

# THE WEDDING OF ALLAN-A-DALE

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## Overview

This adventure begins with an unconventional robbery that might very well catch the company off guard, since what they thought would be an easy robbery is a cleverly disguised ambush against them. Complicating matters is the fact that they are outside the forest on a heavily patrolled road so the Sheriff's men are likely to become involved and overwhelm the company if they don't get the robbery under control quickly.

Schemes within Schemes:

Each time this card is drawn, add two extra guards (no armor, d4 stats) to Sir Steven's castle entourage.

## Scene #1 Just Outside the Forest

"Lately you have made a name for yourselves as some of the best thieves in Robin's band. So much so that the local villagers and royals have dubbed your little group Robin's Rogues. (Each player gains a D6 Infamy for the adventure). Royals and tax collectors have been avoiding the forest for the most part, so this has emboldened you to rob just outside the forest along the patrolled roads to further your infamy."

"Today you find the Baroness of Butler on the main road with a tarp covered wagon, undoubtedly hiding some rich finds for the right kind of thieves. She is a staunch supporter of Prince John, and has nothing but disdain for the men of Sherwood. The robbery should be easy as it's just the Baroness and one sole man driving her in the wagon and guarding her from harm. He wears medium armor and

carries a longsword."

The company can try whatever little crafty plan they want to rob the Baroness. What they don't know is that she has a surprise for them.

When it's the Baroness's turn she says, "Ruffians of the forest, your day has come, I will see you dead or hanged for robbing your betters". And with that, men concealed under the tarp spring up, throwing the cover off the wagon and immediately taking their actions. Each man is armed with a bow and shortsword. They all take their turns as soon as they are uncovered.

Armed Guards Henchman (number = to the company)

No Armor

D6 attack/defence

Baroness's Driver and Escort

Medium Armor

D8 attack/defence

At the start of the third round, read the following:

"Someone has heard the commotion and fighting as you can hear the sound of many horses traveling in your direction. Your intuition tells you that this is most likely the Sheriff's patrol and they may have numbers greater than yours. You have only another couple of rounds to finish up here or you may be finishing your lives in the dungeons below Nottingham Castle."

If any of the company can check the wagon, it's empty and devoid of any treasure. In fact it's very clear this was just a ruse to catch the company out in the open. Retreat is the best course of action.

Sheriff's men (number = to the company + 1/2 more)

Light Armor

D6 attack/defence

Give each person that doesn't end up captured a point of Pluck.

## Scene #2 Back at Robin's Hideout

"You are disheartened by the battle you were forced to retreat from, although ultimately this is only a minor setback. Your scores have been bountiful of late, and not every robbery can be successful. You return to Robin's camp with the news of the ambush and find Robin speaking with a man.

If the company tells Robin of their misfortune:

"Friends, do not ye despair, for the Sheriff and his allies are a careful and shrewd lot and today is not a day to despair. This be Allan-A-Dale who has come to us with a problem and I was just about to listen. "Robin turns to the young man, "Methinks thou art over young to be perplexed with trouble. Come sit thou here beside me, and speak at thine ease."

"I hail from York to the sweet vale of Rother, traveling the country as a minstrel. I would stop at castle and hall and farmhouse to sing for food and drink. It was at such a farmhouse I sang for a maiden as pure and lovely as the first snowdrop of spring. She pleaded with me to stay and over time she and I spoke of love. It was only a fortnight ago that we pledged to be true to one another forever, my sweet Ellen. We broke the news to her father and he be a furious man; he had already arranged for his daughter to marry a knight named Steven of Trent. The knight had loved her from afar for many moons. He threatened me with my life and took her to the keep of Sir Steven, where she remains under lock and key to be wed against her will. "

You all listen in silence. So simple are the poor boy's words, and so deep his sorrow, that even Little John feels a knot in his throat. John stands and says "By the breath of my body, I have great part of mind to go straightway and cudgel the nasty life out of the body of that vile Sir Steven!" "Little John," says Robin, "We have business in Barnsdale, but what say you to letting our friends swing the cudgel and save the damsel?" Robin looks in your direction. "Seems like a fair and fine task for those named Robin's Rogues."

The company can respond that they will take the case. If they do, give them all two Pluck, tis such a fine, true thing to stand for love.

## Scene #3 Trent and Sir Steven's Castle.

The small keep of Sir Steven is near the modern day city of Chellaston. This area is famous in Robin's time as being one of the possible places he was born. A small village is near the keep and while there is not much in the way of taverns, blacksmiths, or merchants, there may be villagers sympathetic to Allan-A-Dale's cause. Sir Steven is not well liked by the locals and he keeps them in line with fear and intimidation.

There's no right or wrong way to approach the company's operation here. They may use subtlety or brute force to rescue the damsel. What we've outlined here is the opposition.

