

A Knightly Tale

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in Ratik

Version 1.0

by **Brendan Robertson**

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Festival weeks in Ratik are marked by grand tournaments sponsored by noble houses. This year's major tournament for Brewfest 596CY is to be held in Ratikhill. Her Ladyship Abril of House Bresht has sponsored a sub-tournament for squires, opening the possibilities of glory and gold. A one-round Regional adventure set in Ratik for characters level 1-7 (APLs 2-6).

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Spell Compendium* [Jeff Grubb, Mike McArtor, Matthew Sernett], *Stormwrack* [Richard Baker, Joseph D Carriker Jr, Jennifer Clarke Wilkes] and *King Rene's Tournament Book (English Translation)* [Rene of Anjou (1466)].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins

whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The backdrop for this adventure is the Brewfest tourney sponsored by Lady Abril of House Bresht. A minor part of the adventure, it is nonetheless important as a backdrop setting and to get the players motivated in the right direction for heroic action.

Just before dawn, Lady Veronika Vost, daughter of the late Sir Egrim Vost of House Loegrimm was suffocated in her bed and replaced by Felica Debradia, a tiefling working for her secretive benefactor "The Dark Stranger". Disposing of the body in the basement of the house she owns, Felicia Debradia started the day feigning sickness for the benefit of Lady Veronika's lady-in-waiting Sigrun in order to facilitate the deception long term.

To throw a spanner in the works, her research failed to give her details of Lady Veronika's suitor, Sir Gabriel the Black who unexpectedly came calling. Between knowing nothing about him, casting *charm person* (failed) and reacting like a wanton harlot (whereas the real Lady Veronika would have immediately thrown him out), Sir Gabriel became just a little suspicious and knocked her out. When a physical search turned up spell components and a lack of certain distinguishing features, he knew that there was something very wrong.

When Sigrun ran screaming after seeing him standing over her unconscious (false) mistress, Sir Gabriel decided to transfer matters to his estate to facilitate interrogation and forestall any official investigation that would probably be too late to find his love.

The PCs enter the story at this point as Sigrun bumps into them at the tourney and begs for assistance for rescue from "that brute of a man, Sir Gabriel" and his "unwanted attentions". Not much happens from when the PCs get involved until sundown (and only if the PCs fail spectacularly).

After sundown, Sir Gabriel loses his patience and executes the woman when her disguise and protection spells expire, losing his paladinhood and going on the rampage in grief.

Long term issues are covered in the Conclusion and are determined by PC actions in this adventure.

ADVENTURE SUMMARY

This adventure has a specific in-game timeline of events, thus it is possible for the PCs to fail spectacularly. Do not force the PCs between encounters for them to "win" the adventure, as sometimes failure can be good for them.

The adventure opens at **Encounter 1** with a short ambush by some bandits. Though not an important part of the plot, it can give a good indication of how quickly your players can resolve combats so you can time the second half of the adventure. There is also a fair chunk of their treasure here as well (as there are few places for treasure placement in this adventure).

Encounter 2 is a heavy role-play where the PCs find out about tourneys in Ratik and interact with local NPCs and merchants. This can be as free flowing as you like as it is 4 days of parties, balls and private duels. Leading off from this, is **Encounter 3** and **Encounter 4**, both of which are optional based upon the time available (you can return to these encounters at the end of the adventure if you have time afterwards. **Encounter 3** is the Squire's Tourney of the Rings with a 100 crown purse

for the winner. It is a training tourney and gives all classes the opportunity for a little fun. **Encounter 4** is the full joust tourney, for which real skill is recommended, but there is nothing to specifically prohibit anyone participating (although without heavy armour and lance proficiency, they are unlikely to last long).

When you have entertained the players long enough (and have at least 2 hours of available time), **Encounter 5** triggers to get into the main action of the adventure. A lady-in-waiting to Lady Veronika Vost arrives in a terrified state having witnessed Sir Gabriel the Black abduct her mistress from the inn they were residing at. There are several possible directions the PCs can go from here, but eventually, they will have to head for Sir Gabriel's estate. If they do not get there before dark, **Encounter 9** triggers and they have failed the adventure, but can still investigate events and determine what has happened for the day.

Encounter 6, 7 & 8 are all interrelated and involve entry to the estate and then either negotiating with Sir Gabriel and the false lady trying to escape, or they fight Sir Gabriel and rescue the false lady. In all circumstances except rescuing the false lady, they should easily reach **Encounter 10** and recover the body of the real Lady Veronika and some additional loot.

The multipart **Conclusion** will determine which favours and long-term outcome occurs.

PREPARATION FOR PLAY

Keep an eye on the time, as you need at least 2 hours to run from Encounter 5 onwards.

- Ask which PCs are members of any knightly metaorgs or otherwise identify themselves as jousters. Give them **Player Handout 1**.
- Check ARs if any PCs have been noted as performing dubious acts (as described in **Player Handout 2**); these PCs will suffer the appropriate penalties described therein when you distribute the handout in **Encounter 2**.
- The highest level divine caster in Ratikhill is a 9th level cleric and the highest arcane caster is an 11th level wizard (as the Wizard's Guild is based here). Higher level divine casters may be available in Marner.

Timeline

This adventure has its own timeline regardless of the PC actions. It becomes possible to fail the more time they waste in irrelevant activities.

- Freeday, 28 Harvester 596CY – Attacked by bandits en-route to Ratikhill (**Encounter 1**).
- Starday, 1 Brewfest 596CY – Tourney registration and display banners in the inn windows (**Encounter 2**).

- Sunday, 2 Brewfest 596CY – Showing of helms and punishment of those found wanting.
- Moonday, 3 Brewfest 596CY – Squires Tourney of the Rings (**Encounter 3**). Sometime after dusk, Felicia Debradia kills Lady Veronika Vost and replaces her during the night.
- Godsdag, 4 Brewfest 596CY – the main joust and the bulk of the adventure occurs.
- 06:00: Dawn
- 07:00: The Lists open for the tourney (**Encounter 4**)
- 12:00: **Encounter 5**: Enter the Lady In Waiting
- 12:01–19:29: Various encounters as they play out.
- 19:30: Dusk – The false lady is revealed as her disguise spells expire and Sir Gabriel loses his paladin-hood in a fit of rage (and kills Felicia Debradia) **Encounter 9**.
- Waterday, 5 Brewfest 596CY – If not previously discovered there is a small explosion revealing the body of Lady Veronika Vost (if Felicia Debradia is not killed/captured).

INTRODUCTION

Ratik in Autumn is a lovely sight. The cool breeze blowing through the ripened meadows, the bleat of sheep being herded to winter pastures through the first snowfalls and the clash of lance on shield as the campaign season ends and knights turn to more pleasurable pursuits. This year is no exception with the Brewfest Tourney being held by House Bresht in Ratikhill.

There are many reasons to attend; knights go for the glory of the joust, ladies for the prestige of having their chosen win, and peasants for the week-long festival and markets. With the risks of winter, travellers band together with common destinations. This has found you are travelling with a merchant and his winter goods, several maidens with their family man-servant and some na'er-do-well peasants taking chickens to the fair.

Unfortunately, you haven't avoided the snow, as it has been already falling intermittently for five weeks but a solid covering made for slow travel until the wind swept the hardened roadway to a fine layer crunching underfoot.

Marching order is: PCs, ladies carriage, merchants wagon, peasants.

🗡️ **Terence Dunbar of House Devonmeek:** male human warrior 5 (Intimidate +8). This Oeridian man is strong, but not very wise and is the manservant assigned to "protect" the girls from outsiders and themselves. Easily bypassed if subterfuge is used. He drives the ladies 2-horse carriage.

👑 **Adrienne Karistall of House Devonmeek:** female human aristocrat 2 (Cha 17). A flighty blonde Oeridian of 18 years, she is engaged to be married and is

the eldest of the three. Dresses inappropriately for the weather and male company.

🦋 **Cosette Relikki of House Devonmeek:** female human aristocrat 1 (Cha 13). Raven hair Oeridian with brown eyes and demure clothing. Wiser than Adrienne, she is also engaged to be married, but is worldly enough about the ways of men to see through them.

🦋 **Nina Ulrikson of House Devonmeek:** female human adept 2 (Cha 15). Weedy blonde haired Oeridian with a touch of Flan, she has green eyes and black dress. The mysterious one of the three, she has just enough magical ability to be dangerous to herself if she tries to use it and a white cat familiar.

🦋 **Warren of House Cormik:** male human expert 4 (Diplomacy +15). A rotund Oeridian merchant driving his covered wagon of goods to the fair. He has a random selection of goods from PHB including masterwork items (30% chance of having any item requested for sale).

🦋 **Ivan, Jean & Kerman:** male human commoner 1 (Profession: Farmer +4). They are exactly what they appear to be, peasants taking advantage of knightly honour to protect them on a dangerous road. If the PCs want to buy their chickens (20 of them) for one crown (1 gp), then they will return home.

ENCOUNTER 1: BRIGANDS

At any point in the journey, have the PCs make Spot checks vs the brigands Hide. The brigands gain a +2 bonus from an assist and another +2 circumstance bonus for the terrain (for a +4 bonus).

➦ **Terrain:** 20 foot wide road (normal terrain) bordered by snow drifts (difficult terrain – Balance won't help here).

Things had been going so well when four rough and armed peasants burst from their snowdrift concealment with that age old cry "Your money or your life!" Obviously, they have bitten off more than they can chew with yourselves.

Most PCs will immediately choose "life" in which case roll initiative, but for those that choose "money", they will require a DC 25 Diplomacy check and immediate forfeiture of APLx50gp each. Delaying or attempted subterfuge (such as moving during the diplomacy check) immediately changes this to "life".

Tactics: The brigands will use non-lethal attacks against females with a Charisma of 15 or more; death will be the preferred option if the brigands win this fight! If you need NPC reactions, Warren will attempt to bribe his way past the bandits, whereas Terence will defend the ladies with deadly force (but will not leave the wagon to fight) and the peasants flee. Either option is a valid choice depending on party composition.

APL 2 (EL 3)

🦋 **Brigands (4):** male human War1; hp 8, 8, 8, 8; Appendix 1.

APL 4 (EL 4)

🦋 **Brigands (4):** male human War2; hp 17, 17, 17, 17; Appendix 1.

APL 6 (EL 5)

🦋 **Brigands (4):** male human War2/Rog1; hp 24, 24, 24, 24; Appendix 1.

👑 **Treasure:** Hidden in one of the snow holes (DC 10 Search check) is a satchel with their current loot.

APL 2: Loot – 22gp, Coin – 44.5gp, Magic – Pearl of Power 1st (83gp each), Wand of Cure Light Wounds (62.5gp each).

APL 4: Loot – 22gp, Coin – 63.5gp, Magic – Pearl of Power 1st (83gp each), Wand of Cure Light Wounds (62.5gp each), 3 vials of silversheen (21gp each).

APL 6: Loot – 22gp, Coin – 14.5gp, Magic – Pearl of Power 1st (83gp each), Wand of Cure Light Wounds (62.5gp each), 3 vials of silversheen (21gp each), Heward's Handy Haversack (167gp each).

Detect Magic Results: Pearl of Power 1st (strong transmutation); Wand of Cure Light Wounds (faint conjuration); Silversheen (faint transmutation); Heward's Handy Haversack (moderate conjuration).

Development: If the party is defeated, at APL2 only, the NPCs will save the day and stabilise them. At higher APLs, their deaths lead to the defeat of the entire caravan.

If the brigands are interrogated (DC 20 Intimidate or Diplomacy check), they admit to working as part of a band of outlaws consisting of thieves, cutthroats and vagabonds outcast from society. The leader is only known as "the Dark Stranger" and pays a premium for undamaged females for the slave trade. This is a possible plot hook for future adventures.

ENCOUNTER 2: ENTERING THE LISTS

This encounter (and **Encounter 3** and **4**) take place over several days. See the timeline for details.

