

DARING TALES OF CHIVALRY

CASTLE FAIRSTONE & THE MADNESS OF SIR STEPHEN



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04

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MANY THANKS TO PIOTR KORYS FOR THE GREAT CATCH!



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CASTLE FAIRSTONE

This adventure takes place in England sometime during the Middle Ages. This is an England haunted by giants, faeries, and other monsters, though—the England as told in old tales, like those of Mallory.

Pre-generated characters can be found on our website at www.triplecegames.com. Regardless of how many players you have, one of them must play the knight. Everyone else will play a member of his entourage. They are not common servants, but his trusted friends and confidants. All the characters have 25 experience points.

If you intend to play in this adventure, you should **stop reading now**. Advanced knowledge of the scenario will only spoil your enjoyment of the game. The GM should read the **entire** adventure twice before play begins. Knowing its basic flow and details in advance will greatly speed up play and make the game run smoother.

The heroes find themselves caught between two opposing noble families who have hated one another for generations, but have now been forced into parleying for peace after suffering terrible losses and at the decree of the King. To make matters much, *much* worse the castle where this parley is being held has a secret; a secret that will endanger every mortal within its walls.

BLOOD FEUD

At the heart of this tale are two families divided by treachery, mistrust, and history. Three generations ago, the neighboring noble families of Tiptree and Maldon were joined in marriage. The then Lord Edward Tiptree married the youngest—and most beloved—daughter Beatrice, of Lord William Maldon. The marriage should have allowed the two families to forge an alliance, one which would have made them a true power in the south of England. Lord Maldon controlled a coastline blessed with many natural harbors while the Tiptree lands were extremely fertile, boasting extensive farms and orchards.

Unfortunately Lord Tiptree was still wracked with insoluble grief having lost his first wife to illness less than a year before his marriage to Beatrice. He even

burst into unmanly tears during his wedding feast, much to the alarm of his new wife and her family. It was an omen of the unhappiness to come.

Lord Tiptree was much older than his new wife—almost old enough to be her grandfather—and soon tired of her childish ways and talk. He constantly compared her to his first wife and she was found wanting in every way. For her part, the new wife found her husband to be oafish, distant, cold, and disgustingly old. Such was the unhappiness of the union that even ten months after the wedding feast, the marriage still had not been consummated.

The new Lady Tiptree was uncommonly pretty, and as is frequent with those blessed with good looks was also adept at manipulating others. She was also used to being the center of attention and had left behind at her father's court a whole host of besotted suitors. Given the cold and disinterested demeanor of her new husband it was only a matter of time before she started looking for another man—or boy—that she could manipulate. She found her new plaything in the form of Lord Tiptree's handsome if naïve second son, Harold, who was only a few years younger than she was.

The poor lad did not stand a chance and fell hopelessly in love with his new “stepmother,” an emotion that Beatrice—much to her surprise—found she reciprocated. The young lovers embarked on a dangerous whirlwind affair. The end of which was as predictable as it was tragic. Beatrice found herself to be pregnant, and with nowhere to turn, she threw herself on the mercy of her husband. Edward, blinded by rage and pride slew both her and his son, right there in his bedchamber.

Edward Tiptree was overcome by grief at the death of his son—and to a lesser extent at the death of his new wife—and suffered a stroke leaving him unable to speak or even feed himself. He soon succumbed to his illness and died from infected bedsores. The swift decline and death of their father after the tragic events in his bedchamber convinced his surviving children that Beatrice was a witch who had entranced their brother with her unnatural beauty and had cursed their father

CASTLE FAIRSTONE

with her dying breath. This tale grew in the telling, and soon every member of the Maldon family was believed to be either a warlock or a witch who worshipped awful heathen sea gods.

When the fate of his beloved daughter reached the ears of Lord William Maldon, he raised a force of men and marched upon the Tiptree lands. Unfortunately—for the grieving father, if no one else—heathen raiders chose that time to raid his coast and his force was diverted to deal with them, thus giving time for wiser council to prevail. Both the Tiptree and Maldon forces were of a similar size and a siege would never end well for the besiegers. Cheated of his revenge, Maldon ordered frequent raids to be made upon the Tiptree lands, and severed all diplomatic and trade ties between the two families.

Two generations on, the hostility between the two families continues to simmer, occasionally boiling over into violence. The Maldons believe the Tiptrees to be child-murdering savages, while the Tiptrees are certain the Maldons are heathens able to enchant and corrupt godly men. Both families—and by extension, their people—remain at constant loggerheads, a situation which causes no end of problems in the South East of the kingdom.

PEACE TALKS

The King has had enough; the conflict between the two families disrupts trade and provides opportunities for raiders that would otherwise never exist. He has ordered both families to make peace with one another, or at least find a way to co-exist in a way that causes the least disruption to the region. Both families must send a delegation—which cannot consist of more than five family members and thirty men-at-arms—to Castle Fairstone, the ancestral seat of the Tolleshunt family. Despite neighboring the lands of the two families caught in the conflict, the Tolleshunts have remained neutral throughout the dispute. The King has also ordered that neither family can leave the castle until some sort of peace deal is brokered.

Sir Edmund Tolleshunt will not only act as host for the peace talks, but will also represent the King's interests and that of the kingdom. Sir Edmund is also a good friend of at least one of the Player Characters.

THE TIPTREE PARTY

The following individuals, all of whom are fully stated in the Bestiary represent the Tiptree family:

Sir Peter Tiptree: The present Lord Tiptree. Sir Peter is long past his prime and his once muscular frame has turned to fat. In his youth, he was a fearsome warrior prone to great anger and great mirth.

Harald Tiptree: Peter's oldest legitimate son, and an insufferable bore. Harald believes that everybody is below him, and he can be incredibly cruel to those who displease him.

John Tiptree: John is Tiptree's second born son. He is only fifteen and would be glad to see an end to the

conflict. He feels that the past should stay in the past, and does not understand why he is expected to care and bleed for events that took place decades before his birth.

Master Theodric: The Tiptree family's tutor and adviser. Theodric is an old man and remembers the chaos the family was thrown into after the double murder and death of Lord Tiptree. Master Theodric has his own reasons for wanting to keep the conflict alive.

James The Bastard: James is actually Sir Peter's oldest son, but was born to a peasant girl and is outranked by his half brothers in the line of succession. James plays the part of the loyal son, but in truth seethes at the injustice of his birth. He particularly hates Harald who never misses an opportunity to remind him of his status. James attends the peace talks as the captain of his father's guards.

THE MALDON PARTY

The following individuals, all of whom are fully stated in the Bestiary represent the Maldon family:

Sir Edmund Maldon: Sir Edmund would have probably forgotten the feud with his neighbors if it were not for an unfortunate accident when he was a child. While out hunting his party came across a group of Tiptree foresters who had strayed into Maldon lands. In the ensuing shouting and posturing, a Tiptree crossbow was fired and the bolt hit Edmund in the head, blinding him in one eye. Although the culprit was handed over to the Maldons for execution, Edmund has never forgiven the Tiptrees for his injury and still holds the family responsible.

Beatrice Maldon: In truth, "Beatrice" is simply a particularly beautiful serving girl who has the misfortune of being the double of Beatrice as she is depicted on a tapestry that hangs on the wall of the banquet hall of the Maldon family seat. During the peace talks she masquerades as Lord Maldon's cousin, sitting at his side during all negotiations, though her true purpose is to remind the Tiptrees of their ancestor's crime. Her real name is Molly.

Sir Guy Maldon: Guy is Edmund's younger brother, recently returned from a crusade during which he witnessed horrors that have left him with a precarious grip on his sanity. Leading an assault on a castle, Guy came close to being hit with boiling pitch and has become convinced he that he was horribly disfigured. Now he keeps his face covered at all times afraid of the ridicule that his "scars" will cause. In truth he is a very good-looking man.

Brother Joseph: Brought along to refute the widely held belief amongst the Tiptree lands that the Maldons cavort with demons. Brother Joseph is extremely pious and sees god's hand in the slightest event.

Thomas: When Sir Guy returned from his adventures overseas, Thomas came with him and has been his constant companion ever since. Thomas has convinced the deluded knight that he saved his life during the fateful siege when Guy believes that he was hideously disfigured. In truth Thomas is a freeloader who has deceived the mentally fragile knight in the hope of winning himself a position of power and comfort.

DARING TALES OF CHIVALRY #04

THE TOLLESHUNT FAMILY

The Tolleshunt family has been forced, by royal decree, to host the peace talks between its feuding neighbors. Although their power has waned over the last few decades, the Tolleshunts once held great influence both at court and the South of the kingdom, as evidenced by their large ancestral seat—Castle Fairstone. Today the large castle is mostly deserted, its only inhabitants being the current Lord Tolleshunt, his wife and his grandson, and a handful of guards and servants.

Sir Simon Tolleshunt: Sir Simon is elderly, but still very spry for his age. He is trying to live a quiet life, having experienced more than enough excitement during his youth on a rather ill-fated crusade.

Lady Amelia Tolleshunt: Lady Tolleshunt is much younger than her husband, but much to her surprise, their marriage has proved to be a happy one. She does not have the life of riches that she dreamed of as a child, but she is comfortable, safe, and happy, which has proved to be more than enough.

William Tolleshunt: William is Simon's grandson from a previous marriage. Both of William's parents perished from the plague, and his Grandfather and his new young wife took in the orphan. The three of them were a happy family until the arrival of Harald Tiptree. He constantly teases the ten-year old boy, seeming to delight in reminding the child of his dead parents and only relenting once he has driven William to tears.

THE SECRET OF CASTLE FAIRSTONE

Many of the people within the walls of Castle Fairstone are hiding secrets, but they all pale into insignificance alongside the biggest secret of all. The castle is *alive*! To explain how this came about one must delve back thousands of years; before the Romans, before the time history was even recorded.

There is another—hard to reach—world existing alongside ours where dwell creatures both fae, and terrible. These creatures call themselves the *sidhe* (pronounced Shee), and they view mortals as little more than playthings to be toyed with until they break, and then discarded. The *sidhe* delight in making deals with men, deals that are often more than they first appear. What often seems to be a blessing soon becomes a curse, causing strife, bloodshed, and despair. The *sidhe* are divided into two main camps—though others exist—the Summer and the Winter Courts. These two factions are locked in an eternal war, where no one side has the upper hand for long. This conflict is the cause of the changing seasons in the mortal realm, and any area where one Court has held sway for too long is afflicted with terrible extremes of weather, such as blistering deserts or near uninhabitable icy wastes.

Once conflict between the Courts occurred thousands of years ago and culminated in the deposing of the then Queen of Summer. Much of her power was stripped from her, and she was banished to the mortal realm. Confused, injured, and alone, she eventually found her-

self among a primitive people whose shamans she was able to overcome and become their Queen-Goddess.

But a *sidhe* can only behave in one-way, and whether or not her intentions were originally benign, she could not deny her true capricious and cruelly playful nature. The Fair One—as her worshippers called her—was a malicious goddess who delighted in twisting the prayers of her people in the cruelest of ways possible. A champion would become her lover and a de-facto king, only to be destroyed when she tired of him. Most of her people followed her commands, but otherwise tried to live meek and quiet lives in the hope that they would go unnoticed by their capricious queen.

Eventually the Fair One tired of being limited to one small kingdom and began leading her people on wars of conquest. These wars were bloody affairs; her followers were driven by both fear and a crazed ideology, and they crushed all resistance before them. Such was the bloodshed wrought across the land that disparate tribes came together in an alliance to defeat the aggressors, an event unknown until then. This large host met the goddess' forces on the field of battle and was able to destroy her people before going on—after a titanic struggle—to slay the deposed Queen of Summer. Her remains were interred into a cairn marked with stones to warn any who approached that it must not be disturbed, lest they awaken the spirit of the terrible Queen-Goddess within.

Years became centuries, which in turn became millennia. Memory became legend, which became myth, and was eventually forgotten.

When the first Lord Tolleshunt decided to build a castle as his seat of power, he destroyed a local circle of stones, which were the focus of certain pagan rituals. He was a godly man and thought that if the stones were removed they would be forgotten; allowing the peasants to realize that the only path to salvation was through Christ. As an afterthought, he used the stones in the construction of his new castle. Initially the local peasants called new seat of power Castle Faestone, but as time passed the named changed to Castle Fairstone.

As her ancient destroyers feared, disturbing the cairn did indeed awaken the spirit of the Fair One, but deprived the blood sacrifices she needed, she was only able to watch those who lived within the walls of the castle, and plot her vengeance should she ever be restored to her power. Unfortunately for everyone within its walls, the parley between the houses of Maldon and Tiptree will provide the blood she needs.

RUNNING THE SCENARIO

Castle Fairstone is primarily a player driven scenario—at least initially—so it is difficult to accurately predict how events will unfold. What we will endeavor to do is to give you some likely events and an idea on how some of the relationships will develop during the playing of the scenario. However, be prepared for the players' actions to change things, perhaps drastically. The trick is to be

CASTLE FAIRSTONE

flexible and freewheeling, willing to change your plans in reaction to the player's actions.

As we cannot exactly predict the course of the adventure, what we will do is describe some probable events which will take place during the adventure, as well as detailing the how several of the relationships will play out during the game. Again though, remember that this is subject to change depending on the actions of your players.

In order to make the Game Master's life easier we have provided edited copies of the NPCs stats on page 28 to be handed out to the players during combats with the Fair One so that they can be treated as the heroes' allies. However, the Game Master should not be hesitant in overriding a player directed action for an NPC if it is against his nature or goals.

EVENT: AN OLD FRIEND'S REQUEST

One of the heroes—preferably the knight—is a friend of Sir Simon Tolleshunt. The heroes' father accompanied the knight on an ill-conceived adventure overseas several years before his birth. Simon saved his father's life at least once, if not multiple times.

Word reaches the knight that Sir Simon requests his presence and that of his companions during a rather contentious parley that Simon has been ordered to host between two neighboring families. The heroes presence during a rather contentious parley Simon has been ordered to host between two neighboring families. One of the families' ancestors allegedly murdered the daughter from the other family, and this has caused nothing but trouble for generations. Their liege has ordered that the feud be settled once and for all. Sir Simon does not expect trouble, but figures that the presence of heroes can only help keep things orderly and polite.

The hero has never been to Castle Fairstone before as Sir Simon always visited his father, but he is aware that Simon remarried six years ago after suffering the double tragedy of losing both his only son and wife to the plague. He remembers Sir Simon as a pleasant if slightly dour man, who did not reminisce with fondness about the past. Whatever he witnessed on the crusade during his youth, it soured him towards both adventure and warfare.

