



Chalice

A Tale of Arthurian Knights
Monkey's Paw Games MMXIX



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The Rules



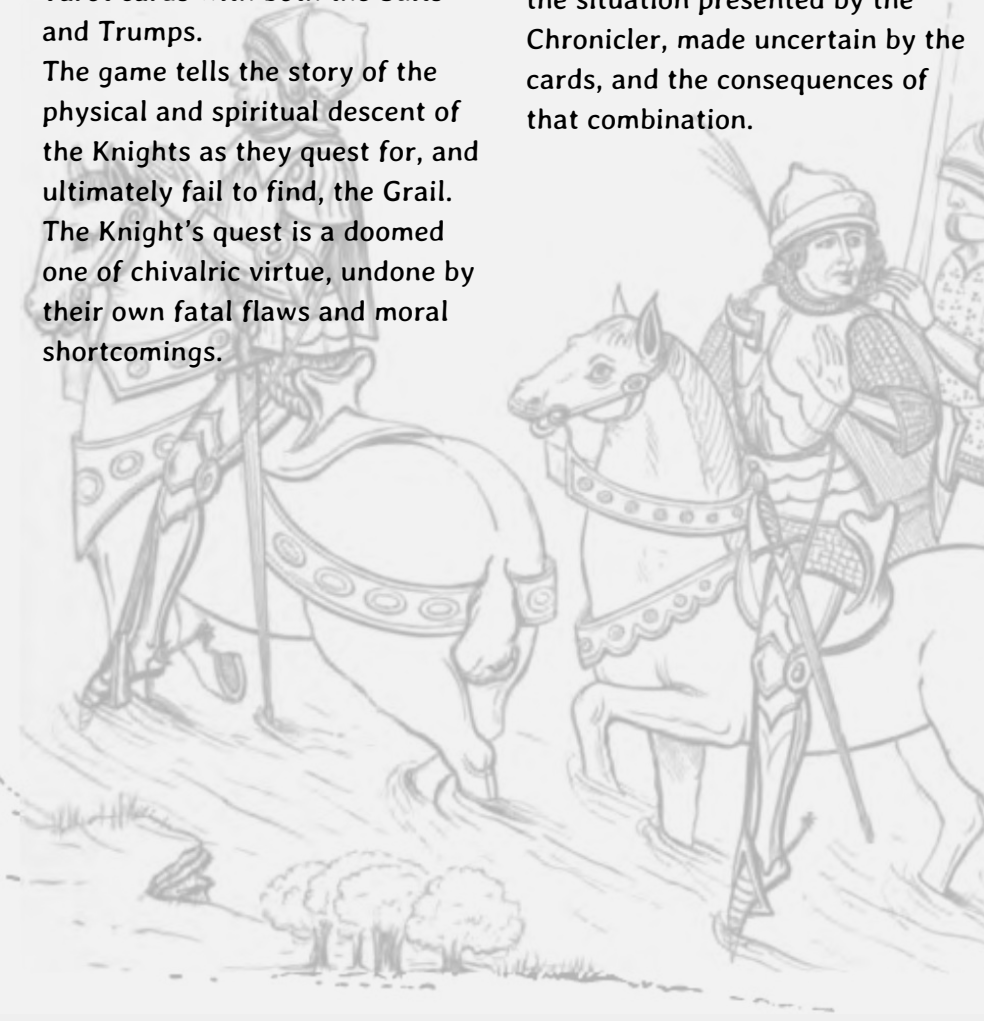
A Tale of Arthurian Knights

Chalice is a collaborative storytelling game about a party of Arthurian Knights searching for the Holy Grail. It requires one Chronicler to moderate the game and portray the perils of the world, and one or more players to portray the Knights. A game of Chalice takes around 3-4 hours. You'll need pencils, your character sheets, and a deck of Tarot cards with both the Suits and Trumps.

The game tells the story of the physical and spiritual descent of the Knights as they quest for, and ultimately fail to find, the Grail. The Knight's quest is a doomed one of chivalric virtue, undone by their own fatal flaws and moral shortcomings.

How To Play

A roleplaying game is a conversation between the Chronicler and the Players, negotiated by occasional flipping and playing of cards to inject uncertainty. The Chronicler presents a situation that the Players find themselves in, and the Players determine their actions in response to the situation. No-one is "in charge" of the story. The story is what happens as a result of the Players' reactions to the situation presented by the Chronicler, made uncertain by the cards, and the consequences of that combination.





Safety Tools

Sometimes the situations at hand, inside or outside of the game sphere, may make a Player or Chronicler feel unwelcome, unsafe, or otherwise not enjoying themselves. Safety tools are a way by which a group can check in with each other before, during and after sessions in order to make sure that everyone is having fun, comfortable, and feeling safe at the table. Communication and trust are key for a successful Chalice group. It is everyone's responsibility at the table to make sure that the well-being of those at the table take precedent over whatever is going on inside the game.

The TTRPG Safety Toolkit is a resource created by Kienna Shaw and Lauren Bryant-Monk. The TTRPG Safety Toolkit is a compilation of safety tools that have been designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it at bit.ly/ttrpgsafetytoolkit.

To Begin

To set up the game, the Chronicler separates the Suits from the Trumps into two piles and shuffles both of them. The Players are given one card from the Trumps deck, to determine the Background of their Knight. They may also select a Knight from the list (see "The Book of Knights" for more details). The Players should place this card before them, face up, for all to see. The other Trump cards, and the Knights they represent, are put aside - they are not likely to factor into this story.

Next, the Players are given five cards from the Suits deck. This is their Hand. The Players are free to look at their Hands - they may share them with their fellow Knights, but they do not have to. The remaining Suits are placed face-down in the center of the table. This is the Well.

The Well

To establish a Scene, the Chronicler flips the topmost card in the Well, revealing it. The Suit of the revealed card establishes the Scene's **Mood**. The number or face of the revealed card establishes the Scene's **Difficulty**.

Mood

There are four Moods corresponding to the four Suits:

- ❖ **Swords:** Wrath
- ❖ **Cups:** Dread
- ❖ **Pentacles:** Envy
- ❖ **Wands:** Awe

As the card is turned, the Chronicle describes the Scene in relation to the current Mood.

When the Mood is Wrathful: tense, hot, nervous, passionate, stressed, cacophonous, terrifying, painful, upset.

When the Mood is Dreadful: still, moody, introspective, understated, sorrowful, lonely, melancholic, eerie, chilling, foreboding.

When the Mood is Envious: dependant, disdainful, entangled, ensorcelled, anxious, suspicious, begrudging, spiteful, umbrageous.

When the Mood is Awestruck: vibrant, alert, clear, cheerful, excited, welcoming, elated, boastful, crowded, mirthful.





Difficulty

The numerical or face value of the revealed card sets the Difficulty of the Knight's current Scene. The Difficulties are, in order: Ace, Two, Three, Four, Five, Six, Seven, Eight, Nine, Ten, Page, Knight, Queen, King.

The Bid

To overcome the obstacles they face, the Players each select a card from their Hand. This is their Bid. Once each Player submits a Bid, the Chronicler compares each card to the revealed card atop the Well, starting with the lowest Bid.

If the Bid Matches the Suit and Meets or Exceeds the Difficulty: they Succeed at overcoming the current Trial in a Gallant and Virtuous Manner. The Knight describes how they are instrumental in overcoming the current Trial. They may establish a new Mood for the Scene if they so choose. The Chronicler sets their Bid at the bottom of the Well.

