Pendragon

The Adventure of the Great Hunt

A Pendragon 6th Edition Quick-Start Scenario

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CHAOSIUM INC.

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Welcome to this special preview of *Pendragon* 6th Edition, released on the occasion of WeAreAllUs 2020!

WeAreAllUs, observed on the anniversary of Greg Stafford's passing, is Chaosium's commemoration of its founder and original creative visionary. This year, we salute Greg's magnum opus with a sneak peak of the 6th Edition core rules and an accompanying scenario, "The Adventure of the Great Hunt," originally outlined by Greg way back in 1991 and presented here in print for the first time.

Greg started work on the new edition ten years ago. Since that time, it has gone through multiple development phases and is at last nearly ready for its public debut. He called this, and always intended it to be, his "ultimate edition" and we are proud to see it finally coming to fruition.

Veterans will find that the fundamentals of the game remain the same, with subtle modifications reflecting the culmination of nearly three decades' refinement of Greg's vision of Arthurian fantasy; many other such changes are found in the core rulebook, due for release in 2021.

For newcomers, welcome! Everything you need to experience the *Pendragon* system is here: the core rules, a scenario playable in a single session, and six pre-generated characters.

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

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Pendragon 6th Edition
Rules Preview

THE FOLLOWING SECTIONS SUM UP THE core rules of *Pendragon* 6th edition.

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

Value: The level of a Statistic (e.g., Attributes, Skills, Traits, and Passions) is rated between 1 and 20. The higher the value, the better. Situational modifiers may increase or decrease the value of the Statistic.

Glory & Honor

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

The following scenario lays out opportunities for Glory awards and Honor loss during the game.

Resolution System: Unopposed

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

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

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

Resolution System: Opposed

Used when success is contested between two factors. Most combat rolls are opposed. Both opponents roll 1D20 versus the relevant Statistic (which is not always the same between the two) as with unopposed resolution, and then compare their outcomes as follows.

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

Attributes

Five Attributes quantify the character's physical characteristics.

- ✠ **Size (SIZ):** measures a character's relative height and weight, compared to others. It is also the threshold value for determining Knockdown.
- ✠ **Dexterity (DEX):** measures a character's agility and nimbleness. DEX keeps a character upright or horsed.
- ✠ **Strength (STR):** measures a character's physical power, and their ability to exert force or pressure on an object.
- ✠ **Constitution (CON):** measures health and vitality. CON is important in determining how much of a beating you can take, and how quickly you recover.
- ✠ **Appeal (APP):** measures the character's natural charm, presence, and physical attractiveness.

Using Traits and Passions

Traits determine a character's personality, arranged in pairs of virtues and flaws, and may affect their actions. The higher the Trait value, the stronger the expression of that Trait. Traits over 15 are considered Famous, and push the character towards acting in a manner consistent with that Trait more

Unopposed Passion Results

Result	Unsung/Normal Passion (1–15)	Famous Passion (16–19)	Exalted Passion (20+)
Critical	Inspired +5	Impassioned +10	Impassioned +10
Success	Inspired +5	Inspired +5	Impassioned +10
Failure	No result	Melancholy 1D6+5 days; lose 1 point of Passion	Inspired +5*
Fumble	Melancholy 1D6+5 days; lose 1 point of Passion	Madness 1D6+5 days; lose 1 point of Passion	Madness 1D6+10 days; lose 1 point of Passion*

*An Exalted Passion may be Failed or Fumbled only with a negative modifier.

often than not. Traits of 20 or greater are considered Exalted, and cause a character to act in a manner consistent with that Trait at all times.

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

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

Passion Results

Impassioned: A temporary +10 bonus to a single Skill or Trait, chosen by the Player. The duration varies, but basically lasts until the situation that evoked the Passion is resolved. For example, in a duel between two knights, the bonus lasts until one is dead or surrenders. A Passion bonus may modify a series of successive First Aid or Chirurgery rolls resulting from a single fight or other source of trauma.

Inspired: A temporary +5 bonus to a single Skill or Trait, chosen by the Player, while the situation persists, as with Impassioned.

Melancholy: The character becomes Melancholy. The effects of Melancholy do not strike immediately upon failing a Passion roll if the character is actively engaged in some activity, like fighting in a battle. It takes effect after the activity that caused it is completed. A Melancholy character suffers −5 to all Skill, Trait, and Passion rolls. A character who falls into Melancholy gains 25 Glory.

Madness: The character goes mad and is Out of Play. The Player must turn the character sheet over to the Gamemaster. A character who goes Mad gains 100 Glory.

Using Skills

Skills are a way of measuring actions that characters can attempt to do in the game. Actions like eating, walking, and talking are automatic and don't require Skill rolls. A roll is needed for Skills because they describe actions that hold an inherent chance of failure.

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

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

✠ Attempting First Aid on yourself is done with a −10 Skill modifier.

✠ Folklore covers conversing with peasants to glean information as well as remembering bits of lore,

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

No Intelligence Rating?

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

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

✠ **Critical:** The character acts strongly in accordance with the Trait. The Gamemaster may grant a relevant +5 modifier to a subsequent Skill or Passion roll.

✠ **Success:** The character acts in accordance with the Trait.

✠ **Failure:** The Player rolls again, this time for the Opposing Trait, adjusted by any modifiers.

✠ **Fumble:** The character acts strongly in accordance with the Opposing Trait. The Gamemaster may grant a relevant +5 modifier to a subsequent Skill or Passion roll.

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

including tales of the fair folk and other strange creatures of the wild.

✠ Hunting is used to pursue quarry and also when navigating across trackless wilderness, attempting to cover one's tracks, or identifying wild animals and plants.

✠ Recognize is used for all types of identification amongst the nobility; from recognizing a single face at court, to knowing to whom a coat of arms belongs, to recalling details about family lineages and enmities.

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

✠ **Charge:** applies whenever the knight is mounted and moving at sufficient speed to execute the Mounted Charge action.

✠ **Sword:** covers any steel-bladed weapon with a protective crossguard and weighted pommel, either with one or two hands.

✠ **Spear:** includes all long-hafted stabbing weapons intended for use in close combat, wielded with one or two hands.

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

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

✠ **Hafted:** applies whenever a knight wields most hafted weapons (axes, maces, hammers) with one hand.

✠ **Two-Handed Hafted:** applies to all hafted weapon types that are normally wielded with two hands—two-handed axes, hammers, and maces, as well as polearms.

✠ **Brawling:** a broad umbrella that applies to fisticuffs, wrestling, using knives, daggers, and other items at close distances, as well as all Grappling attempts.

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

Combat

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

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

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

character whose Knockdown value is exceeded must make a DEX roll that round, but this roll does not count as the knight's action.

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

Combat Round Procedure

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

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

✣ Declare Combat Action
✣ Resolve Combat Action
✣ Winner's Outcome
✣ Loser's Outcome
✣ Combat Movement

Step One: Declare Combat Actions

Players declare Combat Actions at the start of each round.

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

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

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

Step Two: Resolve Combat Actions

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

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

If combat occurs, both combatants roll their respective modified Combat Skills using opposed resolution (see **"Resolution System: Opposed"** on p. 2). The results leave a winner and a loser, a tie, or

Height Advantage

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

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

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

two losers. In addition, critical successes and fumbles grant bonuses and impose penalties, respectively.

Mounted Charges

An effective charge requires a minimum distance of six yards between character and opponent to build enough deadly speed and momentum. A character and opponent who are charging each other must start at least twelve yards apart.

