



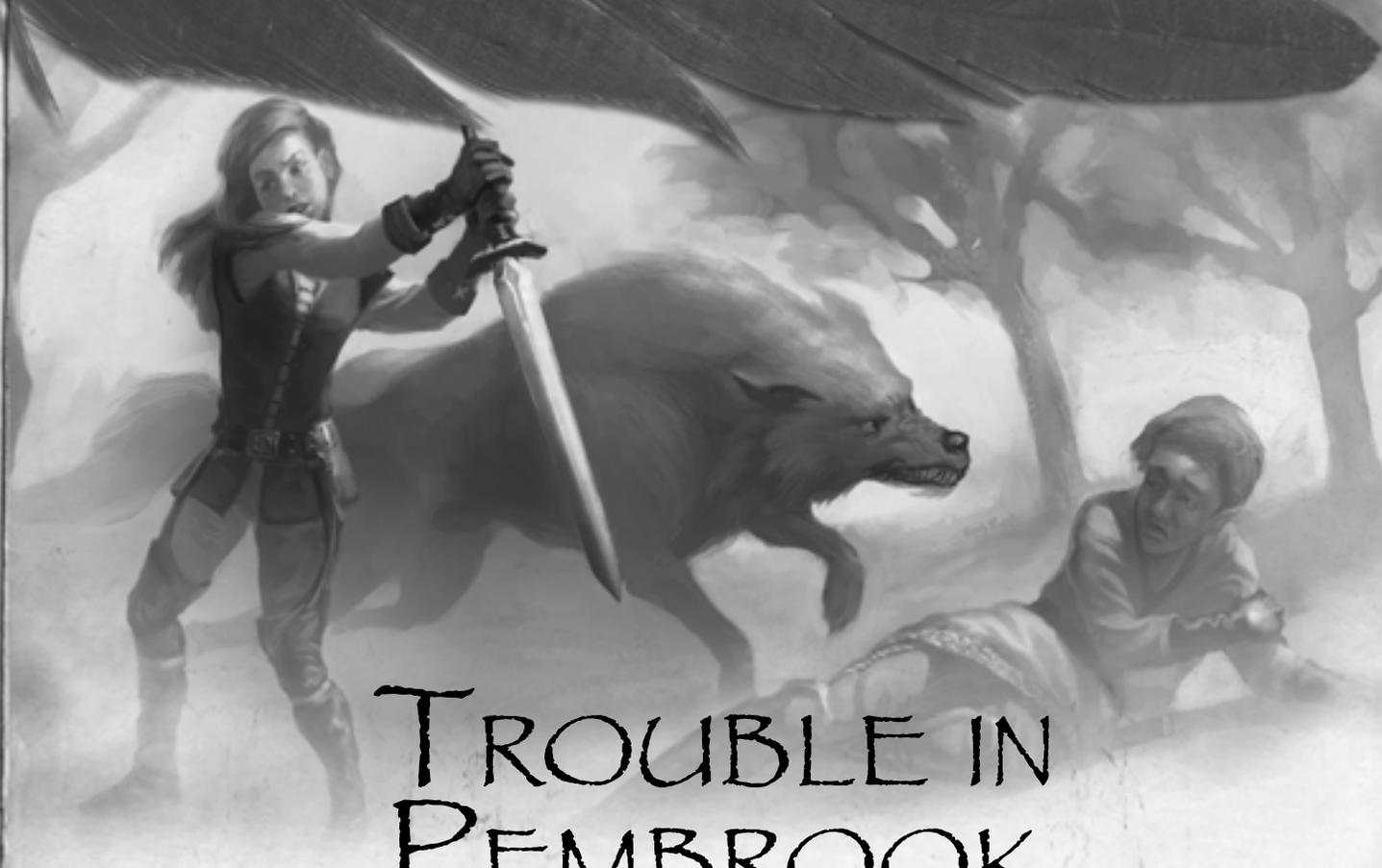
A GAME OF THRONES

TROUBLE IN PEMBROOK

A DUAL-STATTED INTRODUCTORY ADVENTURE FOR
A GAME OF THRONES RPG
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TROUBLE IN PEMBROOK

Introduction

“Trouble in Pembrook” is an introductory adventure for *A Game of Thrones RPG*, designed for 4-8 player characters of 1st to 3rd Level [25-50 Character Points]. The intent of this scenario is to introduce the players to both the game system and the flavour of the George R.R. Martin’s world setting of Westeros. To that end a wide variety of characters should be used for this adventure with at least one noble, one hunter, and one maester in the group to resolve this scenario. Note that the adventure is written for the d20-based Open Gaming rules, but includes the corresponding Tri-Stat System rules [*italicised, in brackets*], when appropriate.

