



Pendragon

The Adventure of the Sword Tournament

A Pendragon 6th Edition Quick-Start Scenario



Greg Stafford





Pendragon

Pendragon Quick Start Rules

Welcome to this special preview of the Pendragon 6th Edition.

Greg Stafford began work on this new edition more than a decade ago. Since then, it has passed through multiple stages of development and refinement, bringing his vision of the “ultimate edition” of Pendragon to life.

Veteran players will find that the foundations of the game remain intact, with thoughtful revisions reflecting decades of refinement to Greg’s vision of Arthurian fantasy.

New players will find everything needed to experience the Pendragon system: the core rules, a scenario designed for a single session, and five pre-generated characters ready for play.

Let us win glory for our king, who will reward us with honors and lands; and the devil take the hindermost!

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Pen & Dragon

6th Edition

Rules Preview



What follows is a summary of the core rules for Pen & Dragon 6th edition.

Dice: Use a twenty-sided die (1D20) for resolution, multiple six-sided dice (D6) for damage.

Value: The level of a Statistic (e.g., Characteristic, Skill, Trait, or Passion) is rated between 1 and 20. The higher the value, the better. Situational modifiers may increase or decrease the value of the Statistic.

Glory & Honor

The object of the game is to collect Glory, which comes from doing great and notable deeds. Honor is a measure of the character's integrity, which can rise and fall as they live up to ideals or cut corners for practicality. A character who loses too much Honor is no longer considered a knight.

Use a single twenty-sided die to resolve all tasks.

Glory always increases; Honor may increase or decrease.

Resolution System: Unopposed

Used when success is based entirely on the character's own actions. Roll 1D20 versus the value of the Statistic. If the Statistic value is written as 20 (+x), add the value of (+x) to the die roll to determine its final result. The final number of the die roll is compared to the target value to determine the outcome.

- ✱ **Critical Success:** Exactly the target value—often confers an additional benefit beyond a success.
- ✱ **Success:** Less than the target value.
- ✱ **Failure:** Higher than the target value.
- ✱ **Fumble:** A natural 20—a spectacular failure causing problems.

Note that if a target value is 20, it becomes impossible to fumble, and that a modified dice roll greater than 20 counts as a result of 20 and is a critical success.

Resolution System: Opposed

Used when success is contested between two factors. Most combat rolls are opposed. Both opponents roll 1D20 versus the relevant Statistic

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(which is not always the same between the two) as with unopposed resolution, and then compare their outcomes as follows.

- * **Win:** Score a success or critical success, and a higher final dice roll than the opponent's. In combat, this means you hit your enemy.
- * **Tie:** A success for both opponents that is exactly the same final dice roll, or both roll a critical success; the situation is unresolved for the moment, but additional effects (such as damage or weapon breakage) may be triggered.
- * **Mutual Failure:** Both opponents fail; situation is unresolved.
- * **Partial Success:** Success, but a lower final dice roll than the opponent's; a minor benefit may be gained. In combat, you are hit and suffer damage but may gain protection from a shield or your weapon.
- * **Loss:** Failure while the opponent succeeds. In combat, this means you are hit and suffer damage.
- * **Fumble:** Spectacular failure, regardless of opponent's result. In combat, your weapon is dropped or broken.

Characteristics

Five Characteristics quantify the character's physical attributes.

Size (SIZ): measures a character's relative height and weight, compared to others. SIZ factors into how hard you hit with your weapon, and how well you withstand blows. It is also the threshold value for determining Knockdown.

Dexterity (DEX): measures a character's agility and nimbleness. DEX keeps a character upright or on their horse when faced with the possibility of Knockdown, and determines the character's natural aptitude with many physical Skills.

Strength (STR): measures a character's physical power, and their ability to exert force or pressure on an object. It factors into how much damage you deal out in combat.

Constitution (CON): measures health and vitality. CON is important in determining how much of a beating you can take, and how quickly you recover.

Appeal (APP): measures the character's natural charm, presence, and physical attractiveness. APP also sets the default value for many social Skills.



*Traits and Passions
comprise the character's
personality
and emotional tenor.*

*Characteristics
describe a character's
physical make-up.*

*Passions provide
significant bonuses
to Traits and
Skills, but may also
drive you Mad!*

No Intelligence Rating?

No Characteristics cover quantifying intelligence or any form of cleverness or wisdom. Traits and Passions are the measure of human emotions. Characteristics represent general attributes of the body. Skills measure specific and necessary cultural knowledge. Otherwise, characters know the minimum they need to function in their cultures and professions. When Player knowledge is lacking, Gamemasters should take a moment to explain things the character would naturally know as a person of their culture, time, and place.

Using Traits and Passions

Arranged in pairs of virtues and flaws, Traits determine a character's personality and may affect their actions. The higher the Trait value, the stronger the expression of that Trait. Traits over 15 are considered Famous, and push the character towards acting in a manner consistent with that Trait more often than not. Traits of 20 or greater are considered Exalted, and cause a character to act in a manner consistent with that Trait at all times.

Traits may be used to help guide (or dictate) character decisions, to pass a moral test, to provide in-game hints, or to influence another character. General guidelines are provided in the nearby boxed text.

Passions are used to give a bonus to Skills or Traits. They may be invoked when the object of the Passion is in danger (or seems to be), or when the character wishes to act in accordance with the Passion. For example, Love (Family) may be used when a member of the Player-knight's family is threatened. Each Passion may only be called upon once per day with an unopposed roll, providing a bonus to a single Skill or Trait with the effects lasting until the end of the current situation, or after an hour of time passes.

Passions may also be used not for Inspiration, but to decide a course of action consistent with the Player-knight's defined temperament or to resolve an inner conflict.

Trait Rolls in the Game

Modifiers may be applied by the Gamemaster to reflect the demands or pressures of the situation. Normal Traits may be rolled in any order the Player wishes. Famous or Exalted Traits must *always* be rolled first, and an unmodified Exalted Trait never fails.

- ✦ **Critical:** The character acts strongly in accordance with the Trait and takes an experience check. The Gamemaster may grant a relevant +5 modifier to a subsequent Skill or Passion roll.
- ✦ **Success:** The character acts in accordance with the Trait. The Gamemaster awards an experience check only if the action is somehow significant to the story or the characters.
- ✦ **Failure:** The Player rolls again, this time for the Opposing Trait, adjusted by any modifiers. If this roll is also a failure, the character acts however the Player wishes.
- ✦ **Fumble:** The character acts strongly in accordance with the Opposing Trait and gains a check to it. The Gamemaster may grant a relevant +5 modifier to a subsequent Skill or Passion roll.

Most Trait rolls help in deciding a character's behavior. These are called Decision Rolls. Some circumstances, often relating to supernatural forces, require Trait rolls, because they are special tests of a moral or spiritual nature; these are called Test Rolls. The Gamemaster may prompt players by having them make Trait rolls as a Game Hint Roll, such as asking a Player-knight to make a Suspicious roll. Finally, one character may try to influence another with a Trait versus Trait roll.

THE PASSION ROLL

Passions often prove to be the source of great and lingering heartache for characters, triggering crises of belief or commitment.

A failed or fumbled roll on *Table 1.1: Unopposed Passion Roll Results* is one way to trigger a Passion Crisis. A Passion Crisis may also occur when a character is Inspired or Impassioned and fails spectacularly at the task at hand (your lord is killed while under your protection), or when it becomes clear that the source of the Passion is no more (Saxon raiders murder your family), or the character will never have access to the source again (your beloved banishes you from their sight). The Gamemaster must determine when such events may trigger a Passion Crisis.

Regardless of the cause, a character suffering a Passion Crisis must make an unopposed roll against the Passion that triggered the crisis, applying any of the modifiers given below, to see if the character suffers an Affliction.

- ✦ **Critical success:** Madness
- ✦ **Success:** Melancholy
- ✦ **Failure:** No effect
- ✦ **Fumble:** Lose 1 point from the Passion

Modifiers to the Passion:

- ✦ **The character failed their task while Inspired:** +0
- ✦ **The knight has failed their task while Impassioned:** +5
- ✦ **The character is currently Inspired by the Passion:** +5
- ✦ **The cause of the Passion Crisis is due to the character's own action or inaction:** +10
- ✦ **The character is currently Impassioned by the Passion:** +10

The duration of a Melancholy or Madness Affliction depends on the value of the character's unmodified Passion, as follows:

- ✦ **Unsung (1-4):** Melancholy for 1D6 hours; Maddened for one week
- ✦ **Normal (5-15):** Melancholy one day; Maddened for 1D6 weeks
- ✦ **Famous (16-20):** Melancholy for 1D6 days; Maddened for 1D6 months
- ✦ **Exalted (20+):** Melancholy for 1D6 weeks; Maddened for 1D6 years



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Melancholy is healed instantly if the character takes at least 1 point of damage.

Most Passion rolls are unopposed. Roll for the Passion and consult *Table 1.1: Unopposed Passion Roll Results*.

Passion Results

- ✱ **Impassioned:** A temporary +10 bonus to a single Skill or Trait, chosen by the Player. The duration varies, but lasts until the situation that evoked the Passion roll ends. For example, in a duel between two knights, the bonus lasts until one is dead, knocked unconscious, or surrenders. In a battle, a Weapon Skill (or other Skill) bonus lasts

TABLE 1.1: UNOPPOSED PASSION ROLL RESULTS

RESULT	EFFECT
Critical	Impassioned; gain a check to Passion
Success	Inspired; gain a check to Passion
Failure	Passion Crisis; see p. 3
Fumble	Lose 1 point from the Passion

one Battle Turn. A Passion bonus may modify a series of successive First Aid or Chirurgery rolls resulting from a single fight or other source of trauma.

- ✱ **Inspired:** A temporary +5 bonus to a single Skill or Trait, chosen by the Player, while the situation persists (as above).
- ✱ **Melancholy:** A successful Passion Crisis roll. The character becomes Melancholic, suffering a -5 to all Skills and Passions for the duration, and gains 25 Glory.
- ✱ **Madness:** A critical Passion Crisis roll. The character goes Mad and is Out of Game. The Player must turn the character sheet over to the Gamemaster. They do, however, gain 25 Glory for their spell of madness.