The castle itself is an old Norman keep. Very old, crumbling walls surround the castle. A quick climbing check gets you easily over the walls. No one even guards the walls, so unless it's broad daylight the company will probably not be spotted. The keep itself is divided into two halves with an entrance to the right half in front of the castle, and an entrance to the left half at the back of the castle. Once inside the castle there is no way to access the other half except for a secret passage on the second floor. Each entrance is guarded by 4 men, wearing no armor, and short swords.

Entrance Guards:  
No Armor  
D4 attack/defence

The left side features a long gallery when you walk into the entrance, turning to the right leads to the chapel, then accessing the other door in the chapel is a series of servants' quarters off a long hallway, then another corner, with a kitchen and storage area, and around the final turn leading back to the front gallery, another set of servants' quarters. The middle of the castle is a giant feast hall. Stairs are accessed in



the chapel.

The second floor features rooms for visiting servants, the top floor consists of suites for visiting royals. Ellen is not to be found here. In fact the top floor is currently empty of anyone.

**Notable Persons:** There are three of Sir Steven's best men eating in the feast hall when the company arrives. If they are alerted to anything they come to Sir Steven's aid.

**Sir Steven's best men**  
Light Armor  
D6 attack/defense.

On the right side one enters a great chamber filled with paintings, chairs, and tables; a reception area. Reaching the corner on the right you move into another hallway that becomes a great hall, reserved for dances and entertainments; turning again leads to the granary which is normally shut off by double doors so visitors can't access it. On the other side is a weapons hall. The middle area is an audience chamber.

The second floor features a small library (this is where Sir Steven will be) and private chapel. In the

library is a secret passage that links the two sides of the castle together. The top floor, similarly to the other half of the castle, is comprised of suites. It's here that Ellen has her own room. There are two guards posted on her bedroom, with the same abilities as the entrance guards.

**Entrance Guards:**  
No Armor  
D4 attack/defense

**Sir Steven**  
No Armor (he wasn't expecting an attack)  
He begins any fight with SM and Pluck equal to the number of the company.

**Skills:**  
Swordplay: D10  
Dodge: D12  
**Physical Traits:** Strong Arms: D10  
**Personality Traits:** Wiley D12  
**Virtues:** Pious D10, Logical: D10  
**Vices:** Lustful D12, Greedy: D8  
**Equipment:**  
Longsword: D10

**Tactics:** If Steven is outnumbered he calls for guards. All available guards will converge on the library at the end of the following round (meaning the company will have a full turn before they arrive). If he receives a second wound he will use his secret passage to escape to the other part of the castle.

Steven has access to the 4 guards and each entrance, and the men in the dining hall (11 total if the company hasn't dealt with any of them.)

## Scene #4 Over the River and Through the Woods

If the company can make an escape and Sir Steven is still alive he will call for the rest of his men in the village (10 more, no armor, D4 attack/defense) and ride after the company. It will take him a few minutes to arrange all this but then the company may have a chase scene on their hands.

There's no scripting the way the chase scene will go

but here are some fun things that can happen in the chase.

Steven and his men are on horses. This makes them likely to eventually catch up to the company. Start with the company spotting them about 3 rounds away from catching them. Steven's men will attempt to shoot arrows using their D4 attack skill until they can get close enough.

The company should use the river Trent and maybe the forest line a couple of rounds away to make their escape. They can stop to fight if they would like but they may be outnumbered.

When things look almost lost, arrows from the forest line begin to even the odds. Robin sent Will Scarlett and a few of the Merry Men to assist with the escape.

### Scene #5 Back to the Hideout

You return to the hideout of Robin. There you find Robin taking off a blindfold of a man in robes. He looks in your direction. "What ho! You have succeeded in thine quest, let me look upon this lass. By the stars she is most beautiful. If Allan-A-Dale was not a loyal and stout fellow I might have the lady myself." The men of Sherwood let out a bawdy hoot. "Here by lilies in the cheeks, and roses such

as befit a bonny bride, But I fear she does not wish to marry me!"

"I do not my good man," Says the woman, "Yet for your kindness I offer you my last kiss as a maiden" and she kisses Robin and the Merry Men continue their loud bawdiness and hooting.

