



Pendragon
RolePlaying Adventure

2712

Perilous Forest



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**Heroic Adventures Along
the King's Road, Detailed
Map of Western Cumbria,
Map of Hadrian's Wall**



*Many Quests,
Ferocious Dragons,
Devastated Lands,
Hadrian's Wall,
& a Guide to the
King's Highway*

Perilous Forest

WHAT IS PENDRAGON?

Pendragon is a roleplaying game wherein you and your friends participate in heroic adventures. One player, the gamemaster, presents the story. Everyone else creates knight-characters — the heroes of the tale. Each player verbally responds to the gamemaster's plot and villains, and describes how his or her character reacts. You can face the same dangers and monsters that Arthur and Lancelot encountered, but this time you decide your knight's actions!

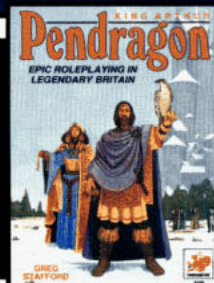
PERILOUS FOREST is a supplement for the **Pendragon** roleplaying game system. It includes three major adventures, more than a dozen shorter adventures, and extensive background for western Cumbria and the Perilous Forest. These adventures are arranged as a linked campaign along the King's Highway from Eburacum to Carduel. They can be played individually, without adjustment. Player handouts are provided, as are a detail map of western Cumbria and another of Hadrian's Wall, showing cities, wall conditions, and other notes for the time of Arthur.



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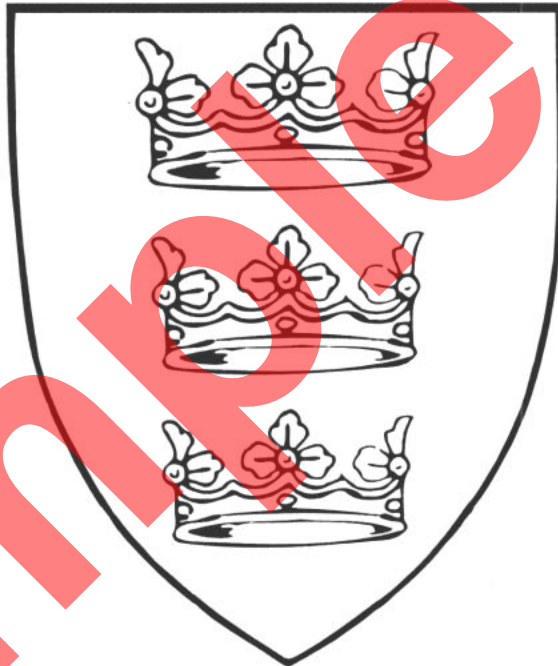
PERILOUS FOREST

Heroic Adventure in the forests and heaths of western Cumbria

REWARD US WITH HONORS AND LANDS;

LET US WIN GLORY FOR OUR KING, WHO WILL

AND THE DEVIL TAKE THE HINDERMOST!



* KING ARTHUR PENDRAGON *

Sample file



Perilous Forest

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For Arthur and Glory



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INTRODUCTION

Welcome to The Perilous Forest.

PERILOUS FOREST is a mini-campaign for *Pen-dragon*. It includes long scenarios, short scenarios, places to visit, and individuals of interest. This variety of material is arranged to allow the player knights as much freedom of choice as is possible.

The *Perilous Forest* is aptly named, with several sites which are almost impossible for ordinary player knights to overcome. Warn your players at the start that some of these tasks might be too hard for them.

The structure of *Perilous Forest* follows the King's Road from Eburacum to Carduel, with detailed encounters and possible side adventures given for each stop along the way. As the player knights travel up the highway in search of adventure, they may stop at each castle and talk to the locals, who direct them toward the nearby adventures. Alternately, a gamemaster can direct the player knights through the City of Legions and into the Perilous Forest.. From there they can exit at the city of Carduel and follow the King's Road south, encountering the adventures in the reverse order.

How To Use This Supplement

Gamemasters should be familiar with the material before attempting to run it in its entirety. First, read all the player handouts. These are general facts which are basically true. Gamemasters must be as familiar with this material as they would like their players to be. Many handouts provide the lead-in material to interest the player knight in the available scenarios, others contain background material with which the knights should be familiar, and others are simple tests to challenge the player knights.

Second, read the gamemaster's information. This gives background information which you will need for players passing through or exploring an area. It is not necessary to be intimate with all of the details beforehand, but at least browse it to find interesting details which may interest you, but are not included in a scenario. (Like, perhaps, the well at Giggleswick Scar, which allows a horse to jump farther than normal.)

Finally, read over the scenarios. These give specific details for extended adventures in which the player knights can be the heroes.

Using Handouts

Many handouts are provided in this book in an effort to make it as "gamemaster-friendly" as possible. The Gamemaster is the bottleneck of information, and anything to make his job easier is helpful.

Don't just hand out paper! Gamemasters are urged to roleplay out the encounters for each character, as much or

Overview of This Book

Gamemaster Information: facts for the Gamemaster about the Perilous Forest and western Cumbria.

Places of Interest: details about the Map.

The Wall: Information and map of Hadrian's Wall.

On the Road: gamemaster notes on place and adventures along the King's Road.

Short Adventures: The many adventures mentioned in the "On the Road" section.

The Adventure of the Perilous Forest: a long adventure in which the player knights unravel a mystery of the Perilous Forest.

The Adventures of the Waste Land: numerous unpleasant encounters, and some very difficult adventures.

Starting Handouts: Common knowledge which the player knights already know, depending upon their backgrounds.

People On the Road: handouts which players may receive as they meet people along the road.

Guide to the King's Road: a player's handout explaining, from the player knight's viewpoint, what to expect on the King's Highway from Eburacum to Carduel.