Using Skills

Skills are a way of assessing the success of actions that characters can attempt to do in the game. Actions like eating, walking, and talking are automatic and do not require Skill rolls. A roll is needed for Skills only if they describe actions that hold an inherent chance of failure.

A failed Passion roll provokes a Passion Crisis, which may lead to Melancholy or Madness. The higher your Passion value, the more likely you will be crushed by the crisis—and the longer the effects will last.

Sword offers 3 points of Parry protection.

Spear gives +2D6 damage if used two-handed.

Maces deal +1D6 damage to opponents wearing mail armor.

Axes reduce the opponent's shield protection by 1D6, and shatter the shield on a 6.

A Skill roll is needed when an action is a contest, when the character is under strain, is being watched by nobility, is trying to hide something, and so on. No knight or lady is expected to master all or even most of the possible Skills.

Skills are listed alphabetically on the character sheet in two categories: Skills and Combat Skills. For the purposes of these quick-start rules, Gamemasters should use their best judgment in assessing which Skills apply to which tasks. Some notes:

- ✱ Attempting First Aid on yourself is done with a -10 Skill modifier.
- ✱ Folklore covers conversing with peasants to glean information as well as remembering bits of lore, including tales of the fair folk and other strange creatures of the wild.
- ✱ Hunting is used to pursue quarry and also when navigating across trackless wilderness, attempting to cover one's tracks, or identifying wild animals and plants.
- ✱ Recognize is used for all types of identification amongst the nobility: from recognizing a single face at court, to knowing to whom a coat of arms belongs, to recalling details about family lineages and enmities.

Combat Skills include Battle and Horsemanship as well as the ten Weapon Skills, which represent training in broad categories of weapon, some of which are defined here as follows:

- ✱ **Charge:** Applies whenever the knight is mounted and moving at sufficient speed to execute the Mounted Charge action.
- ✱ **Sword:** Covers any steel-bladed weapon with a protective crossguard and weighted pommel, either with one or two hands.
- ✱ **Spear:** Includes all long-hafted stabbing weapons intended for use in close combat, wielded with one or two hands.
- ✱ **Hafted:** Applies whenever a knight wields most hafted weapons (axes, maces, hammers) with one hand.
- ✱ **Two-Handed Hafted:** Applies to all hafted weapon types that are normally wielded with two hands—two-handed axes, hammers, and maces, as well as polearms.
- ✱ **Brawling:** A broad umbrella that applies to fisticuffs, wrestling, using knives, daggers,

Horsemanship Limitation

The Horsemanship Skill limits the applicable value of all Weapon Skills employed while riding. No effective Weapon Skill value may be greater than the rider's Horsemanship Skill value, although all Combat Modifiers still apply and may boost the limited value above the Horsemanship cap.

For example, a character with a Sword Skill of 18 and a Horsemanship Skill of 15 fights from horseback as if their Sword value is 15. If they gain a +5 height advantage against an opponent on foot, however, their effective Skill is boosted to 20.

May loose one arrow per Round out to 100 yards.

and other items at close distances, as well as all Grappling attempts.

- ✱ **Bow:** Dictates a character's aptitude with the bow, a missile weapon usually made of wood or horn, normally used by peasants for hunting and by foot soldiers in war. Knights normally do not use bows in combat, although they often use them for hunting.

Combat

The basic time measure for single or small-group combat is the Combat Round. This is a short, elastic unit of time—basically, the time required to conceive of and perform one action in melee. Combat Rounds continue in succession until everyone is done fighting, either through incapacitation, death, surrender, or flight.

The limit of one action per round means one *type* of action, not necessarily one unique physical movement, per round. A knight's entire round of combat is not merely a single blow, but an exchange of attacks and parries, or perhaps maneuvering for an opening before striking a coup de main.

The limit of one action per Combat Round is therefore a loose one, with several notable exceptions. A roll required of a knight as a reaction to another is not considered their action for that round, but a "free action." For example, a character whose Knockdown value is exceeded

Each character or monster may attempt one action per Combat Round in addition to moving.

must make a DEX roll that round, but this roll does not count as the knight's action.

The general point of the one-action limit is to keep the scenario moving swiftly. The Players and the Gamemaster must cooperate in this, or the game soon becomes bogged down in pointless combat minutiae.

COMBAT ROUND PROCEDURE

The combatant attempting the action is called the character (or monster); their adversary is called the opponent.

Each time personal combat is joined, both combatants simultaneously follow this procedure every round:

- ✱ **Step One:** Declare Combat Actions
- ✱ **Step Two:** Resolve Combat Actions
- ✱ **Step Three:** Winner's Outcome
- ✱ **Step Four:** Loser's Outcome
- ✱ **Step Five:** Combat Movement

Step One: Declare Combat Actions

Players declare Combat Actions at the start of each round.

In this first step, all Player and Gamemaster combatants state what they intend to do this round, including the weapon they wield, if any. Targets and opponents are named.

If timing is important, combat declarations are made in ascending DEX order, so that the lowest DEX declares first, and the highest last. If important, resolve ties with opposed DEX rolls.

Combatants within one yard of each other are automatically considered "engaged," and need not move to fight. Otherwise, movement must take place at the end of the round before combat can be resolved in subsequent rounds.



Height Advantage

Any time a character fights with the advantage of height, such as a horseman versus a foot soldier or a knight on a rampart attacking someone scaling the wall, a +5/-5 reflexive modifier applies in favor of the character with the height advantage. Note that when opponents are separated by more than a yard (in this case, of height), they are too far apart to engage in melee.

Other situations where this modifier applies include when one character has fallen to the ground and the other remains standing, or when a character fights while backing up a steep castle stairwell while fighting foes moving up toward them.

This modifier is negated if an unmounted combatant wields a two-handed spear or halberd against a mounted opponent. A mounted combatant using any weapon except a spear or lance cannot strike an opponent who is prone.

Some weapons increase damage dealt. A critical success in combat adds +4D6 to your damage roll!

Step Two: Resolve Combat Actions

Any Combat Action declared in the previous step is now resolved, starting with the characters with the highest DEX if timing is important.

If a Skill or Combat Skill resolution is required for the action, it is made now. Generally, characters can either fight *or* move, but not both. Lance charges are an exception to this rule: knights must both move and fight during a charge, and that resolution takes place now, including the Combat Movement of anyone opposing a charging knight, even if on foot.

If combat occurs, both combatants roll their respective modified Combat Skills using opposed resolution (see **“Resolution System: Opposed”** on pp. 1–2). The results leave a winner and a loser, a tie, or two losers. In addition, critical successes and fumbles grant bonuses and impose penalties, respectively.

Mounted Charges

An effective charge requires a minimum distance of six yards between character and opponent to build enough deadly speed and momentum. A

character and opponent who are charging each other must start at least twelve yards apart.

To execute this action, the character must be riding a combat-trained horse and not engaged at the start of the Combat Round. The charge must aim at a specific opponent. Roll Charge versus the opponent’s action; gain a +5 bonus if armed with a couched spear or lance (that is, with the rear portion of the shaft tucked between the right arm and body) against anyone not also using a couched spear or lance also executing a Mounted Charge action.

Step Three: Winner’s Outcome

The winner rolls a number of dice equal to their Damage Characteristic (or their horse’s Damage Characteristic, if charging), modified by their weapon type, if applicable. A critical success adds an additional +4D6 to the Damage Characteristic for this round.

The winner continues to **Step Five: Combat Movement**.

Step Four: Loser’s Outcome

The loser takes damage from the winner, and checks for Knockdown, Dropped/Broken Weapon, and Armor, Shield, and Parry protection, in that order.

Determining Knockdown

Whenever a character takes a blow, whether from a weapon in combat or some other source (such as riding into a tree limb...), the base damage—i.e., the damage dealt before the victim’s armor or other factors reduce it—is compared to their Knockdown value, which is the same as their SIZ Characteristic.

- ✱ If the damage is greater than the loser’s Knockdown, the Player makes an unopposed DEX roll, whether on foot or mounted. If a character or opponent suffers multiple possible knockdowns in a round, then each knockdown requires its own DEX roll.
 - **Critical or success:** the loser remains upright or in the saddle with no penalty.
 - **Failure or fumble:** the loser is knocked down. They begin next round on the ground. If mounted, they suffer 1D6 damage from the fall, and drop their weapon and shield.

All charge movement is resolved during Step Two, including that of opponents.

Make a DEX roll to keep your feet or stay in the saddle when you take damage greater than your Knockdown value.



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- * If damage is greater than twice the loser's Knockdown, then they are automatically knocked down without making a roll. If mounted, they fall and take 1D6 damage, and drop their weapon and shield.
- * If damage is greater than their horse's SIZ of 40 (for warhorses), then the horse is knocked down too! The character takes 2D6 damage from the fall, and drop their weapon and shield.

Dropped or Broken Weapon

A loser who fumbles their opposed weapon roll drops their sword or breaks their hafted weapon. They start the next round unarmed. A sword breaks any other non-sword weapon when the result is a tie.

Armor, Shield, and Parry Protection

Armor and shields absorb damage; parries block it. The total value of the loser's Armor Protection is subtracted from the winner's base damage. If the loser rolled a Partial Success, they may also apply the Shield *or* Parry protection value of their shield/weapon. The difference is the actual damage the loser takes.

Damage

Write the number of points of actual damage taken in the Wounds section of the character sheet and subtract this from Total Hit Points. Be sure to note each wound separately, as First Aid is applied to each individually. Always check to see what type of wound was inflicted.

To check for a Major Wound, compare the actual damage taken to the loser's CON. If the

Characters fall unconscious when their Current Hit Points fall below their Unconscious value, or when they suffer a Major Wound.

Swords break any non-sword weapon on a tie result.

