

Knights of the Sanguine Blade



A Pendragon Adventure

Table Of Contents

Introduction	3
Map	4
Player Characters	5
Impact Characters	12
Step Outline	20
Act One	22
Prose Outline	23
Dramatic Scene	26
Detailed Set Piece	30
Act Two	35
Prose Outline	36
Dramatic Scene	40
Detailed Set Piece	45
Act Three	57
Prose Outline	58
Dramatic Scene	61
Detailed Set Piece	66
Act Four	71
Prose Outline	72
Dramatic Scene	76
Detailed Set Piece	80
Coda	84

Introduction

WHAT ARE ROLE PLAYING GAMES?

Role Playing games are part improv theatre, part combat simulator, and all storytelling device. Generally featuring a few participants who role play as characters in some (usually fantasy based, but sometimes sci-fi or even historically based) setting using a specific set of rules to solve problems and interact with each other and with other characters in an imagined world. One participant takes on the role of “game master”, who acts as referee, plays the non-player characters, and describes the world and the way it physically reacts to the other players’ actions.

ABOUT THE CLASS:

Role Playing Game Writing is a class focused on writing as part of a team, for the ultimate medium of an RPG game. This year we were asked to select a specific Intellectual Property, with a corresponding role playing system attached to it.

ABOUT PENDRAGON:

Our group selected the Pendragon IP, written by Greg Stafford, which is focused on the mythical time of King Arthur. The system is notable for the way in which it codifies the personality traits of player characters, and establishes a realistic framework to create stories while embedding them in the fantasy of King Arthur.

Far from just being a combat simulator, the system provides storytelling tools that allow for some level of planning in terms of creating a subjective story as well as objective conflicts for one’s players to face. The system also attempts to show values of the time as they would have been thought of in a medieval setting.

ABOUT US

The “Pendragon Team” is composed of Nick Rial (Creative Writing), John Sprong (Creative Writing), Alison Gondek (MFA Scenic Design), Hugh “Smokey” Dyar (MA Emerging Media).

ABOUT OUR STORY:

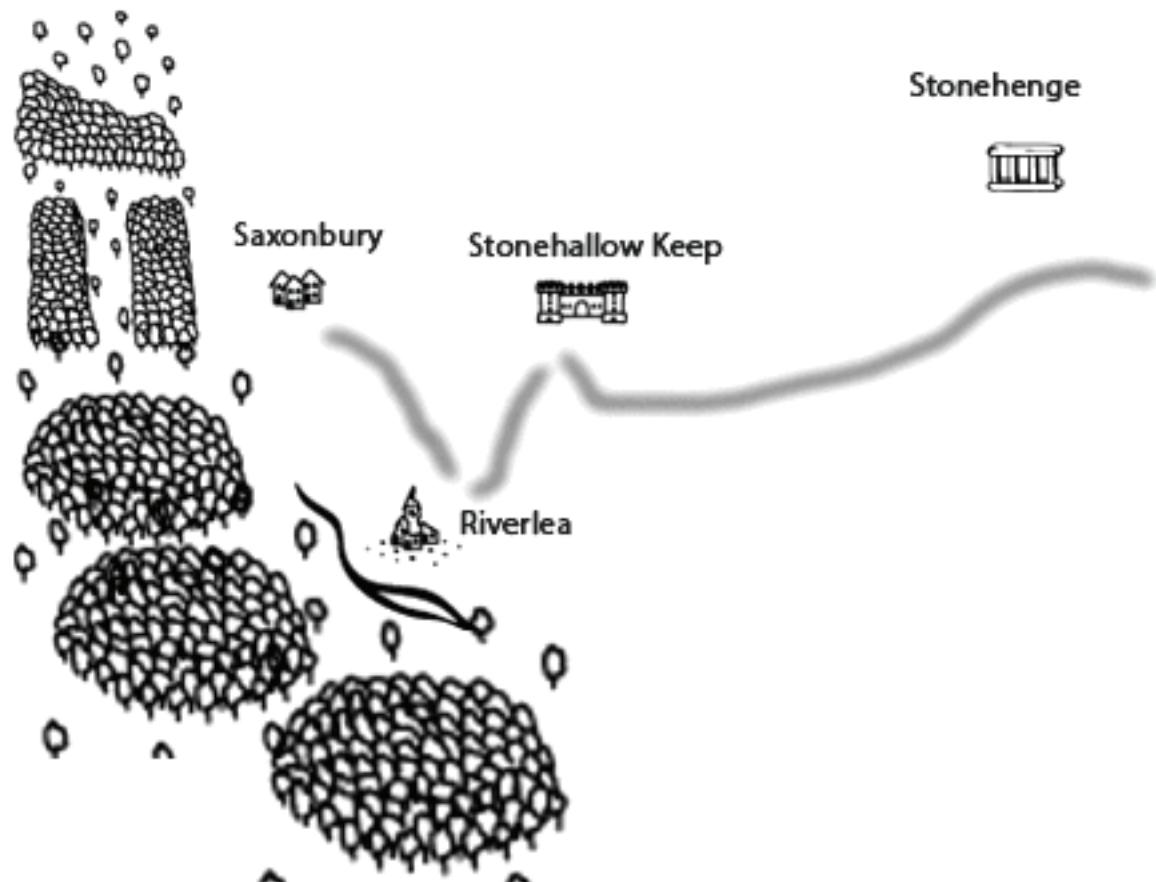
Our story is meant to fit in as a “prequel” campaign to the regular Pendragon setting - on the cusp of Arthur establishing himself as king of England. The basic question that the campaign asks is “what does it mean to be a knight”? This question felt like a good one to approach, as King Arthur’s reign has in many works (such as T. H. White’s *Once and Future King*) been depicted as a rise out of an age of dishonorable and selfish knights into one of heroic and selfless knights.

We created three characters who each are pulled in different directions and who all fit a few objective and subjective criteria for “knightly” behavior. All three are brave individuals who are willing to risk their lives for a greater good, and all three are honorable. These traits are the primary knightly skills of King Arthur’s time, and we worked to make our story emphasize how the world in which the characters find themselves rejects their knightly credentials in order to illustrate how they fit into the Arthurian era of knighthood. These are not perfect characters, but rather flawed heroes who struggle with vices while still striving for a good beyond themselves.

NOTE FOR CHRIS

The bottom right contains the first name of the student who did the majority of the writing for that page. If no name is present, then the page was too collaborative or the authorship too ambiguous to single out one name. Smokey did almost all of the design work

Map



Player Characters

A NOTE ON PRE-GEN CHARACTERS

Knights Of The Sanguine Blade is a “pre-gen” campaign. This means that the characters to that the players can play as have been written by us.

A Gamemaster may choose to use their own generated characters - such as if they want a fourth player to play in this three-player campaign. All of the work in making this change is up to the Gamemaster to complete. It is helpful to know that this new campaign - and it is important to note that this would be a *new* campaign - would not be broken, so to speak.

Ultimately this story is one told by the Gamemaster with the players. The Gamemaster has every right to make any changes they deem appropriate. However, the characters here have been written in service to the story at play, and we don’t recommend going in and changing things.

These Character Sheets are ready to be copied and used in-game.

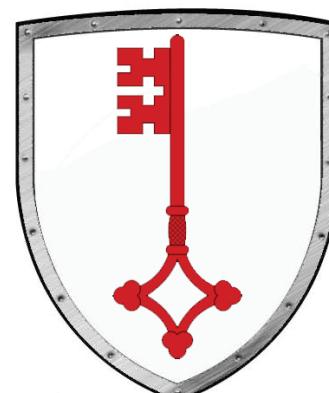


KNIGHT'S CHARACTER SHEET

Player's Name _____

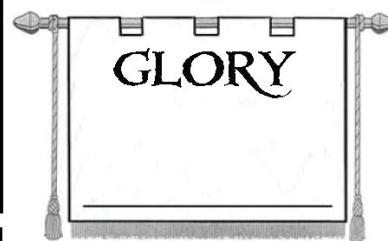
Personal Data	
Name:	Cedric
Age:	22
Son Number:	1
Homeland:	Salisbury
Culture:	Cymric
Religion:	Pagan
Liege Lord:	
Current Class:	Errant Knight
Current Home:	

Statistics	
SIZ	12 (Knockdown)
DEX	13
STR	12
CON	12 (Major Wound)
APP	18
Damage $[(\text{STR}+\text{SIZ})/6]$	4 d6
Healing Rate $[(\text{STR}+\text{CON})/10]$	2
Move Rate $[(\text{STR}+\text{DEX})/10]$	3



Personality Traits			
Chivalry Bonus (•) [Sum of these Traits = 80]	_____		
Religious Bonus (Underlined Traits are all 16+)			
<input type="checkbox"/> Chaste	2 / 18	<input type="checkbox"/> Lustful	<input type="checkbox"/>
<input type="checkbox"/> Energetic •	13 / 7	<input type="checkbox"/> Lazy	<input type="checkbox"/>
<input type="checkbox"/> Forgiving	11 / 9	<input type="checkbox"/> Vengeful	<input type="checkbox"/>
<input type="checkbox"/> Generous •	13 / 7	<input type="checkbox"/> Selfish	<input type="checkbox"/>
<input type="checkbox"/> Honest	13 / 7	<input type="checkbox"/> Deceitful	<input type="checkbox"/>
<input type="checkbox"/> Just •	10 / 10	<input type="checkbox"/> Arbitrary	<input type="checkbox"/>
<input type="checkbox"/> Merciful •	12 / 8	<input type="checkbox"/> Cruel	<input type="checkbox"/>
<input type="checkbox"/> Modest •	5 / 15	<input type="checkbox"/> Proud	<input type="checkbox"/>
<input type="checkbox"/> Pious	12 / 8	<input type="checkbox"/> Worldly	<input type="checkbox"/>
<input type="checkbox"/> Prudent	6 / 14	<input type="checkbox"/> Reckless	<input type="checkbox"/>
<input type="checkbox"/> Temperate	6 / 14	<input type="checkbox"/> Indulgent	<input type="checkbox"/>
<input type="checkbox"/> Trusting	13 / 7	<input type="checkbox"/> Suspicious	<input type="checkbox"/>
<input type="checkbox"/> Valorous •	15 / 5	<input type="checkbox"/> Cowardly	<input type="checkbox"/>
Directed Trait	_____		
Directed Trait	_____	<input type="checkbox"/> Chirurgery Needed!	

Hit Points	
(SIZ+CON)	24
Unconscious (Hit Points/4)	6
Wounds	_____



Skills	
Awareness (5)	<input type="checkbox"/>
Boating (1)	<input type="checkbox"/>
Compose (1)	<input type="checkbox"/>
Courtesy (11)	<input type="checkbox"/>
Dancing (14)	<input type="checkbox"/>
Faerie Lore (5)	<input type="checkbox"/>
Falconry (11)	<input type="checkbox"/>
First Aid (10)	<input type="checkbox"/>
Flirting (20)	<input type="checkbox"/>
Folklore (2)	<input type="checkbox"/>
Gaming (5)	<input type="checkbox"/>
Heraldry (4)	<input type="checkbox"/>
Hunting (2)	<input type="checkbox"/>
Intrigue (7)	<input type="checkbox"/>
Orate (8)	<input type="checkbox"/>
Play (7) Harp	<input type="checkbox"/>
Read (0)	<input type="checkbox"/>
Recognize (3)	<input type="checkbox"/>
Religion (10) Paganism	<input type="checkbox"/>
Romance (15)	<input type="checkbox"/>
Singing (10)	<input type="checkbox"/>
Stewardship (0)	<input type="checkbox"/>
Swimming (2)	<input type="checkbox"/>
Tourney (1)	<input type="checkbox"/>

Combat Skills	
Battle (6)	<input type="checkbox"/>
Siege ()	<input type="checkbox"/>
Horsemanship (4)	<input type="checkbox"/>
Sword (10)	<input type="checkbox"/>
Lance (5)	<input type="checkbox"/>
Spear (4)	<input type="checkbox"/>
Dagger (9)	<input type="checkbox"/>

Armor Type	
Chainmail	[8] pts.
Shield	[2] pts.
	[] pts.
	[] pts.
	[] pts.
Armor Reduction	_____

Squire	
Name: _____	Age: _____
First Aid () _____	<input type="checkbox"/>
Battle () _____	<input type="checkbox"/>
Horsemanship () _____	<input type="checkbox"/>

Wealth & Holdings	
Libra (£): _____	Denarii (d): _____
Money on Hand: _____	

Favors: _____	

Annual Glory	
Personality Traits (16 +)	_____
Passions (16 +)	_____
Holdings (Manors, etc.)	_____
Quality of Maintenance	_____
Chivalry	_____
Religion	_____
Total Annual Glory	_____

Equipment	
Clothing (£ _____)	_____
Clothing (£ _____)	_____
Personal Gear (on Horse # _____)	
Travel Gear (on Horse # _____)	
War Gear (on Horse # _____)	
Equipment at Home: _____	

Born		491	Squired	Knighted	Wed	Round Table	Died
Father's Name		Fabian	Class	Glory to Sons			
Family Characteristic		Naturally Lovable (+10 Flirting)					
Wife's Name		Lover's Name			Emilia, Narissa, Matthias, Lucinda...		
Children		Unconfirmed...					
Will							

Horses		
Best Warhorse (#1)		
Name:		
Type:		
Damage:	Move:	
Armor:	HP:	
SIZ:	CON:	DEX:
Worth: £		
Best Riding Horse (#2)		
Name:		
Type:		
Worth: £	Move:	
Squire's Horse (#3)		
Type:		
Worth: £	Move:	
(#4) Type:		
Worth: £	Move:	
(#5) Type:		
Worth: £	Move:	



KNIGHT'S CHARACTER SHEET

Player's Name

Personal Data

Name: Rowan

Age: 27 Son Number: First

Homeland: Salisbury

Culture: Cymric

Religion: British Christian

Liege Lord:

Current Class: Survivalist

Current Home: The Woods

<u>Statistics</u>		
SIZ	17	(Knockdown)
DEX	12	
STR	18	
CON	17	(Major Wound)
APP	9	
Damage $[(\text{STR}+\text{SIZ})/6]$	6	d6
Healing Rate $[(\text{STR}+\text{CON})/10]$	4	
Move Rate $[(\text{STR}+\text{DEX})/10]$	3	
Distinctive Features:		
Gruff Voice, Bushy Beard, Measured		
Hit Points (SIZ+CON)	34	
Unconscious (Hit Points/4)	9	
Wounds		
<input type="checkbox"/> Chirurgery Needed!		



Skills	
Awareness	(15)
Boating	(o)
Compose	(o)
Courtesy	(o)
Dancing	(1)
Faerie Lore	(15)
Falconry	(o)
First Aid	(10)
Flirting	(o)
Folklore	(15)
Gaming	(8)
Heraldry	(o)
Hunting	(o)
Intrigue	(o)
Orate	(o)
Play	(o)
Read	(o)
Recognize	(9)
Religion	(2)
Romance	(2)
Singing	(1)
Stewardship	(o)
Swimming	(o)
Tourney	(o)

Armor Type		
Chainmail	[8] pts.
Shield	[2] pts.
	[] pts.
	[] pts.
Armor Reduction _____		

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Squire	
Name: _____	Age: _____
First Aid ()	<input type="checkbox"/>
Battle ()	<input type="checkbox"/>
Horsemanship ()	<input type="checkbox"/>

Wealth & Holdings	
Libra (£): _____	Denarii (d): _____
Money on Hand: _____	
Favors: _____	

Annual Glory	
Personality Traits (16 +)	_____
Passions (16 +)	_____
Holdings (Manors, etc.)	_____
Quality of Maintenance	_____
Chivalry	_____
Religion	_____
Total Annual Glory	_____

Equipment	
Clothing (£_____)	_____
Clothing (£_____)	_____
Personal Gear (on Horse # ____)	

Travel Gear (on Horse # ____)	

War Gear (on Horse # ____)	

Equipment at Home: _____	

						
Born	786	Squired	Knighted	Wed	Round Table	Died
Father's Name	John Dirt		Class	Lower	Glory to Sons	
Family Characteristic						
Wife's Name				Lover's Name		
Children						
Will						

<h1>Horses</h1>		
		
Best Warhorse (#1)		
Name:		
Type:		
Damage:	Move:	
Attack:	HP:	
SIZ:	CON:	DEX:
Worth: £		
Best Riding Horse (#2)		
Name:		
Type:		
Worth: £	Move:	
Squire's Horse (#3)		
Type:		
Worth: £	Move:	
(#4) Type:		
Worth: £	Move:	
(#5) Type:		
Worth: £	Move:	

Player's Name _____

Personal Data

Name: Casserah Ravenwood
 Age: 22 Son Number: Fourth Child
 Homeland: Salisbury
 Culture: Cymric
 Religion: British Christian
 Liege Lord:
 Current Class: Knight Errant
 Current Home:

Personality Traits

Chivalry Bonus (•) [Sum of these Traits = 80] _____
 Religious Bonus (Underlined Traits are all 16+) _____

<input type="checkbox"/> Chaste	20 / 0	Lustful	<input type="checkbox"/>
<input type="checkbox"/> Energetic	13 / 7	Lazy	<input type="checkbox"/>
<input type="checkbox"/> Forgiving	8 / 12	Vengeful	<input type="checkbox"/>
<input type="checkbox"/> Generous	10 / 10	Selfish	<input type="checkbox"/>
<input type="checkbox"/> Honest	1 / 19	Deceitful	<input type="checkbox"/>
<input type="checkbox"/> Just	15 / 5	Arbitrary	<input type="checkbox"/>
<input type="checkbox"/> Merciful	5 / 15	Cruel	<input type="checkbox"/>
<input type="checkbox"/> Modest	10 / 10	Proud	<input type="checkbox"/>
<input type="checkbox"/> Pious	6 / 14	Worldly	<input type="checkbox"/>
<input type="checkbox"/> Prudent	8 / 12	Reckless	<input type="checkbox"/>
<input type="checkbox"/> Temperate	8 / 12	Indulgent	<input type="checkbox"/>
<input type="checkbox"/> Trusting	2 / 8	Suspicious	<input type="checkbox"/>
<input type="checkbox"/> Valorous	15 / 5	Cowardly	<input type="checkbox"/>

Directed Trait _____
 Directed Trait _____

Passions

Loyalty (Lord) () _____
 Love (Family) (15) _____
 Hospitality (5) _____
 Honor (15) _____
 Hate: Sexism (16) _____
 Hate: Saxons (17) _____

Statistics

SIZ 10 (Knockdown)
 DEX 13
 STR 16
 CON 18 (Major Wound)
 APP 9

Damage $[(\text{STR}+\text{SIZ})/6]$ 4 d6

Healing Rate $[(\text{STR}+\text{CON})/10]$ 3

Move Rate $[(\text{STR}+\text{DEX})/10]$ 3

Distinctive Features:

Broad-Chested, Black Eyes

Hit Points (SIZ+CON) 28

Unconscious (Hit Points/4) 7

Wounds _____

Chirurgery Needed!

Skills

Awareness (9) _____
 Boating (0) _____
 Compose (1) _____
 Courtesy (1) _____
 Dancing (5) _____
 Faerie Lore (2) _____
 Falconry (11) _____
 First Aid (13) _____
 Flirting (0) _____
 Folklore (6) _____
 Gaming (10) _____
 Heraldry (1) _____
 Hunting (5) _____
 Intrigue (16) _____
 Orate (3) _____
 Play (2) _____
 Read (0) _____
 Recognize (1) _____
 Religion (5) _____
 Romance (0) _____
 Singing (3) _____
 Stewardship (0) _____
 Swimming (2) _____
 Turney (4) _____



Combat Skills

Battle (8) _____
 Siege (2) _____
 Horsemanship (13) _____
 Sword (17) _____
 Lance (14) _____
 Spear (12) _____
 Dagger (10) _____

Armor Type

Chainmail [8] pts.
 Shield [2] pts.
 _____ [] pts.
 _____ [] pts.

Armor Reduction _____

	
Name: _____	Age: _____
First Aid () _____	<input type="checkbox"/>
Battle () _____	<input type="checkbox"/>
Horsemanship () _____	<input type="checkbox"/>

Wealth & Holdings

Libra (£): _____ Denarii (d): _____

Money on Hand: _____

Favors: _____

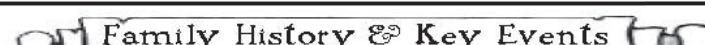
Annual Glory	
Personality Traits (16 +)	3
Passions (16 +)	
Holdings (Manors, etc.)	
Quality of Maintenance	
Chivalry	
Religion	
Total Annual Glory	

Equipment	
Clothing (£_____)	_____
Clothing (£_____)	_____
Personal Gear (on Horse # ____)	

Travel Gear (on Horse # ____)	

War Gear (on Horse # ____)	

Equipment at Home: _____	

						
Born	491	Squired	Knighted	Wed	Round Table	Died
Father's Name	Archer		Class	Glory to Sons		
Family Characteristic						
Wife's Name			Lover's Name			
Children						
Will						

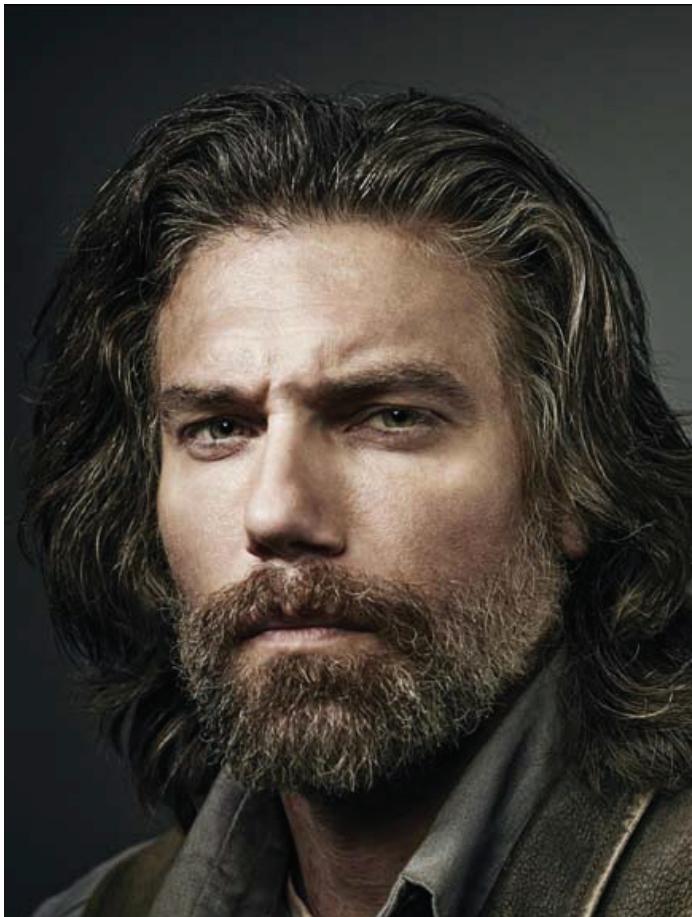
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Impact Characters

ABOUT IMPACT CHARACTERS

The following pages contain detailed information about non-playable characters that will appear during a session of *Knights of the Sanguine Blade*. It is up to the Game Master to use this information to guide players, provide “flavor”, and otherwise enhance the story wherever possible.