If the Bid Matches the Suit, but does not Meet or Exceed the Difficulty: they Succeed in overcoming the current Trial. The Knight describes how, after a difficult struggle, they best long odds or draw from reserves of inner strength. The Chronicler sets their Bid at the bottom of the Well.

If the Bid Does Not Match the Suit, but Meets or Exceeds the Difficulty: they Succeed in overcoming the current Trial, but only just. The Knight describes how they are forced to use unorthodox means, rely on luck or chance, or even employ dishonourable tactics to attain victory.

The Chronicler sets their Bid at the bottom of the Well.

If the Bid Does Not Match the Suit, nor does it Meet or Exceed the Difficulty: they are Found Wanting in their current Trial. The Knight describes how they are very nearly vanquished, and are spared only by the aid of another Knight, or by the mercy of a foe, or by random chance. The Knight has dishonored themselves.

The Chronicler sets their Bid face-down before them, so that all may see their Shame.

The Devil's Bargain

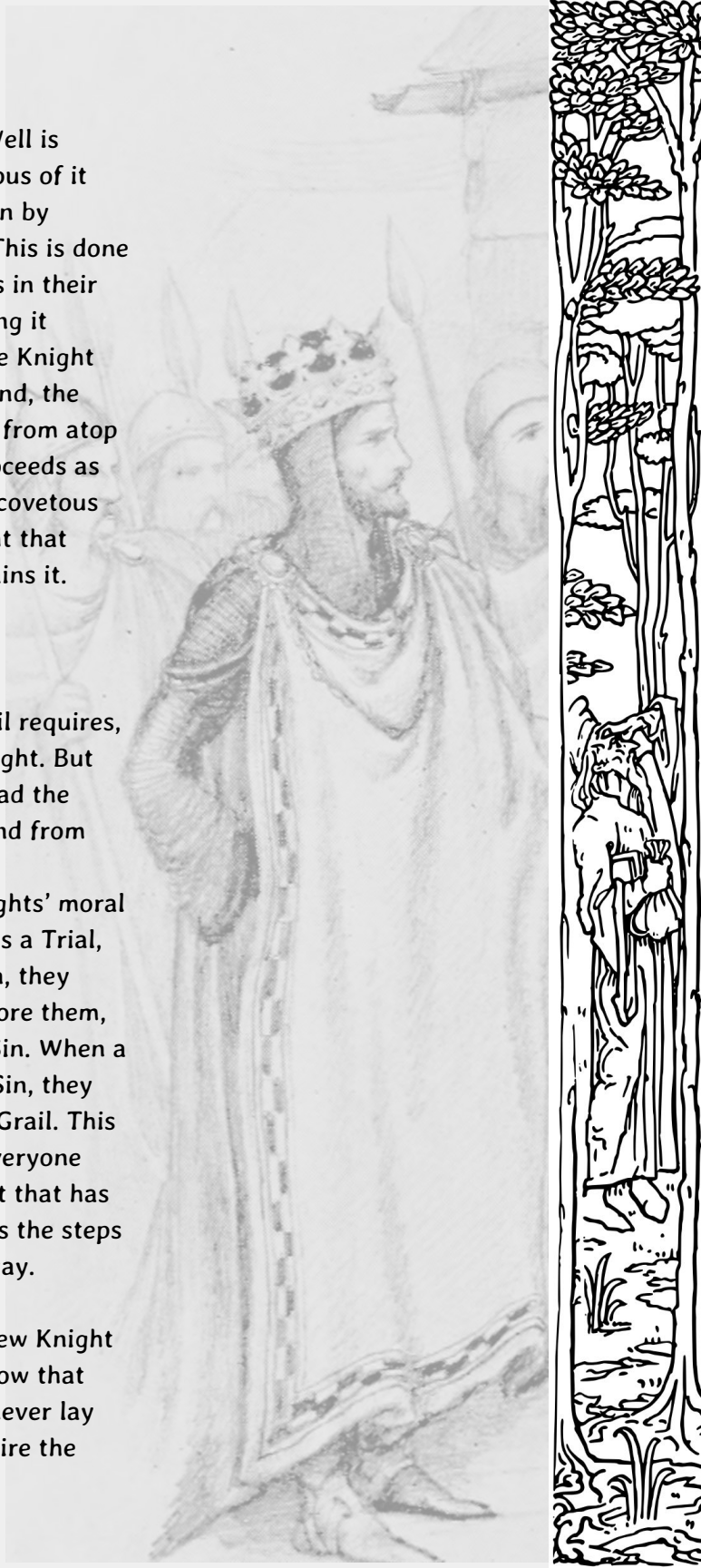
When the top card of the Well is revealed, any Knight covetous of it may demand it for their own by striking a **Devil's Bargain**. This is done by offering one of the cards in their Hand in exchange, by placing it face-down before them. The Knight takes the card into their hand, the Chronicler flips a new card from atop the Well, and the Scene proceeds as normal. If two Knights are covetous of the same card, the Knight that offers the **Lowest** card obtains it.

Sin

The Quest for the Holy Grail requires, nay, *demand*s a Perfect Knight. But the Trials along the path lead the Knights into Temptation, and from there into Sin.

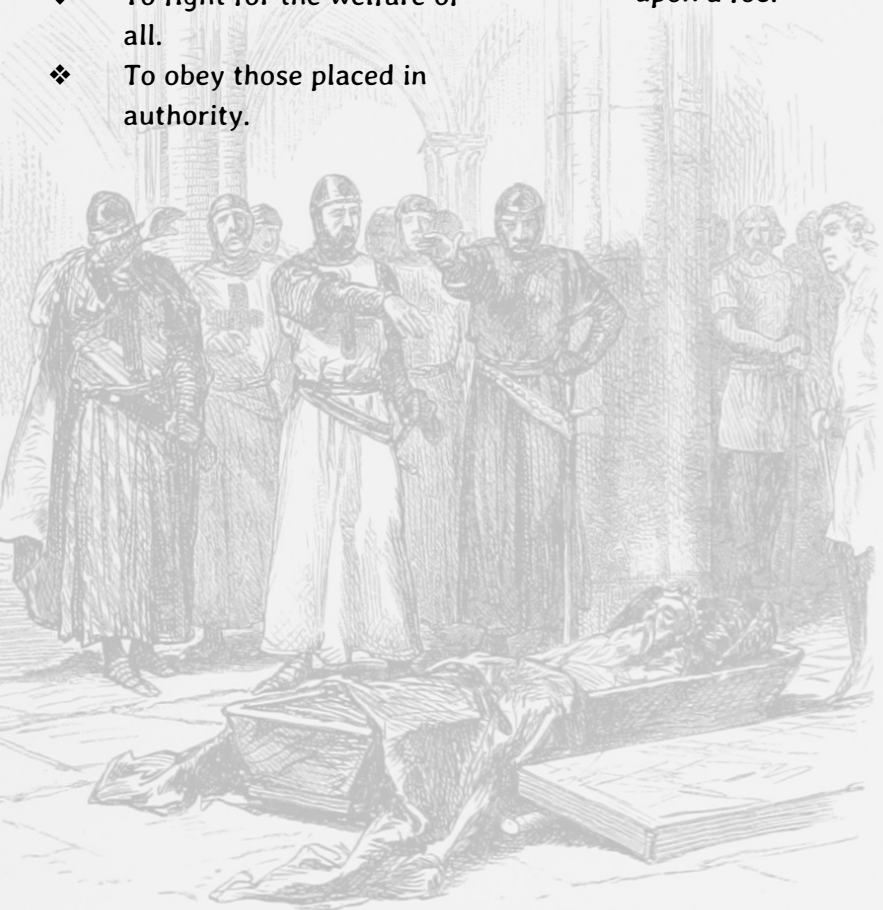
Sin is a measure of the Knights' moral failings. When a Knight fails a Trial, or accepts a Devil's Bargain, they place a card face-down before them, for all to see. This is their Sin. When a Knight has accumulated 5 Sin, they have lost sight of the Holy Grail. This is an important moment: everyone focuses on the tipping point that has brought you here, as well as the steps you have taken along the way.