Two days later, after a few formalities at the edge of Hilltown (the unwall'd part of Ratikhill) you wend your way towards the valley fortress of Ratikhill itself. Bright bunting hangs from the walls and many personal banners hang from windows and arrow-slits, announcing the participants of the tourney.

DC 15 Knowledge (Nobility & Royalty) or DC 18 Knowledge (Local: NMR) check will identify most of the participants. Feel free to make up the details of knights

(and submit them to the triad or the author for inclusion in later adventures). Use the foes listed in **Encounter 4** for ideas.

Entry to the citadel is easy enough; a few formalities and the usual warnings about not killing anyone. Those wanting to join the lists are directed towards the Master of the Lists in the Keep. Arcane members are reminded that the country's foremost wizards guild is here and actively recruiting today. For others, the market fair is the place to be, as even passing it on your way to the citadel, the smells and noise drew you onward.

For knights and squires off to join the lists:

The foyer of the keep is buzzing with noise and the clanking of formal armour as warriors register for the joust. The Master of the Lists is a very short Oeridian man with ruddy blonde hair. His scowl as you reach him is enough to make you pause, "New blood for the mill, should be interesting. I'm Castellan Georgidos, master of the lists. You register through me and what I say is law in the joust. Name, family and previous tourneys."

Castellan Georgidos: male human (O) Fighter 8 (Intimidate +14, Sense Motive +7).

Entry is fairly straight forward. They submit the token (**Player Handout 1**) and give their family details and tournament history. Players should play this out in character; the more flourished the better. This is an "open" tournament and entry is not particularly restricted.

The entry requirements as a knight are proficiency with the lance, shield, armour and the Mounted Combat feat. Entry as a squire simply requires sponsorship by a knight in good standing (another PC, or they could seek out a sponsor with a DC 10 Gather Information check and a DC 15 Diplomacy check). If they wish to fake these details, they will need to use Bluff and Forgery as appropriate.

Entrants are reminded that they must "show their helms" at noon tomorrow (give them **Player Handout 2** when the PCs advance to the next day). Unless they have been very naughty or publicly have a reputation for insulting women (or men if a female PC), it is unlikely they will be beaten and refused entry to the lists.

There are balls and parties every night, so feel free to make up roleplaying encounters. For example:

- Castellan Georgidos goes to the tavern when he gets off duty and attempts to drink every soldier under the table (DC 12 Fort save or take 1d3 Dex + 1d2 Wis penalty. Increase the DC by +1 for each additional round of the contest).
- Her Ladyship Abril's ball is one of the social highlights of the week. Entry requires an invitation (or DC 15 Bluff check and a bribe of 100 crowns to

the doorman "I forgot my invitation"). Knights who have obtained entry to the joust are automatically invited, as are any ladies or gentlemen of noble lineage or connections (Aristocrat class levels or have the favour of a noble house). All guests are entitled to bring an appropriate escort. Guests must be dressed in at least a courtiers outfit and are only entitled to carry a rapier, longsword or their religious weapon (if one-handed).

- For those of lower birth and interests, the peasants hold their own party each evening on the city green after the merchants have packed up for the day. Courtship and renewing of acquaintances are the common activities (aside from drinking and eating).

For wizards and sorcerers interested in the Ratikhill Academy of Wizardry and Sorcery:

One prominent tent attracts much attention. Coloured balls of light float around it, twinkling like multi-coloured stars, and conjured illusions entertain nearby spectators. The local children, it seems, are very interested. But there is a more serious side to this display, for it would appear that apart from a handful of apprentices and journeymen, a senior magician is looking for recruits for the Ratikhill Academy of Wizardry and Sorcery.

Tending the booth when the PCs approach is Dahlia Twill, a halfling sorcerer who is one of the academy's masters.

🧙 **Dahlia Twill:** female halfling Sorcerer 7

The Academy is recruiting, as ever, and would be most interested in PCs capable of using arcane magic.

Further, one of the apprentices is more than happy to espouse the benefits of learning at the Academy.

🧙 **Nob Hedger:** male human Commoner 1/Wizard 0

Nob is a farmer's son for whom the future seemed to consist of staying on the farm, until it was found he has a talent for magic. Now Nob has a brighter future, and he's happy to explain to all and sundry that this is due to the Academy.

For those interested in the market fair:

The Brewfest Tourney Fair is a shambling affair set upon the large green before the walls of Ratikhill itself. Traders from all over the archbarony have gathered to hawk their wares and ply their trades. The waft of roasted meats competes with the raucous laughter of clowns and squawk of caged birds.

There are no special items to be had in this adventure, but they may purchase anything they have Regional access to here if needed.

Sample encounters:

- Feat of Strength: pay one common (cp) entry and if you succeed at a DC 20 Strength check (using a sledgehammer to ring a bell) you win a keg of local ale;
- Wrestling pit: pay one penny (sp) to win one crown (gp) if you can defeat the champion of the pit (grapple +12);
- Archery contest: 3 arrows at a tiny target of AC17. The archer with the most hits wins a 10 crown purse. Roll 2d6 for the attack bonus of NPC contestants.
- Thieves may choose to ply their trade (as per the Benefits From Non-adventuring Activity in LGCS 596 p51 but without the TU cost);
- Entertainers may likewise choose to ply their trade (as per the Benefits From Non-adventuring Activity in LGCS 596 p51 but without the TU cost);
- Religious PCs may decide to debate the merits of their religions or attempt to gain converts. For every point they get over a DC 25 Diplomacy check, they have interested some peasants in converting and may begin teaching them in the faith. If they also succeed in an opposed Knowledge (Religion) check against the peasants' Will Save, they gain a convert. Multiple religious may make opposed checks against each other (the local clerics can be considered to have a +8 bonus in both skills).

ENCOUNTER 3: RUNNING OF THE RINGS (OPTIONAL ENCOUNTER)

A cheer goes up as you see the first contestant charge down the street, spearing several iron rings at full gallop. Only a sideshow compared to the honour and glory of the joust, it gives squires the chance to train and acclimatise to the very different atmosphere of competing in front of a crowd.

Having signed up you make your way to the starting gate to try and win the hundred crown purse.

The Tourney of the Rings is open to anyone (ie: any class and level of proficiency). It consists of a single pass with a lance against 5 rings suspended from string. The rings are AC13 (with Improved Disarm or Improved Sunder giving a +4 to hit bonus). If more than one squire hits all 5 rings, then further rounds continue until a winner is resolved.

♣ **Squire Agramant:** male human Aristocrat 1 (Lance +3).

♣ **Squire Blaise:** male human Aristocrat 3 (Lance +4).

♣ **Squire Campbell:** male human Fighter 2 (Lance +5, Improved Sunder).

♣ **Squire Duval:** male human Aristocrat 2/Fighter 1 (Lance +6).

👑 **Treasure:**
All APLs: Coin – 100gp.

ENCOUNTER 4: THE JOUST (OPTIONAL ENCOUNTER)

When the day of the joust arrives:

The day of the joust dawns bright and clear. Trumpeters sound the dawn and the breakfast feast is grand to behold. As it ends, the Master of the Lists reads the order of jousts for the morning. Your names are early, as befits those of lower standing, but that is not to say glory cannot be yours.

At 10 o'clock the first clash of lance on shield can be heard, indicating that glory awaits.

The joust is simple in process; bards may attempt to sway the crowd towards their knight and inspire them (as per Appendix 4) and then the knights make several passes until one of them is defeated. The crowd is Indifferent to participants for bardic purposes. The PCs will probably not win this tournament, as other duties (ie: rescue the damsel in distress) will preclude them from most of the day's jousting. They can face a maximum of 3 opponents before noon. With a tournament of this size, they would need to face 10 or more opponents in a single elimination format to win it.

If selfish PCs choose to continue with the joust instead of taking the obvious adventure hook, Sigrun makes a complaint to Castellan Georgidos about their "unknightly conduct" and "lack of respect towards women". They not only will fail to complete the rest of the adventure, but suffer the consequences as outlined in **Player Handout Two** when brought to account several hours later.

DM's Note: Below are the default foes; feel free to change the names and descriptions as required for multiple PCs to face. The eventual winner of this tourney is Sir Kelsig of Ukamanini (unless the PCs defeat him, in which case it is Lady Fianna of Whisperwood).

APL 2

♣ **Sir Etienne of House Devonmeek:** male human Ari2/Ftr1; hp 24; Appendix 4.

♣ **Lady Fianna of Whisperwood:** female wood elf Brb4; hp 36; Appendix 4.

♣ **Sir Gaspard of House Aboneth:** male human Ari2/Pal5; hp 70; Appendix 4.

APL 4

♣ **Lady Fianna of Whisperwood:** female wood elf Brb4; hp 36; Appendix 4.

♣ **Sir Gaspard of House Aboneth:** male human Ari2/Pal5; hp 70; Appendix 4.

♣ **Sir Harcourt of House Loegrimm:** male human Ari4/Wiz5; hp 42; Appendix 4.

APL 6

♣ **Sir Gaspard of House Aboneth:** male human Ari2/Pal5; hp 70; Appendix 4.

♣ **Sir Harcourt of House Loegrimm:** male human Ari4/Wiz5; hp 42; Appendix 4.

♣ **Sir Kelsig of Ukamanini:** male dwarf Ftr10; hp 105; Appendix 4.

Development: Some PCs may attempt to sabotage their opponents by enchanting their equipment and crying “foul”. Zone of truth or detect thoughts can be wonderful spells for finding the guilty party...

ENCOUNTER 5: ENTER THE LADY-IN-WAITING

When the players have had a good time with the tourney, activate this encounter. You want at least two hours of play from this point onwards.

At noon, you head off to partake of a hearty meal. Stepping around a tent of the fair, a female human dressed as a lady-in-waiting literally crashes into you. A quick glance shows that she appears to be in distress and the hem of her dress is muddy and torn.

“Kind sirs, mayhaps you can help me in my distress? My mistress, Veronika is missing. She was meeting with a man in black and when I went to serve her lunch, she was gone! And so was the black-hearted devil she was meeting. He’s obviously stolen her away for some nefarious purpose. Oh, please save my mistress.”

The lady-in-waiting’s name is Sigrun (and the daughter of a knight like many lesser nobility).

♣ **Sigrun:** female human Aristocrat 3.

- Who took your lady?

A foul beast of a man, Sir Gabriel the Black.

- What is your Lady’s name?

Dame Veronika Vost, daughter of Sir Egrimm Vost of House Loegrimm.

DC 14 Knowledge (Nobility & Royalty) check or a DC 17 Knowledge (Local: NMR) check places her as a minor functionary at court and the only child of the late Sir. He had an extensive fortune.

- When was she taken?

Barely one turn of the glass (1/2 hour); I was sent out to fetch a meal, but when she returned, they were both gone. There was blood upon the floor and torn pieces from her dress on the floor.

- Where was she taken from?

We were staying at the Golden Grain Resthouse, room seventeen.

DMs Note: Lady Veronika’s normal residence is a townhouse in Marnar.

- Why was she taken?

He has been forcing his attentions upon her for several years in his attempts to marry her. I fear that he may have taken matters into his own hands.

- Where could we find Sir Gabriel the Black?

His estate lies an hour north on the edge of the southern reaches of the Loegrimm Woods.

Development: From here there are a couple of possibilities. Action oriented PCs will immediately head out to confront their foe (8 miles – see PHB pg 163, Table 9-3 for travel times). A PC in heavy armour on foot (speed 20 ft.) will take four hours to walk that far. Those more cautious may decide to do some research and/or ask for guard assistance.

- If they ask for guard assistance (1/2 hour), there is little evidence of wrongdoing, Sir Gabriel is a trusted noble of the area and their duties end at the edge of town. If pressed, the guards suggest that if they are so interested in justice, they should investigate and apprehend the miscreant themselves. Her Ladyship Abril sits judgement at noon every Godsday in the main hall (and does not take kindly to false accusations).
- If they investigate the guest house (1 hour) they stayed at, no-one saw anything of significance and the room is as described above. Tracking inside the town is possible (DC 30) but merely leads them out of town. Once they get out of town on the right road, a DC 18 Track check reveals two shod horses were the only creatures to use this road out of town today.
- Asking around, it is easy enough to get directions to Sir Gabriel’s estate, as he is relatively well known in the area (no significant time).
- If they wish to attempt a Gather Information (1d4 hours) they may get the information below. Pay careful attention to the timeline, as they may not be able to reach Encounter 6 in time.

