



PENDRAGON

Live Action Roleplaying

Peter Corless

Game System by Peter Corless

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FREQUENT ASKED QUESTIONS (FAQ)

Q. What is a "Pendragon?"

A. A Welsh word, which equates to "High King" (literally "High Dragon"). King Arthur of Britain was known by the surname "Pendragon", as was his father, Uther Pendragon. "King Arthur Pendragon" is also the name of a roleplaying system by Chaosium, Inc.

Q. What is a "LARP?"

A. A "Live Action RolePlaying" Event. A form of play-acting suitable for children and adults alike. You can call it a game of make-believe, like a game when you are were kid, with but with formal rules.

Q. What is "Pendragon LARP"?

A. A game system that allows you to play Events set in King Arthur Pendragon's Britain, or a particular live Event based on those rules where you get together with a dozen or a few dozen friends in the same place to play-act adventures in the world of King Arthur's Britain, playing the role of characters from the Arthurian legends: the Knights of the Round Table, Arthur himself, Queen Guenever, Merlin, Morgan le Fay, and so on.

Q. Do I need Chaosium's "Pendragon" roleplaying game books to play in a Pendragon LARP Event?



A. No.

The Rules for Pendragon LARP are completely different and simplified. Chaosium, Inc.'s "King Arthur Pendragon" roleplaying system is undeniably the inspiration for all of the materials used in Pendragon LARP. It's a superb interpretation of the many Arthurian legends into a cohesive history and layout of Arthur's Britain. Any players who have access to these products will find them useful for additional background, but you do not need them to play Pendragon LARP. They'll probably be a bit heavy to carry around with you in the game.

Q. Do I need dice, paper and pencils?

A. The Rules for Pendragon LARP do not use dice. You will receive your own set of Pendragon LARP Rules upon registration. Pencils and paper are not required, but you may wish to make notes for yourself or to send messages to other players in the game.

Q. How do you keep something like this organized?

A. Referees, called "Heralds" keep the game running smoothly. They perform various services, such as helping set up the Event, registering players, directing the major plot points of the Event, and settling any issues that arise between players.

Q. Is it easy to learn?

A. Yes. The rules are quite simple, and playing in a Pendragon Live Action Roleplaying (LARP) Event should feel quite natural, even to newcomers.

Q. What if I want to run an Event?

A. Running an Event is a little more challenging. It requires understanding of the Rules and the Background of an pre-designed Event, plus provide the finances and logistics to host an Event. Some Events might be as easy and informal as throwing a dinner party. Others might want become so large and formal you might wish to enlist the help of a few friends as Heralds. You may also have to invent your own Event materials, or purchase materials and rights to license an Event, just as you would copyright material to put on a play and rent musical scoresheets. You can be as casual or professional as you'd like.

Q. Lastly, what if I want to create my own Events?

A. To create your own Events requires more investment of your time. The Rules of Pendragon LARP are written generically to be applicable to many playings and adaptations. You might be able to use the same characters in many Events, for instance. Much of the work, though, will be in the creation of new Backgrounds or special Rules particular to your Event. It may require research into the Arthurian legends, which is fun by itself. If you're successful, you may be able to offer hosting your Event for many audiences, or even publish your Event materials.

Pendragon Live Action RolePlaying (LARP)

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- * BACKGROUND -- Who are you? Where are you? What is going on?

THE BASICS

IMMERSION

Act Like You Are a Character from the Courts of King Arthur

"He might be picked as a paragon of princes,
Both as champion in war's chances and chevalier of distinction,
Most splendid, sagacious and strong of arm.

Of all men I ever met on this middle-earth so fine,
He is counted the most courteous creature in Christendom,
Fiercest of feature and fullest of fiery courage,
The noblest in knighthood ever known under Christ!

Speak of him as a spender who despises silver,
Gives gold no more regard than great boulders,
Rates wine as water that wells from the ground.
And worships no wealth in this world but glory.

Such decorum was never kept in a country of worth
As that conqueror keeps in his kingly court."

-- The Alliterative Morte Arthure

In general, the Rules for the Pendragon LARP are *not* the same as for "King Arthur Pendragon", the roleplaying game written by Greg Stafford, and published by Chaosium, Inc. However, it is based upon the same common characters, adventures, literature, and philosophy.

Your role in the game is to play a character from the world of Arthurian



Britain. There are books, movies and other cultural artifacts too numerous to mention regarding the history of King Arthur's illustrious reign. We trust all participants will be no stranger to the "canon" (authoritative and central stories, such as Sir Thomas Malory's "Le Morte d'Arthur"). Where possible, however, we have included general guidelines to emphasize important issues.

Pendragon Live Action Roleplaying (LARP) is more than a standard evening of "King Arthur Pendragon", sitting around a table with papers, dice, and miniatures. You are not just talking about your adventures; you are walking around a physical space creating them.

ENTHUSIASM

Create Some Fun, Be Courteous and Encourage Others

"Success consists of going from failure to failure with... enthusiasm!"
-- Sir Winston Churchill

To make a Pendragon LARP Event succeed, it requires your enthusiasm, some ice-breaking and guidance from the Event sponsors, and your friendly encouragement of fellow players.

Some Events may be short, and have real time limits; if you don't get "in the mood" for a few hours, the Event may be over before you know it.

Other Events may be rather long; others may be open-ended affairs. If you pour out all your energies early in the Event, you may find yourself flagging near the close of a long Event. Feel free to keep a balance you can sustain throughout the length of the Event.