Major Wounds occur when a character suffers a wound with a value greater than their CON.

damage taken is greater than this number, then the loser has suffered a Major Wound and falls unconscious. If mounted, they may attempt a DEX roll. Success indicates a gentle fall that does little or no damage; failure, a bad fall that causes 1D6 damage. They are out of the fight until they receive First Aid; they must also raise their Current Hit Points above their Unconscious Characteristic if below that value.

To check for unconsciousness, compare Current Hit Points to the loser's Unconscious Characteristic. If *below* this number, the loser falls unconscious. Again, they may make a DEX roll if mounted to avoid falling damage. They are out of the fight until they receive First Aid and raise their Current Hit Points above their Unconscious Characteristic.

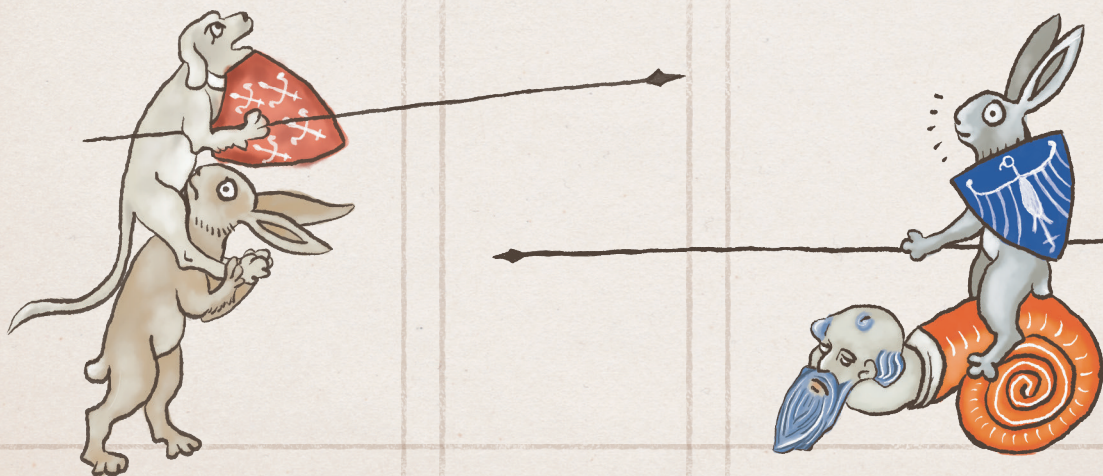
If a character's Hit Points drop to zero or less, they are mortally wounded and will die if not quickly rescued.

Characters who are unconscious or dying are also considered Debilitated (see below).

Step Five: Combat Movement

Characters who declared movement this round other than a charge now simultaneously move a number of yards up to their respective Movement Rate values. Characters are not required to move their full Movement Rates. However, once a combatant chooses to stop moving, they cannot move any further during this round.

Movement is used to determine whether a character has closed with an enemy so that they might engage in combat. Once two combatants are within one yard's distance, melee combat is possible. In most circumstances, breaking



movement down into round-by-round bits is altogether unnecessary. Miniature figures may be helpful to concretize distances for the Players' benefit, but such tools are certainly not essential as long as issues like facing are left out of the game and considerations of positioning are made in good faith.

Other kinds of movement actions taking place during this phase might require Skill rolls as determined by the Gamemaster. For example, a character wishing to have their horse leap an obstacle might be required to make a Horsemanship roll.

Healing

First Aid may be tried just once per wound, restoring a number of Hit Points equal to the wounded character's Healing Rate (or double that with a critical success). On a fumble, the character loses 1D3 Hit Points instead and becomes Debilitated.

Characters regain Hit Points equal to their Healing Rate each week.

Debilitated characters require a successful Chirurgery roll, too. A failure causes Deterioration: lose 1D6 Hit Points. (This loss cannot be healed with First Aid.) On a critical success, the character heals double their Healing Rate, while a fumble causes an additional 1D3 damage. A Debilitated character becomes healthy once they are back to half of their Total Hit Points or more.

Squires

Part of a knight's duty is to train young nobles at arms, courtesy, and the other Skills necessary to bear the title of knight. Squires graduate from the ranks of the pages around the age of fourteen and are given into a knight's service.

The purpose of this servant is to do all the labor necessary to make the character's life easier, such as tending horses, setting up camp, polishing armor, cooking, washing and mending clothes, and to perform any odd jobs around the edges, such helping to stand guard, sleeping by the door of their master's or mistress's bed chamber, or bearing a message someplace.

A squire owns no steed of their own, and no equipment other than the clothes on their back,

a knife, a bowl, a spoon to eat with, and a blanket to sleep under. Knights must provide for them.

Each squire deserves a name. Give them one.

The Squire's Skill

Sometimes Player-knights may call upon their own squire to make a Squire Skill roll for normal servant-type activities (making camp, tending horses, cleaning armor, etc.) and for combat-related duties.

The character must declare why they are calling the squire. Usually this is for one of three desired actions:

- * **First Aid:** the squire attempts to heal one or more wounds
- * **New weapon:** the squire brings forth a weapon requested by their knight, who rearms
- * **Fresh horse:** the squire brings forth a fresh horse for the knight to mount

Merely calling the squire does not instantly accomplish the desired action. First Aid requires the injured knight be pulled out of combat and several (1D6) minutes of treatment, perhaps involving partial removal of armor; mounting a horse usually takes one Combat Round, as does re-equipping a weapon.

Squires are handy assistants and may even save your life!



The Adventure of the Sword Tournament Year 510



his scenario involves the Player-knights in the journey of a nameless, backcountry squire who quite unexpectedly finds himself carrying the weight of an entire realm on his shoulders.

As ambitious, landless knights, the characters are presented with a golden opportunity to back the so-called Boy King against the warlords who would crush him in their mad quest for power, and earn his trust and patronage in return, as well as a spot in the household of one of his key allies.

“The Adventure of the Sword Tournament” presents many opportunities for individual role-playing and character development but be aware that some scenes are intended to play out with little to no input from the Player-knights. Understand that these are intended to set up opportunities for later adventures, or to give the Player-knights some insight into the nature

of certain characters, the current political situation in Britain, or other details of the setting. Indulge your inner storyteller as you paint the scene for the Players’ imaginations, but do not linger! Move things along to the point where the Player-knights can begin making decisions once more.

Use the early scenes in this adventure, such as the tournament melee and encounters in the city, to demonstrate the mechanics of the game for the Players and impress upon them its at-times brutal and unforgiving nature.

The life of a knight is a life of conflicting duties and obligations. Remember that this is a game of consequences.

Gamemaster Advice

As Gamemaster, it is your job to present both the system and the world to your Players. Keep in mind that this is a tutorial scenario meant not only to teach everyone the rules of the game but also familiarize them with the world of King Arthur, which is often quite unlike our received

Take your time with this first scenario. Let the Players know that some events are there to be witnessed, while others may change based on their actions—all part of the learning process of getting familiar with the setting and game mechanics.

Sword Protocol

To carry a sword at all times is the right and privilege of a knight, even at court, as a status symbol. Even in a foreign court the knight may do this, although sometimes hosts may ask them to disarm before entering a church, a king's hall, or some other special place. People visiting a city usually must disarm, but knights are exempt. This privilege does not extend to other arms, except for a knife or dagger, which is carried by everyone, as this is a tool as well as a weapon.

understanding of medieval life as depicted in contemporary fiction, visual media, and other role-playing games.

Because of the tutorial nature of this scenario, many broader outcomes are already fixed; by default, it is merely a question of measuring how, and how well, the Player-knights perform against these events. Do they rise to the challenge and come out hailed as heroes, or do they need other Gamemaster characters to come in and help clean up the mess they created? The fun of the tale is not so much in the destination as in the journey.

However, there is nothing stopping you, the Gamemaster, from going off the suggested narrative in response to Player action or your own tastes or interpretations. Your Pendragon May Vary! King Arthur should always enjoy a level of plot immunity, but otherwise every other character in the saga is fair game, should you so wish it. Do not feel that the events described in the subsequent pages constrain you, but always keep in mind the primary function of these scenarios: having fun!

It is up to each Gamemaster to decide how ruthless they wish to be, but remember: in the end, every knight dies. When he or she is gone, how will their family and posterity remember them?

Introduction

The year is 510, albeit just so: the ninth day of January, to be precise. The cold, gray, leaden skies of winter mirror the mood of the land. None have worn the crown of Logres since the death of King Uther fifteen years ago. The last High King

of Britain, Uther's brother Aurelius Ambrosius, died 30 years ago. All of Britain suffers under the depredations of rapacious, ambitious barons and opportunistic raiders.

The Player-knights are gathered in Londinium to attend a grand tournament—the first of its kind—shortly after the New Year. Each of the pre-generated characters included in this adventure have a reason for coming, but everyone shares another motivation: this is bound to be one of the great events of their lives! For it is at this tournament that a new High King shall be appointed, or so the high nobility have said.

Londinium is far and away the largest settlement in all of Britain, and the most remarkable pit of filth and iniquity the young knights have ever seen. Its claustrophobic lanes swim with garbage and offal, and the burghers and guildsmen of the city seem to have little respect for the knights or their station, the cads!

Fortunately for them, the Player-knights, along with all other entrants in the grand New Year's Tournament, are encamped outside the city walls, each knight possessing their own tall tent in colors to match their heraldry.

Merchants and thieves mix with the common masses among the ersatz lanes of the riotous tent town, where banners of counts, barons, dukes, and kings flutter limply in the chill breeze.

The unwashed masses (and more than a few knights and squires) amuse themselves with bohorts, bear baiting, and other martial games, but most of the lords in attendance are focused on the big prize: the winner of the upcoming tournament will become High King of Britain!

The tournament itself is to be a grand melee, a sort of mock battle fought with rebated (blunted) weapons, which some praise while others dismissively mock.