This means that the hero's first sight of Castle Fairstone is indeed his first ever sight of it. Read, or paraphrase the following:

Whoever named the castle must have done so with irony, for there is nothing fair about it. Castle Fairstone is a huge moldering heap which sits menacingly on the bleak East Anglian landscape. The weather suits the castle perfectly; rain is driven into you face by a strong headwind. As uninviting as the castle looks, it will be a blessing just to get out of this weather.

A wide water-filled moat surrounds the castle and the drawbridge is down. As you get closer it

becomes evident the Tolleshunt family are not as prosperous as they once were as the castle is in a state of disrepair. The Northeast tower in particular looks decidedly unsafe. A large church can be seen about a quarter of mile to the west of the castle—it is only other building visible.

Sir Simon meets them under the raised, but sturdy looking, portcullis and greets them all effusively. He seems a changed man from what the hero remembers, and his new marriage obviously agrees with him; Simon even goes as far as hugging the hero knight, something he has never done before.

The heroes are bustled quickly into the castle's banquetting hall where a welcoming fire and a table of sweet meats await them. The heroes are introduced to Simon's wife Amelia, and his ten-year-old grandson, William. Amelia proves to be gracious and welcoming, and although she is a lot younger than her husband, she leaves the heroes little doubt about her feelings for him. Her love is evident in the glances, smiles, and frequent touches that she bestows on her husband, feelings which are totally reciprocated by the older man. Indeed, being in their company is almost embarrassing such is the depth and obviousness of their mutual adoration.

William on the other hand, is full of questions. He wants to know if the stories he has heard about their adventures are true. He has firmly embraced the romance of the chivalric code—to the good-natured irritation of grandfather—and cannot wait until it is his time to become a hero. The only time his spirits are dampened is when conversation turns to the imminent arrival of the Tiptree and Maldon parties, asking if Harald Tiptree will also be coming and getting upset and worried when he is told he is. If questioned, he will say that he does not like Harald, but will not explain why, preferring to excuse himself from their company than to explain further.

Simon explains that the two families are due to arrive tomorrow. He knows that each has been limited to five negotiators and a maximum of thirty guards. Sir Peter Tiptree will be bringing his two sons, Harald and John, but Sir Edmund Maldon is childless, so he is unsure who will be accompanying him. Simon, and to a lesser extent Amelia, can answer general questions about the personalities of the two families and give the heroes a rough idea of what caused the difficulty between the families. The Tolleshunts are also aware of Sir Peter's illegitimate son James, but will not think to mention him unless specifically questioned on the subject of possible heirs.

Sir Simon will also explain their duties to the heroes. They are to only intervene if the negotiations turn violent, otherwise they are to make their presence obvious and just observe. Sir Simon does not expect trouble, but prefers to be prepared. He apologizes to call upon his friendship with the hero's father in such a way, but explains he has fallen on hard times and does not have the coin to maintain a household guard. It must be said this fact does not seem to trouble him over much. Similarly, the heroes will have to sleep in a small chamber

DARING TALES OF CHIVALRY #04

off the banqueting hall as the two intact towers have been turned over to the Tiptrees and the Maldons respectively. The majority of the two families' guards will have to camp outside the castle walls. He explains that after initial greetings the two families will meet formally for the first time—at least before the parley—at a dinner hosted by the Tolleshunts. The parley proper will start the next day, once the ailments of overindulgence have been shrugged off.

EVENT: THE FAMILIES ARRIVE

The weather the next day is even worse. The rain is now torrential, coming down in sheets that probably have not been witnessed since the biblical flood. If this continues the castle's moat will be in danger of breaching its bank.

The Tiptree family arrives first sometime in mid morning. Castle Fairstone does not have the room to barrack the soldiers of both families, so Sir Peter orders his men to erect tents on the flat ground before the castle, while Sir Simon Tolleshunt—accompanied by his family, and the heroes—receives his guests in the banqueting hall.

First impressions count, and this is where the heroes will get their initial impression of the Tiptrees. Of course it is also their chance to be viewed in a favorable light by the new arrivals. Each of the Tiptree delegation behaves in a way appropriate to their personalities and their goals during the parley.

Sir Peter will greet the Tolleshunt family warmly, but will only spare the heroes a glance when they are introduced to him. Harald seems bored by the whole event, the only time he takes any interest is when Amelia is introduced to him, and then his demeanor becomes uncomfortably attentive, almost lecherous. John Tiptree greets everyone with a warm smile, making the young William Tolleshunt smile when he reminds him of an incident two summers past, when the two lads were caught stealing apples. Master Theodric is absent-mindedly subservient, and finally James is friendly, but distant. The initial greetings complete, the visitors are led away by servants to their chambers to get dry and changed for the welcome feast planned for this evening.

Only moments later the cry goes up that the Maldon delegation has arrived. It approaches the castle from the opposite direction, and hesitates for a few minutes upon seeing the Tiptree guards erecting a camp before the castle. Sir Edmund orders his men to begin erecting a similar site while he leads the main members of his delegation into Castle Fairstone. Again introductions are made, giving the heroes a chance to make some assumptions or deductions about the Maldon family members.

Sir Edmund will be business like, greeting the Tolleshunts and the heroes in a perfunctory manner. He asks where the Tiptrees have been billeted (his word), scratching beneath his eye patch as he does so. Beatrice is extremely shy and does not say a single word during the entire meeting; indeed she seems to find it extremely hard to even meet anyone's gaze. Any hero who succeeds in a Notice roll will that Edmund emphasizes her name

slightly when introducing her. If the hero gets a raise, he also notices that Sir Edmund's grip on her shoulder is extremely hard. Sir Guy is introduced as Edmund's younger brother, recently returned from the crusade. Guy has wrapped a heavy cloth around his head similar to a Saracen, and is reticent saying very little beyond the initial greeting. Brother Joseph is introduced as the family priest—a successful Notice (-1) roll sees the priest's eyes widen in surprise at this introduction. The company that he finds himself in visibly cowers Joseph. Finally Thomas is introduced as Guy's man-at-arms. The soldier greets everyone easily, especially the non-noble heroes. It is obvious that he is equally at home in the company of both commoners and nobles, probably as of a consequence of his time fighting in the Holy Lands. As he moves around the room, he does have the annoying habit of picking things up and examining them.

Once the introductions are complete, the Maldons are led away by servants to their tower chambers to also prepare for the welcome feast. Sir Simon suggests the heroes position themselves at the bottom of both of the tower stairs just to ensure that the two families do not "accidentally" bump into one another before the feast.

EVENT: THE WELCOME FEAST

The welcome feast is—obviously—held in the Tolleshunt's banqueting hall. The delegated members of each family sit at the top table, seated so that each party member has someone from the other delegation seated next to them. Neither Sir Guy and James nor Sir Peter and Sir Edmund are seated together, but Beatrice and John are, and John spends most of the meal trying to charm the exceedingly shy girl. The Tolleshunts sit together in the center of the table, and the family guards sit at lower tables—albeit not mixed together like the delegations. For their part the heroes have positions along the walls from where they are to watch proceedings and step in if violence looks likely. The food is solid, but unspectacular. The Tolleshunts do not have the coin—or the land—to be able lay on the kind of fare that visitors might be used to at more affluent castles.

The heroes are little more than spectators during the feast, and the Game Master must be careful to keep their attention, there is little more boring for players than watching the GM talk to himself in the guise of different characters. Try to keep the players involved, and if possible run through the following situations, but if you start to lose their interest do not be scared to wrap things up quickly and move on.

- * John and Beatrice spend the entire meal talking. A successful Notice roll spots John does most of the talking, and when Beatrice does speak John often looks momentarily puzzled.
- * Harald gets drunk very quickly and soon starts to insult those around him. Frequently the targets of his boorish, acid tongue are either William Tolleshunt or his half-brother James. James takes the jibes in seeming good humor, but William seems genu-

CASTLE FAIRSTONE

inely upset. Do not be afraid to have Harald turn his attention upon the heroes, picking on their obvious physical shortcomings. The goal is to paint Harald as thoroughly unlikable.

- * At some point during the meal James and Guy should engage in a war of words, which looks like it could turn physical at any point. In truth the two are testing one another and neither is prepared to allow the exchange to come to blows, but the heroes do not know that.
- * Sir Edmund calls Beatrice away from her conversation with John and presents his cousin to Sir Peter. Lord Tiptree visibly starts at her name—to Edmund's visible satisfaction—Beatrice stammers a few words and then is curtly sent back to her seat by Sir Edmund. Those who succeed at a Notice roll detect Beatrice's accent is forced as if she has been recently schooled in how to talk.
- * A disturbance erupts on the lower tables where the guards are seated. What starts off a semi-friendly rivalry soon becomes something more serious. Several guards quickly move from exchanging insults to squaring up for against one another. The heroes will have to move quickly to prevent a fight occurring.

Once the feast is complete the two families retire to their respective towers and their guards stagger drunkenly out to their makeshift camps. A—still sober—Lord Simon Tolleshunt thanks the heroes for their actions and suggests they get some sleep. The negotiations will start tomorrow, and their presence is required.

Once everybody is asleep move onto the next event; *Murder Most Foul*.

EVENT: MURDER MOST FOUL?

A couple of hours after everyone settles down for the night, the peace is shattered. Read, or paraphrase the following:

You are jerked awake by a piercing scream, so loud it seems to come from someone in the room with you. As you try and make sense of what is happening, the scream subsides into a breathy, sinister, feminine laugh which slowly fades away. Finally managing to light a candle you see your companions equally shocked faces looking back at you.

Suddenly the entire castle starts to shake as if gripped by a mild earthquake, one that is strong enough to tip over goblets beside your beds. Before the shaking subsides you hear the echoing boom of the portcullis rattling closed. The quake is quickly followed by screams of terror and pain from several places in the castle, but they quickly subside as well.

The Fair One has haunted Castle Fairstone since its building included her five cairn stones. She is very weak, unable to do little more than snuff out a candle and

watch the inhabitants as they go about their insignificant lives. However, she does have the power to visit any particularly weak willed individual with terrible visions of bloodshed and slaughter—her own memories. Harald Tiptree is an unrepentant bully who masks his own insecurities by making those he considers to be his social or physical inferior live a misery—just the of victim the former Summer Queen looks for.

However, the queen's efforts are more successful than ever before and she is able to do more than influence his dreams—she is able to control his actions and is even able to send him sleep walking. She hopes to cause his death by having him throw himself from the top of the unstable partially ruined tower, but fate has other plans. Harald stumbles upon one of the castle's other inhabitants—one who has already suffered from Harald's spite. Through intent or misadventure Harald dies at their hands.

There are two obvious potential culprits; James the Tiptree bastard, and the young boy William Tolleshunt. Both have their own—relatively similar—reasons for getting their revenge upon the spiteful noble, but their actions are very different. James will quickly realize how vulnerable Harald is and run him through on the spot. William on the other hand will try to lead him to safety, but will cause the Tiptree heir to stumble and fall, smashing his head on the rubble at the base of the tower. The identity of the killer is left to the Game Master to decide, partially to prevent canny players second guessing events.

Whoever causes Harald's death, the result is the same. A large amount of his blood splashes over one of the Fair One's cairn stones, which was incorporated into the building of the tower. This blood is not enough to return the Summer Queen to her former glory, but does give her the strength to fully possess Castle Fairstone.

Go straight to The Castle Awakens on page 10.

EVENT: THE FAIR ONE SPEAKS

Soon after the castle is awoken, the Fair One will manifest before her victims and speak to them. She has watched the Tolleshunts for well over a century, and has learnt much about how humans interact and behave. She knows a few words from her early on can feed the fear and suspicions of those trapped within her, and possibly sow the seeds of dissension amongst them. If she can get them to start killing one another, the result will be the same as if she had killed them herself.

Read or paraphrase the following:

Suddenly a chill wind from nowhere blows through the chambers of Castle Fairstone, strong enough to ruffle hair and stir banners on the walls. The dust and dirt of the chamber is swept up into a maelstrom, which somehow forms the transparent image of an inhuman looking woman dressed in a gown of leaves in the full bloom of summer.

Her face is beautiful, but at the same time ter-

DARING TALES OF CHIVALRY #04

rible. Her eyes are almond shaped and the color of flame, and her ears are small and pointed; her mouth has a cruel set too it and appears to be smeared with blood as if she had only just finished feasting on bloody flesh.

She looks at each of you, cruel laughter in her eyes and speaks:

“For centuries I have been forced to watch as you squandered your insignificant and short lives on your pathetic jealousies and your weak-minded ambitions. But no longer, I am free of my stone prison and will soon lead an army of enslaved mortals against those who banished me from my throne to reclaim my rightful title as Queen of Summer.

Before that day though I must recover my strength, and your lifeblood will provide the sustenance I need. You are trapped within my present adopted body, so scurry around like the mice you are as I hunt you. Perhaps I will spare the one who entertains me and make him one of my hunting hounds.”

With these parting words and a final mocking laugh, the apparition fades from sight.

The heroes may try to interrupt the Fair One’s tirade, but she ignores them, raising her voice until it drowns out the questions and comments. Similarly, any attempts to attack her fail—weapons pass straight through her.

EVENT: AMELIA’S KNOWLEDGE

- * Lady Amelia Tolleshunt, a nascent scholar and historian, has spent many hours finding out as much as she can about her new family and its ancestral home. The Fair One will give the heroes the clues they need through pure boasting (see page 10.), but Amelia will be able to give them the information they need to prevail over the Summer Queen. Rather than just have Amelia give all of this information voluntarily in one go soon after the Fair One makes her presence known, it is more realistic to wait until the heroes start asking the right questions of Sir Simon Tolleshunt. The information is presented below for the Game Master’s convenience, but he should paraphrase and personalize it rather than just read it verbatim. The stonemasons who built Castle Fairstone incorporated five heavy stones, which marked an ancient cairn several miles to the south.
- * The locals originally knew the castle as Castle Faestone, but as time passed this name eventually changed to what it is today—Castle Fairstone.
- * Such was the concern about disturbing the cairn that a local blacksmith presented the lord of the day with two cold iron broadswords as a defense against

whatever creatures might assault the castle in an attempt to regain the cairn stones. As far as Amelia knows, these two swords are still in the armory.