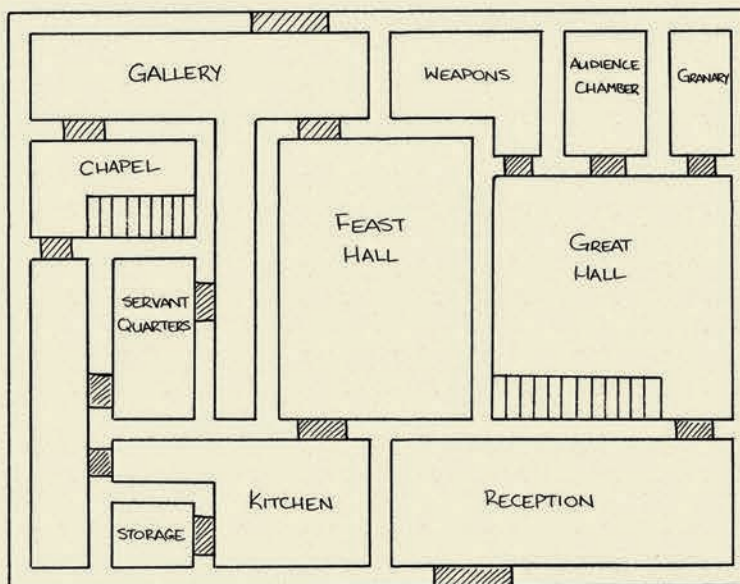
"Well it would be no fit wedding for you my dear, for I am not your true love, Allan-A-Dale. Hasten to the cave, you will find clean water in a bowl, fix yourself for vows to be exchanged."

"I will NOT perform this ceremony!", says the man in the robes. "You are all outlaws and abductors! I will see this fellow whipped for his saucy tongue and bold speech!"

"Hold thy tongue bishop, less you lose it!" says Robin, "you are a rich man, made wealthy by tithes and other worldly promises. You saw how easy we took thee, do you think we do not see your coin purse? I hold my fellows here, the Robin's Rogues, to stand by you Bishop to assure the words you say are of love and marriage. If he doth stray my lads, relieve him of his purse, and his tongue "

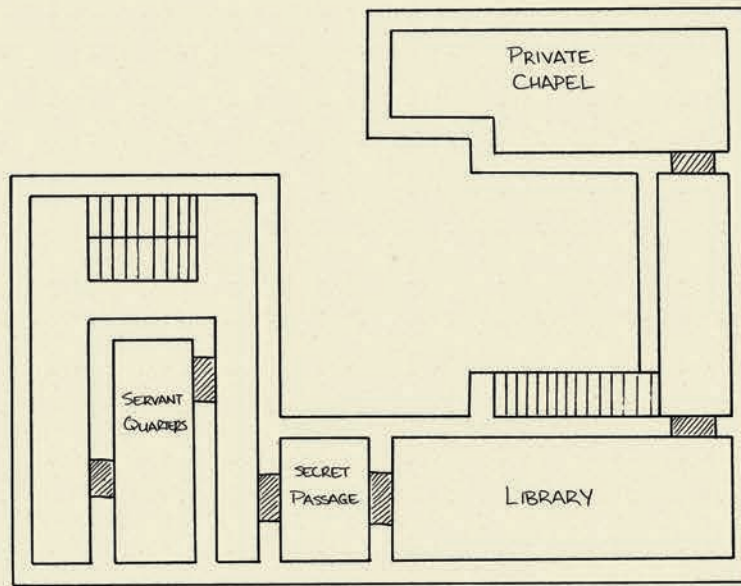
Alan and Ellen were wed and that night there was such a feast held in the Greenwood, as Nottinghamshire never saw before. They lived a happy life thanks to Robin and his Merry Men.

### Castle Maps:

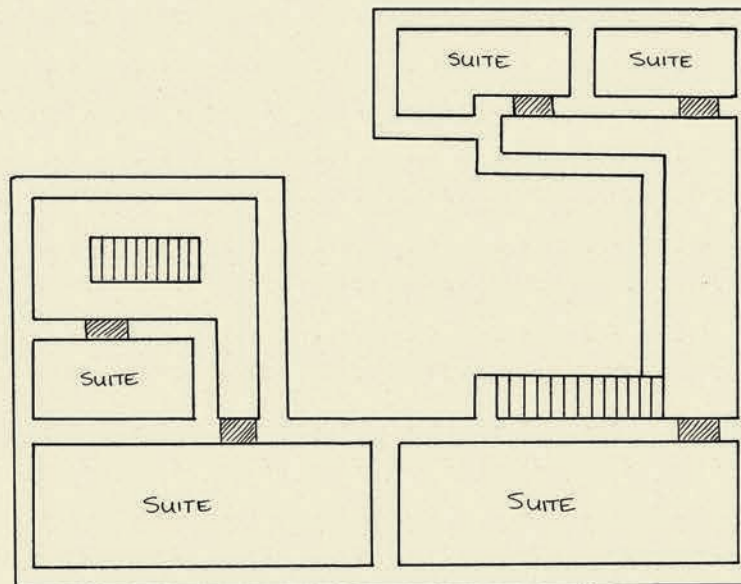


Ground Floor

Castle Maps:



2nd Floor



3rd Floor