The Player-knights are free to move about the city as they will prior to the tournament. Assume they are spending the day sightseeing. Strolling the streets of Londinium inevitably takes them to the grand pile of St. Paul's Cathedral, a massive Roman basilica. In the courtyard outside is a remarkable sight: a sword, driven into an iron anvil set atop a rock. The rock bears an inscription, but most of the Player-knights are illiterate and cannot read it. A successful unopposed **Literacy**

Most knights find cities strange and repellant, with some even arguing they go against the natural order of things.

The Adventure of the Sword Tournament

A Skill such as Intrigue is useful in situations such as this for providing Player-knights with information they may not otherwise be able to access.

roll from Sir Avalloc deciphers the words; otherwise, a successful **Intrigue** roll recalls that it says something about “whosoever pulls this sword from the stone is rightwise king of all Britain.”

This is an excellent opportunity to introduce the Player-knights to each other, and have a bit of fun—anyone who wishes to try their luck with the sword may do so, especially if they have a high Proud Trait. Tell the Player you are thinking of a number, and that if they can roll it on 1D20 they will succeed. (Do not tell them that the number you are thinking of is 23!)

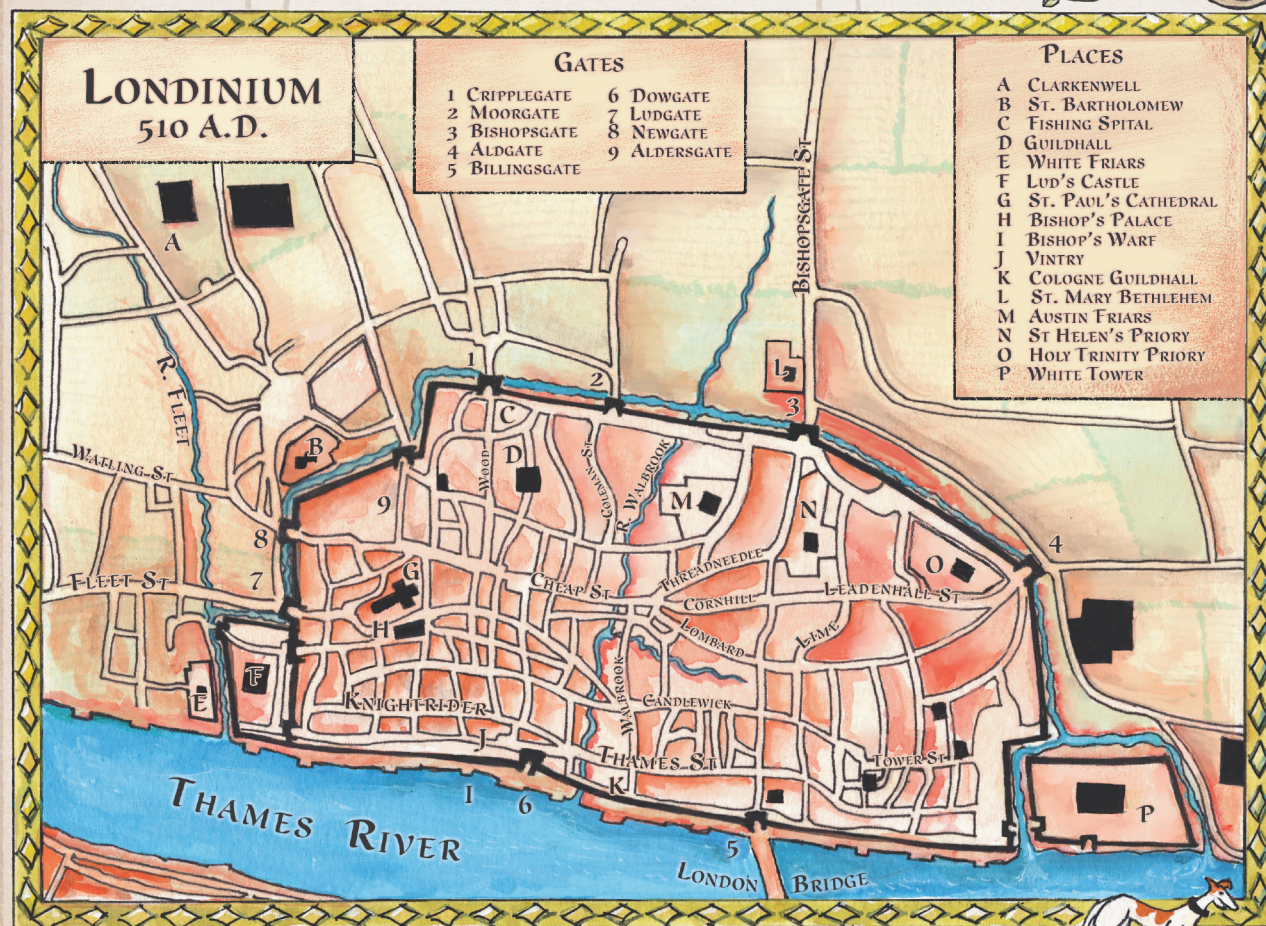
At some other time and place in Londinium, the Player-knight with the highest **Spiritual** Trait value catches sight of a strange figure moving through the crowd. An aged, haggard-looking man in flowing, tattered robes, a crazed twinkling in his eye. Surely it must be the magician Merlin! What is he doing here?

Player-knights who hear of Merlin’s presence in the city may make a Game Hint roll against

their **Trusting/Suspicious** Traits with a $-5/+5$ reflexive modifier.

So, for example, a Player-knight who normally has a Trusting of 12 and Suspicious of 8 rolls against those Traits as if Trusting is 7 and Suspicious is 13. If the modifier causes a Suspicious Trait to reach 16 or higher, they must roll Suspicious first; otherwise, roll Trusting first. If the first-rolled Trait succeeds, do not roll the second. Award a check for a critical success. Also remember that a fumble for one Trait counts as a critical success for the other Trait!

Those who succeed with their Trusting roll have heard that Merlin is the last of the old druids, and, though his ways are often inscrutable, he has Britain’s best interests at heart. Those who succeed with Suspicious have heard he is the literal spawn of the Devil and that it was through his machinations and schemes that good King Uther met his doom.



Londinium

Londinium is the first, largest, and most famous city in Britain. As all lettered folk know, Prince Aeneas, a survivor of the sack of Troy, founded the Roman tribe. His great-grandson Brutus led a seaborne migration of Trojan exiles westward and eventually settled on this island. The natives called their land Albion, but the conquerors changed its name to Brutusland, later corrupted to Britain.

Brutus built the city Troia Nova, or New Troy (later Trinovantes), as his capital. According to Geoffrey of Monmouth, this occurred at the same time that “the priest Eli was ruling in Judea and the Ark of the Covenant was captured by the Philistines”—i.e., sometime between 1115 and 1075 BCE.

A thousand years later, shortly before the coming of Julius Caesar, King Lud fortified the city and changed its name to Kaerlud, or Fort of Lud. When the Romans eventually conquered the land, its name was corrupted to Kaerlundein, and eventually Londinium—or London (as it is sometimes abbreviated).

To the native Cymric city, the Romans added their own typical urban buildings: a legionary camp, a basilica, baths, and temples. They also built the famous London Bridge, which is the only bridge that spans any navigable portion of the River Thames. Many of those Roman buildings were later repurposed as churches, guildhalls, and palaces.

Two castles protect Londinium. At the west end is the Castle Lud, built over the old site of Kaerlud. At the eastern edge of the city is the

White Tower, originally built by the Roman Emperor. The massive keep and castle serve as a royal residence and as refuge of last resort in times of war or uprising.

Londinium is large and influential enough to be a political power in its own right. A city senate runs it and determines internal affairs, such as judging its citizens in the city court rather than a king’s or nobleman’s court. The senate appoints leaders, called praetors, for specific tasks.

The city rules over its surrounding countryside, called County Thamesmouth, and also has its own permanent garrison, which also serves as night watch and firemen. Although adequate for manning the walls, this standing army of footmen is inferior in the field. Since Londinium has no expansionist ambitions, its relatively small military force has usually proved sufficient.

Gates: The city gates are large, doublewide doors with towers beside them and defensive works above and around. The guards close and bar them every night at sundown, not opening them for anyone or anything. Near most of the gates are small postern doors, more easily defended, where people can sometimes come in after dark, and perhaps squeeze in their horses as well.

Markets: The gates all have a market on the inside of the wall. Most of these cater to the daily needs of the local people, including the buying of excess crops in the fall. The market at Watergate is the international market, where merchants sell luxury goods.

Wandering through the city carries additional risks as well: each Player-knight must roll once on *Table 1.2: Londinium Events* to see what boon or bane befell them during their excursion. The Player-knights are free to wander on their own or together, but each event affects only one knight.

Once the Player-knights have had their fill of the city, they must retire to their tents on the tournament grounds and make ready for the following day’s events.

Should the Player-knights seek refreshment at one of the city’s many ale houses, they may notice an aging hedge knight of little importance in the process of securing lodging upstairs. With him is what appears to be his newly-knighted son, a proud-looking fellow who regards the Player-knights with a wary nod.

Suddenly there is a commotion—a youth is scrabbling with an old beggar, bumping and jostling against the Player-knights! The row ends

TABLE 1.2: LONDINIUM EVENTS

1D20	RESULT
1–3	You get lost in the stinking alleys and waste the whole bloody day
4	Your best horse gets sick and you cannot ride it for a week
5–6	Splattered by bird droppings: –1D3 APP until you can get cleaned up
7–8	Pick up a cough: –1D3 CON until you leave the vicinity of Londinium
9	Dogs rip or stain your clothing: –1D3 APP until you receive a new set at Yuletide
10	Drunken friar insults you: make a Decision roll for your Proud Trait—if you succeed you strike him; if you do lash out, roll Forgiving , losing 1 point of Honor if you succeed
11	A raving wildman curses you; the memory haunts you for the rest of the tournament, causing you to suffer –1 to all Weapon Skills
12	Someone empties a chamber pot on you from a second-floor window: if you fail a DEX roll, the contents strike you and you suffer –1D6 APP until you can acquire a full change of clothing and a hot bath
13	Mobs jostle you all day; take 1D3 points of damage from the bumps and bruises
14	A rough-and-tumble gaggle of men playing some sort of rugged ball game dashes past and nearly tramples you: roll against your Movement Rate , and if you fail take 1D6+1 points of damage
15–16	You ate some bad street food; –1D3 CON through the following day
17	The sights are empty of tourists, pilgrims, and gawkers; very enjoyable
18–19	You have an unexpectedly good meal, fortifying you for the events to come; +1 Valorous through the following day
20	A stranger hosts you; free food and good cheer for the day, sufficient to grant +5 to your next roll against a Trait or Skill!

quickly as the beggar runs out the door. The young knight strides over.