Afterward, either make a new Knight or continue playing, but know that your unworthy hands will never lay upon the Holy Grail and retire the Knight as soon as possible.

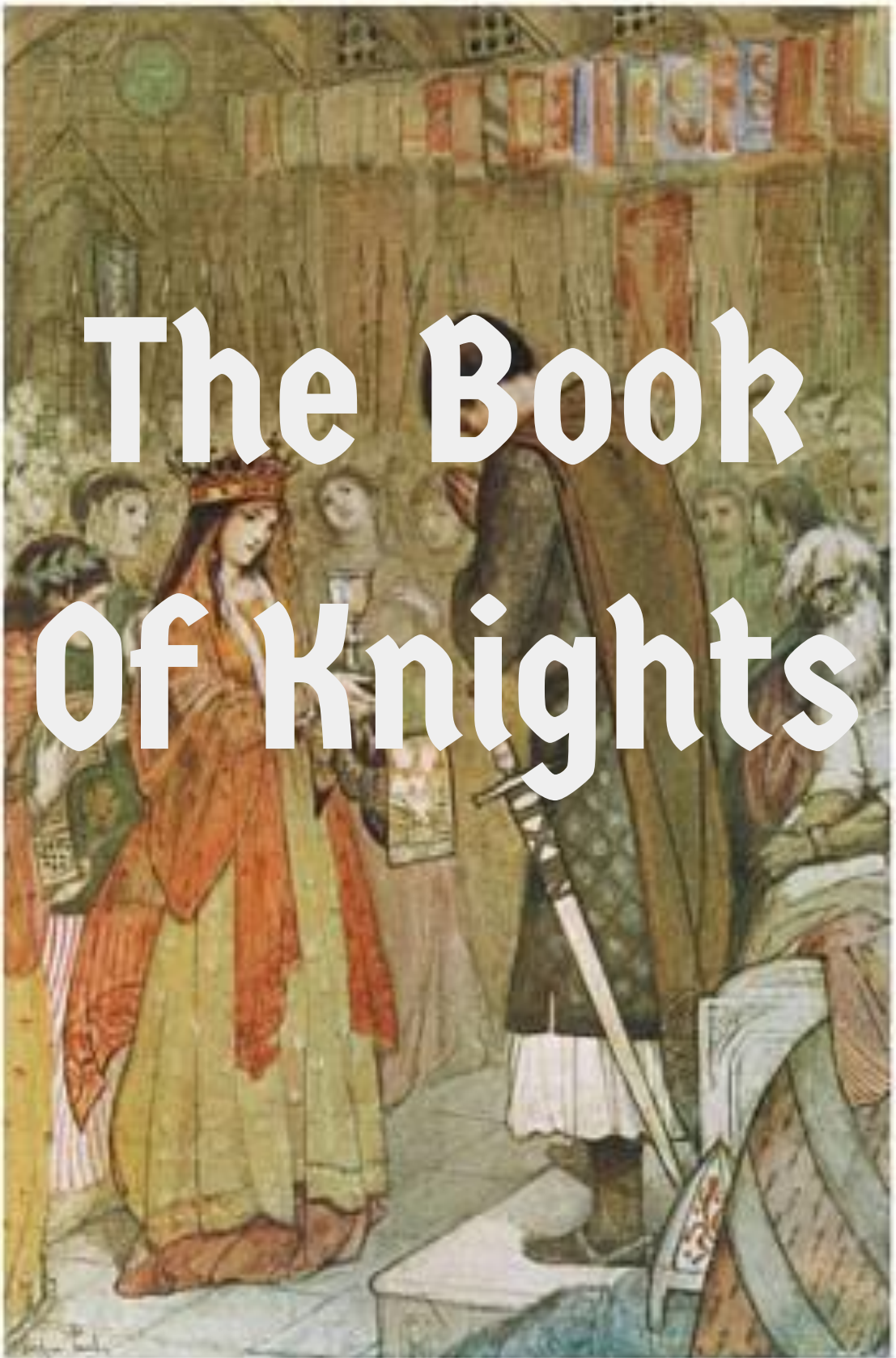


The Code of Chivalry

- ❖ To venerate the Divine and maintain the Church.
- ❖ To serve the liege lord in valour and faith.
- ❖ To protect the weak and defenceless.
- ❖ To give succour to widows and orphans.
- ❖ To refrain from the wanton giving of offence.
- ❖ To live by honour and for glory.
- ❖ To despise pecuniary reward.
- ❖ To fight for the welfare of all.
- ❖ To obey those placed in authority.
- ❖ To guard the honour of fellow Knights.
- ❖ To eschew unfairness, meanness and deceit.
- ❖ To keep faith.
- ❖ At all times to speak the truth.
- ❖ To persevere to the end in any enterprise begun.
- ❖ To respect the honour of others.
- ❖ Never to refuse a challenge from an equal.
- ❖ Never to turn the back upon a foe.

