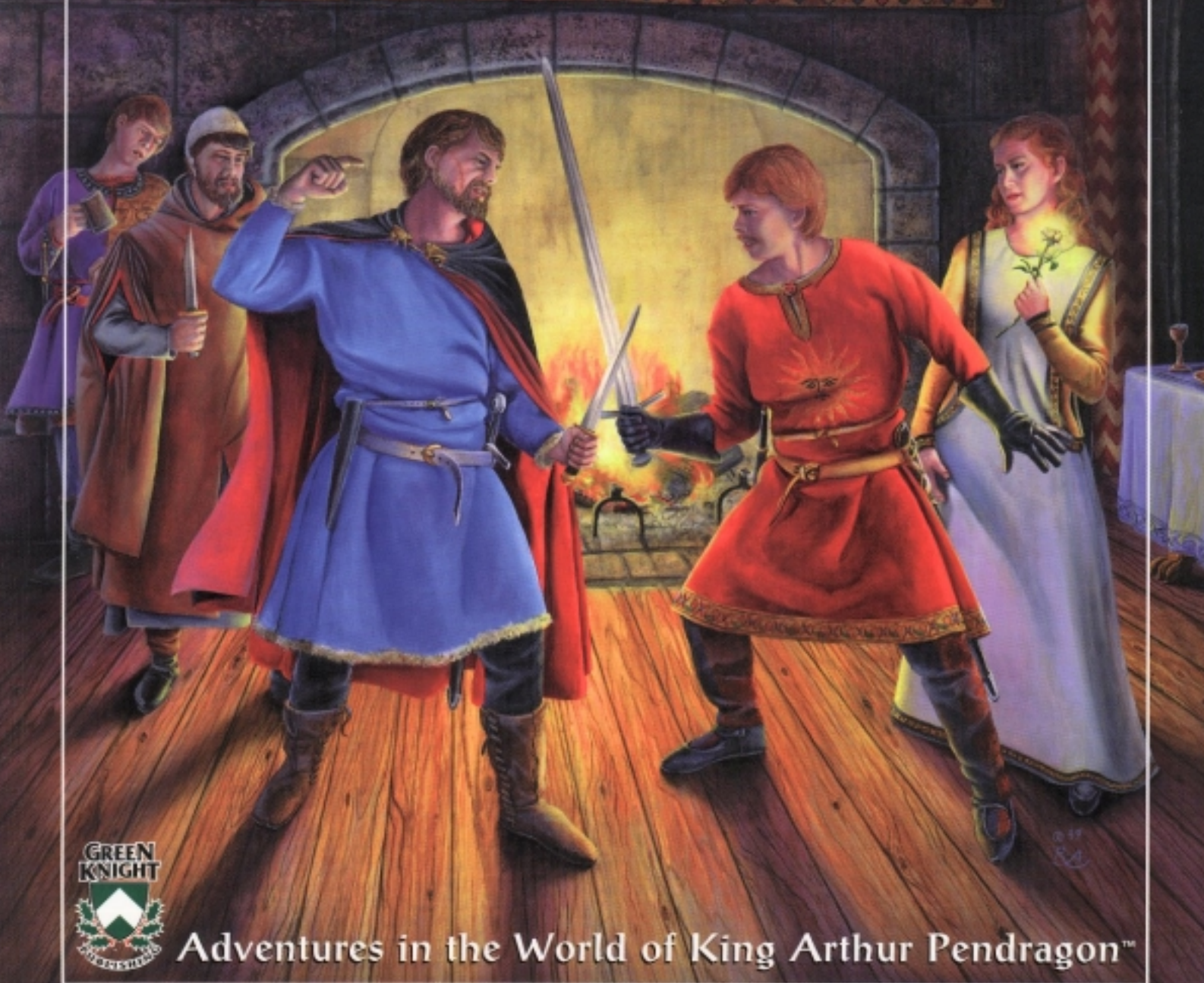
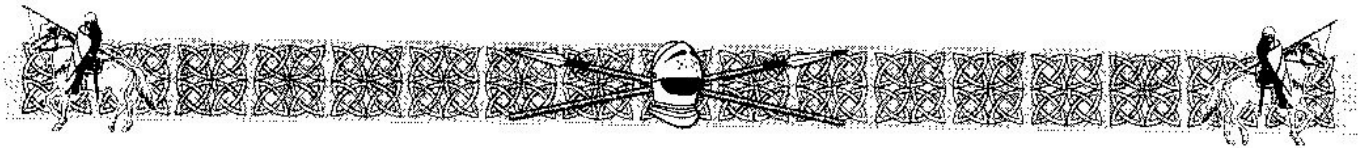


Tales of Chivalry & Romance



Adventures in the World of King Arthur Pendragon™



Tales of
**Chivalry &
Romance**

Adventures in the World of
King Arthur Pendragon™

by

Shannon Appel William G. Filios
Geoff Gillan Heidi Kaye Eric Rowe

Editing: Shannon Appel and Liam Routt

Cover Artwork: Randy Faith

Interior Artwork: Kris Verwimp

Layout & Design: Eric Vogt

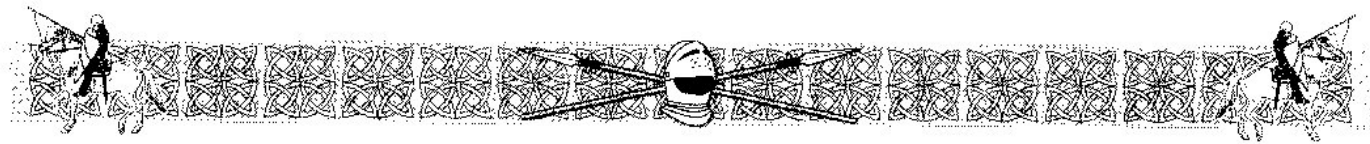
Proofreading: Peter Corless

Production: Charlie Krank



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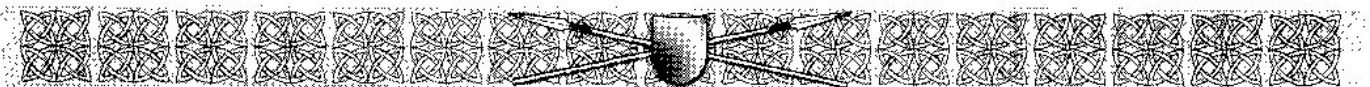
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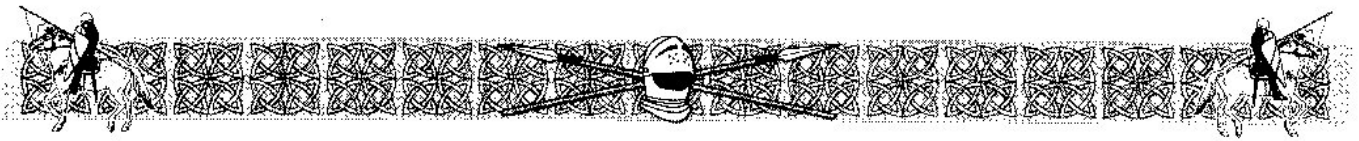
For Arthur and Glory!

Printed in Canada.

Shannon would like to thank to Nick Brooke for giving me the initial idea way back at Convulsion 3D; and to thank Greg Stafford for creating Pendragon in the first place and Peter Corless for giving Pendragon a new lease on life; and special thanks to all the authors who have waited so patiently for this book to finally see print.

Liam would like to express his gratitude to the dedicated fans of Pendragon who, over the years, who have helped to keep the spirit of the game alive. This book was fueled by their tireless works, and set alight by the passion that Shannon has for the game.





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INTRODUCTION

Welcome to *Tales of Chivalry & Romance*, a book packed full of Pendragon adventures. There are five full-length adventures in all. All are relatively short; most can probably be played in a single evening. A few may take several nights of play, and one, "The Story of Castle Wakely", is actually a broad outline for a longer campaign.

A number of short adventure ideas have also been included, in the style of the short adventures found at the back of the main Pendragon book. They can be run as short adventures or expanded into longer narratives. All told, this book should hopefully provide the material for ten or so sessions of Pendragon gaming—a resource that I dearly wish I had possessed last time I started up a Pendragon campaign from scratch. And, watch for this book's fraternal twin, *Tales of Magic & Miracles*, due out soon.

The adventures in this book have been arranged into two categories: knightly quests and romantic quests. This is done both to highlight the different possibilities for Pendragon adventures, and also to make it easier for a gamemaster to specifically select those adventures that best fit his group.

These adventures have been drawn from three different continents: Australia, Europe, and North America. Several of these adventures originally appeared in the *Chaosium Digest*, an internet magazine, but those have all been edited, revised, and rewritten, sometimes doubled, tripled, or even quadrupled in length and content. Even if you've seen some of those adventures before, take another look: they're filled with new material.

May these adventures provide you with many nights of honorable questing in the name of Guinivere and Arthur.

—Shannon Appel, Winter Solstice 1998





Part One: Chivalrous Quests

Part One:

CHIVALROUS QUESTS

What makes a knight? It's not just the sword, the mail, and the horse. Nor is it only the training in battle, weaponry, and courtesy. There is an entire ethos about a knight, a sense of honor, justice, and rightness. In addition there is a knightly culture, centering around lords, courts, tournaments, wars, and land-holding.

This chapter is about those quests that most define the knightly center. The three featured adventures only touch the surface of a varied pool, respectively highlighting one conception of knightly virtue, the trials of becoming landed nobility, and the question of true justice. The short adventures concluding this chapter touch upon other knightly duties.

"The Adventure of the New-Made Knight" details the attempt to teach a young knight the qualities of knighthood: upholding the honor of ladies, brotherhood, gentility, and godliness. Sir Danain the Younger, the New-Made Knight, acts as a foil to the characters as they discover the qualities of knightliness within themselves while questing through the Castle of the Maiden Knight, the Castle of the Tethered Giant, the Castle of the Sons of Cadlew, and the Castle of the Red Beast. A box in this adventure outlines "The Virtues of Knighthood."

"The Story of the Castle Wakely" offers the outline of a campaign that can be used to introduce player knights to land-holding. After a knight has been granted the land of Castle Wakely, he will find that he not only needs to rebuild the fief, but must also face the walking shades of three of the castle's past lords: John, Sigmund, and William Wakeley. A box in this adventure outlines "Becoming Landed Nobility." In addition, a set

of rules is provided for ghosts and haunting in Pendragon.

"The Adventure of the Mysterious Manor" is an Errant Quest, taking place upon the road as many adventures will. It centers on justice. In it, Agatha, a flirtatious serving wench, is killed when the player knights spend a night at a manor. One of the player knights is blamed for the murder, and finds that he has little more than a day to prove his innocence. Numerous characters fill the castle, making it an interesting place for return visits. A box in this adventure discusses "Hospitality on the Road."

Purely knightly quests have been a popular subject in previous Pendragon supplements. Numerous battles are described in *The Boy King* and "The Cambrian War" (*Savage Mountains*). Battles are also a major focus in "The Adventure of the Horned Boar" (*The Spectre King*), "Of Allies and Enemies" (*Lordly Domains*), and "The Adventure of the Treacherous Pict" (*Beyond the Wall*). The last adventure also focuses on knightly tournaments.

Another tournament is described in detail in "Grand Tourney of Logres." While "The Adventure of the Spectre King" has a supernatural element, it ultimately centers around feasts, knightly challenges, and the consequences of war (both of these adventures are also in *The Spectre King*).

Finally, "The Adventure of the Stygian Stallions" (*Blood & Lust*) is a relatively mundane quest for three stolen horses, but it hints on the theme of honor to one's lord.



THE ADVENTURE OF THE NEW-MADE KNIGHT

by Geoff Gillan

In the Vulgate Lancelot the new knight is warned, "Knights must have two hearts, one as hard as a diamond, the other as soft and pliant as warm wax." The need for the knight to be both warrior and lover, somewhere between swordsman and saint, and to reconcile the duties of knighthood and embody them in the perfect knight is of abiding interest to the earliest chroniclers of the Arthurian canon.

Introduction

This adventure is intended to test the character of the player knights and their commitment to the duties and virtues of knighthood. Since knights are a warrior class and define their principles by action rather than contemplation, the player knights undertaking this adventure will find themselves in the situation of having to live and act out their principles and uphold their duties. To avoid a simple series of checks against character traits, the adventure pits the knights against others who act contrary to the virtues of knighthood. Thus the player knights must uphold these virtues against serious provocation.

The Virtues of Knighthood

Naturally no two player groups, if left to their own devices, are going to agree exactly on what makes up the virtues of knighthood. The tenets of chivalrous traits indicated in the game (Energetic, Generous, Just, Merciful, Modest, and Valorous) are a starting point. This adventure seeks to examine some of the duties and obligations of knighthood beyond those already covered.

For this reason one specific interpretation is offered, that of Sir Danain the Elder to his son, which the player knights must defend. Instead of simple traits, Sir Danain speaks of complex obligations: upholding the honor of ladies; knightly brotherhood; gentility; and godliness.

This idea of the virtues of knighthood comes from Frances Gies' excellent book *The Knight in History* and the sources cited there. This book is highly recommended to any Pendragon gamemaster or player.

This adventure can be played in a single session, or, if the gamemaster extrapolates further encounters within the manors given, sustained over more.

This adventure can take place any time after Phase Two in the Pendragon timeline. Later is better, since the role of the knight has become more codified by then.

The Blinded Lady

The player knights have gathered at a single manor hall or castle feast. They might all serve the same liege or might be visiting for the occasion of a family celebration or religious holiday or for some other reason important to the liege of the castle.

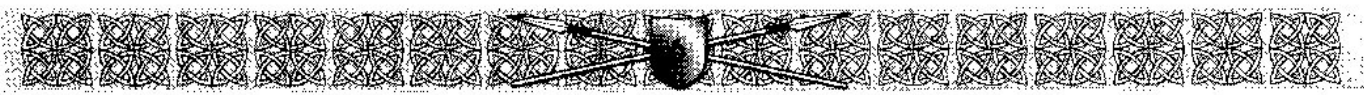
The feast is interrupted after the first course, by the dramatic arrival of a noble woman, Lady Enide. She is not young, but is still quite beautiful. Age has added to her nobility of bearing. She is dressed simply according to the season. She has fair hair with only the tiniest wisps of grey visible in some lights. The most remarkable thing about Lady Enide's appearance is that she wears a black silk hood that masks her eyes, though her nose and mouth are freed so that she can easily breathe and speak. She beseeches the Lord of the castle to aid her in a most noble quest and rid her house and line of the shame currently befalling it.

Doubtless the Lord asks to hear her story; even the most contrary player knight, if himself Lord, would not be so churlish as to refuse a lady. The player knights might even add encouragement or some other solicitude for the lady. Certainly anyone who brings her a chair to sit on while she recites her story earns a [Courtesy] check.

Without ado Lady Enide tells her tale.

The Tale of the New-Made Knight

"I am a widow, gentlemen and ladies, but recently, my husband having died winter before last of old wounds and a long illness. My husband was Sir



Danain the Elder, so called because his one and only son carries his name and has the honor to bear also the right to call himself knight.

"Our son was away at the time of his father's death, for we have two manors, my husband's personal demesne and his own father's lands, called Rimchurch, which have been our obligation for a decade. My son now resides in the Castle of Rimchurch since my husband, knowing he was dying, knighted our son and sent him hence to guard the people and lands of Rimchurch for the sake of King Arthur's justice. My husband wrote to our son, upon his deathbed, the things that would be expected of him now that he was banneret knight in these lands. Here he set down the principle virtues of the good knight, which much be upheld by any who accepted the honor and duty of knighthood, unto death.

"Now I seek brave knights to set to right a most terrible calamity, for when my son learned of his father's death he went to the neighboring castles to inform them, thinking them friends or at least honorable acquaintances of Sir Danain the Elder, who would wish to know of his fall.

"My son was ill-treated and churlishly used by the brutes who call themselves lords of these manors. Instead of acknowledging his bereavement, some offered him challenges. Flush in the determination to be a chivalrous knight, my son did not refuse. In these challenges, my son found his father's virtues turned to vices. Those who did not offer challenges simply mocked my husband's creed. In the end, my son decided the only way to success is that of the braggart and the bully. He determined his father was foolish and naive, and that knighthood has no place for the honourable gentleman. He has ignored the tenets of knighthood and become a tyrant on his own lands, hated and feared by those about. In my shame I have masked my face, for I do not wish to look upon the ignoble deeds my son has done in his father's house.

"This then is what I ask: for some brave knights to go to him and, alongside him, at my urging, return to the castles of these brutes and prove that a good and decent man cleaving to the virtues of knighthood will win the day."





The Lady offers to travel with the player knights so that her son will not refuse them, and hopes to shame him into heeding them. The castle is but a short journey away. Will anyone help?

Selecting the Knights

If the player knights do not themselves volunteer they are selected by their various lords. Depending on their chivalry and their traits, they are either chosen as shining examples of knighthood or because their liege believes they might have something to learn, being deficient in one or another area of the ideals of knighthood.

The Journey

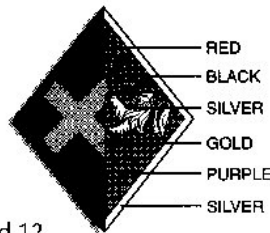
The castle of Sir Danain and the village of Rimchurch is nominally in southern Logres. Gamemasters could place it anywhere within a day's ride of the player knights. The castle is on settled lands, so the journey is not intended to be arduous. While on the journey the Lady will acquaint the player knights with the letter on the virtues of knighthood that her husband sent their son. It was written in Latin by her husband's squire.

This affords players the opportunity to measure Sir Danain the Elder's idea of knighthood against their own. Arguing back and forth is encouraged, as are attempts to prove one tenet over another. When all is said and done, the Lady Enide will wish to support her husband's claim, since this is what her son has deviated from, and she finds it wanting in no particular area.

Lady Enide, the Blinded Damsel

Glory 1,270

Lady Enide is a dutiful widow loyal to the memory of her dead husband, Sir Danain. She is determined to see her son fulfil the obligations of knighthood and is both intelligent and stubborn.



RED
BLACK
SILVER
GOLD
PURPLE
SILVER

SIZ 9	Move 2	Major Wound 12
DEX 14	Damage 3d6	Unconscious 5
STR 8	Heal Rate 2	Knockdown 9
CON 12	Hit Points 21	Armor None
APP 17		

Combat Skills: Dagger 4

Significant Traits: Forgiving 18, Just 16, Trusting 15

Significant Passions: Honor 14, Love (family) 20

Significant Skills: Awareness 12, Courtesy 11

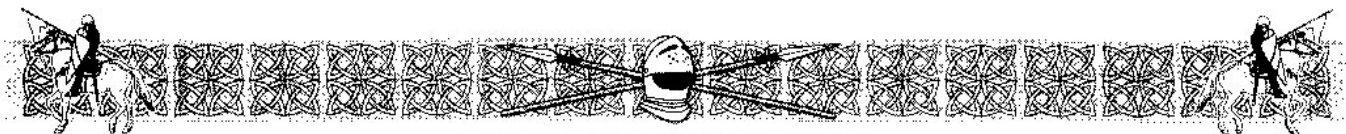
Woman's Gift: Nimble Fingers

Heraldry: on a hatchment, baron sable, femme argent. a lozenge gules, a saltire or; impaled with purple, a demi-lion rampant argent.

The New-Made Knight

The knights approach the village of Rimchurch before they reach its castle. It is dark and squalid. The corpses of four men and a woman hang from nearby trees. These are villagers who were summarily executed for transgressions against the lord. The entire village lives in abject fear and suspicion of any knight since the only ones they have met of recent have been in the service of the churlish new-made knight, Sir Danain.

Knights who remain courteous and patient can coax one or more of the villagers, saddled with poverty and neglect, to tell them how the



The Adventure of the New-Made Knight

hanged men and woman were the village reeve and some of the stalwart folk of the village who thought to speak up against the cruel young knight. Now the young lord's mercenary knights have gone off to seek wider plunder while he remains in the castle, seething in his own iniquity. The villagers at first think the player knights are there to chastise the new-made knight, but when they recognize his mother they surprise her by voicing sympathy. They knew her husband to have been a good man and say that his shade itself would be shamed by the actions of this churl, their son.

Castle Rimchurch

The knights are begrudgingly and rather rudely accepted into the castle. The young Sir Danain has surrounded himself with brutish men at arms and a shadowy steward, Septimus, a tall Roman with lanky hair and a habit of vanishing in shadows to emerge when least expected. He watches everything and says little.

The Young Sir Danain

Faced with the young Sir Danain, the player knights will need to convince him to revisit the castles of his brutish neighbors in an attempt to prove that the knightly virtues will triumph

every time. Player knights may attempt to evoke the young knight's sense of loyalty to his parents [Love (family)], to convince him with words [Oratory], or to appeal to his better emotions [Just or Merciful]. If none are successful then Sir Danain's mother steps in and upbraids him, shaming him into going along with the knights, calling him a churl not worthy of his position. After this haranguing the young knight agrees to go, but insists his mother must remain at the Castle Rimchurch, for she should not be forced to bear witness to the horrors upon this particular trail.

The Tests

The tests can be tricky but potentially rewarding. They do not represent puzzles as much as moral choices and excuses for knightly actions. They are a forum around which to contest ideas about knighthood. The players have been given some idea of appropriate behaviour in the Virtues of Knighthood by Sir Danain the Elder. Stoical adherence to the tenets of virtuous knighthood is one clear way to success. The description of the encounters gives the results of more marginal behaviour by player knights and some possible outcomes. Obviously not all potential outcomes can be

On the Virtues of Knighthood

My only son,

Here are the things you must remember when you are a knight and I am gone to my reward. Abide by these virtues and uphold these duties and you shall always have a place in the glorious order of the knights of this great realm. Shun them and you bring upon your name and your house the greatest shame and dishonor and lose the peace of any God you may care to hold sacred.

The Virtue of Upholding the Honour of Ladies

Before all else the knight must render the duty he owes to ladies, to uphold and protect their honor no matter what. He must be constant in his respect for ladies. He must serve them selflessly and be prepared to lay down his life unquestioningly in that service. He who does not honor ladies is himself bereft of all honor.

The Virtue of Espirit de Corps or Knightly Brotherhood

Knighthood is a brotherhood of arms. A knight must be loyal to those who are his fellows, be they stranger or friend. He must uphold honor and treat with other knights honorably, expecting like treatment in return. He must be prepared to lay down his life for his fellow knight, but equally to shun bad company and those

whose name he does not recognize, less they be blackguards and their dishonor taint him. Those who would be his companions in arms are rightly to be used in judging he himself. Let none be found wanting.

The Virtue of Gentility

A knight is not a brawling thug nor armed outlaw, getting his way by force. He is a gentleman as much as a warrior. He must know the arts of courtesy and courtly behaviour, but more importantly he must know when and how to maintain them against all provocation. He must strive to be well-spoken, discreet, and courtly in all his endeavours.