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

Step Three: Winner's Outcome

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

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

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

Step Four: Loser's Outcome

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

Determining Knockdown

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

✠ If the damage is *greater than* the loser's Knockdown, the Player makes an unopposed DEX roll, whether on foot or mounted. If a character or opponent suffers multiple possible knockdowns in a round, then each knockdown requires its own DEX roll.

✠ **Critical or success:** the loser remains upright or in the saddle with no penalty.

✠ **Failure or fumble:** the loser is knocked down. They begin next round on the ground. If mounted, they suffer 1D6 damage from the fall, and drop their weapon and shield.

✠ If damage is *greater than twice* the loser's Knockdown, then they are automatically knocked down without making a roll. If mounted, they fall and take 1D6 damage, and drop their weapon and shield.

✠ If damage is *greater than the sum* of the loser's SIZ and their horse's SIZ, then the horse is knocked down too! The character takes 2D6 damage from the fall, and drop their weapon and shield.

Dropped or Broken Weapon

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

Armor, Shield, and Parry Protection

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

Damage

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

To check for a Major Wound, compare the actual damage taken to the loser's CON. If the damage taken is greater than this number, then the loser has suffered a Major Wound and falls unconscious if they fail a CON roll. If mounted, they may attempt a DEX roll. Success indicates a gentle fall that does little or no damage; failure, a bad fall that causes 1D6 damage. They are out of the fight until they receive First Aid and raise their Current Hit Points above their Unconscious Attribute.

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

If a character's Hit Points drop to 0 or less, they are mortally wounded and will die if not quickly rescued.

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

Combat Movement

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

Movement is used to determine whether a character has closed with an enemy so that they might engage in combat. Once two combatants are within one yard's distance, melee combat is possible. In most circumstances, breaking movement down into round-by-round bits is altogether unnecessary. Miniature figures may be helpful to concretize distances for the Players' benefit, but such tools are certainly not essential as long as issues like facing are left out of the game and considerations of positioning are made in good faith.

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

Healing

First Aid may be tried just once per wound, restoring a number of Hit Points equal to the wounded character's Healing Rate (or double that with a critical

success). On a fumble, the character loses 1D3 Hit Points instead and becomes Debilitated.

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

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

Squires

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

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

A squire owns no steed of their own, and no equipment other than the clothes on their back, a knife, a bowl, a spoon to eat with, and a blanket to sleep under. Knights must provide for them.

Each squire deserves a name. Give them one.

The Squire's Skill

Sometimes Player-knights may call upon their own squire to make a Squire Skill roll for normal servant-type activities (making camp, tending horses, cleaning armor, etc.) and for combat-related duties.
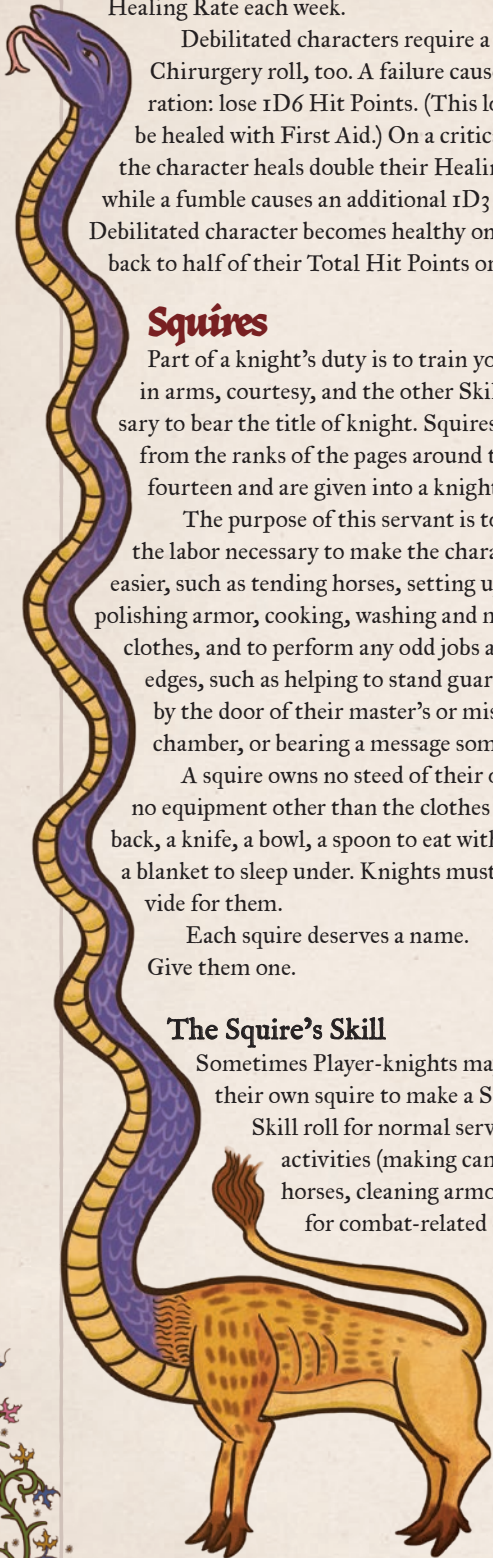
The character must declare why they are calling the squire. Usually this is for one of three desired actions:

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

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

Squires are handy assistants and may even save your life!

The Adventure of the Great Hunt

THIS SCENARIO MAY BE RUN EITHER AS A one-off using the pregenerated characters provided or inserted into an ongoing campaign, and should be playable in a single game session of 4–5 hours. The assumed setting is sometime during the Conquest Period (prior to the Roman War), but may be set in later periods with little to no adjustment.

If run as part of a campaign, the Gamemaster should award experience checks for all critical successes as well as successful rolls made at important points in the narrative. If run as a one-shot, there is no need to track experience, but remind the Players that their knights desire Glory above all else, and that the knight who accumulates the most Glory over the course of the adventure will be remembered best when this tale is told by troubadours in the winter months ahead.

Guests of Sir Servause

The Player-knights are all guests at the hunting lodge of Sir Servause le Breuse, an old knight and renowned hunter, located two days' ride from Camelot. The high walls of his hall are bedecked with horns and other trophies of a lifetime's hunting, though these days his gout prevents him from joining the chase—much to his oft-lamented chagrin.

A consummate host, Sir Servause earlier laid out a marvelous feast for the Player-knights. Now, with the sun down and night upon them, the time has come for convivial relaxation around the old knight's hearth, the strumming of harps, and the telling of tales.

Sir Servause has proven himself a font of knowledge on the lore concerning beasts and monsters of the wild.

"Ah, that brings me to the caladrius bird," Servause is saying. "You will have seen this in the halls of many a king and great lord. All white is its plumage, and its dung quite efficacious in the treatment of eye trouble—"

His musings are cut off by the entrance of the steward of the manor.

"My lord," says the steward, "Sir Ector has come and seeks succor."

Sir Servause sits up in his seat, quite at attention. All present know that Sir Ector is the foster-father of King Arthur Pendragon himself. A most honored guest, indeed!

"Show him in at once," the old knight orders. This is done, and soon a man as aged as Sir Servause enters

the hall, his clothes and armor covered in the dust of the road. A ewerer pours water scented with rosemary and orange peel from a silver aquamanile over a golden platter, and Sir Ector washes his hands and face. A squire is on hand with a goblet of wine to quench the knight's thirst, and Sir Servause bids his guest warm himself by the fire. Everyone sits.