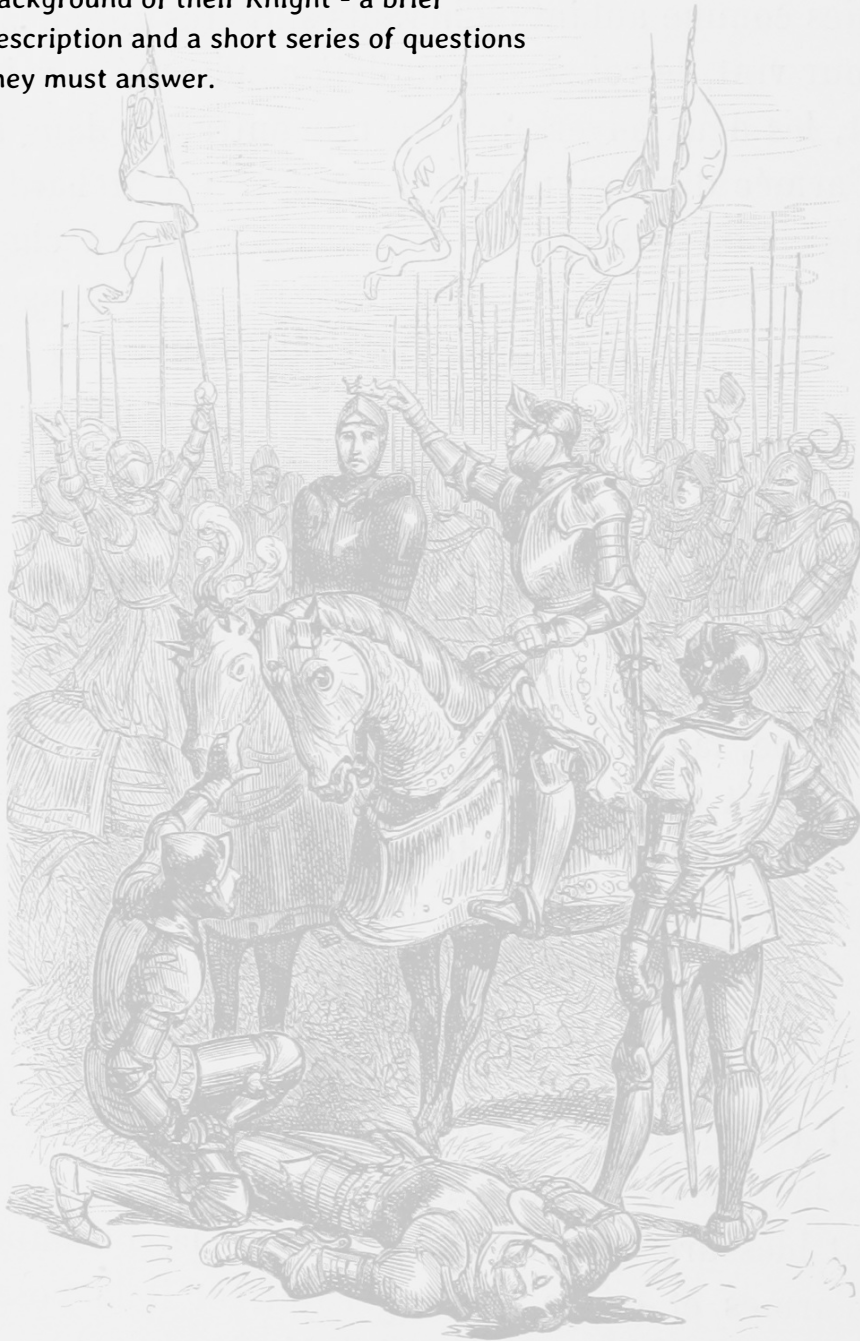


The Book Of Knights



The Book of Knights

At the start of the game, each Player is given a Trump Card at random (it is also permissible to choose a card). This is the Background of their Knight - a brief description and a short series of questions they must answer.



The Fool

You are a Knight-Errant, a newly-knighted cavalier seeking to prove your worth. Your innocence may be the purity laying hands on the Grail requires... or it may be what causes you to stray into temptation.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ What lesson did your master fail to teach you?
- ❖ What did you find in the forest grove the night before you set out on your quest?

Ask the Others:

- ❖ Who will my inexperience imperil?



THE FOOL .

The Magician

You study the arcane and the forbidden arts. Some would call you a heretic; you would call them a fool. The Holy Grail lies beyond the ken of ordinary mortals - how else would one obtain it but by through the mystical arts?

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ Who have you struck a bargain with for sorcerous power?
- ❖ What spell has saved you six times previously, that you fear will fail you a seventh?

Ask the Others:

- ❖ Who has been reading my scrolls while I sleep?



The High Priestess

The words of the Divine course through your mind. You can hear Their words, and are guided by Their edicts. Your cause and your path is righteous. Who would the Grail go to, if not one of the Faith?

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ What sign have you been given that you are so certain of your success?
- ❖ Why does the King look upon you with such loathing?

Ask the Others:

- ❖ Who does not believe my visions are legitimate?



The Empress

You are renown for your wise counsel. Kings and Queens bend their ears to heed your words, and all marvel at your intuition and insight. Should the Grail not go to one who's prudence and sagacity would spread prosperity and Divinity across the land?

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ What ordinary item do you keep with you at all times?
- ❖ How do you make an entrance?

Ask the Others:

- ❖ Which of you has been ensnared in my machinations previously?



The Emperor

You were born to rule. Your bloodline is pure, your lineage noble and respected. To be recognized and rewarded by the Divine is your destiny. You were born for this.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ Why do the King's hunting hounds fear you?
- ❖ Who is your great foe, and what is the reason for your feud?

Ask the Others:

- ❖ Which of my companions do I consider the most inferior?



The Hierophant

The Church is your life, and you have ascended highly. Few can claim to be as close to the Divine as you; fewer still have immersed themselves in the sacred texts, the rites, the rituals. The Grail is a religious icon - it belongs in your Church.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ What item, blessed by the Divine, do you carry with you at all times?
- ❖ Why do none speak of the time you saved your liege lord's life?

Ask the Others:

- ❖ Which of my companions do I consider a blasphemer?



The Lovers

Your heart beats only for another. They are your all, your life, your light - and yet, you are denied them, and called unworthy. With the Grail in your hands, none would dare name you unworthy, and the purity and fierceness of your Love shall surely cause you to prevail.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ What token of your lover do you wear in secret?
- ❖ What detail about your last battle will you never speak of?

Ask the Others:

- ❖ Which of my companions am I most willing to sacrifice in the name of my love?



The Chariot

Your resolve is unshakeable, your determination unwavering. You possess the utmost confidence in the certainty of your victory, no matter what forces are arrayed against you. Divinity is in Faith, and in Endurance, and in Self-Discipline - with these three things, you *will* recover the Grail.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ A sorcerer has scry'd your only weakness. What is it?
- ❖ Why do you prefer such an antiquated suit of armor?

Ask the Others:

- ❖ Who among you have I broken lances against previously?



Justice

You are honourable to a fault. The Code of Chivalry is more than a set of guidelines, it is an ethos to be rigidly adhered to at all times, even when it is difficult. Especially when it is difficult. Only by unwavering obedience - to the Code, to the Divine, and to your superiors - can one prove themselves worthy to hold the Grail.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ Where did you come by your sword, and who possessed it last?
- ❖ What did you throw down a well as a child?

Ask the Others:

- ❖ Who among you doubts my commitment to the Code?



The Hermit

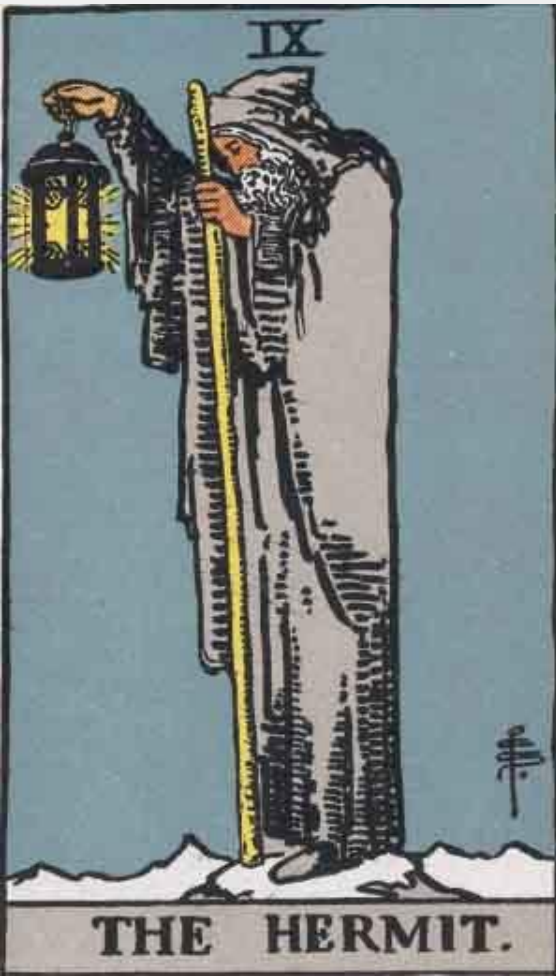
You are a seeker of truth, a discoverer of this last and greatest mystery. You have studied Grail lore extensively, digging through the archives and ancient tombs in search of this most sacred of relics. At last, the culmination of all your efforts has brought you within reach.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ To whom have you promised a share of the glory?
- ❖ When all appears hopeless, where do you turn?

