

TALES OF THE SPECTRE KINGS



GREEN KNIGHT



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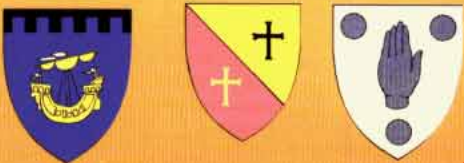
TALES OF THE SPECTRE KINGS



*There is an evil which I have seen under
the sun and it lies heavy upon men...
I speak of the Spectre King.
-Abbot Whitrood*



Tales of the Spectre Kings contains six adventures of dead kings, ghosts and curses blighting the face of Arthur's Britain. From the mist-shrouded moors of Yorkshire and Cumberland to the dark forested hills of the Weald, and even to the Other Side strange forces intrude into the lives of the Player Knights.



Five classic tales from the original Spectre King are joined by the White Horror. Also included is a detailed guide to Cambridge, with rules for generating scholar characters.



Includes the Adventures

- *The Spectre King*
- *The Werewolf*
- *The Ghost Knight*
- *The Helmed Knight*
- *The Horned Boar*
- *The White Horror*



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Tales of the Spectre Kings

Six Otherworldly Adventures in Legendary Britain

Sample file



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Tales of the Spectre Kings

Credits

"The Adventure of the Spectre King" by Peter Corless
"The Adventure of the Werewolf" by Mike Manolakes
"The Adventure of the Ghost Knight" by Mike Dawson
"Cambridge" by Peter Corless
"The Adventure of the Helmed Knight" by Garry Faye and Sam Shirley
"The Adventure of the Horned Boar" by Martin Bourne
"The Adventure of the White Horror" By Peter Corless

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Editing by Chris V. Nasipak, Janice M. Sellers.

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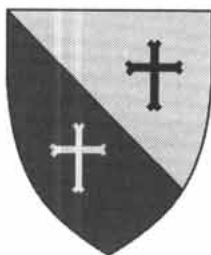




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Tales of the Spectre Kings



Original Spectre King Introduction

WITHIN THIS BOOK are six new adventures for the Pendragon roleplaying game. They are all of medium length, requiring several sessions of play each. Also included is a chapter of detailed information on the university city of Cambridge, with bachelor's program requirements for generating a character with a university background. All of the adventures are nominally set within the third or fourth phase of the Pendragon Campaign.

The adventures are not linked together, although three of them, "The Grand Tournament of Logres," "The Adventure of the Werewolf," and "The Adventure of the Ghost Knight," take place, at least at the outset, at tournaments. "The Grand Tourney of Logres" is uniquely designed to be run year after year as a regular event on the knightly tournament circuit. It includes special information and encounters for year by year, and a list of several other tournaments on the summer circuit. "The Adventure of the Werewolf," and "The Adventure of the Ghost Knight" can be run as each year's high-light event under the overall structure of the circuit.

"The Adventure of the Werewolf" is taken from a story in Malory, in which a knight is cursed for seven years to take the form of a wolf. "The Adventure of the Ghost Knight" involves solving a haunting and takes the player knights to Cambridge city.

The other adventures, "The Adventure of the Spectre King," "The Adventure of the Helmed Knight," and "The Adventure of the Horned Boar," as well as the tournament oriented adventures, can be fit anywhere in a regular campaign.

Of these three adventures, "The Adventure of the Spectre King" concerns the return of Saxon King Hengist from the grave to avenge his dishonorable death. "The Adventure of the Helmed Knight" is about a knight too ugly to bring himself to propose to his amor. In "The Adventure of the Horned Boar" the player knights help a man defend his land against encroaching Angles.



Tales of the Spectre Kings Introduction

MOST OF THIS BOOK is a simple reprint of Spectre King, but we have dropped the Grand Tournament of Logres and inserted "The Adventure of the White Horror." All of the original adventures have only had minor editing to correct misspellings, remove duplicate words, and so on.