The adventure is structured around the “Noble House” campaign style. It is not completely scripted, and requires the GM to flesh out certain details and make important decisions about some aspects of the plot. Additionally, it does not provide stat write-ups for the major NPCs, instead referring to the sample NPCs from the core rulebook. The player characters are assumed to all be nobles of, or loyal retainers to, House Flint — a minor bannerhouse to the Stark family. The head of the family is Lady Lyessa Flint, and Widow’s Watch is their seat. The original branch of the Flints, however, live in the mountains north of Winterfell and south of the Wall.

The characters all live in the fastness of the “mountain Flints,” a small walled keep called Flint’s Rock. The head of the household, Uther, known to his people as “the Flint,” heads up the Northern Clan.

Setting

The setting of “Trouble in Pembrook” is House Flint, the original branch of a minor noble house in the North, located high in the wild mountains governed by House Stark. The time period is just before Eddard Stark is named Hand to King Robert Baratheon although this can be adjusted easily.

Flints of Flint’s Rock

Sigil: Blue eyes over a dark grey mountain, beneath a white sky.

The Flints of Flint’s Rock are the original line of this noble house, long bannermen to Winterfell. The head of the family is Uther Flint, a hard man, cold as the eponymous stone that gives his family its name. He is direct, sharp, and inflexible in his governance, although his loyalty to his people and his lord are fierce. Early in life, he was a powerfully built northman, but now is an old man, bowed and thin, with wild white hair. His grey eyes are still bright, though, and miss little.

Flint’s Rock is a lonely, square, walled keep, built in the highest reaches of the mountains, in a small sheltered vale. It is far from the kingsroad, and thus extremely isolated, accessible only through steep mountain passes.

SERIES CANON AND SPOILERS

The events depicted here take place sometime before the beginning of *A Game of Thrones*. Certain details from the official story have been used, but as a whole this is a work of fiction and should not be considered canonical to George R.R. Martin's world. Rather, it is an extrapolation for the role-playing game.

Lord Uther dispatches the player characters to resolve the issue. They are to leave immediately, as the Flint fears that the smallfolk may take justice in their own hands.

Officially the eldest male noble of the house will be in charge, but it is understood that heavy guidance will be provided by the maester. Lord Flint will stress privately to the eldest noble and the maester that this issue must be resolved with some tact to prevent conflict with the black brothers.

The characters should ready themselves quickly. They are provided with horse and mule and pushed to leave right away.

Creating Characters for this Adventure

This adventure is intended to be run as the starting point of a campaign run in the "Noble House Game" style. The characters should all be members of the Flint household. The characters should be created together, keeping in mind that they have been together for many years before the adventure begins. The players should be encouraged to develop backgrounds that complement each other, and work out their character concepts in concert.

The adventure is designed for characters of 1st through 3rd level [25-50 *Character Points*]. Players can design any characters appropriate to a northern campaign with appropriate restrictions, but it is strongly suggested that the following characters be created: one Noble, one Hunter, and one Maester.

Journey to Pembroke

The player characters will travel down the mountain passes to the kingsroad, and then north to the hamlet. Provided they do not dally, it should take roughly half a day to reach the outskirts (arriving an hour past noon).

DAINGEROUS JOURNEYS

ON THE WAY TO PEMBROOK, THE GROUP SHOULD ENCOUNTER EITHER A HUNGRY SHADOWCAT OR TWO (OR PERHAPS A MOTHER AND TWO HALF-GROWN CLIBS), A SMALL BAND OF WILDINGS (SEE SAMPLE NPCs IN THE CORE RULEBOOK), OR SOME OTHER ENCOUNTER TO GIVE THE PLAYERS A TASTE OF THE COMBAT SYSTEM.