Sir Servause introduces each of the Player-knights in turn. This is a good opportunity for character introductions, if they are unfamiliar to the other Players in the group; in doing so, note any Famous or Exalted Traits and Passions, as well as any Skills important to the character's identity.

After the introductions, Sir Ector drains his goblet and then tells his tale:

"Your hospitality is most welcome, Sir Servause, for I have ridden hard from Camelot. Two days ago I received word that some of my holdings in Norgales, not far from Berwyn, have come under threat from none other than a dragon. Yes, a dragon! It is even now ravaging fields, making off with sheep and cattle, and setting houses alight with its foul and fiery breath. So fearsome is it that it has driven off even the bravest knights from nearby lands. If left unchecked, who is to say how much more damage it may do?"

Asked what is to be done, Sir Ector continues: "Why, it must be slain or driven off, of course!"

This much is evident to all present, but equally obvious is Sir Ector's advanced age. Heroic and glorious knight he may be, but it is evident he cannot face such a fearsome dragon alone. Ask for **Valorous** rolls with a –10 Trait modifier. Any knight who succeeds is willing to accompany Sir Ector on his adventure; a critical success leads the knight to immediately and loudly proclaim their service (earning 10 Glory in the process). A failed Valorous roll necessitates an opposed **Prudent** roll with a +10 Trait modifier, with a success suggesting there may be another way to approach the problem apart from direct confrontation; a critical success recalls Sir Servause mentioning something about the panther and its enmity towards dragons earlier in the evening (earning 10 Glory as well, if the knight immediately asks Servause about it).

Sir Servause clearly criticalled his Prudent roll as well, for he is stroking his stubbled chin by the time Sir Ector finishes his tale. If no Player-knight brings it up, Servause offers the following:

"The panther is a great cat of variegated color, known for its kindness and gentility. All beasts are its friend—save for the dragon! When the panther has eaten its fill, it sleeps for three days. When it wakes, it emits a belch of sweet perfume, not unlike the aroma of all-spice.

"The sound of the belch attracts animals from all around, and the sweetness of the smell causes the animals to follow the panther wither it may go. Only the dragon finds the sound of the belch distasteful, such that it retreats to its infernal lair deep within the earth; likewise, the sweet smell is so offensive to the dragon's nostrils that it enters a great torpor, so profound that it appears dead, and remains so until disturbed."

Upon hearing this tale, the Player-knights may each roll **Religion (Christian)**. On a success, they then recall the Panther Sermon:

"In this way, the panther is like our Lord Jesus Christ, who drew all gentle creatures to Him and banished the devil-dragon. The panther's three days of repose in its den remind us of Christ's three days in his tomb. The sweetness of its breath is like Christ calling to the faithful. Its variegated coat reflects the multitudes who flock to His call, and His followers say: 'How sweet are thy words unto my taste! Yea, sweeter than honey to my mouth.'"

This sermon Inspires the Player-knight (see **"Passion Results"** on p. 3) to find a panther to use against the dragon. The Player-knight may wait to name the Skill or Trait they wish to boost until the search for the panther is under way, or at some point after that.

If multiple knights succeed, the one who succeeds best is first to relate the sermon to the others. Anyone who remembers the sermon earns 10 Glory.

Once the details of the panther are revealed, and if none of the Player-knights suggest it, Sir Servause makes the obvious point: capturing a panther and feeding it sufficiently to cause it to belch in the presence of the Berwyn dragon may be a way to dispose of the beast without further endangerment or loss of life!

The Player-knights are, of course, free to reject this approach and ride off to face the dragon themselves; any knight with an Exalted Reckless Trait will certainly be in favor of this plan. See **"Confronting the Dragon"** on p. 13. If they survive their encounter, they may think better of the wisdom of Sir Servause and try the panther gambit at that point...

For his part, Sir Ector sees the wisdom of the plan and is willing to allow the Player-knights to try it. He announces that he will ride ahead to Berwyn and attempt to rally any local knights to his banner, should their great hunt fail, and meanwhile defend his lands as best he can.

"Remember: with each passing week, the dragon wreaks yet more havoc. I cannot hold out in the face of such depredations for very long before duty obliges me to try my hand at slaying the dragon once and for all, if God wills it. I can give you but a month to complete your adventure."

Assuming everyone is agreeable to using a panther to subdue the dragon, Sir Servause lists six animals that, owing to their various special qualities, if fed to the panther will produce the most rich and pleasing of belches, guaranteed to drive away the dragon. If asked, he admits that the panther may be fed on any six animals, but the resulting belch may be insufficient to their needs.

As he lists each animal, the Player-knights must all roll against the indicated Trait or Passion; the knight who rolls best (if any) receives the indicated insight, an award of 10 Glory, and becomes Inspired when in pursuit of the animal in question, as with the panther; likewise, a critical success means the Player-knight is Impassioned instead.

✠ **The Cub of a Lion (roll Merciful):** Lion cubs are born dead and are brought to life on the third day when the mother breathes in their faces or the father roars over them.

✠ **The Crane (roll Energetic):** At night, cranes take turns keeping watch for enemies. The one who is on duty holds a stone up with one claw; if the watcher falls asleep the stone falls and wakes him.

✠ **The Stag (roll Spiritual):** The stag is a symbol for Christ, who tramples and destroys the devil. As the stags crossing a river help each other, so should the Christian crossing from the worldly life to the spiritual life help others who grow weak or tired.

✠ **The Eagle (roll Valorous):** The eagle can look directly into the sun. As a test of the worthiness of its young, the eagle holds them up facing the sun. The birds that cannot stare into the sun and turn their eyes away are cast out of the nest.

✠ **The Mouse (roll Loyalty [Companions]):** Aelian writes that mice, if falling into water, catch hold of each other's tails. Then, when one finds the edge of the water and pulls itself out, it pulls the rest along with it.

✠ **The Unicorn (roll Chaste):** The unicorn is fierce, strong and swift, and no hunter can catch it. To tame the beast so it can be captured, a virgin girl is placed in its path. The unicorn, seeing the maiden, comes to her and puts its head in her lap and falls asleep. The hunters can then easily capture or kill it.

Animals' habits are believed to have allegorical significance that relate to human Traits.

For particularly foolhardy groups, the Gamemaster should feel free to remind the Player-knights that dragons are often too fearsome to be overcome by force of arms alone, and usually suffer from a singular fatal flaw.

Sound the Hunt!

The Player-knights must work together to form a plan of how best to acquire the six animals listed by Sir Servause. They may choose to substitute other animals out of desperation, but this results in reduced efficacy; see **"The Power of the Panther's Belch"** on p. 14.

Sir Servause tells the knights where they may look for each Beast of the Hunt. Show the group the Hunt Map on the facing page. This indicates travel times between the hunting grounds, Camelot, and the hall of Sir Servause.

Keep track of the days as they pass. As Sir Ector indicated, the Player-knights have only 31 days to gather their menagerie and travel to Berwyn. After fourteen days have passed, make an opposed roll each day the Player-knights have not arrived at Berwyn: Sir Ector's Honor Passion of 18 versus his Duty (Vassals) Passion of 14. If the latter roll wins, Sir Ector resolves to go and fight the dragon with his household knights. See **"Sir Ector & the Dragon"** on p. 14 for more details on the outcome of that dolorous act.

The Player-knights are more than welcome to come up with clever solutions to the problems of acquiring their six beasts and a panther. The most obvious idea is to split up and cover more ground; remind the Player-knights that what they gain in speed they may lose in safety when it comes to hunting some of the more dangerous beasts.