Reminders on Ways to Ensure Enthusiasm

- * Don't just "have" fun -- create some fun!
- * Put your heart into it
- * Praise everyone's efforts
- * Be courteous -- allow others their turn; even let them go first!
- * Play by the spirit of the rules rather than the letter
- * Help others succeed, and feel free to ask for others' help
- * Remember it's just a game
- * Keep an eye on your goals
- * Enjoy the experience
- * Laugh

CONSIDERATION

Pay Attention to the Real World Outside the Game

Gentle Reminder:

You are playing in a game with many other human beings,
in the middle of a place with many people who are not playing the game,
in a world filled with people who don't understand what you are doing.
Consider the appropriateness of your words and actions.



Of course, not all enthusiasm is shown in brass, extroverted behavior. An enthusiastic player realizes the difference between intensity, focus, and mere "volume". Sometimes the most intense experiences can also be the most understated: the raise of an eyebrow, the knowing smile. Other times require serious consideration or reflection, rather than boisterous action. As Italians would say, "Piano, piano." ("Softly, softly.")

Also consider the events going on around you in the game. Who is speaking? A Herald? The King? The Queen? The lowly pageboy tugging at your hem? Though there can only be a few people in the limelight at any one time, even the least of characters in Arthur's realm deserve your attention, as well as a chance to take center stage. To keep the enthusiasm high in your fellow players, give them your attention. They may have something important to say, and may not say it loudly.

You are also likely to encounter people not playing the game. Respect their rights to a peaceful existence. If you are in a public place, please return to somewhere within the boundaries of the game. If a person outside the game inquires about what you are doing, freely explain the game and your role. If they are open to it, invite them to join in the fun. If not, bid them a good day. If they wish to speak with someone in charge of the Event, please refer or lead them to a Herald.

Most of all, remember the nature of King Arthur's times. This is not a Machiavellian, cut-throat political world. The rules of Chivalry abound: energy, generosity, justice, mercy, modesty and bravery are the ideals. There are a number of characters in any game who do not hold to these ideals, but they are the minority. Also, just because you act the villain doesn't mean you have to come across as one personally. If you are playing a little too fiercely, and it isn't written down anywhere in your character Background to do so, please relax!

Appropriate Conduct Rule (Required Note)

The Heralds or hosts of the Event reserve the right to ask those seriously disrupting other players or non-players to leave the Event without refund. All persons are responsible for their personal behavior and adherence to all local laws and ordinances. If you have any issues with another player's personal behaviour, please bring it to a Herald's attention.

ATTENTION

Read what you have been given, especially the Background and Rules

Like in a play, the Event will be more enjoyable if the characters and story are convincing. Fortunately, in Pendragon LARP, there is no set script, so you don't have worry about forgetting your lines! As well, there is no set plot. Though there is a generalized plot or theme behind any Event, you are free to act as you wish. As well, though we encourage people to offer Events where players are free to arrive in costume, there is a certain economy to Events. Most Events will not have elaborate authentic (and costly) sets; like games of childhood, the best settings will be in your imagination.

== Credendo Vides ==



As the Aislings watched, a beautiful, turquoise-blue, embroidered silk banner lifted into the growing breeze. On it were the words "Credendo Vides."

"Credendo vides," the professor said, hardly able to believe what he had read. "By believing, one sees."

"What nonsense!" said Miranda.

"Daddy?" asked Cassandra, "Isn't it supposed to be 'seeing is believing'?"

"Well," began the professor.

"It all depends, Miss, on how you look at it," answered Sebastian.

-- James C. Christensen, "Voyage of the Basset"

Instead, to keep an Event convincing, you should review the following to prepare you for a Pendragon LARP Event:

* Rules

- Pendragon LARP Rules -- generic rules for all Events
- Event Rules -- what may be different for this Event
- Character Pack -- special rules & appropriate props for your character

* Background

- Arthur's Britain Background
- Event Background
- Character Background

Rules

The Rules for Pendragon LARP are completely different and simplified from Chaosium, Inc.'s "King Arthur Pendragon" roleplaying system, though the original game is undeniably the inspiration for all of the materials used in Pendragon LARP. It's a superb interpretation of the many Arthurian legends into a cohesive history and layout of Arthur's Britain. Any players who have access to these products may find them useful for additional background, but they'll probably be a bit heavy to carry around with you in the game.

Pendragon LARP rules are divided into three groups: general Rules applicable to all Pendragon LARP Events, specific rules for the Event you are currently playing, and special Rules and Props for the character you are playing in this Event.

Background

The Background for Arthur's Britain provides some materials culled from these Chaosium products, as well as from general Arthurian literature, to provide a coherent picture of the background of Arthur's Britain during the height of his reign.

Next comes the Background for the Event. It covers a description of the dramatic setting where the Event takes place, the region surrounding it, plus news and gossip of the most recent goings-on about the realm.

The Character Background includes information about the character you will be playing in the event. Who you are, where you hail from, who your friends and enemies are, what your character's personality is like, how you came to the Event, and what you hope to accomplish there.



Though you are free to act however you like, many Arthurian characters are reknown for their personal habits and quirks. Characters should behave and act according to their established morals and personality. If, for instance, Sir Gawaine refused to champion a lady who had good cause to seek his aid, this would be a serious breach of what we know of him. Likewise, if Lancelot were to wear a Lady's favour, we would all be in wonderment, for Lancelot was reknown for never bearing Lady's favours.

In general, the story hinges less on a tightly held-to plot or elaborate settings, and much more on your behavior, and your understanding of the setting, tone and theme of the Event.