Ask the Others:

- ❖ Who among you doubts the validity of my research?



Wheel of Fortune

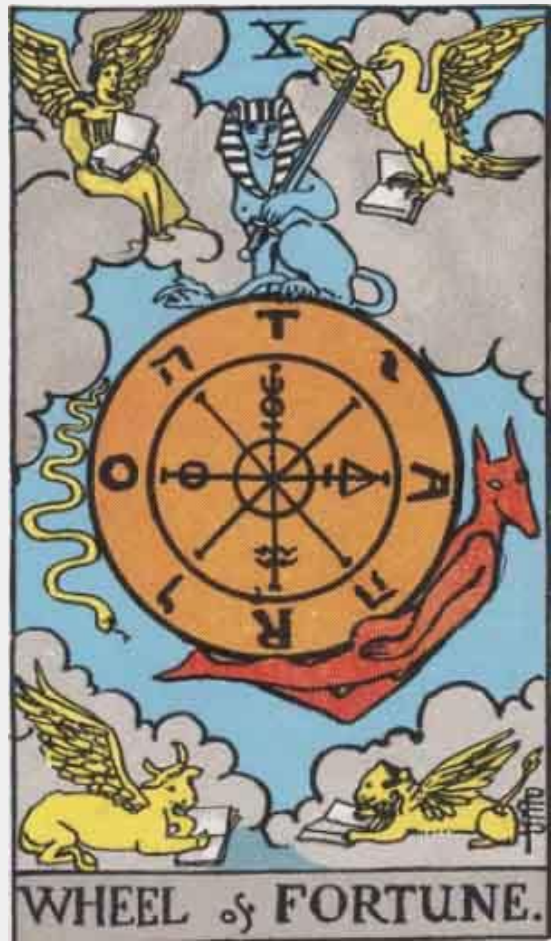
You are a rogue, a gambler, one who lives life on the edge. Destiny, chance, fate, fortune - these are all just ways of ensuring your success while avoiding failure. You're betting your luck will run out last on this most perilous of quests - the quest to recover the ultimate treasure, the Holy Grail.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ How did you come by that scar?
- ❖ When you saw your death in the wizard's scrying orb, how did it come to pass?

Ask the Others:

- ❖ When will my luck run out?



Strength

You are a warrior of great renown. None dare stand against you in the lists or in the meele, and when you go to war the enemy quakes at the sight of you. With the Grail on your war-banner, what enemies of the Divine would dare stand in your way?

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ What proclamation did the soothsayer make on the night of your birth?
- ❖ When was the last time your sword disobeyed your command?

Ask the Others:

- ❖ Who among you do I fear is my equal?



The Hanged Man

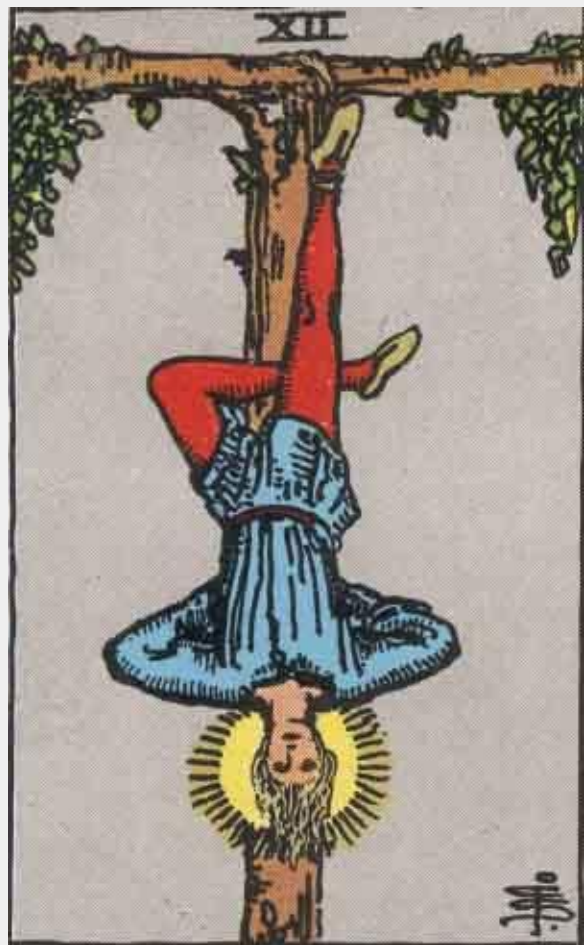
You have been accused and condemned. The ultimate redemption of the Holy Grail is the only means to preserve your life. If they catch you, they will kill you... but first they have to catch you.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ What strange material is your shield made from?
- ❖ The King's father spoke three words to you on his deathbed. What were they?

Ask the Others:

- ❖ Which of you was among my accusers?



THE HANGED MAN.

Death

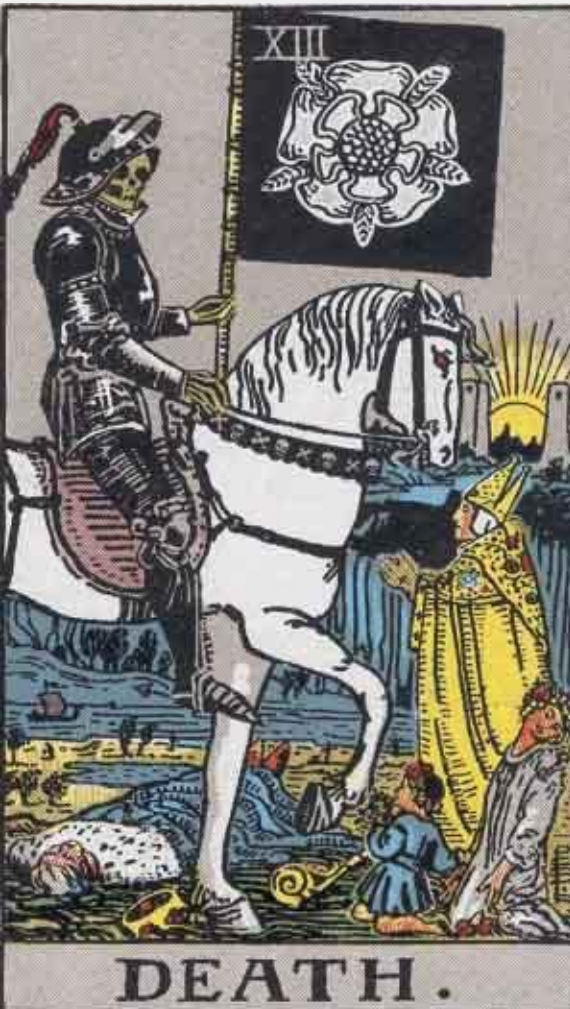
You are not long for this world. Even now, the wound you suffer festers and saps at your once-enviable strength. All other medicine, magic or prayer has failed you. The Cup of the Divine is your only source of salvation.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ Why can you not set foot in a church?
- ❖ Why must you never unsaddle or unbridle your horse?

Ask the Others:

- ❖ Which of you has sworn to see me dead?



Temperance

You live in quiet seclusion. Your days are spent in meditation and prayer, and your life is one of asceticism and fervent introspection. Mastery of Temptation comes firstly by Mastery of the Self. When you have at last proven yourself risen above Temptation, the Grail will be yours.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ Why do you fear your sibling's return from their own Grail quest?
- ❖ You are a strong swimmer. Why, then, do you avoid the deep water at any cost?

Ask the Others:

- ❖ Who among you finds my piety overbearing?



