

THE GREAT Pendragon®

C A M P A I G N

480–484

EXPANSION

KING ARTHUR



THE GREAT PENDRAGON CAMPAIGN

Uther Period Expansion (480–484)



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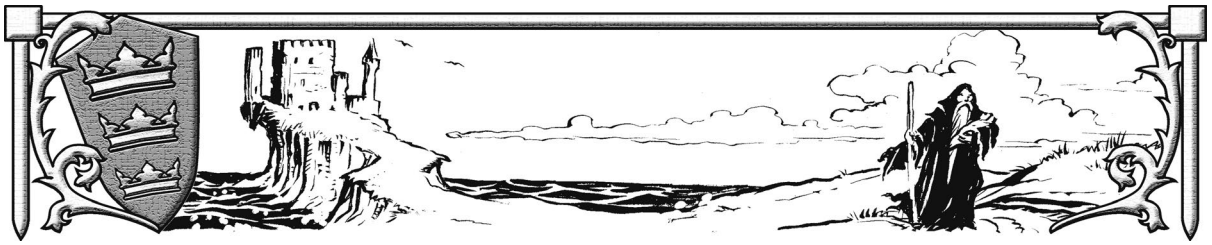
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King Uther Period Expansion: 480–484

The Great Pendragon Campaign covers the years from 485 to 565. This expansion allows Gamemasters to start their campaigns at the pivotal year of 480, when Uther becomes the King of Logres, and experience the first few years of his tumultuous reign. The events described herein are the default campaign events, and may be freely altered by Gamemaster design or the deeds of the Player-knights.

CHANGES TO THE 1ST EDITION

The expansion material presented here, as well as developments in other recent supplements including the *Book of the Estate* and the *Book of the Warlord*, necessitates significant changes to *The Great Pendragon Campaign*, 1st Edition.

The Easter Court and Christmas Court locations are not specified. They are held in various parts of Britain as the King chooses. If it becomes important to know the location, the Gamemaster may simply choose a location from Table G, p. 136, or roll on that table if a random result is desired.

The ages of Uther (b. 436), Prince Madoc (b. 459) and Gorlois (b. 438) have been changed. Prince Madoc's statistics and skills have been changed as well to reflect the fact that he is a warrior prince, but just newly knighted in 480.

Sir Brastias is the captain of Duke Gorlois' household knights, not Uther's, in 480. He joins Uther's Household in 491, after being pardoned by King Uther for following Duke Gorlois in the Duke's rebellion, and is elevated right away to command Uther's household knights. Thus, all Brastias' "conversation" lines prior to 492 should be given to Uther's captain at that time, Sir Belleus.

Summerland becomes part of Uther's kingdom in 482. The encounter between Uther and King Cadwy in 488 is simply a visit by the king to ensure Cadwy's cooperation for the impending war against Gorlois in 489.

"The Duke of Caercolun" is actually still a young boy, Lucius (b. 478), heir to the title of "Duke of the Saxon Shore." Lucius' custodian from 483 onwards is Sir Marvis de Revel, a trusted knight of the boy's aunt, Baroness

Pomponia. Sir Marvis wields the ducal authority during Lucius' minority; Lucius is not the Duke yet. Both Sir Marvis and Lucius die in the Saxon ambush in 486.

The Saxon Chief establishing the Kingdom of East Saxons in 485-7 is named Aescwine, not Aethelswith. His son is named Sledd, not Aescwine.

Syagrius is styled king now, and he comes to Uther's court in the spring of 487, rather than 486. Thus, all references to Syagrius should be moved to the year 487. This is because Soissons is conquered by the Franks only during 486, so Syagrius doesn't flee his kingdom until late 486.

Uther fights a duel against Sir Argan in 493, and is badly wounded. His subsequent illness may result from the wound not properly healing, or it may have some other cause at the gamemaster's discretion.

Duke Eldol is the 'old duke' of Glevum (Gloucester) in the Embassy to Estregales in 494. However, his heirs are not twins. Instead, the bickering pair is his grandson (Heli), and great-grandson (Chaleins). Duke Eldol dies in 494, and Heli and Chaleins start their own civil war over the inheritance. Thus, they miss the Battle of St Albans in 495 and are still alive during the Anarchy, to continue their feud. See the "Last Days of the Duke" adventure at the end of this chapter.

Gorlois, the Duke of Cornwall, is also recognized as both Duke and Sheriff of Tintagel.

The number of counts (earls) is reduced.