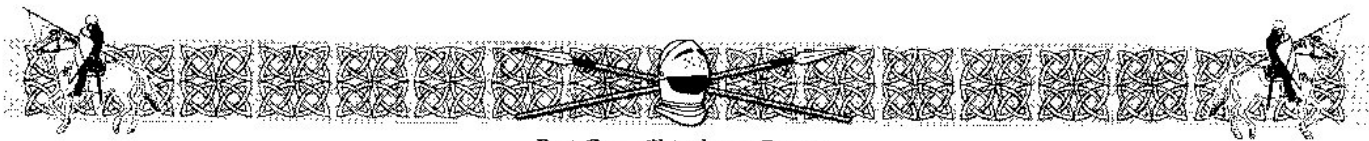
The Virtue of Godliness

A knight must cleave to his religion, his church, and its representatives, no matter what that religion. He must defend it with his life, act as sword to those who would attack it, shield to it in its defense, and offer mercy and protection to those who would come within its walls. Those widows and orphaned children who come under the protection of his church he must defend to the last stroke of his sword.

Be well, my son, and God's Peace be with you in your endeavours,

Your Father, Sir Danain the Elder





Part One: Chivalrous Quests

catered for, but gamemasters who keep the virtues in mind will find it relatively easy to judge if success should be rewarded. In all cases, any kind of success will bring about the surcease of the problem afflicting each individual castle. These problems are not magical in nature and involve no curse or otherworldly blight. They are simply dilemmas exacerbated by the characters of the main protagonists.

Gamemasters should avoid a mere trait, passion, or ability check to determine success lest they themselves get an Arbitrary check. Likewise always reward steadfast behaviour with some success, even if the dice are unkind.

The new-made knight Sir Danain the Younger presents what is not to be done. In each case he has shirked the virtues of knight-hood. Those who adhere to those duties will have their feet firmly on the road to success.

The player knights are expected to spend at least one night at each of the locations given. Since the inhabitants' grasp of hospitality is not at issue they will always be welcome to stay, if not especially graciously so.

Sir Danain the younger refuses to say anything about the problems at the castles the knights will visit. He remains confidently smug during the first encounter that the knights will find themselves as stymied as he was. His confidence will erode with each success, and be bolstered by each failure. He wants the player knights to fail because it will prove the virtues his father outlined can not be upheld by normal men. He is not so churlish that he would actually intervene to bring about failure, but he will certainly not act to encourage success. (For the Young Knight's reaction to each challenge see "What Sir Danain Says" in each location.) The Lady Enide will not accompany the player knights on the tests, but she will pray for them in their absence.

The Castle of the Maiden Knight

The Test of Upholding the Honor of Ladies

The first manor is a modest keep with separate stone tower. It is ruled by Sir Ethelheard, an old Saxon knight with two daughters, Cuthburh and Wihtburh. Ethelheard believe that they have been sowing seeds of dissent by romancing two knights who are not Saxons, whom he loathes. He has imprisoned his daughters and killed their lovers; any who would speak as the girls' champion must fight his own champion warrior.

When the player knights ask to take up the challenge, Sir Ethelheard calls for the champion. An armored figure appears. On lifting the visor of the helm, it is revealed to be Sir Ethelheard's young wife, Lady Ethelrida. Any challengers must fight her at dawn.

Sir Danain the Younger says: How am I to defend women against a woman? It is an impasse. This Lady dresses as a knight. If I raise my hand to her I am myself a churl. Her brutish husband has already won.

Solutions

The knights have two problems, but they each suggest a solution. Obviously, the ladies must somehow be championed. The pursuit of romance is something a good knight should defend to the bitter end. Conversely, the lady

Sir Danain the Younger, the New-Made Knight

Glory 1,310

An easily discouraged young knight, Sir Danain has the makings of a good knight, but must be taught perseverance and more faith in the virtues and traditions of knight-hood.

SIZ 10	Move 2	Major Wound 11
DEX 12	Damage 3d6	Unconscious 5
STR 10	Heal Rate 2	Knockdown 10
CON 11	Hit Points 21	Armor 12 (reinforced chain)* + shield
APP 13		

Combat Skills: Dagger 5, Lance 10, Sword 12

Significant Traits: Indulgent 14, Suspicious 12

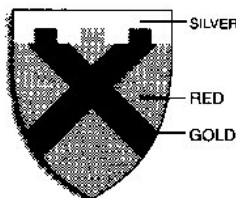
Significant Passions: Love (family) 13

Significant Skills: Intrigue 8, Recognize 11

Heraldry: gules, a saltire or, a label argent.

Sir Danain the Younger still bears the labelled shield of his father, though technically with his father dead and he the eldest son, he should bear his father's unaltered arms. The label serves as symbolic of his need to become a man in his own right.

Horse: an easily discouraged sorrel charger, Damage 6d6, Move 9, CON 10.





The Adventure of the New-Made Knight

knight considers herself an honorable warrior, as part of her Saxon heritage. Thus her honor too should be considered. The knights learn this if the knights try and persuade the lady knight she should not fight. Ethelrida will say that she has come from a warrior line and will not shame her husband, since it was she killed the lovers of her new husband's daughters.

The way to success lies through intrigue or action.

Intrigue: The knights could try and argue that the lady knight is no knight despite having donned armour and the role of a man. Speaking to the daughters might help. They will tell any player knight who shows mercy and kindness toward them that Lady Ethelrida has a soft spot towards those who would defend ladies whom they barely know. If the player knights can show that they are willing to risk much in the service of these ladies, Lady Ethelrida may relent in combat. It is, however, a great risk. Alternately the player knights might incommode the lady knight to make certain she cannot fight and that her husband must fight in her stead. This is unknighly, but might succeed.

Action: The knights fight the lady but to first blood or knockdown. She is loathe to accept knockdown, but if the knights have proved honorable she will agree to first blood with resignation but good grace. She would also prefer to use a true lance rather than a jousting lance in any joust. A successful [Orate] or [Merciful] can change her mind.

The second active option is to fight a defensive combat and rely on the lady relenting in the face of the knight's virtue.

Another alternative is that the challenging knight could fight without armor or otherwise handicap himself. (This seems condescending, but for the knights the key problem is that they should never raise their weapons to a woman).

One final solution is to not raise a hand against the lady and yet take her blows, proving the knight's belief in the justice of the daughter's cause. For each blow after the first two the knight takes in such a combat, roll on the lady knight's [Honor]. On a success she realizes the impossible situation the knight is in and is convinced by his courage of the rightness of his cause.

Glory: Player knights should gain 50 Glory for bravely facing the lady knight. They should gain

only 25 Glory for outwitting or otherwise tricking her and her husband, and this simply for resolving the challenge.



Lady Ethelrida, Saxon Warrior Woman

Glory 380

SIZ 14	Move 2	Major Wound 15
DEX 8	Damage 5d6	Unconscious 6
STR 14	Heal Rate 3	Knockdown 14
CON 15	Hit Points 29	Armor 12 (reinforced chain) + shield
APP 15		

Combat Skills: Axe 19, Dagger 10, Horsemanship 20, Lance 15

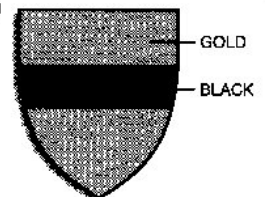
Significant Traits: Honest 15, Just 14, Merciful 14, Proud 15

Significant Passions: Honor 13, Love (family) 14, Loyalty (liege) 19

Significant Skills: First Aid 14, Stewardship 12, Tourney 14

Woman's Gift: Good with Animals

Heraldry: or, a fess sable.





The Giant and His Captives

Hargyll the Tethered Giant

Hargyll is a Huge Giant. Use the stats on *Pendragon Fourth Edition*, page 342. Add the directed trait *Indulgent (self-pity)* 20.

The Giant's Captives

The knights who are captives are a mixture of 15 Young knights, 15 Ordinary knights, 15 Old knights, and 5 Famous knights. See *Pendragon Fourth edition*, page 329. Gamemasters might add famous knights that are known in their campaign.

The Castle of the Tethered Giant

The Test of Brotherhood

The Castle of the Tethered Giant is the home of a beleaguered Roman, Sir Pertacus. It stands high on one peak of a double-peaked tor. Beside it a tumultuous waterfall hisses down into a black lake, which itself feeds a river running by the castle gate. To get to the second peak a small wooden bridge has been constructed.

Sir Pertacus' problem is this: A giant is tethered to the top of the second peak. If the castle does not feed the giant, the giant throws rocks and boulders from its peak down onto the castle, threatening to smash the castle to rubble. It seems the giant was tethered there for the crime of murdering his brother. Legend says a brave knight who sacrifices his life by hurling himself into the bottomless lake will free the giant, and, in turn, free the castle from the giant's tyranny. Fifty knights have ridden off to defeat the giant, but none have returned. It is said they are held captive and will never be freed until the giant is vanquished or freed. Can the knights rid Sir Pertacus of his terrible neighbour, and free their brother knights from captivity?

The path to the giant is strewn with the remains of shattered weapons and armour. At the giant's grim peak, a great cave reverberates with the beast's breathing, and its stink hangs rancid on the air. The shields of fallen or captured knights form a walkway into the giant's cave.

Within the giant's lair is a great battery of cages ranged around its walls, holding at least fifty knights behind thick, stout bars with a Resistance of 25. Each has a lock with a Resistance of 10, inaccessible to those within the cage. The giant, Hargyll, is a huge beast, tethered by a massive chain whose every link is SIZ 25. It runs from his leg, out of the cave, and over the lip of the tor to vanish into the murky lake. Hargyll has some mobility, but can never get further than the bridge between peaks. The self-pitying monster has a deadly bargain to strike and tells his story without provocation.

At the far end of the great chain that tethers Hargyll is the corpse of his brother. They were tethered there by their father, a more terrible and evil giant than even they themselves. Hargyll slew his brother in anger when his brother acted smug, as though he knew more than Hargyll. The body dropped into the bottomless lake. Since then even Hargyll's great strength has been unable to pull the chain out of the lake. He believes it is his punishment to be tethered here. In revenge he makes war on the brotherhood of knights, in perpetual anger against his own, murdered, brother. Will the knights make the sacrifice, or can they rescue their brothers some other way?

Sir Danain the Younger says: What could I do? These men are nothing to me. Why should I lay down my life that they may live? It is certain death. I cannot sacrifice myself simply to prove my nobility. That is self-defeating.

(Sir Danain may reveal that when last he was here, he did not actually confront the giant, but abandoned the quest.)

Solutions

Exploring/Making the Sacrifice: Hargyll does not know that his brother had the key to their chains on his person. That was the reason for the brother's smugness: he knew the chain was solely to torment Hargyll. He paid for that torment with his life. By exploring the area, climbing down the side of the tor and diving into the lake, a player knight could learn this. Use the suffocation rules for underwater adventures (*Pendragon Fourth edition* p. 185). Each round the knight must make a [Swimming] roll to take an action.





Upon succeeding at an [Awareness] roll the diving knight will learn that the bones of Hargyll's brother still lie in the lake, sunk in the mud at the bottom. The key is amongst them. The lock is also below water, on the side of the chain near Hargyll's brother. A knight must oppose his [STR] to the lock's Resistance of 20 in order to successfully open it. Each attempt takes a round. The lock is corroded as well as huge, making the task difficult. Once the giant's chain is freed, Hargyll pulls it out of the lake, to take it to some smith, or to find a weapon to break the length around his feet. A quick thinking player knight can grasp the chain and be pulled to freedom. Otherwise, he will have to [Swim] to the surface.

A more heroic way to find out the secret of the chain is for a player knight to agree to lay down his life for his brothers. When he hits the water, he will see the chain extending down to the lock near Hargyll's brother.

Attacking the Giant: Another alternative, which still upholds the principle of brotherhood, is for some of the knights to engage the giant while others work to break open the cages' locks. Unless the knights somehow capture the key, currently hung around Hargyll's neck, each will be able to oppose his [STR] to resistance of either the bars (STR 25) or lock (STR 10) of a specific cage. Success frees a knight. A party of player knights, however intrepid, are likely to be killed outright or captured like their fellows in a stand-up fight against the giant. By freeing the knights the mass of fifty knights can easily overwhelm the giant, slaying it or making it swear to keep its peace with Sir Pertacus. Forcing the giant to throw itself into the lake will reveal the truth of its situation to the brute. Down there, it can free itself.

Glory: Player knights should gain 500 Glory for attacking the giant, although the award should be divided between all participating knights, including captives. If any player knight willingly (but one hopes not ultimately) flings himself into the lake he receives 500 Glory for such a selfless deed. Somehow tricking the giant receives no glory; it is likely the brute will return and take his revenge on poor Sir Pertacus.

The Castle of the Sons of Cadlew

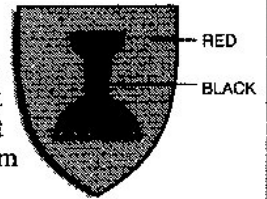
The Test of Gentility

Castle Cadlew is a small keep on an isolated road, hours from any settlement except for a rude village under its control. Since the death of Sir Cadlew, it has been under the rulership of his ruffian sons.

Because of the castle's isolation it is almost nightfall when the knights approach. Along the road to the castle the player knights meet a small group whose destination likewise is the Castle of Cadlew. The party is made up of the elderly Duchess Blandine and her lovely young daughter, Analine, together with six men-at-arms under a sergeant. No knight travels with them. Duchess Blandine explains that her late husband was a great friend of Sir Cadlew. It was agreed that if none of Cadlew's sons had married before their father's death then the hand of Lady Analine should be given to one of them. Duchess Blandine's husband agreed to

Typical Son of Sir Cadlew

Treat this as a standard son of Sir Cadlew, representative of them all. They are at heart good enough men, but belligerent with drink and too eager for freedom from their father.



SIZ 13	Move 3	Major Wound 10
DEX 12	Damage 5d6	Unconscious 6
STR 14	Heal Rate 2	Knockdown 13
CON 0	Hit Points 23	Armour 10 (norman chain) + shield
APP 11		

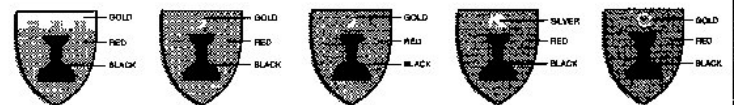
Combat Skills: Sword 15, Lance 17

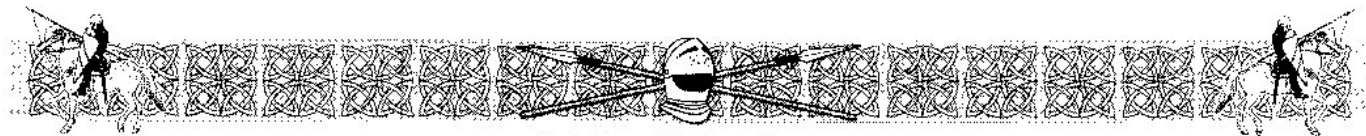
Significant Traits: Arbitrary 12, Indulgent 16

Significant Passions: Love (family) 13.

Significant Skills: Awareness 12, Horsemanship 18.

Heraldry: Sir Cadlew's achievement is "gules, an transposed cup sable." Each of the sons bears their father's arms differenced by a mark of cadency. Cleris the eldest has "a label or", Cleremond "a crescent or", Caulus "a mullet or", Caradoc "a martlet argent", and Cadlew "an annulet or." Each of these is located in the center chief point of the shield.





Part One: Chivalrous Quests

this. They already had an understanding that their daughter would marry one of the sons of Cadlew in any case. The death of the men's father had simply made the event immanent.

A storm is brewing as the knights reach their destination. On arriving at the castle the player knights quickly realize something is amiss. The steward, a pursed but kind elderly man named Berenger, is hesitant, clearly hiding something. He tries to get the ladies into their quarters quickly, and the knights likewise, but [Awareness] identifies the noise of drunken revelry coming from the banquet hall.

In their father's absence the sons of Cadlew—Cleris, Cleremond, Caulus, Caradoc and Cadlew—have indulged themselves unfettered by the niceties of lordly behaviour. They engage in much brutish one-upmanship, showing off, preening, carousing, and fighting drunkenly.

Once the sons become aware of the knights and the ladies in the castle, they insist the guests join them for a feast. Gamemasters should pull out all stops at making these young knights loud, crude, licentious, and foul. Their almost continual drunkenness has made them completely unselfconscious of their behaviour and unable to tell how churlish they are. Unhappily the ladies cannot leave, since a hard journey through darkness is all that awaits them, and the breaking storm makes travel hazardous at best. It is up to the player knights to see that these curs do not act unchivalrously towards the ladies, though as the evening draws on the inhibitions of the drunken revellers may prompt them to act in an unseemly way towards Lady Analine.

If any one knight attempts to attack one of the sons of Cadlew the others rally, ready for a pitched battle. The sons will continue to get drunk until morning at which time they will pass out, allowing the player knights and the ladies to leave. While this is expedient it hardly produces a solution to the challenge of the castle, which is to remain chivalrous and gentlemanly in the face of enormous provocation. Player knights must succeed in a successful [Temperate] check not to overindulge in drink in this kind of atmosphere. However it will take a subsequent success on their [Indulgent] trait to render them as bad as the brothers.

Sir Danain the Younger says: How could I endure the japes and attacks of these ruffians? And while drunk they clearly outnumber me and have the castle garrison at their command. Better to leave them to stew in their own unsavory juice. It is impossible for a warrior to be genteel. Best to be a martial brute and have done with pretence.

Solutions

Fighting: It should be obvious to knights that to resort to ugly, sordid violence in front of the ladies would be almost as distressing as leaving them be in the presence of the young knights. A [Courtesy] check might also reveal this. Nevertheless, the ladies should be guarded and some groups of knights may take this further into outright martial action against the Cadlew's sons. Due to their drunkenness all the knights of Cadlew receive a -5 penalty to their skills. Yet, they have 20 men at arms at their command (see Footsoldier stats, *Pendragon Fourth Edition* page 330), though those men will be loathe to see the ladies harmed or to deal any fatal wound to a visiting knight. It may be a close fight.

Intrigue: With the willing help of the steward the player knights might drug or otherwise disable the sons of Cadlew. Their store of alcohol is kept in massive barrels in the cellar, reached through an iron grill and lock whose Resistance is 9. The cellar is left open, and the key hangs on a nail behind the door. It can be found by searching with a successful [Awareness] roll. The ale and wine might be denied the sons, to stop their continued inebriation, although something should still be done to sober them up, and a fight could break out if they become aware someone has the key and has locked them out.

Stoicism: Perhaps the obvious solution is simply to tough it out and put up with the drunken louts, hoping they come to their senses and remaining polite to the ladies. Gentlemanly behaviour, reflecting courtesy and consideration on the part of the player knights, can make up for a lot of the worst excesses of the sons of Cadlew. Player knights may prefer to keep the ladies in their quarters. A guard will have to be posted since before long the brothers will





The Adventure of the New-Made Knight

become curious and insist on inflicting their presence on the ladies.

Shaming the Brothers: Player knights who would remain stoic, enduring the brothers and their odious ways, are rewarded with the opportunity of shaming the brothers. This can be done by referring to the son's late father and all the hopes he had set in his sons for a good marriage—hopes that are currently being caroused away. This might be suggested to the players by the brothers making reference to feeling good about being out from under the thumb of their father. Alternatively, [Orate] rolls might bring the brothers to their senses, or successful [Temperate] rolls matched against their brothers' [Indulgence]. However players elect to shame the brothers, gamemasters should only allow it a chance to have effect after the player knights have demonstrated their commitment to the knightly virtue of gentility, or have accompanied the attempt with some dramatic action (flinging away the wine or jumping on the feast table and indicating the portrait in tapestry of Sir Cadlew's triumph on the nearby wall, for example). Once chastised the brothers come to their senses and take themselves to bed. By morning, they are sober and contrite, anxious to make amends to the ladies and the knights.

Glory: Treat the brothers as Ordinary knights for purposes of Glory through combat. Intrigue, while saving the ladies and getting a small Glory reward of 25, does little to further the knights' cause. Remaining stoic in the face of the brothers' uncouth behaviour, while defending the ladies, and perhaps shaming the knights, is the option most likely to win Glory if not necessarily success. In this case, the Glory reward is 100.

The Castle of the Red Beast

The Test of Godliness

The final castle is a motte and bailey design on the brink of a large, deep forest. The player knights arrive in the evening. As night draws in, the castle's inhabitants become hushed, hesitant, and cautious. Their lord, Sir Plenorias, is a small, elderly man who seems to carry the weight of worlds upon his shoulders. He will explain his troubles to the knights.

Sir Plenorias' demesne is being haunted, cursed by a beast the locals call the Devil's Stag.

Sir Plenorias defies any knight to stay vigil in the Devil's Keep, a strange dark tower at the edge of the forest encroaching on his land. This is where the terrible creature is said to come. None have managed to stay a night without fleeing before morning in utter terror. It is said if any brave knight can show faith enough in God or Goddess to remain a night then the curse will be forever lifted. Will the knights do so?

Sir Dinain the Younger Says: I saw such a terrible silhouette loom upon the window of the keep that my heart flew to my mouth and I could not face the beast. I am as stalwart a Christian as any knight, but mere faith in God is not enough to keep one safe from a very creature of the Devil himself.

Solutions

Much more exists in this encounter than first appears. The tower is in fact an abandoned Christian shrine and the grove hides a chalk figure of a leaping elk, considered of great significance by Pagans. Player knights will not know this unless they are keen and search the place, and then care enough about their individual faiths to clear away the shrine and the grove, which are both overgrown and neglected.

The Devil's Stag is in truth a normal elk, and either the light from the chapel tower or the moon reflected from the chalk figure will reveal this. Thus, concrete action rather than simply adhering to traits can save the day. Nor are these actions unknighly. Some hacking away of forest with sword and lighting a few candles is enough: What is important is the motivation.

The Red Beast or the Devil's Stag

The Devil's Stag appears four hours after the knights first reach the tower (Long enough for them to clear the tower or reach the chalk animal). The beast is simply a large red elk with brambles and briars caught in its antlers. The branches give its outline a malevolent appearance in the dark, hence its fearsome reputation. Player knights cannot see this, no matter how good their [Awareness], unless they have cleared away either grove or chapel and lent more figurative and metaphorical light on the situation, by either candle light or moon light. [Merciful] player knights may even attempt to catch and aid the animal.

Use the stats given for a red elk in *Pendragon Fourth edition*, page 341. Gamemasters should ask for a [Valor] roll at -5 to face the creature until its true nature is revealed to be contrary to its fearsome reputation. Meeting it in the woods requires a [Valor] roll at -10.







Part One: Chivalrous Quests

Keeping the Faith: If the player knights enter the tower a successful [Awareness] reveals that the windows in the single tower are of stained glass and that the rot and fallen timbers hide a chapel. Pious knights will be motivated to clear the chapel and restore it to its former glory. Keen players may even seek a priest to make sure the ground is consecrated. (One lives in a monastery an hour's ride away.) Among the detritus of the chapel are many candles. Once the chapel is clear and the candles lit, the light glows through the stained glass windows and lights the tower, so that when the beast appears it will be shown to be a normal creature. Player knights may wish to be Inspired by a [Love (God)]. A successful [Religion (Christian)] roll identifies the precise way to make the chapel whole again.

Braving the Forest: Other may go into the forest and search for the Devil's Stag. Meeting the Devil's Stag in the middle of the forest rather than near the tower requires the [Valor] roll to be made at -10 unless the player knights have revealed the chalk animal and allowed the reflected moonlight to illuminate the scene. Finding the chalk animal requires merely being dogged enough to wander in the forest for more than an hour. Gamemasters may wish to call for [Pious] rolls to help player knights persevere. A successful [Religion (Pagan)] will reveal the significance of the chalk animal.