The Devil

A curse hangs over your head, one that is fated to claim your life and your immortal soul. But you've always been a good Knight - steadfast and upright, pious, honourable. Surely there is some redemption for you? Surely the Holy Grail could cleanse this unjust affliction from your soul?

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ What do you wear in public to hide the sign of your curse?
- ❖ At what skill at arms are you undefeated by mortal Knights?

Ask the Others:

- ❖ Which one of you prays for my soul?



The Tower

The world is a den of scum and villainy, preying on each other and the few innocents that remain untainted. With all the sin and wickedness, it is little wonder the Divine has hidden the Grail from humanity. Do we deserve it? Might it be better left hidden, lest we corrupt it, as well?

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ What is the one thing you trust in this world?
- ❖ What terrible price does your blade demand for drawing it?

Ask the Others:

- ❖ Who among you has secretly been tallying my blasphemies?



The Star

You are respected. Renown. A paragon of courtly virtue. A champion in the lists. A stalwart shield on the field of honor. What victory is left to you, save for the Grail? What fall awaits you, should you fail to deliver?

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ What do they whisper when they think you cannot hear?
- ❖ Why can you never spill the blood of another when the moon is high?

Ask the Others:

- ❖ Who among you knows the secret to my strength?



The Moon

You are perpetually overlooked and underappreciated. Your exploits go uncelebrated, your victories, unheralded. Long have you simmered in resentment. With the Grail in your hands, how could they ever ignore you?

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ When you stood at the crossroads at midnight, what did you offer in exchange for power?
- ❖ What constellation have you woven across your cape, and why?

Ask the Others:

- ❖ Who among you has shunned me at court for my misdeeds?



THE MOON .

The Sun

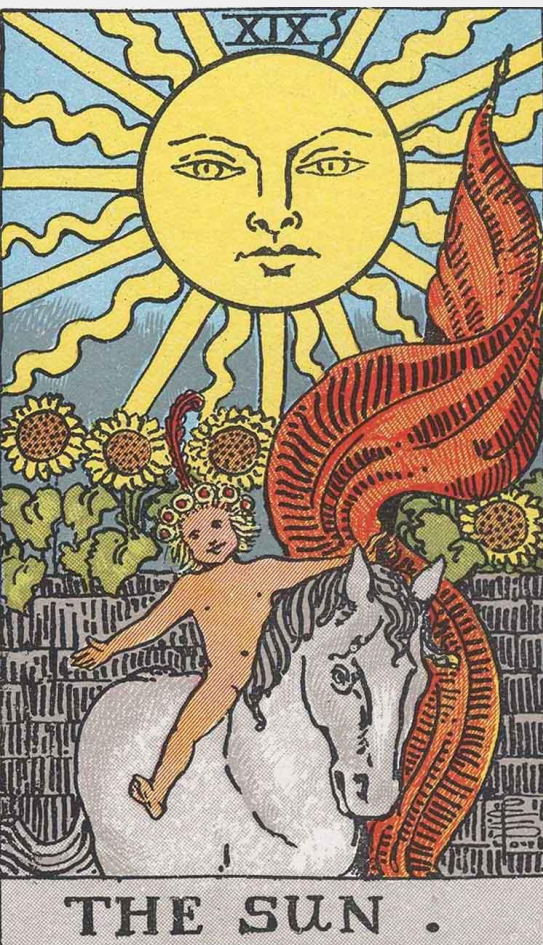
You are the scion of a great Knight, and with your noble birthright you bear great expectations. Every one of your victories is measured against theirs. Every one of your talents is compared to theirs. With the Grail in your hands, you will finally surpass them.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ Why must you keep the skull in your saddlebag wrapped in cloth at all times?
- ❖ When you blow upon your great hunting horn, why can only certain ears hear it?

Ask the Others:

- ❖ Who among you knows my ancestor's great secret?



Judgement

The world is sinful. Venal. Weak. Everywhere you look, you see moral and spiritual failing. People succumbing to temptation. A real rain is going to come and wash away the evil in this world. That rain will be you, at the head of a Divine host, the Grail held aloft before you.

Ask Yourself:

- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ When did you stop hearing the voice of the Divine?
- ❖ What strange metal is the point of your spear fashioned from?

Ask the Others:

- ❖ Who among you saw me violate my own code of ethics?



The World

You have traveled far and seen much. There is great evil in the world, and wickedness, but great good and Divinity in it, as well. Light and Shadow, forever in a deadlock - will the retrieval of the Grail be enough to at last turn the tide, and bring about a better world?

Ask Yourself:

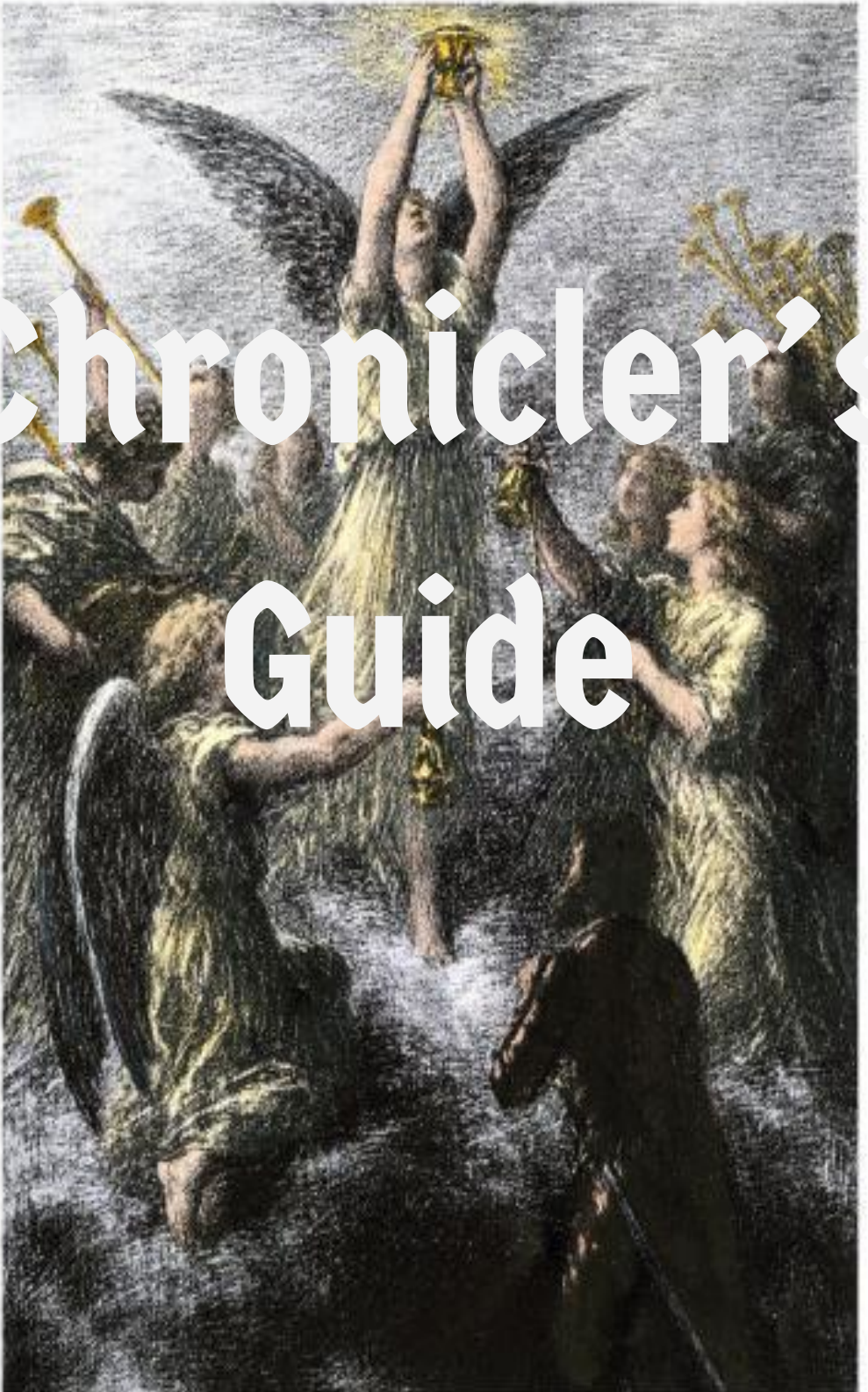
- ❖ What is your name and coat of arms?
- ❖ What skill of yours - martial, musical, courtly - has earned you glory and acclaim?
- ❖ Why must you never be caught beneath the boughs of an oak tree after dark?
- ❖ What esoteric material is your shield fashioned from?