Please read all your materials thoroughly. If you have any questions, feel free to ask a Herald, or any willing player more experienced in the Arthurian legends or Pendragon roleplaying.

More about Chaosium's "Pendragon"

For those unfamiliar with Chaosium's products, here is a list of "King Arthur Pendragon" roleplaying products:

- * King Arthur Pendragon, 4th Edition, (c) 1993 (ISBN 1-56882-006-2)
General background and rules for the game.
- * The Boy King, (c) 1991 (ISBN 0-933635-78-8)
Eighty-year history of Arthur's reign, especially his early life & rise to power.
- * Savage Mountain, (c) 1991 (ISBN 0-933635-81-8)
Adventures and background for Arthurian Wales (Cambria)
- * Blood & Lust, (c) 1991 (ISBN 0-933635-84-2)
Adventures throughout Arthur's Britain, plus Anglia
- * Perilous Forest, (c) 1992 (ISBN 0-933635-44-3)
Adventures and background for Northern Britain (Cumbria)
- * The Spectre King, (c) 1992 (ISBN 0-933635-94-X)
Adventures throughout Arthur's Britain, plus Cambridge
- * Pagan Shore, (c) 1994 (ISBN 1-56882-016-X)
Adventures and background for Ireland in the Age of Arthur
- * Beyond the Wall, (c) 1995 (ISBN 1-56882-026-7)
Adventures and background for Arthurian Scotland (Pictland & the North)

Each of them are superb treatments of the world of Arthurian adventure, but as we said, it might be awkward to lug all of these book around with you in a Pendragon LARP Event.

ARBITRATION

If You Require Any Assistance, Please Call for a Herald (Referee)



The Background and Rules cover most of the issues in the game -- who you are, what your motives and goals are, and how to achieve them in the game. In most cases, these Rules, some common sense, and a cheery spirit can resolve just about anything; yet there are some things you may want to or need to resolve that the rules don't cover, or clearly call out for a form of special resolution.

Here is a list of the four ways to resolve these special situations, in order of priority from most-official to least-official methods:

- 1) Contact a Herald
- 2) Contact a Character with Authority for the Event
- 3) Ask another player to help resolve the issue
- 4) Use "Scissors-Paper-Rock"

Heralds

The Referee in Pendragon Live Action RolePlaying is called the "Herald". or need to contact a Herald about:

When You Should Contact a Herald

- * Immediately to report a real-world emergency
- * When you want to stop playing the game
- * When you want to play a different character
- * When you need to resolve a conflict between players
- * When you need to resolve a Mass Combat
- * To clarify the Rules before using a skill or item
- * To clarify your Background knowledge of your character or the world
- * To report you successfully Achieved an Adventure
- * To report something the Heralds can announce on your behalf
- * To sign up a friend during the game

Where to Find a Herald

Heralds may be found roving about the place. As well, one Herald will always be found at the central Herald's Tent, except during special occasions. If you do not see a Herald, please do not shout out for one, as this might disturb people not playing the game. Either send someone to find one, if the issue requires a solution exactly where you are standing, or break off from the issue temporarily and walk directly until you encounter a Herald.

Respect the Herald's Privacy

Someone may need to speak with a Herald in private. If you see someone speaking with a Herald, and you are not directly invited over to listen in on the conversation, please wait a polite distance away until the conversation is finished. (The obvious exception is in the case of a physical emergency!)

Fighting, casting spells, ambushing or otherwise coming into conflict with other players is not possible at any time while they are at the Herald's Tent, or at any time you are asked to observe the privacy of a player in conference with a Herald elsewhere in the game.

Authority of the Herald

Heralds have the absolute authority in the game; even King Arthur himself



must abide by their requests and adjudication. Heralds uphold the Rules, but have the power to break them upon occasion to make a just and final ruling.

- * If they ask you to "Hold!" please stop what you are doing immediately and pay attention
- * If they ask you a question, answer it directly, honestly, and with best humor
- * If they make a considered decision, please abide by it and play accordingly

Characters with Authority for the Event

There are some players who hold titles or offices which allow them to rule over various affairs in the Arthurian world. They can also assign issues to other characters for special arbitration; "deputize" another player to resolve the issue. These assignments may be given formal or informal authority, depending upon the situation and the rules for Event.

The following characters are official arbiters of matters within all Pendragon LARP Events:

- * Courtly Law -- for matters of state, seek King Arthur
- * Courtly Love -- for matters of the heart, seek Queen Guenever
- * Christianity -- for matters of the soul, seek the Archbishop of Canterbury

If one of these character authorities or their assigned agents makes a decision, consider it binding. The only person you can appeal to in the game is to that decision-maker, or the person who assigned them. In general, Heralds will support the decisions of these characters, even upon appeal, unless they are in clear violation of the Rules.

Example:

If Guenever says you must perform such-and-so task for your Lady Love before she grants you her hand, then that is what must be done. Only Guenever can overrule her own decisions. Arthur cannot revoke any decision she has made regarding the Courts of Love.

Sometimes these characters will not be present or not empowered during an Event. In these cases, the Authority may be assigned to another player for the game, or the Authority may be unfulfilled.

Examples:

Guenever may be held prisoner and unable to fulfill her role as arbiter of Courtly Love. While Guenever is imprisoned, lovers may have to seek answers in their own hearts.

And Event takes place in Cornwall, far from Arthur's Court. In Cornwall, King Mark has the Authority to preside over Courtly Law. Beware! For sometimes Mark has a contrary sense of justice...