“Oi! What’s the meaning of all this? Disturbing these gentle folk?” He gives the youth a soft cuff on the ear before turning to the Player-knights. “My apologies for my squire. He’s never been to a big city before and is obviously grown overexcited.”

The Player-knights may wish to make a Decision Roll of **Forgiving/Vengeful**. Those who succeed at Forgiving may talk with the squire, who explains that he caught the beggar in the act of attempting to cut the money purse of one of the Player-knights. A quick check confirms that the purse is now dangling by a single loop, nearly cut away.

If this is pointed out to the squire’s knight, he looks suitably abashed. “Ah, yes. Well done, Arthur,” he nearly mutters. Then in a louder voice: “Come! We must unload the baggage.”

The Tournament of the Sword

It is the morning of the tournament. The melee field is staked out and occupies several acres stretching between Newgate and Ludgate, with Watling Street and Fleet Street marking the

respective northern and southern boundaries. All participating knights are divvied up into teams, denoted by a red or blue cloth tied around the right arm. The Player-knights are part of the Blue Team, and ride with King Leodegrance of Camelard as their leader.

This is a chance for the individual Player-knights who did not meet the day before to get to know a little about each other. Subsequent events bring them even closer together.

The procedure for running a tournament melee is broadly the same as a regular mass battle; follow the guidelines set out below for the group’s first taste of battle.

As the Player-knights go over their armament and harness one last time, a successful **Awareness** roll detects the sound of shouting from nearby. A young knight (who they might have already met the day before in a city alehouse) is upbraiding his young squire. Something about forgetting a sword back at the inn? No matter. Good thing none of the Player-knights’ squires would be so derelict in their duty!

Battles are run as a series of discrete Encounters, corresponding to the battle’s Turns. The

longer the battle lasts, the more Encounters the knights may fight. Although the Player-knights do not yet know it, this “battle” is fated to last but a single Turn (i.e., one Encounter).

Whether battle or tournament, knights ride and fight in units called conrois, which consist of 5–15 knights plus their squires. King Leodegrance himself leads the Player-knights’ conroi, just one of many making up the Blue Team.

Ask the Players to generate a Morale score for their conroi by selecting a Passion that their knight is fighting for: this could be Honor (if they wish to use the melee as an opportunity to demonstrate their knightly prowess), Homage or Fealty (if they are sworn to the service of King Leodegrance), or even Adoration (if the Player-knight’s Beloved is present—Game-master’s discretion). Selecting a Passion for Morale does not preclude using that Passion later for Inspiration!

Find the average score of the selected Passions. If the Player-knights all selected the same Passion, add 5 to the value. Explain that the conroi’s Morale score helps determine when the team can push forward into more fighting and when it must retire to regroup or recuperate. Thus, the higher the conroi’s Morale, the more time the knights may spend on the field to acquire Glory and captives. Since this is to be a one-Turn battle, the Morale score is actually somewhat irrelevant, though the conroi should at least have enough Morale to meet at least one Encounter’s “Minimum Morale” requirement!

And so, with a great fanfare of trumpets sounded from the city walls, the two sides ride forth onto the field...

TOURNAMENT MELEE PROCEDURE

Battles are fought in Turns, which account for about an hour of time passing. Each Turn sees the conroi fighting a single Encounter or possibly facing a special kind of Encounter called an Opportunity. These are presented at the end of this scenario: “Encounter: Knights of Lothian,” “Encounter: Knights of Gorre,” and “Opportunity: Fight Enemy Commander.”

In both battles and tournament melees, the Gamemaster or scenario dictates the default Encounter for each Turn. For the first and only

Turn of this tournament melee, the default Encounter is with a group of knights from the northern Kingdom of Gorre. Inform the Players that nearby is also a large conroi of knights from another northern kingdom called Lothian. None other than the fearsome King Lot himself leads this group of hardened knights! Capturing Lot would bring tremendous Glory and great wealth to any knight who succeeded in that desperate chance.

Tell the Players that they may attempt to alter the default Encounter by rolling against their **Battle Skills**. If any Player-knight succeeds, tell the group that there is now a possibility they will fight the Knights of Lothian instead. If a Player-knight rolls a critical success (equal to the value of their Battle Skill), this grants that character a check to their Skill and generates what is called an Opportunity—in this case, the chance of going after King Lot and his bodyguard!

If such an Opportunity presents itself, that automatically becomes the Encounter for this Turn (assuming the conroi has enough Morale to meet the minimum). Otherwise, if anyone succeeded at their Battle roll and generated an alternate Encounter, the Gamemaster makes a roll against the battle’s Intensity score, which in this case is 15.

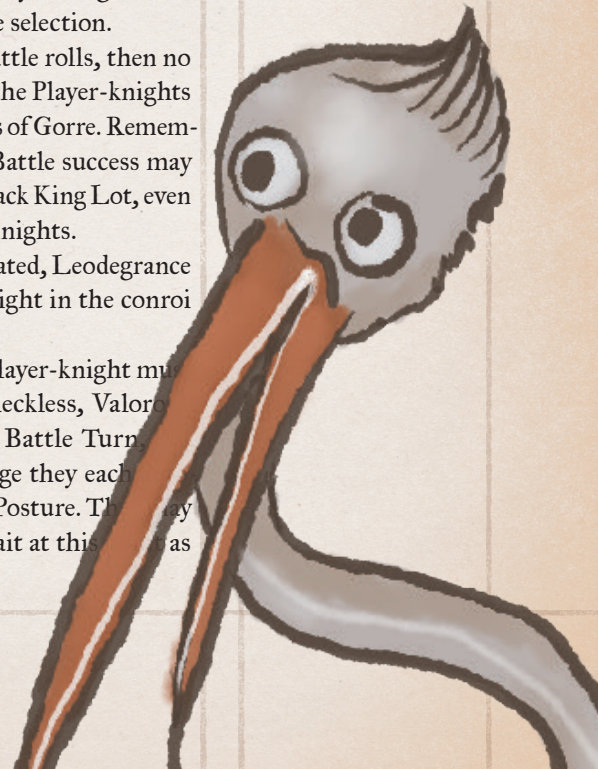
If the roll succeeds, the Gamemaster chooses which Encounter the Player-knights face: the Knights of Gorre or the Knights of Lothian. If the Intensity roll fails, the Player-knight with the most Glory may make the selection.

If everyone failed their Battle rolls, then no Intensity roll is required and the Player-knights automatically face the Knights of Gorre. Remember that only with a critical Battle success may the Player-knights directly attack King Lot, even if they go after the Lothian knights.

With the Encounter generated, Leodegrance signals a charge and every knight in the conroi puts spur to horse!

Tell the group that each Player-knight must normally select a Posture (Reckless, Valorous, or Prudent) for the ensuing Battle Turn because of the mounted charge they each automatically select the Valorous Posture. They each check their Valorous Trait at this time as they join combat.

The Battle Skill gives Player-knights a chance to decide who to fight each Turn.



The Adventure of the Sword Tournament

Remember that Passions may only be invoked once per day. Because the bonus lasts until the situation passes, each Inspiration/Impassioned bonus expires at the end of the Battle Turn on which it was invoked.

The Player-knights may also roll for Passion Inspiration at this time. This works just like normal Inspiration: the Player-knight must justify why they are rolling for the Passion (and those with Famous Passions must roll at this time if the source of their Passion is present), and then apply the usual Inspiration bonuses from successful rolls. The only restriction that normally pertains is that a Player-knight may only roll a Passion for Inspiration once per battle.

To keep things simple, unless agreed otherwise, Player-knights who suffer Madness or Melancholy outcomes should not feel the effects right away—wait at least until the end of the day's events in order to allow the Player-knight the opportunity to experience everything that lies ahead.

Now combat is joined! In a regular Encounter, a knight with the Valorous Posture must fight for two Combat Rounds before the Encounter ends. Keep track of the number of available enemy knights; if there are fewer opponents than active characters, remember that Player-knights may gang up two-to-one against their foes (and vice versa!). For the initial charge, each Player-knight will face off against just one opponent.

Rebated weapons deal half damage! (Note that Glory awards for defeating opponents with rebated weapons are reduced to one-tenth their normal value.)

Remind the Players that the objective of the melee is to capture as many knights as possible by knocking their opponent from their horse. The lord with the most captives to their banner at the end of the day is the winner! If fighting against the Knights of Gorre, they withhold their blows, doing half as much damage; Player-knights who do not do the same must roll Honest and lose 1 point of Honor if they succeed. The Knights of Lothian do not withhold their blows under any circumstance.

If the conroi is going after King Lot, follow the procedure outlined under the Opportunity description.

A knight who is unseated or is knocked unconscious is considered captured; knights may claim a riderless horse as well. Captured knights and horses must be led back to the recet by the knight, or else by their squire (with a successful **Squire Skill** roll), or by signaling a kipper (with a successful **Battle** roll).

A Great Commotion

As the Player-knights are wrapping up their first Encounter, some kind of tumult breaks out on the sidelines. Successful **Awareness** rolls make out the sound of a young squire shouting at the edge of the field, near Fleet Street. A critical success actually discerns the words: "The sword! He's drawn the sword!"

Trumpets blare—the melee is over already! Already? A bit confused, the riders stop and look at each other. The squire yells again.