A Dire Message

When play begins, the player characters are all assumed to be present in Flint's Rock. Through appropriate means (servants, guards, etc.) they are all summoned with some urgency to the audience chamber of Lord Flint.

The GM should paraphrase or role-play out the following information to the players:

A raven arrived early in the day with a message from the hamlet of Pembroke. This is surprising as there is no one in the hamlet with the training to send such a message. The details of the message indicate that it is from a knight from the Wall who is trapped in the hamlet and accused of murder. He is requesting intervention from Lord Flint as Pembroke falls under his jurisdiction and more importantly it happens to be the closest holdfast of any kind.

Letter from Ser Meyric

Lord Flint,

I am a loyal black brother of the Night's Watch, and in dire need of your intervention. I have been wrongfully accused of murder in the hamlet of Pembroke. My men and I are trapped in the smithy, barely out of the reach of an unreasoning mob.

Please come to Pembroke immediately and discover the truth of this matter!

Ser Meyric Frey

Arrival in Pembroke

The attached v has the details of the Hamlet of Pembroke. It has a population of approximately 100 (60 people or so live in the hamlet, and the rest in outlying farms), one inn, one smithy, the mill, and a number of farms.

Riot at the Smithy

A sizeable crowd has formed around the smithy. The people are angry, tired, and volatile – the nasty mood has been fostered by a local farmer named Cedric, the leader of the mob.

Cedric, backed up by two loyal friends Big Edd and Twitchy Robb, has gathered 30 or so smallfolk to help him break into the smithy. The crowd is on the verge of storming the building, and the player characters must act quickly to diffuse the situation.

Calming the Crowd

A show of strength and presence is enough to temporarily break through the crowd's fury. A commanding voice is enough at this point, although the threat of arms will quickly cow even the most outspoken of the smallfolk. The player characters should not have to actually resort to violence at this stage.

A character attempting to disrupt the crowd should use an appropriate Social Skill such as Bluff, Diplomacy, Intimidate, or Perform (Oratory) against an example DC 15 [appropriate Mind-based Skill check against TN 15].

When the crowd is successfully subdued, the characters can learn the following information (presented in no particular order). As it is a confusing, hostile group, it may take the characters a little time to sort out of the information.

- A woman was found dead in the river.
- The murderer is a black brother, and has three men with him.
- The smith, Patric Strongarm, is helping shelter them, and still in the smithy.
- Cedric is leading the mob, demanding justice be served.
- Cedric and his two companions (Big Edd and Twitchy Robb) are determined to get into the smithy.
- Cedric is a wealthy farmer in the hamlet.
- The dead woman was Gilly, daughter of Old Tom Rivers.

At this point, the mob begins to shuffle about uneasily again. Cedric demands that the lord (any noble Flint present) smash open the smithy and drag the false knight to justice.

The player characters should realise they need to do some investigating to find out what's really going on.

Let the Smith Go

As the characters mill about and try to take charge of the situation, Patric the smith will ask them to allow him safe passage out of the smithy. He wants to rejoin his family. His protection of the knight was due to his sense of true justice and because he has had honourable dealings with this knight for years, and does not believe Ser Meyric is capable of this crime. He did not want the man hung without a fair trial. Now that a lordling is here, he hopes true justice can be done.

If the characters get the mob to move back, Patric Strongarm will emerge. The mob will boo and hiss, but not harm the smith.

The knight will rebar the door immediately, while Wolf watches from the rooftop of the smithy armed with a bow.

Cast of Characters

The cast of characters and their motives/notes include:

At the Inn

OLD TOM RIVERS: OWNER OF THE INN. WIFE DECEASED IN CHILDBIRTH. ONLY CHILD, GILLY. REST OF HIS FAMILY DIED IN THE WARS OF THE SOUTH. ONCE HE LEARNS OF GILLY'S DEATH, HE DRINKS ALL DAY, AND CAN BE FOUND IN THE INN IN A ROUGH STATE. TOM WILL NOT BE HELPFUL PROVIDING ANY USEFUL INFORMATION. IF ANYONE ENGAGES HIM, HE WILL ONLY TELL TALES OF WOE AND HOW HE LOST ALL HIS FAMILY, MOVED NORTH TO START AGAIN AND NOW HE HAS LOST HIS ONLY CHILD. IF PRESSED FOR INFORMATION, OLD TOM WILL BECOME HYSTERICAL AND THEN INCONSOLABLE, CONTINUING TO DRINK TO OBLIVION.