DC	Gather Information Result
10	Sir Gabriel was a finalist in last year’s Brewfest tourney.
15	He is known to be charitable and is also a widower of several years.

20	He has been wooing Dame Veronika Vost ever since his wife died. Socially it is a good match, but the Dame has been resisting for some time.
25	Sir Gabriel is a Paladin of Atroa.

ENCOUNTER 6: GATE GUARD

The PCs reception here is going to depend on when they have arrived and what attitude they take with the guards.

The home of Sir Gabriel the Black is a small château surrounded by a ten foot stone rampart and shallow ditch. Certainly not strong enough to withstand a concerted assault, but enough that petty bandits and skirmishing goblinoids that get through the pass would find easier prey. A set of closed iron reinforced gates block entry to the courtyard and a small bell is mounted to one side of the gate arch.

Strong Wooden Doors: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; Open Lock (internal bar).

If they choose diplomacy and subtlety:

Ring the bell, after a minute or so, a small slit opens in the gates showing the eyes of an elderly warrior. "We're not taking visitors at the moment, come back tomorrow." The slit then slams shut.

Persistent knocking will get the slit back open again and they can attempt to talk their way in (more likely), using a DC 20 Diplomacy check:

One of the guards goes inside and shortly afterwards, a large man dressed in black full plate answers the door. "I am Sir Gabriel. Can I help you?"

From here, skip to the question and answer section of **Encounter 7**. If the PCs still decide to fight (after failing to convince Sir Gabriel to see the lady) then add Sir Gabriel to this combat with his guards.

If the PCs simply sunder/break the doors and fight their way in:


Two guards draw weapons to defend their home against attack!

Eventually:


The guards fall after a brief struggle, allowing access to the main house.

DMs Note: Using guile, diplomacy or subterfuge to gain entry to the house still earns the full xp reward.


APL 2 (EL 2)

 **Gate Guards (2):** male human warrior 2; hp 16, 16; Appendix 1.

APL 4 (EL 5)

 **Gate Guards (2):** male human warrior 4; hp 32, 32; Appendix 1.

APL 6 (EL 7)

 **Gate Guards (2):** male human warrior 6; hp 48, 48; Appendix 1.

 **Treasure:**

APL 2-6: Loot – 160gp, Coin – 20gp.

ENCOUNTER 7: LORD AND MASTER

After gaining access to the house:

Inside, the house seems fairly palatial. Sir Gabriel has done very well for himself. Battle trophies line the walls of past conquests and the heads of many animals killed in the hunt. There are also a row of shields from foes defeated in tourneys.

DC 15 Knowledge (Nobility & Royalty) check identifies many of the shields as knights of note who are known for prowess in the joust.

If they have talked their way in:

"As you can see, I have fought in many lands and had many conquests. The false lady lies this way." He leads you up the grand staircase towards the second floor chambers. There he pulls a large key from his belt pouch and unlocks a sturdy chamber door. "She has been rather resistant to my interrogation, perhaps you may do better."

If they have fought their way inside:

A knight in black full plate armour stands at the top of the stairs, holding a longsword. He seems rather put out at your forced entry. "What are you doing inside my home?"

DM's Note: Play Sir Gabriel as superior and elitist as possible; the PCs should want to kill him because he is TOO Lawful Good and egotistical.

Unless they can come up with a very good explanation quickly, he will attack to drive out these intruders (non-lethal unless they fight back using lethal damage).

Questions and Answers

- Do you have the Dame Veronika Vost?
"No I do not. The lady I hold has her outward appearance, but is some sort of fiend that has done away with her. She shall remain confined here until she admits her guilt and reveals where my lady is."

- Do you have proof of this?
"She does not know me by sight; that is all the proof I need that she is false."

- Can we interrogate her to find the truth?
"How do I know I can trust you?"

They may volunteer to interrogate her (NOT torture, that is an evil act), in which case he will reluctantly allow access to her with a successful DC 15 Diplomacy check; under supervision of course.

- Can we joust you for the dame's release?
"I will accept a challenge from worthy foes. Are any of you skilled with a lance?"

If they do not think of it, a DC 10 Knowledge (Nobility & Royalty) check will remind them that this is a valid and binding legal option within the realm. Only give them the skill check if other options have been exhausted (and you need to move the adventure along).

If the PCs challenge him to a joust (having just come from a joust themselves) he will only accept if they are proficient with the lance and have the Mounted Combat feat or have previously defeated two or more opponents in a single tourney (he has to make his Knowledge (Nobility & Royalty) check against the PCs fame for this; DC 10 if they won, DC 15 if they unhorsed 2 or more foes, DC 20 otherwise). If it occurred at this tourney, he automatically succeeds, as he was there in the morning. See **Appendix 2** for jousting rules. If they succeed, Sir Gabriel releases the lady with a grumble, but keeps his word.

If the PCs fail to win the joust, then they have failed part of the adventure, when they recover, Sir Gabriel advises them that he has found a key and bids them to discover more. It has a crafters mark and if they chase this up (DC 15 Gather Information check) they find the house it belongs to. Skip to **Encounter 10** and then go strait to the **Conclusion**.

APL 2 (EL 4)

☛ **Sir Gabriel**: male human paladin 4; hp 38; Appendix 1.

APL 4 (EL 6)

☛ **Sir Gabriel**: male human paladin 6; hp 57; Appendix 1.

APL 6 (EL 8)

☛ **Sir Gabriel**: male human paladin 8; hp 76; Appendix 1.

👑 Treasure:

APL 2: Loot – 140gp, Coin – 20gp, Magic -- +1 greatsword (195gp each), ring of protection +1 (167gp each), quiver of ehlonna (150gp each).

APL 4: Loot – 20gp, Coin – 20gp, Magic -- +1 full plate (220gp each), +1 greatsword (195gp each), ring of protection +1 (167gp each), quiver of ehlonna (150gp each).

APL 6: Loot – 20gp, Coin – 20gp, Magic -- +1 full plate (220gp each), +1 greatsword (195gp each), ring of protection +1 (167gp each), quiver of ehlonna (150gp each).

Detect Magic Results: +1 full plate (faint abjuration), +1 greatsword (faint abjuration), ring of protection +1 (faint abjuration), quiver of ehlonna (moderate conjuration).

ENCOUNTER 8: A FAKE LADY

The upstairs chamber is firmly locked (DC 25) or they can use the key held by Sir Gabriel.

As soon as the door opens, a sobbing woman flies towards you. "Save me! Please save me from this brute of a man! He has locked me up and has some hideous fate in store for me."

The woman appears as a blonde female with violet eyes of typical Suel descent. The signs of weeping and smeared makeup are indicative that her confinement is not a happy one.

If they have not already decided, the players must choose whom to believe. The girl is lying (Bluff – see stat block), so be as melodramatic as you like and make all sorts of promises you won't be keeping. She currently has an active *undetected alignment* spell running but this will run out at dusk and a *seeming* spell to aid her disguise, revealing her true alignment to those who wish to learn it.

If it appears that the PCs will not save them, she will attempt to disarm the nearest and gain the weapon or spell component pouch (either a held weapon with great difficulty, or a scabbarded weapon if easier). Carnage then ensues. If she can get a spellcaster's pouch, she immediately casts *polymorph* and fights her way out.

If they believe the girl and have not yet defeated Sir Gabriel, they must either convince him to let the girl go or fight him.

APL 2 (EL 4)

☛ **Felicia Debradia**: Female tiefling rogue 1 / wizard 5; hp 31; Appendix 1.

APL 4 (EL 6)

☛ **Felicia Debradia**: Female tiefling rogue 1 / wizard 7; hp 41 + 14 temporary; Appendix 1.

APL 6 (EL 8)

☛ **Felicia Debradia**: Female tiefling rogue 1 / wizard 9; hp 51 + 16 temporary; Appendix 1.

DMs Note: There is a -2 EL adjustment for her not having ready access to a spell component pouch or spellbook. Her memorised combat spells have likewise been limited to what would normally be encountered at the appropriate APL (except for the *polymorph*).

After re-capturing the girl, they may choose to interrogate her (Diplomacy or Intimidate against a Hostile target). At dusk, her spell protections expire (*undetectable alignment*, and more importantly, a *seeming* spell), thus revealing her for what she truly is. Of course, if she's hit with a *dispel magic*, this will become apparent a lot sooner. Searching her will reveal a brass house key hidden in her garter. It has a crafters mark and if they chase this up (DC 15 Gather Information check) they find the house it belongs to.

Diplomacy or Intimidate results:

DC	Information
20	Her real name is Felicia Debradia, a landless noble of The Great Kingdom. Are you sure you don't want to free me?
25	She replaced Lady Veronika in order to access the large fortune. She was to receive a 25% share of everything she could get for her master.
35	Lady Veronika is dead. Her body can be found in the cellar of her home

The real Lady Veronika was killed yesterday in order to allow the deception, and her body will be found tomorrow by a maid, stuffed into a barrel in the cellars. If the false lady has been freed, this doesn't happen, as she will silence the maid as soon as she returns home.

If they have slain the black knight and freed the girl: *The lady swoons in your arms and is extremely grateful for your assistance. "Please, take this token of my favour as a reward to you." She takes off her bejewelled necklace and gifts it to you. "Mayhap you may escort me back to my chambers in Ratikhill, kind sirs?"*

If they have not slain the black knight, and instead assisted him:

"This impostor shall pay for her crimes once I find the real Lady Veronika. As recompense for your pains, I gift you this false object, which she no longer has any need for." He removes a bejewelled necklace from her neck and hands it to you. "My apologies for any inconvenience this rogue may have caused you."

Treasure:

APL 2-6: Magic – necklace of adaptation- (750gp each).

Detect Magic Results: necklace of adaptation (moderate transmutation).

Development: If they manage to find out the location of Lady Veronika's body where Sir Gabriel can be informed, he will accompany them back to town (and be all weepy and inconsolable when they find her). He does not accompany them into the house, but will wait outside (breaking and entering is against his code of honour – even when the residence belongs to a prisoner!)

If Felicia is killed, there is no guarantee they won't meet her again, as at APL6, she knows the *clone* spell...

ENCOUNTER 9: RISE OF A BLACKGUARD

This encounter only occurs if they were unable to get to Sir Gabriel's estate before dusk. They reap the consequences of their lack of action.

Approaching the home of Sir Gabriel, hideous screams can be heard from the vicinity of the buildings and a swirling dark vortex of cloud begins to form overhead. Whatever dark sorcery is at work, the black knight is at its centre.

The air is split by lighting and its brief flash reveals a humanoid in black full plate beheading a blonde female upon the walls. Another bolt seconds later shows the body being kicked from the wall as the head is placed upon a pike over the gates.

If you choose to ride closer <pause for party reaction> you see two armoured guards run down by the black knight's lance as they flee the scene on foot.

Roll a spot check for encounter distance with a base DCo (for combat). If the party does not have any light sources (ie: are all dwarves and half-orcs on foot) then they can get a surprise round when they choose to engage. Sir Gabriel's magical weapons shed light so he has his own light source. A DC 20 Sense Motive check will give the PCs a hunch that he is grief stricken about something and may not be completely sane when encountered.

APL 2 (EL 4)

☛ **Sir Gabriel:** male human ex-paladin 4; hp 38; Alignment changed to CE; Appendix 1.

☛ **Light Riding Horse:** hp 22; see *Monster Manual* pg273 trained for combat riding (PHB pg75).

APL 4 (EL 6)

☛ **Sir Gabriel:** male human ex-paladin 6; hp 57; Alignment changed to CE; Appendix 1.