The Player-knights have a month to complete their hunt.

The Cub of a Lion

Lions are, of course, fearsome and dangerous foes. Follow the normal Hunting procedure outlined at the end of this scenario to track one to its lair, but allow the Player-knight(s) to stop short of the Abay if they wish instead to employ a clever trick to steal away a cub. (This may require a successful Deceitful roll at the Gamemaster's discretion.)

Depending on the number and skill of the Player-knights present, there may be two lions in the vicinity (a mated pair), or the mate may enter the fray after a few Combat Rounds have passed upon hearing the clash of arms.

The cub itself is, of course, helpless and mewling and presents no challenge to the knight who takes it. Keep in mind, as well, that a character who is Famously Merciful or has a similar Love (Family) Passion value may hesitate before separating the helpless cub from its kin.

The Crane

Being birds of the marsh, the knights must travel out to the Fens in Anglia to find their quarry. Once there, they must engage a boatman to take them punting out over the treacherous channels. A successful **Folklore** roll accomplishes this; each knight needs a boat and boatman of their own in order to go out on the water. Each knight may attempt the roll once per day until they succeed.

Once on the water, an opposed roll of **Hunting** versus Avoidance is required to capture a crane. Each knight may try once in the morning and once in the afternoon. Failing, they may try again the next day, and so on, until a crane is netted and caged.

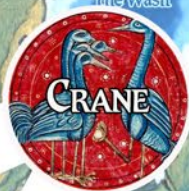### The Stag

The most straightforward task, for there is nothing like a good stag hunt! Run the Hunting procedure as normal.

The Eagle

A successful **Falconry** roll (or perhaps a hint from Sir Servause) recalls that eagles may be kept by High Kings as part of their mews. Traveling to Camelot and arranging an expeditious audience with King Arthur on behalf of his foster-father requires a

Map labels:

Dragon — CAMBRIAN MOUNTAINS, Idris

Stag

Crane — The Wash

Lion Cub

Eagle

Mouse

Panther

Unicorn — South Downs

Travel times:
- Dragon to Stag: 3 Days
- Stag to Crane: 5 Days
- Crane to Lion Cub: 2 Days
- Stag to Lion Cub: 4 Days
- Stag to Eagle: 3 Days
- Stag to Mouse: 3 Days
- Eagle to Mouse: 4 Days
- Lion Cub to Unicorn: 5 Days
- Mouse to Unicorn: 3 Days
- Mouse to Panther: 2 Days
- Panther to Unicorn: 2 Days

Other map labels: Roestoc Forest, Deleable Forest, Trent R., Arroy Forest, Bedegraine Forest, Lincoln Forest, Landoine Hills, Sauvage Forest, Anglian Hills, Nene R., Quinqueroi Forest, Tea R., Cotswold, Severn R., Chiltern Hills, Thames R., White, West Downs, Mendip Hills, Parrett R., Exmoor, Exe R., Blackdown Hills, Morris Forest, Modron's Forest, Avon R.

MILES
0 5 10 20 30 40 50

0 10 20 30 40 50
KILOMETERS

successful **Courtesy** roll. Such courtly activities often involve modifiers due to geniality and fashion, rules not covered in this scenario; assuming the knights are Ordinary in their Standard of Living (as are the pregenerated characters), there is no modifier to this roll, save any from use of a Passion.

A successful roll earns the Player-knight 20 Glory, or 40 Glory if a critical success is scored. King Arthur is, of course, only too eager to sacrifice one of his prize birds in order to help his beloved foster father, and he wishes the Player-knights godspeed in their quest. It is clear that, should they fail and should any harm come to Ector, the king will be most bereft.

Otherwise, the Player-knights must journey to the sea cliffs of Estregales and bag a wild eagle. Resolve this with the full Hunting system, or simply an opposed roll of the lead Player-knight's **Hunting** Skill against the eagle's Avoidance—Gamemaster's discretion.
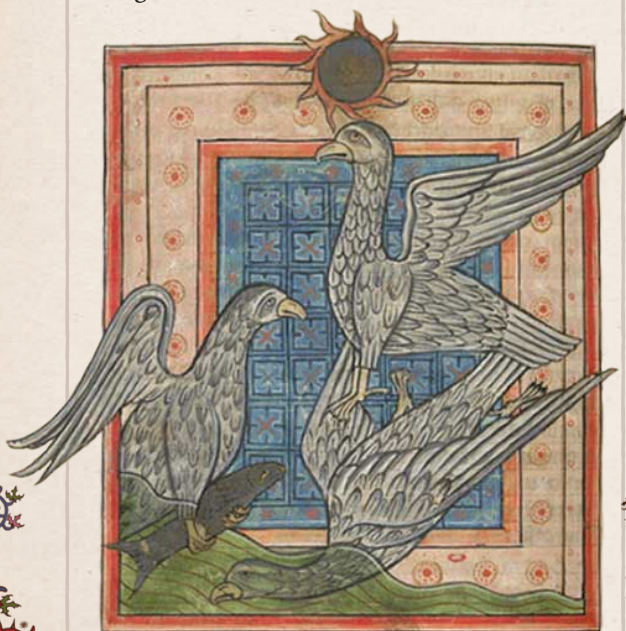
The Mouse

This is indeed a conundrum, for although the humble mouse may be found anywhere (including in the thatch and rafters of Sir Servause's own hall), it is unknightly to go a-mousing!

The Player-knights may instead set their squires to the task. Roll each squire's Skill versus the mouse's Avoidance. Each squire who wins their roll captures one mouse.

If a Player-knight insists on catching a mouse themselves, they must oppose their own **Awareness** against the mouse's Avoidance. If the knight fails a Modest roll (or is Famously Proud), they lose one point of Honor in the task.

Under no circumstances is Glory awarded.

The Unicorn

This may be the most difficult hunt of them all, for the unicorn is a fairy beast and exceptionally difficult to bring to bay.

The Player-knights may attempt a conventional hunt, or—if one or more succeeded with their Chaste roll earlier—they may recall that a female virgin acting as willing bait may lure a unicorn from the depths of the wood, whereupon it passively lays its head upon her lap, allowing the knights (waiting nearby in hiding) to approach and kill it with a well-aimed spear thrust. (Sir Servause le Breuse may also volunteer this information if the Player-knights ask him for advice on hunting a unicorn.) No Famously Merciful knight will agree to participate in this type of hunt.

It is left up to the Gamemaster's discretion as to where the Player-knights may find a willing and qualified accomplice. A successful **Love (Family)** roll may locate a younger sister or cousin who is amenable. A knight with an Adore Passion may beseech their object of affection, assuming she is still a virgin. Finally, any female Player-knights in the group, if they are themselves virginal, may of course volunteer for the task should they wish.

The Panther

At some point, the Player-knights must secure a panther as well!

Everyone knows that Queen Guenever keeps a panther as part of her collection at the Royal Menagerie in Camelot. As with the eagle, the Player-knights may prevail upon the queen to lend them her beast. This once again requires a successful **Courtesy** roll. If this is the first time the Player-knights have beheld Guenever (as it will be for the pregenerated Player-knights), they may choose to first generate an Adore Passion for her, each with a starting value of 3D6+6.

However, the queen is quite fond of her panther and will not let it go for anything less than a critical success at Courtesy.

Guenever may also be swayed with a critically successful **Orate** roll; a successful **Compose** roll prior to this grants a +5 bonus to the Skill, which may be further augmented with a bonus from a successful Passion roll.

