

Death at Fay Bridge

by Rhain Bedwyr & Shaun Hately

A DRAGON WARRIORS game
for 4 - 6 players of 7th Rank

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Death at Fay Bridge

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Synopsis

This story follows on from the events in *The Cold Wind Comes*, and is part of a possible Dragon Warriors story line. In previous adventures, Baron Turquin and his friends have been involved in stopping various unknown forces from destabilising both the crown and the church in Albion. These forces, realising that Turquin and other groups of adventurers have been thwarting their attempts, have devised a cunning and bold plan, all to remove these hindrances to their nefarious schemes.

The Tourney at Fay Bridge is an annual event, and draws large numbers of knights and lords from across Ellesland. A large faire has become part of this event, which also helps cater for the large number of peasants that are drawn to this exciting affair. Hosted by Lord Fay Bridge, it is held on the outskirts of the town of Fay Bridge, and involves several days of feasting, deal making and breaking, and knightly competitions.

During the year, Lord Fay Bridge died. What is believed to be of natural causes was in fact, an assassination. A group of Marijah Assassins have been hired by an anonymous personage to remove Lord Fay from his seat in Fay Bridge, so that his son would take over. The young Sir Bart of Fay Bridge had left home 8 years previously to be an adventuring knight and had not returned to his home during these years. The messengers sent to inform Sir Bart that he was to return home and take over as Lord Fay Bridge were also part of the assassin squad, who promptly killed Sir Bart and placed one of their own in his place (after all, a person changes a lot between the ages of 14 and 22!).

Thus, with one of the “troublesome” adventuring knights removed, the nefarious scheme is well underway. Invitations are sent out to some specific up and coming knights and lords to attend the tourney, in order to have them killed. Not on the field of battle, but asleep in their beds at night!

Also in attendance is the new King of Albion, King Brevard, Sir Roderick of Pellard, Earl Montombre, and the Barons Grissaille and Aldred. As King’s Herald, Sir Roderick has decided that the tourney will only include certain knights and lords; those that can be trusted and those that “must” be invited (for political reasons). Sir Roderick will act as Marshall of the Tournament.

On a side note, Sir Maxim Le Cloche is out for blood when it comes to his hated enemy Sir Edward, Lord Blackrock. It is possible that Le Cloche will “accidentally” cause serious injury to Sir Edward. However, Sir Edward secretly wears a *torc of continual restoration*, which will heal him even from death. Only if his head is separated from his body will he truly die.

As a distraction, an organised band of thieves have arrived to take advantage of the increased wealth that will have gathered. Their leader is masquerading as a priest, Thomas of Cantimpre, and will publicly denounce the entire tourney as being against the Will of the One True God. Whilst distracted by this “rant”, the pick pockets move through the crowd and ply their trade.

Lord Turquin is one of the “meddling knights” and he (and possibly some of his party) have been targeted for assassination. In addition, the assassins will be planting stolen melee banners, incriminating the other members of the Lord Turquin’s group (and some of the other adventuring groups as well).

With the Baron’s in attendance, there will be cheating by the use of magic (each Baron will have at least one disguised wizard in attendance) to help their “side” win in the general melee and jousting competitions.

Important: At the START, ask each player to write on their character sheet how much money they are carrying in their money pouch, and how much is stored in their pavilion.

This section describes the town of Fay Bridge and details the various locations and games found at the Faire. The town itself does not feature in this adventure, though players may want to visit either the Church or Wayford's Inn.

1. LOCATION, LOCATION, LOCATION.

1.1 Fay Bridge

The town of Fay Bridge is located by the banks of the River Fay in Southern Albion. Named for the pre-Sellentine stone bridge that crosses the river Fay. The town's population increases vastly during the time of the tourney, and proves to be a financial boon to the local businesses, and to the residents who rent out beds to the many visitors who trek from nearby Ongus for the faire.

The unwallled town is located on the west side of the river, with the Lord's Manor and the tourney grounds located on the opposite side of the river.

