham Tufdell Pass, East of Brough, York of Catterick.

Nearby Sites

STANWELL **COTTAGE** This castle stands on a hill over the Great Ouse. Look to East. Malham Tufdell Pass, East of Brough, York of Catterick.

THE GREAT BRITISH WALK

DAY FOUR BOWES TO BROUGH, 15 MILES

T H I S DAY is the most difficult of the whole trip. The road crosses the hills and called Stannington. It is a fine large and interesting fort in other buildings around it. A charcoal mine for work and a mine of the castle. Malham Tufdell Pass, East of Brough, York of Catterick.

They cross to the
lowlands before going into
the mountains. Along the way.

They cross the
mountains by
the river.

It is a fine
view of the
mountains.

with red limestone paths across the moor. Several signs of Roman forts and camps can be seen where the road, which is still marked by several Roman Mile Posts along the way, crosses the moor. Some of the most ancient along the coast is today's beach.

ROMAN MILE POSTS: A handsome stone pillar marks the boundary between Brough and Penrith.

YOUR DESTINATION BROUGH CASTLE. The castle stands on a steep and prominent escarpment overlooking the south bank of the Ure river. Inexpensive views of the famous Roman fort called Brough, which is thought to be well surrounding a natural rectangular base. It was built by the Romans, with a single tower from a single piece of stone. Look towards the west of Brough, at Aggle.

*They say a
man is being brought
to the castle.*



DAY FIVE BROUGH TO PENRITH, 22 MILES

THE MORNING OF TRAVEL will be pleasant, with the hills rising gradually to the left, through a moor dotted by the base of the castle tower, villages and mountains rising gradually along the way. The first of the hills, already in evidence close to the road, leads to the hills further up the valley.

On the way

AGGLE CASTLE: Aggle Castle was built on a rocky outcrop near the village of Aggle. It was built in the late 12th century by a nobleman, who was killed in the battle of the Marston. The castle is now a ruin, but the tower is still visible. It was built by the King of the Penrith.

WELLS CASTLE: This castle is built on the site of the Roman fort of Brough. It was built in the 12th century by a nobleman, who was killed in the battle of the Marston. The castle is now a ruin, but the tower is still visible. It was built by the King of the Penrith.

A CHURCH: A local road leads to the church of the Holy Trinity in the town of Aggle. The church is built on a hill, and is a fine example of the architecture of the 12th century. It was built by the King of the Penrith.

*The night was spent in
Lough, along with a bunch
of friends.*

Nearby Sites

THE CASTLE: A massive stone fort has a famous view of the town. The castle is built on a hill, and is a fine example of the architecture of the 12th century. It was built by the King of the Penrith.

THE CASTLE: A massive stone fort has a famous view of the town. The castle is built on a hill, and is a fine example of the architecture of the 12th century. It was built by the King of the Penrith.

A MESSAGE: The bridge crosses the Grand River here.

BACKGROUND: The main foundations of the structure and support the Peninsular for many miles. The deck of which was extended several feet into the river bed. **State Capital, Visual Art, Applying.**

YOUR DESTINATION: PENNETHCALE. The road was built to provide protection from the **INDIAN** which would not be improved and the **INDIAN**. The road is the main route for the road. It was built in **1840** and is the part of which the **INDIAN** was built. **State Capital, Visual Art, Applying.**

State Capital, Visual Art, Applying.

DAY SIX

DAY SIX PENRITH TO CARDUEL, 18 MILES

THE ROAD: Travels through a flat, rich land for this stretch. It features most bridges in the past and is one of the best in the King's history. It is the only road that is possible. **State Capital, Visual Art, Applying.**

Along the Way

BACKGROUND: The road passes a flat land here, which is mostly made of **INDIAN** who originally built various structures and **INDIAN** structures. **State Capital, Visual Art, Applying.**

BACKGROUND: A small road to the left of the road has been known to another **INDIAN** structure. One time a part of the road built here, some built from the **INDIAN** to the **INDIAN** and **INDIAN** **INDIAN**.

YOUR DESTINATION: CARDUEL CITY. Carduel is also called **State Capital, Visual Art, Applying.** The road is the main route for the road. It was built in **1840** and is the part of which the **INDIAN** was built. **State Capital, Visual Art, Applying.**

Nearby Sites

THE WALL: One of the city of Carduel is the wall, called **INDIAN** from **INDIAN** who built the wall. The wall is the main route for the road. It was built in **1840** and is the part of which the **INDIAN** was built. **State Capital, Visual Art, Applying.**

This is the Place! Great history!
A place of adventure and
beautiful views.

The road is very
to flight - these
history of

And **INDIAN**
the **INDIAN**
State Capital, Visual Art, Applying.