- * Several people who have stayed within the castle’s walls have suffered terrible nightmares of bloody slaughter. This is rare, but frequent enough to be noted in oral histories about the castle. There is a tale of one Lady Tolleshunt who was so afflicted by these dreams that she took her own life.
- * The five cairn stones have a distinctive green filigree appearance and are found in the following places in the castle:
 - * The stairs of the unstable tower
 - * The castle kitchens
 - * The armory
 - * The entry hall
 - * The chapel outside the castle walls

RELATIONSHIP: JOHN AND BEATRICE

There is an attraction between John and Beatrice (or Molly as is her true name) from the moment they meet. They are of a similar age, and neither of them truly understands the feud between their two families. As the scenario progresses, John will appoint himself Beatrice’s protector, which might bring him into direct conflict with any hero who decides to take up the same task. John is young, grieving for his brother, under extreme pressure, and used to getting his own way so will not react well to having a rival.

For her part “Beatrice” will be flattered by the attention, but knows any love between her and a noble is doomed. She is also terrified out of her mind and will cling to whoever she feels can best protect her, but she will try and hide her true identity for fear that she will lose her noble protector if he becomes aware that she is just a lowly commoner.

RELATIONSHIP: JAMES AND HIS FAMILY

James has chafed at the injustice of his birth for his entire life, believing as first-born that he should be the heir to his father’s title. Whether or not he is guilty of Harald’s murder, he will take advantage of the chaos to take his birthright.

If James is left alone with either his father or surviving brother he will attempt to kill them if the opportunity presents itself, blaming their deaths on manifestations of the awakened castle. Alternatively, he will use the confusion of battle to slay his family members if everyone else’s attention is upon the supernatural aggressors. He will certainly not risk his own life to save his father or brother.

The reaction to James’ actions will depend on how relationships have developed between the families. Sir Peter will be totally heartbroken by the quick and brutal death of his two legitimate sons and will actually turn to James for support. Beatrice will be distraught at the death of John and attempt to approach the heroes with her suspicions. John will also be suspicious of the cir-

CASTLE FAIRSTONE

cumstances of his father's death, but will say nothing wanting to investigate the situation himself as a matter of family pride. Theodric will keep his own council, but will have a suspicion as to what is going on. If both Peter and John are killed and with Harald already having been murdered, then he wastes no time in declaring James the new Lord Tiptree.

Neither the Tolleshunts nor the Maldons have very little interest in the intrigues within the Tiptree family so long as one of them does not spill over from the confines of the Tiptree family and endanger anyone else. Sir Guy Maldon however, will look upon James' actions with a grim approval and try all the harder to end this threat to his family, recognizing James as the greatest threat amongst the Tiptree's.

RELATIONSHIP: EDMUND AND BEATRICE

Despite claiming that she is his beloved cousin and using her to taunt the Tiptrees during the initial stages of the scenario, Edmund will ignore Beatrice once the ghost of the Fair One possesses the castle, and the trouble. He might even go so far as to throw her towards any attacking creatures in an attempt to save himself.

The knight's actions might prompt the heroes into investigating Beatrice's true relationship with Sir Edmund—which could bring them into conflict with John Tiptree. Sir Edmund is not above using Beatrice's true name and her lowly birth to hurt the son of his enemy.

RELATIONSHIP: GUY AND THOMAS

Thomas is never seen far from the side of his noble friend—unless danger threatens, then he is nowhere to be found. Thomas will also attempt to remind Sir Guy of the supposed debt that the knight owes him in almost everything he says, whether it is to remind him to keep covered up, lest his face scare the ladies present or an attempt to remind him of their time in the Holy Land together through an anecdote or shared story. For his part Guy—a strong man in all other regards—seems to need the company of Thomas to keep him calm.

If Thomas' deception should ever become known Guy will enter a berserk rage (temporarily gaining the Edge of the same name) and will attempt to kill his former companion. If Thomas attempts to hide from Sir Guy's rage, the knight will hunt him down somewhere within the halls of the awakened castle.

RELATIONSHIP: GUY AND JAMES

Sir Guy Maldon and the illegitimate James Tiptree are probably the most dangerous men in the castle—apart from the heroes. Each of them recognizes the threat that the other represents and instinctively bristles against it. In a normal situation, this would manifest as hard looks and a few exchanged insults, but sadly the situation in Castle Fairstone is anything but normal.

Once the castle awakens the two warriors will watch

one another very closely ready to act if the other makes even the slightest of moves. Paradoxically, when an outside threat appears they will work very well together, whether the threat be monsters manifesting from the castle walls or the heroes. Once the threat is dealt with, they naturally fall back into their mutual distrust and suspicion.

RELATIONSHIP: BROTHER JOSEPH AND MASTER THEODRIC

The two oldest among those trapped in the awakened castle are instinctively drawn to one another during the chaos. The monk has led a very sheltered life until now and is totally unprepared for the experience he is being subjected to. After a few attempts to hold the forces of Satan at bay with his faith—with predictable results considering the Fair One is not vulnerable to any Christian rituals—he has a minor mental breakdown and starts to prepare himself for death, offering to hear the final confessions of the others.

Master Theodric seizes upon this offer as a chance to wash clean his soul. He has spent his long life wracked with guilt over his actions after the death of Beatrice and Harold all those years ago, and half believes the events occurring in Castle Fairstone are God's punishment for his crimes. If either Sir Edmund or Sir Peter hears of Theodric's confession, they will most probably execute the old master on the spot.

RELATIONSHIP: SIR EDMUND & SIR PETER

The two heads of families have a mutual dislike for one another. Sir Peter's feelings stem from a sense of familial duty, his tendency to lose his temper, and from all the verbal poison that has been dripped into his ear over the years by the bitter Master Theodric. Sir Edmund, on the other hand, suffered a very real injury caused by the feud and will find it very difficult to let go of his hatred.

However, the two men are very pragmatic and will put their differences aside to persevere against the terrible circumstances they find themselves in. If both survive, they may even come to realize that both of their families were the victims during the events so many years ago. They may never become friends, but they may come to respect and understand one another.

RELATIONSHIP: THE MURDERER & SIR PETER

If the perpetrator of the death of Harald Tiptree is discovered then—circumstances allowing—his father will demand justice. If the murderer is James then things will probably be resolved fairly simply—the heroes will dispatch James in battle—no one in his family will stand alongside him, and Sir Guy will not be interested in putting himself at risk by meddling in the Tiptree affairs.

However, if the Games Master has decided the murderer is William Tolleshunt, then things will be slightly more interesting. Peter will still demand justice, observing, "If the lad is old enough to wield a sword, then he is

DARING TALES OF CHIVALRY #04

WORSE FOR WEAR

Sir Peter Tiptree, Master Theodric, Thomas, and Brother Joseph will have over indulged the night before, and are nursing heavy hangovers. They suffer -1 from Fatigue for the first couple of battles they are involved in, after which the adrenaline surges and exercise serves to sober them up. If any of the heroes decided to heavily indulge in mead and wine during the feast, have them make a successful Vigor (-2) roll or be similarly afflicted.

old enough to die by one.” Simon Tolleshunt will plead for mercy, but the best Peter will agree to is trial by combat. James is pressed into service for his family while the aged Sir Simon will fight for his grandson.

The heroes should realize the old knight is seriously outmatched by the experienced and youthful Tiptree warrior, and that the honorable course of action is to offer to take his place. Pride prevents Simon from asking the heroes, but he will quickly acquiesce if they offer. Peter will demand the battle be to the death.

THE CASTLE AWAKENS

The heroes, the Tolleshunts, and their guests gather in the banquet hall, some of them bleary eyed and nursing hangovers (see the sidebar above). None of the serving staff or the guards are present, and nor is Harald Tiptree—he was not in his bed when his family awoke.

THE FAIR ONE’S POWERS

The ghost of the Summer Queen is in a weakened state when she first awakens. Should she manage to slay everyone in the castle, she will quickly return to her full power and be able to create a body for herself which will allow her to stride forth into the world a wreak havoc once again.

The Fair One has a total pool of 200 Power Points to spend. Rather than allow her access to the whole pool straight at the outset, which would make for a very one-sided and unsatisfying adventure as the heroes could be assaulted with a seemingly unlimited number of constructs, we have divided the available Power Points between ten locations. Each of these locations includes an initial description of the room’s contents and what additional actions the Fair One can take in each room.

It must be remembered the fae are capricious by nature, and prefer to toy with mortals rather than just suddenly end their lives. The Fair One could fairly easily kill everyone inside the castle, but instead will play with them like a cat plays with a mouse. She will also be content to watch the survivors, happy to let their own petty jealousies and rivalries play out. Her intent is for everyone to die, but if it can happen at their own hands then so much the better.

The Fair One has the following powers, which she can use, in any room. If a power calls for an opposed or

arcane roll then treat the Fair One as a Wild Card with a d10 in the relevant trait. Look to the relevant power in the *Savage Worlds* rulebook on how each works.

Communicate (1 PP): The Fair One can manifest in a ghostly form and communicate with the trapped mortals. She can maintain the form for ten minutes for 1 Power Point.

Entangle (2 or 4 PP): The Fair One uses the materials available to ensnare the survivors. This may be furniture grabbing limbs or the stone floor turning into sand. In the tunnel between the castle and the chapel it manifests as entangling roots.

Fear (2 PP): The ghostly Summer Queen manifests in all her terrible splendor before the party. Primarily this is to break up the party and scatter them throughout the castle, but she will use it as a directed attack against particularly troublesome heroes.

Manifest Stone Construct (3 or 6 PP per construct): The Fair One creates a construct from walls and floor of the castle (see the stats on page 23). The creature lasts for an hour or until destroyed. For a further 6 Power Points she can make the construct a Wild Card.

Puppet (3 PP): The Fair One attempts to influence the actions of one of the mortals. This can be used to simply have one of the group attack another, but she can also use it to split the party up by having one member run away from the main cluster of survivors. The power lasts for a duration of 3 rounds.

Obscure (2 PP): The Fair One can steal all of the light from an area plunging it into pitch darkness. Her constructs are unaffected by lighting conditions. The darkness lasts for 3 rounds.

Telekinesis: (5 PP) The Fair One uses this power to wield telekinetic weapon. The Fighting skill and Strength die of the weapon is d10. The weapon is animated for 3 rounds.

REPLENISHING POINTS

For each death that occurs within the castle—whether or not it is at her hand—each of the Fair One’s Power Point pools is replenished by three points. This cannot push the pool beyond its cap of 20 points. Each death is marked by a low, directionless evil laughter echoing through Fairstone’s halls.

ESCAPING THE CASTLE

As the situation in Castle Fairstone gets increasingly desperate the heroes’ thoughts will probably turn to the possibility of making an escape attempt from the castle. Unfortunately, any such attempt is doomed to failure. However doing so is impossible, The Fair One has complete control over the castle and will not allow her victims to escape easily. Detailed below are some of the escape plans the players might come up with and the ways in which the fae can thwart them.

* **Windows:** There are no actual windows in Castle Fairstone, but each chamber has one or more cross-

CASTLE FAIRSTONE

shaped slits to allow the firing of a bow or crossbow. These are far too small to allow anyone—even a child—to wiggle his way through. However, if anyone sticks a hand through a slit, the Fair One will cause the wall to slam shut on the protruding hand. Call for an Agility (-1) roll or suffer 2d6 damage.

- * **Lowering a rope:** The heroes might attempt to lower a rope from the castle's battlements, but doing so will not work for the walls of the castle will appear to ripple, bulge outwards and *absorb* the rope. Someone could attempt to climb down the 100-foot walls, but doing so is tantamount to suicide. The wall will attempt to shake them off using a Wild Card Strength of d10 versus the climber's Climbing (-2). If the climber falls, he suffers 1d6 damage for every 10 feet fallen (round up).
- * **The castle entryway:** The portcullis has been lowered and is far too heavy for anyone to lift. The raising mechanism has been partially animated by the Fair One. See the Entry Hall details on page 13.
- * **Damaging the walls:** The Fair One has expended a fair amount of energy in ensuring that the castle walls remain intact. The trapped inhabitants do not have any means of damaging the walls. Tools will break before they have any effect on the stone.
- * **Getting Help:** There are sixty guards camped out beyond the walls of Castle Fairstone, all of whom will have been awakened by the sound of the portcullis slamming shut. The two camps generally distrust of one another and initially, both will suspect the other of treachery. If the inhabitants still inside the castle are able to communicate with the guards outside, they may be able to diffuse the situation before it leads to bloodshed. However, there is little that the guards can do, they lack both the numbers and the equipment for a siege; and if they attempt to assault or lift the portcullis the Fair One will strike back with fists formed from the castle walls, wreaking havoc amongst the ill-prepared soldiers. This will break them and they will flee into the night.

THE CASTLE CHAMBERS

Detailed below is each of Castle Fairstone's main rooms, their descriptions divided into three or four sections. These are a description of the room to be read or paraphrased when the heroes first enter; if the room has its own pool of Power Points, an indication of the pool's size—those without use the “everywhere else” Power Point pool; Game Master notes for the chamber; and finally a description of the tricks and attacks available to the Fair One.

THE ARMORY

This chamber is not only where the arms and armor of the castles guards is stored, but also where the arms and armor was once forged. With

the decline of the Tolleshunt fortune, the need for guards has diminished, and there are much more arms stored here than is needed. It has been many years since the fire in the forge pit was lit, and the forging tools lie abandoned, and rusting.

On the far side of the forge pit can be seen one of the cairn stones. Its transformed state—twigs and earth looks incongruous amidst the fire-blackened stones that surround it.

Power Point Pool: 20

Games Master: At the back of the chamber is a weapon rack containing the two cold iron weapons given to the Tolleshunts by a superstitious—but prophetic—blacksmith all those years ago. This rack is immune to the powers of the Fair One, which alone might draw the heroes attention to it.

Cairn Stone: On the far side of the forging fire directly opposite the entrance door.

The Fair One's tactics: As well as the standard powers listed on page 10, the Fair One also has the following options available to her:

The Forge Pit (2-6 PP): The Fair One can cause the forge pit to flare into sudden life. Treat this as the *blast* power.

Manifest Sword Construct (3 or 6 PP): The Fair One can create a vaguely humanoid form from the weapons and armor found in the room. Once three such creatures have been created the available material has been exhausted.

Telekinesis (5 PP): As well as swords, the Fair One can use this power to wield forging tools. The damage of these weapons is Str+d6.

THE BANQUET HALL

This chamber has not been tidied from the feast earlier; discarded goblets, plates, and half chewed bones lie discarded everywhere, while pools of the strong wine have collected in depressions on the floor.

Power Point Pool: 20

Games Master: This is where the survivors will probably first gather after being awakened by the scream. It is also a good place for the Fair One to first speak to them as everyone will be together. Beyond the fact the room is the most central chamber in the castle and the heroes will pass through it several times, there is little else remarkable about the room.