1.2 Faire Grounds

The tourney area is composed of two main areas - the tourney grounds and the faire grounds. The faire grounds hold the entertainments for all those attending the faire. Wandering minstrels, troubadours, jugglers all wander the rows of tents and stalls to entertain the crowds. Most of the people in this area are usually the peasants and townsfolk attending the events. Some of the more younger nobles often indulge in a visit to the faire as well.

The faire contains various food wagons and stalls where anything from sweet meats and pastries to full meals are available for purchase. Several "tavern tents" are set up throughout the faire to cater for those who want to sit and eat and have a couple of drinks.

One area has been set up with a stage and seating, where an entertaining troupe perform short plays. Other tent rows offer game os chance for people to try to win a prize. Games include ring toss, dart throwing, ball toss (just think of games you have seen at carnivals today, and you'll get the idea!).

Various merchants have also set up their stalls, with many items available for sale.

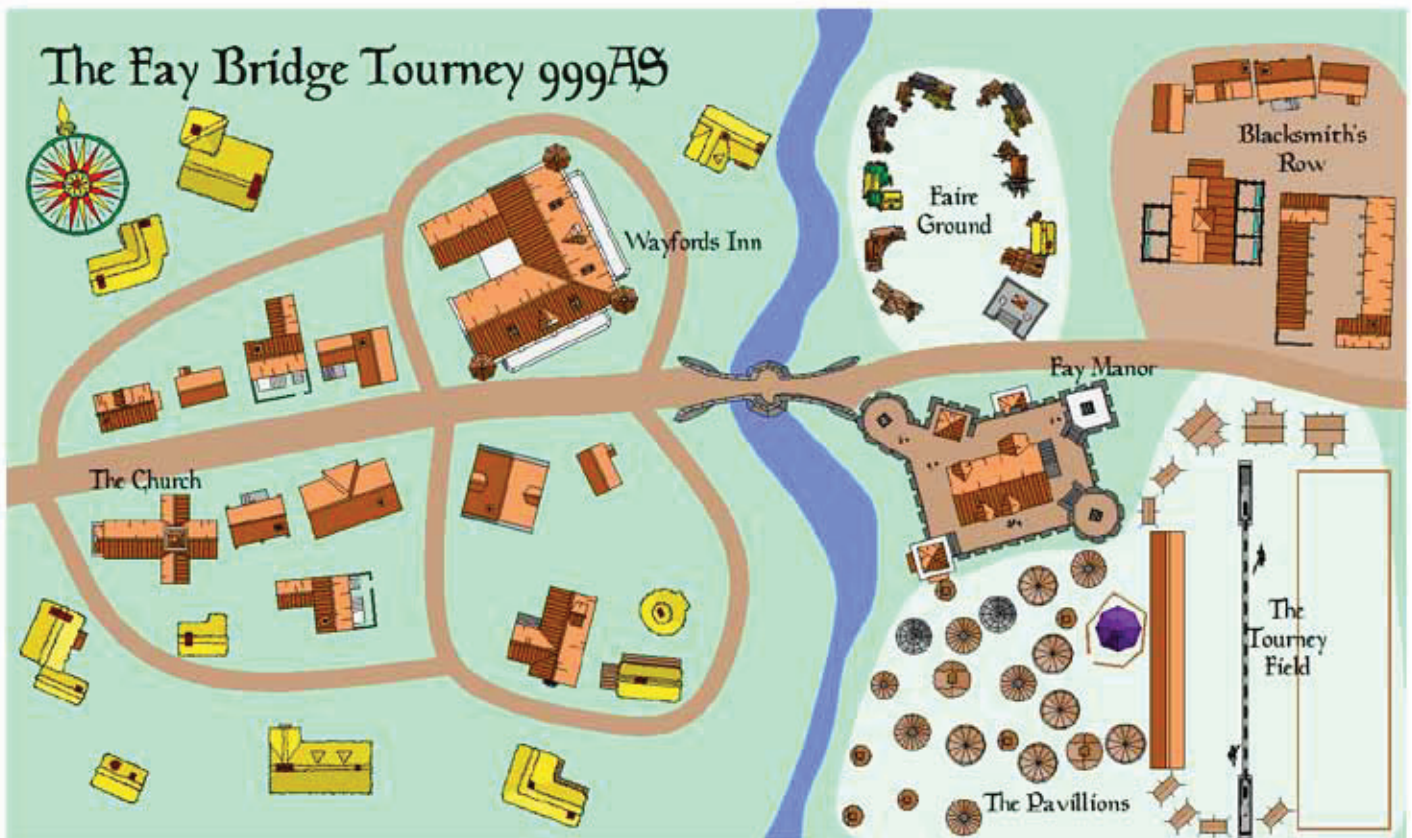
Blacksmith's Row is the only part of the faire that really is useful to the tourney. Temporary forges have been set up, and blacksmiths and weapon/armoursmiths have travelled for miles to show their skills. Tourneys often end up with knights looking to repair armour and weapons, which Blacksmith's Row hopes to be able to repair or replace if necessary. Once the tourney begins, this area is the most industrial, with smoke, steam and fire belching 24 hours a day. By necessity, this area is located on the farthest side of the tourney grounds from where the nobles and knights have their pavilions and tents.