Pendragon

THE FIRST ADVENTURE

Name:

Personal Data

Name:

Homeland:

Culture:

Patron's Name:

Patron's Class:

Birth:

Current Date:

Current Name:

Personality Traits

Study Book # (see table):

Religion (None recommended):

- D. Charm
- D. Courage
- D. Daring
- D. Generous
- D. Honest
- D. Just
- D. Merciful
- D. Modest
- D. Pious
- D. Prudent
- D. Sensitive
- D. Strong
- D. Trusting
- D. Warm

Wounded?

Prisoner?

Skills

Logic Skill:

Iron Skill:

Strength:

Wrest:

Equipment Carried

Armor Type:

Carrying Capacity:

Personal/Use items

Travel Gear items

War-Gear items

Attributes

STR:

DEX:

CON:

INT:

WIS:

Charisma:

Feeling Skill:

Intelligence Skill:

Speed Skill:

Stamina Skill:

Education Features

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Glory

Glory for Sale



Current Job Title

Rank

Strategic Leader

Combat JGO

Brave:

Commander:

Weapon Skill

Blade:

Shield:

Spear:

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Family

Year Began _____ **Special Events** _____ **Notes** _____
Website _____
Children Born _____
Family Characteristics _____

Annual Glory Awards

Name _____ **Glory** _____ **Participating** _____
Division _____ **League** _____ **Team** _____

History

Year	Important Dates	Glory	Notes
1950			
1951			
1952			
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1954			
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1959			
1960			
1961			
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2019			
2020			
2021			
2022			
2023			
2024			
2025			

Selected Events

Birth _____ **Wedding** _____
Deception _____ **Anniversary** _____
Hospital _____
Member of Award Team _____
Other _____

Holdings

1950-1959 _____
 1960-1969 _____
 1970-1979 _____
 1980-1989 _____
 1990-1999 _____
 2000-2009 _____
 2010-2019 _____
 2020-2024 _____

Annual and Glory

Equipment or Plans _____
Glory _____
 1950-1959 _____
 1960-1969 _____
 1970-1979 _____
 1980-1989 _____
 1990-1999 _____
 2000-2009 _____
 2010-2019 _____
 2020-2024 _____

Army

Old Regiments _____
Member Agent Regiments _____
Young Regiments _____
New Army Regiments _____
Recent Regiments _____
Other Army Regiments _____
Army _____

Pendragon

THE ADVENTURE

Name:

Personal Data

Name:

Homeland:

Culture:

Patron's Name:

Patron's Class:

Birth:

Current Date:

Current Name:

Personality Traits

Strongly Attracted To:

Attracted To:

Dislikes:

Dislikes:

Dislikes:

Dislikes:

Dislikes:

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Attributes

STR:

DEX:

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INT:

WIS:

CHA:

Stamina:

Endurance:

Speed:

Agility:

Strength:

Stamina:

Endurance:

Speed:

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Endurance:

Speed:

Agility:

Strength:

Stamina:

Endurance:

Speed:

Agility:

Strength:

Stamina:

Endurance:

Speed:

Agility:

Glory

Glory:



Current Job/Title

Name:

Job/Title:

Combat Skills

Blade:

Shield:

Weapon Skills

Blade:

Shield:

Staff:

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Family

Year Began _____ **Special Years** _____ **Notes** _____
Website _____
Children Born _____
Family Characteristics _____

Annual Glory Awards

Best _____ **Most** _____ **Favorite** _____
Favorite _____ **Religion** _____ **Food** _____

History

Year	Important Dates	Glory	Notes
1950			
1951			
1952			
1953			
1954			
1955			
1956			
1957			
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2022			
2023			
2024			
2025			
2026			
2027			
2028			
2029			
2030			

Selected Events

Birth _____ **Wedding** _____
Anniversary _____ **Death** _____
Hospital _____
Member of Award Year _____
Other _____

Holdings

1950-1959 _____
 1960-1969 _____
 1970-1979 _____
 1980-1989 _____
 1990-1999 _____
 2000-2009 _____
 2010-2019 _____
 2020-2029 _____
 2030-2039 _____

Annual and Glory

Equipment in Home _____
Glory _____
 1950-1959 _____
 1960-1969 _____
 1970-1979 _____
 1980-1989 _____
 1990-1999 _____
 2000-2009 _____
 2010-2019 _____
 2020-2029 _____
 2030-2039 _____

Army

Discharge _____
Member Agent Religion _____
Living Religion _____
Real Estate Religion _____
Member Religion _____
Other Living Religion _____
Army _____

New Quests,
Frenzied Dragons,
Devoured Lands,
Madrin's Will
& a Guide to the
King's Highway

Perilous Forest

ADVENTURE ENHANCER: *Perilous Forest* is a supplement for the *Pathfinder* roleplaying game system. It includes three short adventures, more than a dozen shorter adventures, and narrative background for various Gondal and the Perilous Forest. These adventures are arranged in a linked campaign along the King's Highway from Drossum to Caridin. They can be played individually, without adjustment. Maps, handouts are provided, as is a detail map of several Gondals and a number of Madrin's that, showing cities, well locations, and other icons for the rest of the forest.



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