Remaining Passive: Player knights may wish to merely brave the beast by waiting it out until the creature appears. See the Devil's Stag statistics for the encounter. They should not be able to determine the true nature of the beast without meeting the challenge of clearing away temple of grove. But, lucky rolls or stubbornness could win through. In this case, player knight should be rewarded with

some success, but they are likely to slay the beast before finding out it is a hapless animal.

Glory: Facing the creature earns 50 Glory. Clearing tower and/or grove brings 50 more Glory to the knights involved, since the locals will have tangible evidence of their bravery and tell all visitors the story of the holy sites.

Success or Failure

In the case of any success bought about by Intrigue or other plots and plans, the young new-made knight will be impressed with the cunning of the player knights, but still argue they have not strictly adhered to knightly virtues. Gamemasters wishing an ending that is not too frustrating for their players might have Sir Danain the Younger brought around eventually by successful [Orate] or by arguing that even a compromised adherence still proved the ideals of knighthood could be upheld, even if the letter of those virtues could not be followed.

The better ending and the clearer success is that brought about by vigorous and clear-cut action in the face of insurmountable odds. Even given the accumulation of successes from castle to castle, however, Sir Danain the Younger will dig in his heels, hoping not to be proved shamefully wrong, until the very last challenge is won, when at last he will relent. A further reward for player knights might be to bring them back to Castle Rimchurch in another year or two and see the changes Sir Danain the Younger has made: a new steward, happy peasants, a prosperous land.

Glory: 50 additional glory to all involved in turning the churlish Sir Danain into a true knight.





THE STORY OF THE CASTLE WAKELY

by Eric Rowe

Castle Wakely is an ancient decaying fortress that sits restlessly between two large hillocks which stand guard over a large and fertile but untended valley. It was abandoned years ago when the last lord of the castle threw himself off its great battlements. Now, the current lord of the entire region has, for some reason, bequeathed it to a player knight. Perhaps it is an older knight reaping his long deserved reward, or a younger knight who has done some great worthy deed. More mundanely it may be simply that the lord needs it manned by trusted stewards, to protect his fief from increasingly violent raids from that direction. Whatever the reason, it is possible for the players to find themselves faced with the daunting task of refortifying Castle Wakely and reestablishing the local community.

This castle can be used to base a campaign out of, or as the center of a short run of adventures centered upon setting up the area for habitation. All the usual politics of a normal campaign should continue, with the players being asked to support various local factions and power plays. In addition, the players are now responsible for stopping raids upon their lord's lands as well as their own, not to mention providing funds and men when they are requested.

Lordly Domains is recommended for use in detailing the reestablishment of the castle and

local population. The lord who has gifted the castle and land to a player expects them to produce, not just idle away their time. If the player knights have not brought the castle and surrounding lands (locally capable of supporting 3 POP) up to the full-functioning level in five years, their ownership will be revoked. Until then, however, they do not need to contribute food and coin to their overlord and may reinvest it in their own new land. After that they are expected to provide the standard lordly gifts to their lord. Failure to do so results in forcible eviction, not to mention a severe decrease in the Loyalty (Lord) of the players.

Complete rules for ghosts in *Pendragon* follow this story.

To The Castle Perilous

Castle Wakely's vast empty halls should echo menacingly when players first arrive. Let them know this will not be a simple task. All they have is the shell of the ancient castle, a supply train, and a group of peasants. The castle consists of a standard square keep and a single curtain wall. All of the older wooden structures have deteriorated past safe use.

The player knights must set up to survive a possibly devastating winter. All the details will be under their control. Among the things players will need to oversee are: building new fortifications, choosing perimeter defenses, selecting a priest for the new church, and staffing the castle. This is a lot of work; make the players do it for you.

This story should be played out in numerous scenes, interwoven with regular adventures. They may include: the reestablishment of the castle; the first winter; enemy raids upon the land; visitations from local powers; peasant justice; and lordly visits. In addition over time the players should become aware of the haunting of the castle, through scenes involving visitations by each of the three spirits of Castle Wakely. Finally, this story can be brought to an end with the banishment of the spirits. Examples of scenes which might lead to this finish this story.

The Haunting of Castle Wakely

The problem, to put it simply, is that the castle is haunted. The spirits of those who once ruled this

Becoming Landed Nobility

One of the greatest heights that knights can hope to attain is the rank of landed nobility. Becoming a minor landholder is relatively simple. By marrying within his own class, a knight may gain a few holdings. Likewise, a gamemaster may allow a knight to inherit a few manors if he is a first son. However, some knights may aspire to more.

Becoming a major land holder—possessing castles, numerous manors, vassals, and perhaps even a title—should only be possible through game play. Lords without male heirs sometimes offer the hand of their eldest daughter, and thus all their land, to one who accomplishes certain quests. Alternatively, a lord with no developed holdings might offer his land to a worthy knight. Counts, dukes, or kings also have the power to grant considerable fiefs. In all cases, the tasks required to gain such a reward should be accordingly great.

The Story of Castle Wakely begins after a player knight has won a parcel of land. Sometimes the holding of the land is just as difficult as gaining it was.



castle are not at rest and have no intention of letting the players have any either.

There are three ghosts who remain imprisoned within the castle walls. Each is a past head of the Wakely family who died unhappy and unfulfilled. John is the eldest and was undone by his gluttony. Sigmund, his son, was lost before God. William, Sigmund's offspring, fell prey to jealousy. Since their deaths, these traits have magnified and festered within their tortured souls. The ghosts will try to corrupt any new residents to the sins that destroyed them. The methods of each differ and will be detailed in their descriptions.

Glory: 10 to all knights who remain in the castle after the hauntings begin.

John Wakely

John Wakely, son of the castle's builder, was raised spoiled and pampered. At a very young age, he grew obese, and only his wealth secured him a bride. This wealth was squandered on other women, fancy food, and drink from far-off lands. Years later, there was a great famine in the land and the people were hungry. John did not care, and continued his gluttonous excesses. The starving people of the nearby lands took offense, and soon his fat head sat atop a pike.

John Wakely

Spirit Limit 51 Spirit Defense 51 Spirit Force 3d20

Talents: Glamour, Curse (food), Emotion (Indulgent)

The haunting of John Wakely will take the form of his spirit appearing during mealtimes. He will complain bitterly about the quality of the food and service, while encouraging the players to upgrade their standard of living. Over time, players must resist several times using their [Temperate] trait versus John's [Indulgent] of 18. When several Temperate rolls have been made, John will give up on convincing the players to follow his manner, but will often taint and ruin their food with his Curse until either they are driven away or he is.

Sigmund Wakely

Sigmund Wakely was understandably affected by the death of his father. All his beliefs were shaken and his outlook upon the world grew dim. His rule was benevolent, but firm. He cared little for the church, the opinions of the clergy, or the beliefs of the people. In the end, his sense of good fiscal management even brought about the foreclosure of the local church. This did not please the peas-



Part One: Chivalrous Quests

ants, but as their life was good, they complained little. God, however, was not as forgiving. Sigmund was plagued by many illnesses over the years and eventually succumbed to high fever.

Sigmund Wakely

Spirit Limit 35 Spirit Defense 35 Spirit Force 2d20

Talents: Glamour, Bless

Sigmund only appears on Sundays. When he decides to appear, it is only to harass those who are actively worshipping. He likes to set small fires, knock over objects, and disturb prayers. First, he will try to convince player's of the worthlessness of religion. He still remains as [Worldly] as ever (19) and uses it to attack the [Pious] trait of player knights. Once several Pious checks are successful, he will simply give up and become a tremendous annoyance. He like to Bless termites, rats, and other vermin to be bountiful.

William Wakely

William, last lord of the castle, was even more irrational. He saw plots for his life and his wealth everywhere. When he married, he was greatly in love, but his paranoia spelled an end to his happiness. His wife had many friends, some male. These quickly became rivals and plotters in Williams twisted mind. In a fit of jealousy, he had his wife and several male friends slain for infidelity. However, he later discovered letters written by his wife which revealed her faithfulness and love for him. In perhaps the most rational decision of his life he then leapt from the battlements. With no living heir and a history of trouble at the castle, the knights and peasants of the land soon departed.

William Wakely

Spirit Limit 57 Spirit Defense 57 Spirit Force 3d20

Talents: Glamour, Emotion (Selfish), Weather Control



As a ghost, William encourages Suspicion and Jealousy among the players. He will appear any time one of these traits is expressed and try to build on it. He especially thrives on fomenting his traits between the player knights. His [Selfishness] of 17 attacks the player knights' [Generous]. Successful Selfishness checks are their own reward. Several [Generous] checks will drive Wiliam to simple yet tedious haunting. He will tend to worsen the local weather as often as he can.

Banishing the Ghosts

It should be quite apparent that the players need to remove the ghosts. They scare the staff and the animals. Unfortunately, they do not want to leave. There are no local magicians powerful enough to banish them, and if there were, the cost to players would probably be very high.

The Wakely ghosts require a demonstration of their opposite traits, in equal magnitude to the actions that caused their own downfalls. You may use your own ideas to come up with appropriate actions that match your campaign. The following are just three simple possibilities.

Getting rid of John. During a famine or food shortage, the keepers of the castle show great sacrifice, sharing in the hardships of the people.

Getting rid of Sigmund. The new church is destroyed in a fire. Players go to great lengths to rebuild it as soon as possible, despite great financial and logistical problems.

Getting rid of William. The wife of a player character has come under suspicion of infidelity. Despite much circumstantial evidence, she is trusted. Or, if she has strayed, she is forgiven.

Until they are gotten rid of, the ghosts should be played with relish and enjoyment. They do, after all, enjoy troubling the players. The actual methods of removing the ghosts should not be divulged either. Only the true expression of the needed traits will cause them to be expunged and the castle to be freed of their curse.

Glory: 30 for each ghost banished.

Rules For Ghosts & Hauntings

by William G. Filios

These rules help define what a ghost is and what powers it may have over the world of life and light in a Pendragon game.

appropriate personality trait dependent upon who wins the contest.

Example: Many travelers along the road have seen the ghost of Sir Nep rise from the sparks of their campfires. They tell of how he appeared gaunt and thin during their mealtime, and how he brought an ache to their bellies. Sir Nep has pitted his [Temperate] trait against the [Indulgent] trait of his target. If Sir Nep wins, the opponent realizes the benefits of Temperance and gains a check. If Sir Nep loses, the opponent gets to finish their meal and gains an Indulgent check.

At times, a ghost will want to make use of old skills or physical abilities he had as a living person. He may want to pick up a real sword and use it, he may wish to tell someone the lost folk lore of their childhood, or he may wish to simply hold a door shut or trip someone. In all cases, he is trying to use knowledge, statistics, or abilities related to his connection to the living world. As his connection to this world is nebulous, such actions are difficult.

First, the ghost must summon the strength to make such an attempt (i.e. he must make a successful roll in the appropriate passion or personality trait). Next, he must succeed at the appropriate skill with appropriate modifiers based on the difficulty of the deed. Every round he wishes to continue his action he must again make his roll. Once he has failed he may not try again that day.

When a person becomes a ghost, he also gains haunting talents that he uses to influence the living world in order to obtain his haunting goal. A ghost only has the talents it starts with; it cannot learn more, nor can it teach such talents. How many talents a ghost has is up to the gamemaster; however, a good rule of thumb is one talent for each die of Spirit Force the ghost has. The first of any such talents will tend to be a form of Glamour: a means for the ghost to make itself appear. Other talents may be chosen from the Magician's talent (as discussed in the magic section of the Pendragon rules), so long as they help the ghost achieve its haunting goal.

Example: Sir Nep's Spirit Force is 2d20, therefore he will have two haunting talents, the first of which is a form of Glamour that allows him to make his image arise from the campfires of travelers (cost 35). His second talent is a form of Divination that allows him to identify people with a clear history of theft (cost 70). Since he is not very powerful, he often simply relies on overhearing bandit's tales of brigandry rather than on using his

talent. Just like any other magician, a ghost may need to engage in magical slumber. At this time, it is basically absent from the living world. A ghost can never forgo this rest for aging rolls.

Defenses & the Powers of the Living

The question finally arises of how to get rid of this new and possibly pesky ghost. The two main ways are: to eliminate or complete its goal; or to use magic.

Eliminating or completing the goal of the ghost is usually straightforward. However, the gamemaster may wish to allow flexibility in accomplishing this.

Example: Sir Nep's goal of ridding the road of bandits is impossible to meet. The gamemaster may allow players to give Sir Nep the news that his old fiancee has married or that his Lord has died. Thus eliminating some of Sir Nep's will to remain attached to this world.

To remove a ghost with magic requires a player to beat their spirit defense with a [Dispel] talent or [Exorcism]. Ghosts may also be bound by those of malevolent intent.

Sending a ghost to the other side and letting it rest in peace is usually worth a [Merciful] check.





THE ADVENTURE OF THE MYSTERIOUS MANOR

by Heidi Kaye

This adventure presents a murder mystery story as a change of pace for a campaign, while also offering opportunities for courtly intrigue as well as knightly combat in the shape of a challenge fight and a tournament. The story would fit into any period of the campaign. It is aimed at knights in the early stages of their careers who may be en route to another adventure. It could be set in Cumbria or north Logres, anywhere slightly backward or unfashionable. Player knights have the chance to find true love with one of the daughters of their unwilling host, Sir Barrius, to secure a devoted and eager squire in the person of young Tarquin, and to acquire a fiendish enemy, the notorious villain Sir Turquine of the Dolorous Tower (see *Pendragon Fourth Edition* page 337). Tact and discretion as well as powers of deduction will be required, as their reluctant host has an awkward secret which he would not like revealed.

Introduction

The player knights are looking for a place to stay on a Friday night while travelling in harsh country with a storm approaching. They come upon a small manor and knock at the door to request hospitality. They are met by Sir Ortel, the seneschal: "Welcome to Marshfield Manor. I'm terribly sorry, dear sirs, but my lord, the banneret Sir Barrius, is rather busy at the moment. He is in the midst of planning and preparations for a local tournament which he is hosting next week. With so much on

his mind at the moment I'm afraid that he simply cannot accept guests. Where are you heading? Oh, brave knights, that is scarcely any distance at all from here—you would fare much better continuing on your way tonight."

When the player knights press him, Ortel will seek Sir Barrius to obtain permission. Grudgingly, Sir Barrius will abide by the laws of hospitality to the bare minimum. The player knights can stay one night and are put at a low table away from his own in the hall. Proud knights may well be insulted by his incivility, but they have little alternative if they want to get in out of the cold.

An Unpromising Evening

The evening meal at Marshfield Manor is moderate at best. The bread is coarse and the meat is tough. The only decent dish is the sponge pudding, which contains a pleasant aromatic spice. The only entertainment is a pair of rather reedy recorder players, piping away high and low in a corner. The dismal, drafty great hall is decorated with some threadbare tapestries, to keep out the worst of the cold, and a large collection of animals' heads.

Barrius's retainers, seated at the next table to the player knights, tend to talk among themselves about local issues and the upcoming tournament. If player knights try to engage them in conversation and succeed in an [Intrigue] roll, they will find

Hospitality on the Road

Although knights are often self sufficient, able to set up a pavilion and hunt for their dinner when night draws nigh, such living is rugged and tiring. There is no denying the pleasure of a warm fire and a soft bed at day's end. Thus, knights will often seek the hospitality of local lords as they errant across the land.

The most generous lords offer hospitality without asking anything in return. They treat other knights as they would wish their own to be treated. Others may ask something in return. Poor lords may ask for the payment of a few denari, or the hunting of a boar for dinner. Lords without

able knights of their own might request a small task of their knightly guests. In many castles a good story is payment enough for a night's food and lodging.

Some castles have customs. These are deeds that all knights staying at a castle must agree to in exchange for hospitality. They are usually considered strange or odd. Typical customs might include: battling with the lord, sleeping with an unattached woman, or resting in a haunted room. Customs tend to go far beyond the tasks that an honest knight would ask of his guests.

And, of course, there is always the chance for an accidental adventure, as is the case with "The Adventure of the Mysterious Manor."



that Sir Barrius is only holding a tournament because neighbouring knights have made comments about his parsimoniousness. The household knights are all looking forward to proving their skills, impressing the ladies, and winning some prizes.

Any player knight making a successful [Awareness] roll will notice Sir Ortel and the dashing Sir Joffrey glancing dreamily up at the high table where Sir Barrius's two lovely daughters, Lucilla, age 19, and Glorei, age 16, sit chatting and laughing together.

Another [Awareness] roll will allow player knights to overhear Sir Baldor, a large and blunt young knight, speaking slightly of an important NPC knight of the player knights' acquaintance. This may lead to some conflict; checks should be made on appropriate traits such as [Loyalty], [Reckless], or [Vengeful].

One of the serving wenches, Agatha, flirts with a player knight (the most handsome or most Lustful), bringing him choicer cuts of meat, the biggest dessert, and smiling saucily at him. Sir Romek, who has an eye for the ladies

Agatha, Flirtatious Serving Wench

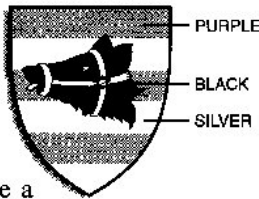
She is small and pretty still at 29 (APP 14). Her long blond hair is worn plaited high on her head, and her green eyes sparkle with promise of fun. She balances her natural Lustfulness (16) with her Prudence (15) for her own and her son Tarquin's interests.

Of course, she will say nothing about her son to the player knight who meets her in the pantry that night. She will, however, say that she has been very lonely for a long time. "We live such a quiet life in the manor, with very few visitors—and very few as attractive as you, dear sir! There has not been much excitement around here in recent years; the last time a tournament was held by Sir Barrius was before his poor wife died giving birth to Lucilla. Without her, love seems to have died around here. We tried to console the lord as best we could, but nothing seemed to lift his spirits, even the dear little baby he was left with. He once was quite a jolly knight—quite good-looking at that (there is a small gleam in her eyes)—and he is still good at heart, though so hard on the outside."



Sir Barrius, Lord of Marshfield Manor

The remains of a head of bright red hair ring his bald pate. Barrius is brusque and serious with everyone except his daughters. His face is now lined with care, but his chiseled nose and cleft chin reveal that he was once a handsome man.



Sir Barrius has become extremely set in his ways and satisfied with his life in the years since he settled down from more active service. He is stingy with the income that he fought hard to obtain. His uncomfortable secret is that Agatha had been his mistress long ago and he has an illegitimate son by her, Tarquin, whom player knights will meet later as her supposed nephew. After his wife died in giving birth to his younger daughter, Barrius took comfort for a time with the young serving girl, but once over his grief he put an end to it; such goings on are against his careful and unpassionate nature. No one was ever aware of his lapse. He assuages his guilt by keeping Agatha employed and providing for Tarquin discreetly.

Barrius is not so much worried about having bedded a servant as afraid that admitting paternity of Tarquin will cost him money. As he still believes that he may yet

remarry and have a legitimate son, he is unwilling to reduce the future inheritance of his heir by giving his illegitimate son any of his birthright. When they learn the story in solving the mystery, player knights may be able to convince Barrius tactfully that his hopes of further legitimate progeny do not seem likely and that his best hope is to acknowledge Tarquin when he becomes a knight in order to have some male heir. Flattering his ego about the lad's good qualities using skills such as [Orate] or [Courtesy] may also help.

Glory 5,115

SIZ 14	Move	Major Wound 12
DEX 10	Damage 5d6	Unconscious 7
STR 14	Heal Rate 3	Knockdown 14
CON 12	Hit Points 26	Armor 12
APP 11		(reinforced chain) + shield

Combat Skills: Battle 13, Lance 13, Sword 17

Significant Traits: Arbitrary 13, Lazy 14, Prudent 16, Selfish 15, Temperate 17

Significant Passions: Honor 14, Hospitality 6

Significant Skills: Gaming 7, Hunting 9, Stewardship 7

Heraldry: barry of six purpure and argent, a bear's head sable couped and muzzled.

and a taste for scandal, will remark, "Looks like you're in with a chance there!" Agatha is amenable to arranging a clandestine meeting in the pantry that night; a [Flirting] roll may be appropriate.

The player knights will be sleeping in the great hall along with the household knights. If the knight who caught Agatha's fancy chooses to meet her, he must roll [Dex. Success = He sneaks out and back unobtrusively. Failure = He knocks into one of the benches and one of the household knights stirs briefly, then turns

over. Fumble = He trips and falls onto one of the household knights, who awakens, but will be easily quieted.]

The Murder

Whether or not the player knight keeps his rendezvous with Agatha, she will be found dead in the pantry on Saturday morning. Her throat was cut. The player knight will be under suspicion for being seen to be so familiar with her at dinner the night before, even if he did not go to her in the night.

Sir Barrius is furious: "I am outraged that a knight, whom I have so graciously taken in as my guest, should behave so unchivalrously. Have you no respect for the rules of hospitality and honour? Little did I suspect that I was dealing with such a low and dastard knight! Guards, arrest this knight immediately and lock him away from my sight. I shall deal with him after the tournament, when there is time to make him pay for his base crime."

Armed guards immediately appear, ready to follow his orders. Player knights should roll

Inhabitants Of Marshfield Manor

The Lord: Sir Barrius

His Daughters: Clorel, Lucilla

The Seneschal: Sir Ortel

Household Knights: Sir Baldor, Sir Efflin, Sir Joffrey, Sir Romek

Stable Grooms: Bart, Ewen, Huw, Tom

The Carpenter: Peter

The Cook: Bart

Kitchen Lads: Jay, Rafe, Stephen

Kitchen Maids: Alice, Bronwen, Madge, Martha



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against their own [Hospitality] if they wish to put up armed resistance on behalf of their comrade; if they succeed, they realize it would be inhospitable to do so. Player knights who fight anyway gain an [Arbitrary] check.

Player knights may well want to argue with Barrius and demand the right to try to prove their friend's innocence. Have them roll against their skill in [Orate] to convince him to allow an investigation. On a success, he will allow them one day to investigate the case. Otherwise, Barrius' daughters will speak of their mother's mercy, and the fact that the next day is Sunday. Sir Barrius dotes on his lovely daughters and reluctantly agrees to release the knight on their terms, and then busies himself with his tournament arrangements.

The knights will have a day to prove their fellow's innocence. If they can not do so by noon Sunday he will face a judicial challenge against Barrius' champion.

The Investigation

[Intrigue] rolls should be necessary to glean information; use of trait and other skill rolls should be made as appropriate when dealing with individual characters to get the most information out of them. GMs should encourage lively interactions with the household characters. Time spent needs to be carefully accounted for as the player knights' time is limited. The time taken to learn and/or follow up on the following information is included in each reference below and takes into account the time required to get on a character's good side and then ask the questions subtly if necessary.

The murder accusation is made at breakfast at 10 a.m. Saturday; dinner will be at 6 p.m. and last an hour and a half; lights out will be at 10 p.m. (indoor lighting is expensive). On Sunday the knights will have from 7 a.m. to noon. If the player knights split up and then regroup to share information, their conversation will take one hour. If they let time pass, Agatha's unacknowledged son, Tarquin, may solve the mystery, but with his late start he will take till the next day, after the challenge fight.