1.3 Tourney Grounds

The actual tourney grounds consists of only 2 main areas. The main area has the permanent stand where the visiting nobles sit and watch the jousting and horse skill competitions. Across the grounds from the pavilion is the roped area where the assembled townsfolk and peasantry watch the jousting and other events. At each end of the ground is a selection of tents in which the competing knights may ready themselves. A first aid tent is also located at each end. A rail fence runs along the centre of the field, which keeps the jousting horses from crashing into each other.

The other competition area is tha large field where the melee and lists are held. The archery competition is also held in this field. Again, a stand has been constructed on one side of the field for the nobles, with the remaining spectators free to line the remaining 3 sides of the field.

Not all the skill games are fair. Some are rigged in favour of the house!



2. TOURNEY EVENTS

There are 4 days of events over the course of the week. The Archery and Horseback Skill competitions are held on the first day of competition. The players may enter if they wish. It should be noted that the Archery Competition is open to any who wish to enter (ie: you don't have to be a Knight), whilst the rest are only open to Knights and Squires, and any warrior of renown (Lars entering will be treated with amusement by the assembled Knights, but is still acceptable).

2.1 Archery

This contest has seven rounds, with the targets placed at a distance of 100 ft and then moved 100ft further out. Points are given according to the table in the side bar. The first round (100ft). The next 2 rounds are both at medium range. The final 4 rounds (400 - 700 ft) are all made at long range. Adjustments have been made to the appropriate defensive rating. Anyone failing to score in a round does not progress to the next round.

Younger and less experienced competitors only need to compete in the first 4 rounds and are awarded prizes in a lesser category.

2.2 Horseback Skills

Competitors in this part of the tourney earn points demonstrating their skill and finesse on horseback. Points are earned for competing in each of the 4 stages of this competition. Normally, only unproven and younger knights take part in these competitions.

2.2.1 Ring & Wreath

In this competition, a rider must charge at full speed down the length of a field, using his lance to pick up three small rings held out by squires. At the end of the charge, a fourth squire holds a wreath of leaves, which,

WHAT HAPPENS WHEN?

Day 1 (Syfdae): Set-up
 Day 2 (Tyrsdae): Set-up continues, Welcoming Feast
 Day 3 (Wotansdae): Archery, Horse Competition.
 Day 4 (Torsdae): Grand Melee
 Day 5 (Freyasdae): Joust
 Day 6 (Boldursdae): Grand Feast, Awards

ARCHERY

DEFENSE IS 0/3/7

ATT. Roll	Location	Points
Success		
<=0	Miss	0
1-5	Outer Ring	1
6-8	Middle Ring	3
9-11	Inner Ring	5
12+	Bullseye	10
Nat 1	Split Another Arrow	Same as original Arrow but also win Crowds Approval

if the knight succeeds in catching it, he usually gives it to a maiden in the audience that catches his eye. Each ring is worth one point, and the wreath is worth five points.

The rings and wreath (tiny objects) each require an attack roll against Def 4 to pick up. The knight can try for each ring and wreath regardless of the number of attacks he gets, because this is not actually combat, but only gets one pass to collect all 4 items.