"The sword! The sword!" Now everyone can hear it, and sees the squire pointing frantically back towards Saint Paul's. Some comprehending, others merely reacting, knights everywhere turn their horses and start streaming in the indicated direction back into the city. The steeple of the cathedral is clearly visible over and beyond the old Roman walls.

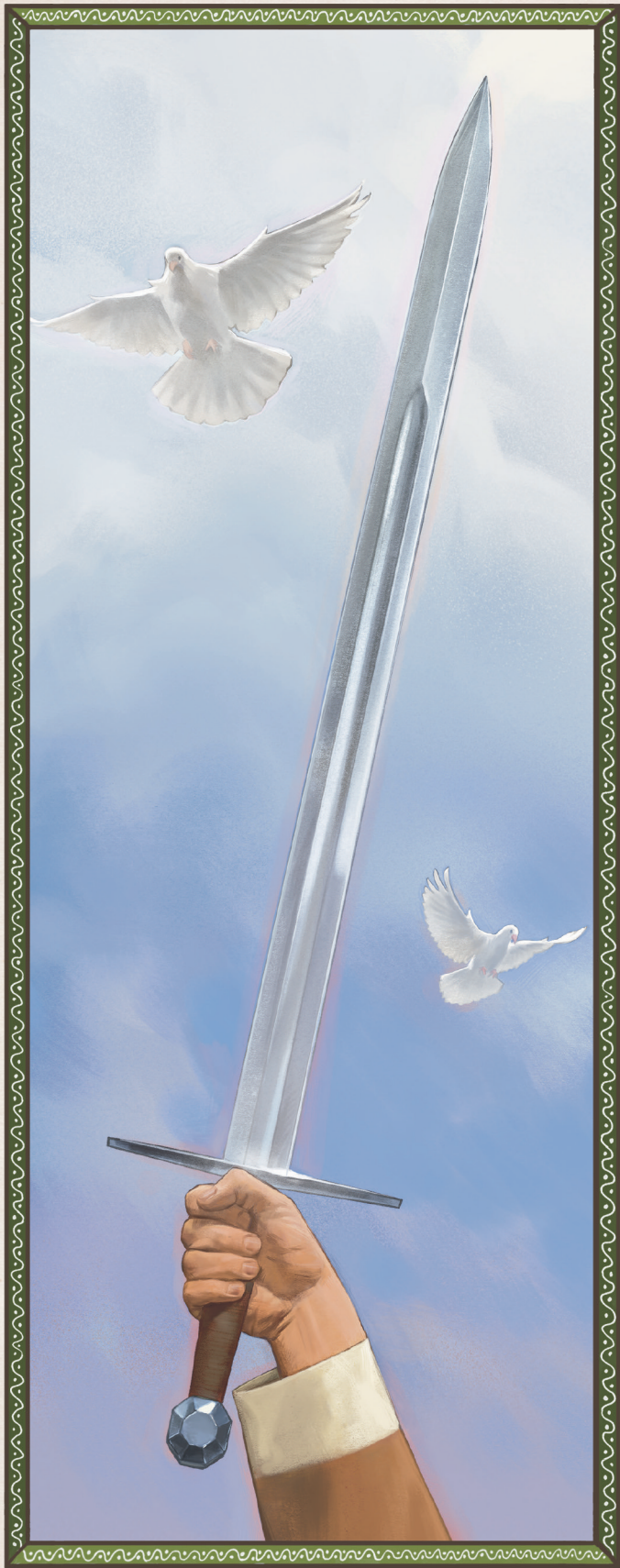
The Player-knights may look to their ersatz commander. "Let's go," says the aging king, without hesitation. He turns his horse and spurs it to gallop up Fleet Street. Ask for **Horsemanship** rolls to follow him. A critical success puts the Player-knight at the king's side, a success right behind him. On a failure, the Player-knight is caught among the mingling horses trying to go the same way, while a fumble means the Player-knight is nearly crushed in the press, taking 1D6 points of damage.

The city walls loom ahead of the rushing gaggle of horsemen. A crushing mass of knights are all trying to get through the Ludgate at once, but too many riders are making the same push.

As the knights reach the gate, they can only make slow headway. Emphasize the claustrophobic bottleneck at the gate, the shouting and screaming, the general pent up panic of hundreds of knights, already keyed up from the melee, desperate to be the first to see what is going on in person.

Emerging onto the city streets now, everyone is galloping. There, a horse goes down! There, a man is trampled, but the knights keep dashing. Now the going is getting easier.

The road leads directly to St. Paul's. It looms up ahead. It is only a few steps to enter into the grassy courtyard that sits northeast of the



cathedral. More knights are pouring in behind, and it is a struggle for places.

The Player-knights who critically succeeded at their Horsemanship roll are among the first to enter the courtyard and earn 10 Glory for doing so. Those who succeeded are not far behind. The stragglers (those who failed or fumbled their roll) have to make their way through the crowd of commoners that has already gathered, as some knights push through them on horseback without a word of apology. Player-knights who succeed at a **Station** roll may do so as well, and check Proud. These get a front row seat to see what is happening, alongside Leodegrance; the rest must stand in their saddles and crane their necks.

A squire on the cusp of manhood, his chin showing its first scraggly whiskers, stands at the Stone, watching the knights assemble around him. The Player-knights might recognize him as the boy they saw earlier! The sword is stuck through the anvil, as always. Roll **Recognize** with a +3 bonus. On a success, the Player-knight sees that he wears the badge of Sir Ector, a minor knight from the hills of Cambria, and that Sir Ector himself is actually at the boy's side.

A successful **Religion (Pagan)** roll recognizes the enchanter Merlin amongst the commoners, watching keenly from beneath his hooded cloak. A successful **Religion (Christian)** roll spots Archbishop Dubricus on the steps of the cathedral, his face set and serious.

The crowd is shouting, their voices a great babble.

"He drew the sword!"

"Who did?"

"That lad there."

"Him? Impossible, only the king of Britain can pull the sword."

King Lot of Lothian leaps from his horse and pushes the boy aside.

"If this thing is going to move, it'll move for me!" he shouts, and lays his hand upon the sword grip, tugging. His knights shout encouragement as he puts two hands to it and pulls; it is clear to all that he is a powerful man, built like a bear, yet the sword does not move. He pulls and pulls until his hands slip from the sword and he staggers backward.

"Let the boy try," comes a shout from the crowd, and then many more: "Yes, let the boy try!"

Sir Ector, beside the squire, nods to him, and the youth lays one hand upon the sword and pulls it from the stone without any trouble whatsoever. The crowd—knight and commoner alike—gasps. He then slides it back in place.

Another knight dismounts and pushes his way to the rock. It is King Uriens of Gorre. Like Lot before him, he tugs, pulls, and then tries to manhandle it free, but it does not budge.

The Adventure of the Sword Tournament

Ask the Player-knights what they think of the action playing out in front of them. Award appropriate checks to Traits or Passions if the Player-knight shares a particularly dramatic reaction.

Because of the height modifier, King Lot's Sword Skill is reduced from 20+3 to 18!

As Uriens steps away, the lad again pulls it effortlessly free.

"The king!" shouts someone. "He's the king!"

"The boy drew the sword!" shouts King Leodegrance. "The boy is the king!"

Pause and look around. What do the Player-knights think of all this? Are they shouting in agreement alongside Leodegrance, or waiting to see how this all plays out?

As they are having their reactions, King Lot draws his own rebated sword and strides towards the boy. His guards dismount and are a few steps behind him. Player-knights who made it to the front of the crowd are now in position to intercept these experienced and brutal knights—all they need to do is flick their reins and guide their horses forward to block Lot's path.

What will they do?

If they do not intervene when they are able to, grant them Prudent checks as other knights of Cameliard move to intercept. Remember that only Player-knights in the front row have the option of intervening. King Lot is first surprised, then quickly outraged to be cut off by the knights, and without a word slashes at one of them with his Sword Skill of 20+3. Any Player-knight involved enjoys the +5/-5 Height Advantage from being mounted. Make an opposed Attack action to determine the outcome.

Lot's household moves forward to support him. This has suddenly become a fight against one of the toughest bands of knights in Britain! Fortunately, everyone is still using rebated blades.

Run a single Combat Round, using the statistics provided on the "Knights of Lothian" Encounter, with weapons causing half-damage as before. Describe how, during the chaos of the fight, one of the royal Lothian guards slips past the Player-knights and leaps forward at the boy—who draws the blade out of the stone and cuts the knight dead in one smooth motion!

Now King Leodegrance and his knights, plus a half-dozen other kings and many, many knights swarm between King Lot and the heir-apparent.

"The boy drew the sword!" says King Leodegrance, "He is by right the king!"

"No beardless boy shall ever be my king!" shouts King Lot.

"Nor mine," says someone. "Nor mine!" come other voices.

"I say, he is my king," says Leodegrance, and he kneels before the squire, who accepts his proffered sword saying, "As I am king, I accept your offer."

Now is the time for Player-knights to act. They are closest to the boy and have a chance to be among the first knights to swear loyalty to the new king. If the Players are unsure of what to do, they may roll **Honor**. A successful roll indicates that the knight knows what to do. Once one person does it, the Gamemaster should check to see if the rest follow. Then the entire crowd kneels. The window to be first is small and closing fast!

Lot throws his "useless" rebated sword to the ground with a clatter. "I'll be back with a sword that won't fail me," he says, and leaps atop his horse. His guards are just a half-step behind him, and they pivot and spur their steeds, heedless of those who are nearly trampled in the crowd. Others are doing the same and a reproachful howl goes up from the crowd as they go.

"Hail King Arthur!" shouts Sir Ector, thrusting his sword aloft.

"Hail King Arthur!" echoes the crowd, and again, "Hail King Arthur!" and again, "HAIL KING ARTHUR!"

Conclusion

And so concludes this special preview of "The Adventure of the Sword Tournament," the first scenario of the *Pendragon Starter Set*! This preview contains but the first act of an epic three-act adventure that in turn sets up a memorable five-year campaign that takes the Player-knights through many of the most famous events of the early years of King Arthur's reign.