☛ **Heavy Warhorse:** hp 30; see *Monster Manual* pg273.

APL 6 (EL 8)

☛ **Sir Gabriel:** male human ex-paladin 8; hp 76; Alignment changed to CE; Appendix 1.

☛ **Heavy Warhorse:** hp 30; see *Monster Manual* pg273.

Tactics: At APL2, Sir Gabriel will not use his lance against the PCs, at higher levels, he will take advantage of every ability he has left.

👑 Treasure:

APL 2: Loot – 140gp, Coin – 20gp, Magic -- +1 greatsword (195gp each), ring of protection +1 (167gp each), quiver of ehlonna (150gp each).

APL 4: Loot – 20gp, Coin – 20gp, Magic -- +1 full plate (220gp each), +1 greatsword (195gp each), ring of protection +1 (167gp each), quiver of ehlonna (150gp each).

APL 6: Loot – 20gp, Coin – 20gp, Magic -- +1 full plate (220gp each), +1 greatsword (195gp each), ring of protection +1 (167gp each), quiver of ehlonna (150gp each).

Detect Magic Results: +1 full plate (faint abjuration), +1 greatsword (faint abjuration), ring of protection +1 (faint abjuration), quiver of ehlonna (moderate conjuration).

ENCOUNTER 10: A REAL LADY

There are several ways to reach this encounter. There is the brass key from the False Lady (alive or corpse depending on when they met). Appropriate divination can also work.

Located in a moderately affluent section of Hilltown, the door to the house is simple, but solid.

The door is locked.

🔨 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 20; Open Lock DC 25.

Once you gain entry to the house, the bare rooms denote either a temporary residence or someone of little means, even though the house must be worth quite a crown.

There is not much to find upstairs, but the cellar holds further interest. The cellar door is trapped.

APL 2 (EL 2)

🔪 **Hail of Needles:** CR 2; mechanical; location trigger; manual reset; Atk +20 ranged (2d4+2); Search DC 21; Disable Device DC 21; Market value 5,400 gp

APL 4 (EL 3)

🔪 **Firetrap:** CR 3; magic device; touch trigger; no reset; spell effect (firetrap, 11th level wizard, 1d4+11 fire, DC 18 reflex save half damage); Search DC 29; Disable Device DC 29; Market value 465 gp

APL 6 (EL 4)

🔪 **Fireball Trap:** CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (fireball, 5th level wizard, 5d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28; Market value 7,500gp

Overcoming the trap, you make your way downstairs. An odd stench is apparent as soon as you enter, and by the light of a continual flame you can see several barrels arrayed against the wall. A

wooden mallet lies atop one barrel that appears to be leaking.

After a quick search, you pry off the lid to find it filled with... the corpse of a blonde Suel woman, drowned in a barrel of wine.

Almost as an anti-climax, another barrel reveals the false witch's treasure horde... what little it is. A pendant, some baubles, sketches of possible family members, a family prayer book and a very battered and worn spellbook.

If examined, the prayer book is to Atroa and has Felicia's family tree inscribed in the front cover; all of whom are noted as deceased. The spellbook is titled "Chosen of Darkness, Vol#1". There is also a note inside the front cover:

"To our daughter on her 16th birthday; love mum and dad."

Development: If the PCs have been too sure of themselves or have been extremely greedy and selfish, feel free to have them encounter a *sepia snake sigil* in the spellbook. The PCs should have been skirting evil actions or not behaving in character regarding treasure.

All APLs (optional)

🔪 **Sepia Snake Sigil Trap:** CR 4; magic device; visual trigger; no reset; spell effect (sepia snake sigil, 5th level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28; Market value 650gp.

DMs Note: Once they find the body, Sir Gabriel will claim it on behalf of the family. He will not object to the PCs taking it to the temple or otherwise taking appropriate actions.

👑 Treasure:

APL 2: Coin – 100gp, Magic – Chosen of Darkness Vol#1- (100gp each).

APL 4: Coin – 100gp, Magic – Ring of Featherfall, (183gp each), Chosen of Darkness Vol#1 - (183gp each).

APL 6: Coin – 100gp, Magic – Headband of Intellect +4, (1333gp each), Chosen of Darkness Vol#1 - (300gp each).

CONCLUSION

If they successfully defeated the false lady, Sir Gabriel is still alive (and a paladin) and they recovered Lady Veronika's body (her spirit declines to return upon casting of a Raise Dead), they receive the Favour of a Knight and Favour of House Loegrimm and read the following:

With the paladin rescued and the damsel defeated, you wonder at what political machinations lead to such a sordid tale of treachery and deception.

Lady Veronika's land and chattels revert back to the Arch-baroness' holding as she had no living heir to claim them.

Sir Gabriel falls into a black fugue for several months before returning to the tournament circuit and finding himself a new lady to pester.

As for yourselves, in such a noble land, what choices will you have to make in the future to uphold the ideals of chivalry and personal honour that this land demands?

If they killed everyone in sight (ie: Sir Gabriel and then the false lady) then may still gain the Favour of House Loegrimm if they recovered Lady Veronika's body in the end. Read the following:

After leaving such a trail of destruction and carnage behind you, it takes several weeks before guards and lawyers cease to chase you about your possible crimes.

Lady Veronika's land and chattels revert back to the Arch-baroness' holding as she had no living heir to claim them.

As for yourselves, in such a noble land, what choices will you have to make in the future to uphold the ideals of chivalry and personal honour that this land demands?

If they killed Sir Gabriel and rescued the false lady, then they gain the Favour of a Dark Stranger and read the following:

Several weeks later you hear a strange tale at court about how Lady Veronika Vost assassinated a near relative in spectacular fashion during the soup course. Lady Veronika made a daring escape and further investigation revealed that nearly the entire fortune had been converted into jewels and could not be found.

As for yourselves, in such a noble land, what choices will you have to make in the future to uphold the ideals of chivalry and personal honour that this land demands?

If they chose to joust with Sir Gabriel and lost and they recovered Lady Veronika's body (her spirit declines to return upon casting of a Raise Dead), they receive the Favour of a Knight and Favour of House Loegrimm and read the following:

With your newly acquired bumps and bruises, you ponder what might have been. Apparently Sir Gabriel was not the villain and this is a sordid tale of treachery and deception.

Lady Veronika's land and chattels revert back to the Arch-baroness' holding as she had no living heir to claim them.

Sir Gabriel falls into a black fugue for several months before returning to the tournament circuit and finding himself a new lady to pester.

As for yourselves, in such a noble land, what choices will you have to make in the future to

uphold the ideals of chivalry and personal honour that this land demands?

FINIS

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Defeating the brigands

APL 2	90xp
APL 4	120xp
APL 6	150xp

Encounter 6

Successfully talking their way in or killing the guards

APL 2	90xp
APL 4	150xp
APL 6	210xp

Encounter 7 OR Encounter 8 OR Encounter 9

Defeat Sir Gabriel the Black (50% xp if they fought him in a non-lethal joust) OR defeat the false lady

APL 2	120xp
APL 4	180xp
APL 6	240xp

Encounter 10

Bypassing or overcoming the trap

APL 2	60xp
APL 4	90xp
APL 6	120xp

Story Award

Did the PCs identify (and apprehend) the correct villain?

APL 2	60xp
APL 4	90xp
APL 6	120xp

Discretionary roleplaying award

APL 2	30xp
APL 4	45xp
APL 6	60xp

Total possible experience:

APL 2 (Max 450)	450xp
APL 4 (Max 675)	675xp
APL 6 (Max 900)	900xp

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the gp Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 1: Bandits

APL 2: Loot – 22gp, Coin – 44.5gp, Magic – *Pearl of Power 1st* (83gp each), *Wand of Cure Light Wounds* (62.5gp each).

APL 4: Loot – 22gp, Coin – 63.5gp, Magic – as APL2 + 3 vials of *silversheen* (21gp each).

APL 6: Loot – 22gp, Coin – 14.5gp, Magic – As APL 2-4 + *Heward’s Handy Haversack* (167gp each).

Encounter 3: Tourney of the Rings

APL 2-6: Coin – 16gp.

Encounter 6: Guards

APL 2-6: Loot – 160gp, Coin – 20gp.

Encounter 7 or 9: Sir Gabriel the Black

APL 2: Loot – 140gp, Coin – 20gp, Magic -- +1 *greatsword* (195gp each), *ring of protection* +1 (167gp each), *quiver of Ehlonna* (150gp each).

APL 4: Loot – 20gp, Coin – 20gp, Magic -- +1 *full plate* (220gp each), +1 *greatsword* (195gp each), *ring of protection* +1 (167gp each), *quiver of Ehlonna* (150gp each).

APL 6: Loot – 20gp, Coin – 20gp, Magic -- +1 *full plate* (220gp each), +1 *greatsword* (195gp each), *ring of protection* +1 (167gp each), *quiver of ehlonna* (150gp each).

Encounter 8: A False Lady

APL 2-6: Magic – *necklace of adaptation*- (750gp each).

Encounter 10: A Real Lady

APL 2: Coin – 100gp, Magic – *Felicia Debradia’s Spellbook*- (100gp each).

APL 4: Coin – 100gp, Magic – *Ring of Featherfall*, (183gp each), *Felicia Debradia’s Spellbook*- (183gp each).

APL 6: Coin – 100gp, Magic – *Headband of Intellect* +4, (1333gp each), *Felicia Debradia’s Spellbook*- (300gp each).

Total Possible Treasure

APL 2: Loot: 322gp; Coin: 200.5gp; Magic: 1507.5gp; Total: 1380gp (Max: 450gp)

APL 4: Loot: 202gp; Coin: 180.5gp; Magic: 2057gp; Total: 2447gp (Max: 650gp)

APL C: Loot: 202gp; Coin: 180.5gp; Magic: 3490.5gp; Total: 3881gp (Max: 900gp)

DM’s Note: The only way to exceed the treasure cap by more than a few hundred gp each is if they killed every single NPC they encountered. As more than half of them are (mostly) friendly, this should not happen.

Special

Joust Score: You have unhorsed (0) (1) (2) (3) (circle one) opponents with the lance at the Bresht Tourney of Brewfast 596CY. Keep track of this honour as you work towards your knighthood.

Favour of a Knight: Sir Gabriel the Black is impressed with your honour and has made arrangements to supply you with armour suitable to a noble knight. For the next 3 adventures, you may purchase any masterwork heavy armour or heavy barding at a 25% discount. If the PC is not proficient in heavy armour, he instead arranges for free Rich lifestyle for the next 3 Ratic regional adventures. Only one option may be taken.

Favour of House Loegrimm: For recovering the body of their dead kinswoman, the house arranges for you to have regional access to one of the items listed in the Items Found During The Adventure section. Circle the chosen item immediately.

Favour of a Dark Stranger: Having unwittingly aided an agent of evil, a strange aura surrounds you. You have received the benefits of an *Imbue with Spell Ability* cast by a 9th level Cleric. Each spell can be used only once.

☐ APL 2-6 *Deathwatch*;

☐ APL 4-6 *Cause Fear*;

☐ APL 6 Death Knell.

This ability can be dispelled as normal for an active spell.

Chosen of Darkness, Vol#x: APL2: Burning Hands, Charm Person, Disguise Self, Mage Armor, Obscuring Mist, Sleep, Wave blessing (SW), Melf's Acid Arrow, Swim (SW) (Adventure; PHB; 600gp);

APL4: All of APL2 version + False Life, Touch of Idiocy, Deep Slumber, Fireball (Adventure; PHB; 1,100gp);

APL6: All of APL2-4 version + Major Image, Clairaudience/Clairvoyance, Chain Missile (SpC), Polymorph (Adventure; PHB; 1,800gp).