Seeing Sir Barrius

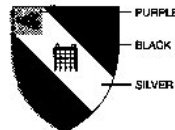
He will refuse to be bothered until the morning of the challenge fight unless the player knights have evidence to clear their friend. The only other way that he will be persuaded to talk to the knights is if they have evidence about Sir Barrius's liaison with Agatha. They will need to be careful how they broach the subject with him; rolls against [Courtesy] will be necessary here. If the knights do attempt to talk to their host during their investigation, they should be kept waiting for an appointment till 4 PM, or at least one hour, whichever is longer.

Time spent: The conversation will take one hour, assuming he will see them, as discussed above.

Household Knights

There are five knights domiciled in the manor. On the night of the murder, four slept in the room with the player knights, while one, Sir Joffrey, slept with a serving girl in a storeroom. If questioned about each other, they will give accounts in keeping with the descriptions below.

Sir Ortel, the Seneschal



Responsible, happily settled, and unambitious, he is comfortable with the life he has. He knows how to humor Sir Barrius and has some hopes

eventually to win the hand of his elder daughter, Glorel, through his loyal service. He will be cooperative and polite, but somewhat distant. When questioned, he will reveal that he has recently hired three new servants: "They are the only strangers at present on the estate: a male cook, Bart, whose only talent seems to be with sweets; a stable lad, Ewen, who seems a skittish boy but has a way with the horses; and a carpenter, Peter, who supervises building stands for the tournament. He keeps to himself but knows how to make a shilling's worth of wood go a long way."

Glory 2,210

SIZ 13	Move 3	Major Wound 15
DEX 15	Damage 5d6	Unconscious 7
STR 14	Heal Rate 3	Knockdown 13





Part One: Chivalrous Quests

CON 15 Hit Points 28 Armor 10 (norman chain) + shield
APP 13

Combat Skills: Battle 11, Horsemanship 13, Lance 16, Sword 18

Significant Traits: Energetic 15, Indulgent 15, Lustful 14, Prudent 14

Significant Passions: Amor (Clorel) 12, Loyalty (Sir Barrius) 17

Significant Skills: Courtesy 11, Flirting 10, Read (Latin) 7, Stewardship 9, Tourney 8

Heraldry: sable, on a bend argent a portcullis of the field, on a canton purpure a bear's head of the field coupé and muzzled.

Time spent: One hour

Sir Romek

He is fat and lazy, but friendly and a bit of a gossip though he is unaware of Sir Barrius's involvement with Agatha, of course. His blue eyes are bright with mirth: "Your friend is by no means the first knight who dallied with the willing Agatha. Did you know that Efflin and Agatha had an affair not so long ago? Affairs of the heart are not at all uncommon here. Joffrey and Ortel fancy Barrius's daughters like silly pups. But Joffrey will take what he can get. He was off somewhere last night, perhaps with Madge, a young kitchen lass.

"Last night I drank rather too much, so I slept it off, passing a night of broken sleep. Baldor's blasted snoring kept disturbing me." If the player knight did leave to meet Agatha, he will add, "I was awoken briefly by the sound of movement, and caught a glimpse of his cloak, but did not hear him return."

Glory 1,800

SIZ 16	Move 2	Major Wound 11
DEX 10	Damage 5d6	Unconscious 7
STR 12	Heal Rate 2	Knockdown 16
CON 11	Hit Points 27	Armor 10 (norman chain) + shield
APP 18		

Combat Skills: Lance 15, Sword 14

Significant Traits: Indulgent 17, Lazy 16, Merciful 14, Trusting 15

Significant Passions: Love (family) 16, Loyalty (Sir Barrius) 14

Significant Skills: Folk Lore 8, Intrigue 10, Singing 9,

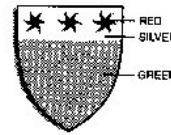
Tourney 5

Heraldry: quarterly, 1st and 4th, vert, a maltese cross or; 2nd and 3rd, argent, a rose gules.

Time spent: Thirty minutes

Sir Efflin

An active and open-hearted man, honest yet diplomatic. He has had some worldly experience. He will not bring it up himself, but if confronted with the knowledge that he had an affair with Agatha, he will admit it: "It was over between us a year ago, when I started courting a neighbouring knight's daughter, Flora. Agatha and I parted amicably; I even gave her a coral ring as a parting present, of which she was very fond." The ring will have been found on the body if anyone inquires, implying that the motive is neither theft nor an attempt to conceal Efflin's attachment to her.



Glory 1,800

SIZ 12	Move 2	Major Wound 13
DEX 11	Damage 4d6	Unconscious 6
STR 13	Heal Rate 3	Knockdown 12
CON 13	Hit Points 25	Armor 10 (norman chain) + shield
APP 15		

Combat Skills: Lance 17, Sword 17

Significant Traits: Generous 15, Honest 14, Just 14, Lustful 12

Significant Passions: Amor (Flora) 15, Loyalty (Sir Barrius) 16

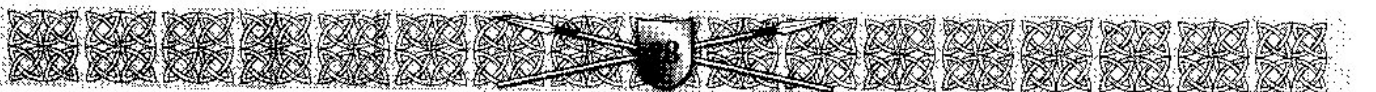
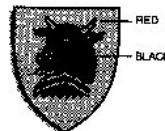
Significant Skills: Courtesy 14, Dancing 8, Flirting 12, Hawking 11, Horsemanship 14, Orate 10, Tourney 10

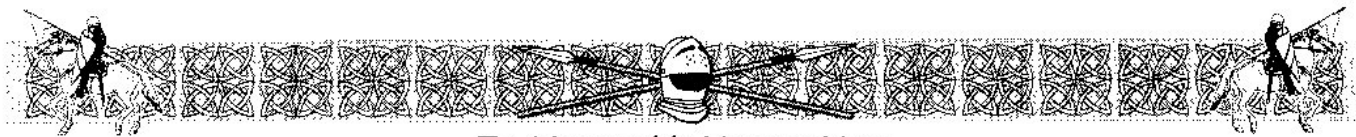
Heraldry: vert, on a chief argent three estoiles gules.

Time spent: Thirty minutes

Sir Baldor

He is brute, tough, and unsophisticated, with more brawn than brain. He speaks his mind too freely to be tactful and has little experience of the world beyond his immediate neighbourhood, so tends to be distrustful of outsiders. He will be Sir Barrius's champion in the challenge fight: "I hold no grudges, but I do my duty; I speak as I see and men must take me as I am. Last night, I ate heartily and drank many draughts of small beer. After such a feasting, I slept deeply and remember nothing until I was awoken in the morning."





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Glory 2,825

SIZ 16	Move 3	Major Wound 14
DEX 13	Damage 6d6	Unconscious 7
STR 17	Heal Rate 3	Knockdown 16
CON 14	Hit Points 30	Armor 12 (reinforced chain) + shield
APP 11		

Combat Skills: Battle 12, , Dagger 8, Lance 18, Sword 20

Significant Traits: Energetic 15, Honest 16, Just 16, Pious 15, Reckless 15

Significant Passions: Distrust (magic) 13, Hate (Saxons) 17, Loyalty (Sir Barrius) 15

Significant Skills: Horsemanship 16, Hunting 9, Tourney 10

Heraldry: gules, a bull's head erased sable.

Time spent: Thirty minutes

Sir Joffrey

A lady's man whose passions are stronger than his pride. He is the knight who slept with the serving girl, Madge, and will freely discuss her merits. A sophisticated man for the region, he enjoys the good things in life.

He is more a knight of the court than of the field. "We must make hay while the sun shines, eh, my lads? A fine wine, a richly sauced joint, and a pretty girl are the pleasures of life which a man should taste often and with great relish. In this backwater, we must make do as best we can, but Agatha was certainly worth a tumble, though not the block. Madge is a luscious little thing in her peasant heartiness, but Lucilla is truly a splendid dish fit for a king."

Glory 1,250

SIZ 13	Move 3	Major Wound 12
DEX 1	Damage 5d6	Unconscious 6
STR 14	Heal Rate 3	Knockdown 13
CON 12	Hit Points 25	Armor 10 (norman chain) + shield
APP 16		

Combat Skills: Lance 15, Sword 14

Significant Traits: Indulgent 17, Lazy 13, Lustful 15, Worldly 16

Significant Passions: Amor (Lucilla) 13, Loyalty (Sir Barrius) 12

Significant Skills: Flirting 12, Gaming 12, Hawking 12, Horsemanship 10, Romance 10

Heraldry: azure, on a chevron or, charged with five

hearts gules.

Time spent: Thirty minutes

Sir Endean

A terrible bore, Endean tells long tedious stories about trivial facts. He is full of information about breeds of horse, styles of armor, types of grain, uses of herbs and spices, and minor Latin poets. Polite and well-meaning, he drones on about the weather with relentless detail. "By the time I fell asleep last night, everyone else in the hall seemed to be soundly sleeping. I counted that Baldor had snored fifty-nine times before Ortel dropped off, and Romek awoke twice, startled out of his slumber by especially loud noises from Baldor. Joffrey was sleeping elsewhere for the second time this week. I fell asleep after the moon moved past the fifth window in the upper part of the hall. I had been watching the shadows made by the boars' tusks and stags' antlers as they fell across the tables. They make such interesting shapes, have you ever noticed? I normally sleep very soundly—my mother always said I could sleep through a peasants' rebellion—and last night was no exception. I awoke refreshed, although my back was a trifle stiff, just down here, below the eleventh vertebrae. Do you know Latin?"

Glory 1,200

SIZ 10	Move 2	Major Wound 14
DEX 12	Damage 4d6	Unconscious 6
STR 11	Heal Rate 3	Knockdown 10
CON 14	Hit Points 24	Armor 10 (norman chain) + shield
APP 10		

Combat Skills: Lance 10, Sword 11

Significant Traits: Chaste 13, Pious 14, Prudent 16, Selfish 14

Significant Passions: Loyalty (Sir Barrius) 16

Significant Skills: Courtesy 9, Faerie Lore 10, Heraldry 8, Industry 11, Read (Latin) 8

Heraldry: vert, five bezants.

Time spent: Thirty minutes

Sir Barrius's Daughters

With little trouble, the knights should be able to talk with Sir Barrius' daughters.

Either girl, approached in the right way to suit her character, will be willing to tell the knights that





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their father is gruff on the outside, but has a soft heart. (Certainly to his daughters that is the way he seems.) He is very good to his servants and their families. He has been particularly good to Agatha's nephew, a handsome young man of fourteen.

Time spent: One hour for both daughters

Glorel

Glorel is nineteen and attractive, though she dresses in fairly simple clothes and wears her rich golden blond hair plaited in a bun. She is practical and helps her father run the household; she has inherited both his aquiline nose and firm character. She appreciates steadfast characters who achieve what they set out to do. She detests showiness and bragging, though, so subtlety is necessary in impressing her with one's knightly character. "My sister and I have rooms in the same corridor as father's. Last night, I looked over the household books, checking that the expenditure for the tournament was going according to dear father's wishes. He is so particular in such matters. Then I said my prayers and went to bed. I recall I woke once to hear someone out in our hall. It was probably Lucilla or my father, pacing."

Regarding Agatha, she will say, "She was a very good servant who has been with us since before my poor mother died. Although she was always very efficient, father never seemed to increase her responsibilities. He never let her serve at our table in the hall, or act as lady's maid to Lucilla or me, unlike young Bronwen, who does our hair. I don't think he liked her. Perhaps it was because father thought she might be a bad influence on us, as her actions last night imply. I'm very sorry that your friend should have become mixed up in this nasty business—he has such an honest face."

Glory 400

SIZ 11 Move 3 Major Wound 15

DEX 17 Damage 4d6 Unconscious 7

STR 11 Heal Rate 3 Knockdown 11

CON 15 Hit Points 26 Armor none

APP 14

Combat Skills: Dagger 4, Horsemanship 5

Significant Traits: Chaste 15, Energetic 16, Honest

17, Just 14

Significant Passions: Love (family) 17

Significant Skills: Chirurgy 14, First Aid 15, Hawking 5, Industry 17, Recognise 7, Stewardship 7

Woman's Gift: Nimble fingers

Dowry: from mother, 5L, from father, 6L

Lucilla

Lucilla is sixteen and a stunning strawberry blonde with a dimpled chin. She is somewhat over romantic and loves to hear of adventure and tragic tales. She plays sad but beautiful music on the lyre, accompanying herself with her splendid voice. "Before bed, I practiced my lyre and sang one of papa's favourite songs. I slept poorly, woken several times by the storm outside. Once I got up and walked out into the corridor. Hearing the quiet sighs of Glorel and the rhythmic breathing of papa calmed me, so I went back to bed and slept till the light peeped in my little window. I heard nothing other than the wind and rain in the night in our part of the manor."

Of Agatha, she will say, "For an older woman, she was still quite pretty, don't you think? She was always very kind to me. I remember as a child going into the kitchens and being given little sweetmeats. I sometimes make up stories about people to amuse myself when things get too dull in our part of the world, and I used to fancy that if she had been a fine lady instead of a peasant, she would have had a great romance in the past which ended tragically, with the knight who passionately loved her dying in some foreign war, and all she received was an amber cross which had been his. But then I can be very silly, as Glorel is always saying, and Papa says I shouldn't make up such stories about the servants because it's not ladylike."

"Nothing exciting ever seems to happen around here. And now the first thing that does is this awful murder of poor Agatha. Your poor friend seems too handsome to have done such a terrible deed. I do hope you can discover who really did kill her. Although it would be grand for him to prove his innocence in a challenge fight—now that would be something exciting to tell stories about!"





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Clory 310

SIZ 9 Move 3 Major Wound 13

DEX 15 Damage 3d6 Unconscious 6

STR 10 Heal Rate 2 Knockdown 9

CON 13 Hit Points 22 Armor none

APP 19

Combat Skills: Dagger 3

Significant Traits: Forgiving 15, Merciful 16, Proud 14, Trusting 14

Significant Passions: Love (family) 16

Significant Skills: Chirurgy 12, Dancing 7, First Aid 13, Flirting 9, Industry 15, Play (lyre) 13, Romance 7, Sing 15

Woman's Gift: Nimble fingers

Dowry: from mother, 3L, from father 5L

The Servants

Though they will be busy on Saturday, on Sunday morning those servants not involved in running the household's immediate needs have their one day off.

Peter, the Carpenter

He does not live in the manor house, but sleeps in the village at one of the cottages. When the player knights arrive, Peter is sitting outside. A small black and white dog yaps at the player knights from inside. "I did not go out all night, gentle knights. After a long day's work for Sir Barrius, who expects a great deal from cheap materials, I am too exhausted to do more than eat my supper and fall into my bed so that I may be up at dawn. I was working on the tournament field till dusk, and then packed up my tools and returned to the village."

His raven-haired landlady, Florry, can verify his story. "Agatha was my husband's sister—do you think I would have her murderer living in my home? We were shocked to hear of her death when the news reached the village at midday. At any rate, Peter did not go anywhere in the night—the dog would have barked if anyone opened the door. I am a poor widow, and that little scruff is all I have in the way of protection from thieves in the night. 'Tis a pity Agatha hadn't even such a poor guardian herself. I make a small pittance by taking in the occasional traveller or temporary workman for the manor. Peter has been very kind to my son

Tarquin, who is eager to hear stories of the world beyond the parish. Perhaps you would be kind enough to speak to him of your adventures when you have time? Tarquin is devastated by his aunt's death, since they were very close."

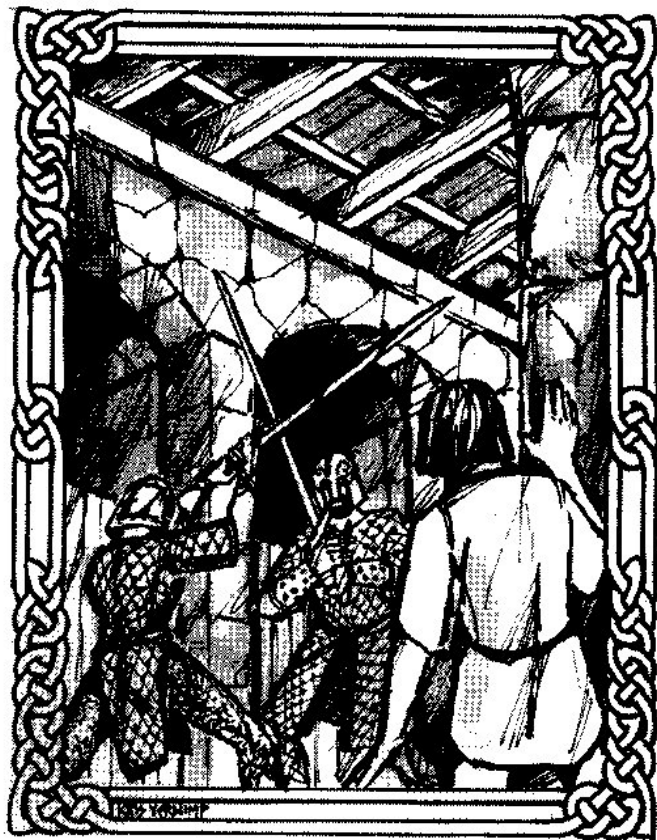
Prior to 2 p.m. and after 7:30 p.m. on Saturday, and early Sunday morning, Tarquin will be at the cottage.

Time spent: As the village is half an hour away, two hours including travel and interviews.

Tarquin, Nephew (Son) of Agatha

Player knights may question Tarquin at Florry's cottage on Saturday morning, or be approached by him later in the day. As is noted below, he is eager to find Agatha's killer.

Tarquin is fourteen years old and lives with his widowed aunt Florry, who he thinks is his mother. Florry's husband Tom took in his wayward sister Agatha's baby at birth to raise him as his own. Tarquin calls Tom father, though he died when the lad was only a year old. Tarquin's full head of long, windswept, bright red hair, cleft chin and chiseled nose may





Part One: Chivalrous Quests

attract the notice of observant player knights and suggest his true paternity. If anyone inquires, Tom had black hair like his wife.

Of course Tarquin does not know that Sir Barrius is really his father and Agatha his mother. He spends a good deal of his free time, when not doing chores for his “mother” Florry at the manor, watching the knights practicing their swordplay and horsemanship, helping out at the stables, and visiting with his auntie. “One of the household knights, Sir Efflin, had been close to Auntie Agatha some time ago. He is a fine knight, very skillful as a warrior and full of wonderful tales of adventure in the wide world. I like him. More recently the new cook paid Auntie a lot of attention. He didn’t like me to come into his kitchen, but sometimes I managed to get a taste of his puddings, which could be very nice indeed.” He is a fairly innocent lad and assumes that their intentions were honorable.

A country lad, he idolizes knights and will be very taken by the players. He is good with horses and has been trying to teach himself heraldry. Around his neck he wears a silver cross which he sometimes plays with. A player knight making an [Awareness] roll will notice that it is rather finely made for a piece of peasant’s jewelry. If asked about it, he will say, “Auntie Agatha gave it to me as a christening present. It is fine, isn’t it?” There is a small bear carved in the back, which player knights may realise comes from Barrius’s coat of arms. If they do not suggest it, they could be prompted by a [Heraldry] roll. Tarquin will say that Agatha told him that it had been a gift from Barrius’s late wife for services to her. If shown to Sir Barrius, he will admit that it was his parting gift to Agatha.

Tarquin will ask eagerly, “Please noble knights, let me help you in your investigations. I would like to discover who murdered Auntie Agatha. I cannot believe that a knight so splendid as your friend could have anything to do with this foul deed.” He will be at the manor by 2 p.m. Saturday, news of Agatha’s death having reached the village by midday. If the player knights refuse his help, he will still try to investigate at the manor by himself and may uncover the truth on his own, but not until after the challenge fight on Sunday.

Glory 0

SIZ 10 Move 3 Major Wound 13

DEX 14 Damage 4d6 Unconscious 6

STR 11 Heal Rate 2 Knockdown 10

CON 13 Hit Points 23 Armor none

APP 14

Combat Skills: Dagger 7, Quarterstaff 4, Spear 5

Significant Traits: Chaste 15, Energetic 15, Honest 16, Modest 16

Significant Passions: Love (family) 17

Significant Skills: Awareness 8, First Aid 10, Folk Lore 9, Heraldry 6, Horsemanship 10, Swimming 5

Time spent: One hour if he is already at the manor (after 2 p.m.) or if the player knights are in the village questioning Peter the carpenter, two hours if they go to the village to see him (he will go home after dinner with the stable boys at 7:30 p.m.)

Ewen, Tom, Bart, and Huw

Ewen sleeps in the hayloft above the stables with the other grooms. He states, “I woke once in the night from a nightmare in which I was drowning, only to find that I had been sinking into the hay. I woke the others—Tom, Bart, and Huw—at the time, who told me to stop being a fool and let them get some rest.” The other hands will confirm that this was the only disturbance. Ewen went back to sleep, as did the others.

Time spent: One hour and a half to talk to all four stable help

Madge, the serving wench

She is the one who slept with Sir Ortel and will verify his story. She may well try to plan a meeting with a player knight for this evening, as long as it isn’t the suspected knight who questions her. “If you please, handsome Sir Knight, Sir Barrius did not like having Agatha serve at his table, not ever. He never said a word to her except when he had no choice. That’s why she was serving your goodly selves’ table at the meal, as it was farthest from his lordship’s. It’s a shame that I was not serving at your table; but perhaps I might be able to do so tonight, and I will bring you a special flagon of his lordship’s ale. You have such a lovely smile, if I may say so.”





The Adventure of the Mysterious Manor

Three Other Kitchen Maids: Alice, Martha, and Bronwen

Alice and Martha are older, in their forties, and fairly straightlaced. Alice will explain, "We slept in the same room off the kitchens, which both Madge and Agatha usually shared with us, Sir Knights."

Martha will add eagerly, "Last night, both of them went out, first that saucy Madge and then Agatha, more cautiously, but I heard her, I did. She was a dark horse, that Agatha; she kept to herself and she had her own secrets, I'll warrant. How she managed to keep her job here at the manor, I'll never know. It was clear that Sir Barrius couldn't stand the sight of her, but he kept her on and let that nephew of hers, Tarquin, visit the stables and exercise yard. She must have known something about my lord that he wanted kept quiet."

Alice will interject, "Oh, Martha, you are such an awful scandal-monger, you are! You know nothing about the matter—it's all idle speculation. You know full well that you and I both came here long after Agatha first worked at the manor. And she worked harder than anyone else I could mention."

Bronwen is just sixteen and will enjoy the attentions of the player knights, darting shy glances at them from under her lowered eyelashes. Success in [Flirting] with her will get her to admit, "I did sneak out to go to Bart the cook's room during the night, but he wasn't there. I managed to get back into bed without either of those old gossips noticing I'd been gone."

Time spent: One hour interviewing the three indoor serving girls.

Bart, the Cook

He has his own room by the kitchen, which is also near the pantry. "I heard your friend with Agatha in the pantry (if he did go to her) but I went back to sleep. I would not be so indiscreet as to eavesdrop on a knight."

If asked about his absence when Bronwen looked for him in the night, he will say, "I got up briefly to check that those foolish kitchen boys had put away the milk. The last time it

rained like that in the night, the cat came in and drank all that was left out."