JAVELIN TOSS

Scored as per Archery table above.
DEFENSE is 0 (Short range only).

WINDMILL RACE

DEFENSE 0

If success is 1-4 : 1 rotation, 1 point
5-8 2 rotations 2 points
10-12 3 rotations 3 points
and so on.

HORSE RACE.

Each rider makes a REFLEX Roll.
Success will grant a +2 to the Horse roll.
ie: Sir Raynard makes his REFLEX roll.
He now adds 2 to a d20 roll for the horses success. He rolls 15, total 17.
Sir Hugo failed his REFLEX roll, and then rolls 18 for the horse, which puts him in the lead still.

MELEE TEAMS

EARL MONTOMBRE'S TEAM

Sir Barthomew, Lord Fay Bridge
Sir Denach Newton
Sir Toreheld of Basinfield
Sir Kallis Beckford
Sir Mossyer of Cantorbridge
Sir Ardathold of Basinfield
Sir Essam of Netherford

BARON ALDRED'S TEAM

Baron Turquin of Springdale
Sir Sagris of Springdale
Sir Goriel of Springdale
Sir Edward, Lord Blackrock
Sir Olvar, Lord Maiden's Vale
Lady Dynis Wisdom
Sir Raynard Boxworthy

BARON GRISSAILE'S TEAM

Sir Maxim Le Cloche
Sir Balin the Bloodthirsty
Sir Gareth of Ongus
Sir Hugo Malfosse
Lady Ildild Fretworth
Lady Anunde of Ongus
Sir Dubar Moorman

2.2.2 Javelin Toss

In the javelin toss, the knight rides at full speed down the field and tosses a javelin at an archery target at the end of the field, from a range of at least twenty feet. Use the rules presented in the archery section above to determine what area of the target the knight strikes, and how many points he earns. Each knight is allowed to make two tosses, taking the best score of the two.

2.2.3 Windmill Race

At mid-length down the field, a rotating sign is placed, with one side painted red, the other white. The knight rides at the sign and strikes its edge as hard as possible.

For every 4 points the ATTACK roll succeeds by, the sign rotates once, earning the knight one point per rotation.

2.2.4 Horse Race

A race between two or more mounted warriors, and involve 4 laps around the jousting field. Each knight participates in only one race, usually involving four laps around the jousting field, and the winner takes 10 points.

Each competitor makes one check for each long straight (total of 8 checks), with. The competitor with the highest total after all checks have been made is the winner. Each competitor should be rolling checks at the same time, to build up excitement.

2.3 Grand Melee

During the set-up days and whilst the preceding competitions are being held, the Barons and the King are, along with the senior knights, making deals for this team event. There are 3 teams effectively being assembled, which follow the main 3 Barons (Montombre, Aldred and Grissaile). Sir Roderick acts as Marshall of the Tournament, leaving 24 competitors (Sir Roderick manages to convince the King that he really shouldn't be taking part in the melee, as it wouldn't be politically wise to support one team over another).

Aldred's team will remain loyal to Aldred. Montombre and Aldred have made a deal to wipe out Grissaile, but Montombre and Grissaile have an agreement to join forces against Aldred during the fight. However, Aldred suspects treachery and is prepared for it.

Cheating is, naturally, not allowed. However, there are also sorcerers, warlocks, and mystics in attendance with some various Knights, Lords and Barons, who have been instructed to lend aid when possible but not get caught doing it. If someone is caught, and is shown to be part of a given knight's retinue, then that knight forfeits all points earned during the grand melee.

This is a team based melee, where points are awarded for each Knight bested or captured by another team. This is NOT meant to be a fight to the death, though some grudges are carried out on the field.

Once a knight leaves the field, he may not re-enter.

A knight that has yielded or has been knocked out or badly wounded either leaves the field on foot or is carried out by attendants.

The entire field has a rope surrounding it. That is the border. Off-field spectators may not assist or interfere in the course of the melee. Anyone caught interfering will be put in the stocks for the remainder of the tourney.