The knight who succeeds in convincing the queen also owes Guenever a favor, to be redeemed at some point in the future...

Failing this (or never attempting it), the Player-knights must resort to a hunt in the Camelot Forest, where wild specimens may be found.

The Traveling Menagerie

A successful **Stewardship** roll secures sufficient carts and wagons to transport the entire collection of beasts. Each Player-knight may attempt the roll once per day, and may keep trying until someone succeeds—the only penalty is the additional time lost.

With the panther secured, the Player-knights may set out for Berwyn. Depending on how quickly they accomplished their goals, they may feel the need to rush. Unfortunately, transport of a live panther and its special food supply slows progress, making it impossible to go more than a normal ride's distance each day. Count the number of days' travel between intervals marked on the map, following the most direct route from the Player-knights' point of departure.

Merely traveling across Logres with such a remarkable assortment of animals earns the Player-knights 50 Glory each.

There is one last matter to attend to even after the knights complete their Great Hunt and transport their animals to Berwyn: the panther must be fed and then allowed to sleep for three days!

(Clever Player-knights may attempt to feed the panther "on the road," as it were, while still two or three days' journey from Berwyn. The Gamemaster should point out that, unless they take extreme measures to ensure a comfortable journey for the panther, the rickety carts and wagons will prove far too bumpy for the great cat to sleep properly, ruining all their effort.)

Confronting the Dragon

As mentioned earlier, particularly rash Player-knights may attempt to ride out and kill the Berwyn dragon straight away. The Gamemaster should advise the group that this is a Very Bad Idea. Remind the Players that Sir Ector's own knights could not withstand the dragon's fury, and that they will likely fare no better. If the Player-knights still insist, then by all means allow them to try. **Pendragon** is a game of heroes, but it does not reward foolish valor. Death of one or more Player-knights is a likelihood. See **"The Dragon of Berwyn"** on p. 15 for the deadly details.

Whether they come to Berwyn straight away or with a menagerie in tow sometime later, the

The famous Menagerie at Camelot holds many wondrous beasts, many of which were captured by knights and sent as gifts to the queen.

Compose may be used to augment Orate, Singing, and Play Instrument.

Player-knights are confronted with a countryside ravaged by fire. Fields of ash lie where once crops grew; villages are now merely collections of burned-out husks. The heights are blackened as well, and the few remaining peasants readily point the knights in the direction of the dragon's lair, high up amongst the hilltops.

Shepherds' paths provide access to a blackened and bowl-shaped plateau. In the center is a great pit, from which rises lazy whisps of smoke. The Berwyn dragon has recently satiated itself on a flock of sheep, but responds to verbal taunts and challenges. A rumbling roar issues from inside the earth, and a gout of flame shoots up. Horses prance and whinny in fright, obliging all knights present to make **Horsemanship** rolls; on a fumble, the knight is thrown from their saddle and takes 1D6 points of damage as their horse flees the scene.

At last, the great scaly bulk of the Berwyn dragon heaves itself up from its chthonic lair. Upon seeing the monster, all Player-knights must roll **Valorous** with a modifier equal to –20 divided by the number of knights present. Failure indicates a character's reluctance to close with the beast for one Combat Round (another roll may be attempted the next Round, and so on, until success is achieved), while a fumble indicates that the character checks Cowardly and flees in terror at their (or their horse's) full Movement Rate for 1D6 rounds before returning to their senses, at which point they may act as they wish—though they must continue to make Valorous rolls with the same penalty if they wish to approach the dragon again.

The Power of the Panther's Belch

Once the Player-knights have fed the panther and let it sleep for three uninterrupted days, tally up the points listed below and roll 1D20 against the final value. On a success, the panther, upon waking, emits a belch of sufficient richness and aroma to put the dragon into torpor. A failed roll means the belch is not strong enough, though the dragon, somewhat shaky and sleepy, will fight with a –10 modifier to its Skills.

✠ **Lion cub:** +5
✠ **Crane:** +2
✠ **Stag:** +3
✠ **Eagle:** +3
✠ **Mouse:** +1
✠ **Unicorn:** +6
✠ **Any other animal:** +0 or +1 (Gamemaster's discretion)

If put into torpor, the dragon is easily slain, though the Player-knights may not realize this. The beast slinks back down into its lair and curls up. No flame licks, no smoke puffs from its cruel mouth; no breathing is visible. It appears dead, and for all intents and purposes it is. Player-knights earn their Glory award for defeating the dragon whether it is truly dead or merely slumbering. Of course, in the latter case, it may always awaken at some distant point in the future…

Sir Ector & the Dragon

In accordance with their agreement, Sir Ector has kept anxious vigil from a nearby motte-and-bailey castle. He begins making rolls against his Honor as detailed under **"Sound the Hunt!"** on p. 10. When his Honor loses, he summons his faithful household knights and rides out against the dragon. This is doomed to fail and result in his own death, and Sir Ector knows it, but he can no longer stand by and watch his lands and people tormented.

It is possible that the Player-knights arrive in Berwyn at the very moment Sir Ector is preparing for his ill-fated mission. Even if the knights must ask Ector to wait another three days for the panther to eat and slumber, he will assent, putting his faith in the outcome of this mad gambit.

Glory Awards

In addition to the awards given in the preceding sections, award each Player-knight the following Glory:

✠ **For defeating the dragon:** 1000 Glory, divided by the number of Player-knights
✠ 20 Glory for each hunt successfully completed, plus Glory as indicated for each creature acquired

Gamemaster Characters & Beasties

Sir Servause le Breuse

Glory to Overcome: 50
SIZ/KD: 11 **DEX:** 8
STR: 11 **CON/MW:** 11
APP: 8
Weapon Damage: 4D6 **Brawling Damage:** 4
Hit Points: 22 **Unconscious:** 5
Movement Rate: 15
Armor: 12 (advanced hauberk, advanced nasal helm, aketon) + 6 (kite shield*)
The kite shield imposes a −2 penalty to all Weapon Skills when mounted except when making a lance charge.
Weapons: Sword 20, Charge 18, Hafted 10, Brawling 10
Traits: Energetic 15, Indulgent 17, Valorous 19
Passions: Honor 15
Skills: Awareness 15, Battle 10, Horsemanship 20, Hunting 20 (+3), Recognize 10
Weapons: Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0)

Sir Ector

Glory to Overcome: 50
SIZ/KD: 12 **DEX:** 10
STR: 8 **CON/MW:** 9
APP: 9 **Weapon Damage:** 3D6
Brawling Damage: 3
Hit Points: 21 **Unconscious:** 5
Movement Rate: 14
Armor: 14 (reinforced mail, great helm, aketon) + 6 (heater shield)
Weapons: Sword 18, Charge 20, Hafted 12, Two-handed Hafted 8, Brawling 10
Traits: Energetic 14, Generous 15, Prudent 18, Valorous 20 (+2)
Passions: Honor 18, Love (Family) 20, Homage (King Arthur) 20, Duty (Vassals) 14
Skills: Awareness 13, Battle 16, Horsemanship 18, Hunting 10, Recognize 8, Stewardship 12
Weapons: Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0)

The Dragon of Berwyn

Glory to Overcome: 1000
SIZ/KD: 80 **DEX:** 40
STR: 80 **CON/MW:** 50
Damage: 16D6
Hit Points: 160 **Unconscious:** 40
Movement Rate: 25 (walk)/85 (fly)
Armor: 25 (scales)
Skill: Avoidance 0
Combat Skills: Claws 17 (16D6), Bite 15 (special), Tail Lash 15 (8D6)
Claws: A dragon on the ground may make two separate claw attacks per round, each using its Claws value. These may be directed at two adjacent opponents (including a horse and rider), or both at the same foe. A character attacked by both must defend separately against the two attacks, as if they were attacked by two different opponents (see **"Fighting Multiple Opponents"** on p. 19).
Bite: A dragon's bite attack is treated as a Grapple (Hold) attack (see **"Grappling"** in the nearby boxed text). A dragon that achieves a Hold while grappling in this way has swallowed any creature with a SIZ equal to half the dragon's own or less. The hapless target is slain and devoured. (Generous Gamemasters may allow for the survival of character for a few rounds, giving their friends an opportunity to slay the beast and rescue the character.)