GILLY: DAUGHTER OF OLD TOM RIVERS; GILLY IS FOUND DEAD IN THE RIVER. SHE WAS KNOWN TO BE HEADSTRONG, VERY PRETTY, AND OFTEN SLEPT IN LATE. OLD TOM INDULGED HER AND LET HER HAVE HER WAY AS SHE WAS HIS ONLY KIN. IN HER ROOM CAN BE FOUND A CHEST HOLDING SOME SUMMER DRESSES AND SMALL BITS OF SIMPLE JEWELLERY. THIS IS A LITTLE UNUSUAL AS THE CLOTHES ARE DEFINITELY SOUTHRON AND TOO LIGHT FOR THIS CLIMATE, AND THE JEWELLERY IS ATYPICAL FOR A PRACTICAL NORTHERN GIRL OF HER SOCIAL STANDING.

MARTHA: AN OLD CLEANING WOMAN WHO IS QUITE HARD OF HEARING. SHE WORKS FOR OLD TOM RIVERS, AND LIVES IN A SMALL ROOM IN THE INN. SHE KNOWS EVERYTHING THAT GOES ON IN THE INN. SHE KNEW THAT GILLY DID NOT LIKE CEDRIC AND THAT SHE HAD BEEN SLEEPING WITH THE KNIGHT. SHE WILL DIVULGE THIS INFORMATION IN PRIVATE FOR A SUFFICIENT BRIBE.

Townfolk

BIG EDD: A LARGE FARM HAND WHO WORKS ON CEDRIC'S PROPERTY. HE IS A BIG, LOYAL LUG. HE ISN'T PARTICULARLY SKILLED WITH THE SPEAR HE CARRIES, BUT HE IS VERY STRONG.

CEDRIC: HE IS A BAD TEMPERED FARMER OF CONSIDERABLE WEALTH FOR THE REGION. HE HAS LONG WANTED TO MARRY GILLY. CEDRIC OFTEN DRINKS IN THE INN AND HAD KNOWN GILLY SINCE CHILDHOOD. HE HAD OLD TOM'S BLESSING TO MARRY THE GIRL, AND BELIEVES GILLY WOULD HAVE MADE A GOOD WIFE FOR HIM AND HE A GOOD HUSBAND. IN RELATIVE TERMS, CEDRIC IS CONSIDERED A "GOOD CATCH" DESPITE HIS CRUFF DEMEANOUR. WITH GILLY'S DEATH AND THE SUSPICION AROUND SER MEYRIC, CEDRIC BECOMES MORE AND MORE CONVINCED THAT GILLY CHEATED ON HIM WITH THE KNIGHT. HE HAS NO PROOF FOR THIS, BUT IS A JEALOUS TYPE.

JORIC: CEDRIC'S BROTHER, WHO ALSO OWNS A LARGE FARM. HE DOESN'T HAVE HIS BROTHER'S FURY, BUT HE DOESN'T WANT HIS BROTHER WRONGED.

LITTLE BRAND: ONE OF CEDRIC'S COUSINS, WHO OWNS A SMALL FARM.

PATRIC STRONGARM: THE LOCAL SMITH. HIS FAMILY LIVES ABOVE THE SMITHY, A SOLID TWO-STORY BRICK BUILDING. HE HAS A WIFE AND THREE YOUNG CHILDREN.

PUG: AN ABANDONED WILDLING CHILD (7 YEARS OLD) WHO LIVES AROUND THE HAMLET. HE SURVIVES ON THE SCRAPS OF WHATEVER HE CAN FIND. EASY TO INTIMIDATE, AND PRONE TO LYING. PUG WILL DO WHATEVER ANYONE WANTS IF HE CAN GET SOMETHING TO EAT OR AVOID A BEATING. HE IS KNOWN TO STEAL AND CHEAT.