Some Game Masters enjoy acting “in character” during playing. In addition to the detailed information here, we have provided actors who could appropriately play our characters to serve as inspiration and guidance during these theatrical efforts.



Sir Gregory Manasan

Sir Gregory Manasan is a Knight with an impressive resume. He is well respected for his strength and competency. He is focused on his work, but does his best to find time for his wife - not enough, most would say. Sir Manasan leads through respect and fear. He is an angry and merciless man who spares no lives during battle. His swordsmanship is among the best.

Humorless, Sir Manasan believes in fighting with intelligence, leverage, and a steady mindset. This is not to downplay his impressive force. He is an honorable adversary on the battlefield, and those who face him are rightfully afraid of his skill, his intelligence, and his brutality. Manasan does not start a fight without the intent to finish it.

Allies: The men he has gathered under him, Sir Flavius.

Enemies: King Arthur and all who support him, Magicians, the cult of the doves.

COMMON KNOWLEDGE:

Manasan is considered honorable, if you consider pure murderous competency deserving of honor (as many do). Manasan fights for the unification of England, moving past the tension, chaos, and disorder of the land, just as Arthur does. Unlike Arthur, Manasan believes in ruling with a strong hand. Sir Manasan understands the importance of a United Kingdom and is as disgusted as Arthur by the present state of affairs. Manasan isn't alone in his distrust of the new king, but could his hatred lead to revolt against a Pendragon? Few would believe so.

He is married with Elyse, who he loves in his own way. Manasan believes in ruling with a strong hand. Sir Manasan understands the importance of a United Kingdom and is as disgusted as Arthur by the present state of affairs.

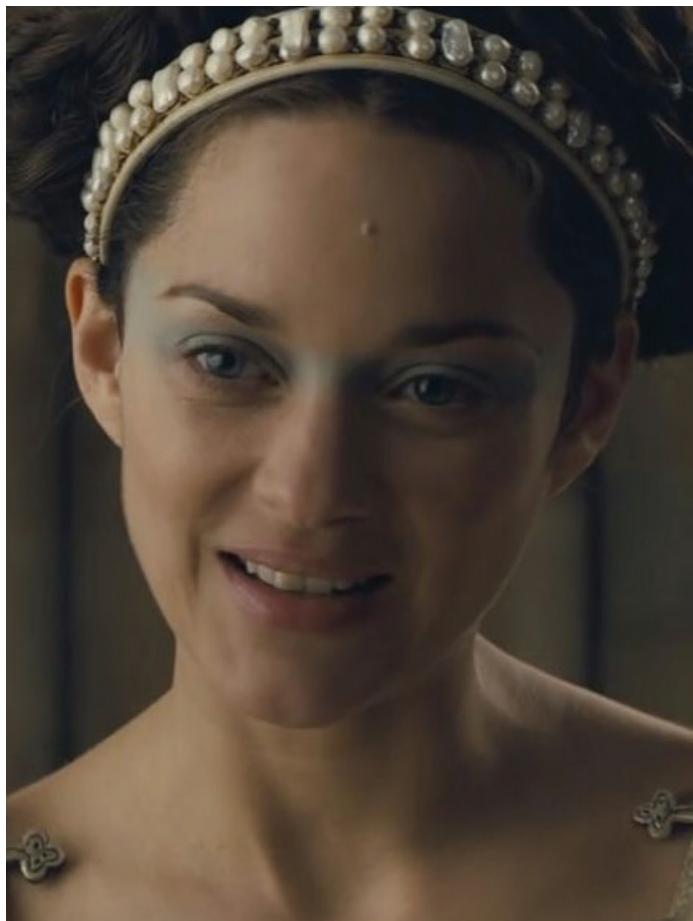
Manasan is one of the best swordsman around, only bested when distracted, drunk, or manipulated into one of his furious rages. His rage throws him into a fierce passion and clouds any strategic thinking.

WANTS: To be king.

TOOLS: Swordsmanship, Leadership abilities, Respect of his men, fear from his enemies.

FLAWS: His rage, his distrust, his inability to control his meddlesome wife.

QUOTE: "I will destroy all false knights."



Elyse

Elyse and her sister, Margaret, are the daughters of a noble line claiming Faerie descent. Throughout their youth, the two girls were tutored in pagan magic and would with spirit guides wander in the Fae. Elyse was a disciplined student and became quite proficient in the art. However, during one such outing a tragic accident occurred and as a result Elyse forswore the practice of magic.

At the age of 19, Elyse was married to Lord Gregory Manasan. Though she found him harsh and unpleasant, she played the dutiful wife as best she could. It was not until the stillbirth of their only child that Elyse realized she could not maintain the façade and she has become cold and withdrawn. As the years past, she came to despise her husband and the prison life had made for her, so when she learned of his mad plan to attain kingship she set about dismantling it from behind the scenes.

If someone were to manage to break her icy façade, they would find a powerful and driven woman who still wants to find happiness despite the joy denied her.

Allies: Sir Thackeray, Margaret, the players

Enemies: Manasan

COMMON KNOWLEDGE:

Elyse, at first glance is cold and withdrawn, and is considered more than a little austere by the common folk of Manasan's lands. Her reputation has earned her the nickname of 'the stone heart of Stonehollow keep'—a moniker which she would never admit does in fact hurt her deeply.

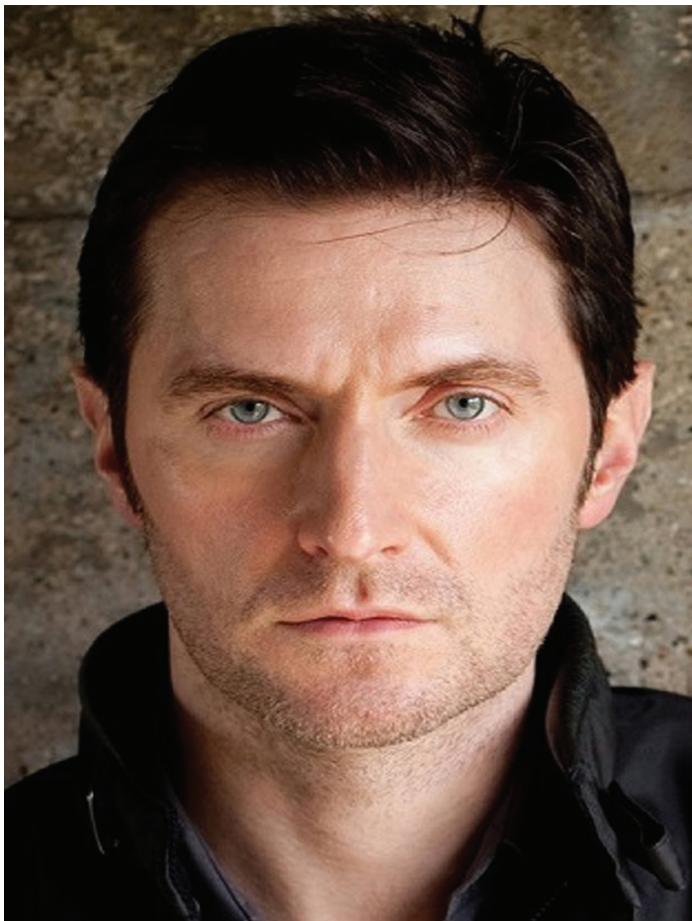
Before marrying Manasan, Elyse had long preferred Sir Thackeray as a suitor. She only relented because, as a lord of higher standing, Manasan was the more appropriate match, and so she put her family's needs first. As a result, the common folk also rampantly gossip about her frequent trips to Riverlea, with many believing she must be maintaining a secret relationship with her former lover Thackeray: a rumor Thackeray is always quick to quash. The only time she appears happy is when she is with her sister and Sir Thackeray.

Wants: To destroy Manasan's chances at being king and to escape the life she feels trapped within.

Tools: Her social status, intelligence, and her ability to read people. She also has a great deal of knowledge and skill regarding magic and the Fae, but she is reluctant to utilize it.

Flaws: Elyse has a deep hatred of Manasan and his allies, which can cloud her judgement. She is also resentful of the fact that she has only ever done what is best, but still is unhappy—which has made her more than a little jealous of the happiness Margaret has found with Thackeray. Above all, however, she still loves her sister deeply and would do anything for her.

Quote: 'My sweet Cedric, they don't see me. But I have made peace with invisibility. He has long been a conspirator of mine.'



Guy

Sir Guy, once a vassal to a rotten king, has struck out away from the knightly life in search of real honor. He feels that with the death of Uther Pendragon, Only the worst of the worst are becoming knights, and only for the wrong reasons. He has taken his place as a sort of protector of the weak around the town of Saxonbury. He primarily is known to rob food caravans headed to Manasan's burgeoning war efforts, distributing this food among the poor. He will not hesitate to kill any who he sees as traitor to the good of the people. He has recently begun to gain a sort of following of like minded men and women of various vocations, and his woodsmen are quite an annoyance to the tyrannical Sir Flavus, who is the de-facto King of Saxonbury.

Allies: His Woodsmen, The Poor.

Enemies: Everybody else.

COMMON KNOWLEDGE:

Not much to the players, at least not until they meet him. Flavius is unwilling to tell much of his problems to Manasan, and he would not want to tell the players even if he did know of Guy. Guy himself will tell most of his story to the players, when they meet him. He will be vague about which king he served, and his feelings for Manasan besides, not trusting the players until they prove themselves worthy. He will also note a love for all who follow him, and a dislike of the tyrannical system which rules the land.

WANTS: The good of the smallfolk, the elimination of cowardly and dishonorable knights, a return to law and order across the land.

TOOLS: Woodcraft, a group of merry woodsfolk, and skill with sword, axe, and bow.

FLAWS: Trust for those who he deems honorable, a lack of a head for intrigue, and a belief that all men ultimately want what he wants.

QUOTE: "Who needs these trained fooles with pikes up their asses anyway?"



Margaret

Margaret and her sister, Elyse, are the daughters of a noble line claiming Faerie descent. Throughout their youth, the two girls were tutored in some magic and would explore the Fae. Margaret had a natural proficiency for magic, and was something of a wild child. Though her sister moved away from the art, Margaret embraced it fully.

She was married to Sir Thackeray not long after Elyse was married off to Manasan. Though she initially loathed the idea of marriage, she quickly took to Thackeray. She saw him as kind and considerate, in a world full of men who weren't. Fiercely loyal, Margaret will do whatever it takes to protect those she cares about. Despite their many disagreements over the years, her sister is the only person she loves more than her husband, Sir Thackeray.

Allies: Sir Thackeray, the Players, Arthur, Elyse

Enemies: Sir Manasan

COMMON KNOWLEDGE:

Margaret's marriage to Sir Thackeray came as a bit of a shock, as no one expected such a wild spirit to be tamed. But, opposites do sometimes attract, and Margaret fell hard for the dutiful, valiant suitor her sister had rejected.

Her love for Thackeray is clearly mutual, and she is not one bit tamer as a wife. They've agreed on a level of freedom which allows her to flit about as she pleases. Margaret is incredibly popular amongst the household and local town, and can be found in the market nearly every day. She is a generous woman, and makes a point of knowing everyone. Her dabbling in magic is well known, and many of the townsfolk come to her with small problems and sicknesses.

Wants: The happiness of those around her, especially her sister. She feels slightly responsible for Elyse's unhappiness, and wants to help her. She also wants what's best for her people and England.

Tools: Her connections with the people she rules and her knowledge of all things regarding magic and the Fae. She also is persistent and curious, so if she doesn't know something, she will do what she can to find out.

Flaws: Her temper, recklessness, curiosity, her loyalty, and her trusting nature.

Quote: "There is a power in being the loudest and kindest voice in the room. It makes you heard. It makes them listen."



Thackeray

Thackeray is the Lord of Riverlea, who served valiantly under King Uther Pendragon along with Manasan. He never cared for his King's penchant or wanton violence, and held an even greater distaste for his peers' willingness to emulate their king. In Thackeray's mind, kingship meant leading by an example of virtue and honor.

For this reason, he seeks Manasan as unfit to be king of England. And his fears were only compounded when he learned of Manasan's plan through Elyse and Margaret. Thackeray knew that he had to try to stop it, that interfering was the right thing to do. Though despite his vast moral character, Thackeray cares immensely for his family and his people. Ultimately, he would sacrifice anything to make sure those he loves are safe.

Allies: Margaret, the Players, Elyse, Arthur

Enemies: Manasan

COMMON KNOWLEDGE:

Thackeray is well liked by his subjects, who idolize him and his wife Margaret. Likewise, he and Margaret care deeply for the common folk of their land, and would go to great lengths to protect them.

When he was younger, he courted Elyse, who he fancied a great deal. She broke his heart when she rejected him and accepted her father's match with Lord Manasan, but he was quickly won over by her sister, and came to lover her very deeply, more than even Elyse—though he still cares deeply for her, and often allows her to stay in Riverlea. A fact that has led to rather rampant rumors of infidelity.

Thackeray is also immensely proud of his son Edgar, who many courtiers consider to be an embarrassment to his father.

Wants: To protect Margaret and Edgar and Elyse, to protect his people, and to prevent the disastrous war that Manasan has planned against king Arthur. More specifically, he wants Manasan to fail.

Tools: His prodigious reputation, his extreme skill as a knight, and the loyalty of his subjects.

Flaws: Thackeray will do anything to protect the people he cares about, and they are easily his greatest weakness. However, he also follows a strict moral code, and is a devout adherent to the ancient laws of hospitality, meaning that he is rather easily manipulated.

Quote: 'War has no swift end. Ever. I would rather see it never begin.'



COMMON KNOWLEDGE:

Edgar is generally well liked, though nowhere near as much so as his parents. He occasionally goes into town with his mother, and the smallfolk believe that he will be a good and just ruler when the time comes.

While his skills are more cerebral, Edgar does have a good handle on riding and fighting. He practices with the blacksmith's son twice a week, and always pushes himself to improve.

His parents are incredibly proud of him, even though many courtiers of higher birth pity him for his speech impediment.

Edgar Thackeray

Edgar is the only son of Sir Thackeray and Margaret. Just recently turned eighteen and training to be a knight. A kind, spirited young man with a romanticized view of the world. He has a stutter, which severely impedes his confidence.

An introvert, Edgar has grown up in a fairly solitary way, preferring books to playmates. His intelligence is astounding – he is fluent in Latin and knows a great deal of history. Margaret has told him a great deal about magic and the Fey, though he has no desire to learn magic.

Though he is closer with his mother, Edgar truly looks up to his father, Thackeray. When his father is home, Edgar is hardly seen away from his side. He is also incredibly fond of his aunt, Elyse, and treats her as a second mother.

Allies: Margaret, Thackeray, The player knights

Enemies: Manasan, The Doves

Wants: To prove himself to his father and everyone else. He wants to be as good as his father and as well liked. He also wants to live an exciting life, like those of the knights in his books.

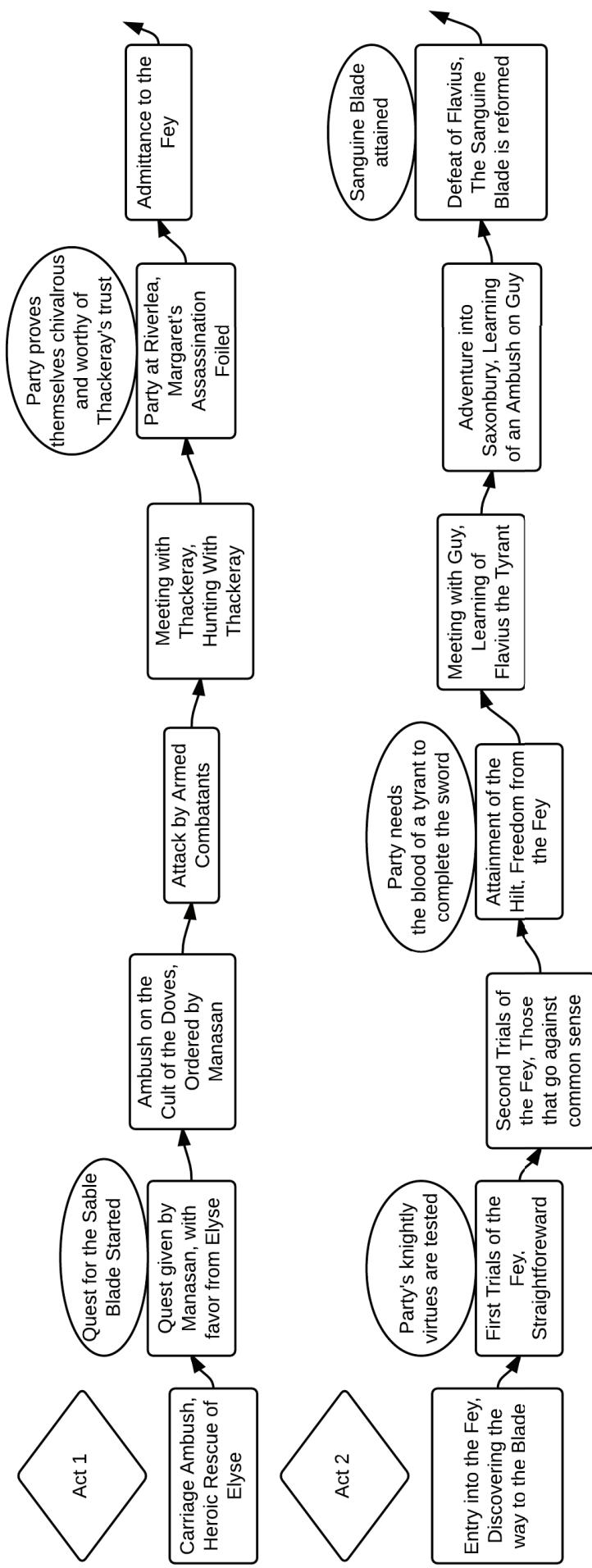
Tools: His intelligence, his courtly knowledge, his determination to practice what he's bad at.

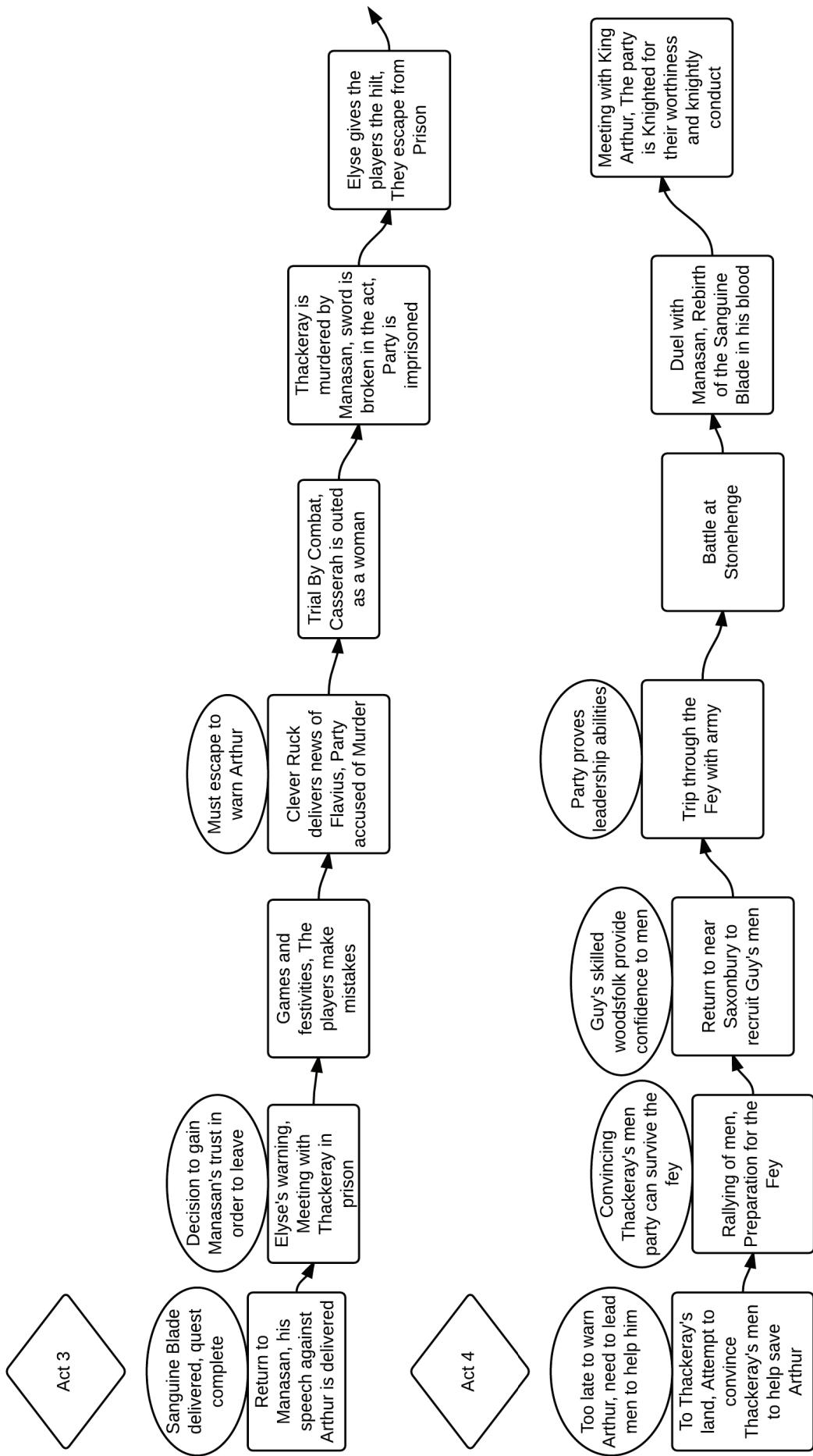
Flaws: Edgar is incredibly shy and lacks confidence due to his stutter. His introverted nature makes him uncomfortable and awkward around large groups, and he lacks confidence in leadership positions. He's also a bit of a romantic, and is often caught off guard by the harshness of reality.