Bart's accent is not from this part of the country. If questioned on his past, he will say, "I have worked in several noblemen's homes before. If I may say so without offense, I have found it easier to make tasty dishes when I have been allowed to choose better cuts of meat. But a cook must learn to make the best of what ingredients he is given." If pressed, he will name some knights of whom the player knights have heard in different regions of Britain, though no one that they know well.

Time spent: One hour

The player knights may search Bart's room when he is not there. Times when he is preparing lunch or dinner are ideal, or they can wait till they see him wander outside. His servant's room is unsurprisingly spartan. By making an [Awareness] roll, a player knight will find a false bottom in the chest at the foot of his bed. Hidden inside this space is an apron with a black tower design on it. Succeeding at a Heraldry roll will identify this as the livery of Sir Turquine of the Dolorous Tower (a black tower on white).

Time spent: One hour when Bart is busy elsewhere (It may be hard to find time).

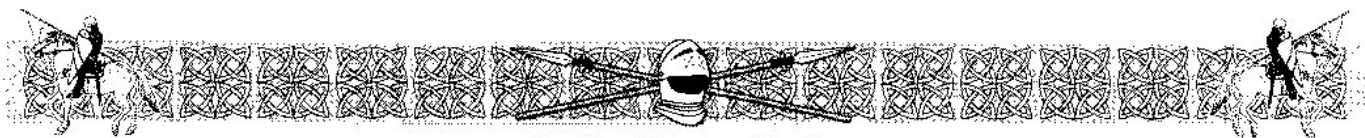
Three Kitchen Lads - Rafe, Jay, and Stephen

Rafe and Stephen are shy and do their work without causing any trouble: "We don't get out of the kitchen very much, my lords. We don't like to be in the way." If asked about the milk story, they will deny it: "We know better than to leave good milk out all night. He must be talking about another kitchen he worked in."

Jay has a stutter, but is friendly and willing to help when questioned. "The only unusual thing in the k-k-k-kitchen, Sir Kn-kn-knights, is that one of the big kn-kn-kn-kn-knives is missing. I was s-s-s-s-supposed to sh-sh-sharpen them all this m-m-m-orning, so I hope that B-B-B-art will not be angry with m-m-m-me for losing it."

If the knights follow Bart on the evening of Saturday, they can see him throw a knife into the pond behind the manor around 9 p.m.





Part One: Chivalrous Quests

Time spent: One hour for the three boys

An Even More Dreary Dinner

If the investigation continues until the evening, there will be another meal, rather more somber than the last and with even less attention paid to the player knights, except perhaps by Madge or Bronwen. Whispers against the accused knight may be heard around the hall, and no one will answer any questions posed by the player knights during the meal.

During dinner, have all the player knights make an [Indulgent] or [Read Latin] roll (whichever is higher). Any who succeeds will recognize that one tasty dish they are eating, an aromatically-seasoned steamed pudding, is from a Roman cookbook which has never been translated from Latin. This seems to imply better training than could be expected of a cook taking Barrius's meager wages. When questioned about it, Bart will say, "I was taught that dish by the cook to whom I was apprenticed, many years ago, who had had it passed down to him. I always try to do my best with the materials given me, and I am glad to have pleased your exacting tastes, good knights."

Time spent: One hour locating and questioning Bart about the recipe after dinner.

If the player knights finally suspect Bart and search his person, they will find a note from Sir Turquine with instructions: "After you murder the woman Agatha, once suspicions are raised within his own manor against Barrius, leave and travel widely. At every inn that you pass, say that Barrius has become a law unto himself in dispatching his servants; apply for work in the kitchens of lords in the region, and hint that you had to leave your last position when you found that your lord Sir Barrius had started murdering his own people; ask for hospitality on your journey at monasteries and mention that Barrius has taken to despoiling innocent young women in his care. Soon his reputation as an honorable knight will be destroyed and he will be forced into outlawry. Then he will be glad to find any friend at all, and I shall be able to convince him to join with me against those who so falsely accuse him."

Bart will sneer at the player knights, "If it hadn't been for your lustful friend, suspicion would already have fallen on Sir Barrius once his affair with Agatha and his paternity of Tarquin had been uncovered. However, even now, if you make these

matters public, Barrius will still be embarrassed by the tale and being forced into acknowledging his bastard son, so perhaps you have assisted me in doing Sir Turquine's bidding after all."

Bart, the Cook

Glory 10

SIZ 12 Move 3 Major Wound 12

DEX 16 Damage 4d6 Unconscious 6

STR 9 Heal Rate 2 Knockdown 12

CON 12 Hit Points 24 Armor none

APP 8

Combat Skills: Dagger 8

Significant Traits: Cruel 13, Cowardly 16, Deceitful 15

Significant Passions: Loyalty (Sir Turquine) 17

Significant Skills: Cook 12, Intrigue 8, Read (Latin) 5

Sir Turquine's Plan

Turquine knows of Sir Barrius's child by Agatha and wants her death to throw suspicion on him when his past illicit love is made known, turning him into an outlaw. Turquine sent his cook into Barrius's household to do the deed. Unfortunately, he did not expect any visitors at the manor just before the tournament, and he certainly did not expect anyone to be seduced by Agatha on the night of the murder. If the player knights have not come across Sir Turquine in the past, his plot which has put them in danger and brought potential dishonor to them ought to make them view him as their enemy. Turquine's plot to shame Barrius also means that it is important that the player knights deal with the matter of his illegitimate son with tact.

Solving the Mystery

If the suspected player knight clears himself without publicizing Sir Barrius's involvement with Agatha or accusing him of murder on their way to solving it, he and his companions will be invited to stay for the tournament. They may well win the favors of one or both of the daughters during their stay.

If the knights solve the mystery but embarrass or accuse their host, they will be allowed to leave the manor but not invited to the tournament.

Player knights may strike a deal with Sir Barrius to get him to acknowledge his son once he is old enough to become a knight. A critical success with





Part One: Chivalrous Quests

[Courtesy], succeeding at an opposed roll of a knight's [Just] vs. Sir Barrius's [Arbitrary], or doing well at the tournament and asking it of their host as a boon are suggested ways to accomplish this. Player knights who make a big effort on Tarquin's behalf may get ticks for their [Generous] trait.

Glory: 100 for each knight who helped solve the murder mystery, 10 additional if the knights convinced Sir Barrius to acknowledge his illegitimate son.

The Challenge Fight

If the day and night pass before the player knights solve the mystery, the suspected knight must fight a judicial challenge with Sir Barrius's champion, Sir Baldor. If the player knight wins, he and his friends will be allowed to leave, having proved his innocence in combat before God. If he loses, it is up to the GM to decide whether he should be granted mercy or not. Death in these circumstances would be dishonorable, and the player knight would not be granted a glorious death. His family and perhaps his friends may want to avenge his Honor by clearing his name after his death.

Remember that it is also an option to have Tarquin solve the murder after the challenge, leaving a player knight in an embarrassing situation if he lost the challenge.

The Tournament

This will be in the old style, no matter what period the adventure is set. The region is somewhat backward and Sir Barrius is both old fashioned and stingy. This means that the tournament will be divided into four events: bohort, melee, challenges, and spectacles.

The bohort is a melee for non-knights. Squires may join in if they wish. Tarquin will fight in the bohort and will make a few captures. The only prize in the bohort is in the ransom of those captured. The warrior with the most captures will be proclaimed Lord of the Bohort.

The melee is a normal knightly battle. The stakes will be the knights' equipment and the prize will be a decorated dagger for each member of the winning side (value 7d). Either Sir Baldor or Sir Ortel will lead Sir Barrius's household side. The knights will be free to choose to fight on either side. One knight on the winning side will be named the Melee Champion.



No knight will be allowed more than three challenge fights. The knight judged to be most glorious after the challenges will win a pack of 5 hunting hounds (value 25d each).

A bull versus bear fight forms the spectacle.

It is always possible that one participating knight is a famous or to-be-famous knight under cover as a mysterious black knight, who will challenge one of the player knights who has done well in the melee to a joust.

Glory: The Lord of the Bohort wins 10 glory while warriors participating in the Bohort gain 1. The Melee Champions wins 100 glory while knights participating in the Melee gain 10. In challenges, knights gain appropriate amounts of glory for foes they defeat. The Winner of the Challenges gains an additional 100.

Future Possibilities

Tarquin, at fourteen, is almost old enough to become a squire. Any player knight who is particularly kind to him will win his puppy-like devotion and he will volunteer to come with him. He wants to be a knight one day.

Glrel and Lucilla may become attached to the knights, or they to them. They stand to inherit some money but no land from their father, and have dowries left to them by their mother.



SHORT CHIVALROUS ADVENTURES

by Shannon Appel

Adventure of The Hunt For The White Stag

Setting: A lord's manor near a dense forest.

Problem: The local lord has called a great hunt for a unique stag that has been seen in his woods for years. It is pure white in coloration, except for its ears which are red. The lord has promised a reward of 20L to the knight who brings him the stag's hide.

Use the hunt rules from pp. 306-307 of Pendragon Fourth Edition, except the prey is a white stag.

Characters: The Local Lord. An Honest and Just fellow.

Sir Tanicus. A Notable Knight (see Pendragon Fourth Edition p. 329). He is the favorite of the local lord and feels that he must be the one who brings back the stag's pelt, lest he be disgraced in the lord's eyes. Unfortunately, he is Deceitful and has little Honor. He will resort to whatever tricks he can to ensure that the player knights can not hunt for the stag, perhaps challenging them, having his squire sabotage their equipment, or even trying to kill them.

Burr. Tanicus' thirty-nine year old squire. Use Footsoldier stats (see Pendragon Fourth Edition p.

330). He is every bit as devious as his knight and will destroy rations, cut stirrups, and maim hunting dogs by Tanicus' order. He is also a Coward and will likely reveal all if caught.

The White Stag. Use Red Deer stats (Pendragon Fourth Edition p. 341), except it is of course a white, and has an avoidance of 20. It is an extremely beautiful deer, probably unique in all of Britain. When the player knights track it down, they should realize that they would be slaying a unique thing of beauty.

Secrets: The White Stag originates on the Other Side. It is also somewhat intelligent. If surrounded, it may charge, or lay down and try to surrender, depending on how many foes face it. On the Other Side, the White Stag was the favorite of a faerie princess. She will come looking for it in a few years, and it will go badly for the player knights if they killed it.

Solutions: Most likely, discover Sir Tanicus' plots, put an end to them, track down the deer, and slay it. More kind-hearted player knights, faced with the beauty of the White Stag, may decide to relocate it somewhere far from where humans could harm it. When the White Stag realizes that the player knights mean no harm, it will go along willingly.

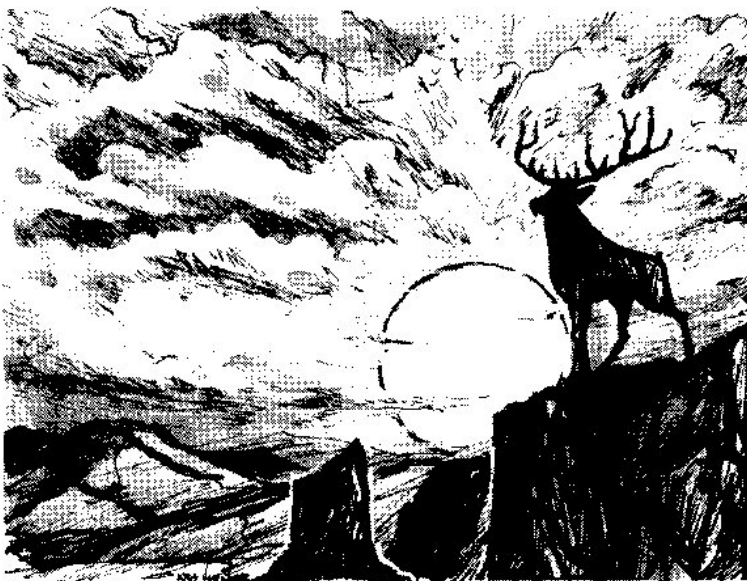
Glory: 50 for successfully hunting the White Stag, and taking the lord's reward. Possibly, 100 for defeating Sir Tanicus.

Adventure of The Revolting Peasants

Setting: A small peasant village.

Problem: The player knights have been called to help one of the vassal knights of their lord. His peasants are in full revolt! They've driven out tax collectors with sticks and rocks and refuse to offer any of the traditional gifts to their lord. The vassal knight wishes reinforcements before he is willing to enter his revolting village.

Characters: The Revolting Peasants. Use Common Farmer and Village Blacksmith stats (Pendragon Fourth Edition p. 331). They have makeshift weapons and are not afraid to use them.





Part One: Chivalrous Quests

Universally, the peasants are starving. Crops did poorly this year, and they have very little to eat. If they gave the lord his share, they would have nothing.

The Vassal Knight. A greedy fellow. Use Ordinary Knight stats (Pendragon Fourth Edition p. 329). He considers the ill harvest this year the result of the peasant's sloth and sinfulness. He intends to take the share of the harvest which is his by right.

Secrets: The last few years had bountiful harvests. The vassal knight has stores full of extra grain but has no intention of sharing them with the peasants.

Solutions: The player knights could side with Justice, and put down the revolt. Or, they could side with Mercy, and force the lord not to collect tax from the peasants.

Intelligent knights will try and sidestep the whole issue by finding an alternative source of grain. They could ask lords of nearby lands or the high king himself to help. They could beg aid of the druids of the forest. Perhaps they might take it in a raid from an enemy.

Glory: 10 each for helping put down a peasant's revolt. Or, 50 for challenging and defeating the vassal knight in question. Possibly, 5 additional for finding an alternative source of grain to feed the peasants and pay the taxes (although the means of acquiring that grain may result in additional glory).

Adventure of The Drunken Knight

Setting: London or any other large city.

Problem: Sir Gawaine has recently been left by his latest amor. As a result, he started drinking at dawn this morning, and now, at noon, is quite drunk. He has begun to destroy the local inn, breaking tables and smashing mugs, when the player knights accidentally enter the scene.

Characters: Sir Gawaine. See Pendragon Fourth Edition p. 336 for his stats. All skills are at -10 due to his drunken state.

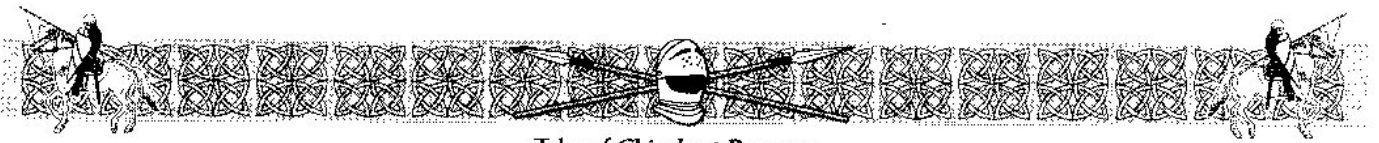
The Inn Keeper. A worried little man hiding behind the bar. He begs the player knights for help when they enter.

Secrets: Sir Gawaine has magical strength. It is greatest at noon and will slowly decrease throughout the day.



Solutions: Challenging Sir Gawaine to a fight will get him out of the tavern, but is very dangerous while he is at the height of his strength. Clever player knights will either try and distract Sir Gawaine—telling him that his recently lost amor was in danger would do the trick—or alternatively





get him to drink faster, so that they can drag him out of the tavern when he falls unconscious.

Remember that Sir Gawaine is quite Vengeful. If the player knights do anything improper or humiliating, Sir Gawaine will remember, and return to claim vengeance some day.

Glory: 10 if Sir Gawaine is brought out of the tavern before he does too much more damage.

Adventure of The Tournament of Mind, Body, And Soul

Setting: A Roman castle.

Problem: No real problem. The local lord is holding a tournament, but it is a strange Roman tournament which tests Mind, Body, and Soul. Each day of the tournament is filled with single-elimination contests on one of these topics.

The Mind contest gives knights a chance to orate. The judges select a topic, and two knights debate. Success is based on [Orate] and the [Skill] the judges choose. The prize is a beautifully illuminated Latin book, worth 5L.

The Body contest is a standard joust (See Pendragon Fourth Edition p. 251). The prize is a golden lance, worth 5L.

The Soul contest involves composing about Christianity. The judges select a topic, and two knights compose poems or songs about that topic. Success is based on [Compose] or [Play] and the [Christian Trait] which the judges select as their topic. The prize is a beautifully illuminated bible, worth 5L.

Characters: Sir Antonius. The middle-aged knight (use stats on p. 329 of Pendragon Fourth Edition) who is holding the tournament of Mind, Body, and Soul. He is Proud of his Roman heritage, but will treat those who do well in his tournament as equals.

Other knights. Knights of all types have attended the tournament, though an abnormally high number of them are haughty Romans. Use stats on pp. 329-330 of Pendragon Fourth Edition, as well as any recurring characters in your campaign.

Secrets: None. The tournament is precisely as it seems.

Solutions: Do well in the tournament and avoid offending proud Romans.

Glory: This is a local tournament. 100 each for the victors of the Mind, Body, and Soul rounds. 10 each for the average participant in each round.

Adventure of The Missing Peasants

Setting: A player knight's manor.

Problem: The player knight has stopped receiving taxes from one of his manors (resulting in a loss of 2L for the year). When he goes to the manor to find the cause, he discovers that all of the manor's peasants are missing.

Characters: Sir Berard. Use Old Knight stats (Pendragon Fourth Edition p. 329). A local lord of one manor, whose lands adjoin the player knight's. Last winter the entire population of his manor was wiped out by a particularly virulent plague. Driven to desperation by his old age and poverty, Sir Berard absconded with the entire population of the player knight's village.

The Peasants. Use Common Farmer stats (Pendragon Fourth Edition p. 331). If approached, they will at first claim that they have decided to work for Sir Berard of their own free will. In truth Sir Berard has threatened them, and they are afraid to reveal this.

Secrets: The virulent plague was the result of a disease that has infested Sir Berard's livestock, harmless to the animals, but deadly to humans. Within a few years, Sir Berard's new peasants will die as well, and he will be back where he started.

Solutions: [Hunt] the peasants. When they are discovered, take them back from Sir Berard by force. Or, seeing Sir Berard's dire straits, offer to find him new peasants, and then do so. Also, find the source of the plague before it kills more peasants; there should be hints in the fact that many of the servants in Sir Berard's manor were sickened as well, but were saved by the careful ministrations of a healer. Sir Berard's elderly wife, a vegetarian, did not catch the plague.

Glory: 10 for getting the peasants back. An additional 10 for finding and eliminating the source of the plague.





Part Two:

ROMANTIC QUESTS

When Queen Guinivere came to Camelot, she founded the Court of Love, a beautiful garden of flowers that would come to be populated by lovers. When Lancelot came to Camelot, he swore his sword to the Queen and became forever her knight. Together they formed the two poles of romance, the wooing knight and the wooed lady.

Pendragon defines romance with six traits: Forgiving, Generous, Honest, Just, Merciful, and Trusting. There is much more to romance than just that, though. It can be the chaste amor of courtly love or the unbridled lust of a knight seeking the favors of a flirtatious girl. But, romance is not just about wooing ladies; the most romantic knights actively seek to help unite lovers all across Arthur's lands. The treatment of women is also intrinsically linked with the romantic quest. At its heart chivalry is about the proper behavior toward women; sometimes that passion must be tested.

The adventures in this chapter define the outermost boundaries of romance and love, from a newly blooming romance to the agony of love lost, and, for some, regained.

"The Adventure of the Golden Rose" describes a final quest to win the hand of a high-born lady. It details a magical place of romance, the grove of the golden rose, and those creatures who defend it. In the end, it offers a dilemma wherein the present and the future must be balanced. A box in this

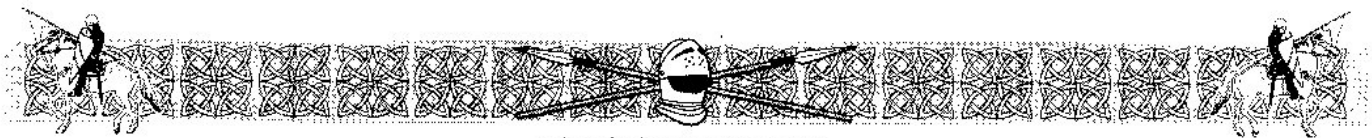
adventure outlines the trials of "Marrying Above Your Class."

"The Adventure at Cerren Abbas" centers around a quest to aid a courtly love, now married. It is also the story of a curse laid by two dead lovers which can only be ended when they are reunited and the tale of how that curse affects the lord Sir Morian who must kill those he loves. Also featured is an underwater castle and the wonders that may be found there. A box in this adventure outlines the concept of "Courtly Love".

Three romantic adventures have previously appeared in *Blood & Lust*. "The Adventure of the Heart Blade" was about the wooing of a lady, while "The Adventure of the Castle of Tears" allowed player knights to battle the supernatural, judge maidens, and ultimately reunite lost lovers. "The Adventure of Morgan Le Fay's Challenge" tested players' attitudes toward women.

Two other notable romantic adventures are "The Adventure of the Perilous Forest" (*Perilous Forest*), which was about doomed lovers trapped in a magical land, and "The Adventure of the Best Wine in the World" (*Savage Mountains*), which described how a woman's wiles could destroy a kingdom.





THE ADVENTURE OF THE GOLDEN ROSE

by Shannon Appel

After a player has wooed a high ranking lady for a while, finally winning her favor and perhaps her love, she will offer him one last quest, to ultimately prove himself to her.

The Lady's Summoning

This adventure begins when a romantic knight is summoned by his amor. She will tell him that she has been impressed by his deeds and words and will ask of the newest victories that have been won in her name while wearing her favor.

Assuming that the player's responses are favorable, the amor will tell the player that her father is prepared to offer her hand in marriage if the knight will only prove himself one last time. He must bring back a certain golden rose about which many stories have been told.

The Story of the Golden Rose

The amor relates the following story:

"I have heard many stories of a Golden Rose. It is a magical flower that has bloomed for hundreds

of years. Its petals are all made of the thinnest gold. They are as bright as the sun and as soft as silk. It is said that an enchantment surrounds the rose, and that it brings good fortune to marriage and lovers.

"It is also said that the rose has its magical guardians, those who protect it from interlopers. The rose may even protect itself from those who do not respect romance.

"The rose's current location is unknown, for it has been uprooted and replanted many times in its long life. It was last seen in Northern Logres, but no knight in the land now seems to possess it."

[Faerie Lore. Success = You have heard of the Golden Rose and its powers. You believe it to be guarded by certain living and magical plants. Critical = You know the Rose is guarded by living plant animals, and also certain flowers with strange magical effects.]

Encounter With the Rusty Knight

As the player knights are leaving their discussion with the amor, they will have their first encounter with the Rusty Knight. He is a tall man, dressed head to toe in full plate mail. The armor looks terribly ancient, for there is not a single square inch which is not covered with rust. The Rusty Knight has been magically drawn to this location due to the impending quest.

The Rusty Knight will introduce himself as the Protector of the Grove of the Golden Rose and will ask the players to give up their quest. He will not give specific reasons, but will merely say that completing the quest will bring sorrow. He might offer alternatives for winning a lady's love such as: bringing her a great present from a foreign land; pledging service to Queen Guinivere's Courts of Love; or dedicating a year to helping lovers everywhere. He will not threaten the players in any way.