TWITCHY ROBB: A FRIEND OF CEDRIC'S, AND A RETIRED SOLDIER. HE IS SKILLED WITH A CROSSBOW (AND HAS ONE) AND IS THE LEVEL-HEADED ONE OF THE BUNCH. HE CAN BE PERSUADED TO KEEP CEDRIC IN LINE AND REASONED WITH. IF PUSHED TO A FIGHT, ROBB SHOULD BE MORE THAN A MATCH FOR ANY OF THE CHARACTERS (ROUGHLY A MAN-AT-ARMS LEVEL 5) [100 Point Soldier].

Note: Feel free to add more smallfolk as needed to create a believable atmosphere of a working hamlet and more importantly a threatening mob. The mob will follow the characters as they go about the village. If threatened to back off, they will, but as time goes by they will press back in to observe the actions of the party. The only time they will respectfully back off is if the maester examines the body of Gilly, in which case they will give him privacy.

Black Brothers

SER MEYRIC FREY: A LESSER SON OF A LESSER FREY, SWORN TO THE BLACK FOR FOUR YEARS NOW. HE TRAVELS THROUGH THE REGION ON BUSINESS FOR THE BROTHERHOOD.

GARTH: A YOUNG APPRENTICE (13 YEARS OLD) TO A MAESTER ON THE WALL. GARTH IS RESPONSIBLE FOR THE BOOKKEEPING, RECORD KEEPING, AND LETTER WRITING. THIS IS HIS THIRD TRIP WITH SER MEYRIC.

WOLF: A BLACK BROTHER KNOWN TO BE A SKILLED HUNTER. HE TRAVELS WITH SER MEYRIC FREQUENTLY, AND IS LOYAL BECAUSE HE BELIEVES SER MEYRIC HAS POTENTIAL TO RISE HIGH IN THE RANKS.

BLACK JAYKE: ANOTHER BLACK BROTHER WHO IS A SKILLED FIGHTER AND UNDER THE INFLUENCE OF SER MEYRIC FREY.

Rumours

The following rumours are common among the crowd and can be easily picked up by the party. These can either be role-played out or the GM can provide information based on appropriate Skill check (such as Bluff, Gather Information, etc.; DC-16) [appropriate Mind-based Skill check against TN 12-16]. They are listed in order of "common knowledge," from most widely held belief (1) to wildest rumour (6).

1. The knight raped Gilly and then killed her to shut her up.
2. One of Ser Meyric's men killed her, or raped her and then killed her.
3. Cedric killed her in a fit of rage after discovering she had slept with the knight, or else for refusing to marry him.
4. Old Tom killed her after discovering she had slept with the knight.
5. The demon riding in the wilding child Pug possessed her and drove her to her death.
6. The old gods claimed her to punish Old Tom for being a follower of the Seven.

A Murder

The player characters should investigate the truth of the murder. The smith, safely reunited with his family, can act as a voice of conscience if need be.

Guarding the Accused

For the duration of the character's visit, Ser Meyric and his men will try to stay holed up in the smithy. Conversely, Cedric and his men will try to drag them out. If at any point the characters leave the smithy unattended, Cedric may try to smash through the door, or order wood to be piled on the smithy (the building is brick) to try to smoke the knight out. If Cedric gets Ser Meyric out, he and his men will attempt to kill him immediately.

As the characters investigate, they will learn various details from the Timeline of Events (see page 6).

The Story

The tale told is that Pug found the body early in the morning when down at the river's edge. This was south of the mill.

Pug informed Cedric first, and led him and several of his men to look at the body. Cedric and his men discovered it was Gilly, and fished her out, and brought her back to the inn.

Gilly was recently betrothed to Cedric with her father's blessing. Old Tom thought it was a good match, and a way for her to improve her station. They were to be married at the next festival (in one month).

The immediate assumption is that Ser Meyric, a visiting black brother, murdered her. No one knows why the knight would have murdered her, but perhaps it was for lust.

