

# Pendragon

## The Grey Knight

Larry DiTillio



# The Grey Knight, Revised Edition

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## *About the Cover*

*“The Grey Knight” by Loïc Muzy*

The spectres of the mysterious Grey Knight and the enigmatic Lady de Vawse loom over the tournament field at Carlion as premonitions of doom rush towards the brave defender of King Arthur’s court.



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# Introduction



In the year 515, a terrible and otherworldly threat comes to King Arthur's court. Although the reason for the coming of the Grey Knight at first is shrouded

in mystery, over the events of the scenario, the Player-knights will come to find that sins of the past do not always stay there, nor do old enemies long dead always stay in the ground...

*The Grey Knight* comes jam-packed with enough action and adventure to keep your group playing for some time and plants many seeds of future plot developments for those who wish to continue their adventures beyond the events described herein.

The first two scenarios, intended as precursors to the main event, as it were, should take one or two sessions to complete apiece.

The first scenario, entitled "Bearding the Lion," finds the Player-knights marching to war under King Arthur's banner. The Boy King's wars of unification are reaching a crescendo, and the fate of all of Britain lies in the hands of the Player-knights and their comrades in arms. Those who die on the field of Terrabil will leave lasting legacies that reverberate throughout the remainder of the events described in this book.

The second scenario, "King Pellinore's Quest," introduces the Player-knights to many great marvels, from the young enchantress Nimue to the twin legends of the Questing Beast and its dogged hunter, King Pellinore!

As for "The Grey Knight" scenario proper, many strange and wondrous adventures await. Take your time with these. You will likely need two or three sessions to get through the events of this scenario alone!

It is not strictly necessary for the Player-knights to know each other at the beginning of the scenario, but getting them acquainted

## “YPWV”

The events of *The Grey Knight* feature many situations drawn directly from or otherwise referencing Arthurian canon. If this is your first time running **Pendragon**, or you are still relatively new to the game, keep in mind that the tenet “Your **Pendragon** Will Vary” (YPWV) is key to this game. It gives explicit permission from the designer to change elements of the setting as a Gamemaster wishes, but it also signals an understanding that every game is going to be different. The Players’ actions and the Gamemaster’s preferences change characters, events, and interpretations of what and why.

Remember, the goal is to have fun. Now go forth and have fun!

as soon as possible is advisable. Use the events of the Prologue Scenarios that follow for that purpose, or they may improvise their own incidents to meld the Player-knights into what will eventually be a questing group.

Possession of either the **Pendragon Player’s Handbook** or **Starter Set** is all that is required to run the scenarios in this mega-adventure.

Gamemasters who have run their group through the *Sword Campaign* from the **Starter Set** can easily dovetail their campaign with *The Grey Knight*, thus creating their own six-year **Pendragon** campaign in the process!

On the other hand, if this is your first time running **Pendragon**, welcome! *The Grey Knight* serves as an excellent introduction in its own right to the world of King Arthur and his knights. Herein, you will find many of the game’s central themes presented in all their glory, as well as gain a solid introduction to the personalities and politics (to say nothing of the supernatural threats!) that characterize Arthur’s Britain.

For those of you already engaged in your own **Pendragon** campaigns, you will find *The Grey Knight* fits right in, with easy introductions to the various scenarios that should work

regardless of where your Player-knights call home. Salisbury knights, for example, march to war with Count Robert in 513 and would naturally be invited to the royal wedding in 514 and the Easter tournament in 515.

Finally, a note on freedom of play.

This adventure presents a complete story from start to finish, providing many avenues for Player-knights to interact with the plot. It also presents methods for keeping the Players on the right track. Despite your best efforts, Players may inevitably find a different way to approach a problem than described here. Also, the luck of the dice has a way of derailing even the best-planned episode.

Allow this creative freedom to guide you rather than trying to strongarm a rigid plotline. The capacity for success and failure, and the exciting and unexpected changes this creates, is critical to the roleplaying game experience. Half the enjoyment of gamemastering comes from adjusting your plans to cope with the Players’ inventiveness.

## Earlier Versions

This revised edition is the third version of *The Grey Knight*.

The original, published in 1986, was the first stand-alone adventure for **Pendragon** and published by Chaosium in 1986, was written by Larry DiTillio, author of the classic **Call of Cthulhu** scenario *Masks of Nyarlathotep*, among much else in the worlds of gaming and entertainment media.

An updated version saw print as part of the adventure anthology *Tales of Mystic Tournaments*, edited and revised by Matthew DeForrest and published by Green Knight Publishing in 2000.

This version builds on both its predecessors by introducing two Prologue Scenarios and making a few changes to “The Grey Knight” scenario proper. Most notably, certain characters and locations were changed to bring the events of *The Grey Knight* back in line with the detailed Arthurian chronology developed by Greg Stafford in *The Great Pendragon Campaign* and subsequent publications.



# Chapter 1

# Prologue Scenarios



These prologue scenarios take place in the two years running up to the events of *The Grey Knight* proper in 515 and may involve Player-knights from the

**Pendragon Starter Set** or knights of your own creation. If this is your first **Pendragon** adventure, see the nearby boxed text for a summary of recent events leading up to these years.

## 513: Bearding the Lion

With the recent revelation of Arthur's royal parentage, Merlin at last puts to rest the lingering doubts of the Boy King's right to rule; the gift of **Excalibur** only added to his increasingly regal presence. Priests say the sword is a sign of the king's divine right to rule, while bards sing that it marks Arthur's incarnation as the

*The rumors presented here and elsewhere often bear no immediate fruit, though for some their importance becomes more obvious in the years ahead. Players familiar with Arthurian lore will probably recognize their significance. Regardless, little details such as these help create a sense of a larger living world.*

Shining One, come to save the land in its time of need. For his part, King Arthur now styles himself the **Pendragon**, like his father Uther and uncle Aurelius Ambrosius before him.

The comings and goings of innumerable nobles, envoys, petitioners, and supplicants fill the knights' lives whenever they visit the king at court. Many eligible young ladies are calling as well, for everyone agrees the king needs a queen. The chaos and confusion of years past is mostly a memory now.

With all these visitors come swarms of rumors, buzzing like bees after pollen. There is talk of a visit sometime last year from Lot's wife, Queen Margawse, on some sort of secret mission of peace. What came of it few can say, though there is speculation the king is now betrothed to one of Lot's daughters. Others whisper of a barbaric tragedy in the North, of an evil force (Merlin, perhaps?) who snatched hundreds of infant boys from their cradles and murdered—or sacrificed—them.