> ## Grappling
>
> To execute a Grapple, roll Brawling versus the opponent's action. A win allows you to execute an immediate Follow-up Action; the Hold Action is given here as an example:
>
> Roll damage (including +4D6 for a critical success) and compare the total against the opponent's STR Attribute. No actual damage is inflicted. The total damage value rolled must exceed the target value in order for the Hold to take effect. If the total is equal to or less than the target value, there is no effect.
>
> Continue to roll damage for each Combat Round you wish to maintain the Hold. As long as the total exceeds the opponent's STR, the Hold is maintained.

Tail Lash: Due to its enormous size, the dragon may be attacked by double the normal number of opponents (up to six on foot or four mounted). Those opponents above and beyond the normal number are assumed to be attacking on the side and rear of the dragon, where they are safe from claw and bite attacks. However, they make themselves vulnerable to the dragon's terrible whipping tail, which may engage multiple opponents in a single round who are not otherwise opposing the beast's bite without incurring any penalty for doing so.

Flying Attack: A dragon cannot hover, although it may fly past an opponent, making a single claw or bite attack as it passes with a +5 modifier. In this way it may travel up to its normal Movement Rate and still make a single attack as part of its action. A dragon attacking in this way imposes a −15 modifier to the attack roll of any foe it attacks that round.

Fairy Bane: Iron does +1D6 points of damage.

Panther Belch: For reasons unknown to even the wisest of sages, common dragons are afraid of belching panthers. A common dragon, no matter how fearsome, flees in terror in the presence of a belching panther.

Valorous Modifier: −20

Beasts of the Hunt

Lion

Glory to Overcome: 250
SIZ/KD: 40 **DEX:** 20
STR: 40 **CON/MW:** 15
Damage: 8D6
Hit Points: 80 **Unconscious:** 20
Movement Rate: 35
Armor: 5 (hide)
Skill: Avoidance 10
Combat Skills: Claws 20 (4D6/4D6), Maul 20 (8D6)

Claws: Lions may attack one target per Combat Round using both claws at the same time. If the cat wins the round, it makes two separate damage rolls as indicated. Damage inflicted by these two damage totals is treated as two separate wounds, each with a chance of causing a Knockdown.

Maul: If the lion scores a Knockdown result on its opponent, on the following Combat Round it follows up by leaping upon its prey and attempting a "killing bite" with its powerful jaws. Any attempt to defend against this attack short of Brawling suffers a −5 penalty to Weapon Skill.

Stag

Glory to Overcome: 10
SIZ/KD: 30 **DEX:** 20
STR: 30 **CON/MW:** 12
Damage: 6D6
Hit Points: 60 **Unconscious:** 15
Movement Rate: 30
Armor: 4 (hide)
Skill: Avoidance 15
Combat Skills: Charge 12 (6D6), Gore 12 (4D6)

Charge: A deer may charge doing its full damage. The rules for distance in "Mounted Charges" on p. 5 apply to this attack as well.

Unicorn

Glory to Overcome: 25
SIZ/KD: 15 **DEX:** 15
STR: 15 **CON/MW:** 15
Damage: 3D6
Hit Points: 30 **Unconscious:** 8
Movement Rate: 25
Armor: 3 (hide)
Skill: Avoidance 35
Significant Trait: Suspicious 16
Combat Skills: Horn 25 (3D6)

Horn: The unicorn may charge with its horn lowered. The rules for **Mounted Charges** on p. 5 must be followed in order to inflict damage.

Fairy Banes: Iron does +1D6 points of damage; additional weaknesses or vulnerabilities may be assigned by Gamemasters.

Crane

Glory to Overcome: 0
Skill: Avoidance 10

Eagle

Glory to Overcome: 10
Skill: Avoidance 15

Mouse

Glory to Overcome: 0
Skill: Avoidance 20

Panther

Glory to Overcome: 100
Avoidance: 15
Stats per Lion except **SIZ** 12, **Damage** 4D6, **Hit Points** 24

Appendix: Hunting Rules

THE HUNTING SKILL COVERS THE ENTIRE variety of tasks performed during the noble sport of the chase, excluding Weapon Skills. Hunting includes knowing what the different blasts on the horn mean and knowing whether an animal is a "beast of chase, venery, or vermin." It includes care of hounds, the best methods to hunt various creatures, and what their cries mean; identifying the spoor and tracking beasts from it; knowing the best way to quickly kill each animal; and breaking—the skill of butchering and field dressing so everyone, from hounds and dog boys to the sponsor, gets their correct share.

A hunt requires dogs and horses, and is enhanced by bush beaters, and a forester to act as guide towards the animals. All of these are presumed to be used in the Hunting rules presented below.

Knights generally do not wear full armor for a hunt, but only a gambeson or aketon. Knights in full armor suffer a –5 to Hunting Skill and impose the same penalty on any others in their party.

Creatures all have a Statistic called Avoidance. This quantifies the animal's ability to run, hide, and deceive its pursuers.

The Harboring

At the beginning of a hunt, the party selects (or "harbors") the best specimen of the desired quarry in the area. Professional huntsmen gather "tokens," which they present at the Gathering—a combination social event and planning session over breakfast out in the field. The host (or guest with the most Glory) selects from amongst the tokens presented which particular quarry to hunt that day.

A hunt is normally divided into segments of about an hour in length. A single day allows up to 6 segments in winter, 8 in spring and autumn, and 10 in summer. Once the segments have elapsed, the hunt is over for the day. The hunts in this scenario all take place in the summer, allowing for 10 segments per day.

During each segment, the hunters engage in many activities: mostly searching for tracks, finding the best way to ride through the brush, listening for sounds of the chase, and so on. Tracks and trails are fairly easily found and pursued with the help of dogs and huntsmen.

The hunting party designates a leader (the character with the highest Hunting Skill). At the party's option, they may split up into multiple groups to allow for more Hunting rolls.

The Unarboring

With the morning well under way, the hunting party mounts up and the dogs are loosed—the hunt is on!

Draw four parallel lines on a piece of paper, numbered 1–4. Place a marker for the quarry ahead of position #1. Each participant in the hunt should have their own token or marker. Leaders and followers are determined by their relative positions.

Placement on positions is determined by two factors: Hunting Skill and Movement Rate.

At the start, all leaders attempt an unopposed Hunting roll. Place critical successes on the #1 position, successes on the #2 position, failures on the #3 position, and fumbles on the #4 position. Followers are automatically placed in the same position as their leader.

Movement Rate then modifies the results. Each participant rolls against their horse's Movement Rate. A critical success moves their marker forward one position; a success means the marker stays where it is, while a failure moves back one position, and a fumble moves back two.

If a marker ever drops behind the #4 position, the character has fallen too far behind and may not participate in the remainder of the hunt.