Cairn Stone: None

The Fair One's tactics: As well as the standard powers listed on page 10, the Fair One also has the following options available to her:

Manifest Wine Construct (6 PP): The Fair One can gather up all the spilled wine in the hall to create a vaguely man-shaped construct. She can only do this once and the creature is a Wild Card.

DARING TALES OF CHIVALRY #04

Manifest Wooden Construct (3 or 6 PP per construct): The Fair One can use the wooden benches and tables to create a wooden construct. The creature lasts for an hour or until destroyed. For a further 6 Power Points she can make a construct a Wild Card.

THE CASTLE KITCHENS

Usually this kitchen is a bustling hive of activity, but the night's events have left it deserted. The corpse of one of the cooks lies badly burnt in the still smoldering cooking pit.

Power Point Pool: 20

Games Master: To reach the cairn stone a hero must actually step into the smoldering pit. Doing so does d10 damage to anyone walking on the still red hot coals.

Cairn Stone: The stone can be found in the center of the fire pit.

The Fair One's tactics: As well as the standard powers listed on page 10, the Fair One also has the following options available to her:

The Cooking Pit (2 PP): The Fair One can cause the Fire Pit to burst into life directing a sheet of flame in one direction or the other. Treat this as the *burst* power.

The Cooking Pit (6 PP): The Fair One can also make it flare up in a large Burst Template, doing 3d6 damage to all within it.

Telekinesis (5 PP): The Fair One can use this power to wield cooking utensils. The damage of these weapons is Str+d4.

THE CHAPEL

The long tunnel finally ends in an overhead flagstone must be lifted to allow access into the chapel. The worship hall looks abandoned, and empty. Rows of wooden pews face a stone podium hung with blue cloth. Leaded glass windows high behind the podium have been colored to depict the Virgin Mary.

Power Point Pool: 20

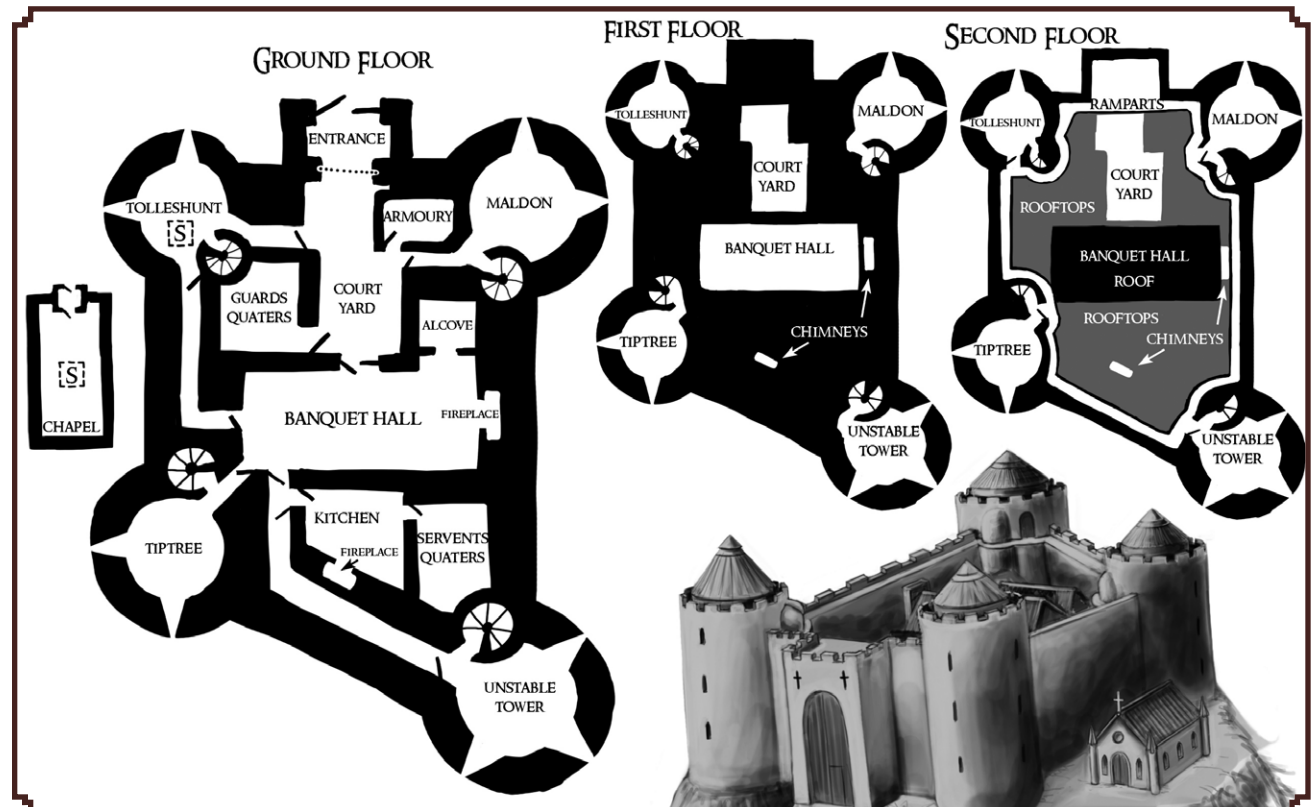
Cairn Stone: The cairn stone is part of the stone podium and is currently hidden by the blue cloth.

Games Master: The walls, doors, and windows of the chapel are reinforced by the Fair One's will and there is no earthly way of forcing them open or destroying them before the Fair One is finally destroyed.

The Fair One's tactics: As well as the standard powers listed on page 10, the Fair One also has the following options available to her:

Manifest Glass Construct (3 PP per Construct): The Fair One can create vaguely humanoid constructs from the leaded glass windows of the chapel. Doing so only takes a small section of the glass from the windows and leaves them mostly intact (see above). There is only enough material to create 5 constructs and they cannot be promoted to Wild Card status.

Manifest Wooden Construct (3 or 6 PP per construct): The Fair One can use the wooden pews to create a wooden construct. The creature lasts for an hour



CASTLE FAIRSTONE

or until destroyed. For a further 6 Power Points she can make a construct a Wild Card.

THE ENTRY HALL

The castle gates are open, but the portcullis has fallen—or been lowered—preventing exit. Something has badly warped and twisted the opening mechanism rendering it useless. The chains, which would normally raise the portcullis, have been sundered and lie broken on the floor.

Power Point Pool: 20

Cairn Stone: The Cairn stone is at the apex of the entry arch over twenty feet from the floor, out of easy reach.

Games Master: The Portcullis is impossible to lift without the pulley system, and even if it was not being reinforced by the will of the Fair One would be impossible to damage with the resources available to the heroes.

The Fair One's tactics: As well as the standard powers listed on page 10, the Fair One also has the following options available to her:

The Chains (5 PP): Using Telekinesis the Fair One can animate the broken chains of the opening mechanism to lash out at those who approach the portcullis or the cairn stone. The chains are animated for 3 rounds and attack with a Fighting die of d10, plus a Wild die. Attacks ignore any Parry bonus from a shield and inflict D10+d8 damage if they hit. There are two separate chains, and the Fair One must spend 5 PP for each one that she wants to animate.

THE GUARDS QUARTERS

This where the six guards employed by the Tolleshunts sleep. They have all been slaughtered—most of them before they even awoke. They were slain by their own weapons.

Power Point Pool: 20

Games Master: Everything is at it appears here. The Fair One animated the sleeping guards' own weapons and slew four of them in their sleep. Two managed to fend off the attacks for a couple of minutes, but were ultimately cut down.

Cairn Stone: None

The Fair One's tactics: The Fair one will animate weapons in this room and attack any of the survivors who enter.

THE MALDON TOWER

Until recently this tower was abandoned, but Lord Tolleshunt ordered his servants to clean it up in preparation for his forthcoming visitors. Beds have been aired, the fire places set, and fresh rushes have been laid down. Other than showing signs of being left in a hurry the rooms appear to be unremarkable.

Power Point Pool: 0

Games Master: Edmund—and horrifyingly—Beatrice seemed to have the same room, and the same bed, although the evidence suggests Beatrice elected to sleep on the floor at some point during the night.

Guy and Thomas also shared a room, Guy took the bed while Thomas slept at the foot of the bed in his traveling bedroll. If anyone inspects Thomas' pack they find it crammed with cutlery and goblets stolen from the Tolleshunts.

Brother Joseph has the final room to himself. He will be dismayed to discover that all of his religious paraphernalia that he did not take with him to the banquet hall has either been smashed into kindling or torn asunder.

Cairn Stone: None

The Fair One's tactics: As well as the standard powers listed on page 10, the Fair One also has the following options available to her:

Push (5 PP): The Fair One attempts to push one of the survivors down the stairs. The victim resists using his Agility; if successful the fall causes 2d6 damage (3d6 on a raise) as the victim tumbles down the stairs. Anyone who has held his action and is close enough to reach the tumbling victim can attempt to use his Agility to resist the attack as well—essentially catching the victim before he can fall.

THE SECRET TUNNEL

Beyond the secret door steep, roughly hewn stone steps descend so far you must be below the earth. Eventually the stones end at an earthen tunnel heading east. In your flickering torchlight you can see twisted and gnarled roots growing through the roof of the tunnel.

Power Point Pool: 0

Games Master: The tunnel roof is only five feet high causing any character who is Size 0 to deduct 1 from his combat rolls. Characters who are Brawny or Obese deduct 2 from their rolls.

Cairn Stone: None

The Fair One's tactics: As well as the standard powers listed on page 10, the Fair One also has the following options available to her:

Manifest Earth Construct (3 or 6 PP per construct): The Fair One can cause a construct of earth and stone to rise up from the tunnels floor. The creature lasts for an hour or until destroyed.

THE SERVANTS QUARTERS

The Tolleshunt servants have suffered a terrible fate. Soon after the castle awakened, their bedclothes rose up and wrapped themselves around the sleepers' heads and smothered them in their slumber. The bodies strewn across the room are evidence that the servants did not die without a struggle.

DARING TALES OF CHIVALRY #04

Power Point Pool: 20

Games Master: The terrible scenes in this chamber tell all which needs to be said.

Cairn Stone: None

The Fair One's tactics: As well as the standard powers listed on page 10, the Fair One also has the following options available to her:

Manifest Sheet Construct (3 PP per construct): The Fair One can animate the sheets with which she slew the Tolleshunt's servants. These constructs are extras. There is enough material in the servants quarters for the Fair One to animate as many constructs as she wishes—at least until she runs out of Power Points. The creatures last for an hour or until destroyed.

THE "TIPTREE" TOWER

Until recently this tower was abandoned, but Lord Tolleshunt ordered his servants to clean it up in preparation for his forthcoming visitors. Beds have been aired, the fire places set, and fresh rushes have been laid down. Other than showing signs of being left in a hurry the rooms appear to be unremarkable.

Power Point Pool: 0

Games Master: Sir Peter Tiptree had one chamber to himself, Harald and John shared another, and James and Theodric were given the smallest of the chambers to share. A successful Smarts (-2) roll allows a hero to realize that although most of the bed covers were thrown back in a panic—presumably when the scream woke everyone—Harald and James' beds were left in a more secretive manner, as if they wished to not disturb their room mate.

Cairn Stone: None

The Fair One's tactics: As well as the standard powers listed on page 10, the Fair One also has the following options available to her:

Push (5 PP): The Fair One attempts to push one of the survivors down the stairs. The victim resists using his Agility; if successful the fall causes 2d6 damage (3d6 on a raise) as the victim tumbles down the stairs. Anyone who has held his action and is close enough to reach the tumbling victim can attempt to use his Agility to resist the attack as well—essentially catching the victim before he can fall.

THE "TOLLESHUNT" TOWER

This tower shows the signs of life that the other towers lack. The walls are warmed from the frequent fires, which burn in the tower's fireplaces While banners have been hung to hide the bare stone, and the whole tower has a sense of "occupation."

Two of the doors are wide open revealing the room shared by Lord and Lady Tolleshunt, and William Tolleshunt's bedchamber. The third cham-

ber door is shut and shows signs of not having been opened for years.

Power Point Pool: 20

Games Master: The third chamber is the room that Sir Simon shared with his previous wife. In deference to his son, he had it closed up after he died and moved into the third chamber. The old bedchamber is exactly as it was on the day his wife died; everything is covered in a thick layer of dust.

A secret door can be found within the old bedchamber with a successful Notice (-1) roll—although both Lady Amelia and Sir Simon are aware of it. The door opens when a certain stone is depressed in the wall next to it. Beyond is a set of steep stairs that lead down to the secret tunnel (see page 13).

Cairn Stone: None

The Fair One's tactics: As well as the standard powers listed on page 10, the Fair One also has the following options available to her:

Push (5 PP): The Fair One attempts to push one of the survivors down the stairs. The victim resists using his Agility; if successful the fall causes 2d6 damage (3d6 on a raise) as the victim tumbles down the stairs. Anyone who has held his action and is close enough to reach the tumbling victim can attempt to use his Agility to resist the attack as well—essentially catching the victim before he can fall.

Manifest Wooden Construct (3 or 6 PP per construct): The Fair One can use the wooden beds that the Tolleshunts sleep in to create a wooden construct. There are only 3 beds in the tower. The creature lasts for an hour or until destroyed. For a further 6 Power Points she can make a construct a Wild Card.

THE UNSTABLE TOWER

This tower has been uninhabited for at least a decade. The sloping of the floor, and the poor condition of the walls hints at some subsidence that the Tolleshunts lack the coin to address. Everything is covered in a thick dust apart from the stairs, which clearly show the track of feet—someone has climbed these stairs very recently. A trickle of blood has run down the steps and is pooling at the base of the stairs.

Power Point Pool: 20 points

Games Master: A successful Tracking roll will confirm that two people went up the stairs, but only one came down. The blood spilled down the stairs after whoever it was that left the tower. If William Tolleshunt is the killer, a raise on the Tracking roll reveals that the person who left the tower had abnormally small feet.

The body of Harald lies halfway up the stairs, lying across one of the cairn stones. The stone has absorbed the blood, leaving the corpse dry and mummified. Seeing this causes a Guts roll, failure causes a -1 to all trait rolls for the next hour. Harald's relatives suffer a -2 to this roll.

CASTLE FAIRSTONE

The chambers of this tower have long been abandoned and are deserted, and empty.

Cairn Stone: The cairn stone is halfway up the tower, and is part of the steps.

The Fair One's tactics: As well as the standard powers listed on page 10, the Fair One also has the following options available to her:

Stone Fall (1-6 PP): Loose stones fall onto the survivors from further up the tower. Treat this as the *bolt* power.

Major Collapse (2-6 PP): The tower suffers a major collapse sending a heavy shower of stones down onto the survivors. Treat this as the *blast* power.