Asking Your Fellow Players for Help

In other cases where no Herald is present, and no one seems clearly appropriate to make a ruling over an issue, you may want to turn to any



other fellow player to resolve an issue, or try to resolve it yourself.

If you ask another player to help arbitrate in various matters -- help make a decision, clarify rules, witness some action, etc. -- the ruling of this player is not binding except by mutual agreement by all involved, but we recommend that if you ask for such a favor from a fellow player, please abide by the decisions you receive in return. For those of you who are honored by being asked to arbitrate a dispute, please make the fairest decision possible.

Also make it clear if you are asking the *character* for a decision, or for the *player*. There is a subtle but powerful difference between calling over "Sir Gawaine" for his opinion on who should be the first to ask a Lady to dance, and calling over "Sir Gawaine" as a fellow player to help figure out the rules on how to resolve a Joust.

Solving it Yourself

Lastly, if you need to solve an issue, and no Herald or other player is there to arbitrate it -- such as who should cross the Gorge of Death first -- where all other things are equal or not applicable (skills, cards, items), please use the old game "Scissors-Paper-Rock."

For those who can never remember the rules:

Scissors (fingers in V-shape)	*beats*	Paper
Paper (open hand, flat palm)	*beats*	Rock
Rock (closed fist)	*beats*	Scissors

Escalate & Don't Pout

If through any method of arbitration, you are not satisfied, consider your options. You may always take matters immediately to a Herald for a formal ruling. In most cases, the Herald will abide by the decision of the player who made the original decision, but the Heralds reserve the right to overrule any judgements made within the game.

Don't hold grudges. We're pretty sure whoever or whatever the issue was, they didn't mean it personally. If a decision seems to set you back, know that greater Glory comes with greater adversity. Relish the challenge, and try to figure out away around the problem.

WISDOM

If You Have a Question About the Game Rules

Remember Pendragon LARP is a game about a time long past, about people, places and events that may or may not have ever existed. It is built upon centuries of history, mythology, literature, art, theology, philosophy, humor and tragedy, wit and wisdom. Many of the adventures, themes, and tone of Arthurian Britain revolve around personal morality, passion, and beliefs.

Some of the beliefs of the characters, or some of the opinions of the authors may or may not meet your personal sensibilities. Likewise, some of your fellow players may have characters with their own strong beliefs. To help engender the mood of the Event, and to help inspire your fellow players, we ask you respect, if not adopt, the beliefs of your character and the period you are



recreating.

By immersing yourself in the culture, at least for a short while, you may potentially feel a lot of emotions: alternately deeply moved, stressed, excited, frustrated, victorious, embarrassed, humorous and goofy, incensed or plain old bored. Also realize and remember the limits of the Event. You're still right here.

Beyond any Rules or guidelines we can present, there is a certain feeling you get in your heart when you know something is going well or not so well.

...Pay attention to it.

Sometimes, in the rush to accomplish things in the game, we forget the lessons we've learned. To settle yourself better into the mentality of the Arthurian world, the Medieval mindset that romanticized it, and to remind us of some of the basics, feel free to refer to these three pieces of appropriate wisdom, which all Arthurian characters would be familiar with.

Golden Rule

(courtesy Jesus Christ -- no email address available)

"As ye would that men should do to you, do ye also unto them likewise."
Matthew 7:12, Luke 6:31

Rules of Chivalry

(courtesy Scott -- sirgray@clark.net)

From "Chivalry, Leon Gautier", Bracken Books, (ISBN 1 851702687)

1. Thou shalt believe all the church teaches and observe all its directions
2. Thou shalt defend the church
3. Thou shalt respect all weaknesses and shalt constitute thyself the defender of them
4. Thou shalt love the country in which thou wast born
5. Thou shalt not recoil before thine enemy
6. Thou shalt make war against the Infidel without cessation and without mercy
7. Thou shalt perform scrupulosuly the fuedal duties, if they be not contrary to the laws of God
8. Thou shalt never lie and remain faithful to thy pledged word
9. Thou shalt be generous and give largesse to everyone
10. Thou shalt be everywhere and always the champion of the Right and Good and Injustice and Evil

Rules of Love

(courtesy Scott -- sirgray@clark.net)

Andreas Capellanus wrote the three books of his treatise The Art of Courtly Love at the request of Countess Marie of Troyes, daughter of Eleanor of Aquitaine. It supposedly portrays life at the Queen's court



from 1170 to 1174. In the book Capellanus discusses the concept of courtly love and prepares to explain its "rules" very clearly so as to provide a manual or handbook on Love:

- I. Marriage is no real excuse for not loving.
- II. He who is jealous cannot love.
- III. No one can be bound by a double love.
- IV. It is well known that love is always increasing or decreasing.
- V. That which a lover takes against the will of his beloved has no relish.
- VI. Boys do not love until they reach the age of maturity.
- VII. When one lover dies, a widowhood of two years is required of the survivor.
- VIII. No one should be deprived of love without the very best of reasons.
- IX. No one can love unless he is propelled by the persuasion of love.
- X. Love is always a stranger in the home of avarice.
- XI. It is not proper to love any woman whom one would be ashamed to seek to marry.
- XII. A true lover does not desire to embrace in love anyone except his beloved.
- XIII. When made public love rarely endures.
- XIV. The easy attainment of love makes it of little value: difficulty of attainment makes it prized.
- XV. Every lover regularly turns pale in the presence of his beloved.
- XVI. When a lover suddenly catches sight of his beloved his heart palpitates.
- XVII. A new love puts an old one to flight.
- XVIII. Good character alone makes any man worthy of love.
- XIX. If love diminishes, it quickly fails and rarely revives.
- XX. A man in love is always apprehensive.
- XXI. Real jealousy always increases the feeling of love.
- XXII. Jealousy increases when one suspects his beloved.
- XXIII. He whom the thought of love vexes eats and sleeps very little.
- XXIV. Every act of a lover ends in the thought of his beloved.
- XXV. A true lover considers nothing good except what he thinks will please his beloved.
- XXVI. Love can deny nothing to love.
- XXVII. A lover can never have enough of the solaces of his beloved.
- XXVIII. A slight presumption causes a lover to suspect his beloved.
- XXIX. A man who is vexed by too much passion usually does not love.
- XXX. A true lover is constantly and without intermission possessed by the thought of his beloved.
- XXXI. Nothing forbids one woman being loved by two men or one man by two women.