Quote: "The fey? Please tell me you aren't serious. Are you serious? The fey?"



Step Outline





Act One

Where the players encounter a maiden in distress, are tasked to perform duties of knighthood, and brave themselves through a variety of chance encounters.

Prose Outline

INCITING INCIDENT

Our heroes are traveling along a dirt road, huddled together in their ill-gotten armor. Cass, Rowan, and Cedric are three warriors, all faking their identities as real knights. One foggy morning, they come across a carriage being assaulted by a small gang of thugs. From within the carriage a lady yells desperately for aid and our heroes, moved by the damsel's plea, decide to interfere. After tending to the bandits, the lady exits the carriage and introduces herself. She introduces herself as Elyse, the wife of LORD Manasan. Elyse thanks the three warriors, and Cedric is very taken with her, and is immediately lustful of her. At this time, our three heroes and Elyse are approached by a knight by the name of SIR Thackeray, who declares his immense respect for our heroes' actions. He says he saw their battle as he approached, and was astounded by the knights' valiance. He dedicates some of his knightly escort to escort the maid's carriage home, and after she leaves Thackeray insists that the party ride with him and talk.

Thackeray, ever jovial, provides Cass, Rowan, and Cedric with mounts to take them to town and begins to regale them with great stories of his younger days as a roaming knight in the service of Uther Pendragon. After some time, Thackeray begins to discuss the current political situation within the realm, namely the conflict between Sir Manasan and another would be king. He alerts our heroes to the news that the king's forces have been seen approaching the border of Manasan's realm, and that there may soon be open war. Upon arriving at the tavern Thackeray takes his leave, but not before paying for all possible expenses during the party's stay.

FIRST PLAN

When our heroes awake, they exit the tavern and are immediately approached by Sir Fenwick, an emissary of Manasan, who states that his lord wishes to see the three at his fortress stronghold, Stonehallow Keep.

After traveling many hours, our heroes arrive at the keep well past nightfall. In Stonehallow Keep, the three meet Manasan himself, who says that he heard of the wanderer's bravery in defending his beloved wife, and he declares that he needs such valiant knights to aid in his righteous war against the False King. So impressed is he by the Wanderers' prowess that he offers them a quest: to go recover for him a magical weapon capable of besting the False King in combat, the Sanguine Blade.

He declares that if they succeed, they will be rewarded with a place in his court when he is king. Valorous to a fault, and determined to obtain the rank and status associated with formal knighthood, our heroes accept. Upon accepting, the knights are told they must travel to the fey to obtain the blade, and that Manasan will gladly equip them for their journey. Elyse approaches the party after they meet with Manasan, and displays a vested interest in their mission. In particular, Elyse flirts with Cedric, drawing him into a private conversation. In this private discussion, Elyse hints that she is concerned her husband doesn't understand the forces he is messing with, and urges that Cedric and the rest of the party be careful. After Elyse gives Cedric her signet ring they part ways, and the party is outfitted by Manasan's quartermaster and set off to find the Sanguine Blade.

COMPLICATION

Only two days into their journey, our heroes are attacked on the road by a gang of black-garbed men, each of whom wears a pin with a white bird on it. During the fight, Cass cruelly executes one of her assailants and scares off the rest of the attackers, who flee toward a nearby chapel. Upon following their assailants to the chapel, Cass, Rowan, and Cedric discover that their attackers are part of a cult known as the Cult of the Doves, who despise pagan magic. The party, spurred on by Cedric's anger at their insulting of his faith, rush the remaining Ravens and, after a protracted fight, drive them off. In the Doves' den, through insight and using their awareness, the party discover a picture of a young woman with a knife through it. Rowan notices that she looks vaguely similar to Elyse.

CRISIS

After further traveling, are nights are attacked by a group of knights bearing the standard of a white lion holding a cross on a field of blue. The knights say that have been given orders to apprehend the party peacefully if possible. The party charges in for battle, and after a prolonged struggle, Cass cruelly kills the bested knights. They set out the next dawn and after a day and a night of travel arrive at a large town. The town sits on the bank of a great river, and unlike the surrounding countryside is very prosperous and lush.

Cass, Rowan, and Cedric discover they must cross this river to reach their destination, however the only bridge across has been raised and despite their pleas to the gateman, will not be lowered. They discover that SIR Thackeray is the lord of these lands, and that he has ordered the bridge raised. Upon traveling through the town. The knights come across a young woman being tailed by a large entourage of attendants. Rowan identifies her as the same woman depicted in the portrait found in the Doves' den. She is Lady Margaret, Thackeray's wife and blood sister to Elyse.

Seeking an audience with Thackeray, the party approaches Margaret, who upon being shown Elyse's signet ring warmly embraces the party and invites them to her home. After following Margaret about town, Cedric identifies that she possesses pagan magic, and uses it to help the townsfolk. Upon

returning to Thackeray's Castle, the knights see a great banner hanging over the door: a white lion holding a cross on a field of blue. Thackeray had been the lord who sent the knights to capture them.

REGROUP

Though Thackeray refuses a private audience with them, Margaret invites the party with her and her family on a court hunting trip. Cass, Rowan, and Cedric are introduced to Margaret and Thackeray's son, Edgar. The young man is shy, and does not openly interact with anyone save his parents. The party spends the rest of the day navigating interactions with the lords and ladies of Thackeray's court, in particular Rowan struggles with the formalities and intricacies of interacting with the courtiers. Later in the evening, Thackeray and Edgar go out in pursuit of a large boar, Cass, Rowan, and Cedric follow and help Thackeray and Edgar fight off a pack of wolves who were also hunting the boar. Rowan uses his survival skills to impress Edgar and Thackeray's court. After helping slay the great boar, the party returns with Thackeray, Edgar, and Margaret to the castle.

CLIMAX

Returning in high spirits, Thackeray, still avoiding Cass, Rowan, and Cedric returns and announces a great banquet in honor of the triumphant hunt. The party joins the revelry, and must navigate flirting and orating to the attending courtiers. Cass, Rowan, and Cedric all struggle in their own ways to mingle with the attending lords and ladies. Cass, Rowan, and Cedric are introduced to Lord Ashbury, Lady Carter, and Sir Balt—each a friend of Margaret. As the party navigates the great banquet, they stumble upon evidence that the Ravens have an agent in the castle, and the party infers that they aim to murder lady Margaret for being a pagan sorceress. They discover that one of the attending guests is in fact a Dove in disguise, and must determine the identity of the assassin using Intrigue, Awareness, and being Suspicious. However, now that they must protect Margaret, they have to resist the temptations of the party, namely their indulgence and lust, lest they be incapable of protecting her.

Over the course of their investigation, the encounter Doves all throughout the halls and back passages of the castle and must battle with them quietly, not allowing any agents to escape and warn the

John

concealed assassin. This becomes challenging when they must decide between allowing a Dove to escape or saving a victim they discover in the servants' quarters. They choose to pursue the Dove, and retain the element of surprise. They finally determine through their awareness and skill at intrigue that the assassin is posing as Sir Balt, and confront him just as he is about to assault Margaret on a balcony. After slaying Sir Balt, the party is finally summoned for an Audience with Thackeray.

RESOLUTION

Finally granted an audience with Thackeray, Cass, Rowan, and Cedric must persuade him to aid them in their quest. They confront Thackeray about sending warriors after them, and he asserts he only sent his men to peacefully deal with them, and that it was the party who entered into violence. He is well aware of their mission, as he was warned by Margaret and Elyse of Manasan's plan. He is convinced that the weapon Manasan seeks is too dangerous, and would cause more harm than good. He offers to grant them a place within his court, thus granting them all the luxuries of his lifestyle.

Unassuaged from their mission, the party tries to persuade him that the glory would make it worth it, and he rebuffs their assertions. They try to persuade him that the power they would obtain could be his to use, and he rebuffs them. Finally, the party calls upon his familial connection to Manasan and how he is bound by his honor as a knight to aid them. Outraged that his code of honor has been questioned but realizing that it is his duty to aide them, Thackeray begrudgingly agrees to lower the bridge for the party, but not before warning them that any death to come falls squarely on their shoulders. The next morning, the band sets out again towards the Forest Sauvage.

Dramatic Scene

INT. THACKERAY'S STUDY

The room is long with windows along each wall, save for the back wall, where there's a great fireplace burning brightly. Next to the fireplace is a small door. THACKERAY is standing with his wife MARGARET in the center of the room, both locked in a silent embrace. THACKERAY is older, with shoulder length straw hair that hides flecks of gray. His face is worn but fit. MARGARET appears young, with waist length dark hair and dark green eyes.

There is a knock. THACKERAY parts from MARGARET

THACKERAY

Enter.

CASSERAH enters through the door. She is tall and muscular, with boy cut hair and a great mass of freckles on her face. Beneath her shirt her chest is bound.

CASSERAH

Pardon me, I can-

THACKERAY

(smiling softly)
Darling, if you wouldn't mind.

MARGARET and THACKERAY kiss deeply, before she parts and heads for the door. The door clicks shut behind her.

THACKERAY (CONT'D)

Thank you. Truly.

CASSERAH

My lord, it was no-

THACKERAY

Where are your fellows?

CASSERAH

Out enjoying themselves, my lord.

THACKERAY

Forgive me if I seem tense, its just I know why you've come.

CASSERAH

Then, my lord-

THACKERAY

I am tired, CASSERAH. Please just speak frankly.

(CONTINUED)
Joth

CASSERAH
Let us cross to the woods.

THACKERAY
You know I cannot.

CASSERAH
You can't be serious!

THACKERAY
I'm afraid I am entirely
serious. Your quest is the errand
of a madman.

CASSERAH
My lor-

THACKERAY
What did I say?

CASSERAH
Think of the glory to be gained!

THACKERAY
(begins walking towards
CASSERAH)
Is that how he got to you? Promised
you glory? Promised you power? You
don't know him like I do.

CASSERAH
He wants to unite this land, bring
people together!

THACKERAY
He wants war. I want to end this
war before it begins...

THACKERAY places his hand on the hearth of the fireplace.

THACKERAY (CONT'D)
It doesn't have to be this
way. You don't have to listen to
Manasan. You and your friends can
stay with us at my court. You can
live this life without the
trappings of-

CASSERAH
I have made a promise, and have
been sworn to in return. I could
not rightly shirk my duties. That
is not knightly.

(CONTINUED)

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THACKERAY

Don't confuse my request for frankness with a desire for your opinion, boy. You don't know him like I do. We were sworn together, under Uther Pendragon.

CASSERAH

I've heard the-

THACKERAY

They were much alike, he and Uther. Talented and devout. But cruel.

CASSERAH

Is it so cruel to seek a swift end to an impending war.

THACKERAY

War has no swift end. Ever! Even Uther knew that! But there is another way, another King!

CASSERAH

Who's to say your way is any greater than Manasan's?

THACKERAY

Because right is right, CASSERAH! I actually care for this realm! I have honor! He may be my kin and he may be a knight like me, but Manasan and I are not alike! I've known that ever since our blood was linked by marriage!

CASSERAH

No, you're not the same. But you are connected. Through family...through MARGARET.

THACKERAY

(breathing heavily)

You're point?

CASSERAH

You are bound by the laws of hospitality-

THACKERAY

Don't try to-

(CONTINUED)

CASSERAH

You are bound by the laws of hospitality! We are the servants of your kin and the saviors of your wife. Your wife! To impede us, as you have already done, is to violate your honor.

THACKERAY

Why you-

CASSERAH

A man of honor would not be so discourteous.

THACKERAY

I-

CASSERAH

Surely, a man of honor would allow the saviors of his wife save passage.

THACKERAY

You must understand-

CASSERAH

MARGARET still breaths because of us, my lord. If it were not for us, right now she would be laying with a blade between her ribs and blood pooling beneath her.

THACKERAY turns from CASSERAH and walks to the far window.

CASSERAH (CONT'D)

Lower the bridge. Let us cross to the woods.

THACKERAY

You...may leave. I will no longer slow you.

CASSERAH turns to go.

THACKERAY (CONT'D)

But know this: the fault for any blood shed from here on out falls squarely on your shoulders...I hope you are prepared for such a burden.

CASSERAH exits.

FADE TO BLACK.

Detailed Set Piece

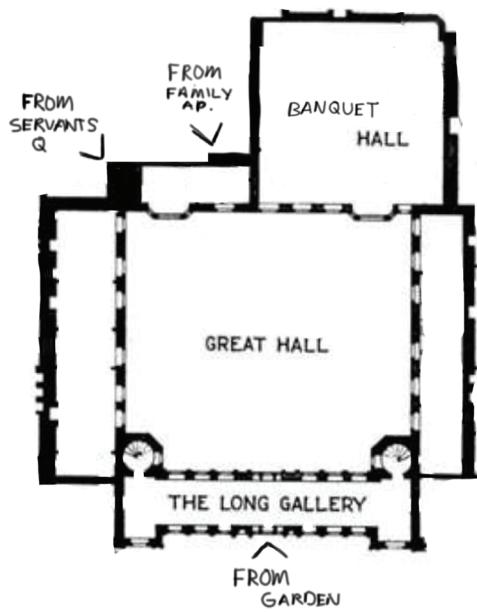
The players, having met Thackeray and impressed him in a hunt, now seek to earn his approval to cross the bridge into the Fey, in order to accomplish their quest. To do this, they will need to either impress

Thackeray by impressing his inner circle at the banquet, or foil a nefarious plot to kill Lady Margaret, Thackeray's wife. Either way, the players will be called upon to use their less martial skills at first in order to navigate the life of celebrating nobility.

ENCOUNTER: THE BANQUET

After the hunt, THACKERAY calls for a great banquet to celebrate, and the party is invited to stay the night by MARGARET. They are given a change of clothes, and encouraged by MARGARET to mingle with THACKERAY'S courtiers. She says that the way to force a meeting with her husband is to petition him at the end of the feast, by which point he will be more inclined to accept their request for an audience. She also recommends the players meet with his inner circle—Lady Carter, Lord Ashbury, and Sir Balt—as they can aide in the party's goals. Each, MARGARET suspects, will want something in return for their efforts.

THE MAIN KEEP



The Keep is large and luxurious, with great fur rugs adorning the floors, and large intricately

woven tapestries bedecking the walls. There are hundreds of guests milling about the main hall and all the great windows have been open to let in the cool night air. Smaller tables along the edge of the hall have been arranged with games and lounging stools, and great throngs of lords and ladies laugh and dance in pockets of crowded bodies that linger on the edge of the lounging areas. Two balconies, one on the east and west side of the room have been opened up, and people swarm into the cold night air. Huge braziers illuminate the two balconies, while massive chandeliers holding brightly burning candles perforate the room with light.

The party will have to mingle with lords and ladies in this space, and many will attempt to both woo and intoxicate the players by offering them wine or flirting aggressively. In addition, the players will have to remember the names of the lords and ladies they meet, lest they offend some of them, and risk being impeded later on in the encounter when the attendants are potentially even more inebriated. Early in the evening, if Cedric flirted with Lady Priscilla during the hunting outing, her husband, Lord Sorrel will confront him. If the players do not show him the proper courtesy, or fail in some way to orate or deceive him, he will challenge Cedric to a duel, which can either be ran from or accepted. If the player runs from the challenge, they will lose the opportunity to win over Thackeray's inner circle, which may serve to hinder the players later in the encounter and farther down the line. The knights can petition Thackeray on the players' behalf for an audience, which can increase the party's chances of meeting with Thackeray by the end of the evening. If they accept Lord Sorrel's challenge, Cedric—and any of the rest of the party who choose to accompany him—will make their way to the gardens off the lower floor, where they will duel.

In the great hall, Cass will also be confronted by flirtatious women, and will have to fend for herself against these buxom lasses. If she rebukes them too strongly, she may offend them, which could make some challenges harder later in the encounter. In particular, Lady Carter, when approached will

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agree to aid the knights of Cass will sleep with her, which Cass may choose to accept or decline. If she declines, she must do so with sufficient courtesy or deceitfulness, so as to not irreparably offend Lady Carter. If they do offend her, Lady Carter will actively try to encourage Thackeray not to meet with them. Lady Carter, if unoffended, will instead request that they go locate and watch over her nephew, who she is trying to arrange a marriage for, but has a habit of being promiscuous. She says he wandered off into the servants' quarters with a young serving maid.

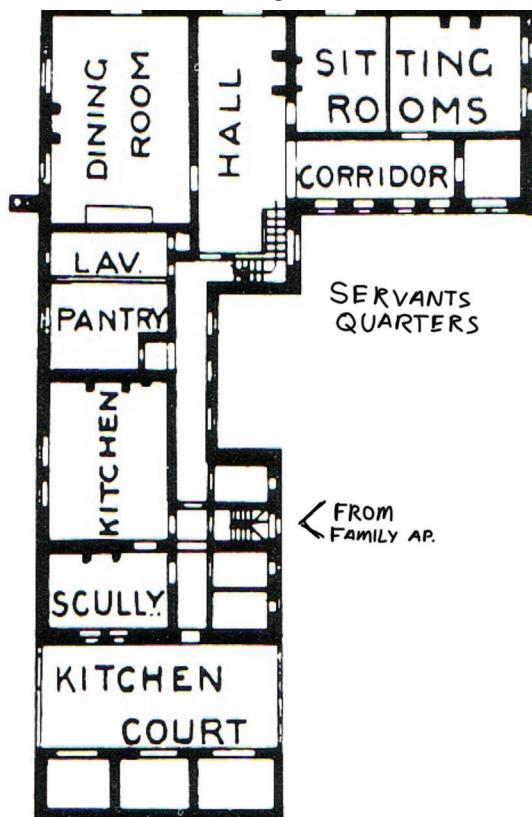
Behind the great hall is the banquet hall, which has been filled with tables of food and wine. At the rear of the room, a large chair has been raised on a low dias, where Thackeray will sit, cheerily surveying the crowd and talking with lords and ladies invited to speak with him. Edgar will remain by his side throughout the evening. While in banquet hall itself, Rowan and Cedric will struggle to resist the temptation to start Lord Ashbury can be found in the banquet hall eating with a gaggle of young knights who are all listening to his tales from when he was a young warrior that traveled the land doing valiant deeds and saving damsels. He is the cousin of Thackeray and enjoys throwing his weight around, despite most of the court considering him a joke. He says he will assist the party if they deliver a noxious goblet of wine to an old rival who insulted his honor earlier in the day. Ashbury says that the wine will not kill the man, that it has simply been laced with some herbs that will force him to visit the restroom for the remainder of the night. The rival is in the garden surrounded by doting ladies, and must be convinced to partake in the wine as he is a highly temperate man.

The party will find Sir Balt on the eastern balcony off the Great Hall talking with Margaret and her ladies in waiting.

Margaret will welcome the players and introduce the party to Sir Balt, who she admits she has yet to formally meet until tonight. After Margaret leaves the group, Sir Balt says that he will help the party if they can obtain a copy of Thackeray's land charts, which are kept in the private study. Sir Balt says he is trying to settle a dispute between himself and Lord Ashbury as to whom has rights over a small plot of

fertile farmland in the north. Balt has discovered that a plot of land governed and profited from by Ashbury is in fact his by right, and wants evidence to strengthen his claim to the land. To fulfill his request, the party will have to sneak into Thackeray and Margaret's family apartments to locate the charts in question.

SERVANTS QUARTERS

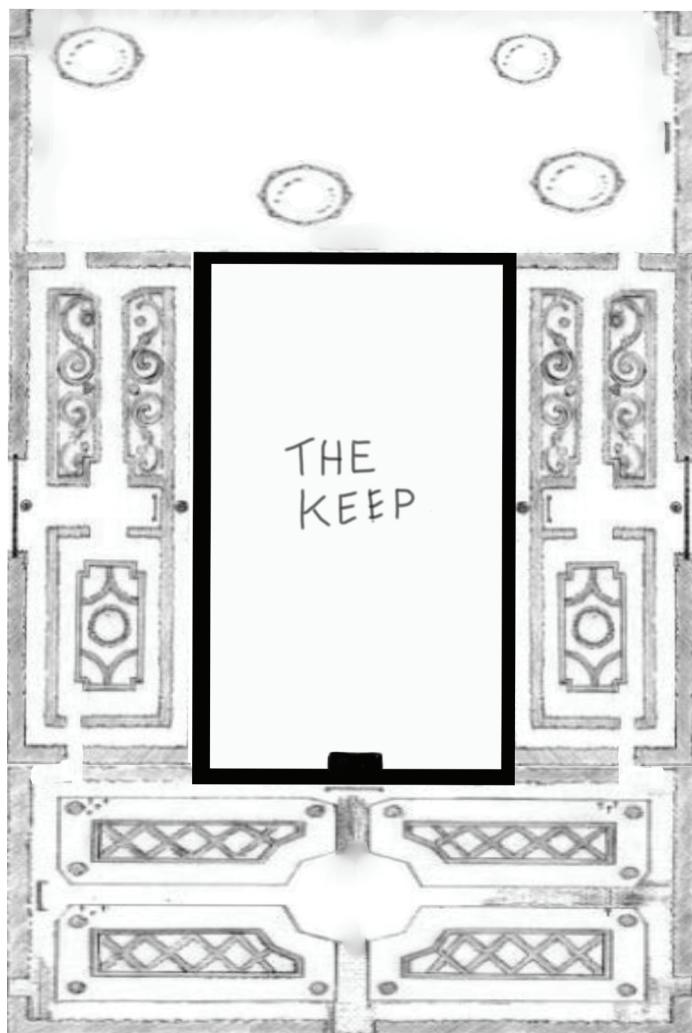


The servants' quarters occupy the rear part of the Main Floor, and duck and weave in between the larger rooms and passages in the castle. They are entirely sequestered from the rest of the castle, save some side doors in the Great Hall. To enter the servants' quarters, one of the party members will have to make their way past the knights stationed at the six smaller entrances on the rear wall of the great hall.

The quarters make up the entirety of the lower floor within the keep, and include kitchens, records rooms, larders, and smaller waiting rooms and closets. During the party, there are few servants or maids moving about in the quarters, as they will be out tending to lords and ladies, but any you encounter will either politely ignore you or attempt to non-invasively return you to the great hall. The rooms are small, and the hallways are claustrophobic, and the party's movements are slow and made loud by

the creaking wood floors and low hanging ceilings. Lady Carter's nephew can be located in the rear servant bedchambers, where he will be accompanied by a young serving maid.