Bright players will try and determine the location of the Grove of the Golden Rose from the Rusty Knight. He will steadfastly refuse to provide

Marrying Above Your Class

As noted on Pendragon Fourth Edition page 187, player knights may occasional decide to marry above their class. They might be trying to marry into royalty, could be trying to gain land, or alternatively they might be trying to woo an extremely beautiful woman who is sought by many. These women will typically have greater land and glory than the best described on the Random Marriage Table.

If a player knight opts to take this route, he must be prepared for a long, arduous undertaking. He may have to prove himself chivalrous, religious, romantic, or all three. He will likely be asked to undertake many tasks for his lady and her family. These tasks may run the whole gamut, from silly romantic undertakings, such as finding a bottle of prized perfume from faraway France, to very serious tests of knighthood, such as retaking a familial keep which was long ago stolen away in warfare.

"The Adventure of the Golden Rose" is intended to be the culmination of a player knight's attempt to marry above his class. When he has romanced a high lady for some time, she will ask for one last task, a proof of his romantic nature.



this information, even in the face of challenges. If it has become clear to the Rusty Knight that the players can not be convinced, he will leave. Following the Knight will have no effect. He will magically disappear after being tracked for a few hours.

If the Rusty Knight somehow dies during this encounter, so far from the power of the grove, he and his armor will immediately rust away into dust. He will be regrown by the time the players arrive at the Forest, and so the encounters listed there will take place as normal.

The Search for the Grove

The first step in this romantic quest will be determining the location of the Grove of the Golden Rose. Following are some tactics the players may take to discover the location of the grove.

Searching the North

According to rumors, the Golden Rose was last seen in Northern Logres. Searching that land, the players will eventually come to the Manor of Sir Rene, the aged knight who last held the Golden Rose. When his lady love died in childbirth, he carried the Rose away to the Forest of Dean and planted it there.

The players will need to convince Sir Rene that they are worthy to find the rose through romantic skills [Compose, Courtesy, Dancing, Gaming, Orate, Play, Romance, Singing] or through the Romantic Virtues [Forgiving, Generous, Honest, Just, Merciful, Trusting]. Sir Rene has a fondness in his heart for true love, and once he has been convinced that there is only goodness in the heart of the questing knight, he will be quick to reveal that the Golden Rose is deep in the Forest of Dean. Sir Rene can give no further information concerning the Rose's precise location because the Forest is a magical place. It shifts and moves as if alive, and the paths he once walked when journeying into the Forest of Dean are doubtless long gone.

Searching All of Britain

Although much more haphazard, this method will eventually meet with success. Randomly searching the lands of Britain, players will hear word of a magical grove in the Forest of Dean when they are in Northeast Cambria or Northwest Logres. Likely, this will be after they have hunted for many long months.



Sir Jean-Marc

Glory 3,120

SIZ 11	Move 3	Major Wound 12
DEX 16	Damage 4d6	Unconscious 6
STR 12	Heal Rate 2	Knockdown 11
CON 12	Hit Points 23	Armor 12 + shield
APP 16		

Combat Skills: Horsemanship 16, Lance 18, Sword 19

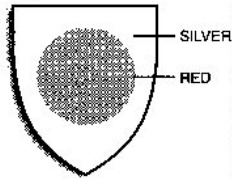
Significant Traits: Generous 16, Honest 17, Trusting 16

Significant Passions: Amor (Lynn) 15

Significant Skills: Awareness 10, Compose 17, First Aid 10, Heraldry 10, Singing 18

Heraldry: argent, on a torteaux a hare salient of the field.

Horse: A frisky chestnut Andalusian charger, Damage 7d6, Move 8, CON 18.



Questioning Romantic Knights

Wandering Romantic Knights will have a small chance of knowing of the current location of the Grove of the Golden Rose. Some may warn the players off the quest; they have heard a rumor which says that taking the Rose from its grove will bring sadness. These knights may challenge players to try and prevent them from continuing the quest. Use Ordinary Knight statistics.

Eventually, though, the player knights will come across romantic knights more willing to part with the information. They may require payment, ask to join the quest, or simply offer the information freely, as the gamemaster determines is appropriate.

Players seeking romantic knights will have great success at Guinivere's Courts of Love. It is likely that many of the women there will know the location of the Grove of the Golden Rose. However, like Sir Rene, they will need to be convinced of the knights good intentions by use of romantic traits and skills. Small gifts will likely speed things as well.

The Journey to the Forest of Dean

After a bit of work, the players should be on their way to the Forest of Dean, located just east of the Cambrian Mountains, at the edge of civilized lands. Unless the gamemaster desires otherwise, the journey to the Forest of Dean should be a relatively uneventful one. The only encounter is with

a Romantic Knight who is destined to encounter the players because of the quest they are on.

Joust With Sir Jean-Marc

Sir Jean-Marc sits at a crossroad, lance in hand. As the players approach he announces that all who wish to pass must joust him. He will explain that his lady love has sent him away, and that he can not return until he has defeated 20 warriors.

The joust is for love. Anyone who purposefully loses the fight earns a [Deceitful] check and either a [Generous] check or a [Modest] check.

Glory: 10 for defeating Sir Jean-Marc.

The Forest of Dean

Shortly after their encounter with Sir Jean-Marc, the player knights will arrive at the Forest of Dean. As they have doubtless been warned, the Forest of Dean is a confusing place due to its magical nature. It is very easy to become lost within.

Each full day the players hunt for the Grove within the forest, they may make a [Hunting] roll opposed by the Forest's [Confusion] rating of 20. If the players fail or only achieve a partial success, they will be turned around and lost, without having made any real progress that day. If they achieve total success, they find the Grove.

Strange encounters should occur within the Forest. Each day which the players spend hunting, choose one of the following encounters or make one up of your own.

Random Forest of Dean Encounters

1. Sir Vincent, a knight driven mad by love, is wandering naked through the woods. He is insane and will be dangerous to the players if they don't somehow reassure him. Use Ordinary Knight statistics, but Sir Vincent is not wearing his armor or carrying his shield; he has only his bared sword. [Cruel] or [Merciful] checks may result from the player's actions. If the players somehow return Sir Vincent's wits, they will learn that he was searching for the Golden Rose before his passion drove him mad. He may join the players or oppose them.

2. The players stumble upon a pair of panthers (see Pendragon Fourth Edition page 342) engaging in courtship. The animals will become violent if the players interrupt, but otherwise will ignore them. Unfortunately, the two cats are right in the



Part Two: Romantic Quests

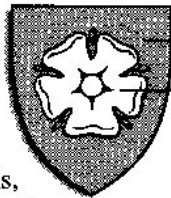
The Rusty Knight, Protector of the Grove of the Golden Rose

The Rusty Knight is a hulking behemoth of metal, covered head to foot by a massive suit of very rusty platemail. Not a single inch of his flesh is visible.

And, there is good reason for this, for the Rusty Knight is actually a walking, talking plant. Like the topiary creatures and other strange plants in the Grove, the Rusty Knight was magically grown due to the influence of the Rose.

If the Rusty Knight is killed more than a half-mile from the grove, he and his armor will rapidly fall away into dust.

Glory 1,000



GREEN

GOLD

SIZ 18	Move 3	Major Wound **
DEX 12	Damage 6d6	Unconscious **
STR 15	Heal Rate *	Knockdown 18
CON 18	Hit Points 36	Armor 14 (rusty partial plate + helm)

* Until the grove is destroyed, the Rusty Knight will rise fully healed a short time after he is killed each time.

** The Rusty Knight can not be major wounded or fall unconscious. He fights until he drops to 0 HP.

Combat Skills: Horsemanship 16, Lance 16, Sword 21

Significant Traits: Honor 18, Valorous 18

Significant Skills: Awareness 12, Courtesy 10, First Aid 10, Heraldry 10, Hunting 10, Orate 18, Tourney 10

Heraldry: vert, a rose or.

Horse: Horses don't like the Rusty Knight.

middle of the path the players are currently trying to follow.

3. A partially eaten animal is found. [Hunting. Success = the animal was attacked by a huge reptile.] If the players try and track down the reptile by hunting, they will be ultimately unsuccessful. This is a foreshadowing of "The Adventure of the Dolorous Wyrn", presented in *Savage Mountains*. If the gamemaster does not have access to that supplement, he can consider it a warning to the players that very dangerous creatures live in this forest.

4. A group of Bandits (see *Pendragon Fourth Edition* page 330) is encountered. They are lost in the forest and will be grateful to those who offer to help them out of the forest, but cruel to others. [Check Cruel, Merciful, Suspicious, or Trusting as appropriate.]

5. The spoor of a wild animal is discovered (bear, boar, or deer). Players may decide to hunt it. See *Pendragon Fourth Editions* pages 339-341 for appropriate stats.

6. One of the grove's flower creatures spies on the players. They may notice with [Awareness]. If spotted it will flee with an [Avoidance] of 15. Players may [Hunt] it. See below for notes on the flower creatures.

Glory: as appropriate for encounters.

Entrance to the Grove

Finally, the player knights will arrive at the Grove of the Golden Rose.

The Grove is surrounded by a heavy screen of trees. There is only one entrance, and it is guarded by the Rusty Knight. He will refuse to let players pass unless they swear by their honor and their lady's love that the Golden Rose will not be removed from the Grove. [The players will lose 3 Honor and 1 point in the Amor/Love they swore on if they break this oath.] Knights without a lady may swear by their family's love instead.

Assuming the players are intent on entering the Grove to take the Rose, the Rusty Knight will try to challenge them one at a time, but will fight them all to the death if need be, the entire time blocking the sole entrance to the grove. If killed, the Rusty Knight will simply fall to the ground; it is only when he or his armor are far from the grove that they rot away.

Glory: 100 for defeating the Rusty Knight in combat.

The Grove of the Golden Rose

Looking within the grove, the players will see a beautiful scene. A screen of trees surrounds a large circular glade. Flowers of all types fill the glade, giving it wonderful color and a pleasing scent. Topiary animals, including a boar, a stag, a dog, and a hawk dot the glade. In the distance the babble of a small brook can be heard. The golden rose is immediately obvious in the absolute center of the glade. It is in the middle of a huge rose bush.

As soon as players enter the Grove of the Golden Rose, have each sum his six Romantic characteristics: Forgiving, Generous, Honest, Just, Merciful, and Trusting.





Any knight with a total of 60 or more feels at peace in the grove. The temperature is perfect; the stream has pure, cold water; a feeling of peace and love fills the knight. While in the grove, all amor or love passions are at +5 for these knights.

Any knight with a total of less than 60 feels a sense of unease when he enters the grove. He is constantly on edge. Such knights may even become physically sick if they fail a [CON] roll. While in the grove, all skill rolls are at -5 for these players.

The Battle

It is most likely that the players have entered the grove violently, and thus a battle will quickly ensue.

As the players cautiously enter the grove, the Rusty Knight, suddenly risen, will stride up behind them. He may very well have been disarmed or disarmed by his opponents. His wounds are still clearly obvious. As he walks in, he will state:

"Is there no way to turn you back from your quest?"

Unless the players decide to give up, a battle will begin shortly afterwards.

Three events will all occur simultaneously, marking the start of the battle: if he was disarmed, the Rusty Knight will break a deadly sharp stick from a nearby plant (treat as a sword); the six magical creatures (the topiary boar, dog, hawk and stag, the orchid thing and the rose snake) will spring to life; and a nearby poppy will emit a cloud of yellow gas.

The yellow gas is a sleeping agent. All players must roll their six romantic traits. If any player succeeds at less than three of them, he will fall into a deep sleep that can not be broken until he is dragged from the grove. Any sleeping players left in the grove will eventually wake up outside, a few days later.

The Rusty Knight should once more be treated as if he was at full strength. He can be killed normally, as can the plant creatures. They will fight to death, although they will not kill any downed players. If all the players fall, the survivors will wake up beyond the grove the next morning, healed to consciousness. They will not be able to find the grove again.

The above battle will not occur if the players entered the Grove peacefully, unless they break their oath and take the rose.

Glory: 200 for defeating the Rusty Knight again, 10 for each magical plant monster defeated.

Exploring the Grove

Assuming the players win their battle, they will be able to explore the grove. As they move cautiously toward the golden rose, they may accidentally fall afoul of other magical plants. Each player should make a [DEX] roll. If he fails, a random plant is stumbled into.

The Six Grove Plant Creatures

Like the Rusty Knight the plant creatures can not be major wounded, and fight until they have 0 HP. Any player knights should roll [Hunting. Success = The boar and the stag are the only truly dangerous animals. The rest are annoyances to fully armored knights.]

Orchid Thing

A humanoid mass of orchids and vines.

HP 20 Move 1 Armor none

Combat Skills: Mist 15, Roll [Con] or be blinded for 1d6 minutes. Blind characters roll weapon skills at -10 unless they succeed at an [Awareness] skill in which case they roll at -5 for that round.

Rose Snake

A snake-shaped mass of vines, covered with blood-red roses.

HP 15 Move 7 Armor none

Combat Skills: Bite 15, Damage 3d6

Topiary Boar

HP 40 Move 6 Armor 6

Combat Skills: Tusk 15, Damage 6d6

Topiary Dog

HP 20 Move 6 Armor 4

Combat Skills: Bite 15, Damage 3d6

Topiary Hawk

HP 10 Move 8 Armor 2

Combat Skills: Claw 15, Damage 2d6

Topiary Stag

HP 30 Move 7 Armor 4

Combat Skills: Antler 15, Damage 5d6



Random Magical Plant Table

1. Dye Plant spurts out a burst of color, dying player and equipment a random color.
2. Stink Plant makes player smelly for 2d6 days.
3. Sword Plant (like the one the Rusty Knight may have grabbed his sword from) makes a 4d6 [Sword] attack on a knight with a skill of 20. Unless the knight succeeds at [Awareness], he gets no defense.
4. Grabby Plant begins to twine around the player. An opposed [Strength] roll against the Plant's [Grab] of 20 is needed, or the player will be unable to free himself. Afterward, others may make the same attempt, adding their Strengths together if a number try at once.
5. Romance Plant acts upon one of the Player's Romantic Traits [(1) Forgiving, (2) Generous, (3) Honest, (4) Just, (5) Merciful, (6) Trusting]. The player must roll that trait. If he succeeds, he acts as if that Trait is at +10 for one day.
6. Prudence Plant forces a Prudent Roll. If the player succeeds, he acts as if that Trait is at +10 for one day.

If magical plants are taken from the garden, they will begin to fade and wilt when they are beyond a half-mile or so from the golden rose.

Players making [Faerie Lore] rolls may find other non-magical plants which will be highly useful to herbalists, potion makers, and magicians.

Eventually the player knights will arrive at the center of the grove, where the golden rose sits in the center of a huge rose bush. It is very beautiful and even glows with a soft light. Extracting the rose from the bush will be a minor task. Simply burning the bush will likely damage the rose (in actuality, it will probably destroy it). However, the rose bush is deadly sharp and semi-animate, thus just grabbing the rose is not easy.

A player with combined Romantic traits of 60 or more will be able to reach in and pluck the rose. Players who total less than 60 will get stuck by thorns, taking 3d6 damage (no shield).

Any players who decide to hack at the thorns with weapons, will get attacked in a similar fashion. Oppose the player's [Sword] against the Bush's [Thorn] of 20. Again, no Shield may be used because weighty double-handed strokes are necessary to do any damage to the plant. The rose bush can sustain 50 points of damage, but has no armor.



Once the thorns have been cut through, the rose may be safely plucked.

Leaving the Grove

As the players leave the grove with the Golden Rose, have them all take one last look back. [Awareness. Success = You see the beautiful grove and all its wonderful plants literally rotting away, fading to dust behind you.] If the players immediately return the rose, the garden will return to its old vitality. Otherwise, this grove of the golden rose will be lost forever. If the players restore the rose, they should be granted [Pious] checks. They have put unearthly beauty above worldly concerns.

Victory?

The players have many options in completing the Adventure of the Golden Rose, and the gamemaster will need to determine which ones are considered successful by the knight's amor.

If the players failed to get the rose because they were overpowered or outwitted by the rose's guardians, they have clearly failed.



If the players retrieved the rose and got it home, they are clearly victorious. The amor may be slightly sad about the destruction of the rose's old grove, but she will quickly realize that it will create a new one. This resolution is the most likely, and the results of it are described below.

If the players did not retrieve the rose because they did not want to destroy the old grove, wanted to share the rose with another questing knight, or had some other romantic reason, they are probably victorious. This will depend, however, on the exact attitude of the player's amor. A true romantic will be perfectly pleased with this result, and will occasionally accompany the player knight to see the rose. An amor who is [Worldly] or [Greedy], however, might insist upon having the rose for her own.

Getting the Rose Home

It is most likely that the players retrieved the rose from the grove and determined to bring it home. This option is detailed here.

Getting out of the Forest of Dean will be a small problem since it is still Confusing. The players must again oppose [Hunting] rolls to the Forest's [Confusion] of 20. More encounters from the above list may be used, but it is suggested they be much more sparse.

Afterward, the rest of the trip home should not be a problem.

Planting the Rose

The knight's amor will be very pleased to see the Rose. As promised her father will announce an engagement to the knight. At the first light of the next morning, the knight's amor will want to see the Rose planted.

Although the players have destroyed one place of beauty, they will eventually create another. For each full year the Rose remains planted, amor and love passions for Romantic persons are at +1 in the area, and skills for non-romantic persons are at -1, to a maximum of +5/-5 (as in the old grove). After five years, the new grove will be fully as beautiful and romantic as the last one.

Glory: 100 for the knight completing the quest, 10 each for those that helped him.

Future Possibilities

The Golden Rose creates an enchantment, and this may cause repercussions in future stories.

- Romantic adventures will be naturally drawn to the grove.
- The nearby plants will eventually become magical (after 5-10 years) and this may cause problems.
- If the Rose is planted in or near a manor (as the lady will desire) everyone in that manor will experience the +5/-5 effects of the rose.



THE ADVENTURE AT CEREN ABBAS

by Alex Hammond

The legend of Tristan and Isolde is perhaps one of most famous knightly love stories to be adopted into the Arthurian canon. The tale of the doomed lovers remains fascinating to audiences today (as seen by the continuing popularity of Wagner's opera). This scenario is an attempt to adapt elements of this and other romantic myths into a thrilling adventure that deals with courtly

love, marriage, pagan fertility rituals, and passionate love, both sanctioned and unsanctioned.

Introduction

This adventure requires a little preparation before running. It assumes at least one of the player knights has a courtly lover in the tradition of fine amor. If this is the case then the adventure can be run as written. Otherwise, see the box on Courtly



Lovers nearby. For the purposes of clarity in the following scenario the knight's courtly lover will be referred to as Lady Rosalynd.

In the Adventure at Ceren Abbas the player knights will respond to a distressing letter from one of their number's courtly lover, Lady Rosalynd. She fears for her life at the hands of her new husband, Sir Morian of Ceren Abbas. The knights will discover a pagan knight cursed by two dead lovers and possessed by a vengeance toward his bride. The knights are given the opportunity of reuniting the dead lovers and restoring the romantic passion of Sir Morian and in doing so save the life of Lady Rosalynd.

The Dire Letter

The scenario proper begins when a player knight receives a letter from the Lady Rosalynd, with whom he has maintained a courtly love relationship. It has been some time since the knight has heard from Rosalynd, and the letter makes for a surprise. It is best if the letter is delivered by one the knight's stewards or a herald of some variety whilst the player knight is in the presence of the other knights, so that he will be given the impetus to request their help.

It is in the lover's hands as to whether he enlists the aid of his fellows. If need be, one of two things may be done to ensure this. Write out the letter as a handout, and make the player knight read it out aloud as was historically appropriate (words were not thought to be readable silently). Alternatively, you can let the other player knights make [Awareness] Tests to realize that their comrade is distressed.

Sir Morian of Ceren Abbas

The knights will be able to learn a little about Sir Morian about court or in conversation with other knights. Successful [Courtesy] or [Just] rolls will suggest prudence with respect to revealing to all and sundry the as-yet-unsubstantiated claims of the letter.

Sir Morian is a wealthy Cymric Knight whose estates lie in Dorset, running from the pagan fertility site of Ceren Abbas down to the edge of the Atlantic Sea. His is one of the few non-Roman lands that has knights in the region, and as a result is a bit of an anomaly. Morian's lands lie near to the lands of both Duke Jonathel of Dorset and King Mark of Cornwall. Jonathel is apprehensive





about Morian's wealth and his refusal to swear allegiance to the Pendragon. Mark has for some time courted Morian in order to establish a strong supporter within the boundaries of Arthur's Realm. Morian plays Jonathel and Mark against one another in order to maintain his position and avoid losing his independence. Even strong supporters of the Pendragon have been known to be jealous of the freedom attained by Morian. He is known to be a champion of Pagan religious beliefs and a honorable knight at court and on the battle field.

What is not so widely known is that Morian married three wives prior to Lady Rosalynd. He tends to down play his marriages. A critical [Intrigue] roll is about the only thing that will reveal this to the knights at this stage.

Arriving at Ceren Abbas

With the knights riding with a sense of urgency, the journey to Ceren Abbas takes less time than it would normally. [Horsemanship. Success = Any female horses are in heat. Any male horses are frisky. Critical = It is not yet time for the female horses to be in heat; something strange has happened]. When the knights enter Morian's lands,

they will perceive a change in the countryside. It is something subtle, indefinable and yet there—the fields are lusher, the forests animated with life, and the grasses greener.

The Chalk Man

When they are deep into Morian's lands the knights will pass the Ceren Abbas chalk figure, an ancient earth-carving filled with chalk, showing a giant man with a club and giant phallus. [Folk Lore. +3 for Wotanic or Pagan knights. Success = this is an ancient fertility symbol, perhaps the Greek Hero Hercules. Critical = The knight knows the kinds of rituals that take place here. They include May dances, women's meetings, and ritualized sexual intercourse, all centered about the phallus.]

The Villages

As the knights pass through some of the villages on Morian's land, they will notice that each and every one of them is built around a small knoll, in the center of which is a May Pole. These villages are not very busy. There are only a few elderly locals present. If questioned about the lifelessness of the place, the elders will tell the knights that

Courtly Love

The art of courtly love is a fine and honorable one that reaches full flower in Queen Guinevere's court. It is a proper and chaste art. Knights prove that they are romantic by doing great deeds for their ladies, composing beautiful poetry, and singing melodic songs. Pages 252-254 of Fourth Edition Pendragon describe courtly love in detail.

If none of the players currently have a courtly lover, introduce Lady Rosalynd. She is a young, attractive woman. Rosalynd is not interested in seeking a husband just yet, but is quite enamored of Guenever's Courts. Thus, she is seeking a courtly love.

Rosalynd should approach player knights and judge their romantic traits: Forgiving, Generous, Honest, Just, Merciful, and Trusting. She will do this judging through various romantic skills: Courtesy, Dance, Falconry, Flirt, Game, Intrigue, Literacy, Orate, Play, and Sing. She might, for example, make judgements based upon the songs a knight chooses, or the conversation he makes while gaming. Eventually, Rosalynd will find a knight who approaches her romantic ideal. Then, she may give him her favor in combat, and occasionally ask for quests in her name. Such is Fine Amor.

After Rosalynd has interacted with a knight for a few winters, allow her to drift away. She no longer appears at court. The player will likely assume that she has finally decided to settle down. This sets the scene for the current adventure.