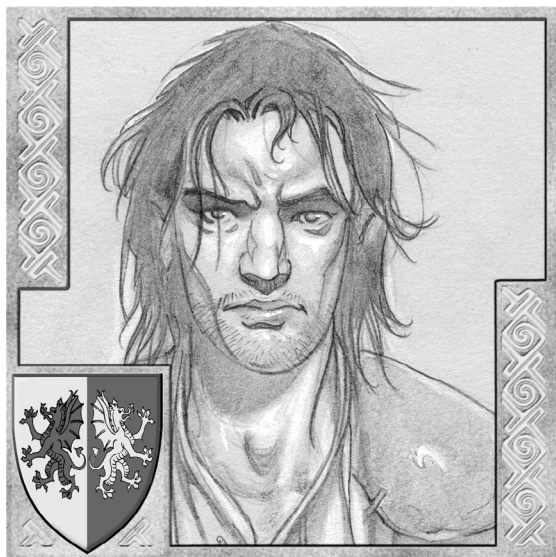
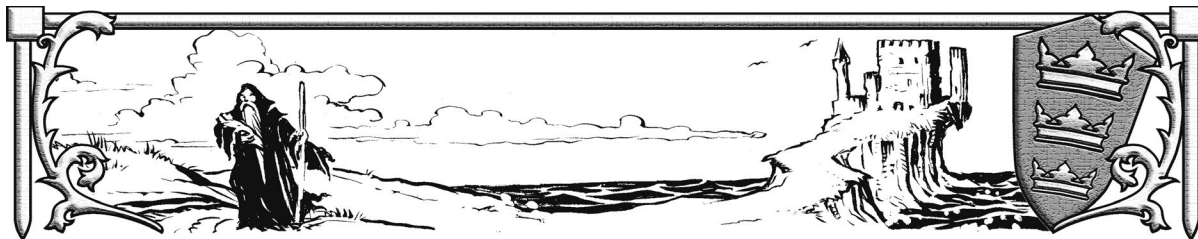
YEAR 480

EASTER COURT

Location: Gamemaster's choice, or roll on p. 136.

SPECIAL GUESTS

Prince Uther
Madoc, son of Uther
Merlin the Magician



Sir Madoc

Gossip

"Who is that handsome young man who is at court so recently? Do you think it's true he is the king's bastard?"

"Well, if he is recognized then we can expect another dozen or so to show up!"

"You are terrible! Maybe he's just another warrior come to save us from the Saxons."

"Saxons? I'm watching out for the Irish! That Estregales isn't worth trusting, sure as a horse has four legs!"

"Oh dear, what if both the Saxons and Irish attack? We'll surely be doomed. I'm too young to die—or worse!"

News

Madoc: "Yes, I am the son of Prince Uther. I am to be knighted, so I can join my father in the battle against the Irish. Have you fought the Irish before?"

Ulfius: "Paschent has allied with the Irish King, Gillomanus. They have landed in Cambria, and are now raiding it. King Aesc of Kent is assembling a fleet, too. We don't know what he is planning to do with it."

Royal Conversation

Aurelius Ambrosius: "Our brother, Prince Uther, will lead an army to the west to combat the Irish invasion. His son, Madoc, a most worthy young man, shall be knighted by our own hand, so that he may join his father in reaping the glory from the battlefield. We shall stay behind with the other half of the army to keep an eye on those treacherous Saxons."

Intrigue

Success: Madoc is carrying a gold ring that he says is from his mother.

Critical: Prince Uther has admitted to recognizing it.

KING Uther PERIOD EXPANSION: 480–484

Events

The Knighting of Prince Madoc

King Uther announces that Madoc is his long-lost son. He shows the token, a ring that he once gave to Madoc's mother long ago. Witnessing the knighting of a member of the royal family earns 50 Glory.

Irish and Saxon Invasions

The Saxons and Irish both attack at once. If the Player-knights are from Salisbury, they will most likely defend the county against the Saxon invasion with High King Aurelius Ambrosius. At the same time, Uther is leading his part of the army against the Irish in Cambria.

Battle of Menevia

Source: Geoffrey of Monmouth, *Historia Regum Britannia*

The Irish King Gillomanus and his ally, Paschent, the third son of Vortigern the Tyrant, land a great army at Menevia in Cambria. They are unopposed by the king of Estregales. High King Aurelius Ambrosius has learned of the attack through spies and dispatched Uther and Merlin the Magician to deal with the threat. Uther's army meets the Irish at the seashore of Menevia where the Irish have beached their ships. The King of Estregales closes himself and his army into his castles, refusing to fight for either side.