Push (5 PP): The Fair One attempts to push one of the survivors down the stairs. The victim resists using his Agility; if successful the fall causes 2d6 damage (3d6 on a raise) as the victim tumbles down the stairs. Anyone who has held his action and is close enough to reach the tumbling victim can attempt to use his Agility to resist the attack as well—essentially catching the victim before he can fall.

DEFEATING THE FAIR ONE

The Fair One can only be defeated by destroying the five cairn stones that have incorporated into the construction of Castle Fairstone. The awakening of the castle has transformed each of these stones into something that appears to be a mass of leaves, sticks, and the detritus normally found on a forest floor. If a cold iron sword is thrust into the stone, it is destroyed, collapsing in on itself and disintegrating. However, doing so allows the Fair One to manifest physically, forming from the destroyed cairn marker to wreak her revenge. Destroying the manifestation causes it to blow apart into a whirl of leaves, sticks and earth. This is then whisked away on an unfelt wind deeper into the castle, faster than anyone can follow it.

There is nothing stopping a hero from hacking into the stones with a normal weapon. However, the vegetation and earth re-grows in a few seconds regenerating any damage done.

Each time the heroes destroy one of the cairn stones, the Fair One manifestation is slightly more powerful; appearing as an Extra the first two times, then as a Wild Card the third and fourth time. When the last cairn stone is destroyed she manifests in her strongest form—one able to wreak terrible magic as well as being physically dangerous. When the last manifestation is destroyed the Fair One is defeated forever—or at least forever as measured by mortals.

AFTERMATH

With the destruction of the final cairn stone—and the subsequent defeat of the Fair One's manifestation—the castle starts to shake again as if gripped in the strongest of earthquakes. The quaking shakes loose the portcullis, which falls with a terrible echoing clang, signaling

RUNNING CASTLE FAIRSTONE AS A LIVE ACTION GAME

One option, which presents itself with the circumstances of this scenario, is running it as a live action game—especially if you make it part of a dinner party. Different rooms in your house can be used to represent different areas of the castle.

Each player takes the role of one of the delegation members, with their own foibles and personality quirks. The following changes are suggested to enhance the life role-playing experience:

- The Game Master takes the role of Simon Tolleshunt.
- The identity of the murderer should be decided before hand, and the culprit informed as to his guilt.
- Remove the supernatural elements of the game; things should progress just fine with the competing personalities and goals of the characters.
- Remove the Amelia Tolleshunt character as her purpose in the game has been negated with the removal of the supernatural elements.
- Increase the age of William Tolleshunt to one that a player will feel comfortable with.
- Brother Joseph's character needs to be tweaked in order to make him more interesting to play. It maybe that he has a particular axe to grind with Guy, possibly having witnessed the knight commit heretical crimes in the Holy Land and wants to bring him to justice.

One aspect of running the adventure as a Live Action game that needs careful thought is how the GM will conduct combat during the game. We suggest that you revert to the *Savage Worlds* rules in order to prevent anyone getting physically hurt. However, if the players are experienced live action role-players, and have access to the right equipment then you might want to stage mock combats. We cannot stress enough how important it is that you ensure the safety of all involved.

that the survivors can finally escape the accursed Castle Fairstone.

No sooner do they escape the castle than it starts to collapse in upon itself. Within minutes all that is left is a ruin beneath a huge cloud of dust. . The Tolleshunts are financially ruined, and if any of them died within its walls, emotionally crippled as well.

Whether the survivors have learnt anything from this terrible experience depends on events within the castle. Ideally, the Maldons and Tiptrees were able to put their differences aside and come together to survive, allowing them to forge links, which will benefit both themselves and the kingdom. However, it is possible that revealed secrets, jealousies, and plots have torn new wounds in the relationship between the families—wounds that will never heal.

THE MADNESS OF SIR STEPHEN

This adventure takes place in England sometime during the Middle Ages. This is an England haunted by giants, faeries, and other monsters, though—the England as told in old tales, like those of Mallory.

Pre-generated characters can be found on our website at www.triplecegames.com. Regardless of how many players you have, one of them must play the knight. Everyone else will play a member of his entourage. They are not common servants, but his trusted friends and confidants. All characters have 30 experience points.

If you intend to play in this adventure, you should **stop reading now**. Advanced knowledge of the scenario will only spoil your enjoyment of the game. The GM should read the **entire** adventure twice before play begins. Knowing its basic flow and details in advance will greatly speed up play and make the game run smoother.

In the rural wilds of Somerset stands Creech Hill, an imposing, wooded mound, off the beaten track and unremarkable from a distance. The villagers in the nearby market town of Bruton (brew-tun) though, speak of a dark, horned figure that haunts the hill at night. Some whisper that it is a faerie, a malevolent spirit placed there by the ancient druids to guard a hidden treasure.

Such tales are not uncommon in settlements near old ruins. How such talk began is lost to the mists of time, but invariably the stories come with a curse or monster which provides a good reason why no one has ever uncovered any riches.

The story deals with the sudden mental breakdown of a lord who rode out to a nearby hill to capture a group of bandits and the sudden disappearance of the knights who accompanied him. An ancient and malevolent faerie guardian stands sentinel over the hill and still performs its appointed task after nearly six hundred years.

The adventure takes place in eastern Somerset and it is assumed at the beginning of the tale that the heroes have friends there.

Note that curing Sir Stephen of his madness is not the main goal of this adventure—the heroes can achieve victory by defeating a group of bandits preying on the

region. Trying to cure the illness that affects the Lord of Bruton could involve many trips to Creech Hill.

A LADY'S REQUEST

Sir David and his entourage are sheltering from a storm in the manor of Sir William, a fellow nobleman whose manor is in the southern part of the county of Somerset. In accordance with the laws of hospitality, Sir William has given the group food and accommodation for the night. As the adventure begins, the heroes are seated around the lord's table, tucking into frothy beer and dishes of hot meat and bread.

A loud banging on the front door interrupts the meal. Sir William's steward, Henry, goes to answer it. From where the characters are gathered in the great hall they can hear approaching footsteps and the steward say, "*You'd better come in and speak to the lord about this.*"

A few moments later, Henry enters the great hall, apologizes for disturbing the meal, and introduces the constable of Bruton, Glyn the Stout. The constable is a large man, and at well over six feet in height is tall for people of this age. His weathered face sports a neatly trimmed beard, and deep-set steel-blue eyes peer out from under his long hair. He is dressed in dirty leather armor, is visibly out of breath, and soaked to the skin. He carries no weapon, having left his spear at the front door.

The constable of Bruton bows politely, steadies himself mentally, and then begins to speak to the assembled heroes.

"My lords, I beg your pardon for disturbing you at so late an hour," he begins whilst still gasping for breath. "I apologize if my speech is flustered, but I have ridden hard, without stopping for neither food nor sleep, from the town of Bruton for I know that the news I bring will be of most import

THE MADNESS OF SIR STEPHEN

to your ears. My lord's wife, the fair Lady Rowena, did send me with news and an urgent request.

Bandits have been plaguing the road just outside of Bruton and my lord, Sir Stephen of Bruton, believed them to be camped out on a hill just above the town. He rode forth five days ago with his three knights to bring the bandits to justice. Nothing was seen of them for two days, until a farmer came to my house with a most worried look upon his face and urged me to follow him quickly.

When we got to the spot where the farmer has been digging his crops I saw poor Sir Stephen lying there in the filth and muck, laughing like a madman. His armor was all dirty, but I could see that he wasn't wounded at all. He had lost his sword and shield, and I could see no sign of his horse. There was no sign of the other knights or their horses, either. We took Sir Stephen back to his manor house and called for the village priest, Father Justin, to come and tend to him. My mistress then charged me to travel here and bring you this news.

Begging your lords' pardon for speaking so foolishly, but there is an old legend amongst the farmers who live near the hill that an evil monster dwells on the top. Lord Stephen, being a good Christian man, never paid it much attention. Some say that the same night Sir Stephen left the manor, the beast was seen performing its strange dance atop the hill.

The Lady Rowena beseeches you sirs in the name of merciful God, please come and aid us in finding out what happened to my master, and what has become of his knights."

The characters may know something of Sir Stephen. Have them make Knowledge (Heraldry) rolls. With a success, they know that Sir Stephen is a favorite of the king. Whilst not exceptionally wealthy he maintains a modest manor and has three knights in his permanent service, each with their own manor on Sir Stephen's lands. A raise reveals that Sir Stephen is a generous man, treats his peasants fairly, and rules his lands wisely. He has a daughter, but no male heirs.

Aiding him could certainly do no harm to the knights' reputations. A critical failure causes them to believe Sir Stephen once fought against the king, and swears only lip service to the crown.

The town of Bruton is two days easy ride from the adventurers' current location. Glyn the Stout asks to travel back with the knights, to guide them as much as secure protection from bandits and wild beasts. The hill the constable is referring to is known locally as Creech Hill (from the Celtic *crigh*, meaning hill) and it is indeed haunted.

WHAT HAPPENED TO SIR STEPHEN?

Sir Stephen and his three knights left his manor house late in the afternoon, planning to surprise the bandits when they returned to their camp after a day's villainy. However, the bandit camp was not on the hill as Sir Stephen had presumed.

Seeing the remains of the old temple that stands on the summit of Creech Hill, Sir Stephen decided that whilst he and his men were there they would explore the place anyway. Chances were, he reasoned, the bandits might have been here recently and left signs of their camp.

As night began to fall, having found nothing of interest, the knights were preparing to leave for the comfort of their manor when the guardian of the hill appeared and attacked the group. Driven insane by the faerie beast, Sir Stephen ran off into the night, dropping his weapons and leaving his horse behind. The other knights managed to flee from the creature with their wits barely intact, but were ambushed by the bandits on their way back to Bruton. In their panicked state the knights were easily dispatched.

Sir Stephen, by now a gibbering wreck, wandered aimlessly around the edge of the hill for a day and a night before collapsing in the farmer's field where he was later found.

SIR STEPHEN'S MANOR

On arriving at the manor house the characters are met by Maurice, Sir Stephen's senior squire. He greets them, has their horses led to the stables, and welcomes them inside for food. He does not yet know who the knights are or why they are at the manor, but he is following standard custom by offering the group hospitality. He is polite but is a little reserved with his information. A successful Notice roll reveals the squire does not trust the party.

Only when he is told that the group is at the manor in answer to the request for aid given to the constable by Lady Rowena does he relax and speak more freely.

As he takes your traveling cloaks he says, "I shall inform my mistress of your arrival whilst you dine. I am sure that she will be with you shortly. Unfortunately," he adds, "my lord is still bed-ridden and cannot come down to welcome you personally, although I am sure that in his heart he thanks you."

If the characters wish, hot water, and clean clothes can be made available for them.

CONDUCTING INTERVIEWS

LADY ROWENA

Sir Stephen's wife, the attractive Lady Rowena, is in-

DARING TALES OF CHIVALRY #04

formed of the party's arrival by Maurice. Lady Rowena is a tall, slender woman whose clothing accentuates her perfect figure. Her brown hair is kept neatly up in a bun. As a young woman she had many suitors and enjoyed flirting with attractive young knights, but now she is devoted to her family. She greets the knights in the great hall whilst they dine.

"Brave men, I thank you most kindly for offering your services so quickly. It is reassuring to know that in moments of need there are those who would so speedily aid a lady in distress. As you are no doubt aware, my husband suffers from an unknown malady and his knights have disappeared."

You are most welcome to stay at the manor house whilst you make your enquiries into husband's sudden ill health and the disappearance of our loyal retainers. I insist that during this time you eat at the lord's table, which, alas, is deserted except for myself."

Lady Rowena has no idea what happened to her husband whilst he was hunting the bandits. If questioned she merely answers, *"When my husband left here with his knights he was in good spirits and anticipated being home before nightfall."*

If the heroes know of Lady Rowena's daughter and mention her in conversation, Lady Rowena is immediately put her on her guard. She begins to doubt the veracity of the heroes' claims to be here to aid her husband. After all, there is no reason for the characters to bring her daughter into a conversation, especially since they are strangers to Bruton and the girl is not around.

Inquiring characters are informed icily that her daughter is currently at Sarum (modern Salisbury). Wiser knights find out information about the young lady by more subtle questioning of the manor staff. Have them make a Streetwise roll. With success, they learn Lady Rowena's daughter, Madeline, is fifteen years old (legally old enough to marry in this era) and not yet betrothed. On a raise, they learn that Lady Rowena is extremely protective of her only daughter.

SIR STEPHEN

Sir Stephen currently rests in his bed and is still insane. He continually speaks of the "dark one" and the "horned beast." His personal servants believe that he is possessed by spirits. During his mad ramblings he laughs continuously, shouts at the top of his lungs, and is frequently seized by fits. He is of no use to the knights if they attempt to ask him questions about his ordeal. A successful Knowledge (Religion) roll reveals Sir Stephen may be mad, but he is not possessed.

FATHER JUSTIN

The local priest, Father Justin, has taken it upon

himself to tend Sir Stephen around the clock and can be found at his bedside at almost every hour of the day. What little sleep he grabs is at Sir Stephen's bedside and meals are taken up to him. Only trips to the latrine cause him to leave Sir Stephen's side for any length of time. Father Justin is a little overweight and has the tell-tale bags under his eyes that go with a lack of sleep.

If questioned about Sir Stephen's health he emphatically tells the knights that *"poor Sir Stephen is possessed by the Devil himself!"* If asked about the legend of the creature on Creech Hill he dismisses it as *"peasant superstition and too much strong drink."*

A successful Notice roll reveals that Father Justin is far less dismissive of the legend than he lets on. On a raise, it's obvious to the hero the priest is truly fearful of whatever lives on the hill.

No matter how hard he is questioned Father Justin does not venture any other opinion about Creech Hill or its supposed inhabitant. Under no circumstances can he be persuaded to leave Sir Stephen's side.

THE VILLAGERS

The knights might wish to approach the inhabitants of Bruton to discover more tales about Creech Hill. It is not common practice for a knight to question peasants in matters such as this, though the low-ranking members of his entourage can do so without staining their honor. Most of the town's peasantry know of the hill, but no one has been up there in years.

With a knight in the party, the heroes are treated very well by the peasants. The locals are extremely courteous and give the group no reason to be offended with them. The locals are mainly farmers and herdsmen. Heroes who question the peasants about legends concerning the hill can roll Streetwise. A failure simply reveals the hill is inhabited by a monster, a common enough fact.

With a success, the heroes will learn from several peasants that most people in Bruton know (through word of mouth) that a horned beast of inky darkness lives on the hill. They are also told about a ruined Roman temple, beneath which lies Celtic treasure. The monster was placed there as a guardian, and performs its duties well.