Pendragon Live Action RolePlaying (LARP)

RULES

General Rules

- 1) Adventure
 - * Quests
 - * Love
 - * Intrigue
 - * Honor & Glory
 - * Passions & Traits



- 2) Combat
 - * Types of Combat
 - Scale: Personal Combat and Mass Combat
 - Intensity: Fighting "For Love" or "For Earnest"
 - Method: Melee and Joust
 - * Personal Combat
 - Challenges
 - Resolution
 - Consequences and Concessions
 - * Mass Combat -- Grand Melee/Battle
 - Strategies: Single Battle, or Center, Left, Right & Reserve
 - Tactics: Charge, Fight, Defend
 - Men-at-Arms
 - Events
- 3) The Supernatural
 - * Magic
 - * Religion

1) Adventure

[TBD]

2) Combat

The world of King Arthur's Britain is also the world of the Knights of the Round Table. This is a brotherhood based upon chivalry -- the moral code of the mounted warrior class. Deeds of arms are not just allowed, they are encouraged! How else is a young knight to prove his worth but through valorous actions? How else is the kingdom to be protected but through vigorous defense?

Combat in a chivalrous society is not savage brutality. It has certain guides of behavior. These codes of behavior exist to enhance one's Glory and Honor. To win a fight through dishonorable conduct is worse than losing! However, sometimes people behave villainously. Be prepared in case someone breaks the rules of chivalrous behavior.

Types of Combat

- * There are two SCALES of fighting. Fighting between two combatants is called "Personal Combat". Fighting between many combatants against many opponents at one time is called "Mass Combat".
 - Players may resolve Personal Combat on their own in most circumstances. If a rules question arises, you may consult another player, or contact a Herald.
 - Mass Combats are more complicated, therefore need to be monitored by and resolved by Heralds.
- * There are two INTENSITIES of fighting. "Fighting for Love" is non-deadly combat. It is often used at Tournaments, and for non-deadly personal challenges. "Fighting for Earnest" is often deadly combat. It is expressly forbidden between Knights of the Round Table, or in friendly Tournaments. However, many personal feuds and all Battles will be Fights for Earnest.
- * There are two METHODS of fighting. Fighting on horseback is called a "Joust". Fighting on foot is called "Melee". Both Melees or Jousts may be "for Love" or "for Earnest." They are resolved in similar fashion, but may require



different personal Possessions or Skills to be used.

SCALES OF COMBAT

Personal Combat

A fight between one player and another is called Personal Combat. It may be fought "for Love" or "for Earnest," and may be fought as a "Joust" or "Melee." Only in a Personal Combat "for Earnest" would a mounted opponent attack an opponent on foot -- and this is considered unchivalrous behavior! It would most likely result in a loss of Honor for the mounted warrior.

Fights between more players can be resolved as one Personal Combat after another ("I'll deal with you too after this Joust, by my troth!"), or as a number of parallel Personal Combats ("Sir Gawaine, I shall try my sword against Palomides if you shall engage his brother, Sir Segwarides.") if you do not want to truly begin a Mass Combat.

Mass Combat

Mass Combat may involve Jousts and Melee, and often results in a mix of opponents, some on horseback and others on foot. There is no loss of Honor attacking a man on foot while on horseback in Mass Combat. Players may also use certain cards and skills which only apply to Mass Combat, such as their leadership skill in Battle and "Men-At-Arms", represented by cards in players' hands.

Mass Combat in a Tournament is usually "For Love", and is called the Grand Melee. In it, many players can combine their skills, possessions, and inspirations to work together as a team against another team. However, it is dishonorable to just start whacking away at each other wholesale during a Tournament at any time outside of that set-aside for the official Grand Melee, so avoid a giant brawl.

In Battle, Mass Combat is fought "for Earnest". In Battle, many of the rules of gentlemanly conduct are suspended, and cunning is rewarded. Ambushes are possible without threat of a loss of honor, and one can attack a man on foot without recriminations.

Indeed, if one were *still* to maintain the rules of chivalry during a Mass Combat -- such as offering a horse to your downed opponent in a Battle -- such action by itself is honorable.

Because Mass Combats are more confused and are often fought for larger stakes in the game, we expect they may inflame you as a player with a little bit more real-world adrenaline. Therefore, we request you always call for a Herald, and have them present to help adjudicate Mass Combats.