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Necklace of Adaptation* (Adventure; DMG; 9,000gp)
- *Pearl of Power 1st* (Adventure; DMG; 1,000gp)
- *Quiver of Ehlonna* (Adventure; DMG; 1,800gp)
- *Wand of cure light wounds* (Adventure; DMG; 750gp)

APL 4 (all of APL 2 plus the following):

- *Silversheen* (Adventure; DMG; 250gp)
- *Ring of Feather Fall* (Adventure; DMG; 2,200gp)

APL 6 (all of APLs 2-4 plus the following):

- *Heward's Handy Haversack* (Adventure; DMG; 2,000gp)
- *Headband of Intellect +4* (Adventure; DMG; 16,000gp)

APPENDIX 1: APL 2

ENCOUNTER 1: BRIGANDS

Generic Brigand: male human (So) War1; CR 1/2; Medium humanoid; HD 1d8+4; hp 10; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+2 armor, +1 shield, +0 Dex, +0 size, misc. mods); Base Atk +1; Grp +2;

Atk +2 melee (1d6+1, club) or +2 melee (1d6+1 non-lethal, sap) or +1 ranged (1d8, 19-20/x2, light crossbow);

Full Atk +2 melee (1d6+1, club) or +2 melee (1d6+1 non-lethal, sap) or +1 ranged (1d8, 19-20/x2, light crossbow);

AL NE; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 8, Cha 10.

Skills and Feats: Climb +4, Hide +4, Spot +1. Skill Focus (Hide), Toughness

Languages: Common.

Possessions: Leather armour, light wooden shield, club, sap, light crossbow, 10 bolts.

Physical Description: Smelly unkempt bandits.

ENCOUNTER 6: GATE GUARD

Gate Guards: male human (O) Warrior 2; CR 1; Medium humanoid; HD 2d8+4; hp 16; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield, +0 Dex); Base Atk +2; Grp +4;

Atk +6 melee (1d8+2, 19-20/x2, longsword) or +2 ranged (1d6, 20/x3, shortbow);

Full Atk +6 melee (1d8+2, 19-20/x2, longsword) or +2 ranged (1d6, 20/x3, shortbow);

AL NG; SV Fort +5, Ref +0, Will +1; Str 15, Dex 10, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump -12, Ride +7, Sense Motive +6; Combat Expertise, Skill Focus (Sense Motive), Weapon Focus (Longsword).

Languages: Common, Old Oeridian.

Possessions: Half plate, heavy steel shield, mw longsword, shortbow, 40 arrows.

ENCOUNTER 7: LORD AND MASTER

Sir Gabriel the Black: male human (Os) Pal4; CR 4; Medium humanoid; HD 4d10+8; hp 38; Init +0; Spd 20 ft.; AC 19, touch 11, flat-footed 19 (+8 armor, +0 Dex, +1 misc.); Base Atk +4; Grp +7;

Atk +9 melee (2d6+5, 19-20/x2, +1 greatsword) or +7 melee (1d8+3, 20/x3, lance) or +4 ranged (1d6+3, 20/x3, javelin);

Full Atk +9 melee (2d6+5, 19-20/x2, +1 greatsword) or +4 ranged (1d6+3, 20/x3, javelin);

SA smite evil 1/day, turn undead 4/day; SQ Aura of good, *detect evil*, divine grace, lay on hands, aura of courage, divine health;

AL LG; SV Fort +7, Ref +2, Will +3; Str 16, Dex 10, Con 14, Int 8, Wis 12, Cha 13.

Skills and Feats: Handle Animal +6, Knowledge (Nobility & Royalty) +1, Ride +9, Speak Language +1, Weapon Focus (Greatsword), Mounted Combat, Rideby Attack.

Languages: Common, Old Oeridian.

Spells Prepared (1; base DC = 11 + spell level): 1st—*bless weapon*.

Possessions: Mw full plate, +1 greatsword, ring of protection +1, quiver of ehlonna, composite longbow, 3 lances, 2 longswords, 18 javelins, 60 arrows, heavy wooden shield, silver holy symbol of Atroa, spell component pouch, light riding horse (combat riding), mw military saddle.

Combat Notes: At APL2, Sir Gabriel will not use his lance against the PCs in Encounter 9.

ENCOUNTER 8: THE FALSE LADY

Felicia d'Bradia: female tiefling Rog1/Wiz5; Medium outsider (native); HD 1d6+5d4+12; hp 31; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +2; Grp +2;

Atk +4 ranged touch (as per spell);

Full +4 ranged touch (as per spell);

SA *darkness* 1/day, sneak attack +1d6; SQ Darkvision 60 feet, resistance to cold 5, electricity 5, fire 5, trapfinding;

AL CE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 15, Con 14, Int 18, Wis 8, Cha 10.

Skills and Feats: Appraise +8, Bluff +8, Disable Device +8, Disguise +4, Forgery +8, Knowledge (arcana) +13, Knowledge (Nobility & Royalty) +10, Knowledge (religion) +5, Open Lock +6, Search +8, Sense Motive +3, Sleight of Hand +6, Speak Language +1, Spellcraft +13, Spot +4, Tumble +6; Heighten spell^B, scribe scroll^B, point blank shot, persuasive, skill focus (bluff).

Languages: Common, Infernal, Elven, Dwarven, Orc, Oeridian.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equals class levels).

Spells Prepared (4/4/3/2; base DC = 14 + spell level): 0—*detect magic*, *read magic*, *mage hand*, *prestidigitation*; 1st—*burning hands*, ~~charm person~~, *obscuring mist*, *sleep*; 2nd—*swim*, *melf's acid arrow*, *touch of idiocy*; 3rd—~~heightened charm person~~, *deep slumber*.

Spellbook: 0—All PHB cantrips; 1st—*Burning hands*, *charm person*, *disguise self*, *mage armor*, *obscuring mist*, *sleep*, *wave blessing* (Sto); 2nd—*Swim* (Sto), *melf's acid arrow*; *false life*, *touch of idiocy*; 3rd—*deep slumber*, *fireball*.

Possessions: Necklace of adaptation, ~~scroll of seeming~~ (Sth).

Power-Up Suite: Active — *Seeming* (CL 9th), *undetected alignment* (CL 5th).

ENCOUNTER 1: BRIGANDS

Generic Brigand: male human (So) War2; CR 1; Medium humanoid; HD 2d8+5; hp 17; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+2 armor, +1 shield, +0 Dex, +0 size, misc. mods); Base Atk +2; Grp +3;

Atk +4 melee (1d6+1, club) or +3 melee (1d6+1 non-lethal, sap) or +2 ranged (1d8, 19-20/x2, light crossbow);

Full Atk +4 melee (1d6+1, club) or +3 melee (1d6+1 non-lethal, sap) or +2 ranged (1d8, 19-20/x2, light crossbow);

SA Sneak attack +1d6; SQ Trapfinding;

AL NE; SV Fort +4, Ref +2, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 8, Cha 10.

Skills and Feats: Climb +5, Hide +4, Spot +1, Tumble +0. Skill Focus (Hide), Toughness, Weapon Focus (Club).

Languages: Common.

Possessions: Leather armour, light wooden shield, club, sap, light crossbow, 10 bolts.

Physical Description: Smelly unkempt bandits.

ENCOUNTER 6: GATE GUARD

Gate Guards: male human (O) Warrior 4; CR 3; Medium humanoid; HD 4d8+8; hp 32; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield, +0 Dex); Base Atk +4; Grp +7;

Atk +9 melee (1d8+3, 19-20/x2, longsword) or +4 ranged (1d6, 20/x3, shortbow);

Full Atk +9 melee (1d8+3, 19-20/x2, longsword) or +4 ranged (1d6, 20/x3, shortbow);

AL NG; SV Fort +6, Ref +1, Will +2; Str 16, Dex 10, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump -8, Ride +9, Sense Motive +7; Combat Expertise, Skill Focus (Sense Motive), Weapon Focus (Longsword).

Languages: Common, Old Oeridian.

Possessions: Half plate, heavy steel shield, mw longsword, shortbow, 40 arrows.

ENCOUNTER 7: LORD AND MASTER

Sir Gabriel the Black: male human (Os) Pal6; CR 6; Medium humanoid; HD 6d10+12; hp 57; Init +0; Spd 20 ft.; AC 20, touch 11, flat-footed 20 (+9 armor, +0 Dex, +1 misc.); Base Atk +6; Grp +9;

Atk +11 melee (2d6+5, 19-20/x2, +1 greatsword) or +6 ranged (1d6+3, 20/x3, javelin);

Full Atk +11/+6 melee (2d6+5, 19-20/x2, +1 greatsword) or +6 ranged (1d6+3, 20/x3, javelin);

SA smite evil 2/day, turn undead 4/day; SQ Aura of courage, aura of good, detect evil, divine grace, divine

health, lay on hands (6 pts/day), special mount, remove disease 1/week;

AL LG; SV Fort +8, Ref +3, Will +4; Str 16, Dex 10, Con 14, Int 8, Wis 12, Cha 13.

Skills and Feats: Handle Animal +6, Knowledge (Nobility & Royalty) +1, Ride +13, Speak Language +1, Weapon Focus (Greatsword), Mounted Combat, Rideby Attack, Spirited Charge.

Languages: Common, Old Oeridian.

Spells Prepared (2; base DC = 11 + spell level): 1st—*bless weapon*, *cure light wounds*.

Possessions: +1 Full plate, +1 greatsword, ring of protection +1, quiver of ehlonna, composite longbow, 3 lances, 2 longswords, 18 javelins, 60 arrows, heavy wooden shield, silver holy symbol of Atroa, spell component pouch, heavy warhorse (combat riding), mw military saddle.

ENCOUNTER 8: THE FALSE LADY

Felicia Debradia: female tiefling Rog1/Wiz7; Medium outsider (native); HD 1d6+7d4+16; hp 41+14 temporary; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex); Base Atk +3; Grp +3;

Atk +6 ranged touch (as per spell);

Full +6 ranged touch (as per spell);

SA darkness 1/day, sneak attack +1d6; SQ Darkvision 60 feet, resistance to cold 5, electricity 5, fire 5, trapfinding;

AL CE; SV Fort +4, Ref +5, Will +4; Str 10, Dex 16, Con 14, Int 18, Wis 8, Cha 10.

Skills and Feats: Appraise +8, Bluff +8, Concentration +13, Disable Device +8, Disguise +6, Forgery +8, Knowledge (arcana) +12, Knowledge (Nobility & Royalty) +5, Knowledge (religion) +5, Open Lock +7, Search +8, Sense Motive +3, Sleight of Hand +7, Speak Language +2, Spellcraft +15, Spot +4, Tumble +7; Heighten spell^B, scribe scroll^B, extend spell, persuasive, skill focus (bluff).

Languages: Common, Infernal, Elven, Dwarven, Orc, Cold Tongue, Old Oeridian.

Darkness (Sp): A tiefling can use darkness once per day (caster level equals class levels).

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level): 0—*detect magic*, *read magic*, *mage hand*, *prestidigitation*; 1st—*burning hands*, ~~*disguise self*~~, ~~*mage armor*~~, *obscuring mist*, *sleep*; 2nd—~~*extended disguise self*~~, *Swim*, *melf's acid arrow*, *touch of idiocy*; 3rd—~~*clairaudience/clairvoyance*~~, *deep slumber*, ~~*extended false life*~~; 4th—~~*heightened charm person*~~, *polymorph*.

Spellbook: 0—All PHB cantrips; 1st—*Burning hands*, *charm person*, *disguise self*, *mage armor*, *obscuring mist*, *sleep*, *wave blessing* (Sto); 2nd—*Swim* (Sto), *melf's acid arrow*, *false life*, *touch of idiocy*; 3rd—*clairaudience/clairvoyance*, *deep slumber*, *fireball*, *major image*; 4th—*chain missile* (SpC), *polymorph*.

Possessions: *Necklace of adaptation*, ~~*scroll of seeming*~~ (9th).

Power-Up Suite: Active – *Extended false life* (CL 7th), *mage armor* (CL 7th) [AC 17] *seeming* (CL 9th), *undetectable alignment* (CL 7th) (cast the previous day).