Each team starts on horseback. If a knight is unhorsed, he may regain his horse if possible (though usually, unhorsed knights end up fighting on foot). The flat of the blade is to be used only.

Ransom is determined as per the rules in the Dragon Warriors Rulebook on page 199.

2.4 Jousting Tourney

This tourney follows the rules set down in the Rulebook.

Blunted lances are used, which are designed to break upon contact with the targeted knight. Competitors charge across the jousting field, keeping the jousting rail to their right. Three passes are made. Unhorsing an opponent is a win. If both are unhorsed, then combat continues on foot until either a knight yields, or can no longer continue the fight. The winner proceeds to the next round. If both are still in the saddle after three charges, both must dismount and continue combat on foot.

Ransom rules apply, as does the claiming of equipment and horse, as per page 199 of the Dragon Warriors rulebook.

3.0 TIME BASED EVENTS

THE FOLLOWING EVENTS OCCUR AT SET TIMES. THESE INCLUDE TOURNEY EVENTS AND THOSE BASED ON LOCATION EVENTS.

3.1 The Ranting Priest & the Pick-pockets

This event occurs on the afternoon of Day 2, whilst the players are moving through the faire.

As you move through the hustle and bustle of the faire, you can see what appears to be a crowd of people gathering. As you get closer, you can see that a wandering monk has started to address the (ever-growing) crowd. As he talks, you quickly learn that he is trying to get the tourney stopped. It is well known that the Church does not actually approve of tourneys, but doesn't usually try to stop them. The monk speaks:

“Hear what happened in the Holy Year 965 in Kurland near the noble town of Neuss. Many dukes, counts, barons and knights gathered for a tournament. Brother Bernard from the order of preachers arrived and begged them, almost in tears, not to hold this tournament. He asked them to go and fight for the Crusades in the Holy Lands. The Count of Castris laughed at Brother Bernard and began the tourney. Early in the morning a huge cloud appeared like a clod of earth with birds like crows hovering and croaking around them. These were devils who knew what was coming. When the tourney began the knights and their squires fell in such heaps that everyone knew this was the sport of the devil, not the sport of men. The total dead was 367 and one of the first to die was the Count of Castris. So be warned, you knights. The Devil is waiting in Hell for those who fight in these evil tournaments. He has a suit of armour waiting for you and it is covered with spikes, on the inside. He has a

bath waiting for you – a bath of flames, a bed for your rest – a bed of red-hot iron, and the love of a lady fair – who is a mixture of a huge and horrible toad and your mother-in-law. Even if you survive, then the ghosts of those who die will return to haunt your dreams every night.”

URCHINS (6)

ATTACK: 13 Stones (d2,2)

DEFENCE: 5

MAGICAL DEFENCE: 3

EVASION: 5

STEALTH: 18

PERCEPTION: 8

Health Points:9

Armour Factor: 0 (No Armour)

Rank Equivalent: Assassin 1

Combat Techniques:

Throwing Stones (as per Spikes except the stones are unlikely to cause damage to anyone in armour)

On a natural 1. stone hits target in the face (gets through any helm slit).

Skills:

Pilfer (-4 on STEALTH roll VS PERCEPTION)

Treasure: 1d6 money pouches (each) with 2-200 florins worth per pouch.
Chance on also having a PC's money pouch as well

As the monk continues his tirade, members of the crowd (mainly peasants and townsfolk) start getting angry. After all, this is a major event for these people, a holiday, and they don't want to see it stopped. Someone throws a rotten tomato, hitting the monks' dirty vestments, but he doesn't stop. Another couple of pieces of rotten vegetable matter is thrown at him. along with some angry cries of abuse. It won't be long before the crowd turns nasty.

Give players time to respond to this before continuing. The crowd will start to become agitated, jostling and pushing forward. This is when the pickpockets get to work, especially when the party members start trying to move through the crowd. Unless the players specifically state that they are keeping alert for pickpockets, then they will successfully be robbed. The urchins are used to working crowds, and will not attempt to rob anyone that appears to be on the alert.