INTENSITIES OF COMBAT

"Fighting For Love" -- Courtly Combat



== How Sir Galahad met with Sir Lancelot and with Sir Percival,
and smote them down, and departed from them ==

"...Right so Sir Lancelot, his father, dressed his spear and brake it upon Sir Galahad, and Galahad smote him again so that he smote down horse and man. And then he drew his sword, and dressed him unto Sir Percival, and smote him on the helm, that it rove to the coif of steel; and had not the sword swerved Sir Percival had been slain, and with the stroke he fell out of his saddle."

- Malory's "Le Morte D'Arthur" Book XIII, Chapter 17.

When Fighting for Love, you will fight a single round of combat, just to see who is the better warrior.

Is "Fighting for Love" a contradiction in terms? Not at all. Fighting for Love means you are not fighting to purposefully kill or wound the other person, just to see who the better warrior is. Fighting for Love usually included using "rebated" weapons (light lances that would break in a Joust, dulled swords in a Melee, and so on), or where combatants avoided striking for critical parts of the body (neck, groin, etc.). More than anything else, it usually meant the combatants were putting full force and skill behind their blows, but were controlling their aim and passions. Knights fought just as martial arts black belts do today with great skill and strength, but avoid killing each other. The possibilities for being wounded still exist, but are minimized.

As well, members of King Arthur's Round Table took a solemn oath upon their induction into the order to abstain from fighting each other, other than Fighting for Love, to ensure peace and brotherhood within the Round Table.

- * At a Tournament, all combats must be Fights for Love, unless you petition the host of the Tournament (and are granted the right) to conduct a Fight in Earnest, or suffer a loss of Honor.
- * If your character is a Knight of the Round Table, and you recognize another character who is a Knight of the Round Table, you may only Fight for Love, or suffer a loss of Honor.

"Fighting for Earnest" -- Serious Business

== How Sir Tristram met at the person with Sir Lancelot, and how
they fought together unknown ==

"...And then they dressed their shields and spears, and came together with all their mights of their horses; and they met so fiercely that both their horses and knights fell to the earth, and fast as they might, avoided their horses, and put their shields afore them; and they struck together with bright swords, as men that were of might, and either wounded other wonderly sore, that the blood ran out upon the grass. And thus they fought for the space of four hours, that never one would speak to other one word, and of their harness they had hewn off many pieces."

- Malory's "Le Morte D'Arthur" Book X, Chapter 5.

If someone declares they are fighting "in Earnest", it means they wish to do their opponent some serious harm. As Malory would say, the combat would be fought "to the uttermost."



Note above Lancelot or Tristram do not recognize each other, or they would be prevented from Fighting in Earnest by their oaths as Knights of the Round Table. Indeed, once they do recognize each other, they break off combat, apologize a hundred times to each other, and ride away to Camelot together.

Fighting in Earnest usually is resolved just like Fighting for Love, but is often resolved over multiple Rounds. The penalties for losing a Round of combat may also include a Wound or Critical Wound. If you receive too many Wounds, you may be knocked Unconscious, or in dire cases, Killed.

METHODS OF COMBAT

Joust and Melee

Knights are known for fighting on horseback. Any round of combat between two opponents on horse is called a "Joust", even when not fought with Lances. A round of combat where either opponent is on foot is called a "Melee".

In Personal Combat, to avoid an unfair fight (and a loss of Honor) if one person is on foot, and another on horseback, the person with the horse must either a) dismount and fight a fair Melee, or b) if they are really generous, provide a horse to their opponent so they may properly Joust.

In Mass Combat, the situation where one opponent is on horse and the other afoot arises more often. In a Grand Melee at a Tournament, which are fought "for Love", you may attack a fellow afoot from on horseback with great advantage, and without a loss of Honor. You cannot otherwise have a personal Fight for Love where one combatant is on foot, and another on horse -- this would be unchivalrous behavior! In a Battle, where combat is fought "for Earnest", you may freely attack foes on foot without loss of Honor. Indeed, in Mass Combat, dismounting to meet a foe afoot, or lending a horse to your opponent is worthy by itself to win you words of praise and Honor!

PERSONAL COMBATS

Simple Combat Summary

For a Joust or Melee "For Love" between two Knights, you can use this simple version of combat just to compare skills, see "who the better man" is.

- 1) Challenger -- Issue Challenge
 - State Reason for Challenge (Optional)
- 2) Challenged -- Accepts Challenge
 - Declare Melee/Joust.
- 3) Both Players -- Resolve Combat
 - Commitment: Declare any and all Passions, Possessions, and other modifiers being committed to this Combat.
 - Resolution: Add committed bonuses to player's base Melee or Joust skill for combat. Compare totals.
 - Higher total Wins, lower Loses. Ties result in Draw.



Expanded Personal Combat Summary

Use this system if you have any sort of extenuating circumstances -- challenges "for earnest", challenging a non-Knight, asking for concessions, whenever someone wants to refuse or concede a challenge, and so on.