THE GARDEN



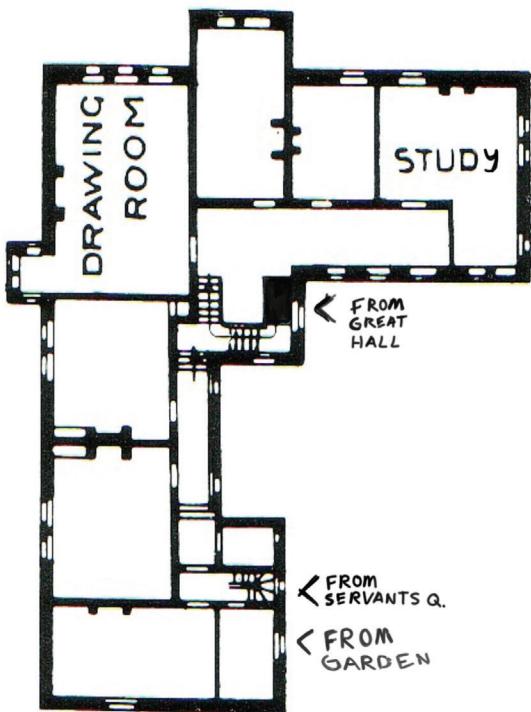
The garden is a well-tended plot that surrounds the entire central keep, and is walled off by hedges. Filled with a great plethora of flowers, the garden is fragrant and vibrant, with countless braziers positioned to cast bright light on the rows of colorful plantings. Near the stairwell to the keep's main door, paths and benches have been tactically position, forming smaller clusters of seating, where numerous lords and ladies attending the banquet have been seated and are chatting merrily. Back around the corners of the front wall of the keep, paths stretch back between rows and rows of colorful flowers and larges bushes. There are guards in this area, but the noise and flickering shadows make the area hard to effectively survey.

Ashbury's rival will be seated in the front area of the garden, the only man surrounded by exclusively women, and will immediately address the party should any of them approach him.

Though he is temperate, he is very lustful, and can be convinced to partake in the beverage if the party manages to get the gaggle of ladies on their side. Cedric could accomplish this through his skill in oratory, or by flirting with the women to make the rival jealous of the attention Cedric is receiving. Cass could accomplish this by questioning his honor and playing the crowd off his reactions. Rowan could do this by insulting and infuriating him to the point where he drinks it just to make Rowan go away. In the event that the party fails to convince the rival to drink the tampered wine, Lord Ashbury will deny to aide them and may, assuming they are unable to remain courteous and merciful in the face of his insults and discourteousness, actively try to deny them a council with Thackeray.

If the party is able to make it through the gardens to the rear of the keep, they will see vines and thick moss growing up the rear walls all the way to the roof. The party can use these vines to climb the keep and reach the family apartments on the top floor.

FAMILY APARTMENTS



Thackeray and Margaret's apartments make up the third floor of the palace, and are sequestered from the rest of the castle. They are accessible only by climbing up the outside walls of the garden, or by the party making their way main stairs—though there are guards stationed up the stairs who will stop the party from progressing, no matter the party's skill in deception or oratory. The family apartments are decorated with a great abundance of flowers and tapestries, all of landscapes and sweeping mountain ranges. Each room is littered with paintings of Edgar, from childhood to the present, and each empty table top is covered in tomes and books all well-worn with time and use. The floors are covered in rich fur carpets that muffle most movement.

The study near the stairs leading to the apartments, and if the players climb their way up to the study from the garden, they will have to cross the entirety of the floor to their destination. The study door will be locked however, and the key must be retrieved from Thackeray and Margaret's room, which is largest room along the northern wall of the apartments floor. Guards patrol this floor, and will react to any noise they hear, actively moving towards the source of suspicion.

Though they can be occasionally waited out if the party is sufficiently hidden, most guards will proceed to thoroughly search a room if they hear something. However, they will not call for aid unless they spot the party, at which point they will demand the party come out. If the party fails to comply, the guards will attack them. However, if the party is cooperative, they can potentially talk their way out of the situation by deceiving or orating to the guards. The guards are inherently suspicious and after the party is discovered will move to escort them downstairs, but with sufficient skill can be convinced to leave the party as they were. However, if the guards are alerted to your position and allow you to remain on the top floor, they will search the players when they go to leave the top floor.

THE PLOT

There are multiple ways to discover that there is a plot on Margaret's life at the hands of the Cult of Doves. The first of which is by entering the servants' quarters at the behest of Lady Carter. When the party finally discovers her nephew, they walk in on his throat being slit by a Dove, who will then promptly attack the players. The second way to discover the plot is by sneaking around the rear of the keep, if the players explore the rear of the garden they will discover the corpse of a guard with a dove emblazoned knife wedged into his back.

No matter where the player discovers the evidence of the plot, the remainder of the assailants will be hiding out in the lower levels of the servants' quarters. There are approximately 5 additional assailants hidden throughout the lower floors of the keep, with each being disguised as a servant and armed with a sword and dove emblazoned dagger. As they have no armor, they are relatively easily dispatched, but the doves will monitor each other, and will notice when their fellows go missing. At any given point, there will always be at least two Doves stationed in the kitchens, where they are currently keeping their captive: the real Sir Balt.

If the party manages to make their way to the kitchens, one Dove will slit Sir Balt's throat and the other will run to warn the imposter. The party will have to choose to save the captive or go halt the fleeing Dove, one of which will maintain their element of surprise, the other of which will reveal the

identity of the assassin. Regardless of the outcome, the party can discover a written order from the cult leader on the body of the Dove who stays in the kitchen that states that one member of Thackeray's inner circle will do the deed. If the party has no knowledge of who the dead man is, they will have to use their awareness and intrigue to determine the identity of the killer.

When they confront the fake Sir Balt, they can either attack him outright, or can denounce him in public. If they choose to attack, Margaret will disprove and rail against them publicly for their dangerous behavior. If they choose to denounce the killer publicly, Thackeray will grant the party the choice as to what is to be done with the assassin. If the party chooses to kill the assassin, Margaret will again be angry with them. No matter their choice, if the party foils the plot on Margaret's life, Thackeray will immediately grant them an audience.

Act One

Act Two

Where the players encounter trials of the Fey and help a noble woodsman deal with a tyrannical situation.

Prose Outline

INCITING INCIDENT

Our Heroes venture forth beyond the bridge. A hush falls over the woods, and the ever aware Rowan notes the air has taken a strange taste. The three steel themselves Valiantly, and go onwards. The trees seem to whisper, and a mist clouds the land. Cedric, the Religious Pagan, notices a weirdly arranged Stonehenge poking out of a hill on the side of a distant hill that peaks above the weird mist. After a time, continuing on down the path, the three stumble upon a giant castle in the woods, overgrown and covered in vines as big as men.

Approaching the door to the castle, Our Heroes find it guarded by a robed figure, with face hidden in deep shadow. Cedric immediately recognizes the man as a druid (as such people are the ‘clergy’ of Cedric’s Religion). He greets the druid with proper respect and ritual, and the aged being speaks in a voice like low thunder. He warns that to find the Sanguine Blade, the three must enter and face three trials each. He further warns that only true heroes can wield such a thing as the Sanguine Blade, and gives them each a charm that appears to be a large three leaf clover.

FIRST PLAN

He gestured them in through the door, and from within the castle is not only in perfect condition, but vast as well. Rowan looks back and realizes with his Faery Lore that they are trapped in the castle. The only way out is to find the blade.

The three wander the castle, through seemingly endless rooms which view a blackened dungeon in a courtyard from exactly the same angle. After a time, they come upon a grand ballroom, where men and women of otherworldly beauty dance. Rowan indulges in a drink from a fountain, and Cedric decides to dance with a lady nearby. Cass rejects offers to dance from men and women both, and sips at a drink as well. Cedric’s dancing so impresses the masses, that they shower him with praise and adoration. Sprouting otherworldly wings, they float up, in twirling formations, and disappear. A door opens

wide in the direction of the courtyard, and the three go through, reasoning that the party must have been a test of sorts. As if to confirm this, Cedric’s charm loses a leaf.

The three approach the dungeon and find it guarded by three shadowy shapes. As Our Heroes debate what to do, the three shapes disappear and reform behind each of the heroes. Cass, in a whirl of steel, strikes out Recklessly, severing the head of what she knows to be her future daughter. Cedric also strikes Recklessly, and drives a sword through his father’s face. Only Rowan stays his hand, and the shape he sees is that of his mother. As the other two attempt first aid, such as they can, for their illusory loved ones, Rowan realizes something is amiss. He asks his mother what she is doing in the fey, and she does not speak. Approaching her slowly, she shimmers and begins to evaporate, whispering that the only way to save her is to kill Rowan companions. Luckily, Rowan realizes this is a fairy trick through his Fairy Lore, and he alerts his friends that this is not real. He leads his somewhat shaken friends away from the screams of his mother, and into the dungeon. His charm loses its first leaf.

The party moves into the darkness of the dungeon, and realize they are being followed. When they finally corner the being, he introduces himself as Kiln and asks for their help finding his “sweetling” from deeper within the dungeon. Generous Rowan and Cedric agree to help the man, even though Cass feels it may be a risky departure from the main quest they are on. After guiding our heroes down farther through a passage and into a large cave, Kiln darts up the corridor and triggers a trap that blocks their escape from the cave. Here, they face a large snow-white Yale which, enraged by its imprisonment, attacks the party on sight. Cass, Rowan, and to a lesser extent Cedric deal with the beast handily. After this, our knights discover a small hole in the far wall of the cave that leads them back and up into an unlocked cell within the Dungeon.

Kiln, who is discovered to be a merchant driven mad by his imprisonment within the castle babbles mindlessly at them. Cass, fed up with this, slays the man on the spot most Cruelly. Her charm loses a leaf.

The party finds that he possessed a hand-drawn map of the castle and a seven-pronged silver key. The map indicates that the exit to the castle lies within the topmost tower. Upon making their way there, our knights open the door of the tallest tower to discover that they have entered the central courtyard garden. Our heroes encounter three ancient knights—Sir Gwyn, Sir Walder, and Sir Leryl—who have been trapped within the Fey castle and kept alive by the fortresses magic. The three discuss the way in which they were misused by their lords, the atrocities in war that they committed and the way their oaths bound them to strike when they wished not to. Cedric Proudly announces that he would never do such a thing to innocents, even on command, and is challenged by Gwyn to a duel of courtesies.

COMPLICATION

Confused, but in agreement that this will be easy for one so refined as he, Cedric agrees. While this is going on, Rowan stares at Sir Walder, and Recognizes the man as the one who's armor he is wearing. He says so, and the kind Sir Walder laughs at the surprising Honesty of Rowan. He agrees to let Rowan keep the armor, if he can triumph in an arm wrestling match. Cass, who keeps silent, is approached by Sir Leryl, who challenges her to a Game of chance in order for passage.

Cedric, Rowan, and Cass all quickly learn that their opponents are cheating in each contest. Cedric's singing and oratory is muffled by the mist, Rowan's opponent turns to stone, and Cass cannot roll anything other than snake eyes.

Though Our Heroes are angry about this, the ethereal knights appeal to their Honor. As each realizes that they gave their word, they admit defeat, and Rowan begins to undress.

The three Fey knights are stunned, but quickly stop Rowan, and laugh heartily. They are pleased that the three know to Honor their word, and

Sir Walder officially grants Rowan ownership of the armor. All three of Our Heroes lose the second leaf from their charms. The ethereal knights note that all who had come before attempted to fight them after being cheated, but they see that these three are Honorable warriors, and offer their aid.

Our Heroes learn of the final three trials to obtain the Sanguine Blade. The first trial consists of a flock of sleeping Ravens who put to sleep all who hear their singing. The Second Trial consists of a stone head who will challenge you to riddles, and should you fail will return you to the beginning of the garden. The Final is unknown to them, as none who reached it ever returned or succeeded. Our Knights easily sneak past the ravens, Cass's Falconry alerting the party to the way in which ravens sleep. Her final leaf falls from the charm. The stone head's riddle is:

*Of no use to one,
Yet absolute bliss to two.
The small boy gets it for nothing.
The young man has to lie or work for it.
The old man has to buy it.
The baby's right,
The lover's privilege,
The hypocrite's mask.
To the young girl, faith;
To the married woman, hope;
To the old maid, charity.*

Cedric, a master of Flirting, realizes the answer: *A kiss*. His final leaf drops off.

Upon entering the heart of the garden, which is a large circular field covered in scarlet clovers, Rowan uses his Fairy Lore to realize that these are painful and poisonous things. Valorously, he offers to carry the others across to the stone pavilion in the center of the field. Upon offering, the last leaf drops from his charm, and the clovers turn green. Our Heroes walk safely across.

CRISIS

Finally, Our Heroes encounter the Guardian of the Sanguine Blade, a giant living statue. The statue states that the only way to win the Sanguine Blade is by besting it in a battle. The party, realizing that this means they may dictate the terms of the battle, challenge the Guardian to a duel of skills, which if they win will constitute a victory. The Guardian agrees to their terms, and after much struggling our heroes succeed in besting the Guardian in Gaming, Oratory, and Falconry.

The guardian sits and unlatches its chest, revealing a black hilt hung from a black ribbon inside the statue. Rowan Energetically takes the hilt, and the statue tells the three that the only way to make the sword whole is whet it in the blood of a tyrant, and to act in a way full knightly and honorable. With a blink, our heroes find themselves in deep wood, alone. Rowan uses his skills with hunting to secure the three food for the night, and they eat hungrily.

REGROUP

Exhausted, they wonder at how they will navigate themselves out from the wood, when they are set upon by bandits. A pitched battle takes place, with each side fighting valiantly. The true woodsmen prove their honest valor, yet are not a match for the worthy party. Rowan and Cass chop a pair of woodsmen down each, while Cedric cleverly positions himself to watch for any ambushes from the rear. The leader of the “bandits”, whose heart goes out to all who follow him, calls for a truce, and asks to speak to the party.

After negotiation, the three reconcile themselves to noble Guy. He tells his story to Our Heroes, and apologizes for attacking them. He was once a knight to a vicious lord, but renounced his title and now claims a passing hatred for those who call themselves knights who fight without honor. He goes on about a knight who has taken hold of the nearby hamlet of Saxonbury. This scoundrel is called Flavius. Guy has holed up in these woods to protect those who flee from the taxes and assaults of Flavius’s men, but is tragically poorly equipped for dealing with a militia in the town. After brief negotiations, the party comes to the conclusion this would be a perfect act of heroism to awaken the Sanguine

Blade, and Our Heroes agree to bring the hateful Flavius to justice - for three unknowns can infiltrate the city better than those who Flavius knows.

After a night’s rest in the sylvan home of Guy, the group sets off before the dawn’s first light and arrive at the town of Saxonbury. Here they decide to enter through the northern gate, with a plan to deceive the guards and gain entry while seeming to be new recruits for Flavius. Cass takes the lead, making her bold and purposeful way forward through the gates, and the two guards do little to stop the entrance. Inside the town, the three go about their ways to find information on the false knight Flavius. Rowan enters an inn, and uses his common wit to ingratiate himself with the locals, who after a time tell him of Flavius’s royal litter which sits in the town square. They further note that it is relatively unguarded at present, for reasons beyond the ken of these folk. Cedric steps lively to a garden, where he meets a noblewoman who blushes at his flattery and speaks for a time with him. He maneuvers the conversation to Flavius, and after a time is told the same thing that Rowan is. Cass simply walks to the keep, and thinks of the valorous ways in which she could assault it, but is frustrated to find two guards who kindly direct her to the square should she seek audience with Lord Flavius.

CLIMAX

The three rendezvous outside the Saxonbury square, and plan their attack on the petty warlord. They see people in states of despair and sadness, recognizing that the town is in shambles under the control of such a wicked man. After a moment of consideration and planning they step forward into the dirty square. Cedric announces to the assembled people that these three come to deliver justice to the wicked Flavius. Having spoken to the townsfolk and heard their complaints, Cedric claims, he knows that Flavius is charging overmuch in taxes and providing sparse protection for all that. “These three”, and here Cedric sweeps his arms most vibrantly at his two companions, “are here to end your reign of terror. We challenge you to a duel, to be conducted immediately!”

Flavius, adorned in a burnished breastplate and looking nervously at the commons, tries a speech of his own. It is a bumbling affair and to repeat it here would only embarrass the reader. Those who have come to the market for bread are now hungry for blood, and Flavius agrees to the challenge as a last resort, waving his two guards back.

Cass, with the fury of a rabid wolf, makes three touches on Flavius in no time at all. Flavius, enraged, orders his guards to kill this petulant intruder, and an alarm is rung! Working with great haste, Rowan jumps in to aid Cass in battle, and Cedric once again is sure to keep eyes wide open for any ambushes before they come. The two of them defeat the guards and Flavius, and the battered man shouts for mercy. He reveals, taking his helmet from his head, that he is not the true Flavius but a double told to sit here to pacify the people of Saxonbury! His name is Clever Ruck; he whimpers that the real Flavius is on his way to attack the bandits in the woods. All else that he would say is drowned out in the commotion of the commons, and a revolt sweeps through Saxonbury.

The three make an escape from the town in great haste, and rush to the aid of their new friend. Using the knowledge of the woods and remembering the way they came before, the three arrive at a wooden fortification beset by Flavius and his personal honor guard, struggling against the woodsmen. Guy himself cries for mercy for his men, and Flavius abruptly orders a stop to the fighting. He secures Guy, asking two of his strongest men to hold him. Once Flavius has moved far from the mass of men he has brought, but before the group can get to them, Flavius orders his men to kill all the remaining woodsmen.

Our heroes, sickened by this foul betrayal of honor, rush to Guy's aid. Cedric, in a moment of distinctly un-alert motion, strikes one of the men holding Guy down immediately, and Rowan likewise splits the skull of the other. Cass, her blood-lust whetted but not sated from her encounter with Clever Ruck, throws herself at Flavius. It is a hard fought struggle, but she succeeds in laying him low, and the remaining woodsmen manage to triumph over the cowardly assemblage of men in the woods. Before Flavius has a moment to beg for his life, Guy

cuts his throat. He wipes the dagger on his pants and then thanks the three heroes with a hearty hug for each.

RESOLUTION

Cass takes the hilt of the sanguine blade and pushes it into Flavius's mortal wound. As it is removed, the blood seeps down, slowly, away from the hilt as if it were flowing along an attached blade blade. It's an unnerving, magical, sight, and all are entranced. The blood fills to the end of the blade, and a single drop falls off of the tip. Cass wipes the blood off with a cloth, revealing a shimmering sword of a dark tempered steel, slightly stained a deep red. The sanguine blade is whole - for now. After a night of revelry, Guy assures them that he will personally see to the safety and security of the town of Saxonbury. Generous Cedric and Rowan argue that Guy should come to Manasan's estate with the instead, and petition the lord directly for aid in protecting the town. Guy sees the sense in this and wishes to accompany Our Heroes anyway as thanks for saving him from the wicked Flavius. They make their way back to Manasan, holding their heads high and with pride for the success in their quest for the Sanguine Blade.

Dramatic Scene

A skirmish is in full swing, with OUR HEROES (ROWAN as the one who is most at home in the forest) exhausted and battered, much more so than those who assail them. Several of the men under command of the woodsman GUY are beaten back, but not badly injured. GUY raises a hand.

GUY

Well this is dissapointing. I expected to find some cowardly knights to rob, but instead I have the luck of finding some actual, honoest-to-goodness brawlers.

ROWAN

Yeah. And we expected not to have to deal with bandits on our way out of the Fey. I guess that things don't always work out the way you expect, eh?

GUY

Ah, there it is. There's the high-and-mighty "I'm the law and you're dirt" sort of thing I'd expect from a knight.

ROWAN

Well we're not actually knights yet, so-

GUY

Ah, that explains it all!
(laughing) Yeah, a bunch of folk running through the woods getting all beat up, and not surrenduring and promising ransoms or daughters - I should have known.

ROWAN

I don't think I follow.

GUY

Well, that's how knights are, friend. They lie and connive and hide behind their armor. Yeah I should have realized when I saw that blood (your blood, I see now) all over you. Knights would never bleed if they could help it.

(CONTINUED)

EXT FOREST DAY

A skirmish is in full swing, with OUR HEROES (ROWAN as the one who is most at home in the forest) exhausted and battered, much more so than those who assail them. Several of the men under command of the woodsman GUY are beaten back, but not badly injured. GUY raises a hand.

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(CONTINUED)

Nick 41

ROWAN

Plenty of knights bleed. They fight
for the king, don't they?

GUY

Ah, sure. But they don't fight like
you just fought: against long odds
and after already hurt. They
surrender and beg and will let a
thousand thousand men die before
they let themselves lose a finger.
That's what knighthood is,
strangers. It's climbing to the top
of the heap to lord your position
over the smallfolk, steal their
bread, and call yourself "noble".

ROWAN

You seem to know a lot about
knights...

GUY

Well I was one. Until I saw what my
"brothers" were capable of. There's
this guy - Flavius he calls
himself, like some kind of fucking
Roman emperor - who has set himself
up in the town nearby. He and I
used to work together, but now I
try to take whatever I can from him
so the people can eat.

ROWAN

If he's in charge of the town,
isn't that his job? Administrating,
I mean? Feeding the people?

GUY

He's a tyrant, not an
administrator. Oh now I know you're
not right for knighthood friend.
You wouldn't last a day with a
sense of justice even just a little
in the way of "honorable" or
"good".

ROWAN

Hey now, not all knights are like
that. I met a guy who seems to be
alright. He takes the vows of
protection and fealty seriously, I
think.

(CONTINUED)

GUY

Whatever. I'll leave you to your questing, or whatever you're up to. But take my advice-

ROWAN

Wait, I think we can help each other.

GUY

Huh?

ROWAN

You said this Flavius guy is a tyrant right?

GUY

Yeah...

ROWAN

Well listen, we've got one more step to finish our quest: kill a tyrant.

GUY

(After a pause) I'm listening.

ROWAN

Now I know a group of hungry woodsmen when I see them, and I'm betting that this guy hasn't come out of his little town in a while right? So you haven't been able to eat. And you don't seem to be the kind of guy who's willing to let his men starve-

GUY

You're damn right I'm not!

ROWAN

So how about a deal, on my honor as not-a-knight? We take out this Flavius guy, and you help us get back to where we need to go. I'm not familiar with these woods, and we have a bit of a deadline to keep.

GUY

How are you going to kill this guy?

ROWAN

You make it sound like he's not letting people eat enough, right?