Felicia Debradia (polymorphed form – wyrmling red dragon): female tiefling Rog1/Wiz7; Medium dragon (fire); HD 1d6+7d4+16; hp 41 + 14 temporary; Init +0; Spd 40 ft, fly 150 ft. (poor); AC 16, touch 10, flat-footed 16 (+6 natural); Base Atk +3; Grp +6;

Atk +6 melee (1d8+3, 20/x2, bite);

Full +6 melee (1d8+3, 20/x2, bite), +1/+1 melee (1d6+1, 20/x2, 2 claws), +1/+1 (1d4+1, 20/x2, 2 wings);

SA *darkness* 1/day, sneak attack +1d6; SQ Darkvision 60 feet, fire subtype, immunity to fire, vulnerability to cold, resistance to cold 5, electricity 5, fire 5;

AL CE; SV Fort +4, Ref +4, Will +4; Str 17, Dex 10, Con 15, Int 18, Wis 8, Cha 10.

Skills and Feats: Appraise +8, Bluff +8, Concentration +15, Disable Device +8, Disguise +6, Forgery +8, Knowledge (arcana) +12, Knowledge (nobility & royalty) +6, Knowledge (religion) +5, Open Lock +4, Search +8, Sense Motive +3, Sleight of Hand +4, Speak Language +2, Spellcraft +15, Spot +4, Tumble +4; Heighten spell^B, scribe scroll^B, extend spell, persuasive, skill focus (bluff).

Languages: Common, Infernal, Elven, Dwarven, Orc, Cold Tongue, Old Oeridian.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equals class levels).

Possessions: *Necklace of adaptation*.

Power-Up Suite: Active – *Extended false life* (CL 7th), *mage armor* (CL 7th) [AC20] *seeming* (CL 9th), *undetectable alignment* (CL 7th) (cast the previous day).

Notes: Cannot cast wizard spells in this form as does not have the Natural Spell feat.

ENCOUNTER 1: BRIGANDS

Generic Brigand: male human (So) War2/Rog1; CR 2; Medium humanoid; HD 2d8+1d6+6; hp 22; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+2 armor, +1 shield, +0 Dex, +0 size, misc. mods); Base Atk +2; Grp +3;

Atk +3 melee (1d6+1, club) or +3 melee (1d6+1 non-lethal, sap) or +2 ranged (1d8, 19-20/x2, light crossbow);

Full Atk +3 melee (1d6+1, club) or +3 melee (1d6+1 non-lethal, sap) or +3 ranged (1d8, 19-20/x2, light crossbow);

AL NE; SV Fort +4, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 8, Cha 10.

Skills and Feats: Climb +5, Hide +8, Spot +1, Tumble +6. Skill Focus (Hide), Toughness

Languages: Common.

Possessions: Leather armour, light wooden shield, club, sap, light crossbow, 10 bolts.

Physical Description: Smelly unkempt bandits.

ENCOUNTER 6: GATE GUARD

Gate Guards: male human (O) Warrior 6; CR 5; Medium humanoid; HD 6d8+12; hp 48; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield, +0 Dex); Base Atk +6; Grp +9;

Atk +11 melee (1d8+3, 19-20/x2, longsword) or +6 ranged (1d6, 20/x3, shortbow);

Full Atk +11/+6 melee (1d8+3, 19-20/x2, longsword) or +6/+1 ranged (1d6, 20/x3, shortbow);

AL NG; SV Fort +7, Ref +2, Will +3; Str 16, Dex 10, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +8, Jump -8, Ride +11, Sense Motive +8; Combat Expertise, Improved Disarm, Skill Focus (Sense Motive), Weapon Focus (Longsword).

Languages: Common, Old Oeridian.

Possessions: Half plate, heavy steel shield, mw longsword, shortbow, 40 arrows.

ENCOUNTER 7: LORD AND MASTER

Sir Gabriel the Black: male human (Os) Pal8; CR 8; Medium humanoid; HD 8d10+16; hp 76; Init +0; Spd 20 ft.; AC 20, touch 11, flat-footed 20 (+9 armor, +0 Dex, +1 misc.); Base Atk +8; Grp +11;

Atk +13 melee (2d6+5, 19-20/x2, +1 greatsword) or +8 ranged (1d6+3, 20/x3, javelin);

Full Atk +13/+8 melee (2d6+5, 19-20/x2, +1 greatsword) or +8 ranged (1d6+3, 20/x3, javelin);

SA smite evil 2/day, turn undead 5/day; SQ Aura of courage, aura of good, *detect evil*, divine grace, divine health, lay on hands, special mount, *remove disease* 1/week;

AL LG; SV Fort +10, Ref +4, Will +5; Str 16, Dex 10, Con 14, Int 8, Wis 12, Cha 14.

Skills and Feats: Handle Animal +7, Knowledge (Nobility & Royalty) +3, Ride +15, Speak Language +1, Weapon Focus (Greatsword), Mounted Combat, Rideby Attack, Spirited Charge.

Languages: Common, Old Oeridian.

Spells Prepared (2/0; base DC = 11 + spell level): 1st—*bless weapon*, *cure light wounds*.

Possessions: +1 Full plate, +1 greatsword, ring of protection +1, quiver of *ehlonna*, composite longbow, 3 lances, 2 longswords, 18 javelins, 60 arrows, heavy wooden shield, silver holy symbol of Atroa, spell component pouch, heavy warhorse (combat riding), mw military saddle.

ENCOUNTER 8: THE FALSE LADY

Felicia Debradia: female tiefling Rog1/Wiz9; Medium outsider (native); HD 1d6+9d4+20; hp 51+16 temporary; Init +6; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex); Base Atk +4; Grp +4;

Atk +7 ranged touch (as per spell);

Full +7 ranged touch (as per spell);

SA *darkness* 1/day, sneak attack +1d6; SQ Darkvision 60 feet, resistance to cold 5, electricity 5, fire 5, trapfinding;

AL CE; SV Fort +5, Ref +8, Will +5; Str 10, Dex 16, Con 14, Int 18, Wis 8, Cha 10.

Skills and Feats: Appraise +8, Bluff +8, Concentration +15, Disable Device +8, Disguise +10, Forgery +8, Knowledge (arcana) +12, Knowledge (Nobility & Royalty) +5, Knowledge (religion) +5, Open Lock +7, Search +8, Sense Motive +3, Sleight of Hand +7, Speak Language +2, Spellcraft +17, Spot +4, Tumble +7; Heighten spell^B, scribe scroll^B, extend spell, persuasive, skill focus (bluff), improved initiative.

Languages: Common, Infernal, Elven, Dwarven, Orc, Cold Tongue, Old Oeridian.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equals class levels).

Spells Prepared (4/5/5/4/3/1; base DC = 14 + spell level): 0—*detect magic*, *read magic*, *mage hand*, *prestidigitation*; 1st—*burning hands* (2), ~~*charm person*~~, *obscuring mist*, *sleep*; 2nd—~~*extended mage armor*~~, *swim*, *melf's acid arrow* (2), *touch of idiocy*; 3rd—*deep slumber*, ~~*extended false life*~~, *extended acid arrow*, *major image*; 4th—~~*heightened charm person*~~, *polymorph*, *shout*; 5th—*seeming*.

Spellbook: 0—All PHB cantrips; 1st—*burning hands*, *charm person*, *disguise self*, *mage armor*, *obscuring mist*, *sleep*, *wave blessing* (Sto); 2nd—*swim* (Sto), *melf's acid arrow*, *false life*, *touch of idiocy*; 3rd—*clairaudience/clairvoyance*, *deep slumber*, *fireball*, *major image*; 4th—*chain missile* (SpC), *firetrap*, *polymorph*, *shout*; 5th—*leomund's secret chest*, *seeming*.

Possessions: Necklace of adaptation.

Power-Up Suite: Active – Extended false life (CL 9th), extended mage armor (CL 9th) [AC 17], seeming (CL 9th), extended undetectable alignment (CL 9th) (cast the previous day).

Felicia Debradia (polymorphed form – wyrmling red dragon): female tiefling Rog1/Wiz9; Medium dragon (fire); HD 1d6+9d4+20; hp 51 + 16 temporary; Init +4; Spd 40 ft, fly 150 ft. (poor); AC 16, touch 10, flat-footed 16 (+6 natural); Base Atk +4; Grp +8;

Atk +7 melee (1d8+3, 20/x2, bite) ;

Full +7 melee (1d8+3, 20/x2, bite), +2/+2 melee (1d6+1, 20/x2, 2 claws), +2/+2 (1d4+1, 20/x2, 2 wings) ;

SA darkness 1/day, sneak attack +1d6; SQ Darkvision 60 feet, fire subtype, immunity to fire, vulnerability to cold, resistance to cold 5, electricity 5, fire 5;

AL CE; SV Fort +5, Ref +5, Will +5 ; Str 17, Dex 10, Con 15, Int 18, Wis 8, Cha 10.

Skills and Feats: Appraise +8 , Bluff +8 , Concentration +15 , Disable Device +8 , Disguise +10 , Forgery +8 , Knowledge (arcana) +12 , Knowledge (Nobility & Royalty) +5 , Knowledge (religion) +5 , Open Lock +4 , Search +8 , Sense Motive +3 , Sleight of Hand +4 , Speak Language +2 , Spellcraft +17 , Spot +4 , Tumble +4 ; Heighten spell^B , scribe scroll^B , extend spell , persuasive , skill focus (bluff) , improved initiative.

Languages: Common, Infernal, Elven, Dwarven, Orc, Cold Tongue, Old Oeridian.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equals class levels).

Possessions: Necklace of adaptation.

Power-Up Suite: Active – Extended false life (CL 9th), extended mage armor (CL 9th) [AC20], seeming (CL 9th), extended undetectable alignment (CL 9th) (cast the previous day).

Notes: Cannot cast wizard spells in this form as does not have the Natural Spell feat.

ALL APLS

ENCOUNTER 4: THE JOUST

Sir Etienne of House Devonmeek: male human (S) Ari2/Ftr1; CR 2; medium humanoid; HD 2d8+1d10+3; hp 22; Init -1; Spd 20 ft; AC 19, touch 9, flat-footed 19 (+8 armor, +2 shield, -1 Dex); Base Atk +2; Grp +4;

Atk +5 melee (1d8+2, 20/x3, lance) or +4 melee (1d8+2, 19-20/x2, longsword);

Full Atk +5 melee (1d8+2, 20/x3, lance) or +4 melee (1d8+2, 19-20/x2, longsword);

AL NG; SV Fort +3, Ref -1, Will +4; Str 14, Dex 8, Con 12, Int 10, Wis 13, Cha 15.

Skills and Feats: Bluff +7, Diplomacy +15, Handle Animal +4, Knowledge (Nobility & Royalty) +5, Ride +7, Sense Motive +8, Speak language +5; Mounted Combat^B, Negotiator, Skill Focus (Knowledge: Nobility & Royalty), Weapon Focus (Lance).

Languages: Common, Old Oeridian, Suloise, Baklunish, Aquan.

Possessions: MW Full Plate, Heavy steel Shield, 3 lances, MW Longsword, MW Military Saddle, Heavy Warhorse (see MM pg 273).

Description: A newcomer to the joust, he has yet to win a tournament. With further seasoning, he is expected to one day rise to the top.

Lady Fianna of Whisperwood: female wood elf Brb4; CR 4; medium humanoid; HD 4d12+4; hp 36; Init +3; Spd 30 ft; AC 20, touch 13, flat-footed 17 (+5 armor, +2 shield, +3 Dex); Base Atk +4; Grp +7;

Atk +7 melee (1d8+3, 20/x3, lance) or +8 melee (1d8+3, 19-20/x2, mw longsword);

Full Atk +7 melee (1d8+3, 20/x3, lance) or +8 melee (1d8+3, 19-20/x2, mw longsword);

SQ Fast movement, illiteracy, rage 1/day, uncanny dodge, trap sense +1;

AL CG; SV Fort +5, Ref +4, Will +2; Str 17, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +4, Knowledge (Nobility & Royalty) +3, Ride +17, Speak Language +2, Survival +x; Mounted Combat, Track.