"The Adventure of the White Horror" is a sequel to the "Adventure of the Spectre King," and concerns Horsa, the brother of Hengist, and his haunting of Southern Logres. The player knights will have to think about not only their own lives, but those of their friends and loved ones.

While these adventures can be played with nothing more than the King Arthur Pendragon rules, additional books from the Pendragon line can be found useful:

Blood and Lust

Perilous Forest

Saxons!

Tales of Mythic Tournaments

Tales of Magic and Miracles





Tales of the Spectre Kings

The Adventure of

The Spectre King

By Peter Corless

THIS ADVENTURE CAN take place any time in the third phase or later. It is set in the environs around Castle Conisbrough and Roestoc Forest (M14), plus the Abbey of La Beale Adventure in Lindsey (N14). A knight of unearthly power has terrorized the people of Roestoc and their king is powerless to stop it. The player knights may be vassals or allies of the king responding to his summons for aid, or may be investigating the strange tale on their own. Of course, they might be traveling through Conisbrough on their way to another destination, completely unaware of the woe that has befallen the King of Roestoc.

"The Adventure of the Spectre King" is based on the exploits of Aurelius Ambrosius outlined in Geoffrey of Monmouth's History of the Kings of Britain (Part Six, viii.4 to viii.7). Geoffrey's tale describes the battle in which Aurelius and his army capture the Saxon King Hengist, who is then executed by his longtime enemy, Eldol the Duke of Gloucester. After the enchantment of Britain, the Saxon king rises from the dead to haunt the lands where he was killed.



Starting the Journey

On the long journey between Lincoln and Eburacum on Ermine Street, just south of the River Don, lies Conisbrough, a small town guarded by a strong castle. The castle is the steadfast of King Eifion of Roestoc. As the knights approach Conisbrough along Ermine Street, they are greeted by the rough simple people of the fields. Soon a rider and an escort on foot approaches from the castle of Conisbrough. The rider invites the knights to sojourn at the King's castle.

After accepting the invitation, the player knights are escorted to the castle by the rider, who introduces himself as Prince Ennor, son of the castle's lord. They enter the castle, which is a small but sturdy-built stone fort surrounded by a wooden bailey. Prince Ennor shows them to sparsely furnished rooms and then excuses himself, allowing

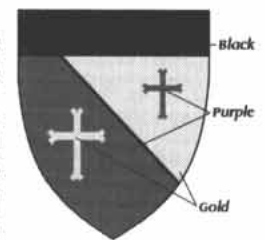
the servants to see to their needs. The player knights are treated kindly and generously with whatever comforts are available, such as warm baths and clean (albeit unfashionable) clothes. After the knights bathe and rest, they are invited to the evening feast with the lord of the castle.

King Eifion, a tall, gray-haired Cymric dressed in ermines and sable, rises to greet his visitors as they enter the hall. Beside him sits Queen Fridda, a handsome red-haired woman. Prince Ennor enters

Prince Ennor

The Prince is every bit his father's son in stature, but is more like his mother in looks. His fierce, bristling red hair and beard make his visage at the same time both handsome and frightening. But if his stature and gaze frightens the ladies a little, his presence and commanding voice make him a natural leader of men.

Prince Ennor



Glory 3,077

SIZ	18	Move	3	Major Wound	13
DEX	11	Damage	6d6	Unconscious	8
STR	15	Heal Rate	3	Knock Down	18
CON	13	Hit Points	31	Armor	12+3
APP	16	Age	27		+Shield

Attacks: Lance 18, Spear 16, Sword 16, Battle 18, Horsemanship 24

Significant Traits: Ennor is Chivalrous. Chaste 15, Energetic 18, Forgiving 15, Just 14, Modest 15, Reckless 13, Suspicious 16, Valorous 17

Significant Passions: Loyalty (King Eifion) 19, Love (family) 15, Honor 15, Hospitality 10, Loyalty (vassals) 10

Significant Skills: Courtesy 14, Falconry 17, First Aid 15, Hunting 14, Intrigue 10, Orate 16, Recognize 11, Stewardship 12, Tourney 15

Horse: Charger 6d6 (Armor 6)