GUY

Right, he says he needs the food for the "war effort", but he just sells it on the side-

ROWAN

Perfect! Here's what we'll do: go into town and challenge the coward to a duel. We kill him, finish our quest, and you get to see that not all knights are such terrible people.

GUY

I thought you said you weren't knights yet?

ROWAN

We will be after we finish our quest!

GUY

Fine, but I want you to swear not by your stupid codes or whatever, but by something that's most important to you, that you're going to remember to stay honorable after you get your title.

ROWAN

I swear by my armor, I will act honorably, and do what I can to bring Flavius to justice.

GUY

And I swear by my people, by the men and women who follow me, to help however I can - if you keep up your end of the bargain.

Detailed Set Piece

AFTER THE SKIRMISH

Leaning on his bow, with eyes shining in the early evening light, Guy raises a hairy hand. "So, you need to kill a tyrant, eh?" He chuckles, "Well I know just the miserable bastard of a knight to do the job of dying for you."

After the skirmish with Guy the Woodsman, and agreeing to deal with the warlord who has a distinctly tyrannical hold on the nearby town of Saxonbury, the knights will find Guy willing to help with any wounds they sustained in the battle and will give them any supplies that they ask for (within reason). The sanguine blade hilt, which needs to be fed a tyrant's blood, is not something Guy is willing or able to offer other options for. It is also worth noting that though he thinks that the party is fine enough to make a deal with (and, importantly, he believes the party when they say they are not knights), he will not offer to send people into Saxonbury with the players, or help them find their way out of the forest if they do not want to go defeat Flavius. Should the party press the issue too far, the woodfolk who follow Guy will become increasingly agitated, up to the point of kicking the party out without even food, supplies, and so forth.

The player who is playing Rowan may wish to "talk shop" with Guy about the woods and the flora and fauna and other matters of wood-craft. If Rowan succeeds on a Trusting roll, he can open up to Guy about the way in which Rowan grew up, abandoned and forced to fend for himself. As luck would have it, Guy has a similar background, and he will share some of his finest food with the party and Rowan in particular while talking about the various experiences the two share. He will also give Rowan specifically a gift: a small flute carved from wood, which may well come in handy in the future. Finally, a successful Folklore check will gather valuable information about the town that the party is headed towards: namely that the watchmen who guard the outside are made up primarily of townsfolk who serve the warlord reluctantly at best - a woodfolk named Gerald will even note that his brother is one of the guardsmen, and give Rowan information

about when the brother is on guard (noon to midafternoon most days), and at which gate (the Southern barricaded entrance, see map of Saxonbury later).

On the other hand, Rowan's player may wish to make a Vengeful roll. If this succeeds, then Rowan will likely want to take some sort of petty revenge against the woodfolk, such as stomping on fallen bows or interruption of their attempts to heal their wounded.

The player playing Casserah, meanwhile, will likely bristle at any attempt by the woodfolk to see under her armor to tend to her wounds. She will likely make a Chaste argument against undressing in the presence of women - as some of the woodfolk are women. Likewise, an Energetic roll will see Cass running about to check on her companions, and generally wishing not to sit still. Most dangerous, however, is that Cass's cruelty could upset the peace that Guy called for. On a critical success of Cruel, Cass will be forced from the camp for suggesting that they kill those wounded woodfolk around her.

Cedric, dashing rogue that he is, will likely attract the attention of the women woodfolk. He may flirt with them to gain information, and will learn from those he favors with his flirts that the warlord who controls Saxonbury is well known for his poor treatment of women - and some will note that the warlord has a harem of sorts near his personal chambers in the center of town. A critical success with flirting will have a woman decide that she'll personally help Cedric - and the others of course - through the town. She will also not want to leave Cedric down the line, but that's a problem for later. Cedric can also find other pagans, and a successful Religion (Paganism) check will alert him to the druidic practices of several woodfolk, who will pray over him with their rights. This blessing will include gifts of tokens of paganism, three pentagrams carved from wood.

Cedric's boasting, on a successful Proud check, will cause most of those in attendance to wish him gone. If he has wounds that need first aid, the

woodsfolk will stop helping him - perhaps he boasts that he needs no help. Likewise, he may end up without food, for similar boasts.

Aside from the specific differences that players may encounter, the woodfolk are generally fairly cheery about learning that the party is not made up of knights proper. A place to sleep will be provided, and the players will be well fed and taken care of. If any of the party members ask about Saxonbury, the woodfolk will tell them that the town is in a sort of lockdown: only a few of the gates in are even open anymore. They will also note that the warlord in charge of the town calls himself "Sir Flavius", and claims roman descent and roman right to rule - though not to his liege lord's face.

The next day, the party will be sent forth with a guide or two on the trip to Saxonbury.

Of course, players may have other ideas about how to interact with the woodfolk. Assuming a scorched earth strategy (perhaps in the case of critical successes of all three knight's Cruel traits, or with a group of players who refuse to negotiate with woodmen), note that perhaps the blade will become whole with *any* blood, not just that of a tyrant. Should the players somehow prevail against 15 of the assembled 30 woodfolk (use Bandit stat blocks found on page 177 of the rulebook for most, and the supplied stat block for Guy), then Guy will beg for mercy and for the wellbeing of his followers. However, he will not offer aid, and will attempt to hinder the party in whatever way he is able (including ambushes on the way back to Manasan). Ultimately, this path will be all but impossible, and it should be stressed that the success of a plan of direct attack against the woodfolk is unlikely at best.

WOODSFOLK STATS

SIZ 12, DEX 10, STR 12, CON 12, APP 8
Move 4; Armor 4; Unconscious 6;
Major Wound 12; Knockdown 12;
Hit Points 24; Healing Rate 2; Damage 4d6.

Combat Skills:

Bow 8 (3d6), Dagger 8, Great Spear 8. Skills: Awareness 18, Hunting 16.

Traits:

Cruel 13, Valorous 8, Suspicious 16.

Passions:

Hate (knights) 12.

GUY THE WOODSMAN STATS

SIZ 17, DEX 13, STR 17, CON 18, APP 10;
Move 3; Armor 10; Unconscious 9;
Major Wound 18; Knockdown 17;
Hit Points 35; Healing Rate 4;
Damage 6d6.

Combat Skills:

Great Axe 19 (+1d6, +2d6 vs. shield), Javelin 20,
Bow 17 (3d6)

Skills:

Awareness 11, Hunting 15

Traits:

Generous 10, Valorous 22, Proud 16, Worldly 16,
Prudent 16, Indulgent 16, Trusting 15

Passions:

Honor 16; Hate (Knights) 16.

TO SAXONBURY

You are awoken by a woodsfolk gently shaking you. He carries a pack on his back, and wears darker leather than usual. An owl hoots from time to time in the distance. It is early: the sun has not yet risen and the clouds in the east are pink with the predawn light. "It's time to move," he begins, "I will be your guide to the town."

Guy will make good on his promise to help the party get to Saxonbury, and will supply a guide through the woods. This guide will be the young woman who Cedric flirted with earlier, if the Flirt check was critically successful.

The party will possibly need help re-armoring (aside, likely, from Cass who probably decided to sleep in her armor for fear of discovery). Woods-folk will help with this eagerly, and any other minor tasks that players can think of, but a desire for haste will be impressed upon the party by whoever is guiding them: the goal will be to get them to the town by noon if possible.

Energetic checks successfully made by the entire party will have them out and on the wooded path to Saxonbury almost immediately. Critical successes of one or more party members will have the guide and party arriving at Saxonbury's edge by 9am (taking a mere 2 hours of travel), though potentially to the chagrin of Lazy party members. Successes by the whole party on Lazy checks will have them lazing about and not making it to Saxonbury until well after 3PM (8 hours after leaving). Critical success on Lazy by two or more members of the party will see them sleeping until after noon, and arriving by Saxonbury only at dusk.

Regardless, the guide will be sure to help the party navigate the dense woods without complaint, and on a successful Awareness roll a party member will notice that there are slight nicks in the trees that the guide uses to find their way. On a critical success, a party member will notice that some of the nicks lead in a different direction, but the guide will not acknowledge these nicks (they lead to a hideout of sorts deeper in the woods). Should any party members wish to attempt to follow this path, they will find their guide to be increasingly hostile, and eventually will warn the party that following that path is dangerous. Should the party ignore this

advice and follow the nicks, they will become lost unless they make another critical awareness success. Should they succeed, however, they will find the hideout empty, and thorough searching will not turn up anything other than simple supplies.

After around 4 hours travel (assuming no delays or haste by successful energetic checks), the party will arrive at the edge of Saxonbury at around 11am.

SAXONBURY

The trees part as you come over the last rise, and down rolling hills along a path you see the town: stone walls surrounding it and a keep in the center towering over the village. Perhaps two dozen turrets are posted about the walls, but they seem unpatrolled at present. Peasants are milling about past a gate, walking along the outside of the walls.

Two

MAP LEGEND:

- 1: The Keep
- 2: Churches
- 3: Town Square, Marketplace
- 4: Gardens
- 5: Inns



BACKGROUND

The city of Saxonbury has been seized by "Sir Flavius", a petty bully who wishes to further his own place in the world at the cost of anyone who stands in his way. He is afraid of Manasan, and so does not allow the liege lord to hear of Flavius's excesses and greed. Ostensibly, Flavius is the temporary protector of Saxonbury, and has been assigned this task by Manasan himself.

He therefore has some right to occupy a privileged position in town. However, Flavius has locked much of the town down, that his personal guards can collect 'taxes' from any who enter or exit the city. He would claim, of course, that he is simply making sure that the town is safe from the bandits who occupy the nearby woods.

Flavius has around 60 soldiers and 60 workmen of various trades who work for him personally. All the soldiers are poorly equipped but nevertheless able to enforce a sort of tyrannical hold over the unarmed populace. Flavius himself is richly armed in a shining almost silver breastplate and a gilded sword, and he is in possession of a well bred and luxuriously maintained charger which he rides at every opportunity.

At the moment, Flavius is not in the city, though there is no way for the party to know this. As a secretive and mistrusting fellow, Flavius has been careful to leave stealthily in the previous night, as his hold on the city is in danger as far as he is concerned. He has camped a few miles to the north, and will be roaming into the woods to try and capture or kill Guy today as a way to regain the support of the populace (and as justification for higher tax). Again, this is not something that the party has any way of knowing yet.

The city is still held by roughly 20 of the soldiers who work for Flavius. They will be watching for Guy's scouts, and therefore some will be cautious of any strangers, including the party. One of these men is tasked with patrolling the city square, and at intervals sitting on a gaudy wooden throne while dressed as Flavius (though he wears an old set of armor), and most of the peasants will believe that this is the real Flavius - and they will note that he is very poorly guarded this day.



Each of the barricaded doors is guarded by one city guard, who will not be likely to open it. A critical Folklore roll, or talking to Gerrin the Woodsman's brother when he is on guard (if this information was gathered earlier), will be enough to get in through one of these doors. If neither of these options are successful, the barred doors will not be opened for any reason, and guards will be dispatched if too much of a ruckus is kicked up in the attempt (or on a fumbled Folklore test).

The guide will leave the party before they decide which gate to enter through (again, unless the guide is Cedric's crush).

SOLDIER'S GATE



Of the other three entrances, the soldier gate is perhaps the easiest to enter if one of the party (Cass would be a likely candidate) is willing to attempt to make a Deceitful roll to lie about being assigned to the city, or Flavius specifically, or any number of other reasonable things. The guards on duty here will not ask questions, and unless the Falsehood check is fumbled these guards will not really care too much about what the party is doing in the town (Flavius left his worst guards here, expecting no woodsfolk to even attempt to enter through the soldier's gate).

On a successful Awareness check, one would notice that horse tracks and a large number of boot marks not a day old are leading out of the city through this gate. A critical success will note

that the horse tracks are from a charger. A successful Intrigue check will tell the party that these two know nothing but gossip (Eg, Did you hear that Corrin has a new lady friend? Aye she's a looker...) and they will readily admit to not knowing anything about anything. A critical success, however, will award 10 Glory, and tell the party all about Flavius's plan to attack Guy in the woods (one of the guards will have happened to overhear this while on his way to the restroom the night before, he'll let the party know, and no one asked him no sir, he should have been asked though because he hears that Guy is half a fairy and what a bad idea to attack a fairy in the woods...). Barring this critical success, the party will likely pass through the gate without issues.

MAIN ENTRANCE



Next easiest to enter would be the Main Entrance in the east. Though populated by a few merchants and vendors on their way into the square to hawk their wares, a few mercenaries guarding the odd peddler will make the armed party not seem too out of the ordinary. However, these guards are more alert than their northern counterparts. Deceitful checks must be made for each of the party members as they are asked in turn about their business in the city, and failed Deceitful checks will call for Honest checks. Successful Honest checks will raise suspicion - Cedric and especially Rowan will simply blurt out that they wish to see Sir Flavius. Critical Success on Honest, or fumbles on Deceitful, will lead whoever made this mistake instead to give up that they are looking to capture or kill the evil warlord who calls himself Flavius (other admissions, at the player's discretion, are also allowed).

This will incite combat as the guards are insulted (see Guard stats, below). If the player knights do not dispatch the two on guard in three rounds of combat, the ruckus attracts 2d6 more guards on patrol. Even if successful (against the first two or the entire group), the knights will find the city dangerous should this be the manner of entering Saxonbury (See **Storming the Castle**, below). Assuming only minor failures, the guards will demand a 3 denarii bribe from each of the players for "protection". If all of the party succeeds, or if someone makes a critically successful Deceitful check, the guards will accept whatever lie they are told and usher the party through. Note that should a critical Deceitful check coincide with a critical Honest check, the liar can cover for the honest fool, noting that he (or she) simply has a bad sense of humor. Intrigue checks here will not be possible, as these guards are tight lipped, and any attempts to strike up conversation will result in stony silence or threats of violence if the party doesn't move along.

PEASANT GATES



Most difficult to enter (if the party wishes to enter the city armed and armored, that is) is the peasant gate. Guarded by the cruelest of Flavius's men, these gates funnel past a group of five guards who are extorting anyone and everyone for at least a denarius in order to pass by. The armed party will simply be directed to the main gate, and Deceitful checks will do nothing here (the guards don't care for what purpose the knights seek to enter the city, they just know that armed men are to enter the main gate).

Folklore checks will see the surrounding peasants telling the party that these five are known to take money even from the elderly who only wish

Nick

to pray in one of the town's churches, and they beat or turn away those whom they dislike or who refuse to pay. A critical success on Folklore will find a man delivering hay who will offer to get the party into the city in his wagon - just because he likes the cut of their jib and dislikes the guards. Any attempts by the party to try and force their way through will start combat, but no attention will be drawn from this battle for 10 rounds (see **Storming the Castle**, below).

INSIDE THE WALLS OF SAXONBURY

Whatever way the party gets into the city, they will have a few options of how to proceed about their task. They will likely seek information on Sir Flavius, and will probably seek to find a way to ambush him. If the party seems lost, inform them of the various social areas where information may be found: Churches, Gardens, Inns, the Town Square, and the Keepitself.

CHURCHES

Of the three churches in the town, the one near the main entrance is the nicest, while the other two are of average repair. No matter which one the party enters, a Worldly check should be made to see if the party is willing to be respectful of this sacred space (if Cedric is displaying his gifted pentagrams, or any other object of paganism, he will not be allowed in the churches). Success on this check by any member will see them knocking over candles, interrupting mass, eating the sacrament, drinking holy water, etc, and get them kicked out. If they fail, they may make a Pious check, and should this succeed, they will be invited to services and confession. On a critical success of Pious (or a fumble of Worldly) a party member will be recognized as a saintly knight come to save the town from the indulgent wickedness of "Lord Flavius" as he calls himself. The "saint" will be blessed and informed that Flavius made a prayer of battle in his personal chapel before heading out in the night (the clergy in this town are all talking about it today), and that they must carry a holy relic out in battle against "he who would see himself above the Lord above". The relic, fingernails of Saint Paul, will provide the now-holy knight with a 1d6 damage bonus for as long as they pursue Flavius, and serve as 4 bonus armor if they come to blows with him. This knight will also earn 10 glory immediately.

Assuming this grand display of piety does

not occur, the priests will not be receptive to Intrigue, Folklore, Courtesy, or even Religion (Christianity) rolls. The party may pray as long as they like, however, and may be able to gather the general information that "Flavius" is in the town square from the assembled masses attending church.

GARDENS

The gardens in Saxonbury are not major achievements, but they are maintained by the petty nobility who inhabit the city. Courtesy checks to properly enter, or Flirting or Romance checks to ask to be invited in by an attending lady, will be needed to enter. If these checks are failed, personal guards of the nobles will restrict entrance. Should things come to blows against these well equipped mercenaries, then they will face 4 of them (use the Noble Guard stat blocks below) and then 2d6 of Flavius's patrolling guards 2 rounds later (see **Storming the Castle**, below).

Once inside, assuming that it was not by violence, the gardens are a place where mingling with nobility will give opportunities to learn more about Flavius. A success on Intrigue will tell a party member that Flavius has a plant in the square pretending to be him, and a critical success on Intrigue will tell the party member all of Flavius's plan (and award 10 glory). Critical successes on either Flirting or Romance will award the party member taking this tack with a Passion of Love or Amor for Lady Bellana - who will also reveal Flavius's plan to her love. This may be a problem, of course, if she finds that her paramore has other loves...

Aside from the good conversation with the gentility of the town, nicely cultivated flowers, and the above options, the gardens will not provide anything else to the party.

INNS

Run by stout folk who do honest work, any of the inns will be a welcoming place to the strange party. Folklore will loosen the tongue of the innkeepers, and have them and the maids telling of all the problems which "Lord Flavius" has brought upon the town - rapes, robberies, murders, and all this just by the "soldiers" who work for the scoundrel! A critical success will also alert the party to the fact that Flavius is very poorly guarded, and only a little bit of goading will see a group of rowdy drunk

inn patrons out in a mob led by the party, seeking to capture Flavius in the square. Other than this potential, only the general information that Flavius is in fact in the square will be gathered from any of the inns, though an Indulgent check may be made to have a few mugs of ale...

TOWN SQUARE

The square is dominated by a poorly constructed, but large, throne-like apparatus which “Flavius” sits on. The one sitting there is actually a man named “Clever” Ruck, disguised as Flavius in order that the warlord can successfully ambush Guy without him knowing. Ruck is a moderately skilled fighter, but he is also cowardly, and will give the plan up if forced to, rather than be killed or captured (it may be important to note here that a character brought to low enough hit points to be made unconscious can still have a few lines of speech, enough for Ruck to disclose the plans).

A few options present the party. One option would be to try and get the crowd against “Flavius”. If the critical success from the inn is carrying over, then a simple successful Folklore check will force “Flavius” to address the crowd. Otherwise, a critical success on folklore would be needed to rile the people up. A duel of Oratory, where a party member accuses “Flavius” of his crimes will also turn the crowd against Ruck on a success, and will force him to turn to threats of violence to quell the crowd.

A failure of Oratory, however, will make things much harder for the party, and a fumble will quell any insurrectionist tendencies the crowd may have had. Regardless, the party can take a gamble and incite violence right back, and should a riot break out through good roleplaying (perhaps the party has learned something sinister, such as the allegation that Flavius has a harem in his private chambers), Ruck will give up the ruse rather than be torn apart by the crowd.

Another tack would be to challenge “Flavius” to a direct duel. This will take some cajoling (calling out his valor, insinuating to the crowd that Flavius would lose, etc), but Ruck will accept to a “duel to three strikes”, where the first to damage the other three times wins. If any of the party succeeds in this, Ruck will order the guards to attack, and the party will have to fight the three of them. Should the party

prevail here, Ruck will tell all of the plan of Flavius publicly to save his life, and the party will not need to fear reinforcements - the city will begin to riot, making all remaining guards quite busy.

Finally, talk could be cheap to the party, who could instead decide to attack Flavius head on. The town will not appreciate this, but neither will they step in to help, and Flavius’s men from around the city will be hailed to come after a few rounds of combat (all the remaining 17 will trickle in, 2d6 at a time, every 2 rounds). Use the **Storming the Castle** rules for these guards, but note that Ruck has a personal Valor check that he must make if he becomes gravely injured, and on failure he will reveal his part in the deception, triggering the riot and ending the encounter.



KEEP

The keep is mostly deserted, save for two guards on duty and those not on duty sleeping. They will not give up any information, and on a Deceitful check claiming that the party works for Flavius, the guards will angrily tell the party to go see him in the square (as these guards will want to keep the illusion that Flavius is here up as long as possible). Should the party fail, or attack the guards outright, then the sound of battle will bring out the remaining guards from the castle (roll a 2d6 to determine how many are loafing about), and then eventually attract all the rest. See **Storming the Castle** below.

STORMING THE CASTLE

Either through spectacularly failed plans or the regularly scheduled attack of a party of the blood-thirsty, the party may come into battle against the whole of Flavius’s garrison.

As it happens, this isn’t such a catastrophic situation as it may seem. Though difficult, the party could possibly succeed against those who work for

Nick

Flavius, and the city watch proper will not be willing to step in to help. After bringing only a few of the poorly equipped men working for Flavius down, they will surrender or run, and give up any information they have if captured.

Engaging any of Flavius's men will bring the wandering patrol he has instituted down on the party in 1d6 turns (unless otherwise noted in the section where the party fails). This group is made up of 2d6 guards. Whenever a guard is brought down, all assembled guards must make a Valorous check modified by the number of guards on their way or left standing (so, if the party kills one of two guards, but the guard still standing knows that 7 guards are on their way, the Valorous check is at +7). These checks are made as a group, rather than individually. When the check is failed, the assembled guards attempt to flee, and any damage caused to these cowards will see them surrendering and telling all they know about Flavius leaving the town. Assuming Guards get away, they will rally whichever remaining men loyal to Flavius (20 minus those felled in battle) they can, and attempt to capture the party in an ambush as they leave through the soldier gate. Clever Ruck will not be willing to participate, and will anyway wish to remain at his station in The Town Square.

If the party successfully evades the wandering guards, and makes their way to the square to fight Clever Ruck, then resolve that encounter as described above in the **Town Square** section.

GUARD STATS

SIZ 10, DEX 10, STR 10, CON 13, APP 10; Move 3; Armor 2; Unconscious 6; Major Wound 13; Knockdown 10; Hit Points 23; Healing Rate 2; Damage 3d6.

Combat Skills:

Dagger 6, Spear 10, Sword 8.

Skills:

Awareness 10.

Traits:

Valorous 7

ROYAL GUARD STATS

SIZ 13, DEX 13, STR 13, CON 15, APP 10; Move 3; Armor 10; Unconscious 7; Major Wound 15; Knockdown 13;

Hit Points 28; Healing Rate 3; Damage 4d6.