Should they score a raise, one of the peasants asks to speak to the heroes in private, away from prying eyes. However, he refuses to speak in front of a priest, monk, or other holy man. If they agree, he tells them a strange tale of blood and water.

"Up atop Creech Hill is an old ruin, a holy site to the old ways as we had before Christ's worship came to these isles. There's an old legend, almost forgotten now, that once a year a statue in the temple drips blood and once a year it cries water. My dad God rest his soul, once told me that when he was a lad the farmers would go up there on these special days and collect the blood and water. They'd mix it and sprinkle it on the fields to

THE MADNESS OF SIR STEPHEN

make the crops grow better. My dad always said it was magic, capable of healing the earth's ills."

The man has no idea when the statue is supposed to bleed and cry.

CREECH HILL

The hilltop is some 215 feet higher than the surrounding landscape. An overgrown, but passable trail leads up the hill and passes along the entire length of the summit. From the summit the hill slopes away steeply to each side before it begins to level out into farmland. The north side is considerably steeper than the south side, although a little-used track winds down it.

The hill is only lightly wooded, but the amount of ground ivy, nettles, and other such vegetation, the majority of which grows to around two feet high, makes travel on foot a slow business. During the autumn and winter the rain makes the ground very slippery, and it is easy to lose one's footing. Horses have great difficulty climbing the hill by any route other than one of the two trails—Riding rolls suffer a -2 penalty. In the winter months, a light mist seems to hang over the top of the hill, adding to its peculiar atmosphere.

Characters who make a Notice roll on the climb realize that while birds can be seen nestling in the trees and occasionally walking along the ground foraging for food, there is no sign of any actual ground animal life, such as badgers, foxes, or rabbits.

Upon the hilltop there once stood a temple to the Celtic stag god Cernunnos. When the Romans invaded Britain in the 1st century AD they took over the site, built their own temple on top of the existing one and continued to worship Cernunnos, although in the changed form of the Romanised stag-headed god Silvanus.

Although the Romans vacated the British Isles around eight centuries ago, the temple has fared remarkably well. The elements have done minor damage to the outer walls of the building and ivy now covers much of the stonework, but the building is otherwise in good condition.

A Notice roll at -2 (made once per hour of searching) locates a faint trail—horseshoes and footprints. The trail heads off to the north, though it takes a Tracking roll to follow it through the dense vegetation.

THE HILL BY NIGHT

At night the hill is a much more daunting place. The undergrowth seems thicker and the trees appear to bunch together, making passage even more difficult than it already is in the day. The air temperature is also noticeably colder than elsewhere in the area, sometimes by several degrees. The knights certainly notice how their breath seems suddenly frosty when they are on the hill.

NIGHTTIME ENCOUNTERS

If the party is exploring at night, draw a card to determine the lighting conditions.

Suit	Lighting
Club	Heavy cloud blankets the sky making the night pitch dark (-4).
Diamond/Heart	Wispy clouds and a half moon make the lighting Dark (-2; visibility 10")
Spade/Joker	The night is clear and the stars and moon are bright. Lighting is Dim (-1).

Anyone remaining on or near the hill for more than a few minutes hears footsteps behind them, although no one can be seen. Distant, cackling laughter can also be heard.

During the hours of darkness the guardian prowls the hilltop, looking for those who would trespass upon the site it has been bound to protect. Knights and their squires are as fair game to the guardian as unarmed peasants.

The guardian gives trespassers a half-hour to be gone from the hill before it materializes and begins to torment them. It gives no warning to trespassers that they are on a time restriction, nor does it warn them of its impending arrival. Once started, only the coming of dawn or the trespassers leaving the hill stops it tormenting further. In the latter case this is not always enough as the creature delights in the terror it causes.

Upon seeing the guardian, the heroes may recognize it from general legends and superstitions. Have each character make a Common Knowledge roll. With success, they recognize it as an Unseelie faerie. On a raise, they deduce the creature is unlikely to cause physical harm, but will have dark powers at its disposal.

Note that the guardian is not intended to charge into melee. It is exceptionally cunning, thoroughly evil, and enjoys tormenting mortals with its various powers. Use the encounter to snipe at the characters' sanity, have it *teleport* around the dark hill top to highlight its strange nature, and make frequent use of spells and its ability to taunt (which represents a mocking laugh). If the characters grow frustrated, you are doing a good job.

THE ROMAN TEMPLE

The temple itself is divided into two sections. The outermost section was open to the public and allowed them somewhere to pray in peace and to discuss matters that troubled them with the priests. The inner area, known as the sanctum, houses a statue of the god and was open only to the priests who attended the temple. Members of the public were forbidden from entering the area on penalty of flogging.

DARING TALES OF CHIVALRY #04

A slightly damaged stone statue of the horned god Silvanus stands in the centre of the inner sanctum, his arms spread wide, facing the rising sun. The face of the statue is carved so the god seems to be glaring at those who would dare to enter his sanctum.

Heroes who see the statue may recognize it. This requires a Common Knowledge roll at -4 or a Knowledge (Religion) roll. With success, they recognize the god as a Roman representation of the Celtic deity Cernunnos, the god of wild nature. The statue has Toughness 10. If wounded, it loses its special powers (see page 18).

The inner walls and floor of the temple sanctum are covered in mosaics depicting mundane scenes. Although the weather and plant growth have damaged some of the mosaics, they are still clearly discernible. Each mosaic had a specific meaning, mostly for propaganda purposes, to the priests who designed them.

It is important that the GM describe each mosaic with the same detail and tone of voice, so as not to draw special attention to the mosaic on the floor.

The north wall mosaic depicts a legion of Roman legionnaires travelling down a paved road. This signified the strength of Rome and its armies, and also showed that the Roman army could quickly reach anywhere it wanted.

The east wall mosaic shows a band of Romans hunting a wild boar and was designed to show that the Romans were lovers of sport as well as fighting. In some respects it also shows the Romans' mastery of nature.

The southern wall mosaic shows a group of non-Romans offering gifts to a Roman lord, signifying that the local people adored their Roman overlords. That this was not always true mattered little to the priests who designed the mosaic.

The west wall mosaic shows a group of priests dressed completely in white and holding hands to form a ring whilst a naked man stands in the middle. This is actually a representation of an old Roman healing rite once performed at the temple.

Finally the floor mosaic depicts a procession of people standing before a closed door. The only meaning to this mosaic is to conceal the trapdoor in the floor. The trapdoor is constructed from wood, but has been covered with a layer of clay into which the ceramic mosaic pieces have been pressed to help camouflage it with the rest of the floor design. It is an ingenious piece of craftsmanship and the knights have little chance of discovering it by accident. A Notice roll at -4 is required to detect the trapdoor if a casual search is made.

Observant characters who take the time to examine the mosaics closely should make a Notice roll. With success, they spy a glint of grime-covered gold in the mosaic covering the south wall. The mosaic contains a gold key which hangs from the lord's belt. It can easily be pried from the wall.

It may take the heroes some time to realise that the door in the floor mosaic has a keyhole which is not a piece of tile but is an actual hole in the mosaic. Adventurers examining the mosaics in detail spot this automatically

when they examine this particular design. The gold key fits perfectly into the lock and when turned the heroes hear an audible click. Merely applying gentle pressure to the door causes it to swing downwards to reveal a narrow shaft descending 20 feet.

THE TEMPLE'S SECRETS

The temple holds two secrets.

Treasure: The first, that an ancient Celtic treasury lies under the temple floor, was known only to the priests. The priests sealed the natural cave beneath the temple and built on it when they took control of the site. The cave is 20 feet beneath the temple and accessed by a vertical shaft of solid, smooth rock.

Lying atop a stone bier is a skeleton wrapped in a deerskin cloak, complete with antlers. The heavy cloak provides +2 Armor, but also imbues (or curses) the wearer with a powerful and irresistible sexual appetite. Treat this curse as the wearer having a Major Habit.

Scattered around the corpse is £50 in ancient gold jewelry and coins (some Roman), as well as two cold iron short swords of Roman design (kept here in case the guardian ever turned on them). Nestled among the treasure is a clay jar sealed with wax. This contains a pint of thick, congealed blood (see below).

There is also a collection of ten scroll cases. Inside each is a vellum scroll. Considering their age, the scrolls are in remarkably good condition. A hero who can decipher Latin, such as a priest or herald, will discover that the texts detail the ancient Celtic magic rites used to bless the crops and animals of the Durotriges tribe that once lived here.

Blood and Water: The second secret was known to the locals as well and was cause for great celebration twice a year. It is of a more mysterious nature than the first and is only visible on certain days of the year. Each spring, on the High Holy Day of Silvanus, blood drips from the statue's chest, where the heart would be in a normal man. On mid-winter's day the statue cries tears of water. There is no logical explanation for this phenomenon.

The current locals know of this miraculous event, and some even come to watch it unfold over the course of the day, although they keep this a secret in case Father Justin ever hears of it and destroys the statue. It is said that the blood and water can be used to heal sick animals and plants, as well as humans. Enough blood or water flows to fill a typical drinking flagon.

If the blood or the water is collected in a vessel and drunk, it heals all current wounds, including any permanent crippling injuries (but not those taken as Hindrances). Crops sprinkled with either liquid are exceptionally healthy the following harvest. It can also be used to cure Sir Stephen's madness. Of course, drinking blood is a vile act, and Christian heroes may balk at physically having to drink blood or pour it on the earth. Any Christians must make a Spirit roll if he wishes to drink any of the liquid.

THE MADNESS OF SIR STEPHEN

If the adventurers somehow discover the healing powers of the blood or tears they can use either to cure Sir Stephen of his madness. Once again, devout heroes, such as a priest, may refuse to allow a good Christian to be healed by such barbaric and heathen methods.

THE BANDITS' CAMP

The bandits' camp actually lies some five miles to the north of Creech Hill and is situated just off the trail. By following the trail from Creech Hill, the heroes can easily discover the camp's location.

The camp is little more than three make-shift shelters constructed from leaves and branches, and a small fire-pit with several cooking pots near it.

During the day there are no bandits at the camp—they are all out robbing innocent travelers. As evening settles in they return to the area to check the snare traps they have set. They then cook and eat any game they have caught, whilst inspecting the booty gained that day. This takes about two hours and two bandits are on watch at all times. They count as active sentries.

During the night the bandits take watch in pairs, swapping every three hours. If they see or hear anything they instantly shout to warn their colleagues. After killing three knights they know that they are hunted men and so take no chances. The dead knights' stolen horses are tethered to a tree on the edge of camp and whilst the bandits obviously keep an eye on them the horses are not specially protected or watched. Anyone trying to free the horses quietly needs to calm them as they are jittery. This requires a Persuasion roll at -2 or a Riding roll. Any failure causes the horses to whinny, instantly alerting the bandits to the trouble in their midst.

Under a tarpaulin in the largest shelter is the bandits' acquired booty. They plan to sell most of it in Wales, where they know it will fetch a good price. They had originally planned to leave for Wales after killing Sir Stephen's knights, but they now plan to stay in the area and impersonate the dead knights until things become too dangerous for them. Their booty is worth £30 (this is \$3,000 in regular *Savage Worlds* currency), but if the heroes take it for personal gain they are technically stealing.

Characters searching the booty find no sign of any weapons, armor, or shields that could belong to Sir Stephen's missing knights. The reason for this is the bandits are using it as part of their plan. They are posing as knights guarding the road to Bruton and then robbing travelers and merchants who pass that way.

- ♦ **Bandit Leader (1 per hero):** See page 27.
- ♦ **Bandit Knights (2):** See page 27.
- ♦ **Bandits (1 per hero):** See page 27.

THE MAIN ROAD

If the heroes travel along the main road out of Bru-

ton for any reason during the day they come across a party of "knights" sitting on their horses by the side of the road. Each has his "squire" with him. The knights have not erected any pavilions and it is obvious to the player knights that they are not planning to stay for any length of time. These "knights" are actually the bandits who ambushed and killed Sir Stephen's knights.

As the characters approach, the bandits turn to face them, displaying the heraldry on their shields. A successful Knowledge (Heraldry) roll reveals the knights' shields bear the crest of Sir Stephen. Since Sir Stephen only has three knights in his service, these *must* be the ones that rode onto the hill with him.

Once the two groups are close enough to see each others faces clearly, the heroes notice the "knights" are somewhat dirty and unshaven. If the adventurers question them on this or about Sir Stephen and their service to him, the "knights" respond by attacking immediately. They realize they have been rumbled and know that being caught now would only mean a painful death. Unless the party stated that it was being cautious, check for Surprise.

However, if the heroes ask what the "knights" are doing on the road, they will merely say that they are "guarding the road from bandits." Likewise, asking where they come from elicits only the vague answer of "around here." The bandits try to be as vague as possible, guessing—wrongly—that the player knights are just passing through the area and are merely being polite to fellow knights that they have met on the road.

- ♦ **Bandit Leader (1 per hero):** See page 27.
- ♦ **Bandit Knights (2):** See page 27.
- ♦ **Bandits (1 per hero):** See page 28.
- ♦ **Riding Horses (3):** See page 28.

VICTORY FEAST

Once the bandits have been successfully dealt with—either killed or handed over to the town constable to await trial by higher authority—the heroes can report the fate of Sir Stephen's retainers to his wife. Considering Lady Rowena's current state the characters should attempt to break their news with some modicum of tact. Lady Rowena is upset by the news, regardless of how well the characters break it to her, but has suspected the worst all along. To honor the heroes' endeavors Lady Rowena has a modest feast prepared for them.

During her husband's illness she is officially in charge of the manor and its welfare. During the feast she stands and offers the knights a reward.

"Sirs! You have captured the bandits that have been troubling these parts and for that I thank you. Alas my husband's retainers have been most cruelly slain by the brigands and our lands are defenseless. Kind sirs, would you accept a permanent position in my husband's household as his vassals?"

DARING TALES OF CHIVALRY #04

Should Sir Stephen have been cured of his malady then he makes a similar offer. Each knight in the party who accepts the position receives a manor house with an accompanying farm worth £5 per annum, plus initial goods equal to £3. Any non-knight receives a one-off reward of £5.

The manors used by Sir Stephen's deceased knights are not hereditary lands and reverted back to Sir Stephen upon their demise. The characters should not feel as if they have to accept the offer—this is merely an additional reward for a party who would like to enter into the service of a lord.

If the knights turn down the offer of service for any reason, each of them is thanked warmly for their help. Knights are given £10 worth of goods as a reward. An extra £10 worth of goods is rewarded if the knights managed to cure Sir Stephen. Non-knights receive half this amount. The heroes will have also made useful allies in Sir Stephen and Lady Rowena, and a noble might stand a chance of successfully courting their daughter.