Ask the Others:

- ❖ Who among you finds my preaching self-serving?



Chronicles's Guide



Chronicler's Guide

How To Run Chalice

Chalice, at its heart, is a game about hubris, and how altruism and good intentions can pave the way to desperation, greed and avarice. What truly motivates the Knights to seek the Holy Grail? Is it to "restore the Grace of the Divine," as they have been told? Or is it for their own personal glory? Duty and loyalty may have set their feet upon the path, but pride keeps them going, pushing them deeper and eventually tempting them to vice and Sin.

Creating a Quest

In addition to the usual themes, each session of Chalice should be built around a theme determined by the Chronicler. This gives focus to the Quest and ties the trials, temptations and eventual conclusion together into a cohesive and satisfying whole.

Moral

First, decide upon your Moral. This should be a single abstract yet evocative word or theme, such as Green or Shadow or Dreams.

Moments

Next, come up with a list of moments. Moments are short, descriptive scene fragments that reinforce the theme. Aim to develop at least ten different moments, which you'll pepper into your narration during the game. For example, if you are using the theme of Green, a moment might be "a thin layer of verdigris-green growth has begun to crawl up your gauntlet", or for Shadow, you might write "dark hands at the edges of your vision seem to reach out to you, trying to grasp you or pull you back".

Moments are good opportunities to describe the trials and temptations the Knights will face. Moments are also good opportunities to reveal the fate of previous Knights that set out in search of the Holy Grail. For example, if your theme was Dreams, a moment might be "a vast field of flowers, dotted with the prone forms of Knights in repose - utterly still, whether resting or dead, you do not know".



Maladies

Now, make a list of maladies. Maladies are ways by which a Knight's Sin compromises their physical and mental well-being and lessens their focus in their Quest as their Sin increases. If your moral was Moss, a malady could be "no matter what or how much of your provisions you consume, you find everything tastes of soil, of sponge, of damp and decay," or "the edge of your blade is spotted with rust and rot. Why bother to mend it?" You'll want between 3 and 5 maladies for each Knight.

The Quest

As the Knights proceed farther - physically and spiritually - on their Quest, they move through five different Canticles, starting at I. Each Canticle contains one or more Trials, which they must overcome to proceed, and one or more Temptations, that seek to lead them astray from their Quest.

Canticle I - The Guardian

The Trials in the first Canticle exist to swell the confidence of the Knights. There should be a modicum of risk involved, but ultimately not enough to pose a serious threat - they should be self-assured, with their mettle tested, that their cause is Righteous and Good and that they are fated to succeed.

Example Trials: a great boar or bear placed in your path, a party of rival Knights sent to waylay you on your Quest.

The Temptations in the first Canticle should be fleeting and impermanent - appealing, but ultimately tameable. Connect them with broad promises of Honor and Glory at the culmination of their Quest.

Example Temptations: a hermit who knows the way, a familiar location scrawled on your map.





Canticle II - The Puzzle

The Trials in the second Canticle exist to make travel difficult and separate and isolate the Knights. They assail at the resolve of the Knights in mental and spiritual manners as well as physical, and plant a seed of doubt.

Example Trials: torrential rain and mudslides, an untraversable forest maze.

The Temptations in the second Canticle take on the form of a clear path. They show the Knights that the Grail is within sight but just out of reach.

Example Temptations: dreams and visions of the Grail, ancient ruins and temples, a questing Knight's body.

Canticle III - The Setback

The Trials in the third Canticle exist to grow and fester the seed of doubt planted in the first Canticle. They sap further at the Knight's resolve and determination, and force them to question their motives - and those of their fellow Knights.

Example Trials: a false trail, the revelation that an enemy was not an enemy, the realization that an ally was not an ally.

The Temptations in the third Canticle are personal, tailored to the Vice of each Knight.

Example Temptations: a place to rest your weary head, food and drink from home, the comfort of pleasant company.

Canticle IV - The Climax

The Trials in the fourth Canticle are supernatural. They are intended to test what the Knights are willing to compromise or sacrifice to overcome unreachable goals or overwhelming odds.

Example Trials: a Knight of preternatural strength and vigor, a fearsome dragon, the wail of a keening banshee.

The Temptations in the fourth Canticle are just out of reach. They show the Knights the Grail - and all the Honor and Glory that accompany it - on the table, waiting to be claimed by them, if they would only push a little further, a little harder.

Example Temptations: the succour of the Castle of Maidens, the forbidden feast of the Fey.

Canticle V - The Revelation

The Trials of the fifth Canticle are, more so than any other Canticle, spiritual. They force the Knights to make bargains or compromises with their morality, with the Code of Chivalry, and with the bonds they have forged with their fellow Knights to proceed.

Example Trials: isolation and abandonment, a shortcut to success over your companions.

The Temptations of the fifth Canticle is always the Grail itself - or appears to be - presented in such a way that the Knights must give into their Vice to obtain it.

Example Temptations: the blessing of the Fisher-King in exchange for attacking a fellow Knight, a rival in peril, clutching at the Grail.



The background is a dark, atmospheric painting of a cathedral interior. The scene is dimly lit, with a warm, golden light emanating from a central area, possibly a window or a fire. On the left, a figure stands with arms raised, holding a long staff or pole. On the right, a horse is visible, partially obscured by shadows. The overall mood is mysterious and somber.

A Sample Quest: The Cathedral of Green

A Sample Quest: The Cathedral of Green

"...who drinks the water I shall give them, says the Lord, will have a spring inside them welling up for life eternal. Let them bring me to your sacred grove in the holy place where you dwell. Beneath the Maiden's Tears and through the Vale of the Veil, at the feet of the Stone Giant, beyond the Mossy Calvary, to the Green Chapel where the cup that holds the blood of Jesus Christ resides forever..."

Moral

Green.