Combat Skills:

Crossbow 15 (Med. 1d6+13), Dagger 8, Great Spear 17, Sword: 13

Traits:

Valorous: 15

Passions:

Loyalty (lord) 16

“CLEVER” RUCK STATS

SIZ 14, DEX 11, STR 14, CON 14, APP 11; Move 3; Armor 12 + shield; Unconscious 7; Major Wound 14; Knockdown 14; Hit Points 28; Healing Rate 3; Damage 5d6

Combat Skills:

Dagger 10, Lance 15, Spear 10, Sword 18; Horsemanship 5.

Skills:

Awareness 8

Traits:

Valorous 10, Deceitful 13

Passions:

Loyalty (Flavius) 8

THE AMBUSH IN THE WOODS

Though the players will not know this until they learn it through Ruck or critically successful Intrigue, Flavius is on his way to try and kill Guy and the people who follow him once and for all. The ambush will unfold in three stages, and the players will intercede either before the ambush or in one of these stages depending on 1) how long it took to get to Saxonbury, 2) how long it takes to get out of Saxonbury once the players learn what is going on, and 3) how long it takes the players to get back to Guy.

The first stage will be Flavius first engaging the woodsfolk (at roughly 5PM). Flavius has numbers on his side (he has 40 soldiers who use the “Guard” statistics and is himself well armored on a good horse, versus Guy and his 30 woodsfolk), and will also have the element of surprise. After the engagement wipes out half of Guy’s men at the cost of as many of Flavius’ footmen, Guy will retreat to a thicket with his surviving men (arriving at around 7PM). Here, Guy will make a desperate stand, and slowly lose woodsfolk until he has only 5 left. The final stage will be Guy surrendering to Flavius to try and save some of his men, but instead being executed by Flavius (at around 9PM).

DETERMINING WHEN THE PLAYERS ARRIVE AT THE AMBUSH

The first element to consider is when the players actually get into the city of Saxonbury. Simply set the start time as whenever they arrive, and add to that based on the other factors below.

The second thing to consider is how long it takes the party to deal with Ruck or discover the plot through other means. It should take no longer than two hours to actually discover the plot playing through the adventure as written (with players going first to one place, and then to the square), but players lounging about will obviously add to this. Add another hour if the players need to sneak out of the city without alerting guards, if applicable.

Finally, the return to Guy will present two problems. Firstly will be finding the way back. Awareness checks can be made again here, and success will find the way the players came to Saxonbury. If the whole party fails their awareness, they are able to make it back to Guy by general feel of direction, but double the time the return takes owing to getting

lost repeatedly. The base speed of the return is the same as the trip to Saxonbury based on new rolls for Energetic: with Energetic successes taking 2 hours, neither Energetic nor Lazy successes taking 4 hours, and Lazy successes taking 8 hours. Note that each of the players may wish to become inspired by their passions for Honor to try and save Guy, and this would make this test easier.

NO MATTER WHEN THE PLAYERS ARRIVE

The woodsfolk have worse weapons than the footmen who Flavius has brought to the ambush, but the woodsfolk will fight for their lives more fervently. For simplicity, the settings below will use general estimates of what the situation will look like at a given time.

If the Gamemaster wishes, however, they can roll “Battle” for Guy versus Flavius for each hour elapsed since the two sides begin fighting, with Success for either taking 5 combatants from the other side down (so if both succeed then 5 fall on each side). Critical successes will take double, and fumbles will double the losses incurred if any. Doing this, or using the Battle rules in the rulebook, will result in much different situations.

In turn-by-turn combat, the woodsfolk of Guy will fight to the death, while the footmen of Flavius will retreat as soon as they suffer any wound (especially if delivered by the comparatively well armored party).

FLAVIUS

SIZ 16, DEX 13, STR 14, CON 15, APP 13;
Move 3; Armor 10 + shield; Unconscious 8;
Major Wound 15; Knockdown 16;
Hit Points 31; Healing Rate 3;
Damage 5d6; Glory 2,000.

Combat Skills:

Axe 15, Dagger 10, Lance 18, Spear 10, Sword 22;
Battle 18, Horsemanship 18.

Skills:

Awareness 13, Courtesy 13, First Aid 13, Heraldry
13, Hunting 13, Tourney 13.

Traits:

Valorous 13. Passions: Hate (Woodsmen) 16

Horse:

Charger (6d6)

IF THE PARTY ARRIVES BEFORE THE AMBUSH

The players will be able to warn Guy, who will be thankful and take advice on laying a trap for Flavius. Guy will be able to summon more of his woodsfolk, 10 for each hour that elapses until the ambush. Additionally, with this knowledge, the woodsfolk will be able to take out 25 of Flavius's footmen right away, and the rest of the footmen will be surrounded. A successful Oratory check could convince the remaining guards to surrender right away, and Flavius will be easy to kill for his blood, engaging the party one versus three (which he should lose handily).

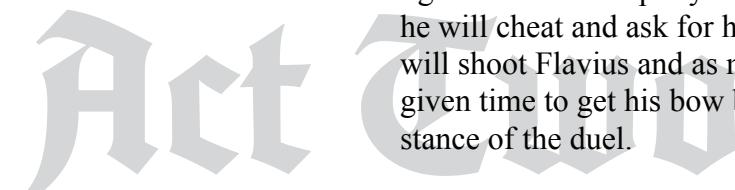
IF THE PARTY ARRIVES IN THE FIRST STAGE

The players will arrive when the odds are 25 for Flavius to 15 for Guy. This will be difficult, but the armored players should be able to turn the tides by simply hitting three guards each.

At this point, Flavius will be potentially willing to fight a duel with a party member (likely Cass), but he will cheat and ask for help if he starts losing. Guy will shoot Flavius and as many men as he can, being given time to get his bow by the pomp and circumstance of the duel.

IF THE PARTY ARRIVES IN THE SECOND STAGE

The party arriving here will be at a particularly tense and grim time for Guy and his woodsfolk, but one with a bit of a chance to turn things around. Roll a d6 to determine how many combatants on both sides have fallen (from the 25-15 number). There will be breaks in the fighting, and the party will likely stumble in at one such break, with Flavius's men unwilling to face arrow fire from Guy and Flavius barking orders far from the front lines and behind a tree. If the party can get to Flavius (using a successful Hunting check, perhaps), they can engage him before the rest of the footmen can come to Flavius's aid, and Guy will have his woodsfolk fight in a last stand with the party. The footmen will flee if Flavius falls, and no further losses will be incurred by Guy's side.



IF THE PARTY ARRIVES IN THE THIRD STAGE

Things are not good during this stage. Guy will choose just the moment the players arrive to offer his surrender for the salvation of his men, and will come to Flavius unarmed. Flavius will promise to let the woodsfolk go, but as soon as he has guy in manacles, he will order his remaining 15 to kill the last 5 woodsfolk. The party will have a chance to intervene and either fight Flavius (who can be bested and then order his men to stand down), or to try and even the odds against the footmen. Both will be difficult, but should they succeed, Flavius will be killed by Guy should the opportunity even slightly present itself.

IF THE PARTY ARRIVES TOO LATE

With Guy in custody and on the way back to Saxonbury a few options present themselves to the players.

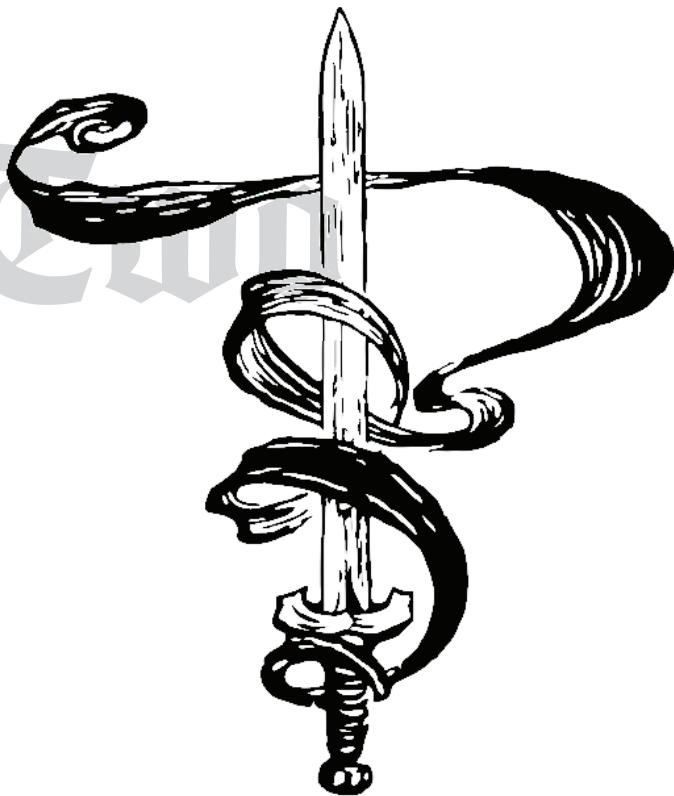
First, the party can try to attack the 10 remaining footmen and Flavius, but this will be difficult to pull off.

Secondly, the party can try to rescue Guy from Saxonbury, or to assassinate Flavius in the hold. This will be difficult as well, but depending on the situation in Saxonbury may be somewhat easier than attacking the traveling procession on the road.

Finally, the players can attempt to rally Guy's woodsfolk from around Saxonbury to save him. This would require Hunting, Awareness, Folklore, and perhaps other appropriate tests to find and convince the woodsfolk to help. If the party has any of the tokens (the flute, or the pentagrams, for example) gifted by the woodsfolk earlier, then this will be made easier (the flute could help call the woodsfolk, and the pentagrams could be used to convince them of the party's worthiness).

THE SANGUINE BLADE REMADE

Dipping the hilt to the gush of blood from 'Sir' Flavius's throat, you feel... right. You feel as though you have just finished a delicious and sweet meal, as though rain broke upon a humid day to shower you with relief, as though you have drunk your fill after crossing a desert. Blood pours down the hilt, and coalesces into a blade. As Flavius sputters his last words in the mud made by the rest of his blood, you know in your heart that justice has overcome tyranny today. The blade shines dark and pure in the moonlight. You have succeeded.



Act Three

*Where the players are disrepected,
attempt to prove themselves knightly, and
find themselves in the most unfortunate of
situations.*

Prose Outline

INCITING INCIDENT

The Knights and Guy arrive at Stonehallow Keep, and are directed straight to Lord Manasan. Triumphant and Battle-worn, the group looks forward to gaining honor and to be knighted. Finally, they believe, they will be real knights. Cedric delivers the Sanguine Blade at Sir Manasan's feet, who then erupts into brilliant praise for the party. Manasan offers the party and Guy a place beside him at dinner that evening. The players attempt to remind him of his promise of knighting them for this duty, and he responds by curtly asserting he never said he would make them knights, simply that he would welcome them amongst his court. Confused, the party presses him. Manasan says that this journey proved their value, but that they were still not trusted enough to become knights and could not be given such rank and responsibility associated with the title.

That night at dinner, with the most respected knights gathered, Manasan delivers a great speech. He tells tales of his time in service to Uther, a man he proclaims to be a true king. He espouses his beliefs on the virtues of a true knight: strength, skill, chivalry, and the power to do what is right. He then quiets the room, and recounts his memories of his child's stillbirth. He says that on that day he had a premonition, of the world falling to death and despair just like his child. He saw his legacy, the way of the knight, crumbling to ruin as a king doomed to fail drew together the greatest knights of the land only to tear from them all that grants them strength. He saw the end of knighthood.

But, he asserts, he has the skill and power to be a true king, and to conquer the enemies of his england. First, he must slay the false king: Arthur Pendragon. He explains that he is planning a surprise attack against Arthur, who is marching a small army towards Manasan's position. He has deceived Arthur, who believes Manasan is helping to quell unrest in the region. In actuality, Manasan has been gathering Arthur's foes about him, and is leading Arhur's armies into a trap. Now, with the mystical power of the Sanguine Blade—capable of destroying

tyranny—he believes his victory is assured.

The hall erupts into great clamor, as all those in attendance break into revelry. All save the party of heroes, whom realize maybe too late that they have made a terrible mistake.

FIRST PLAN

Later in the evening, while being shown the way to their chambers, Elyse (Manasan's wife) makes a surprise visit. She draws Cedric into a side passage to converse with him, and Cedric takes this opportunity to flirt heavily, which she warmly receives. Elyse tells him that they have made a terrible mistake returning the blade to Manasan, and that she thought she made it clear not to bring the blade back to him. Cedric detects that she is secretly very afraid of the fact that Manasan has the blade in his possession.

Elyse then gathers the rest of the party and alerts them to the fact that Manasan has imprisoned Thackeray. She says that they must speak with him. Tonight. Elyse says they should never have returned with the blade. She intones that she has spent years undermining Manasan's plans, but with the blade now in his possession he can rally all the lords she has worked so hard to make doubtful of him back to his cause. She admits to the party she enabled their journey because she suspected they would not succeed, which would have destroyed Manasan's carefully laid plans.

With directions from Elyse, the Knights and Guy rendezvous with Thackeray in prison. Thackeray, through a slot in the prison door, tells the group that Manasan is going to make camp at Stonehenge, and surprise Arthur and his men there. Manasan wanted Thackeray's men to join his cause, but Thackeray refused. Fearing a surprise flank from Thackeray, Manasan abducted Thackeray to keep him from meddling. Thackeray is worried that Manasan may be sending a man to rally his own men under Thackeray's name as a lie. must escape and deliver message to his men, telling them to rally to Arthur's side. Thackeray grants them a token to prove their loyalty, and tells them that his son will rally to them

Smokey

if they tell him the phrase “by the grave of Agatha Greene.” He then hands them his cross medallion and urges them to win Manasan’s trust and flee the castle to warn King Arthur of the impending danger. To impress Thackeray and win his favor, Guy suggests they compete in the tourney and show Manasan their competence so that he will allow them to scout for his army, which will provide them the opportunity to warn Arthur and rally Thackeray’s men.

COMPLICATION

The next day there are games around and about - the knights last day to prove themselves to each other before battle. During the games, the knights embarrass themselves horribly. Guy - not presenting himself as a worthy knight-to-be, remains discreet on the sidelines. Cass succeeds handedly in swordplay, but is fighting too dirty and fiercely for sport and injures several—a taboo for any tourney held on the eve of battle.

Sir Balmory is particularly humiliated by Casserah. Rowan shows an impressive lack of understanding of rules or etiquette of any game, causing all but a Sir Montaruck to laugh. He does impress others by throwing heavy things very far, coming second only to that very Sir Montaruck. Cedric fails to resist the urge to flirt with Elyse, in plain view of all attending, which only serves to vilify the bunch to the crowd. The young and pious Sir White, upset with his blatant indiscretion, challenges Cedric to a joust. Cedric—completely lacking in courtly graces—steps to the wrong side of the fence, drops his shield twice, doesn’t appropriately tip his lance, and makes none of the gentlemanly gestures or salutes.

Each of these failures is so prominent that a large crowd begins to gather and jeer, driven by anger and confused at this display of ineptitude. It is at this point that Manasan finally makes an appearance on the main stage with a man that Rowan identifies as Clever Ruck, after which he calls order to the entire field. Manasan reports that Lord Flavius has been unceremoniously murdered in the woods by rebels, including three warriors falsely proclaiming knighthood. After listing the description given by Clever Ruck, the surrounding knights immediate-

ly call out the party—specifically Cass—as murderers. Thinking quickly, Cedric urges for a trial by combat, where a champion shall fight to prove their innocence. Manasan agrees that this is just course of action, and after Sir Balmory volunteers to combat them, the party selects Casserah to challenge him.

CRISIS

Casserah fights defensively, keeping Balmory at bay. Balmory, at one point, knocks Cass’s helmet off. They are both knocked down, and Balmory is close enough to finally get a good look at Cass. She is revealed before the entire crowd to be a woman posing as a man. Not only that, but Manasan determines that she is a woman of noble lineage. Now outed as a woman, it is decided that Cass cannot compete in the trial by combat. Rowan and Cedric volunteer, but Manasan dismisses them as they are not knighted and cannot duel over the life of a noble lady. Cass is given the option of choosing her champion, and she selects Thackeray. The imprisoned Thackeray is sent for. Thackeray arrives, and after being informed of the situation agrees to defend her honor.

However, despite promising a trial by combat, Manasan then draws the Sanguine blade and promptly executes Thackeray. He declares them guilty, and the entire party are dragged off towards the dungeons. However, moments after striking dead the innocent man, the Sanguine blade dissolves into a pool of blood, rendering the mystical weapon useless. He throws the hilt down on the raised dias in anger. As the party are dragged off to prison, Rowan just manages to catch a glimpse of Elyse quickly grabbing the hilt from the ground and tucking it into her petticoat.

REGROUP

The group is locked in a room converted into a very solid cell. Guy has also been captured, as he accompanied the group and was thus also condemned to death. The door cannot be kicked down, and the knights are without option. Guy is the first to give up hope of knocking the door free, Rowan the last. They are guarded by Sir Balmory and Sir White in the hall. They can also hear the sounds of an axe being sharpened. Sir Montaruck is probably nearby as well, they suspect.

The cell holds nothing but 3 simple benches, and bucket in the corner for waste. A Barred window allows for moonlight to trickle through. Even the blinds were removed from the window when it was converted to a cell. Elyse arrives that evening, undisguised. With Sir Balmory and Sir White watching them, she scolds and yells at the group, saying she will be happy to watch them burn to death. With that, she throws the hilt of the blade into the cell with him, and with a wry smile leaves the party.

CLIMAX

Rowan discovers a loose stone under one of the wooden benches. Behind the stone is a child's top to play with. They concoct a plan. Rowan grabs the stone, and Cedric the waste-bucket. Cass stands by the door and starts taunting Sir Balmory's manhood mercilessly. After some time of this, Sir Balmory is raised to a temper. He opens the door and steps in, in armor and with his sword drawn, to deliver a beating to the awful lying woman. Rowan swings at the back of his head with the stone, dropping Sir Balmory to the ground with a horrifying clang. Rowan swings again, denting the helmet inwards. "He's probably just unconscious" says Rowan. Lying.

The young Sir White rushes in at the sound of the commotion, and runs in sword drawn. As he raises his sword to strike Rowan, Cedric slams the non-empty waste bucket down on Cedric's head, blinding and suffocating him. Rowan and Cass hold his arms, they can hear the knight vomiting into his helmet. Cedric kicks at his head until he is knocked unconscious. "I think that's enough" says Guy. The knights search the nearby storage rooms, and find new sets of armor. Guy finds a hat. Cedric and Casserah steal Sir White and Sir Balmory's swords, respectively.

Rowan enters a different room, looking for a weapon, and is met face to face with Sir Montaruck, still seated at the axe-grinder, sharpening an axe. Rowan freezes. Sir Montaruck rises, and blows dust off of the oversized axe. He steps towards Rowan, and silently hands him the weapon. "Hold this for me" he says. He then grabs another dull axe from the wall, returns to his station, and continues sharpening. Rowan doesn't leave yet. "Why?" Rowan asks.

"Tell Pendragon I mean well." Sir Montaruck says. "Now, I have many axes to sharpen. Please." Rowan nods to the man, and catches up to the others, who are donning the stolen armor, Guy doing his best to help Cedric in the dark.

The group sneak uncontested to the stables, and steal horses. They ride up to the gate, are stopped by the guard. "Manasan said it's a lock-down." the guard goes. "Who do you think is sending us out? Clearly we are on an important mission!" replies Cedric. Holding the sigil of highly respected knights, the group is let out easily. "Be wary" says the guard. "There are dangerous men out there". "There are dangerous men all around us" says Guy.

RESOLUTION

The group flees on horseback, and Rowan, anything but a natural horseman, struggles immensely. The commotion they cause draws the attention of a nearby band of Manasan's soldiers, who confront them and upon realizing they are escaped prisoners must be fought. Casserah chooses to execute the soldiers, lest they return and warn manasan. At this point, the party decides to deliver Thackeray's message and word of his death to Lady Margaret and Edgar. They have his necklace, and his word "by the grave of Agatha Green." The hilt of the Sanguine Blade at Cass's waist glimmers in the moonlight as the group rides away as fast as they can.

Dramatic Scene

During a Trial by Combat, CASSERAH fights back defensively - showing more restraint and intelligence. She doesn't allow SIR MALORY to get near her. Sir Malory, in desperation, tackles Casserah, rolling over and off of her. They both remain on the ground, windless. Casserah's helmet flies off, revealing her face.

MALORY

He's a woman! She's not a man!

The watching crowd hesitates, unsure how to process this. Sir Manasan steps forward towards Casserah. Several beats.

MANASAN

Cease this trial! Cease it! No woman may fight in a trial by combat, should this accusation be true. Casserah, yes? Step forward.

Casserah reaches down for her helmet. Manasan kicks it away a few feet. They glare silently. Manasan steps forward more.

MANASAN

Your insignia, it's very rare.

CASSERAH

The Keep of Ravenwood.

MANASAN

Yes, I know. We've all heard the tale of the Ravenwood tragedy, of course. I would propose today is the among the first time many present knights have seen this insignia.

CASS

That's right.

MANASAN

Not myself. You are hiding in plain sight, if you are a Ravenwood. But... that is a tragic story.

CASS

The world is full of tragic things.

MANASAN

The Ravenwood Tragedy. A highly skilled and respected family. All with sudden, unfortunate deaths.

CASS
All... Not all dead.

MANASAN
Oh?

CASS
Aye. Here I stand, the youngest.

MANASAN
First there was the death of the
elder son.

CASS
Johnathan.

MANASAN
Johnathan Ravenwood, yes. He died
during a bridge collapse.

CASS
He drowned while delivering news
of Michael's marriage.

MANASAN
Michael was the second brother.

CASS
Killed by a Saxon thief.

MANASAN
They say he and his wife were
slain in their sleep, still on
honeymoon. There are worse ways to
go. Such as his grief stricken
parents. Sir Ravenwood himself was
gutted by a boar that very same
month. Then there was Samuel, the
youngest brother of Ravenwood.

CASS
The youngest's name was Casserah.
He stands before you.

MANASAN
Does he? The way I understand it,
Samuel, who was youngest, final
brother, was killed, outnumbered
by Saxons during a battle. His
horse the only one that made a
difficult leap over a creek, The
saxons felled and slaughtered him
before his fellows could catch up.

CASS

That is true. But there was a fourth son, and he stands before you.

MANASAN

You call me a liar? I say Samuel was the youngest son of the Ravenwood family.