The Pursuit

Repeat this sequence of rolls each segment until the prey is found (**"The Abay"**) or the day ends.

Each leader must make an opposed roll of their own Hunting Skill against the prey's Avoidance. Any Obstacles encountered are resolved on an individual basis by each character in the party, and the Obstacle must be successfully navigated before advancing.

Hunting vs. Avoidance Results

Hunter's Result	Effect
Critical success	Encounter an obstacle and advance two positions
Win	Encounter an obstacle and advance one position
Partial success	Encounter an obstacle
Lose	Move back one position
Fumble	Move back two positions

Overcoming Obstacles

Only one roll on the **Hunting Obstacles** table is made per party, but each knight in the party must test the indicated Statistic individually. A failed roll means you lose one position from the indicated advance (possibly becoming separated from the rest of the party, unless everyone slows to allow you to catch up).

Hunting Obstacles

2D6 Roll	Obstacle Effect
2	Hidden ditch or sudden precipice. Roll Horsemanship to avoid a fall doing 2D6 damage to both horse and rider.
3	Dangerous branches or outcropping rocks. Roll Horsemanship to avoid a fall and 1D6 damage.
4–5	A small stream or ditch. Jump the obstacle by rolling Horsemanship. Failure indicates the horse refused to jump, and on a fumble the rider and the horse both fall for 1D6 damage.
6	Birds flush underfoot. Roll Horsemanship to avoid a fall from the horse for 1D6 damage.
7	Confusing tracks. Succeed a Hunting roll, or lose track of the prey.
8	A fallen tree leaves only a small passage. Roll Hunting to find a way through.
9	Thorny bramble bushes. The horse must make a CON roll or take 1D6 damage.
10	Hunting horns or barking dogs in the distance! Make an Awareness roll to follow the sounds.
11	A dead end. Roll Awareness. On a failure, roll again on this table twice, ignoring further rolls of 11, and apply both results as you attempt to find the trail again.
12	The prey comes charging back! Advance to "The Abay".

Weapon vs Avoidance Results

Roll	Effect
Critical success	Inflict normal Damage +4D6. The prey turns angrily and begins fighting next round, if still conscious.
Win	Inflict normal damage. The prey fights next round unless badly hurt, in which case it Avoids again.
Partial success	The prey escapes. Roll Hunting next segment with a +5 modifier.
Failure	The prey escapes.
Fumble	The prey escapes. Take 1D6 damage from a fall.

The Abay

With the prey nearby, the hunter(s) must drive the animal until it can no longer continue and must turn at bay. Hunting horns sound to call in lost dogs, reckless gallopers, and winded hangers-on, all of whom converge on the quarry for the kill.

Once hunters have caught up to the quarry, the first character on the scene may make one free attack; alternately, they can choose to stay near the creature until reinforcements arrive to attack it in normal melee.

Tradition dictates that the hunters should wait for the host or honored guest to arrive and strike the first blow against the prey. Those who do not wish to wait must roll Modest/Proud. If Modest succeeds and they choose to strike anyway, they lose 1 point of Honor in doing so.

If more than one character wishes to attack first, whoever has the highest Movement Rate (or, if tied, DEX score) gets the first attack.

This first attack is an opposed roll pitting the hunter's Weapon Skill roll against the prey's Avoidance roll.

The Rush

If the quarry lives after the first attack, as many as three characters with melee weapons may attempt another attack, if possible, while the beast tries to either escape or close with its attackers.

If it chooses escape, the prey still uses its Avoidance value to oppose attacks during the rush, rather than a Combat Skill. (If several people attack, the beast suffers penalties to its Avoidance value as it would its Combat Skill in normal combat.)

If it chooses to fight, use its Combat Skills as normal.

Normal Combat

If the creature survives the Rush, the hunt enters normal melee combat at this point. Otherwise, if the creature flees, the hunt resumes and moves back to the Pursuit.

Fighting Multiple Opponents

In any action taken against multiple opponents, the character suffers a cumulative penalty to their Skill of −5 per additional opponent after the first one. Thus, fighting two opponents incurs a −5 penalty to each action; three, −10. Each action is resolved normally and separately. However, a character can choose to ignore one or more opponents and use their modified Skill versus the remainder. In such a case, the ignored opponent(s) each get an unopposed attack against their foe.

Pregenerated Characters

The following six characters are presented for Players to customize and make their own. They are each assigned a specialty reflecting the distribution of certain Traits, Passions, and Skills. Players are encouraged to come up with a name and coat of arms. The knights may be men or women; the proper term of address is Sir or Dame, respectively.

Each knight has a 14-year-old squire with a Squire Skill of 15.

The Adventuring Knight

SIZ/KD: 12 **DEX:** 12
STR: 12 **CON/MW:** 15
APP: 12
Weapon Damage: 4D6
Brawling Damage: 4
Hit Points: 27 **Unconscious:** 7
Movement Rate: 17
Armor: 12 points + shield

Traits

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

Passions

Honor 15
Homage 15
Love (Family) 15
Loyalty (Companions) 15
Devotion 5
Station 10
Hospitality 10

Skills

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

Weapon Skills

Charge 15
Sword 15
Spear 15
Hafted 12
Two-Handed Hafted 6
Brawling 10

Equipment

Weapons: Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0)

Armor: Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)

*The great helm imposes a −5 Awareness penalty with the visor closed; with the visor up, halve the helm's Armor Protection value and reduce Awareness penalty to −2. The great helm may be removed to expose the cervelliere, a metal cap with its own Armor Protection value of 1 and no Awareness penalties.

The Champion Knight

SIZ/KD: 15 **DEX:** 14
STR: 12 **CON/MW:** 13
APP: 9
Weapon Damage: 5D6 **Brawling Damage:** 5
Hit Points: 28 **Unconscious:** 7
Movement Rate: 18
Armor: 12 points + shield

Traits

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

Passions

Honor 15
Homage 15
Love (Family) 10
Loyalty (Companions) 10
Devotion 5
Station 15
Hospitality 15

Skills

Awareness 5
Battle 10
Compose 5
Courtesy 10
Dancing 7
Falconry 5
First Aid 7
Flirting 7
Folk Lore 4
Gaming 5
Horsemanship 15
Hunting 5
Intrigue 4
Literacy 0
Orate 4
Play (Instrument) 7
Recognize 5
Religion 5
Sing 5
Stewardship 5

Weapon Skills

Charge 15
Sword 15
Spear 15
Hafted 10
Two-Handed Hafted 7
Brawling 10

Equipment

Weapons: Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0)

Armor: Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)

*The great helm imposes a −5 Awareness penalty with the visor closed; with the visor up, halve the helm's Armor Protection value and reduce Awareness penalty to −2. The great helm may be removed to expose the cervelliere, a metal cap with its own Armor Protection value of 1 and no Awareness penalties.