If the party cures Sir Stephen *and* accepts the offer of employment, their first task is to travel to Sarum (modern Salisbury) and escort Sir Stephen's daughter Madeline back to Bruton.

BESTIARY - CASTLE FAIRSTONE

BROTHER JOSEPH

Brother Joseph is a pious man who has been thrust into a situation he is ill equipped to understand or survive. Joseph is at the parley purely to provide proof of the Maldon family's godliness; he has very little contact with the family in normal day-to-day life.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Guts d8, Intimidation d10, Notice d8, Knowledge (Christianity) d10, Persuasion d10, Riding d6,

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 6

Hindrances: Code of Honor, Pacifist (Minor), Poverty, Vow

Edges: Command, Inspire

Gear: Cross, bible, robes.

CASTLE CONSTRUCTS

These are elemental constructs the Fair One is able to create from Castle Fairstone itself. For 6 Power Points the Fair One can give these creatures the Wild Card status.

EARTH CONSTRUCT

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8

Pace: 4; **Parry:** 6; **Toughness:** 6 (1)

Special Abilities:

- * **Armor +1:** Earth hide.
- * **Bash:** Str+d6.
- * **Elemental:** No additional damage from called shots; fearless; immune to disease and poison.
- * **Size -1:** These constructs are the size of heavy-set children.
- * **Weakness (Cold Iron):** As a fey construct these things take double damage from cold iron weapons.

GLASS CONSTRUCT

Attributes: Agility d12, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d8

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities:

- * **Elemental:** No additional damage from called shots; fearless; immune to disease and poison.
- * **Fleet Footed:** Glass constructs roll a d10 running die.
- * **Shatter:** When the construct it explodes in a shower of razor sharp leaded glass shards. Center a Large Burst Template on the Construct all those within it must succeed at an Agility roll or suffer 2d6 damage.
- * **Shard:** Glass constructs can fire glass shards at foes for 2d6 damage.
- * **Slash:** Str+d6
- * **Weakness (Cold Iron):** As a fey construct these things take double damage from cold iron weapons.

SHEET CONSTRUCT

Attributes: Agility d12, Smarts d4, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d10

Pace: 7; **Parry:** 7; **Toughness:** 5

Special Abilities:

- * **Elemental:** No additional damage from called shots; fearless; immune to disease and poison.
- * **Flight:** Sheet constructs can fly at a rate of 6".
- * **Smother:** Sheet Constructs are able to ignore the bonuses provided by shields. If the construct hits make an opposed Agility roll with a success the construct manages to wind itself tightly around the head of its victim and smother them. The character must make a Vigor roll each round or take a level of Fatigue. They may be resuscitated as per the Drowning rules in *Savage Worlds*. A Successful Strength (-2) roll pulls the sheet away from the victim.
- * **Weakness (Cold Iron):** As a fey construct these things take double damage from cold iron weapons.

STONE CONSTRUCT

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

THE MADNESS OF SIR STEPHEN

d12+3, Vigor d10

Skills: Fighting d8

Pace: 4; **Parry:** 6; **Toughness:** 14 (4)

Special Abilities:

- * **Armor +4:** Stone hide.
- * **Bash:** Str+d6.
- * **Elemental:** No additional damage from called shots; fearless; immune to disease and poison.
- * **Weakness (Cold Iron):** As a fey construct these things take double damage from cold iron weapons.

SWORD CONSTRUCT

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10

Pace: 8; **Parry:** 8; **Toughness:** 9 (3)

Special Abilities:

- * **Armor +3:** Metal hide.
- * **Block:** +1 to Parry.
- * **Elemental:** No additional damage from called shots; fearless; immune to disease and poison.
- * **First Strike:** One free attack per round against a foe that moves into melee range.
- * **Florentine:** +1 to Fighting rolls against foes with weapon and shield. _1 from any gang up bonuses the construct may suffer from.
- * **Quick:** The construct redraws any initiative card of 5 or lower.
- * **Slash:** Str+d8
- * **Weakness (Cold Iron):** As a fey construct these things take double damage from cold iron weapons.



WINE CONSTRUCT

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d10

Skills: Fighting d8

Pace: 7; **Parry:** 6; **Toughness:** 6

Special Abilities:

- * **Drunken Fists:** The blows of a wine construct deal no actual damage, but each wound they inflict becomes a level of Fatigue due to drunkenness. The damage inflicted cannot be greater than Incapacitated. Each level of Fatigue takes an hour to recover from.
- * **Elemental:** No additional damage from called shots; fearless; immune to disease and poison.
- * **Size -1:** This thing is the size of a man.
- * **Weakness (Cold Iron):** As a fey construct these things take normal damage from cold iron weapons.
- * **Weakness (Fire):** Fire attacks do an extra d8 damage.

WOODEN CONSTRUCT

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10

Pace: 7; **Parry:** 7; **Toughness:** 7 (1)

Special Abilities:

- * **Armor +1:** Stone hide.
- * **Splintered Fists:** Str+d6.
- * **Elemental:** No additional damage from called shots; fearless; immune to disease and poison.
- * **Size +2:** These things are much bigger than a man.
- * **Weakness (Cold Iron):** As a fey construct these things take double damage from cold iron weapons.
- * **Weakness (Fire):** Fire attacks do an extra d6 damage.

THE FAIR ONE

The first two times the Fair One is encountered she is treated as an extra, the third and fourth time she is a Wild Card—with 2 bennies to spend each time. The last time they encounter her she will be at the peak of her powers and uses the second stat block.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Notice d8, Persuasion d10, Riding d8, Stealth d8, Throwing d6

Charisma: +4

Pace: 6; **Parry:** 9; **Toughness:** 9 (2)

Gear: Bronze chain (+2), medium shield (Parry +1, +2 toughness v. ranged attacks), long sword (Str+d8).

Special Abilities:

- * **Block:** +1 to Parry.
- * **Fear:** The Fair One is majestically terrifying.
- * **Hardy:** Two Shaken results do not put the Fair One down.
- * **Master (Persuasion):** The Fair One rolls a d10 Wild Die on any Persuasion attempt.
- * **Noble:** +2 Charisma.
- * **Seductive:** The Fair One can use her Persuasion skill, opposed by the target's Spirit, to shake a male target as an action. If she gets a raise on this roll the target will fight to protect her for a round before falling back to his shaken state.
- * **Summer Fae:** Fae creatures take double damage from cold iron weapons; +2 Toughness against attacks using a fire trapping; +2 to resist Smart Tricks; +2 damage from ice attacks; and if the fae can be tricked into giving its word, it must do all in its power to abide by the agreement.



THE FAIR ONE—FINAL FORM

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10+2, Vigor d10

Skills: Control Castle d10, Fighting d10+2, Notice d8, Persuasion d10, Riding d8, Stealth d8, Throwing d6

DARING TALES OF CHIVALRY #04

Charisma: +4

Pace: 6; **Parry:** 7; **Toughness:** 11 (2)

Gear: Bronze chain (+2), medium shield (Parry +1, +2 toughness v. ranged attacks), long sword (Str+d8+2).

Special Abilities:

- * **Berserk:** The Fair One is driven permanently berserk by the near failure of her plans. Her stats have been adjusted to reflect her state. She ignores all wound penalties.
- * **Block:** +1 to Parry.
- * **Combat Reflexes:** +2 to rolls to recover from Shaken.
- * **Fear (-1):** The Fair One in her final form can cause heart attacks with the sheer power of her terrifying personality.
- * **Gathered Power:** The Fair One can spend all unspent Power Points available to her from the castle. She uses her Control Castle Skill as her Arcane Background and has the standard powers available to her as well as any powers mentioned in the room description.
- * **Hardy:** Two Shaken results do not put the Fair One down.
- * **Noble:** +2 Charisma.
- * **Summer Fae:** Fae creatures take double damage from cold iron weapons; +2 Toughness against attacks using a fire trapping; +2 to resist Smart Tricks; +2 damage from ice attacks; and if the fae can be tricked into giving its word, it must do all in its power to abide by the agreement.

GUARDS

These are generic stats for all the guards in the scenario, be they the thirty brought by both the Maldon and Tiptree families or the six Tolleshunt guards present in Castle Fairstone.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d6, Riding d6

Charisma: +0; **Pace:** 6; **Parry:** 5/6; **Toughness:** 7 (2)

Hindrances: --

Edges: --

Gear: Chain mail (+2), pot helm (+3), long sword (Str+d8), spear (3/6/12, Str+d4, +1 Parry, requires 2 hands),



JAMES THE BASTARD

James' mother was a peasant pretty enough to gain the attention—albeit briefly—of Sir Peter Tiptree. When she died in childbirth no one knew what to do with the newborn boy, his grandparents barely had enough food to feed themselves, let alone the bastard son of a noble. It was eventually decided he would live among the castle staff.

James' life has been hard and cruel. Harald, who is only a few months younger, never missed an opportunity to taunt the baseborn lad about the circumstances of his

birth, and Lord Tiptree rarely acknowledged his existence, let alone showed him a father's love. Despite—or maybe because of—the trials of his childhood, James proved to be an able warrior and soon rose in the ranks of the lord's household guard, eventually becoming their commander. Today he serves as a loyal bodyguard to his father.

However, James harbors thoughts of vengeance deep in his dark heart. He hates both Harald and his father, and although he is quite fond of John he realizes that the lad must die if he is to claim his rightful birthright—the title of Lord Tiptree. So far he has never been provided with the opportunity that he needs, but the situation in Castle Fairstone gives him both the opportunity and convenient culprits to be framed.

James is a cruel man who has murdered several peasants, but so far he has managed to hide these crimes. If his true nature becomes known, then James' Charisma drops to -6.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d12, Notice d8, Riding d10, Shooting d8, Taunt d8

Charisma: -2/-6; **Pace:** 6; **Parry:** 10; **Toughness:** 10 (2)
Hindrances: Bloodthirsty, Illiterate, Outsider (illegitimate son of a noble), Vengeful

Edges: Brawny, Combat Reflexes, Command, Frenzy, Improved Block, Improved Nerves of Steel, Mighty Blow, Strong Willed

Gear: Chain Hauberk (+2), pot helm (+2), medium shield (+1 Parry, +2 Armor to ranged shots), long sword (Str+d8), crossbow (15/30/60, 2d6, AP2, 1 action to reload).

“BEATRICE” MALDON

Beatrice's real name is Molly, and she is normally a serving girl in the Maldon household. Unfortunately for Molly, she bears a remarkable resemblance to a tapestry of the real Beatrice Maldon hanging in the Maldon Banqueting hall. Molly is here purely to remind the Tiptrees of their ancestor's monstrous crime. She is instructed to sit at her lord's side during all negotiations, and to never speak. If anyone one does engage her in conversation, it soon becomes obvious that she is a commoner.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Guts d6, Notice d6

Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Illiterate

Edges: Very Attractive

Gear: Fine clothes.

SIR EDMUND MALDON

Edmund was blinded in one eye during an altercation with Tiptree foresters as a child. Although the culprit was executed, he still harbors a deep hatred for the Tiptree

THE MADNESS OF SIR STEPHEN

family—it will take a small miracle before he agrees to make peace between the two families.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6, Riding d8

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 9 (3)

Hindrances: Habit (scratches his empty eye socket), One Eye, Stubborn

Edges: Combat Reflexes, Block, Noble

Gear: Plate corselet, vambrace and greaves (+3), medium shield (+1 Parry, +2 Armor to ranged shots), long sword (Str+d8), fine clothes.

SIR GUY MALDON

Guy is Edmund's younger brother who has recently returned from a crusade in the Holy Lands. While besieging a minor castle he came close to being splashed with boiling oil. The experience pushed him over the edge and he became convinced he had been horribly disfigured and now keeps his face covered at all times. If his face ever is seen, or forcibly uncovered he will fly into a berserk rage.

The second Charisma score is only applicable if his true features are revealed.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d10, Notice d6, Riding d10, Survival d6

Charisma: -1/+1; **Pace:** 6; **Parry:** 11; **Toughness:** 10 (3)

Hindrances: Delusional (Believes he is horribly scarred), Habit (keeps his face covered at all times), Mean

Edges: Attractive, First Strike, Improved Block, Level Headed, Nerves of Steel, Noble, Quick

Gear: Plate corselet, vambrace and greaves (+3), medium shield (+1 Parry, +2 Armor to ranged shots), long sword (Str+d8), fine clothes.

MASTER THEODRIC

Theodric is the elderly advisor to Lord Tiptree and was a young physician during the chaos surrounding the double murder of Beatrice Maldon and Harold Tiptree, and the subsequent death of Lord Edward Tiptree. Since those terrible days Theodric has become the physician, advisor, and tutor to subsequent Tiptree lords and made himself an invaluable aid to their rule. He firmly believes the Maldons are a family of warlocks and witches able to influence men's thoughts, and this colors his advice whenever matters turn to the feud. Indeed it could be argued that his efforts have kept it alive.

Theodric has a secret. Harold was not the only one to fall in love with the lovely Beatrice. The young healer also fell for her—although he never made his feelings for her known. When his lord murdered her, Theodric was seized by a temporary insanity, which led him to poison Edward with a paralysis-inducing herb. Only after

his lord had died from infected bedsores did the healer realize what he had done and seized upon the lie that he had been supernaturally controlled in his actions. Since that day he has told himself the lie so many times it rings true to him.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Guts d6, Healing d10, Intimidation d6, Investigation d8, Knowledge (Herbalism) d8, Knowledge (History) d8, Notice d6, Persuasion d10, Riding d4

Charisma: -2; **Pace:** 5; **Parry:** 3; **Toughness:** 4

Hindrances: Delusional (Believes the Maldons are in league with demons), Elderly, Enemy (The Maldons), Ugly

Edges: Healer, Scholar (Herbalism & Healing).

Gear: Staff (Str+d4, +1 Parry, 2 hands), Fine clothes, herb pouch.

SERVANTS

These keep Castle Fairstone running day-to-day. There are a total of 18 servants in the castle (including the cooks) and each noble has brought one personal attendant (including Beatrice, although she has no idea what to do with her as she is a servant herself), meaning there are twenty-four servants in the castle in total. Most—if not all—of them get killed during the initial possession of the castle, of course.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Notice d8

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: --

Edges: --

Gear: Coarse clothing, some may have cooking utensils (Str+d4, -1 to Fighting roll).