Length of Battle: 9 rounds

Battle Size: Large

Commanders

King Uther [Battle 20]

Gillomanus [Battle 15]

Modifiers

Uther has superior troops: +5

Uther is outnumbered over 2:1: -5

Gillomanus outnumbers Uther over 2:1: +5

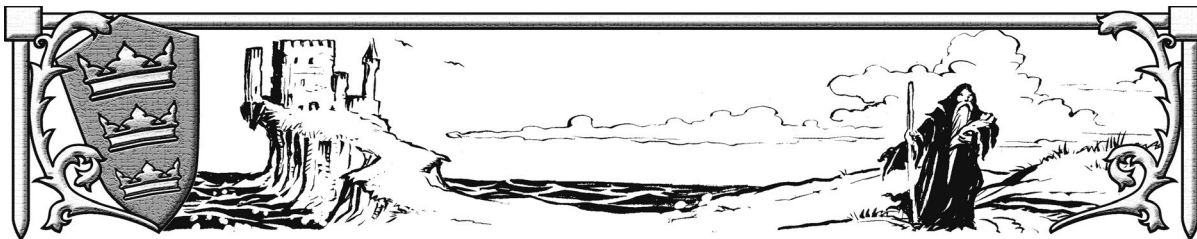
The Irish are mainly foot soldiers, so mounted knights get +5 to their weapon skills.

The Fight

Rounds 1–7: Normal. The Irish fight back savagely, their numbers allowing them to absorb the knights' charges without breaking.

Round 8: A bright star appears which prompts Uther to order a last-ditch charge. +5 Battle for the Unit Commanders. The charge crushes the Irish forces, putting them to rout.

Round 9: The Irish try to flee to their ships, but the Britons chase them and butcher them at the seaside. Check Merciful and Forgiving if you do not participate in the slaughter.



After the Battle

Victor: Decisive Victory [Uther].

Plunder: £2 per knight.

Glory: 45 per round, x2 for Decisive Victory, x1.5 for being outnumbered over 2:1.

THE BATTLE OF SALISBURY

Source: Geoffrey of Monmouth, *Historia Regum Britannia*

An army of Saxons led by Aesc, the King of Kent, sails their dragon-prowed longships up the Avon River into Salisbury. While preparing to repel the invaders High King Aurelius Ambrosius is poisoned by a treacherous physician. Despite his illness, Aurelius Ambrosius leads his army against the enemy.

Length of Battle: 7 rounds

Battle Size: Large

Commanders

Aurelius Ambrosius [Battle 16]

Aesc [Battle 18]

Modifiers

Aurelius Ambrosius has superior troops: +5

Aurelius Ambrosius is poisoned: -5

The Saxons are all on foot, so mounted knights get +5 to their weapon skills.

The Fight

Rounds 1–5: Normal.

Round 6: Aurelius Ambrosius, weakened by the poison, dies in the fighting. The British army wavers as the cry "The King is dead!" spreads through the ranks. The army starts to retreat, the Saxons howling in victory. -5 Battle to Unit commanders. A great star appears on the evening sky, apparently to mark the King's passing.

Round 7: Duke Gorlois of Cornwall takes command [Battle 21], rallying the British. "Avenge the King! Death to Saxons!" He leads the charge of the reserves and catches the Saxons by surprise and cuts their army in half. +5 Battle to Unit commanders.

Round 8: Aesc manages to rally the half of the Saxon army closest to him. Gorlois wheels his knights around the enemy flank and rear and cuts the other half of the Saxon army off from their ships, grinding them to oblivion between the British foot soldiers and knights. +10 Battle to Unit commanders. Seeing that the battle is lost, Aesc escaped with half of his army and the fleet.

After the Battle

Victor: Decisive Victory [Aurelius/Gorlois].

Plunder: £2 per knight.

Glory: 45 per round, x2 for Decisive Victory.

Casualties: High King Aurelius Ambrosius, Lord Ven-trius, the Duke of the Saxon Shore.

FUNERAL OF THE HIGH KING

Aurelius Ambrosius is interred with great ceremony and sorrow in the Giants' Dance, an ancient monument in Salisbury that had been prepared for this by Merlin. All knights present gain 50 Glory.

The barons of Logres acclaim Uther as their new king. Most of the Supreme Collegium is present for the funeral and Uther asks them to confirm him as the next High King of Britain. However, after the secret ballot, Uther

480 Events