The Courtier Knight

SIZ/KD: 12 DEX: 11
STR: 12 CON/MW: 14
APP: 14
Weapon Damage: 5D6 **Brawling Damage:** 5
Hit Points: 26 **Unconscious:** 7
Movement Rate: 17
Armor: 12 points + shield

Traits

Chaste 13/Lustful 7
Energetic 10/Lazy 10
Forgiving 13/Vengeful 7
Generous 10/Selfish 10
Honest 8/Deceitful 12
Just 10/Arbitrary 10
Merciful 13/Cruel 7
Modest 13/Proud 7
Prudent 14/Reckless 6
Spiritual 13/Worldly 7
Temperate 13/Indulgent 7
Trusting 4/Suspicious 16
Valorous 15/Cowardly 5

Passions:

Honor 15
Homage 15
Love (Family) 10
Loyalty (Companions) 10
Devotion 5
Station 15
Hospitality 15

Skills

Awareness 5	Horsemanship 10
Battle 5	Hunting 5
Compose 8	Intrigue 10
Courtesy 15	Literacy 0
Dancing 9	Orate 13
Falconry 5	Play (Instrument) 9
First Aid 6	Recognize 10
Flirting 9	Religion 5
Folk Lore 9	Sing 5
Gaming 5	Stewardship 5

Weapon Skills

Charge 12
Sword 15
Spear 10
Hafted 6
Two-Handed Hafted 6
Brawling 10

Equipment

Weapons: Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0)

Armor: Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)

*The great helm imposes a −5 Awareness penalty with the visor closed; with the visor up, halve the helm's Armor Protection value and reduce Awareness penalty to −2. The great helm may be removed to expose the cervelliere, a metal cap with its own Armor Protection value of 1 and no Awareness penalties.

The Hardy Knight

SIZ/KD: 15 DEX: 12
STR: 13 CON/MW: 15
APP: 8
Weapon Damage: 5D6 **Brawling Damage:** 5
Hit Points: 30 **Unconscious:** 8
Movement Rate: 18
Armor: 12 points + shield

Traits

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

Passions

Honor 15
Homage 15
Love (Family) 15
Loyalty (Companions) 15
Devotion 5
Station 10
Hospitality 10

Skills

Awareness 5	Hunting 5
Battle 5	Intrigue 3
Compose 5	Literacy 0
Courtesy 6	Orate 3
Dancing 6	Play (Instrument) 6
Falconry 5	Recognize 5
First Aid 6	Religion 5
Flirting 3	Sing 5
Folk Lore 3	Stewardship 5
Gaming 5	
Horsemanship 15	

Weapon Skills

Charge 15
Sword 15
Spear 15
Hafted 15
Two-Handed Hafted 6
Brawling 12

Equipment

Weapons: Arming Sword (Weapon Damage; Parry +3); Great Mace (Weapon Damage +1D6 [+2D6 vs. Mail armor]; Parry +2); 1 Spear (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0)

Armor: Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)

*The great helm imposes a −5 Awareness penalty with the visor closed; with the visor up, halve the helm's Armor Protection value and reduce Awareness penalty to −2. The great helm may be removed to expose the cervelliere, a metal cap with its own Armor Protection value of 1 and no Awareness penalties.

The Hunter Knight

SIZ/KD: 12 DEX: 15
STR: 12 CON/MW: 16
APP: 8
Weapon Damage: 4D6
Brawling Damage: 4
Hit Points: 28 Unconscious: 7
Movement Rate: 19
Armor: 12 points + shield

Traits

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

Passions

Honor 15
Homage 15
Love (Family) 15
Loyalty (Companions) 10
Devotion 5
Station 10
Hospitality 15

Skills

Awareness 8
Battle 5
Compose 5
Courtesy 6
Dancing 8
Falconry 8
First Aid 10
Flirting 3
Folk Lore 3
Gaming 5
Horsemanship 15
Hunting 15
Intrigue 3
Literacy 0
Orate 3
Play (Instrument) 8
Recognize 5
Religion 5
Sing 5
Stewardship 5

Weapon Skills

Charge 10
Sword 10
Spear 15
Hafted 10
Two-Handed Hafted 10
Brawling 10
Bow 13

Equipment

Weapons: Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0); Bow (Weapon Damage −1D6; Rate of Discharge 1 arrow/round)

Armor: Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)

*The great helm imposes a −5 Awareness penalty with the visor closed; with the visor up, halve the helm's Armor Protection value and reduce Awareness penalty to −2. The great helm may be removed to expose the cervelliere, a metal cap with its own Armor Protection value of 1 and no Awareness penalties.

The Religious Knight

SIZ/KD: 12 DEX: 12
STR: 12 CON/MW: 15
APP: 12
Weapon Damage: 4D6
Brawling Damage: 4
Hit Points: 27 Unconscious: 7
Movement Rate: 17
Armor: 12 points + shield

Traits

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

Passions

Honor 15
Homage 15
Love (Family) 10
Loyalty (Companions) 10
Devotion 15
Station 10
Hospitality 15

Skills

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

Weapon Skills

Charge 12
Sword 12
Spear 12
Hafted 10
Two-Handed Hafted 6
Brawling 10

Equipment

Weapons: Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0)

Armor: Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)

*The great helm imposes a −5 Awareness penalty with the visor closed; with the visor up, halve the helm's Armor Protection value and reduce Awareness penalty to −2. The great helm may be removed to expose the cervelliere, a metal cap with its own Armor Protection value of 1 and no Awareness penalties.

Horses

Each knight has one large charger, two rouncys, and one sumpter.

Large Charger

SIZ/KD: 43 DEX: 13
STR: 35 CON/MW: 15
Damage: 7D6 (charge); 4D6 (normal)
Hit Points: 58 Unconscious: 15
Movement Rate: 17 Armor: 6

Rouncy

SIZ/KD: 36 DEX: 12
STR: 32 CON/MW: 18
Damage: 3D6 (normal)
Hit Points: 56 Unconscious: 14
Movement Rate: 16 Armor: 4

Sumpter

SIZ/KD: 30 DEX: 12
STR: 35 CON/MW: 16
Damage: 3D6 (normal)
Hit Points: 48 Unconscious: 12
Movement Rate: 14 Armor: 3

The Chaosium

The Chaosium exists deep underneath the bottom of the lowest Underworld. It is the Fount of Chaos and spews forth our collective unconscious – fantasies and monstrosities alike - into our world. Artists, lunatics, and gamers are all inspired by its restless dreams. The Chaosium speaks to us:

"We are all Us."

"You must cut the Dragon Head off yourself, take it with your left hand and make it part of you. You must slay the dragon and wield its power."

"Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn!"

The Chaosium lets us dream the dreams of dead gods and construct the universe out of its essential runes. It lets us travel along the Lightbringers Quest to revive the murdered sun or walk the non-Euclidean pathways of R'lyeh's nightmare corpse-city.

In this mundane and grey world, the Chaosium brings your untamed imagination to life, through role-playing games, books, board and card games, comics, and more. Guard yourself with the Elder Sign and fortify yourself with Rune Magic, it is time to begin your adventures!

Pendragon

The Adventure of the Great Hunt

The Adventure of the Great Hunt is a special preview of *Pendragon* 6th Edition, released on the occasion of WeAreAllUs 2020! WeAreAllUs, observed on the anniversary of Greg Stafford's passing, is Chaosium's commemoration of its founder and original creative visionary.

Inside, you will find everything you need to play: a six-page Quick Start version of the rules, pregenerated characters, and a scenario that sees the knights set off on a month-long hunt, racing against time to save the life of a great and noble knight and defeat an infernal dragon ravaging the countryside. Only they will find salvation lies not in steel and brawn, but in the gentle belch of a panther...

Pendragon is Chaosium's innovative roleplaying game of adventure, romance, and intrigue set in the marvelous world of King Arthur and the champions of the Round Table. Players take on the roles of heroic knights: men and women who harness their passions and beliefs in their quest for honor and glory. Along with their companions—brave squires, seekers of knowledge, and courtly folk of good heart—they are all that stand between Arthur's vision of a just and humane future and the dire forces that would see it fail.