CASS

No, sir. No deceit intended, I'm sure. But here I am, standing before you.

MANASAN

Well, there's the thing. I knew Samuel Ravenwood. No trouble with his knighthood, even as youngest son. He was a talented swordsman.

CASS

I am proud to have been, in part, tutored by him.

MANASAN

Hold your tongue. I've fought by Samuel's side. In fact, I watched him die. Felled and slaughtered by Saxon bastards. My own horse reared as we raced over that creek, and I could do nothing but watch. I killed the saxons that killed Samuel Ravenwood myself. I spent a lot of time with Samuel. Never a mention of a younger brother. In fact, we all used the term 'youngest Ravenwood' about him. I do believe there were no other brothers. You do look like a Ravenwood, those black eyes. And you certainly fight like one, never caught off guard. Was there a fourth son?

CASS

There is. Not mentioned due as I was but a baby.

MANASAN

It is a possibility, I suppose. But here's the other thing. Sir Ravenwood was a chaste man, and his wife died of grief not long after his death.

(MORE)

MANASAN (CONT'D)

There was no fourth son. There was, however, a daughter of the Ravenwood keep. Untold in the storybooks that our children learn tragedy from. I have even laid my eyes on her once before. At a dinner years and years ago. She must have been around 4 or 5 years old, playing swords with her brothers. I haven't thought about her since Samuel's death. How old would that child be? Old enough to wear armor? Old enough to fight? Here she is, standing before me now. Holding her tragic insignia proudly! Not a cousin or a thief, but an unknighted woman, dressed in steel, bringing shame to her family!

The crowd starts jeering and shouting, Malory most of all.

CASS

I am a knight! A true knight! I can fight as well as any!

MANASAN9

You are a liar! There is more to knighthood than a sword drenched with saxon blood! You dare pretend to be the knightly Samuel! You desecrate the meaning of knighthood, all why wearing that sacred insignia!

CASS

Challenge me, then! Test me! I'll pass any you dare hold me to. I am a knight true as any! More true than that fool of a swordsman!

Manasan strikes Cass across the face with a gloved hand. Cass stumbles but remains standing.

MANASAN

You are a fool and a liar, and you are no knight. You cannot fight for your innocence, all you can do in this trial by combat is be slaughtered by my men.

CASS

Or slaughter them!

Manasan kicks Casserah straight in the chest, like one would kick down a door. Casserah is sent hard to the dirt. She rises to one knee.

CASS

Why don't you knight me yourself,
allow me the honor in fighting for
my life.

MANASAN

You may not fight.

CASS

Let me fight on my honor!

MANASAN

You have no honor! You will never
be a knight! You will be
imprisoned for treachery.

CASS

I am a Ravenwood!

MANASAN

You are nobody! A man, a true
knight, will fight for your
innocence on the murder of Sir
Flavious - send for Thackeray.
After this, should you still be
breathing, we will hold a separate
trial for your intrigue. Disarm
and imprison these three. By
nightfall tomorrow this will all
be sorted. Men, these games are
over. You all have preparations!
Get to work!

Detailed Set Piece

The Three Knights have just been forced at sword-point to remove their armor and weapons, and put into a prison cell. They must devise an escape from the castle up to the fortress interior.

MANASAN'S CASTLE

Manasan's top priority is to prepare for war. No knights other than Sir Balmory and Sir White (who volunteered) have been spared from the preparations to deal with the death-sentenced player's.

THE DUNGEON AT STONEHALLOW KEEP

The gang is held up in a lockable room at the edge of castle. The main entrances are from the inner ward. The castle has no dungeons in particular. The fabled keep was built long before kidnapping was a common pastime. (It does have one Oubliette which had a broken entranceway. It is full of grain). Sir Manasan, in an effort to build and fit his present grounds for a more modern war, has turned one of his storage rooms into a cell. The cell is in an L shaped hallway that functions primarily for storage. Space in the old castle is limited, thanks to the influx of loyal knights who follow Sir Manasan. They have started to store weapons, armor, dogs, hawks and other prey birds, foods, and more in the usually empty extra rooms.

THE HALLWAY

They saw the guards toss the equipment into a room just a few doors down, as they removed it. All of the other doors are closed, but due to the similarity between the equipment room and the cell, one can deduce they would be similar in size and shape. The Hallway is sparsely decorated with lamps for light. It is night time, but even if it were not, the lamps would be required.

THE CELL

The castle has a defunct Oubliette, and no typical dungeons were made during its construction. Despite this, the current room is nothing but a proper cell. Sir Manasan did not take his renovations lightly. The double-thick wood door (one set of grains

going vertically, another horizontally) - is secured with a large cross beam. There is a 6 inch tall, 1 foot wide slit in the door that can be opened and closed with a metal slide. The room is about 4 meters square, and the stonework is near faultless. The door cannot be kicked down. There are no windows. Lamps are suspended high on the solid stone walls, and there is a puddle of unknown origin in one of the corners. Near the puddle is a waste bucket. There are 3 simple benches around the room, which is otherwise empty.

THE GUARDS

Two guards are stationed in the hallway, Sir Balmory and a young Sir White. Sir Montaruck is in a nearby room sharpening an axe, but the players do not know this.

Sir Balmory remains outside the cell, while Sir White paces back and forth the entire length of the long L-shaped hallway, and is at times out of sight and earshot. One lap of pacing takes several minutes. Sir Balmory, who now despises Cass, has made several lewd and deplorable comments that won't be repeated here.

GUY

Not long after the players arrive in the cell and get a chance to look around, Guy arrives - unwillingly. He was quickly ousted as a companion of the group, and Manasan tossed him into the cell with the group.

When Guy arrives, he is furious and upset. He doesn't see a way out of the situation, and considers the situation hopeless. The players can appeal to his honor to get him to help with whatever plan they come up with. If so, Guy will do his best to help in any way he can, including assisting in murder (should it come to that).

AWARENESS

The players can take an awareness check in the cell. If they succeed, they will notice one of the stones in a corner is loose. Shimmied open, a small wooden top. A toy hidden by an oft-punished child,

it seems. The players may play with the top. On the successful awareness roll, the players also, had they not realized already, become aware of where the source of puddle is from, and what the purpose of the bucket is for: human waste.

KICKING DOWN THE DOOR.

This will not work. It will do two things: Get the guards attention, and, if a critical fail occurs, do damage to the players leg, slowing that players movement speed by 1d6 divided by 2, rounded down, once.

TRICKING THE GUARDS.

The players key to escaping lies in leveraging their non-knightly skills. Guy serves as a FOIL, angrily waiting his imprisonment out for his chance to fight against whichever allegation is made of him - he has yet to be accused of murder, or being an accomplice to murder (technically).

The key to escaping is getting one of the guards to unlock and enter the cell. Sir Balmory occasionally taunts and ridicules the player characters, reminding them of his existence and giving the characters reason to dislike him. Sir White will, when he passes the cell, be encouraged to pray for the players soul's, encourage the players to pray, or issue derogatory remarks about the players religious standings.

When they get the guard to enter, the knights can surprise the him, slamming the not-empty bucket down on the guards head, or just hitting him with it. Sir Rowan would be capable of knocking the knight out cold, but if Casserah or Cedric attack the unsuspecting knight, that knight will rise after a minute to fight them - if he is not restrained or murdered.

The surprise attack can take place outside of a combat round. If a guard is not surprised, he must be fought as normal.

GET A GUARD INTO THE CELL

There are several ways to get a guard to enter the cell. Casserah can trick Sir Balmory. She can roll to seduce him, getting him to enter the cell, which will be disappointing for Sir Balmory, to say the least. She must make a romance roll for this to work.

Considering Balmory's hatred and Cass's sheer lack of flirting ability, this is highly unlikely to work.

Casserah can instead taunt the manhood, manliness, or otherwise macho worthiness of Sir Balmory. This is the ideal way to get Sir Balmory into the cell. Sir Balmory, the misogynist that he is, will be very angered if insulted by a woman, and will enter the cell to deliver a beating to his new rival Casserah.

Cedric, the pagan knight, can threaten to issue a pagan spell upon the knights. He does not need to actually know any pagan spells. Sir Balmory will likely ignore him, but the young Sir White will become quite frightened, and attempt to stop cedric from any "pagan" related outbursts - be it a spell, a fake speaking of the tongues, a tantrum, or any such "religious" fervor.

Cedric can also insult and taunt the young knight on his religiousness, and provoke him to temper, making various boasts about his Pagan superiority.

Rowan is the most likely candidate to try to kick the door down. He can kick at the door and cause enough of a potential trouble to get the guards attention, encouraging them to enter and shut him up with a beating. A quick jab through the slit in the door would assist this.

Rowan also can taunt the religious young Sir White with his knowledge of Fairy Lore, telling stories that perhaps were traditionally designed to scare small children from going into the woods. Sir White hates this mysterious blasphemy and will become driven to shut Sir Rowan up. At Sir Balmory's encouragement, he would enter the cell to give Rowan a beating.

GUY

Guy, for his part, does not stop or interject the group from planning an escape. He will assist in fighting/murdering the guards and can even be instructed to run point during the escape, as he is the stealthiest. He will suggest stealing the sword of any guards that have fallen - and he remembers which door the armor was kept in. He may assist in other manners at the Gamemaster's discretion.

AFTER THE FIRST GUARD IS FALLEN

The second guard may not notice the commotion, provided the players remembered to shut the door after the first knight entered. Depending on the Gamemaster's discretion, or judgement of the players stealthiness, the second guard may come running in after the first at the noise. The knights thus have time to steal the shield and sword of the fallen guard. They can leave him unconscious or kill him with his own sword, Rowan swinging the stone also serves as a lethal weapon.

If the players go unnoticed and the door is shut, one of the knights may disguise themselves as the fallen guard. They can attack the remaining guard. Because the guard would not suspect such an attack, the attacking player gets one round of attacks for free that the guard does not get to respond to.

ALTERNATIVE: SNEAKY

Instead of having one player attack the guard disguised, the players may sneak to retrieve their armor. They must succeed a reckless roll and have the remaining guard - down the long hallway, facing the other direction, soon to turn around and walk back this direction - fail an Awareness roll.

Failure at escaping

If the knights and Guy do not succeed in sneaking past the guards, and do not steal the fallen guards armor, then they are in a pickle to say the least. The guard will, at sword point, usher them back into the cell and rouse an unconscious guard to his feet - or drag the dead guard out of the cell to be dealt with. Fortunately, Guy will have stolen the guards sword during the sneaking commotion, and hid it under a bench. If the players can get the knight to unlock the door again - using a different tactic than before - they would surely best him with a surprise attack with the sword.

The remaining guard will not alert anybody immediately - he won't leave the players unguarded. Should all of this fail - then the players can perform their attack when a guard, later, after much waiting, opens to serve them food, empty the waste-bucket, or deliver a consistent unprompted beating. Sir Bally will beat Casserah (as he hates women), and Sir

White will beat Cedric (as he is not Christian). Each beating will deliver 1d6 of hit point damage, and can take place as frequently as the GM desires.

AFTER THE ESCAPE

4 rooms line L shaped hallway, 2 per side. They are all on the outside of the L, the inside is the courtyard. The knights are in a right-center cell, their equipment is in the left-most cell, closest to the exit to the inner ward.

The right-most room contains a stock of prey birds in their cages. Most eye-catching is a rather unkempt looking falcon named 'Mildew'. A player may steal the falcon, who will coo affectionately and lovingly and immediately fly away when it sees the sky. If Rowan handles the falcon, it will peck at his ear angrily. If Cass handles the falcon, she may keep the falcon from fleeing, although Mildew is of little use.

The left-center door will reveal a supply room, where Sir Montaruck sits. On the left side of the room is a stash of shields of the various insignia's of visiting knights; the center contains one set of new, shiny, and undamaged armor. The right wall is a weapons rack, but the only weapons are a very blunt axe, an axe with heads on both ends of an extra long shaft, which has never been used. There are also extremely heavy practice swords used to train children's arm-strength and technique.

SIR MONTARUCK

Sir Montaruck is secretly a supporter of King Arthur. He will, upon seeing the players escaping, continue to go about sharpening his axe. Winking at Cass or Cedric, wordlessly. Should Rowan enter the room, Montaruck will hand Rowan a freshly sharpened battle axe, asking Rowan to "hold this for me". Montaruck will say nothing more, other than "Tell Pendragon I mean him well". Now, Montaruck has many weapons to sharpen, and must get back to work.

Guy will want to murder Sir Montaruck, but will hesitate when Montaruck does not move to attack them. The players must restrain Guy or explain he is a supporter of King Arthur.

The gang can steal the new armor and the armor of the fallen knights. Most importantly, they can steal the shields. The heraldry will effectively disguise themselves among knights who are visiting, which will greatly aid in the next stage in their escape. Guy, notably, will refuse to wear any armor. The right-most room contains storage bags of grain, flour, and some salted meats. This room would make an excellent place to hide an unconscious or dead guard, potentially contaminating a food supply for Manasan's men with disease.

THE EXIT

Either end of the hallway leads into the Inner Ward. It is night, and all are asleep. The stables are nearby, with no guards or watchmen, and a rally of horses may be stolen. They go unnoticed as the slip out of the dungeon, ready to face the next challenge: leaving through the main gate.

STATISTICS

NOTE: Guy's Statistics are listed in the Act 2 set piece on page page 46.

SIR WHITE

SIZ: 14, DEX: 10, STR: 10, CON 13, APP 11; Move 2; Armor 10 + shield, unconscious: 7; Hit Points: 26; Healing Rate: 3; Damage 3d6;

Combat skills:

Dagger 5, Sword 14

Skills: Awareness: 7; Heraldry: 5; Religion: 18
Traits: Valorous 9; Chastity: 18; Pious: 19.

Sir White has been instructed not to speak with the player characters. He takes his job seriously, but his religion and fear of myth, paganism, and folklore more seriously.

SIR BALMORY

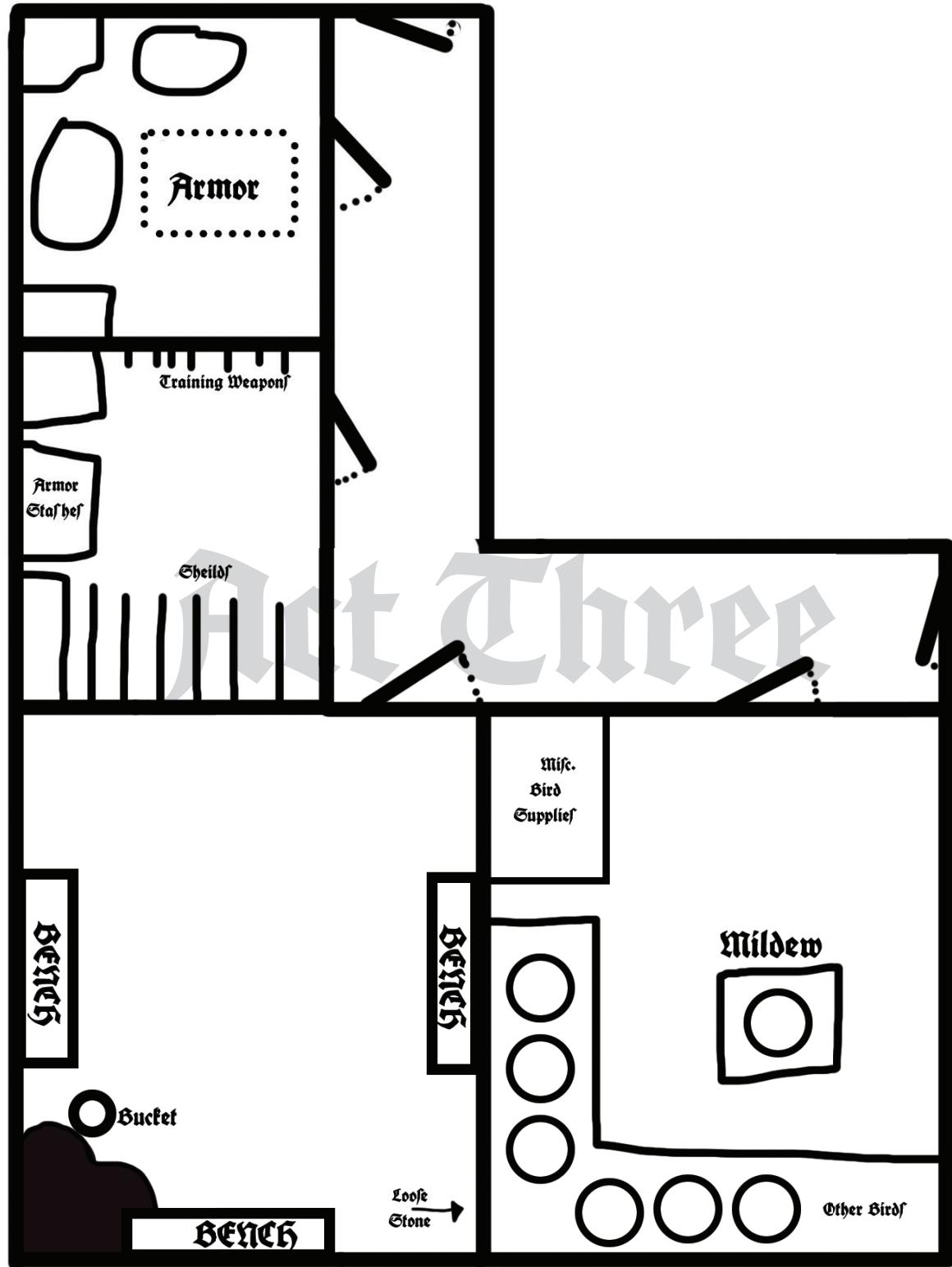
SIZ: 14; DEX: 11; STR: 14; CON 14; APP: 11; Move 3; Armor 10 + shield, Unconscious: 7; Hit Points: 26; Healing Rate: 3; Damage 5d6;

Combat skills:

Dagger: 10; Sword: 19.

Skills: Awareness: 4; First Aid: 0; Recognize: 1; Traits: Cowardly: 15; Deceitful: 16; Reckless: 18; Lustful: 17.

Sir Balmory is a talented enough knight when it comes to fighting, yet none of his peers can stand to be around him and his constant vulgar speech.



Act four

Where the players race through familiar territory anew, make many new friends, and are tested as knights against familiar faces.

Prose Outline

INCIDING INCIDENT

After riding for hours, our heroes and Guy arrive back at Riverlea, Thackeray's hometown. After convincing the guards to permit them entry, Margaret and Edgar greet them hospitably. The party relates the story of Manasan's treachery and the death of her husband. They console the grieving widow.

Not long after, Sir Fenwick comes from Manasan, bearing Thackeray's body and false news of Thackeray's death by the hand of the false king, Arthur. The knight decrees that "Lord Manasan grieves the death of his noble brother-in-law, but now must call Thackeray's men to fight for his army in the impending battle." When the party challenges his story, he recognizes them, calling them liars and murderers. Enraged, Casserah recklessly lashes out at the knight, challenging him to a duel. Sir Fenwick declines, saying he refuses to fight a woman ("Further proof of their Deceit!"), especially after having watched the tournament the previous day.

The party convinces Margaret and Edgar that they indeed speak true, producing Thackeray's necklace and relaying the phrase "by the grave of Agatha Green" to Edgar. Beaten, Sir Fenwick hurls threats and insults at all present, screeches "Look here, and see what loyalty to an imposter brings!", and spits on Thackeray's corpse. Something in Casserah snaps, and she's on him in a flash. As she cruelly strikes down the knight, the rest of his retinue flees the castle.

A teary Margaret makes funeral arrangements, while Edgar thanks the party for the show of Loyalty to his father, but upbraids them for the breech of hospitality – "I'm not sure my father would approve of such impulsive, cruel behavior in a knight." While he agrees that his men must not support Manasan, he is skeptical of giving them over to the leadership of the party and desires time to think on it while he grieves the loss of his father. Guy reminds the player knights that time is not in their favor – Manasan's army prepares to strike against Arthur within the week. His woodsmen in

Saxonbury would gladly follow the party into battle for Arthur, and "who needs these trained fools with pikes up their asses, anyway?"

The funeral feast that night is incredibly somber, so unlike their first in this castle. Margaret stands to speak, asking the players to tell all present the breadth of Manasan's treachery. Cedric speaks well, moving all into rage and tears. After the feast, Margaret tells the party that Stonehenge is a powerful gateway to and from the Fey, and they must use it to thwart Manasan's attack. However, Edgar hesitates, knowing that his men fear the unknown of the Fey. Guy boasts that his men aren't afraid of anything, and proposes the party go get them from Saxonbury to join the cause – "We'll lead these pan-sies through yer bleedin' Fey!"

FIRST PLAN

The party knights head out quickly with Guy, and arrive at Saxonbury the next morning to find the town still in disarray. Guy heads to his camp to rally his men, and the players wander the town. Rowan speaks to the local smallfolk, learning gossip regarding the upcoming battle and news of the Cult of Doves. Cedric flirts with the blacksmith and shopkeepers, getting discounts on new armor and weapons. Casserah watches small children, girls and boys both, play-fighting with sticks in the street.

A hooded, robed man pushes through the children, chastising them, and then rushes into the church at the town square. Suspicious, Casserah follows him inside, and overhears him telling another hooded man that the plan to burn down the Forest Sauvage and "cleanse the lands of this plague" begins at midnight – a few short hours. The party bumps into Guy and his men as they rush from the church. After telling him what they've heard, they lead the entourage back to Riverlea as quickly as they can.

COMPLICATION

Just as the church bells ring midnight, the party arrives at Riverlea. They ride towards a red glow at the forest's edge, finally seeing a dozen black-garbed men brandishing torches. Another man, dressed in white robes and brandishing his own torch, stands chanting in Latin before an unlit pyre. Seconds later, he lights the kindling before him, and within seconds the first row of trees is ablaze

As the players, Guy, and his men charge forward, the Cult leader and his young attendant disappear into the forest. Guy and three of his men quickly ride into the dark forest after them. Cedric rides through the town, waking the smallfolk to help suppress the fire, and alerts the keep. Rowan and Casserah help lead Guy's men against the Cultists. When only one cultist remains alive, Edgar arrives with his men and Cedric in tow, and he demands the lone survivor be questioned while the fire is fought.

Rowan leads the water bailing effort with the smallfolk, and Casserah and Cedric take turns interrogating the last cultist, who they recognize to be one of Manasan's knights. They break him with intimidation, and possibly some unwanted sexual attention, and he reveals that Manasan has long been a supporter of the Doves and arranged for the assassination of Margaret and burning of the Forest Sauvage. Manasan has also encouraged their leader, the Shepherd, to destroy the "unholy realm" of the Fey from within.