The crowd is getting even more agitated, and you find some of the crowd pushing forward to get to the monk. You find yourselves in danger of becoming crushed by the crowd of people. The monk is in danger of being overwhelmed by the now angry mob.

It should be fairly easy for the characters to hold back the crowd. An unarmed monk is one thing; a band of experienced adventurers (with nobility, if Turquin is present) is a completely different matter. It shouldn't be hard to scare the crowd off without causing injury to anyone. However, if one of the players injures or kills one of the crowd, then they will end up facing a constable and the law!

The monk identifies himself as Brother Thomas of Cantimpre. He thanks you for helping him in his time of need, and offers a quick blessing. Obviously shaken by the violent turn the crowd took, he quickly takes his leave.

Each party member present will find their money pouch gone, the strings cut. Do not immediately inform them of this. They shouldn't realise it missing until they go to pay for something.

3.2 Archery Event

This event takes place on the morning of Day 3.

If no player enters this competition, then Sir Bart will win. He is amazingly good (better than anyone remembered, in fact almost TOO good. If players enter, then roll for the players and Sir Bart. In fact, the final round will be between King Brevard and Sir Bart.

The crowds are all abuzz with excitement when the competitors are announced for the Archery Tournament, for the King himself is going to take part. Many are laying wagers on the King winning, expecting the others to underperform in the event if it looks like the King is going to win.

After the event.

The King commends Sir Bart on his prowess with the bow and congratulates him on his win. He looks pleased that he had done so well, and not upset with getting second place. As the crowds move from the field, the talk is all about how Sir Bart beat the King in Archery, and on whether it was in good sportsmanship or in poor political judgement.

ARCHERY COMPETITORS

King Brevard of Albion

Sir Olvar, Lord Maiden's Vale

Sir Denach Newton

Sir Ardathold of Basinfield

Sir Essem of Netherford

Sir Rayard Foxworthy

Sir Kallis Beckford

Sir Torheld of Basinfield

Sir Batholomew, Lord of Fay Bridge

3.3 Horseback Skill Competition

This event takes place in the afternoon of Day 3.

If no player enters this competition, then Lady Ildild will make a surprise win with an almost perfect score. . If players enter, then roll for the players and Lady Ildild (and whomever they race against).

After the event.

An amazing win by Lady Ildild is soured by a commotion from the stands. Earl Montombre rises to his feet and storms off, all the time complaining loudly to anyone in earshot on how disgusted he is with the other Knights in the tourney for letting a woman best them all! "It wasn't like this in MY day!"

3.4 The Grand Melee

This event begins in the morning on Day 4.

In the chill of the morning, the teams assemble in their assigned spots around the field, steam rising from the breath of the horses and their riders. Sir Roderick rides into the centre of the field, and recounts the rules. He rides to the side and a horn is blown. Cheers erupt from the crowds as the horses leap forward, and battle commences.

The combined Aldred-Montombre team will have reduced Grissaile's team by half before they change sides. As the command is given by Montombre, Aldred gives his order to attack Montombre's team, catching them by surprise. Play out the battle with the combating players, and with any "help" from the sidelines.

One possible trick is to get an 8th rank sorcerer to cast **Burden** on a Montombre-Grissaile melee.

The battle will continue until there is a clearly victorious team.

3.5 They Call the Wind Marijah

This event takes place after midnight on the night after the Grand Melee.

ALL assassination attempts take place at exactly the same time. The targets are Sir Edward, Lord of Blackrock; Sir Olvar, Lord of Maiden's Vale; Lady Ildild Fretworth; and Baron Turquin. The assassins are all dressed in black, almost ninja style.

Sir Edward is caught unawares and has his throat slit from ear to ear. The assassin drops the melee banner belonging to Sir Goriel. Of course, within minutes, Sir Edward raises the alarm (once his wound has healed), He caught a brief glimpse of his attacker moments before he died, and may be able to identify him. Sir Goriel's melee banner is left in the pavilion as if dropped.

Sir Olvar is awoken by movement in his pavilion and pretends to still be sleeping when the assassin strikes. He blocks the knife slice by grabbing the assassin's arm. and a brief tussle breaks out, ending when the assassin gets a lucky stab in and breaks free. He gets away cleanly, dropping Sir Bart's banner as a double blind.