Moments

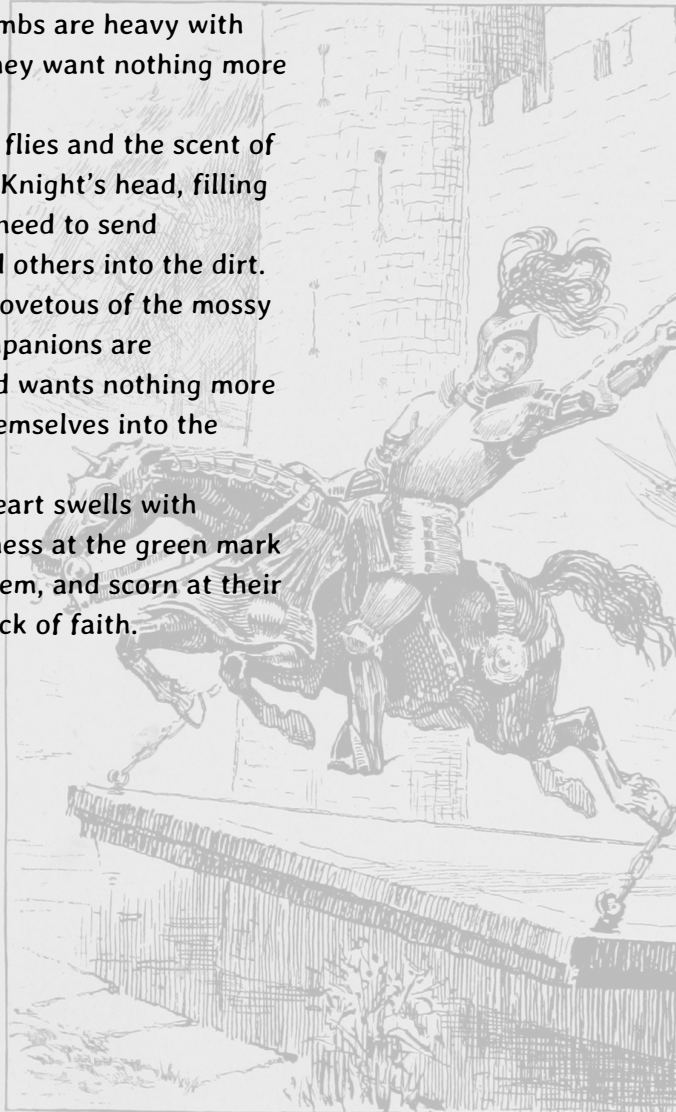
These moments can be used to provide texture to the world and reinforce the theme. Pepper them in at any point along the journey.

- ❖ When the Knights awake from rest, a thin layer of moss has begun to coat their arms and armor.
- ❖ Roots and vines stretch out and twist to tangle and ensnare the Knights.
- ❖ A thin, diaphanous mist stretches out in all directions, obscuring the Knight's progress.
- ❖ The dew-laden grass beneath the Knight's feet is spongy and threatens to give way beneath them.
- ❖ The air buzzes about the Knights, as if they were surrounded by a cloud of flies.
- ❖ A verdant green haze begins to settle over the Knight's vision.
- ❖ The Knights' clothing is always damp and sodden.
- ❖ The Knights' heraldry and colors slowly begin to blur and fade to an amorphous green.
- ❖ Everything the Knights touch feels slippery and wet, as if coated in a thin layer of slime.
- ❖ The ever-present scent of decay fills the Knights' nostrils.



Maladies

- ❖ The green grass is so cool and inviting, and the Knight wants nothing more than to roll about in it.
- ❖ No matter what the Knight eats or drinks, all they taste is soil and sponge and damp.
- ❖ The Knight's most treasured belongings begin to become spotted with mold and veridigris no matter how much they oil and polish it, and they regard the well-maintained Outfit of their companions rapaciously.
- ❖ The Knight's limbs are heavy with entropy, and they want nothing more but to rest.
- ❖ The buzzing of flies and the scent of decay is in the Knight's head, filling them with the need to send themselves and others into the dirt.
- ❖ The Knight is covetous of the mossy tinge their companions are developing, and wants nothing more than to lose themselves into the green.
- ❖ The Knight's heart swells with self-righteousness at the green mark of God upon them, and scorn at their companions' lack of faith.





Canticle I - The Maiden's Tears

Trials: The sun-dappled forest path gives way to the icy currents of a swift-flowing river, spilling suddenly out over a sheer cliff to create a roaring waterfall. Amidst the spray of mist, a party of *godins* - highwaymen and road-agents - step out from between the trees, arrows nocked and blades bared. A feverish light burns within their eyes, and the mud, moss, and grass stains on their draub, verdant forest garb shows a lean life under the boughs. This can be an opportunity to describe features and mannerisms of the Knights by contrasting them against a third party.

Temptations: The *godins* should speak of "bringing [the Knights] to the Mossy Place" during the encounter, speaking very specifically to the location of the Green Chapel. Ask the Knights questions which get the party talking about what they would do with the Holy Grail, should they lay hands upon it.

Canticle II - The Vale of the Veil

Trials: The Knights must alight and find a way to descend the sheer cliff face at the waterfall to vale below. As they do so, find ways to separate or isolate the Knights, or cause one Knight's success to lead to another's hardship. During this Canticle, ask questions about the Knight's fears, and how the very woods seem to be working against them.

Temptations: Once at the foot of the waterfall, night falls swiftly, forcing the Knights to make camp or continue their travels in the dark. An old man in a small boat fishes in the pond the falls feed into, speaking in riddles of a mysterious "Fisher-King" who provides aid to Knights-errant seeking the Grail. He will also fill the Knights' heads with tales of those that came before them, searching for the Grail, and the ends they met. Ask the Knights who they might have known went on Grail Quests prior to their own. Who were those Knights? What fate might have befallen them?

Canticle III - The Stone Giant

Trials: As night swiftly falls, the Knights are forced to search for the "[feet] of the Stone Giant" in the dark. The Vale of Veils is filled with an unnatural fog, and the trees twist and bend to lead the Knights in circles. The Knights should feel as if their companions are slowing them down or holding them back. Ask them separately, in private, how they might win the Grail on their own... and then ask them as a group.

Temptations: As the Knights traverse the unnatural fog in search of the 'Stone Giant', tempt them individually with their Vices, and use their weaknesses to pit them against each other.

Canticle IV - The Mossy Calvary

Trials: when the Knights emerge from under the feet of the Stone Giant, they find themselves in a narrow vale, the air misty from the waterfall. Everywhere is lush and wet, and covered in verdant moss. Directly ahead, a stone path leads to a small chapel, its surfaces covered with a kind of slimy mold, which streak the walls and drip from the edge of the roof. The mold is bright green. The Knights also see broken suits of armor heaped untidily beside the chapel door, old breastplates rusting in the pale sun and dented helmets lying on their sides, swords and axes casually thrown all around. It is ominously silent, with no birds or insects or night animal sounds to be heard, and yet there is a presence - and then a guttural animal sound from within. A strong odor of decay wafts from the chapel, and suddenly there is a Knight in the doorway, a massive figure in heavy armor smeared with green mold, bearing an executioner's axe.





Temptations: The Green Chapel is not entirely within the mortal realm, and tests the Knights with promises of power, glory and other such human desires would they only abandon their Quest for the Grail. As they enter the Chapel, confront them with visions of the drives they revealed in Canticale I.

Canticale V - The Green Chapel

Trials: Deep within the Green Chapel, the Knights come to the Court of the Fisher-King - the old fisherman they encountered in Canticale II, now clad in regalia befitting royalty and attended by shrouded servants. The Knights will begin experiencing visions of their companions claiming the Grail and abandoning them in the Court. The Knights' drives, desires and Sin will manifest here as twisted apparitions, making dangerous demands of the Knights in order to proceed.

Temptations: Passages to the Grail appear throughout the Court, but always appear blocked - inadvertently or purposefully - by another Knight. Describe the Grail in exquisite detail, but obscure or vaguely detail the rest of the world. Reinforce the notion that only one Knight, the most worthy Knight, may claim the Grail.