HARALD TIPTREE

Harald is a bully and a bore; he has never known discomfort or hardship throughout his pampered life. This luxury has bred a contempt and arrogance, which makes him a most disagreeable fellow. He constantly reminds those he considers his inferior of their status, and will bully them mercilessly with his increasingly ridiculous demands. His older half brother was a frequent victim of his acidic tongue during their childhood together.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Intimidation d10, Notice d6, Riding d8, Taunt d10, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (3)

Hindrances: Arrogant, Mean

Edges: Noble

Gear: Plate corselet, vambrace and greaves (+3), medium shield (+1 Parry, +2 Armor to ranged shots), long sword (Str+d8), fine clothes.

DARING TALES OF CHIVALRY #04

JOHN TIPTREE

John is the youngest son of Lord Tiptree, but is totally unlike both his brothers. John is a sweet lad who thinks of others and has been swept up by the romance and chivalric code of the stories and legends told to him by his tutor, Master Theodric.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Notice d8, Persuasion d6, Riding d10

Charisma: +6; **Pace:** 8; **Parry:** 7; **Toughness:** 8 (3)

Hindrances: Code of Honor, Loyal

Edges: Attractive, Charismatic, Fleet-Footed, Noble

Gear: Plate corselet, vambrace and greaves (+3), medium shield (+1 Parry, +2 Armor to ranged shots), long sword (Str+d8), fine clothes.

SIR PETER TIPTREE

In his youth Sir Tiptree was the epitome of the knightly ideal—strong, handsome, and chivalrous. Sadly age has taken its toll, and muscle has turned to fat, and his chivalry has given way to murderous rages. Sir Peter's hatred of the Maldon family is a tired spent force and is now something he maintains out of habit rather than conviction.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10, Persuasion d6, Riding d10, Throwing d6

Charisma: +2; **Pace:** 5; **Parry:** 7; **Toughness:** 10 (3)

Hindrances: Enemy (Sir Maldon), Obese

Edges: Berserk, Block, Command, Noble, Sweep

Gear: Plate corselet, vambrace and greaves (+3), steel helmet (+3), great axe (Str+d8, Parry -1, 2 hands), fine clothes.

THOMAS

Thomas is a cheat and a fraud; he befriended Sir Guy Maldon on the field of battle and was able to convince him that he had saved the knight's life. Since then he has been the Knights constant companion, and revels in living the life his deceit has provided him.

Thomas is ready to move on—the madness of Sir Guy is wearing—but he will first fleece his victim of everything that he can.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Guts d6, Lockpicking d8, Notice d8, Persuasion d8, Riding d8, Stealth d10, Survival d6

Charisma: +1; **Pace:** 6; **Parry:** 8; **Toughness:** 5 (1)

Hindrances: Habit (picks everything up and inspects it), Illiterate, Small

Edges: Acrobat, Ambidextrous, Block, Charismatic, Florentine, Quick, Thief

Gear: Leather (+1), pot helm (+2), long sword (Str+d8),

dagger (Str+d4).

LADY AMELIA TOLLESHUNT

Lady Amelia is an attractive young woman who has found love in the last place she expected—the arms of a much older man. She is happy at Castle Fairstone and will not brook anything that will threaten her or her family.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Guts d6, Intimidation d6, Knowledge (Castle Fairstone) d10, Notice d8, Persuasion d8

Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Stubborn

Edges: Attractive, Noble

Gear: Fine Clothes.

SIR SIMON TOLLESHUNT

Sir Simon is a hero of a minor crusade thirty years ago. He has tried to put those days behind him and believes the sorrows he has suffered since then—the death of his first child and only son—are divine justice for the crimes that he committed overseas. He is happily married to his second, much younger, wife and together they are raising his orphaned grandson. He views the imposition of the Tiptree and Maldon families on his household as a trial he must get through.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Notice d8, Persuasion d8, Riding d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (3)

Hindrances: Bad Eyes

Edges: Command, Noble

Gear: Plate corselet, vambrace and greaves (+3), medium shield (+1 Parry, +2 Armor to ranged shots), warhammer (Str+d6, AP1 versus rigid armor), fine clothes.

WILLIAM TOLLESHUNT

William is only 10 years, and lost both his parents to the plague when he was 5. Since then his grandfather and "Mother Amelia" have brought him up. William and Harald took an instant dislike to one another during a visit last year. Harald refers to the child as "Orphan Boy" and William is dreading his arrival.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d4, Vigor d4

Skills: Climbing d8, Fighting d4, Guts d6, Notice d6, Riding d6, Stealth d8

Charisma: +0; **Pace:** 8; **Parry:** 4; **Toughness:** 5 (1)

Hindrances: Young

Edges: Fleet-Footed, Luck, Noble

Gear: Leather (+1), pot helm (+2), training sword (Str+d4), fine clothes.

THE MADNESS OF SIR STEPHEN

THE MADNESS OF SIR STEPHEN



LADY ROWENA

Lady Rowena is the beautiful wife of Sir Stephen, the ruler of Bruton. She is elegant, witty, charming, and totally devoted to her husband and his welfare. Underneath her composed and pleasant exterior lurks a fiery temper that has made battle-hardened knights flee her presence. Heroes who try to take advantage of her in any manner will soon regret it!

She and Sir Stephen have been married for fifteen years and have but a single daughter, Madeline, who was born the year after their wedding. Since then they have had no luck in their attempts to produce more offspring. Lady Rowena is extremely protective of her daughter and potential suitors have to perform a variety of tasks to prove that they are worthy enough to marry the girl. Madeline is currently travelling to Sarum to stay with family friends. Her mother sent her there so she would not see her father in his current state.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Healing d8, Knowledge (Stewardship) d10, Notice d8, Persuasion d8, Riding d6, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Loyal, Vengeful (minor)

Edges: Very Attractive

Gear: Fine clothes, dagger (Str+d4)



THE GUARDIAN OF CREECH HILL

The creature that guards Creech Hill is described by those few unfortunates who have got close to it as a black humanoid without any distinguishable features. A few talk of it having horns, but none would swear by it.

What is quite clear, however, is that the creature is very agile and can sometimes be seen leaping and bounding around the hilltop, as if performing some strange dance. It also possesses great stamina and never seems to become fatigued. The creature has neither the ability, nor the desire, to speak to mortals.

The creature is dispelled by sunlight. At first light the creature suddenly vanishes, and all those currently affected by its spells are released. Those who are suffering long-term effects must still wait until the power's effect ends naturally however.

The creature is an ancient and powerful Unseelie faerie, bound to guard the hill by the Celtic druids who once worshipped here. When the Romans came it tormented them, even though they worshipped an aspect of Cernunnos, and the priests would only visit the site during the day, preferring to live in the nearby settlement at Bruton during the hours of darkness rather than staying in the temple grounds.

The creature is unlikely to be harmed by the charac-

ters until they have explored the temple as it can only be damaged by cold iron weapons or by weapons specifically designed to harm faeries. Should the creature be Incapacitated, it is temporarily dispelled, returning completely healed on the night of the next full moon. Permanently banishing it requires long and complex rituals, and could make an interesting follow on adventure.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12, Vigor d10

Skills: Intimidation d12, Notice d10, Spellcasting d12, Stealth d10, Taunt d12

Pace: 8; **Parry:** 2; **Toughness:** 7

Special Abilities:

- **Inhuman Senses:** The guardian ignores all penalties for poor lighting.

- **Invulnerability:** It can only be Shaken or wounded by cold iron weapons.

- **Laugh of Madness:** The creature constantly emits a maddening laugh that cannot be blocked by covering one's ears. Anyone approaching closer than 12" or who begins their turn within 12" of the fiend must make an opposed Spirit roll. If the creature wins, the hero must roll on the Fear Table (at +2 if the creature scores a raise). A result of 21+ causes *permanent* insanity instead of a heart attack.

- **Powers:** It knows the following powers—*deflection* (indistinct form), *fear* (terrifying scream; resisted by Spirit), *invisibility*, *lower Spirit* (laughter; temporary insanity), *quickness*, *speed*, *teleport*; 50 Power Points.

- **Quick:** Redraws action cards with a value of five or lower.

- **Weakness (Cold Iron):** Weapons made of cold iron cause normal damage.

- **Weakness (Sunlight):** The creature is banished back to the faerie realm at dawn.

BANDITS



BANDIT LEADER

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Riding d8, Shooting d10, Stealth d8, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 9; **Toughness:** 8 (2)

Hindrances: Greedy (Major), Mean, Vengeful (Major)

Edges: Block, Combat Reflexes, Command, Strong Willed

Gear: Chain hauberk (+2), medium shield (+1 Parry), long sword (Str+d8), riding horse

BANDIT KNIGHT

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Riding d6, Shooting d6, Stealth d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

DARING TALES OF CHIVALRY #04

Hindrances: Greedy (Minor), Mean
Edges: Combat Reflexes
Gear: Chain hauberk (+2), medium shield (+1 Parry), long sword (Str+d8), riding horse

BANDIT

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6, Throwing d6
Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)
Hindrances: Greedy (Minor), Mean
Edges: —
Gear: Leather armor (+1), short sword, mace, or axe (Str+d6), bow (Range: 12/24/48, Damage: 2d6), 10 arrows

RIDING HORSE

Sir Stephen's knights were equipped for speed, not a cavalry charge. Hence, they were using riding horses. They are not trained for war.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8
Skills: Fighting d4, Guts d6, Notice d6
Pace: 10; **Parry:** 4; **Toughness:** 8
Special Abilities:
• **Fleet Footed:** Horses roll a d10 when running instead of a d6.
• **Kick:** Str.
• **Size +2:** Riding horses weigh between 800 and 1000 pounds.

NPC STATS—FOR PLAYERS

BROTHER JOSEPH

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8
Skills: Guts d8, Intimidation d10, Notice d8, Knowledge (Christianity) d10, Persuasion d10, Riding d6,
Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 6
Hindrances: Code of Honor, Pacifist (Minor), Poverty, Vow
Edges: Command, Inspire
Gear: Cross, bible, robes.



JAMES THE BASTARD

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d10, Guts d10, Intimidation d12, Notice d8, Riding d10, Shooting d8, Taunt d8
Charisma: -2/-6; **Pace:** 6; **Parry:** 10; **Toughness:** 10 (2)
Hindrances: Illiterate, Outsider (illegitimate son of a noble)

Edges: Brawny, Combat Reflexes, Command, Frenzy, Improved Block, Improved Nerves of Steel, Mighty Blow, Strong Willed
Gear: Chain Hauberk (+2), pot helm (+2), medium shield (+1 Parry, +2 Armor to ranged shots), long sword (Str+d8), crossbow (15/30/60, 2d6, AP2, 1 action to reload).

BEATRICE MALDON

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Guts d6, Notice d6
Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Hindrances: Illiterate
Edges: Very Attractive
Gear: Fine clothes.

SIR EDMUND MALDON

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6, Riding d8
Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 9 (3)
Hindrances: Habit (scratches his empty eye socket), One Eye, Stubborn
Edges: Combat Reflexes, Block, Noble
Gear: Plate corselet, vambrace and greaves (+3), medium shield (+1 Parry, +2 Armor to ranged shots), long sword (Str+d8), fine clothes.



SIR GUY MALDON

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d10, Notice d6, Riding d10, Survival d6
Charisma: -3/-5; **Pace:** 6; **Parry:** 11; **Toughness:** 10 (3)
Hindrances: Habit (keeps his face covered at all times), Mean, Ugly
Edges: First Strike, Improved Block, Level Headed, Nerves of Steel, Noble, Quick
Gear: Plate corselet, vambrace and greaves (+3), medium shield (+1 Parry, +2 Armor to ranged shots), long sword (Str+d8), fine clothes.

MASTER THEODRIC

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4
Skills: Guts d6, Healing d10, Intimidation d6, Investigation d8, Knowledge (Herbalism) d8, Knowledge (History) d8, Notice d6, Persuasion d10, Riding d4,
Charisma: -2; **Pace:** 5; **Parry:** 3; **Toughness:** 4
Hindrances: Delusional (Believes the Maldons are in league with demons), Elderly, Enemy (The Maldons), Ugly
Edges: Healer, Scholar (Herbalism & Healing).

THE MADNESS OF SIR STEPHEN

Gear: Staff (Str+d4, +1 Parry, 2 hands), Fine clothes, herb pouch.

JOHN TIPTREE

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Notice d8, Persuasion d6, Riding d10

Charisma: +6; **Pace:** 8; **Parry:** 7; **Toughness:** 8 (3)

Hindrances: Code of Honor, Loyal

Edges: Attractive, Charismatic, Fleet-Footed, Noble

Gear: Plate corselet, vambace and greaves (+3), medium shield (+1 Parry, +2 Armor to ranged shots), long sword (Str+d8), fine clothes.

SIR PETER TIPTREE

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10, Persuasion d6, Riding d10, Throwing d6

Charisma: +2; **Pace:** 5; **Parry:** 7; **Toughness:** 10 (3)

Hindrances: Enemy (Sir Maldon), Obese

Edges: Berserk, Block, Command, Noble, Sweep

Gear: Plate corselet, vambace and greaves (+3), steel helmet (+3), great axe (Str+d8, Parry -1, 2 hands), fine clothes.

THOMAS

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Guts d6, Lockpicking d8, Notice d8, Persuasion d8, Riding d8, Stealth d10, Survival d6

Charisma: +1; **Pace:** 6; **Parry:** 8; **Toughness:** 5 (1)

Hindrances: Habit (picks everything up and inspects it), Illiterate, Small

Edges: Acrobat, Ambidextrous, Block, Charismatic, Flo-

rentine, Quick, Thief

Gear: Leather (+1), pot helm (+2), long sword (Str+d8), dagger (Str+d4).

LADY AMELIA TOLLESHUNT

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Guts d6, Intimidation d6, Knowledge (Castle Fairstone) d10, Notice d8, Persuasion d8

Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Stubborn

Edges: Attractive, Noble

Gear: Fine Clothes.

SIR SIMON TOLLESHUNT

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Notice d8, Persuasion d8, Riding d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (3)

Hindrances: Bad Eyes

Edges: Command, Noble

Gear: Plate corselet, vambace and greaves (+3), medium shield (+1 Parry, +2 Armor to ranged shots), warhammer (Str+d6, AP1 versus rigid armor), fine clothes.

WILLIAM TOLLESHUNT

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d4, Vigor d4

Skills: Climbing d8, Fighting d4, Guts d6, Notice d6, Riding d6, Stealth d8

Charisma: +0; **Pace:** 8; **Parry:** 4; **Toughness:** 5 (1)

Hindrances: Young

Edges: Fleet-Footed, Luck, Noble

Gear: Leather (+1), pot helm (+2), training sword (Str+d4), fine clothes.

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