Lady Ildild is alas, also caught in her sleep and is successfully slain by her attacker. Le Cloche's banner will be found in her pavilion.

Only one assassin is sent to deal with **Baron Turquin**. Get those characters **sleeping** in the pavilion (it can hold all 6 of them, plus any squires the nights may have) to make PERCEPTION rolls (-9 modifier on PERCEPTION

HORSEBACK COMPETITORS

Sir Olvar, Lord Maiden's Vale
Sir Denach Newton
Sir Ardathold of Basinfield
Sir Essem of Netherford
Sir Rayard Foxworthy
Sir Kallis Beckford
Sir Torheld of Basinfield
Lady Ildild Fretworth

MARIJAH ASSASSIN - Rank 5

ATTACK: 17 Dagger (d4,3)
DEFENCE: 7
MAGICAL DEFENCE: 7
EVASION: 6
STEALTH: 22
PERCEPTION: 12
Health Points: 13
Armour Factor: 2 (Padded Armour)

Combat Techniques:

Armour Piercing
Shock Attack
Throwing Star

Mental Techniques:

Inner Sense

Skills:

Pick Lock
Disguise
Climbing

Treasure: None carried

for those asleep). However, there is also a -4 STEALTH modifier for moving around a crowded area (the pavilion) with no real cover.

If no-one wakes up, then the assassin successfully slits Turquin's throat. Another PERCEPTION roll can be made by the other players with no modifier to see if they wake up. If not, the assassin gets away free and clear. The players then get one more PERCEPTION roll (+2 modifier) to see if they can hear the gurgling being made by Turquin. If none of them awaken, Turquin dies. Otherwise, they can save Turquin, by urgently calling for a healer (a warlock or sorcerer would be better).

3.6 An Urgent Discourse

This event occurs one hour after the assassinations.

The King calls an urgent meeting of all assembled Knights and Lords, to discuss the killings and attempted killings. If Turquin hasn't been saved, then there are no real clues as to who the assassins are (apart from the planted banners).

However, if one of the assassins is captured, he would be questioned by the King, resulting in a very nervous Sir Bart.

If the assassinations remain unsolved that night, Sir Roderick will call an end to the tourney immediately, with the Joust being cancelled.

Whatever happens for the rest of the game is very much dependant on the players actions. Flexibility is required at this point.

JOUSTING

Both competitors make simultaneous Hit Rolls.
Successful blows are deflected by the shield by rolling 1-2 on 1d6.
A hit competitor must roll under his Strength + rank + Reflexes to stay in saddle. On a warhorse, it is 3d6.
Normal horse is 4d6

Blunted lance does 3d4 - AF damage.
The fall will do 1d6 - 2, with a 15% chance of a more serious injury. Refer to page 200 of the rulebook.

3.7 The Joust

This event MAY occur on the day 5 of the tourney.

It's a sombre morning. With Lady Ildild dead, the whole crowd is subdued.

The joust is a round robin event. At this point, just wing it.