Languages: Common, Elven, Cold Tongue, Old Oeridian.

Possessions: MW Breastplate, Heavy wooden Shield, 3 lances, MW Longsword, MW Military Saddle, Light Warhorse (see MM pg 273).

Physical Description: Red haired wood elf dripping with shamanic charms. Completely wild in battle or the joust, she is unpredictable and her wins and losses match this. Even in her rage, she has not managed to break any tournament rules, so continues to compete.

Sir Gaspard of House Aboneth: male human (Os) Ari2/Pal5; CR 6; medium humanoid; HD 2d8+5d10+21; hp 70; Init +0; Spd 20 ft; AC 20, touch 10,

flat-footed 20 (+8 armor, +2 shield, +0 Dex); Base Atk +6; Grp +7;

Atk +8 melee (1d8+1, 20/x3, lance) or +8 melee (1d8+1, 19-20/x2, longsword);

Full Atk +8/+3 melee (1d8+1, 20/x3, lance) or +8/+3 melee (1d8+1, 19-20/x2, longsword);

AL LG; SV Fort +9, Ref +3, Will +7; Str 12, Dex 10, Con 16, Int 8, Wis 13, Cha 14.

SA Smite evil 2/day, turn undead 5/day.

SQ Aura of good, *detect evil*, divine grace, lay on hands, aura of courage, divine health, special mount.

Skills and Feats: Diplomacy +13, Handle Animal +7, Knowledge (Nobility & Royalty) +4, Ride +10, Sense Motive +8, Speak language +1; Mounted Combat, Rideby Attack, Spirited Charge, Weapon Focus (Lance).

Languages: Common, Oeridian.

Possessions: MW Full Plate, MW Heavy steel Shield, 3 MW lances, MW Longsword, MW Military Saddle, Heavy Warhorse (see MM pg 273), wooden holy symbol (Atroa).

Spells Prepared (1; base DC = 11 + spell level): 1st—Bless weapon.

Description: A latecomer to the joust and religion, this paladin of Atroa is the master of courtesy, but not particularly adept at courtly intrigue.

Sir Harcourt of House Loegrimm: male human (S) Ari4/Wiz5; CR 8; medium humanoid; HD 4d8+4d4+16; hp 42; Init +1; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 armor, +2 shield, +1 Dex); Base Atk +5; Grp +6;

Atk +6 melee (1d8+1, 20/x3, lance) or +7 melee (1d8+1, 19-20/x2, longsword);

Full Atk +6 melee (1d8+1, 20/x3, lance) or +7 melee (1d8+2, 19-20/x2, longsword);

AL NG; SV Fort +4, Ref +3, Will +7; Str 13, Dex 12, Con 14, Int 17, Wis 8, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +13, Handle Animal +5, Knowledge (Arcana) +15, Knowledge (Nobility & Royalty) +15, Profession (Sailor) +4, Ride +12, Sense Motive +6, Speak language +12, Spellcraft +15; Mounted Combat, Combat Expertise, Scribe Scroll^B, Improved Disarm, Spell Penetration (6th), Craft Wondrous Item, Craft Magic Arms and Armour^B.

Languages: Common, Old Oeridian, Cold Tongue, Baklunish, Aquan.

Possessions: MW Full Plate, Heavy steel Shield, 3 lances, MW Longsword, MW Military Saddle, Heavy Warhorse (see MM pg 273), spell component pouch.

Tactics: This knight uses full Combat Expertise every pass.

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0—*detect magic* (2), *read magic*, *prestidigitation*; 1st—*true strike*, *mage armour*, *magic missile*, *shocking grasp*; 2nd—

bull's strength, false life, glitterdust; 3rd—stinking cloud, summon monster III.

Spellbook: 0—All PHB cantrips; 1st—identify, true strike, mage armour, magic missile, shocking grasp; 2nd—bull's strength, false life, invisibility, glitterdust; 3rd—stinking cloud, summon monster III.

Description: A rarity amongst his colleagues, Sir Harcourt is an arcane caster with the love of the joust. Despite his obvious shortcomings with the lance, he often reaches a draw with his foes by avoiding the hit.

Sir Kelsig of Ukamanini: male dwarf Ftr10; CR 10; medium humanoid; HD 10d10+30; hp 105; Init +1; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 armor, +2 shield, +1 Dex); Base Atk +10; Grp +13;

Atk +16 melee (1d8+5, 19-20/x3, mw lance) or +14 melee (1d8+3, 19-20/x2, mw longsword);

Full Atk +16/+11 melee (1d8+5, 19-20/x3, lance) or +14/+9 melee (1d8+3, 19-20/x2, longsword);

AL N; SV Fort +10, Ref +4, Will +3; Str 17, Dex 13, Con 16, Int 12, Wis 10, Cha 6.

Skills and Feats: Climb +3, Handle Animal +3, Knowledge (Nobility & Royalty) +6, Ride +18, Speak language +2; Mounted Combat, Rideby Attack, Spirited Charge, Improved Weapon Focus (Lance)^B, Weapon Focus (Lance)^B, Weapon Specialisation (Lance)^B, Trample, Cavalry Charger^B, Power Attack, Improved Sunder.

Languages: Common, Dwarven, Old Oeridian, Cold Tongue, Baklunish.

Possessions: MW full plate, heavy steel shield, 3 mw lances, mw longsword, mw military saddle, heavy warhorse (see MM pg 273).

Description: Sir Kelsig is the ultimate mounted knight. He knows nearly every trick and skill required to succeed in the joust and rarely loses to any foe.

Tactics: Use every trick he knows. His most powerful ability is the cavalry charger special attacks for extra damage and the free bull rush to dismount a foe.

APPENDIX 2: NEW RULES ITEMS

Cavalry Charger [Tactical]

Complete Warrior pg109-110.

Prerequisites: Mounted Combat, Spirited Charge, Trample, base attack bonus +6.

Benefit: The Cavalry Charger feat enables the use of three tactical maneuvers.

Unhorse: To use this maneuver, you must be mounted and charge a mounted foe. If you charge attack hits, you may make a free bull rush attempt. If the bull rush attempt succeeds, you move your foe normally, but his mount remains where it was.

Leaping Charge: To use this maneuver, you must be mounted and charge a foe at least one size category smaller than your mount. Make a Ride check at the conclusion of the move portion of the charge action. Prior to making the roll, determine the DC of the check: either DC 10 for a chance to deal 2 extra points of damage or DC 20 for a chance to deal 4 extra points of damage. If you fail this Ride check, by 5 or more, you miss your target and fall off your mount, landing in a square adjacent to the mounts space.

Fell Trample: You can make mounted overrun attempts against more than one foe, resolving each attempt according to the rules on page 157-158 of the *Player's Handbook*. Your mount gets a hoof attack against each foe you successfully overrun.

Special: A fighter may select Cavalry Charger as one of his fighter bonus feats.

Swim

Stormwrack pg122

Transmutation [Water]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell gives the recipient a swim speed equal to its land speed (though not the ability to breathe water or hold its breath beyond normal limits). So long as the creature isn't carrying more than a light load, it can swim at its normal speed without making Swim checks. It also gains a +8 competence bonus on any Swim check to perform some special action or avoid a hazard. The creature can choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a strait line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried), but all other benefits and bonuses of the spell still apply.

Arcane Material Component: A goldfish scale.

Wave Blessing

Stormwrack pg125

Transmutation [Water]

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 immediate action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller object or creature/level, no two of which can be more than 30 ft. apart

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

On the seas, there is always the danger of falling overboard, especially to those wearing armor or who simply cannot swim.

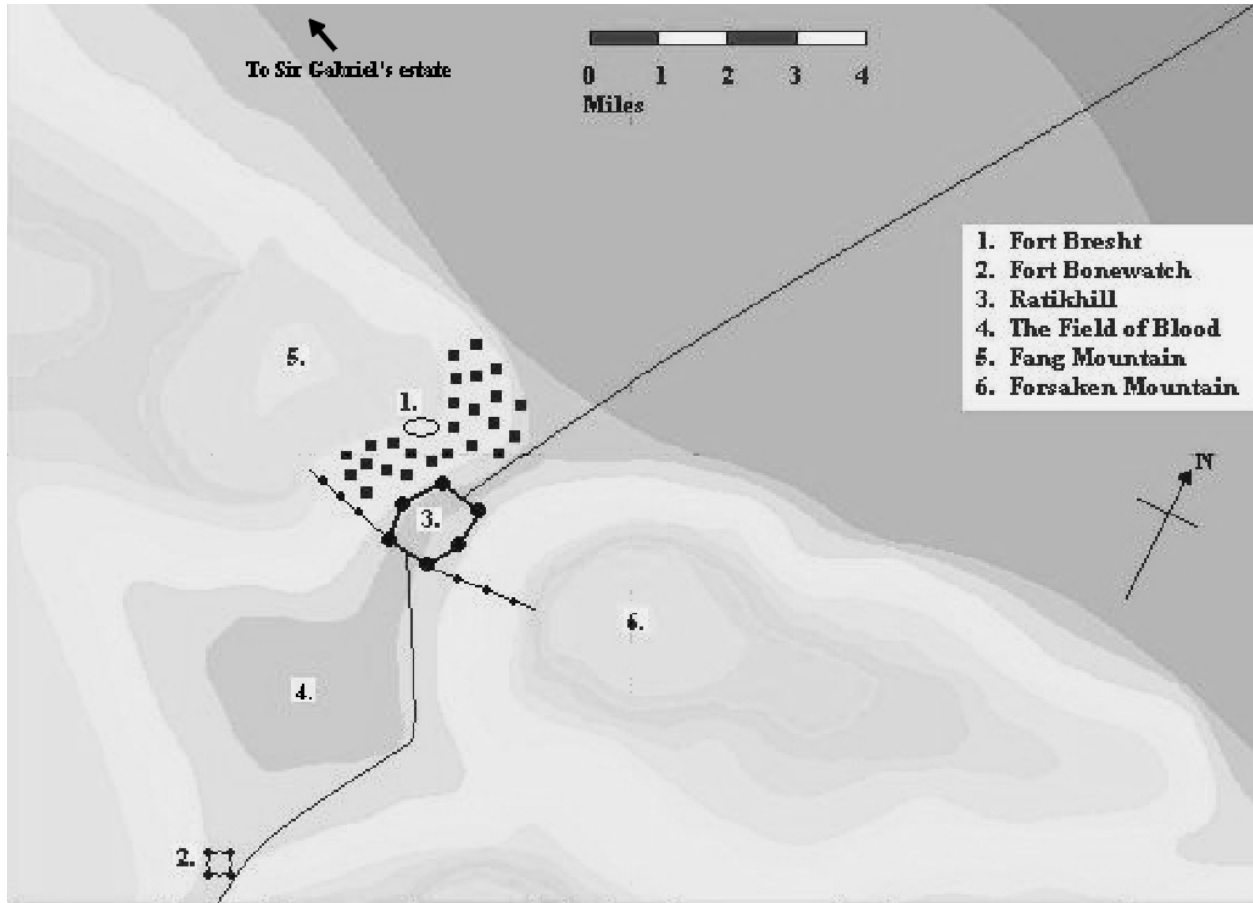
The affected targets do not go under the water if they fail a Swim check for any reason, including being tied up, unconscious, or heavily loaded. However, the targets can still be dragged under by the actions of other creatures.

You cast this spell with an instant utterance. Casting this spell is an immediate action. You can even cast this spell when it isn't your turn.

Wave blessing counters and dispels *sink*.

APPENDIX 3: THE CITY OF RATIKHILL

Writers note: This is a draft map of the area. A more comprehensive map is under construction for later release.