The fire abates, and Edgar thanks the players for their help. Guy has yet to return from the forest, and the player knights are anxious to head into the Fey to thwart Manasan's plot. Edgar swears his own sword and men to the players, and Margaret gives Edgar his father's emerald necklace and the party a newly embroidered banner – the image of the Sanguine Blade's hilt on a field of red. Emboldened, the entourage sets forth across the bridge once more and into the Fey.

CRISIS

A familiar hush falls over the woods, and the party knights becomes aware that a great number of Edgar's men are muttering and growing uncomfortable. The boy himself is wide-eyed, but determined. Just as the trees start to whisper and a mist clouds

the view ahead, a young boy, the one that had disappeared with the Shepherd, comes sprinting from the mist. Rowan manages to grab hold of the youth, who is laughing maniacally and clutching a Bible. As they attempt to question the lad, all he does is laugh, point at someone, call them an animal, and continue in his hysterics. He eventually wrangles himself free and runs ahead, only to smack into a large wooden door.

An elongated façade of a stone church has suddenly appeared before them from the mist, complete with high stone walls and a rose window at center. The walls block all way forward. "This... wasn't here before," Cedric says in awe just as the mad boy picks himself up, screams "The Cruel Mistress! She'll get you all, too!", and slips through the doors into the church. The men are incredibly uneasy at this sudden appearance and the boy's ravings, and the players take some time to set them at ease and encourage them to carry forward. Casserah opens the large wooden doors, and the entourage moves through.

Once on the other side, the party finds themselves in what appears to be a hedge maze, but created from pieces of a church. They can see that the maze spreads up and over a hill, where they can see the weirdly arranged Stonehenge from their first visit. A strange purple glow fills the sky over the monument, and lightning strikes every second.

As the group presses forward, they discover niches in the walls, each with a marble animal – mostly birds, rabbits, and farm animals. Each statue has a name beneath it. As they wind through, they become aware that the animals are getting larger and more predatory – horses, bears, stags, even a tiger. The group reaches a dead end – a courtyard filled with easily two hundred of the statues. Prominent are giant statues of a lion, a raven, a bear, and a goat. The party decides to stop and regroup.

A cry comes from the company – one of the soldiers is clutching the statue of a ram with the name "Berwick" beneath. The soldier claims that he had just been marching with his brother, Berwick, when he suddenly turned into the ram statue. The party discovers a large marble statue of a fox with

“Guy” carved beneath. A panic rises as the men realize that they are turning into the marble animals. They turn to Edgar, insulting the player knights who have lead them into this disaster. Edgar panics and takes refuge beneath the giant lion. While Rowan goes and speaks with him, Cedric and Casserah explore the courtyard.

They discover a small fountain at the far end, with two marble coins in the basin. As Cedric fishes them out, the eyes of the four giant statues blaze with light and each speaks – “Loyalty” roars the Lion, “Speed” screeches the Raven, “Strength” growls the Bear, and “Valor” bleats the Goat. Each then lowers its head, mouth open and expectant. The party decides which two statues to feed the coins.

Upon deciding on the lion and the raven, the wall behind the fountain swings opens, revealing the strangely assembled Stonehenge beyond. All the marble statues, excepting the four largest, transform back to human form. The party welcomes Guy and the rest of the soldiers back, and invites the rest of the newly transformed knights to join in their campaign. The group passes through to stand before the stone monument.

The party confronts the now maniacal Shepherd and his acolyte at the base of the strange stone structure. “Our Lord has closed the portal!” the grizzled man shrieks, “He purges the Earth of this pestilence, and condemns all within to Hell!” The lad opens the Bible, and the priest begins reading in Latin. Before the players can reach them, lightning strikes the pair, and they are turned into wyverns. The players and the rest of the entourage handily defeats them, allowing them to walk through the arches of Stonehenge.

REGROUP

As our heroes cross the arch, they arrive suddenly on the other side of the mortal world’s Stonehenge in the midst of a battle. The players lead the charge, ambushing Manasan’s men and pushing them back. Many of Manasan’s men flee at the sight of such a force appearing from nowhere. The players quickly regroup with Guy and Edgar and devise a battle strategy to get the player characters closer to Manasan, as they have a score to settle with the treacherous lord.

The battle recommences, and Edgar and Guy lead their flanks, allowing the players to head straight for Manasan. After fighting their way through a few soldiers each, they reach his encampment. Casserah takes the lead, challenging Manasan. Some insults are thrown around, and the two clash. Their fight is evenly matched until Manasan disarms and wounds Casserah. As he stands above her, she asks, “Why? Why are you doing this?” “Because I can,” he snarls, drawing his arm back to strike. Rowan quickly grabs a nearby stone and chuckles it at Manasan, preventing the blow. Cedric quickly runs to Casserah, snatching the hilt of the Sanguine Blade from her side.

CLIMAX

“Ah, that old thing?” Manasan spits, recognizing the hilt. “Having some sword trouble? Perhaps my wife could give you a hand with that!” Manasan swings viciously, as Cedric dodges. “Oh yes, I know. She told me everything...eventually.” Enraged, Cedric charges, misses, and is grabbed by Manasan, holding his sword to his throat. Cedric drops the hilt to the ground.

“I will seriously enjoy killing y-,” he says, just as Casserah crawls over to the hilt, grabbing it and thrusting it towards Manasan’s torso. He drops Cedric as Casserah struggles to her feet, locking eyes with the lord. Absolute terror is seen in Manasan’s eyes for the first and last time as she quickly withdraws the sword from his body, the blade forming from beneath his blood. And then it’s over.

After Manasan falls, the battlefield goes strangely quiet. Guy and Edgar arrive with their entourages, bringing good news of their victories.

Alison

From behind them, a trumpet blares, and a group of heavily armed knights arrives. Their leader dismounts and removes his helmet. Edgar gasps, “It’s Arthur!”, and immediately the soldiers surrounding all kneel.

Arthur addresses the player knights, thanking them for their sudden arrival and commanding their strength and bravery. He admits that he does not recognize their sigil, and the players relate their adventure. He declares that they have proven themselves worthy of true knighthood, and that he shall do so during the festivities surrounding his upcoming marriage to the Lady Guinevere. He would be glad to share knighthood with the likes of the party knights, rather than those who believe in the Mangan’s definition of knighthood. The knights gladly accept, as does Edgar. Guy, however, chooses to continue living with his men guarding Saxonbury.

RESOLUTION

King Arthur thanks the players again for helping him to maintain the unity of his kingdom, declaring a feast in their honor that very night at Riverlea. The group rides back and are greeted by Margaret and Elyse. Cedric, so relieved that Elyse is alright, kisses her passionately to great cheering. The knights all rest and tend to their wounds in preparation for the night’s festivities.

The players sit at the high table with Arthur, who addresses each as friend and brother. The merriment goes far into the night, all three knights finally content with their actions and their lot in life.

Dramatic Scene

EXT. THE COURTYARD OF THE MAZE IN THE FEY

Marble statues of animals fill the mossy courtyard. The sky above is a cloudy purple, and lightning flashes every few seconds. While a large group of soldiers nervously sit about near the entrance, EDGAR, a sandy haired boy of eighteen, sits alone on the pedestal beneath the enormous statue of a lion. He valiantly attempts to fight back tears, clutching his father's cross. ROWAN, a large bearish man of 27, approaches the boy.

ROWAN
Fifteen so far, my lord.

EDGAR sniffs and nods slightly in acknowledgement, still staring distractedly into the distance.

ROWAN
My lord -

EDGAR
Edgar. Just call me Edgar, Rowan.

ROWAN
Very good, my lor- Edgar.

A beat. ROWAN sits beside the boy.

EDGAR
My mother told me so many stories of this place.

ROWAN
Oh?

EDGAR
Knights crossing into the unknown, fighting monsters, bedding beautiful women...

ROWAN
Aye.

EDGAR
Even her own adventures always seemed so wonderful. And exciting. But this...

A beat.

EDGAR (CON'T)
What am I supposed to do, Rowan?

ROWAN
What you can.

EDGAR
I don't know how to lead men, how to help them. All I know is how to read Latin and spout dates of battles and coronations and who fought who when and -

ROWAN
You'll learn.

EDGAR
When? My father's men need help now. There's no time. Even right now, they're probably one by one turning into boars or horses or whatever, and my uncle is heading to war, and I'm...I'm just...doing nothing.

EDGAR throws the cross to the ground.

EDGAR (CON'T)
I wish my father were here.

ROWAN
I know.

EDGAR
He would know what to do.

ROWAN
You're doing fine.

EDGAR
How is crying in a corner "doing fine"? They all look at me and hope for him. But I can't-

EDGAR stands, turning away as he gives in to the tears.

EDGAR (CON'T)
I can't...I can't do this.

ROWAN
You can.

EDGAR
No, I can't. I'm not him.

(CONTINUED)

ROWAN
Exactly.

ROWAN goes to EDGAR, resting a hand on the boy's shoulder.

ROWAN (CON'T)
You are not your father. Don't need
to be. You are you. And that's
enough.

A beat.

ROWAN (CON'T)
Your father was a great man.

EDGAR
That's all everyone ever says.

ROWAN
He was. Just. Valorous. True. And
he died because of it. Manasan
killed him. He'd never have come
here, though.

EDGAR
That's true.

ROWAN
But here you are. And, your father
never would have actively gone to
war against Manasan. And here you
are, doing just that.

EDGAR
Yes, but-

ROWAN
We don't need your father, Edgar.
We need someone who thinks beyond
duty and honor, who can see what is
right, and what needs to be done
about it. We need someone with the
heart to see that, and care enough
to do something. We need you,
Edgar.

ROWAN picks up the emerald cross.

ROWAN (CON'T)
You're father was a great man, and
I mean it. But if anyone starts
complaining that we're doomed
because you're not him? Fuck 'em.

(CONTINUED)

EDGAR

Wow.

ROWAN

Did you see your mum's face when
you said you'd come here with us?
She's proud of you. And your father
was too. Now, I haven't known you
all that long, my boy, but I know
they're right. Just remember that.

ROWAN holds out the cross to EDGAR.

ROWAN (CON'T)

Edgar, don't let his death be in
vain.

A beat. EDGAR takes the cross.

EDGAR

Don't worry. I won't.

Act four

Detailed Set Piece

THE LABYRINTH OF MARBLE BEASTS

The Labyrinth of Marble Beasts is located in the Fey. It serves as a sort of defense mechanism, appearing in a response to a threat to the Fey. The Labyrinth is circular in shape, with the threat's destination situated in its center. In the case of our heroes, the labyrinth circles up and around the hill of the strangely-assembled Stonehenge. It should also be noted that despite any progress forward, the players never seem to get any closer to their goal.

The Entrance of the Labyrinth changes in aesthetic to entice its prey. For the leader of the Cult of Doves, the entrance disguises itself as a grand Gothic cathedral, complete with a rose window, bell tower, gargoyles, and flying buttresses. Once through the entrance, the Labyrinth always looks the same – high, dark stone walls, a dirt floor, and niches throughout the walls housing the various marble beasts.

There are six dead end courtyards throughout the Labyrinth, each containing a greater number of statues. These courtyards often contain some combination of secret passages, puzzles, and monsters. Generally, the passageways themselves are safe as long as the party is not fleeing from some monster.

Once every five minutes of game time, a member of the party's entourage will disappear and be turned into a marble animal, which is correlated to the character's personality. The weakest men are turned first, and so on upwards through the ranks.

ENTERING THE LABYRINTH

As the players approach the entrance to the Labyrinth, the Shepherd's acolyte, Thomas, runs from the wooden doors and towards the party. He is laughing maniacally and clutching a large leather Bible. The players may make Dexterity checks if they wish to grab him. If they don't try or they fail the check, Thomas will freeze in his tracks, shriek, "More fodder for the Cruel Mistress!", and run back into the labyrinth, laughing.

If the players manage to grab him, Thomas will struggle to get free, making a Strength check. All he will do when questioned is point to various characters and name an animal – "Raven" at Cas-serah, "Goat" at Cedric, "Bear" at Rowan, "Lion" at Edgar. The Gamemaster can make up other animals for non-major characters if he so desires. Thomas will only name three before he is overcome with laughter. Players that wish to take the Bible from him will have a difficult time of it, and may get bitten. If the players succeed in taking the Bible, Thomas will break free and run off into the woods screaming, "The Cruel Mistress take you all!" If not, Thomas will break free and run back to the labyrinth, shouting more about the Cruel Mistress. The group of soldiers following the players will be hesitant to follow after this encounter. A group of them may need to be persuaded to carry on – using Orate, or calling upon Loyalties may be necessary. Once the group is ready, the players open the wooden doors and proceed.

THE FIRST HALL

The group enters the first hallway of the maze, noting the strange disconnect from the exterior. Awareness allows the players to notice the Stonehenge further up at the center, as well as the cloudy purple sky and lightning strikes. The players will also discover the first few marble statues – all birds, rabbits, and various small farm animals. These smaller animals are on raised pedestals, bringing them to eye level. Critical awareness will reveal that these statues have been present here for decades, as noticed by the cracking and dust levels.

The group presses straight on, reaching their first fork – left or right? From here on, the Gamemaster may construct their own combination of which courtyards the party enters. Courtyard F is mandatory for the plot to progress and only reachable via secret passages, and it is recommended that the party enter at least three courtyards.

COURTYARD A

Courtyard A is square in shape, 30 ft. x 30 ft. The walls are moss covered and wet. On the far side, a waterfall cascades down into a shallow pool, reflecting the group clearly. The ground 10 feet around the pool is wet and slippery, requiring Dexterity checks for anyone particularly clumsy. The courtyard has about twenty of the marble statues, mostly boars and goats. Upon exploring, the players may find some marble fish and turtles in the water as well.

If any of the players stare into the waterfall for any extended period of time, they'll notice their reflections moving without them in the mirror-clear sheets of falling water. Cedric sees Elyse appear from behind him, naked. Casserah sees her father beaming behind her. Rowan sees himself, but just a touch fatter and better dressed. Each player hears, feels, and smells faint whispers of what they see. Edgar and the other soldiers may also be captivated by what they see in the falls. If any character that watches their reflection attempts to touch the water, the entire group is transported into Courtyard F. Otherwise, the group leaves the way they entered.

COURTYARD B

Courtyard B is long and narrow, 20 ft x. 50 ft., with the entrance at one of the narrow ends. The courtyard is set up like a tilt yard for jousting, and the marble statues here line around the walls, facing inwards. Tattered, washed out banners cover the walls here.

As they enter, a ghostly knight rides towards them, asking if any of them would care for a friendly pass. If the players decline, he taunts them mercilessly, and sends them back to the beginning of the labyrinth.

If Cedric agrees, the knight will recognize that he wears Elyse's signet ring, will hand him a pouch, and will refuse to fight anyone else. If either other player agrees, the ghost whistles and a ghostly horse and lance appear for the player. Normal jousting rules apply. If the player bests the ghostly knight, he will give him the pouch he gave Cedric. If the player knight loses, he will thank them for the entertainment, and sends the party on their way. The pouch he gives contains a marble coin.

COURTYARD C

Courtyard C is oddly circular in shape, about 40 ft in diameter, and contains a single giant English oak tree in its center. In the tree are three large, empty nests. The players may attempt to climb up into the tree and see what's in the nests, but for every nest explored, a mother wyvern appears to defend their home.

The lowest nest contains baby wyverns, while the middle contains eggs. The third has a diamond, a ruby, and a marble coin. If the players decide to leave the lower two nests and not fight the wyverns, one of them will drop a marble coin for them. Otherwise, fighting proceeds as usual.

COURTYARD D

Courtyard D is square in shape, 40 ft. x 40 ft. with three long tables running the length. If the party decides to sit at the tables, a glass appears before them. Each table gets a different liquid – one gold, one red, and one blue. If the group chooses to drink, they must drink all from the same table, as groups breaking off to sit at separate tables makes all the glasses disappear.

If they decide on the gold, they entire party is transported to Courtyard F. If red, a dozen walking skeletons appear at a different table and attack the group. If blue, the entire party becomes incredibly drunk, and thirty beautiful women appear, enticing them. If the party resists the women, they turn into harpies, screeching and flying off. If not, several hours pass, leaving the party incredibly hung over and lacking about thirty men who have turned to marble.

COURTYARD E

Courtyard E is circular, with a diameter of 50 ft. In the center sits a snoring cyclops. Behind him, the party can see a large pile of treasures, weapons, and armor. The party may attempt to sneak around the cyclops, but waking him will result in him and all the treasure vanishing. If the party wakes him purposefully, he will be hospitable to the entourage, offering them boons for two good songs. If the party obliges, he gives them a marble coin and swears his fealty, leading them to Courtyard F.

COURYARD F

Courtyard F is 50 ft x 30 ft and only accessible through the passage of the other courtyards. It contains easily two hundred marble statues, prominently four huge ones – a Lion, a Bear, a Raven, and a Goat. Here the party will discover the marble statue of a fox with the name “Guy” engraved beneath it.

If the party hasn’t realized it by this point, they will notice that their numbers have decreased as their men are turning to marble. The men will be in an uproar, and the party must calm them down once again.

They discover a small fountain at the far end, with a marble coin in the basin. As Cedric fishes them out, the eyes of the four giant statues blaze with light and each speaks – “Loyalty” roars the Lion, “Speed” screeches the Raven, “Strength” growls the Bear, and “Valor” bleats the Goat. Each then lowers its head, mouth open and expectant. The party then decides which statues to feed however many coins they’ve acquired. After feeding them, the wall behind the fountain swings open, revealing a pathway to the strangely assembled Stonehenge.

Feeding the Lion awakens all the marble statues across the labyrinth, which the party may invite to join their cause. The Raven allows no time to have passed in the Fey, meaning they will head Manasan off when they emerge. The Bear instantly increases everyone’s strength by one. The Goat gives the Passion for The Goat to all men present, helping them to fight against future enemies as a group.

THE ANTI-STONEHENGE

The party confronts the now maniacal Shepherd and Thomas (if he ran back into the labyrinth) at the base of the strange stone structure. “Our Lord has closed the portal!” the grizzled man shrieks, “He purges the Earth of this pestilence, and condemns all within to Hell!” If Thomas is present, he will open the Bible, and the priest will begin reading in Latin. Lightning will strike them if the players attempt to approach, and the two will be turned into Wyverns, which will attack.

If Thomas had run into the woods, but the players managed to steal his Bible, it will draw whoever is holding it towards the Shepherd, forcing a Strength check to resist. If he does, the book flies from his equipment to the Shepherd’s arms, who laughs maniacally as lightning strikes him. He then turns into a giant and attempts to knock the Anti-Stonehenge down.

If Thomas has run off with his Bible, the Shepherd will start chanting a different Latin incantation, which summons a giant to attack the players and move the stones.

The players and their army fight, besting the Shepherd. If they have the Cyclops with them, he helps readjust any damage done by the giants to the structure. The sky returns to light blue, and the lightning stops. The party then proceeds on through the arches of Stonehenge.

WYVERN STATS

This dragon-like creature is two-legged and winged. It is usually much smaller than its draconic kin, but also tends to live and hunt in family groups of 2 to 6 individuals.

SIZ: 20; DEX: 60; STR: 25; CON: 20; Move: 13 (flying); Armor: 8; Unconscious: 10; Major Wound: 20; Knockdown: 20; Hit Points: 40; Healing Rate: 5; Damage: 5d6; Glory Won: 100.

Combat Skills: Bite: 12; Claws: 15

Flying Attack: A wyvern cannot hover, although it may fly past an opponent, attacking with its claws as it passes. In this way it may travel up to its normal Movement Rate and still make a single attack as part of its action. A wyvern attacking in this way imposes a -13 modifier to the opposed attack roll of whatever foe it attacks that around.

Claws: A wyvern may attack with its claws only while flying. It attacks only one target per round, using its Claws value of 15. If it wins the melee round, however, it makes two separate 3d6 damage rolls instead of a single damage roll. Damage inflicted by these two damage totals is treated as two separate wounds.

GIANT STATS

A true behemoth, this giant is almost invulnerable to the weapons of most knights.

Glory Won: 250; SIZ: 40, DEX: 5, STR: 50, CON: 30, APP: 3; Move: 6; Armor: 25; Unconscious: 18; Major Wound: 30; Knockdown: 40; Hit Points: 70; Healing Rate: 8; Damage: 15d6.

Combat Skills: Mace: 15 (using club, no +1d6 vs. chainmail); Grapple: 10.

Modifiers: Prudent: +5, Valorous: -5

Stomp: This giant can make two separate brawling attacks per round in place of its other attacks, each using its Grapple value of 10; these attacks must be directed at two different opponents. Each stomp deals brawling damage as normal. A giant cannot stomp on a creature with a SIZ value greater than

half the giant's own.

SKELETON SOLDIERS STATS

SIZ:16, DEX: 8, STR: 14, CON: 14, APP: 11; Move: 3; Armor: 6 + shield; Unconscious: 8; Major Wound: 14; Knockdown: 16; Hit Points: 30; Healing Rate: 3; Damage: 5d6.

Combat Skills: Axe: 14, Javelin: 13, Spear: 13.

Skills: Awareness: 15

THE SHEPHERD STATS

Head of the Christian Cult of Doves, the Shepherd is a zealot who is not afraid of dabbling in that which he should not for the sake of his religion. He wishes to purge all that is magical and non-Christian from the land.

SIZ:10, DEX: 10, STR: 10, CON: 13, APP: 10; Move: 4; Armor: 1; Unconscious: 8; Major Wound: 13; Knockdown: 10; Hit Points: 29; Healing Rate: 3; Damage: 3d6.

Skills: Chirurgery:18, First Aid: 18, Read [Latin]: 6, Religion [Christian]: 18, Stewardship: 12.

Traits: Chaste: 16, Pious 16, Temperate 17

Passions: Love (God) 17.

Coda

Written and Assembled by the Pendragon Team for Chris Klug's Spring 2016 Role-Playing Game Writing Workshop.

Unless otherwise noted, all content was created by the pendragon group members or, such as actor images and map details, used under Educational Fair Use.

The Map Generator used for Act Two's set-piece is available at <http://inkwellideas.com>.

Thanks to Chris Klug and Amy Stewart, for their support, guidance, and feedback throughout this intense and humbling process.

To any future students who may be reading this, we considered including a few pieces of wisdom that we gained during the process. Instead, we shall simply leave you with the following message:

Good luck.