CHARACTER STATS

Name	Prof	Rank	Str	Ref	Int	PT	Lks	Att	Def	MA	MD	Eva	Stlth	Perc	HP	AF	Sword	W Notes
King Breyard	Knt	6	12	11	12	10	16	18	12	-	8	5	14	7	18	8	d8+4,7	magic
Sir Roderick of Pellard	Knt	9	14	13	16	8	12	26	17	-	11	7	15	9	19	6	d8+4,7	magic
Earl Montombre	Knt	5	14	11	9	13	11	18	11	-	8	5	14	7	15	5	d8+2,6	magic
Baron Aldred of Gorbun	Knt	8	15	9	16	9	11	22	15	-	11	5	15	8	20	5	d8+2,6	magic
Baron Grissaille of Kep	Knt	7	11	6	9	12	9	18	12	-	9	4	14	8	17	5	d8+2,6	magic
Baron Turquin of Springdale	Knt	7	14	15	15	15	14	20	14	-	10	5	15	8	19	5	d8+3,6	magic*
Sir Sagris of Springdale	Knt	7	13	17	11	9	10	21	15	-	9	5	16	8	16	5	d8+2,6	magic
Sir Goriel of Springdale	Knt	7	14	13	12	13	13	20	14	-	10	5	15	8	17	5	d8+2,8	m B'Ax
Sir Edward of Blackrock	War	6	15	12	14	17	12	19	13	20	11	4	14	7	14	6	d8+1,5	magic
Sir Olvar Maiden's Vale	Knt	5	12	9	10	11	12	17	11	-	7	5	14	7	17	5	d8,4	
Sir Balin	Knt	6	7	13	18	9	14	18	13	-	8	5	14	7	16	5	d8,6	b'axe
Sir Bartholomew of Fay Bridge	Ass	9	11	17	13	11	12	22	11	-	11	7	26	16	17	5	d8,4	
Sir Maxim Le Cloche	Knt	6	12	13	13	17	13	18	13	-	10	6	14	8	15	5	d8+1,5	magic
Sir Gareth of Ongus	Knt	6	10	11	10	4	4	18	12	-	6	5	14	6	15	5	d8,4	
Sir Hugo Malfosse	Knt	6	13	7	15	10	12	18	11	-	8	4	14	7	15	5	d8,4	
Sir Denach Norton	Knt	4	13	15	9	13	15	17	11	-	7	4	14	6	14	4	d8,4	
Sir Torheld of Basinfield	Knt	5	14	13	12	8	13	18	12	-	6	6	14	7	15	5	d8,4	
Lady Dynis Wisdom	War	7	15	11	10	9	17	19	11	18	10	4	15	7	13	4	d8,4	
Sir Kallis Beckford	Knt	5	14	9	13	15	13	18	11	-	7	5	14	7	16	5	d8,4	
Sir Mossyer of Cantorbridge	Knt	6	10	11	10	16	15	18	12	-	10	5	14	8	15	5	d8,4	
Sir Ardathold of Basinfield	Knt	4	11	10	10	13	13	16	10	-	7	4	14	6	15	5	d8,4	
Sir Rayard Foxworthy	Knt	5	12	13	10	8	14	17	12	-	6	5	14	7	14	4	d8,4	
Lady Anunde of Ongus	Knt	8	9	13	15	6	9	20	15	-	9	6	15	8	20	5	d8,4	
Sir Essam of Netherford	War	4	8	11	10	9	12	14	8	15	7	3	14	6	11	4	d8,4	
Sir Dubar Moorman	Knt	6	16	12	8	11	9	18	12	-	8	5	14	7	17	5	d8+1,4	Str
Lady Ildild Fretworth	Knt	8	9	12	13	9	12	20	14	-	10	5	15	8	18	6	d8,4	

*Baron Turquin uses a +3 Short Sword

Roll of Arms for the Fay Bridge Tourney in the Holy Year 999



King Brevard
of Albion



Earl
Montombre



Baron Aldred
of Gorburn



Baron Grissaile
of Kep



Baron Turquin
of Springdale



Sir Roderick
of Pellard



Sir Olvar,
Lord Maiden's Vale



Sir Bart,
Lord Fay Bridge



Sir Edward,
Lord Blackrock



Sir Sagris of
Springdale



Sir Goriel of
Springdale



Sir Balin the
Bloodthirsty



Sir Maxim
Le Cloche



Sir Gareth
of Ongus



Sir Hugo
Malfosse



Sir Denach
Norton



Sir Torheld
of Basinfield



Lady Dynis
Wisdom



Sir Kallis
Beckford



Sir Mossyer of
Cantorbridge



Sir Ardathold
of Basinfield



Sir Rayard
Boxworthy



Lady Anunde
of Ongus



Sir Essam
of Netherford



Sir Dubar
Moorman



Lady Ildild
Fretworth

Being a complete official record of the Arms and Bearings of the
Lords, Ladies, and Knights competing in this tournament.
Under the seal of Sir Roderick of Pellard, King's herald,
BY HIS MAJESTY'S COMMAND