- 1) Challenger -- Issue Challenge
 - State Reason for Challenge (Optional)
 - Declare Intensity: For Love/Earnest
 - Demand Concessions (Optional)
 - 2) Challenged -- Accept/Refuse/Concede Challenge
 - If ACCEPTED:
 - Declare Melee/Joust.
 - Call/Accept Champion (option for non-Knights)
 - Counter Concessions (if Challenger demanded Concessions)
 - Go to 4 below.
 - If REFUSED:
 - State Reason for Refusal (Mandatory).
 - Resolve Refusal. Go to 3 below.
 - If CONCEDED:
 - State Concession of Challenge (Mandatory)
 - Resolve Concession. Go to 5 below.
 - 3) Both Players -- Resolve Refusals to Challenge
 - Challenger accepts Reason for Refusal. End of Challenge.
 - Challenger discounts Refusal and demands Combat.
 - If ACCEPTED: Go to 4.
 - If REFUSED again: Called Coward; Loss of Honor; Go to 5.
 - If CONCEDED: Go to 5.
 - 4) Both Players -- Resolve Combat
 - Commitment: Declare any and all Passions, Possessions, and other modifiers being committed to this Combat.
 - Resolution: Add committed bonuses to player's base Melee or Joust skill for combat. Compare totals.
 - Higher total Wins, lower Loses. Ties result in Draw.
 - Consequences
 - For Love: End of Combat. Go to 5.
 - For Earnest:
 - Possible Wound or Death
 - Declare if Yielding
 - 5) Both Players -- Challenge Resolution
 - Grant Concessions/Rewards or Show Defiance
 - Grant Glory/Honor Awards/Penalties
-

CHALLENGES

Issuing a Challenge

In order to fight a personal combat "for Love" or "for Earnest", you must issue a "Challenge".

Only Knights may issue Challenges, but Challenges may be issued to any character, even non-Knights. Issuing challenges to other Knights happens rather often, and usually over the least of circumstances -- standing on a bridge, looking longingly at a Lady, or even being a stranger in town suffice as reasons to issue a challenge. However, issuing a frivolous or unseemly



Challenge to a non-Knight may result in a loss of Honor.

To issue a Challenge, you must address the character with your Challenge.

- * You MUST state whether it is "for Love" or "for Earnest".
 - In a Tournament, by default, all combats are "for Love".
 - In a Battle, by default, all combats are "for Earnest".
 - On other Adventures, you may to choose.
- * You MAY state a the Reason for the Challenge.
- * You MUST state whether you wish a Concession in a Challenge "for Love".
 - If you desire a Concession -- some special award if you win the Challenge, you must name the exact Concession now, before resolution.
 - If you ask for a Concession, the person you Challenge can name a Concession in return.
 - If you do not request a Concession in a Challenge "for Love", your opponent may not ask for a Concession in return.

To attack someone without issuing a Challenge is called an "Ambushment". These are normally only allowed during Battle or certain other Combats in Earnest, such as against known villains or monsters, without a loss of Honor. An "Ambushment" (or "Ambush" for short) gains the Challenger advantage in combat, and also prevents their foe from Refusing the fight.

Responding to a Challenge

If you have been issued a Challenge, you must respond to your Challenger in one of three distinct ways.

- * You MUST either: a) Accept, b) Refuse, or c) Concede.

To Accept the challenge means you are willing to engage in Combat, or will present a Champion on your behalf.

If you are a non-Knight and are issued a Challenge, in order to Accept, you must call for a Champion to represent you in Combat. You may offer a Reward to any Knight who is gallant enough to be your Champion in combat. Sometimes, this might be the only way to get someone to represent you in a particularly nasty Challenge!

To Refuse Combat means you are neither fighting nor surrendering, but you have a valid reason why the two of you should not fight. This could be because one or the other of you is wounded. Alternately, you might declare a great friendship or close kinship as reason for you to set aside your differences. As well, a Refusal may be the playing of a card, representing a Skill or Possession, which allows the player to Escape without facing combat.

If you Concede the Combat, you forfeit to the Challenger. If the Challenger asked for any Concession, you must resolve the Concession.

- If you ACCEPT the Challenge:

- * You MAY declare whether the Combat will be fought on foot (Melee) or on horseback (Joust).



- If you do not choose, the Challenger can make the decision.
 - If either or both foes lack a horse, the Combat must be a Melee.
 - If one foe is horsed and the other is on foot, there is a possible loss of honor.
 - * You MAY call for and accept a Champion.
 - If you call for a specific Champion, or make a general call for any Knight to be your Champion.
 - You MAY offer a Reward to the Champion.
 - If no Knight offers to accept to be your Champion, or your selected Champion does not arrive within five (5) minutes, you MUST Concede.
 - If more than one Knight offers to be your Champion, you MAY choose which one you wish to represent you, or you MAY Concede.
 - * You MAY ask for Concessions if Challenger demanded Concessions
 - * Resolve the Combat.
- If you REFUSE the Challenge:
- * You MUST State Reason for Refusal.
 - * Resolve the Refusal.
- If you CONCEDE the Challenge:
- * Resolve Concession.

Resolving Refusals

If someone wants to fight, and someone else doesn't, the person who refuses to fight doesn't necessarily concede the other person victory. Instead, a small duel of words ensues.

The person who issued the challenge may have already stated a reason for why they wanted to fight. The person who refused state a countering reason for not wanting to fight.

Common Reasons for Refusing Combat

- * Love: You love your challenger so much, you'd never dream of fighting.
- * Distain: They are clearly mad, drunk, or a fool for challenging you!
- * Wounds: One or the other person is clearly wounded, and fighting against a wounded opponent would be dishonorable.
- * "Run Away!": You have a faster horse, or other method of Escape!
(Play an appropriate Possession card or skill)
- * Reasons that shall remain nameless: You may be in disguise, but can't tell your best friend who you are. You might have made a secret oath to never bring harm to this person. Or, you just don't want to tell someone how badly wounded you really are!
- * Alternatives: You would rather solve the problem using another test of skill or worth -- gaming at chess, putting a common suit before a lover for her to decide, seeking King Arthur's judgement, etc.



If the challenger does not like any of the reasons they hear, and does not put aside their challenge, they can call you "Coward!"