Have everyone tally up their Glory awards from this scenario. Award 10 Glory for every checked Statistic and a further 50 Glory to each Player-knight who recognized Arthur's claim to the throne prior to King Lot drawing his sword.

Who gained the most Glory? That Player-knight has earned their bragging rights over their fellows! But the Wheel of Fortune is ever-turning, and should these doughty knights continue on to further adventures, more Glory awaits for all!

Tournament Melee Encounters

Encounter: Knights of Gorre

Morale Loss 1D6+3

Minimum Morale 13

There are as many Knights of Gorre as there are Player-knights. The knights counter-charge on the first Combat Round, then fight with their swords.

KNIGHT OF GORRE

Stern men from the kingdom of Gorre, far to the north. These knights may look a bit archaic, but they fight as well as any knights

SIZ	DEX	STR	CON	APP
15	11	15	15	10

ATTACKS

WEAPON	SKILL	VALUE	DAMAGE
Lance	Charge	17	6D6
Sword	Sword	17	5D6

HEALTH

STATISTIC	VALUE
Hit Points	30
Knockdown	15
Major Wound	15
Unconscious	8

OTHER

STATISTIC	VALUE
Movement	18
Armor Points	8+6
Glory Reward	50
Healing Rate	3

Armor: Haubergeon, aketon, nasal helm, kite shield*

Traits: Valorous 18

Skills: Horsemanship 17

*Shield penalizes -2 to all weapons when mounted except Mounted Charge with spear or lance; -10 Missile Attack Penalty

Encounter: Knights of Lothian

Morale Loss 2D6

Minimum Morale 13

There are 1½ as many knights as there are Player-knights (rounded up). The knights counter-charge on the first Combat Round, then fight on using their lances as spears (or drawing their swords if their lance broke).

KNIGHT OF LOTHIAN

An extra-large large conroi of men from King Lot's kingdom of Lothian. Not only are there more of them, they strike harder than other knights!

SIZ	DEX	STR	CON	APP
17	11	16	14	10

ATTACKS

WEAPON	SKILL	VALUE	DAMAGE
Lance	Charge	17	6D6
Sword	Sword	17	5D6
Spear	Spear	15	5D6

HEALTH

STATISTIC	VALUE
Hit Points	31
Knockdown	17
Major Wound	14
Unconscious	8

OTHER

STATISTIC	VALUE
Movement	19
Armor Points	10+6
Glory Reward	50
Healing Rate	3

Armor: Hauberk, aketon, nasal helm, kite shield*

Traits: Valorous 15

Skills: Horsemanship 17

*Shield penalizes -2 to all weapons when mounted except Mounted Charge with spear or lance; -10 Missile Attack Penalty

Tournament Melee Encounters

Opportunity: Fight Enemy Commander

Morale Loss 3D6

Minimum Morale 14

One of the enemy flank commanders (vanguard or rearguard) stands apart from his division, with their picked bodyguards surrounding them. This is a chance to capture a high-ranking noble!

There are 1½ as many bodyguards as there are Player-knights. They double-team as many Player-knights as they can, starting with those who have the highest Glory—this is no time for niceties!

To fight the Commander, each Player-knight must first defeat their own opponent(s). Unlike in a normal Encounter, the Player-knights may continue fighting as long as they wish to or are able.

A knight who captures the commander is awarded +150 Glory. All knights in the conroi who did not capture the Commander still gain +50 Glory in addition to Glory from defeating opponents.

BODYGUARD

SIZ	DEX	STR	CON	APP
16	15	18	17	10

ATTACKS

WEAPON	SKILL	VALUE	DAMAGE
Sword	Sword	20	6D6
Spear	Spear	18	6D6

HEALTH

STATISTIC	VALUE
Hit Points	33
Knockdown	16
Major Wound	17
Unconscious	8

OTHER

STATISTIC	VALUE
Movement	22
Armor Points	12+6
Glory Reward	50
Healing Rate	3

Armor: Advanced hauberk, aketon, advanced nasal helm, kite shield*

Traits: Valorous 18

Passions: Homage (Lord) 20+2

Skills: Horsemanship 16

*Shield penalizes -2 to all weapons when mounted except Mounted Charge with spear or lance; -10 Missile Attack Penalty

COMMANDER

SIZ	DEX	STR	CON	APP
15	14	15	18	15

ATTACKS

WEAPON	SKILL	VALUE	DAMAGE
Sword	Sword	20+2	6D6
Spear	Spear	19	6D6

HEALTH

STATISTIC	VALUE
Hit Points	33
Knockdown	15
Major Wound	18
Unconscious	8

OTHER

STATISTIC	VALUE
Movement	20
Armor Points	12+6
Glory Reward	150
Healing Rate	3

Armor: Advanced hauberk, aketon, advanced nasal helm, kite shield*

Traits: Valorous 20+1

Skills: Horsemanship 16

*Shield penalizes -2 to all weapons when mounted except Mounted Charge with spear or lance; -10 Missile Attack Penalty

Sir Avalloc



SIR AVALLOC

SIZ	DEX	STR	CON	APP
12	12	12	16	11

ATTACKS

WEAPON	SKILL	VALUE	DAMAGE
Dagger	Brawling	10	2D6+4
Lance	Charge	15	6D6
Arming Sword	Sword	14	4D6
Spear (4)	Spear	9	4D6
Axe	Hafted	12	4D6
—	2H Hafted	6	

HEALTH

STATISTIC	VALUE
Hit Points	28
Knockdown	12
Major Wound	16
Unconscious	7

OTHER

STATISTIC	VALUE
Movement	17
Armor Points	10+6
Glory	2,190
Healing Rate	3

Armor: Mail hauberk, aketon, nasal helm, kite shield*

*The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

You were raised in the city of Carlion, inheritor of the ancient traditions of Rome. You serve in the elite unit of the city militia, sworn to protect Carlion's citizenry from the tides of anarchy lapping at its walls. You take your duty seriously, but feel stifled by the strict traditions of your family and peers. Your rebellion takes the form of a constant barrage of jokes and wry observations, calibrated to skewer what you view as the stuffy traditions of court.

Age: 21

Culture: Roman Cymric

Religion: Christian

Homeland: Carlion

Current Class: Household Knight

Current Lord: Captain of the Carlion Watch

Distinctive Features: Flowing hair, braying laugh

Family Characteristic: Silver-Tongued

Horses: Charger, rouncy, two sumpters

Treasure: Family Heirloom: Valuable Cloak from Rome (value: £1)

***Pick this if:** the idea of playing a wise-cracking, too-smart-for-their-own-good knight appeals to you.*

TRAITS

Chaste 13/Lustful 7
Energetic 10/Lazy 10
Forgiving 13/Vengeful 7
Generous 10/Selfish 10
Honest 12/Deceitful 8
Just 8/Arbitrary 12
Merciful 13/Cruel 7
Modest 13/Proud 7
Prudent 8/Reckless 12
Spiritual 13/Worldly 7
Temperate 4/Indulgent 16
Trusting 10/Suspicious 10
Valorous 15/Cowardly 5

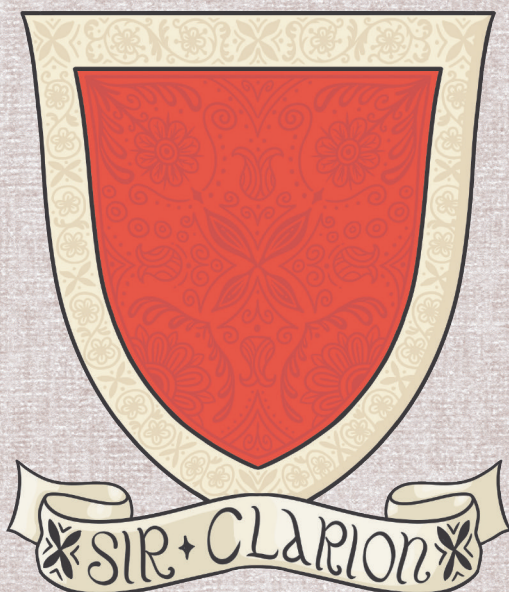
PASSIONS

Honor 15, Homage (Lord) 10,
Love (Family) 10, Devotion
(God) 5, Station 15,
Hospitality 10

SKILLS

Awareness 10, Battle 5,
Compose 5, Courtesy 6,
Dancing 6, Falconry 5, First
Aid 6, Flirting 6, Folklore
6, Gaming 5, Horsemanship
15, Hunting 5, Intrigue 8,
Literacy 3, Orate 12, Play
(Instrument) 6, Recognize
8, Religion 5, Sing 7,
Stewardship 5

Sir Clarion



SIR CLARION

SIZ	DEX	STR	CON	APP
14	12	14	15	10

ATTACKS

WEAPON	SKILL	VALUE	DAMAGE
Dagger	Brawling	10	2D6+5
Lance	Charge	15	6D6
Arming Sword	Sword	15	5D6
Spear (4)	Spear	9	5D6
Mace	Hafted	10	5D6
—	2H Hafted	5	

HEALTH

STATISTIC	VALUE	STATISTIC	VALUE
Hit Points	29	Movement	18
Knockdown	14	Armor Points	10+6
Major Wound	15	Glory	2,205
Unconscious	7	Healing Rate	3

OTHER

Armor: Mail hauberk, aketon, nasal helm, kite shield*
 *The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

You are a knight of Logres, distantly related to the legendary Duke Vortimer. You wish nothing more than to prove yourself worthy of his heritage, and to see Britain united behind a High King once again. For now, you wander the land, searching for a worthy lord in whom you may pledge your trust and your sword.

This year, you fight under the banner of King Leodegrance of Camelard—an honorable and just king.