Lady Rosalynd

Glory 491

SIZ 12 Move 20 Major Wound 14

DEX 14 Damage 4d6 Unconscious 7

STR 10 Heal Rate 3 Knockdown 12

CON 14 Hit Points 26

APP 22

Significant Traits: Chaste 16, Forgiving 18, Generous 14, Honest 15, Just 12, Merciful 15, Trusting 11

Significant Passions: Love (husband) 10

Significant Skills: Courtesy 14, Dancing 9, First Aid 13, Flirting 17, Gaming 12, Intrigue 9, Play (harp) 10, Read (Latin) 5, Romance 18, Singing 13

Woman's Gift: Good with Animals

Horse: A young strawberry roan palfrey, Damage 3d6, Move 6, CON 8.





Part Two: Romantic Quests

everyone has gone to Sir Morian's estate to celebrate his marriage to his latest wife. If questioned about the nature of the reference "latest", the elder will explain that Morian has had three wives before this one, many years apart, each of whom has died. The first died of a malady lasting a year, the second fell from a castle wall while chasing a kitten, and the third died in child birth. No doubt, this will raise the knights' suspicions. The elder knows no more and wishes the knights "bountiful lives."

Morian's Feast

The knights crest the hill looking down to Morian's Castle. The Castle lies on a rocky outcrop, surrounded by the sea. A walkway, encrusted with barnacles and mussels, connects it to twin towers on the mainland [Awareness. Success = The buildings on the main land and the connecting walkway are older than the castle on the rocky outcrop. Critical = The walkway and twin towers are about 200 years older than the castle, although the castle has been intentionally built in an older style].

At the base of the two towers, a large tent sits, with many people gathered about it. As the knights approach the tent, they smell roasted fowl and lamb, see many young lovers lying in each another's arms, and hear a deep baritone voice singing. The song is a tale of love and romantic virtue. As the knights round the tent they see a large bearded man, dressed in rich velvet robes, singing. It is Sir Morian. Morian will finish his song and request that his fellow knights and their retinue join him at his table.

The young couples lie about on the grass, feasting and laughing. They dress in simple country clothes. Morian is affable and charming, he explains that the celebration has been going on periodically for the last two weeks. He introduces the knights to his new bride, Lady Rosalynd, sitting beside him. Rosalynd will make a fair effort at concealing her relief and acquaintance with at least one of the knights and greet them as through they are strangers.

The feast is rural. Meat is cooked over a rough fire and glazed in a simple stew. Many fruits and berries are available to be eaten, and these are full of flavour and quite unlike any fruit the knights have ever tasted (unless of course they have eaten of the food of the fey). Morian will

The Letter

Mon vrai amor,

I am married. This will come as some news to you, and I am sure it will not bode you well. I would write and explain in full were I not in such dire need of your help. I fear I will perish at the hands of my husband and I beg you to find for me the pity you can to save me from this place.

The man to whom I am recently betrothed is Sir Morian of Ceren Abbas, a noble man by all accounts and a man I felt I could learn to make a fine wife. Sir Morian was most courteous and honorable during our courting and showed not the distaste I have become accustomed to receiving since we made our vows. 'Tis true I can mark the moment of his derision towards me. No sooner were we married in the eyes of our Lord, than an uncontrollable temper arose in his blood and he did confine me to my room on our wedding night, our banquet cancelled. Sir Morian claimed to our guests that I was afflicted with a fever.

My fears are at their greatest. Last night I woke, for reasons I know not, to find Sir Morian looming above me, sharpened dagger in his hands. I lay still and did not move for well on three hours. For the entire period of this time my husband did seem to go through such torments in his mind as to whether to plunge the dagger into my breast or to stay his hand. Upon the cock crow he left my room.

For the love we have shared and the honor which I am accustomed to receiving from you, come to Morian's estate. Prove false my fears, challenge the wrathful Morian, or take me from this place. Whatever you deem appropriate I will agree to. Have pity on me, a stranded soul, assailed by the threats of a man I no longer know. Bring what companions you see fit and save me.

Yours In God's Mercy,

Rosalyn de Ceren Abbas

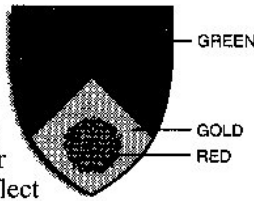
talk to the knights of love and ask them questions about their greatest loves, their most memorable courting, and so forth. If any proves to be a good tale Morian will encourage the knight to retell it to the assembled villagers. Morian sees himself as the local patron of romance and oversees several romantic games—young men vying for a kiss from a village girl and so on. He will entreat the knights to compete too, in the wrestling sports. Two men must struggle; the winner is the first to hold the other down for a count of five.

Afterward, Morian will present two young couples to the knights and tell them that they are both to be married within the year. However, it is of great importance to each couple that their wedding be the first and most memorable for the year. Morian will request that two of the knights joust, with padded lances, each championing



Sir Morian of Ceren Abbas

Sir Morian is no great warrior. However, he possesses a savage cunning and immense wit and charm. When possessed by the vengeful sprit of Sir Amyon, Morian's Traits and Passions reflect this. The nature of these are contained in parenthesis.



Glory 2,310

SIZ 15	Move 3	Major Wound 12
DEX 13	Damage 5d6	Unconscious 7
STR 15	Heal Rate 3	Knockdown 15
CON 12	Hit Points 27	APP 18

Combat Skills: Horsemanship 15, Spear 13, Sword 14

Significant Traits: Energetic 16, Generous 15, Lustful 12, [Deceitful 15, Cruel 16, Suspicious 15]

Significant Passions: Honor 15, Prudent 13, Love (wife) 16, [Vengeful 18]

Significant Skills: Courtesy 17, Compose 16, Folk Lore 17, Orate 18, Singing 17

Heraldry: party per chevron vert and or, in base a rose gules.

Horse: A young strawberry roan charger, Damage 6d6, Move 8, CON 12.

one of the couples. In this way, the order of the weddings will be decided.

During the festivities there is opportunity for the knights to talk to Lady Rosalynd. However, this is only ever in the presence of Sir Morian. Rosalynd will be polite and mention nothing of the letter, though an expression of apprehension crosses her face whenever Morian looks away. She will rely on subtle gestures to let the knights know that she still fears for her safety.

Through the course of the feast the knights may have a chance to talk to some local villagers, who speak of Morian as though he is a saint. If the knights do not yet know of the death of Sir Morian's last three wives, they will have an opportunity to learn now. A villager will explain that this is why "he gives so much to young lovers. Their children he sees as his own."

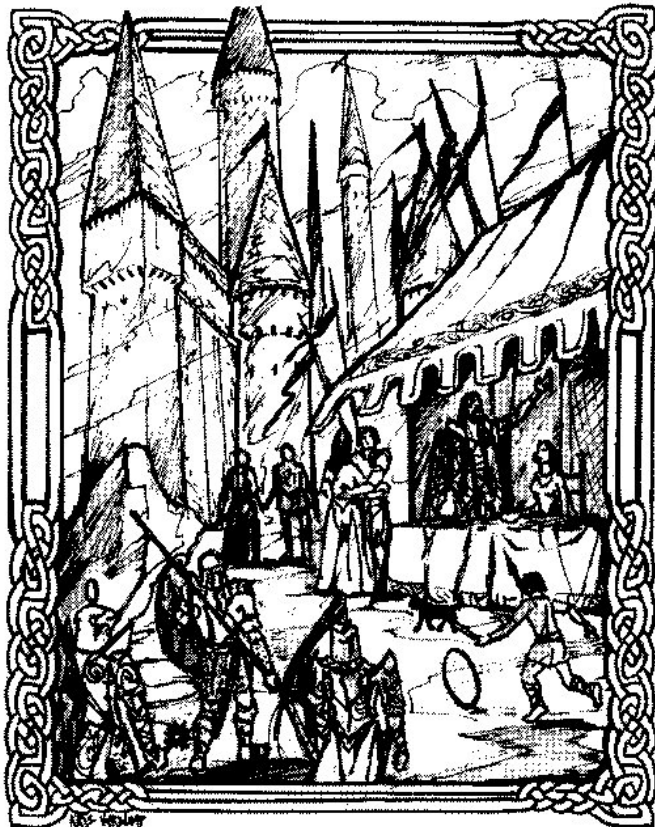
Glory: 5 for each wrestling contest won. 10 for the knight who wins the jousting contest.

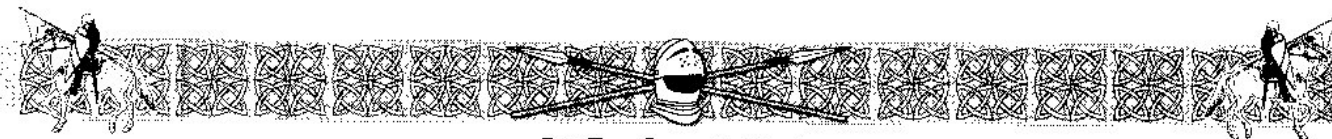
Morian and Courtly Etiquette

Chaste and Modest knights may find Morian's celebration a little too risqué for their liking. Both Morian and Lady Rosalynd dress in simple clothing and go barefoot, as do many of the young lovers. It is a pleasant day and the grass is cool to the touch. There is much lounging, reclined grape eating, and other less proper behaviour. Many of the couples have the audacity to kiss publicly for prolonged periods of time!

Into the Night

As evening falls the feasting will conclude and Morian will encourage the knights to stay the night, as it has been some time since he was given the pleasure of entertaining any more than local farmers. He will have the knights housed in his guests chambers, strangely located in the twin towers and not the castle proper. The knights will be waited on by servants, all of whom are removed to the twin towers during the night. Morian takes Lady Rosalynd to the castle and the tide comes in, covering the walkway and cutting the castle off from the mainland. Observant knights will notice that Morian is in an awful hurry to make it back to his castle by nightfall, almost running with Rosalynd across the walkway.





Part Two: Romantic Quests

The Secrets of Morian's Keep

The remaining part of this adventure runs in a non-linear fashion. There is no one way to access Morian's Keep, and neither is there a set series of encounters that must happen for the story to proceed. Certain events are taken as inevitable because the player knights have committed themselves to aiding Lady Rosalynd, but these events may have no particular order.

Accessing the Keep

When last the knights saw Rosalynd, she was being rapidly escorted to Morian's Castle to avoid the rising tide that would cut the knights off from the castle. They have been offered lodging in the Twin Towers on the mainland that stand like silent sentinels passively observing Castle Ceren Abbas.

The knights have several options at their disposal if they wish to act rapidly in order to reach the Lady Rosalynd. They can risk the rising tide to rush across the walkway under cover of darkness. The water will be quite high and it will be hard to see where the walkway begins and ends, but this is an option. Alternatively the knights can try and find a row boat or some other vessel to sail secretly across to the castle. This will take time but will be safer. Of course the knights can always wait the night and hope to have an audience with Sir Morian in order to confirm Lady Rosalynd's safety. Either of these options are acceptable and possible, although the knights are taking a risk in delaying their opportunity to talk first hand with the Lady and confirm her claims of danger.

Traversing the Walk Way

Easily the most dangerous approach to the castle. The knights will be presented with a rather difficult problem to overcome. They must walk the length of the walkway, to the base of the rocky isle on which the castle is built, in waist-high water that is rising rapidly. Lights will alert Morian and the retinue he keeps in the castle to their approach, so the knights must make this journey in darkness.

All players must test [Awareness] as they cross the submerged walkway. Failure results in a sudden dunking, and the need for a [Swimming] roll (see Pendragon Fourth Edition page 173 for full information). Tying ropes between knights, going unarmored, and feeling out the edges of the walkway are

all going to aid the approach to the castle. The gamemaster should give bonuses to [Awareness] or [Swimming] rolls as appropriate.

This can become quite a thrilling scene with the knights struggling against the rising water, slipping off the walkway and having to catch on hold of one another.

Finding a Vessel

The knights will have little problem in finding a vessel. The real issue at hand is the speed at which they can accomplish this task and sail to the castle. The closest small sailing boats lie about a third of a night's hard ride away. The knights must seek them out (riding along the coast) and then sail, as fast as they can, back to the castle and begin their search before sunrise. This race against time can be used to great dramatic effect by the gamemaster in order to get the player's hearts racing. Be sure to test [Horsemanship] as the players ride madly through the darkness.

Waiting for Another Opportunity

If the knights wait another day, Morian will greet them in the morning and request that the knights

Wrestling

Although not a particularly knightly art, grappling can be fun. Assign [Proud] or [Modest] checks to player knights based upon their reactions to Wrestling challenges. In order to win at wrestling, a player knight must first hold, then immobilize his opponent, as described on pages 176-177 of Fourth Edition Pendragon. Award any knight who wins a wrestling match 5 glory.

Young Wrestler

Use this basic profile for each of the wrestlers. Morian will size up the knights and encourage them to fight men of a comparable size and strength. If player knights accept this, the profile should be adjusted to better suit individual knights.

SIZ 11	Move 2	Major Wound 13
DEX 10	Damage 4d6	Unconscious 6
STR 13	Heal Rate 3	Knockdown 11
CON 13	Hit Points 24	
APP 11		

Attack: Grappling 8

Significant Traits: Honest 13, Just 12, Lustful 14

Significant Skills: Awareness 10, Dance 12, First Aid 8, Folk Lore 12, Industry 15





come hunting with him. If the knights ask after Lady Rosalynd, Morian will explain that the feast got the better of the fair lady and she lies now a little ill after all the sweet fruits she ate. "Her courtly stomach is not yet used to our country food," Morian will laugh.

The knights may let foolishness get the better of them and challenge Morian, in which case you should skip forward to the "Challenging Morian" heading below.

Alternatively the knights could lie (gaining a check in [Deceitful]) and say that they have to return from whence they came. Morian will go hunting anyway and in this manner the knights may sneak into his keep.

Other Methods

If the knights devise some other mechanism of entering the castle, this will not prove a problem and the scenario should be played on. Make the journey thrilling and dramatic and the players will derive a greater pleasure and sense of accomplishment.

Within the Castle

Morian keeps a few trusted guards about him at all times. Weary knights can avoid them by waiting for opportunities to dart past them with a [Dex] roll. Alternatively the knights can be a little more forceful and try and subdue the footmen. Use the Footsoldier stats (Pendragon Fourth Edition page 330) for 1d6 guards.

Morian has confined Rosalynd to her room, and it takes only a little time for the knights to find her in the relatively small keep. The room is locked. However, an adjoining room's window lies within a small leap from Rosalynd's window ledge.

Lady Rosalynd's Story

Rosalynd is overcome with joy when the knights arrive. She embraces them all and begins to weep and tell her terrible story.

Rosalynd tells the knights that since her letter Morian has got worse and struck her several times a night, leaving bruises showing on her face and neck. She managed to escape her room a few days ago and tried to find a means of fleeing from Morian. She dared not cross the walkway, but in her journeys about the Castle discovered the dungeon. Here she near fainted in shock at the horrific torture devices, manacles, wracks, Iron Ladies, and so forth. Worst of all were the three braids of hair that hung down from the dungeon wall like trophies, all different colours, each stained with blood. Rosalynd assumes that these were from Morian's previous wives.

One of two things may happen from here. At this point Morian could open the doors to Rosalynd's chamber, surprising the knights, and challenge them to combat (he has become aware of their presence in his castle and come to check on Rosalynd). Alternatively, the knights may wish to seek Morian out in the castle to challenge him. Either scenario works. Gauging the passion of the knights, in particular the courtly lover of Rosalynd, will give you a fair appreciation of what their response to Rosalynd's story may be.

Challenging Morian

Morian is no great combatant, but is a knight—despite his deeds—and will respond to a challenge. He will be easily overcome by an average knight. Once he comes close to losing the com-



Part Two: Romantic Quests

bat he will relent, and offer to tell the knights all, if they will give him a chance.

Glory: 10 for defeating Sir Morian in combat.

Morian's story

When Morian's grandfather reigned over Ceren Abbas, two young lovers from France, Sir Amyon and Lady Genevieve, travelled across the sea. They requested sanctuary within his harbour for the length of a storm that racked their ship. Morian's grandfather, a suspicious and selfish man, refused them shelter and the ship bearing the young lovers sank in the bay as it tried for another harbor.

Lady Genevieve's body washed up upon the shore with most of the crew and was buried at the Abbey St. Clare. Sir Amyon's body was never found.

Some days later the original Castle Ceren Abbas sank beneath the waves, the part of the isle on which it rested slowly disappearing beneath the water. Only the twin towers were left. Family records propose that Sir Amyon's vengeful spirit was responsible for the original castle's destruction. Morian's father rebuilt the castle, but it did not stop there.

Morian claims that each time he marries, once night has fallen, he becomes possessed with a great anger at seeing his wife. For each of his four wives it has been the same. In the end, Amyon's vengeance resulted in the death of his first three wives. Morian knows that his father killed his first bride and was forced to send his second, bearing Morian in her womb, to an abbey to give birth and there remain. Morian believes that this is the continuing effect of Amyon's wrath, his spirit seeking revenge on Morian's family line.

When Morian began to court the Lady Rosalynd, it had been some years since the death of his third wife. He had forgotten the strength of Sir Amyon's wrath, and had become sure, once more, that true love would conquer all. As Lady Rosalynd can attest, this has not been the case.

Morian knows that when the wrath comes down upon him he becomes cunning and wily. Neither confinement nor separation can keep him from his wife for long. There are only two possible solutions. Morian entreats the knights to either kill him to stop his horrific deed, or to find

the Sir Amyon's body, and end the curse by finally putting the lovers to rest.

From here the knights have a choice. They could kill Morian as he requests and return with Lady Rosalynd. Alternatively they could seek to save two lovers' souls by searching for Amyon's body and removing the curse from Morian.

[Religion (Christian). Success = If Sir Morian is right and Sir Amyon's soul has not moved on to judgement, Amyon puts his soul at risk as long as he torments Sir Morian's lineage.]

Depending on why they reached their decision, player knights may be awarded checks in [Just], [Merciful], [Vengeful], [Forgiving], or [Pious].

Search for the Dead

Fulfilling the latter part of Morian's request requires the knights to reunite the lovers. It is known that the body of Lady Genevieve rests in a grave at the nearby Abbey St. Clare. In order to reunite the lovers the knights must find Sir Amyon's body. This task will seem impossible at first. He died at sea two generations ago and could be a million leagues from England. However, Morian will discuss with the knights the nature of their quest if they choose to take this route.

Morian tells the knights of the Old Castle, a grand building, slightly crude but gigantic in scale, a large portion of which rests intact under the sea. Once per night, when the tides move in a certain motion, it is possible to enter the upper parts of this sunken castle as they are revealed by the water. For one hour only, the tides stay their hand and remain below the castle's rooms, to rush back in instantly once the hour is over. Morian suggests that this might be the work of the fey or some other enchanted creature.

Morian once went down into the Undersea castle to search for the dead Amyon. However, since that one attempt, he has found himself unable to return. He believes it is the wrath of Amyon that keeps him from the castle, for it is only accessible at night, and that is when Amyon's spirit is the strongest. This has caused Morian to believe that the body is caught somewhere down in the undersea castle ruins. He entreats the knights to stay the length of the following day and search the castle ruins for any





clues or signs to the resting place of Amyon's body.

The Undersea Castle

The knights may wish to put some forethought into their journey into the undersea castle. They may want to go in unarmored for fear of being trapped when the waters return or to gather a large rope to unravel behind them so that they may find their way out of the labyrinthine ruin.

Morian will give the knights instructions to confine him to his room come nightfall. He fears that Amyon's wrath will be very great when the players begin the search for his body. Morian will also provide the knights with instructions as to how to reach the undersea castle.

The knights must walk a series of stairs, built as a secret pathway. They lead down from the castle walls that lie chiselled into the rocky isle on which Morian's fortress rests. As they walk this secret avenue a chill breeze howls past them from the ocean. Sea spray rains from above blurring vision and covering the knights in a watery sheen. The knights must wait for the opening to the undersea castle to be revealed. They will wait most of the night on the rocks at the base of Morian's isle.

After what seems like hours a strange stillness passes over the swirling waters below the knights. A whirlpool, shimmering in the moonlight, forms and, like a drain, funnels water away from what have hitherto appeared as rock pools beneath the waves. The rock pools take on a uniform shape, slowly revealing themselves as the upper battlements of a great castle; a stairwell leads into the castle proper. Through the receding water the

knights can see the undersea castle plunging its way deep into the water.

Entering the undersea castle is like entering a mystical world. Strange faerie lights brighten the corridors. Kelp hangs from the walls like aquatic tapestries and pennants. Pools of water shimmer with an unearthly illumination from below, casting rippling lights about the walls and ceiling of the halls and rooms. Starfish and other sea creatures cling to walls, and fish swim in the small pools made in alcoves, old goblets, and sea-worn hollows in walls and statues. Shell fish of all descriptions cling to armor, old weapons, and chandeliers, distorting the metal that lies below them. Bright red crabs scuttle about the floor. Occasionally knights will pass by an area where the castle floor has been destroyed. In the strange lights shining from above they can see books, wooden plates, and old clothes drifting in the waters.

Every once in a while, the knights will come across a body, trapped in the castle by the waves. Almost skeletal, they possess some flesh on their bones. [Chirurgy. Success = This is an unnatural occurrence. Critical = Something must have mummified the corpses, they should be all but bones by now].

In addition to a few leather belts and boots, old, sea ravaged tabards hang limply from their bodies. [Heraldry. Success = The tabards are of French origin, the Fleur-de-lis a central part of the Shield. Critical = These men bear the shield of Sir Amyon].

The knights may pass a body that rests upright in an old stone throne. Other bodies seem to be clutching at rusted, barnacle encrusted candelabras [Awareness. Success = These are simply freak occurrences, the bodies have been pushed by the waves and currents into these positions]. Nevertheless, it is strange to see the dead propped in positions of the living.

Wonders of the Sea

In their travels throughout the Undersea Castle it is possible that the player knights may encounter any of the following optional encounters.

The Kelp Maiden

A sea faerie has taken up residence in the sunken castle. A mass of kelp falls from her head to her knees. She wraps this about her, weaving it into all manner of garments to cover her nakedness.

The Kelp Maiden

The Kelp Maiden will disappear into the water at first opportunity, never to be seen again, if attacked.

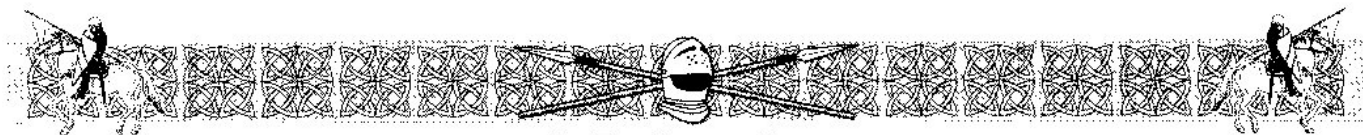
SIZ 10 Move 4 Major Wound 15
DEX 20 Damage 5d6 Unconscious 6
STR 20 Heal Rate 4 Knockdown 10
CON 15 Hit Points 25
APP 15

Attack: Crush Crab 14, Grappling 12

Significant Traits: Just 12, Trusting 15

Significant Skills: Awareness 15, Courtesy 10, Swimming 20





Part Two: Romantic Quests

The Kelp Maiden faerie is not malign. Rather, she wanders about eating the small red and yellow crabs that scuttle about the castle floor. A new resident, she is still unfamiliar with the castle's history. The Kelp Maiden maintains a bitter enmity with the Tentacular Sea Beast (see below) and will lead the characters to Sir Amyon's remains if they swear to destroy her enemy.