Depending on how you state your reasons and refusals, and how you negotiate, you may feel the other person is acting most honorably or dishonorably. Awards or penalties are possible. Contact a Herald if you have questions or conflicts you cannot resolve directly.

Resolving Combat

Combat consists of Commitment of any advantages you may have at your disposal, inspired Passions, special Possessions useful in combat, or Tactics. All of these committed advantages are called your Bonus. After Commitment, compare your appropriate Skill in combat, either Joust or Melee, and add your Bonus, and see who has the higher total.

Combat can result in a Knight suffering various injuries, from being knocked down, to wounds, through death.

Once Combat is finished, you must deal with any consequences.

If you Challenge someone, or are issued a Challenge "for Earnest", and you win the combat, you will have your opponent at your Mercy. You may issue almost any Concession you desire once you have your opponent at Mercy. They can either Concede at that point or Refuse. Regardless, you may do with them as you wish.

To respond to a Challenge, you may Accept, Refuse, or Concede.

If you are a Knight...

- * You may Accept the Challenge.
 - You MUST announce you have Accepted the Challenge
 - You MUST say if the fight is a Joust (on horse) or a Melee (on foot).
 - Only if asked for a Concession by the Challenger...
 - a) You MUST say you accept the Concession if you lose, and,
 - b) You MAY announce what Concession you wish in return if you win.

- * You may Refuse the Challenge.
 - Announce that you have Refused the Challenge
 - Announce your Counter -- the reason for your Refusal.
 - If the Challenger doesn't agree to your Counter, and rescind the Challenge,
 - a) Immediately call for a Herald. Possible loss of Honor for either or *both* parties, depending on the Reason and Counter!
 - b) The Challenger may still call you "Coward!" and the Challenge must proceed as if you Accepted anyway, or you must Concede.

- * You may Concede the Challenge.
 - You MUST announce you Concede the Challenge
 - You MUST turn over the Concession to the Challenger.

If you are NOT a Knight...

- * Call for a Herald!



There may be a loss of Honor to the Challenger for merely even issuing a Challenge to a non-Knight -- especially a Lady or member of the Clergy!

- * You may Accept a challenge if you can locate a Champion.
 - You MUST either make a general call for a Champion, or name a specific Champion to represent you.
 - a) A specifically-named Champion has the right to Refuse your request. Under certain conditions, this may result in a loss of Honor, especially if the Champion has already given a pledge of service.
 - b) A general call for a Champion can be answered by many Knights, or go unanswered without loss of Honor.
 - You MAY announce a Reward for the Champion for their service, either...
 - a) Before or after accepting a particular Champion (especially as an enticement for a general call for a Champion)
 - b) If the Reward is conditional on if the Champion is successful or not
 - You MAY choose which Champion you wish to represent you, if more than one Knight offers their service.
 - You must produce your Champion within ten (10) minutes of being issued a Challenge or you must Concede, unless a Herald rules otherwise.

- * You may Concede in the Challenge.
 - You MUST announce you Concede the Challenge
 - You MUST turn over the Concession to the Challenger.

If you are Knight called upon to be a Champion:

- * You may Accept the Challenge
 - See resolution of Acceptance above.

- * You may Refuse the Challenge.
 - Announce that you have Refused the Challenge
 - Announce your Counter -- the reason for your Refusal.
 - If the Challenger doesn't agree to your Counter, and rescind the Challenge,
 - a) Immediately call for a Herald. Possible loss of Honor for either or *both* parties, depending on the Reason and Counter!
 - b) The Challenger may still call you "Coward!" and the Challenge must proceed as if you Accepted anyway, or you must Concede.

- * You may not Concede after accepting as a Champion in a Challenge until you fight the Combat to conclusion.

Demanding Concessions

Winning in a "Fight for Love" may allow you to claim something from the defeated party. This is called a "Concession". Concessions fought over "For Love" must be announced before the fight begins. You can't wait to see if you win before you announce what the fight is about.

Some Concessions may be an Oath, such as swearing fealty or allegiance, foreswearing a Lady's Love, a desired piece of information ("If I win, you must tell me your name, Sir Black Knight!"), or extracing a promise to take on a certain task. Other Concessions may be physical items, such as the loser's Armor, Horse, Lady's Favor or so forth.

Be cautious! If the person you Challenge "for Love" deems the Concession you ask for to be too serious, they can Refuse the fight "for Love", and instead demand a fight "for Earnest". Just as we might say today "Over my dead body!"



Be careful what you ask for, and always reconsider if it seems to be too much.

If this occurs at a Tournament or between two Knights of the Round Table, and you reach an impasse, you may wish to call a Herald, go to see the Tournament Host, or bring the matter to King Arthur for arbitration before there is any serious breach of the peace or loss of Honor.

Fighting a Melee or Joust

Commitment

Total and Compare Scores

Personal Combat Resolution

- * If the two Knights are have a total difference of TWO POINTS OR LESS...
 - the combat is a DRAW.
 - if fighting "for Love", neither Knight suffers any penalty.
 - if fighting "for Earnest", BOTH Knights are WOUNDED.

- * If the two Knights have a total difference of THREE POINTS OR MORE...
 - the combatant with the higher total WINS.
 - if fighting "for Earnest", the Knight with the lower total is WOUNDED.

- * If the two Knights have a total difference of TEN POINTS OR MORE
 - the combatant with the lower total also suffers a KNOCKDOWN.
 - if fighting "for Earnest", the Knight with the lower total is CRITICALLY WOUNDED.

Once Combat is finished, you must deal with any consequences.

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