Age: 21

Culture: Cymric

Religion: Christian

Homeland: Rydychan

Current Class: Mercenary Knight

Current Lord: King Leodegrance

Distinctive Features: Strong jaw, haughty expression

Family Characteristic: Well-Bred

Horses: Charger, rouncy, two sumpters

Treasure: Family Heirloom: Engraved Ring (gold, worth £2)

***Pick this if:** you want to play a knight who personifies the ideals of their class, and who will eagerly take up the tenets of Chivalry.*

TRAITS

Chaste 13/Lustful 7
 Energetic 15/Lazy 5
 Forgiving 13/Vengeful 7
 Generous 10/Selfish 10
 Honest 10/Deceitful 10
 Just 16/Arbitrary 4
 Merciful 13/Cruel 7
 Modest 13/Proud 7
 Prudent 10/Reckless 10
 Spiritual 13/Worldly 7
 Temperate 12/Indulgent 8
 Trusting 10/Suspicious 10
 Valorous 16/Cowardly 4

PASSIONS

Honor 15, Fealty (King Leodegrance) 15, Love (Family) 10, Devotion (God) 5, Station 15, Hospitality 10, Chivalry 5

SKILLS

Awareness 5, Battle 5, Compose 5, Courtesy 11, Dancing 5, Falconry 10, First Aid 7, Flirting 5, Folklore 5, Gaming 5, Horsemanship 15, Hunting 5, Intrigue 5, Literacy 0, Orate 5, Play (Instrument) 5, Recognize 8, Religion 5, Sing 5, Stewardship 5

Dame Cwenhild



DAME CWENHILD

SIZ	DEX	STR	CON	APP
15	10	15	15	10

ATTACKS

WEAPON	SKILL	VALUE	DAMAGE
Seax	Brawling	12	2D6+5
Lance	Charge	12	7D6
Arming Sword	Sword	12	5D6
—	Spear	8	
—	Hafted	5	
Great Axe	2H Hafted	15	7D6

HEALTH

STATISTIC	VALUE
Hit Points	30
Knockdown	15
Major Wound	15
Unconscious	7

OTHER

STATISTIC	VALUE
Movement	18
Armor Points	10+6
Glory	2,040
Healing Rate	3

Armor: Mail hauberk, aketon, nasal helm, kite shield*

*The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

You were born into a family from County Berroc who are part of the Saxon population there that support the Cymric lords of Logres. Your father swore fealty to King Uther, and you are part of an all-Saxon bodyguard maintained by the Sheriff of Londinium, whose domain bestrides the counties of Thamesmouth and Berroc. Though many of your relatives have converted to Christianity, you still follow the old ways.

Age: 21

Culture: Saxon

Religion: Wodinic

Homeland: Berroc

Current Class: Household Knight

Current Lord: Sheriff of Londinium

Distinctive Features: Statuesque, loud-mouthed

Family Characteristic: Poetic

Horses: Large charger, large rouncy, two sumpters

Treasure: Family Heirloom: silver Arm Ring (worth £1)

Pick this if: you want to speak loudly and carry a big axe!

TRAITS

Chaste 10/Lustful 10
Energetic 16/Lazy 4
Forgiving 10/Vengeful 10
Generous 13/Selfish 7
Honest 10/Deceitful 10
Just 10/Arbitrary 10
Merciful 10/Cruel 10
Modest 6/Proud 14
Prudent 5/Reckless 15
Spiritual 7/Worldly 13
Temperate 5/Indulgent 15
Trusting 10/Suspicious 10
Valorous 16/Cowardly 4

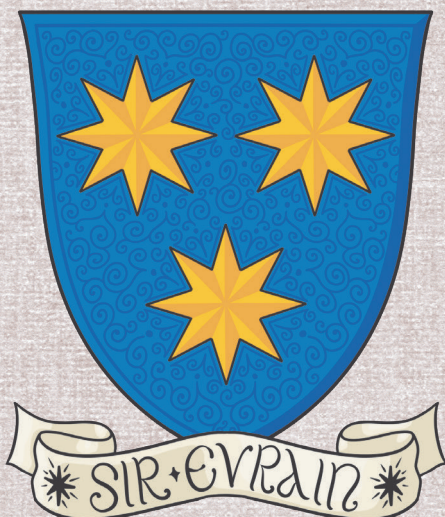
PASSIONS

Honor 15, Homage (Lord) 15, Love (Family) 15, Devotion (Wotan) 5, Station 10, Hospitality 15

SKILLS

Awareness 5, Battle 5, Compose 8, Courtesy 9, Dancing 5, Falconry 5, First Aid 5, Flirting 5, Folklore 7, Gaming 10, Horsemanship 12, Hunting 7, Intrigue 5, Literacy 0, Orate 5, Play (Instrument) 5, Recognize 6, Religion 5, Sing 8, Stewardship 5

Sir Evrain



SIR EVRAIN

SIZ	DEX	STR	CON	APP
11	13	10	15	15

ATTACKS

WEAPON	SKILL	VALUE	DAMAGE
Dagger	Brawling	10	2D6+4
Lance	Charge	15	6D6
Arming Sword	Sword	15	4D6
Spear (4)	Spear	10	4D6
—	Hafted	7	
—	2H Hafted	6	

HEALTH

STATISTIC	VALUE	STATISTIC	VALUE
Hit Points	26	Movement	17
Knockdown	11	Armor Points	10+6
Major Wound	15	Glory	2,075
Unconscious	7	Healing Rate	3

OTHER

Armor: Mail hauberk, aketon, nasal helm, kite shield*

*The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

Since your lord's death at the Battle of Netley Marsh, you have earned your keep through selling your sword, this year to King Leodegrance of Camelard. Last year, while on a visit to Londinium, you caught sight of the most radiant beauty you have ever beheld: Lady Morcades of the White Tower. You vowed on the spot to accomplish great deeds in her name.

Age: 24

Culture: Cymric

Religion: Pagan

Homeland: Escavalon

Current Class: Mercenary Knight

Current Lord: None

Distinctive Features: Broad shoulders, kind eyes, smooth complexion

Family Characteristic: Seductive

Horses: Charger, rouncy, two sumpters

***Pick this if:** you want to play a knight as interested in romance as he is in swordplay, with the interpersonal Skills and Appeal to back it up.*

TRAITS

Chaste 4/Lustful 16
Energetic 16/Lazy 4
Forgiving 10/Vengeful 10
Generous 15/Selfish 5
Honest 13/Deceitful 7
Just 10/Arbitrary 10
Merciful 10/Cruel 10
Modest 7/Proud 13
Prudent 8/Reckless 12
Spiritual 13/Worldly 7
Temperate 10/Indulgent 10
Trusting 10/Suspicious 10
Valorous 15/Cowardly 5

PASSIONS

Honor 15, Fealty (King Leodegrance) 10, Love (Family) 10, Adoration (Lady Morcades of the White Tower) 10, Devotion (Blodeuwedd) 5, Station 10, Hospitality 15

SKILLS

Awareness 8, Battle 5, Compose 5, Courtesy 13, Dancing 7, Falconry 5, First Aid 6, Flirting 13, Folklore 10, Gaming 8, Horsemanship 15, Hunting 5, Intrigue 10, Literacy 0, Orate 10, Play (Instrument) 8, Recognize 8, Religion 5, Sing 7, Stewardship 5

Dame Tamura



DAME TAMURA

SIZ	DEX	STR	CON	APP
14	12	14	15	10

ATTACKS

WEAPON	SKILL	VALUE	DAMAGE
Self Bow	Bow	15	3D6
Dagger	Brawling	10	2D6+5
Lance	Charge	12	6D6
Arming Sword	Sword	15	5D6
Spear (4)	Spear	10	5D6
—	Hafted	10	
—	2H Hafted	8	

HEALTH

STATISTIC	VALUE
Hit Points	29
Knockdown	14
Major Wound	15
Unconscious	7

OTHER

STATISTIC	VALUE
Movement	18
Armor Points	10+6
Glory	1,950
Healing Rate	3

Armor: Mail hauberk, aketon, nasal helm, kite shield*

*The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

You are the granddaughter of a Sarmatian horse archer who came west in the service of the Romans, trained your whole life as a knight in service to Viviane du Lac, the Lady of Brocéliande.

Now Lady Viviane has sent you to Londinium after hearing the prophecies of Merlin. She says the world is about to change, and thinks you should be there to witness it...

Age: 21

Culture: Alan

Religion: Pagan

Homeland: Brittany

Current Class: Household Knight

Current Lord: Lady Viviane

Distinctive Features: Graceful build, green eyes

Family Characteristic: Equestrian

Horses: Charger, rouncy, two sumpters

Treasure: Pagan Family Heirloom: a carved wooden fetish worn around the neck (contemplating it grants a check to Spiritual every year)

Pick this if: you wish to play a knight adept with bow and arrow, or you like a bit of the strange and mystical in your characters.

TRAITS

Chaste 7/Lustful 13
Energetic 15/Lazy 5
Forgiving 10/Vengeful 10
Generous 13/Selfish 7
Honest 15/Deceitful 5
Just 10/Arbitrary 10
Merciful 10/Cruel 10
Modest 4/Proud 16
Prudent 5/Reckless 15
Spiritual 16/Worldly 4
Temperate 10/Indulgent 10
Trusting 10/Suspicious 10
Valorous 16/Cowardly 4

PASSIONS

Honor 15, Homage (Lady) 15, Love (Family) 15, Devotion (Diana) 10, Station 5, Hospitality 5

SKILLS

Awareness 10, Battle 8, Compose 5, Courtesy 7, Dancing 8, Falconry 8, First Aid 8, Flirting 7, Folklore 7, Gaming 5, Horsemanship 15, Hunting 10, Intrigue 7, Literacy 0, Orate 7, Play (Instrument) 8, Recognize 7, Religion 8, Sing 7, Stewardship 5

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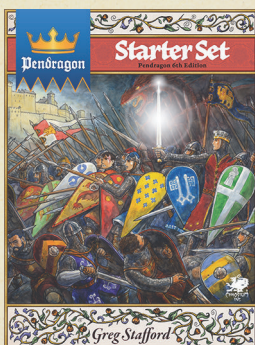
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