The Kelp Maiden may prove a valuable ally when the waters of the bay return into the castle, able to pull the characters out of the water and swim deftly with them to the surface of the water.

The Sea's Riches

At one moment, as the characters pass by a hole in the floor, they catch a glimpse of riches. The revealed room is lit by the mysterious faerie lights that illuminate the rest of the Undersea Castle. Several broken boxes containing gems and silver lie scattered on the floor below. This may tempt a character to swim down (delaying their search), to try to grab hold of some of the riches. It is quite possible that these may be the treasure horde of Sir Morian's selfish grandfather.

If a character does swim down and attempt to seize some of the riches, their hands will pass through the treasure, causing a multitude of silver fish and strangely formed Sea Anemones to scatter about the room. This may disorientate the player knight, forcing him to struggle through the mass of rapidly swimming fish to the surface.

Knights who fail [Swimming] rolls either on the way down to the false treasure, or on the return, will find themselves struggling for life.

The Tentacular Sea Beast

The knights will search for some time until they finally come across a room of some size. An old stairwell laps with water. It lies between the knights and the bodies of several long dead sailors, lying in a pile [Awareness. Success = The placement of these bodies is not a chance of the tides. Critical = Something or someone has placed these bodies here]. On the top of the pile lies the body of a dead knight, fine sword still strapped to its side, ancient water-logged tabard and woolen cloak hanging from its damp flesh and bones. A silver clasp on the cloak of the dead knight bears a coat of arms: "azure, on a bend argent three fleur-de-lis of the field." [Heraldry. Success = This is Sir Amyon.]

As the knights approach the dead knight something stirs in the water. If the knights look into the depths of the stairwell they see a large form rising from the water. A creature with eight long tentacles rises upward from the water. The beast will struggle with the knights as they try and remove the body of Sir Amyon. It is a creature of some cunning and great strength.

The battle with the Tentacular Sea Beast can be spiced up in several ways. As they fight across the slippery and slick stones of the castle, knights should occasionally be called upon to make [Dex] rolls, with failure resulting in a fall to the group.

If knights try and flee with the body, the beast will grab ahold of it, resulting in a tug of war that could rip the body in twain (while the beast is holding the body, subtract one from its total number of attacks). Players who continue to pull after

Tentacular Sea Beast

It is unlikely that the player knights will recognise this beast as an octopus. Rather they will believe it to be a beast, sea demon, or something of that ilk. The octopus' interest in the bodies is as a reserve of food. It has only recently moved into the bay and taken up residence in the Undersea Castle.

SIZ 30	Move 2	Major Wound 20
DEX 11	Dam *	Unconscious 13
STR 20	Heal 6	Knockdown 30
CON 20	HP 50	Armor 3

* The Tentacular Sea Beast has three kinds of attacks
Modifier to Valorous: 0

Attacks: The Tentacular Sea Beast will lavish 1d8 attacks on the knights minus the number of knights it is grappling with. It will initially grapple a few knights and then begin pummeling when it has a few victims in its grasp.

Grapple 10. Oppose Dex versus Dex to grab a knight and drag them into the water when attacked. Oppose Dex versus Dex each round for the knight to break free. If the Beast drags the knight into the water, the victim begins suffocating (See *Pendragon Fourth Edition* page 185).

Pummel 12. The beast may simply strike out at a knight causing 5d6 damage.

Crush with Tentacle 20. If the Beast has a knight in its tentacle at the start of a round it may attempt to crush them. This causes 4d6 damage.





the beast has grabbed the body will find themselves in possession of the body after 1d6 rounds of struggle, minus one arm.

If things go too easily for the knights, the water could begin to rise, threatening their escape and allowing the beast to leave the stairwell and pursue them.

Glory: 150 for killing the Tentacular Sea Beast.

Returning Sir Amyon's Body

The waterlogged and decayed body of the dead knight must be returned in whole to the grave of his lover Genevive. If his arm is lost in the struggle with the Tentacular Sea Beast, that will jeopardize his soul's peace. [Religion (Christian). Success = the knight suspects this. Critical = the knight knows this is true.] The knights may have to dive into the water to rescue a body part of Sir Amyon or alternatively return another night to search for it amongst the ruined castle.

Fleeing the Waters

At a dramatically appropriate moment, the waters will begin to rise in the castle. This happens quite rapidly, the water rushing into rooms and battering all within. The knights may have to half run and half swim to flee the encroaching water. Once again this can be the stuff of great adventure, the waves threatening the knights every movement, every wrong turn bringing with it the threat of drowning and every stumble allowing the waves to get closer to the knights. Unless the knights have made superb preparations, call for [Dex] rolls as they flee the castle. Knights failing will need [Swimming] rolls to escape the castle.

When the knights finally make their way out of the Undersea Castle, it is daylight outside. The natural light of the sun is a welcome sight. The fresh sea air like a relief to water-logged lungs.

Glory: 10 for all knights who survived the trip into the undersea castle.

Returning Amyon to the Grave

The knights will have to travel to the Abbey St. Clare in order to lay Amyon to rest. The nuns, while polite, will be interested to know why they should allow the knights to dig up the grave of a long-dead woman. Entreating the Abbess with the tale of the

lost lovers and the unresting soul of Amyon is a good way of going about this. The nuns will relent when they hear the story of the lovers and the curse that befalls Sir Morian. The grave will be exhumed by the grave digger revealing Lady Genevive, remarkably unaffected by the years that have passed. When Sir Amyon is placed with her their bodies crumble into dust together before all witnesses.

Concluding the Adventure

When the knights next see Sir Morian, probably to tell them of their success, he will be remarkably calm. His head is soothed, and his mind is no longer addled. He will rush to Lady Rosalynd and embrace her, apologizing profusely for all that has gone before and begging for forgiveness. Sir Morian promises all that he can to the knights, offering them his eternal gratitude.

What happens next is up to the knights and Lady Rosalynd. They can report Sir Morian to the King for the murder of his previous three wives. Although he has never sworn allegiance to Pendragon, he is subject to his laws. A trial will ensue and the knights may be asked to argue in defence of Sir Morian. Morian is either acquitted or sentenced (in the latter case, Lady Rosalynd will declare her undying love for the cursed knight and retire to a convent).

Alternatively the knights can do nothing. The curse has passed and Sir Morian is no longer affected. The gamemaster should assign [Just] or [Merciful] checks as appropriate.

Glory: 100 for each knight who helped reunite the lovers and free Sir Morian from his curse.

Future Possibilities

Sir Morian may become a strong ally of the knights, perhaps dragging them unwillingly into some sort of political wrangling between Duke Jonathel of Dorset and King Mark of Cornwall. Lady Rosalynd may remain a Courtly Lover of the Knight with which she originally shared this relationship or may devote her attentions entirely to Sir Morian. In the future the knights hear of only happiness for Sir Morian and Lady Rosalynd and are invited to the christening of their first son, named after one of the player knights.





SHORT ROMANTIC ADVENTURES

by Shannon Appel

Adventure of Three Quests For A Lady

Setting: Erranting across Britain.

Problem: A player knight is courting a lady above his station. She has decreed that she will marry him, but only if he completes three quests for her. She demands the tears of a faerie maiden, the shield of a Round Table knight that was won in battle, and the blessing of a queen.

Characters: The courted lady, various faeries, Round Table knights, and queens. Use stats as appropriate from Pendragon Fourth edition.

Secrets: The courted lady simply wishes to make sure that the man she marries is valorous, chivalrous, and intelligent.

Solutions: The quest for the tears of a faerie maiden will be the most difficult, since it will have to begin with the search for a faerie. Most knights will likely begin by investigating the most magical places in Britain. After some trials, they should eventually be rewarded with success. Gaining tears will be difficult as well. The player knight may ask for them, likely gaining some debt in return, or may plot a way to cause the faerie maiden to cry, perhaps with a sad story or by forcing her to view a tragedy. Intelligence should be rewarded with success.

It is much easier to find a Round Table knight, but not so simple to defeat one in battle. The lady at no time required that the battle may be fair, so some player knights may fall back upon deception.

Knights will most likely seek out Guinivere to get the blessing of a Queen. She will grant it provided that she believes the courting knight is a truly romantic fellow. There are many other queens in Britain, though, among them faerie queens, queens of small clans in Cambria and the Pict highlands, Queen Margawse, and more. Every queen will have her own requirements for a blessing; many will ask a price.

Glory: 10 glory to all knights for each quest overcome, in addition to any glory for dangers met or foes battled during the quest. An additional 50 glory

to the courting knight when all the quests are completed and the lady's hand is won.

Adventure of The Lost Knight

Setting: A knight's manor.

Problem: Sir John Attwood was captured during Arthur's continental campaign and was held captive in Italy for many years. His captors, treacherous commoners, asked for no ransom, content with their ability to humiliate a knight. Sir Attwood has finally escaped, but now has learned that his once amor, who thinks him long dead, is about to marry another.

Characters: Sir John Attwood, a Notable Knight (see Pendragon Fourth Edition p. 329). His long years of captivity have left him with a sense of wonder; everything is new and joyous to him. He is somewhat shy and nervous, especially around women.

Lady Violet. His former amor, a Lady (see Pendragon Fourth Edition p. 331). She believes that Attwood is long dead, and has been magically ensorcelled so that even if she seems him, she will not change her belief. She is kind-hearted and intelligent.

Sir Bledri. The blackheart who is preparing to marry Violet, also a Notable Knight. He is a greedy misogynist.

Secrets: Sir Bledri does not lust after Violet, but rather her money. He has even paid a sorceress to enchant the Lady Violet, so that she would not recognise Sir Attwood even if he returned. After marrying Violet, Sir Bledri will arrange her death. Sir Bledri has been married three times before, each time to a rich heiress. Each wife died within a year.

Solutions: Expose Sir Bledri's foulness. Or, alternatively, slay Sir Bledri in a fair combat. Either way, the shock will cause Lady Violet's enchantment to be broken. She will recognize Sir Attwood when next she seems him, and the long separated lovers will be reunited.





Glory: 100 for defeating Sir Bledri, or 50 for exposing him. Also, 10 for reuniting the lovers.

Adventure of The Belted Lady

Setting: Lord Meriaduc's castle, in Brittany.

Problems: The Lord Meriaduc, a rich banneret knight who lives in Brittany, has declared a great tournament. The victor of the tournament will be allowed to attempt the remove the belt from around the waist of the extremely beautiful Lady Lucilla. If he succeeds, Lord Meriaduc has promised a reward of 50L, as well as the lady's hand. Though Brittany is far away, Meriaduc's tournament promises to be the largest festival of the entire year.

The tournament is a modern one, with joust, challenges, and melee (see *Pendragon Fourth Edition* pp. 249-252).

Characters: Lord Meriaduc. Use Old Knight stats (*Pendragon Fourth Edition* p. 329). He is entranced by Lucilla's beauty, and truly wishes to win her for himself, but has been balked by the belt around her waist, which he can not unfasten.

Sir Guigemar. Use Notable Knight stats (*Pendragon Fourth Edition* p. 329). After Lucilla cured him of a magical wound, Sir Guigemar fell deeply in love with her. He tied a belt around her waist, and she tied a knot in his coat tail, such that no other could undo them, to signify their eternal love. Then, they were separated. Only recently, through the announcements of Meriaduc's tournament, has Guigemar learned that Meriaduc is holding Lucilla

Lady Lucilla. A very beautiful lady. Use Damosel stats (*Pendragon Fourth Edition* p. 331), but her APP is 24. Meriaduc has held her captive for a year, but Lucilla refuses to hear any offers of marriage while she is still bound by Sir Guigemar's belt. Recently, she lied to Meriaduc, and swore that only a great warrior could remove her belt. This convinced him to hold a tournament; as Lucilla had hoped, it also allowed Guigemar to hear of her plight.

Secrets: Guigemar probably can not win the tournament, but is the only one who can remove Lucilla's belt. He will approach the player knights for aid, either in winning the tournament, or somehow getting to the carefully guarded Lucilla.

Meriaduc does not plan to honor his offer. If a knight does manage to remove Lucilla's belt, he will try to have that knight quietly killed, and then take Lucilla for himself, now that she can no longer claim the belt binds her.

Solutions: Ignore Guigemar's plight and participate in a large, enjoyable tournament. Or, help Guigemar steal Lucilla away. Or, help Guigemar to win the tournament, and then foil Meriaduc's plot afterward.

Glory: The tournament is a regal one, with some 4000 participants. 300 glory goes to the melee champion, the winner of the joust, and the most acclaimed challenger. 30 glory goes to average participants in each of the contests. An additional 50 glory should be awarded for reuniting Guigemar and Lucilla.

Adventure of The Sorceress Bride

Setting: The land about one of the player knight's manors.

Problem: A Christian player knight recently took a bride by marrying at his own station. After the player knight courted her for a while, they were joined. He gained a dowry of a manor or two, and all seemed well.

In the year since the marriage, peasants who work the player knight's manors have begun to complain of a huge black beast skulking about the land. After it is seen, ill fortune befalls the peasants; milk curdles, chickens refuse to lay eggs, and cows give birth to still-born calves. If the knight does not listen to the earliest pleas of the peasants, thinking them simple superstition, a peasant will be mauled and partially eaten by the black beast.

Characters: The Sorceress Bride. This is the player knight's new wife. She is secretly a pagan sorceress, and was willing to marry the knight only to protect herself. Even if she is caught in her evil deeds, she thinks the knight will protect her. Perhaps she is right.

The Sorceress Bride

Insight 1,410

SIZ 10 Move 2 Major Wound 14

DEX 11 Damage 3d6 Unconscious 6

STR 9 Heal Rate 2 Knockdown 10

CON 14 Hit Points 24 Armor 1 (clothes)

APP 15

Combat Skills: Dagger 10

Significant Traits: Energetic 16, Generous 16, Honest 10, Lustful 17, Proud 15

Significant Passions: Love (Husband) 5

Significant Skills: Celestial Lore 10, Chirurgy 15, Faerie Lore 15, First Aid 9, Folk Lore 14, Geomantic Lore 9, Religion (Pagan) 10, Sight 18

Magic Limit: 74

Magic Defense: 74

Personal Life Force: 4d20

Significant Talents: Curse 19, Shapeshift* 20

Talismans: Curse 74

* Can Shapeshift into a panther. The associated trait is Cowardly.

The Sorceress Bride in Panther Form

SIZ 14 Move 10 Major Wound 18

DEX 28 Damage 4d6 Unconscious 8

STR 22 Heal Rate 4 Knockdown 14

CON 18 Hit Points 32 Armor 5 (tough)

Modifier to Valorous: 0

Combat Skills: Bite 15*, Claw 10**

* Bite does 5d6 damage.

** May claw twice in a round.

Additional Skills: Avoidance 15

Note that all other skills, traits, passions, and magical abilities remain the same while the sorceress bride is in panther form.

Secrets: Beyond the fact that the player knight's blushing bride is a pagan sorceress and shapeshifter, none.

Solutions: Discover the sorceress bride and burn her. Or, discover the sorceress bride, blame her enchantments on something else, then convert her to Christian ways (a difficult task). Or, discover the sorceress bride and have the marriage annulled. Or, discover the sorceress bride and have her sent to a nunnery. Or, discover the sorceress bride and become a pagan.

Solutions: 50 for freeing the land from its curses and the lurking black creature. An additional 75 for defeating a pagan witch. Or, an additional 75 for slaying a panther.





Rules of Chivalry

The Most Important Knightly Oath

A knight is forbidden to ever harm a woman or child. He could not stand by and allow a woman or child to be harmed.

Ten Points of Chivalry

1. Thou shalt believe all the church teaches and observe all its directions
2. Thou shalt defend the church
3. Thou shalt respect all weaknesses and shalt constitute thyself the defender of them
4. Thou shalt love the country in which thou wast born
5. Thou shalt not recoil before thine enemy
6. Thou shalt make war against the Infidel without cessation and without mercy
7. Thou shalt perform scrupulosuly the fuedal duties, if they be not contrary to the laws of God
8. Thou shalt never lie and remain faithful to thy pledged word
9. Thou shalt be generous and give largesse to everyone
10. Thou shalt be everywhere and always the champion of the Right and Good and Injustice and Evil


From "Chivalry" by Leon Gautier

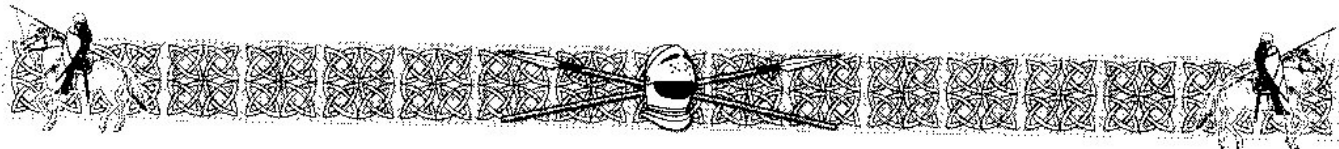
Rules of Love

Andreas Capellanus wrote the three books of his treatise *The Art of Courtly Love* at the request of Countess Marie of Troyes, daughter of Eleanor of Aquitaine. It supposedly portrays life at the Queen's court from 1170 to 1174. In the book Capellanus discusses the concept of courtly love and prepares to explain its "rules" very clearly so as to provide a manual or handbook on Love.

The first list provided here is perhaps a list of tests which should be mastered by a brave new initiate in the art of love, testing his skills in Romance or Flirting. The second list, of thirty one well-considered recommendations, is more likely for those who have been struck quite through by Cupid's darts. Cuenever, who judges the Courts of Love in Camelot, may require this longer list to

The Twelve Chief Rules in Love

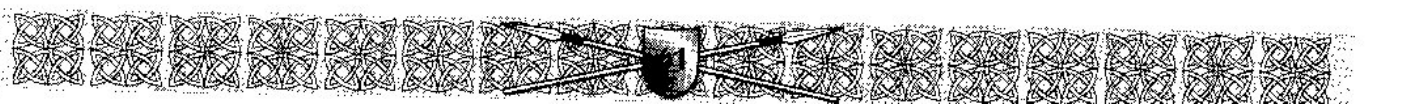
- I. Thou shalt avoid avarice like the deadly pestilence and shalt embrace its opposite.
 - II. Thou shalt keep thyself chaste for the sake of her whom thou lovest.
 - III. Thou shalt not knowingly strive to break up a correct love affair that someone else is engaged in.
 - IV. Thou shalt not chose for thy love anyone whom a natural sense of shame forbids thee to marry.
 - V. Be mindful completely to avoid falsehood.
 - VI. Thou shalt not have many who know of thy love affair.
 - VII. Being obedient in all things to the commands of ladies, thou shalt ever strive to ally thyself to the service of Love.
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- VIII. In giving and receiving love's solaces let modesty be ever present.
 - IX. Thou shalt speak no evil.
 - X. Thou shalt not be a revealer of love affairs.
 - XI. Thou shalt be in all things polite and courteous.
 - XII. In practising the solaces of love thou shalt not exceed the desires of thy lover.

Rules of Courtly Love

- I. Marriage is no real excuse for not loving.
- II. He who is jealous cannot love.
- III. No one can be bound by a double love.
- IV. It is well known that love is always increasing or decreasing.
- V. That which a lover takes against the will of his beloved has no relish.
- VI. Boys do not love until they reach the age of maturity.
- VII. When one lover dies, a widowhood of two years is required of the survivor.
- VIII. No one should be deprived of love without the very best of reasons.
- IX. No one can love unless he is propelled by the persuasion of love.
- X. Love is always a stranger in the home of avarice.
- XI. It is not proper to love any woman whom one would be ashamed to seek to marry.
- XII. A true lover does not desire to embrace in love anyone except his beloved.
- XIII. When made public love rarely endures.
- XIV. The easy attainment of love makes it of little value: difficulty of attainment makes it prized.
- XV. Every lover regularly turns pale in the presence of his beloved.
- XVI. When a lover suddenly catches sight of his beloved his heart palpitates.
- XVII. A new love puts an old one to flight.
- XVIII. Good character alone makes any man worthy of love.
- XIX. If love diminishes, it quickly fails and rarely revives.
- XX. A man in love is always apprehensive.
- XXI. Real jealousy always increases the feeling of love.
- XXII. Jealousy increases when one suspects his beloved.
- XXIII. He whom the thought of love vexes eats and sleeps very little.
- XXIV. Every act of a lover ends in the thought of his beloved.
- XXV. A true lover considers nothing good except what he thinks will please his beloved.
- XXVI. Love can deny nothing to love.
- XXVII. A lover can never have enough of the solaces of his beloved.
- XXVIII. A slight presumption causes a lover to suspect his beloved.
- XXIX. A man who is vexed by too much passion usually does not love.
- XXX. A true lover is constantly and without intermission possessed by the thought of his beloved.
- XXXI. Nothing forbids one woman being loved by two men or one man by two women.

From "The Art of Courtly Love" by Andreas Capellanus



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the Wizard



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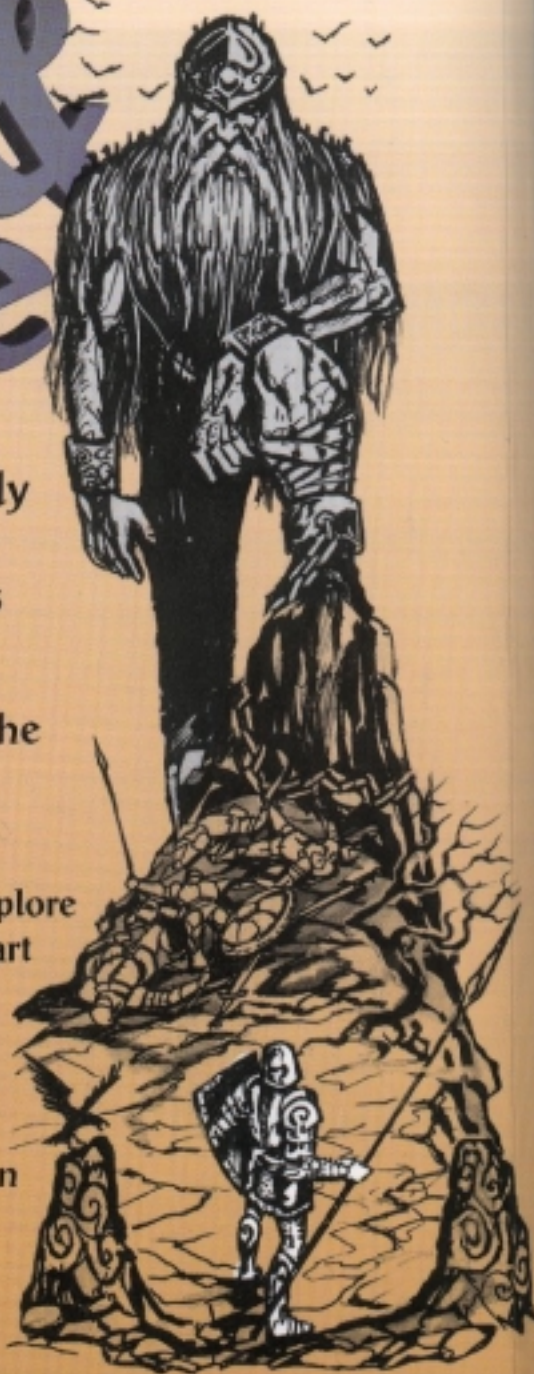
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