PLACES OF INTEREST IN RATIKHILL

- The Silver Eagle and Crown Inn (and the nearby Ratikhill Wizards Guild).
- The Golden Grain Resthouse – for those of wealth and title.
- The Dried Fish Tavern – frequented by common townsfolk and visiting seamen.
- The Crushed Gem Alehouse – a building with a low ceiling owned by dwarves.
- Valmar's Mining Supplies – purveyors of outdoor supplies.
- Quartz Street – the main location of respectable merchants.
- Blood Alley – the main location to find the dregs of society.
- The Walk – a short road from the prison to Executioners Square.
- Various temples to the common deities of Ratik (both human and non-human).
- Fort Bresht is the ancestral seat of House Bresht and her Ladyship Abril resides here.
- Fort Bonewatch is a watch post established to provide both early warning and an anvil to crush any foes that enter the Field of Blood.

APPENDIX 4: FORMAL JOUSTING IN RATIK

For official competitions, no magic is to be used when fighting a joust. It is a matter of honour that knights compete on skill, not wealth. Masterwork and special materials are allowed, just no spells or magical equipment (with the easy availability of *Detect Magic* even the poorest knight can afford to check his opponent if they suspect cheating). Exceptions to this may occur but will be covered in the adventure text when appropriate.

There is an exception for the use of bardic music. The bard works the crowd, not the knight and rolls their Perform (and expend a bardic music attempt) against the “Influencing NPC Attitudes” table, PHB pg72. If they achieve a Friendly result, the knight may benefit from *Inspire Courage*; if they achieve a Helpful result, the knight may benefit from *Inspire Greatness* or *Inspire Heroics*. The bard must be able to use the appropriate Bardic Music ability to bestow it upon their knight.

JOUSTING RULES

Summarised from *Complete Warrior*, pg130-131.

In a traditional joust, two knights on horseback charge each other with blunted lances, separated by a rail that divides two parallel tracks. When they meet in the middle, they clash with great momentum and force, they continue down the track on their side of the rail. They repeat the process until one knight yields or is knocked from the saddle. A great deal of pageantry and ritual accompanies most jousts, and colourful heraldry, dress, or banners often identify knights.

Because the jousters are running full-tilt at one another with blunted weapons, jousts function differently from mounted combat. Initiative isn't necessary; during each pass, each knight simply makes a special attack with the blunted lance, and the results of both attacks are resolved simultaneously. Each knight can also attempt to unhorse the rider (treat as a trip attack) or make a sunder attempt against the enemy's weapon or shield. Neither the trip attempt nor the sunder attempt provokes an attack of opportunity. A successful blow deals lance damage (double because the knights are both charging), but its non-lethal damage. A knight with the Ride-By Attack feat gains a +4 bonus on attack rolls during a joust.

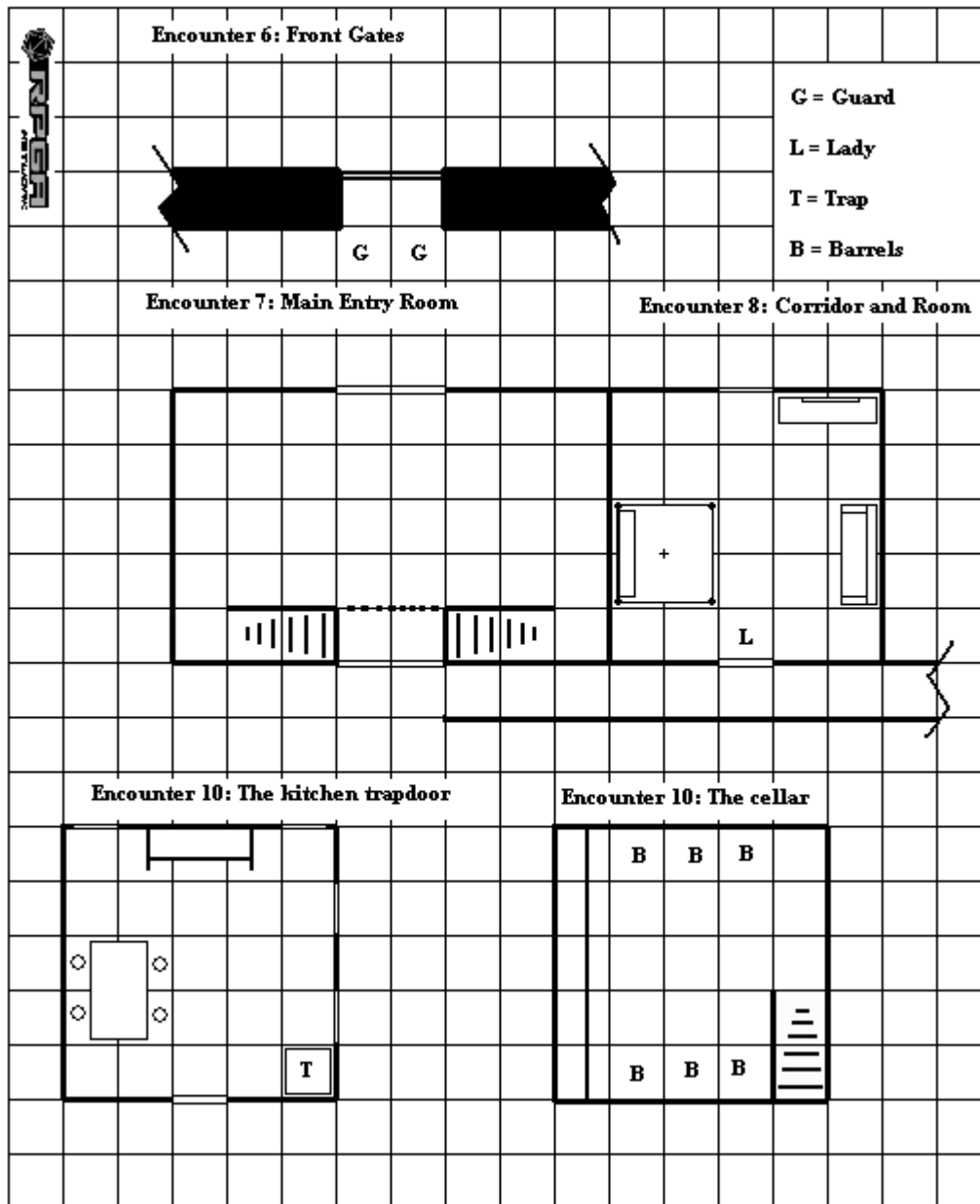
In some versions of the joust, a knight can continue with a blunted longsword or mace (ie strike for non-lethal damage at -4 attack penalty) if he loses his lance. Such a weapon deals non-lethal damage and can make the free sunder attempt described above, but not the trip attack.

The most obvious variation on the traditional joust is simply to use real lances and attack with lethal force. This functions exactly as normal mounted combat, except that a knight can still make a free trip or sunder attempt if his attack hits (the momentum of two opposing charges makes these special attacks possible, not the prowess of the knights).

To summarise, for a formal tourney in Ratic:

1. Attack rolls are simultaneous. Knights cannot choose any special attack options (but may still use feats such as Combat Expertise or Power Attack).
2. A knight with the Ride-By Attack feat gains a +4 attack bonus.
3. A successful hit deals non-lethal damage (can be lethal damage for duels) and forces a DC5 Ride check for taking damage while mounted.
4. A successful hit also allows the knight a free trip attack (vs Ride skill usually) or sunder attack (opposed check). The sunder still works even though lances are normally Piercing damage.
5. Resolve any special results (such as the Cavalry Charger “Unhorse” ability).
6. Knights are allowed 1 shield and 3 lances per joust. If all 3 lances are sundered, then their opponent wins by default. If both knights lose their third lance in the same pass, then the joust continues with longsword, mace or bastard sword (wielded in one hand only) until one knight is unhorsed (or unconscious). Draws are possible (and frequent).
7. If for religious reasons (such as clerics of Kelanan) a knight is unable to use a lance or sword, they may substitute their religious weapon, but will always strike *after* their opponent (due to the lance's reach). This requires dispensation by the Master of the Lists or the tourney's patron.

APPENDIX 5: COMBAT MAPS



PLAYER HANDOUT ONE: CALL TO ARMS

Heard throughout the land during the month of Harvester:

HEAR YE, HEAR YE, HEAR YE

Let all barons, knights and squires of the Marches of Ulthek, Keth, Abonhoth, Cormick, Marner, Devonmeek, Loegrimm, Bresht, Fadric, Optwall and Bredivan, and all others of whatever Marches that are in this Kingdom and all other noble countries, who are not banished or enemies of the Archbaroness, our Lady, know that on the fourth day of Brewfest, in Ratikhill, there will be a very great festival of arms and a very noble tourney with maces of one measure and rebated swords, in appropriate armour, with crests, coats of arms and horses covered with the arms of the noble tourneyers, as is the ancient custom;

Of which tourney the captains are the very noble and powerful nobles and my very redoubted lords the Lord Lothak of House Bresht appellant and His Lordship Erik of House Optwall defendant;

And to make this better known, all barons, knights and squires of the above Marches, and others from whatsoever nations they are, not banished or enemies of the Archbaroness, our Lady, who wish to tourney to acquire honour, may carry these little shields that will be given out presently, so that everyone may know who are the tourneyers. And anyone can have them who wants: the little shields are quartered with the arms of the four knights and squires who are judges of the tourney.

And at the tourney there will be noble and rich prizes given by ladies and damsels.

Moreover, I announce to all of you barons, knights and squires who intend to participate in the tourney that you must come to the inns the fourth day before the day of the tourney, and display your arms at the windows, on pain of not being allowed to participate; and this I tell you on behalf of my lords the judges, so please excuse me.

Any PC that feels they are worthy of it receives the badge of a tourneyer. It is approximately 3 inches in size and quartered with the arms of House Bresht, House Optwall, House Devonmeek and House Bredivan.

PLAYER HANDOUT TWO: THE SHOWING OF HELMS

HEAR YE, HEAR YE, HEAR YE.

Very high and powerful barons, lords, knights and squires at arms: I notify you on behalf of my lords the judges that each of you must bring your helm, with the crest which you intend to wear at the tourney, and your banner, at the hour of noon, to the inn of the judges, so that the judges, at one o'clock, may set them up for the ladies to come and see and give their opinions to the judges.

And tomorrow, there is nothing else for you to do except that there is a dance after supper, as today.

The next day, at the hour aforesaid, they should bring the banners, pennons, and crests of the captains to the cloister, to present them to the judges: and afterwards all the other banners, and helms with crests, as described before.

When the helms have been set up and displayed, then ladies and damsels may come, with lords, knights and esquires, to see all of them. The judges should lead them three or four times around the cloister to see the crests. And there should be a herald or pursuivant, who will tell the ladies the name of the person whose crest is before them. And if one of them has spoken ill of the ladies, they may touch his crest, and the matter will be considered the next day. All the same no one will be beaten at the tourney except by the decision of the judges, and after the case has been debated and proven and found to merit punishment: and in that case the malefactor will be well beaten, so that he feels it in his shoulders, and so that he will not in the future speak ill of the ladies, as he did before.

And besides the complaints of the ladies, there are certain other more serious offences and worse than speaking ill of women, for which the punishment that follows is due to those who have committed them.

The first case and the most serious is when a gentleman is found to be a liar and to have broken a promise, especially in a matter of honour.

The second is when a gentleman is a usurer, and manifestly lends at interest.

In the third case of a gentleman who has spoken ill of the honour of ladies or damsels without reason.

The punishment for the two principal serious offences described above is as follows:

That is to say, that the other lords, knights and squires at the tourney ought to arrest and beat the offender until he agrees to give up his horse, which is the same as saying, "I yield me." And when he has yielded, the other tourneyers should have their people on foot and on horseback cut the girth of his saddle and carry the miscreant to the list barrier on the saddle and set him on it as if on horseback, and keep him there in that state, so that he cannot get down or sneak away until the end of the tourney; and his horse should be given to the trumpeters or minstrels.

The punishment for the third offence shall be for the miscreant to be beaten by the other knights and squires at the tourney, until he cries in a loud voice to the ladies for mercy, so that everyone can hear him and promises to never again speak ill or villainously of them. They will then be permitted to re-enter the tourney.