Questioning Pug

Pug first says he just found the body that morning. If asked if he knows more, he will say that he heard Ser Meyric and Gilly fighting last night in town (he is vague). Then later, that the same night, he saw Gilly walking through town, crying. He followed her, staying hidden, and saw Ser Meyric find her at the river (by the mill). They argued again, then Ser Meyric angrily choked her, and threw her into the water from the riverbank.

Pug's Lies

Pug is lying, partly to save his own skin from a beating for hiding in the stable, and partly to gain Cedric's favour. Under pressure (such as a character asking why he waited until morning to show anyone the body if he saw the murder last night) he will reveal that he saw Ser Meyric and Gilly talking in the stables, but left while they were still arguing, afraid he would be caught in the back of the inn. He never saw the knight actually choke Gilly, nor did he see Gilly leave town, although he did hear signs of them arguing.

The River

If a character with the Survival Skill [*Wilderness Tracking Skill*] investigates the river he or she will find the tracks at the body site, the stables, and at the inn and smithy are too muddy with half the town walking about to be of any use.

However, if the character expands his or her search along the riverbank, a successful Skill check (DC 14) [TN 15] reveals that a fair distance upriver from where Gilly was found is a single set of tracks. These tracks lead from the hamlet north along the river to a large log that has been set as a makeshift bridge. The track lead to the log, and then are seen on the other side of the river, doubling back on themselves. They look almost as if someone had been pacing back and forth there.

The tracks all seem to be from the same person, and a second Skill check (DC 12) [TN 12] reveals that they are smaller than the knight's boots (although Wolf and Garth are possibilities).

Examining the Body

If a character simply looks at the body, he or she will find no obvious wounds but a few minor bruises and scrapes from the rocks in the river.

If a character makes a successful Heal check (DC 15) [*Leechcraft Skill*; TN 15] he or she will learn that there is no other damage other than being immersed in the water for roughly 10-12 hours, and the minor bruises are likely from floating down the river hitting objects along the way. There are no marks of strangulation.

Further more it will be discovered that Gilly was six months pregnant. This was not discovered before because the women of the North are a hardy stock to begin with and wear heavy winter clothing making it easy to conceal the signs of pregnancy.

Questioning the Knight and His Men

The characters may wish to question Ser Meyric and his men. They can do this by yelling through the locked door, although it would obviously be easier if they spoke privately. Ser Meyric and his men will not leave the smithy unless a terribly convincing argument for their safety can be made. They will, however, admit the characters into the smithy to talk to them.

Note: At no point should the whole party try to stuff themselves into the smithy. If they do, the mob will start to panic, believing the lordling has sided with the knight and that they are hatching a plan to escape. In this case, the mob winds itself up until it goes berserk and takes matters into its own hands.

Garth

Nearly a man grown, Garth is supportive of Ser Meyric and believes him to be a good man of the black brothers, but privately under pressure he will reveal that he believes Ser Meyric may have broken his vow of celibacy.

Garth is Level 2, Maester 2. [*Student / Scholar / Maester Paths*; 25 Points]

Wolf

Wolf is Ser Meyric's man and will support him, but not at the cost of his life. He is very good with a bow and will take a covered position on top of the smithy from which to shoot if it comes to a fight. Wolf knows no relevant information.

Wolf is Level 5, Hunter 3 / Man-at-arms 1 / Night's Watch Ranger 1 [*Soldier / Hunter Paths*; 100 Points], armed with a longbow, shortsword, and dagger. He wears leather armour.

Black Jayke

Jayke is also Ser Meyric's man and like Wolf will support him, but not at the cost of his life. Jayke knows no relevant information.

Jayke is Level 5 Man-at-arms 4 / Night's Watch Ranger Level 1 [*Soldier / Warrior Paths*; 80 Points], armed with a longsword, handaxe, and light crossbow. He wears ringmail and has a small wooden shield.

Ser Meyric

If engaged in conversation Ser Meyric will reveal that he is not happy with being on the Wall, he misses the small pleasures of life of his former lands (the wine and the women).

Ser Meyric has been wooing Gilly for a year now, giving her small trinkets and summer dresses. He will deny this if questioned about it however. If asked about the fight that Pug witnessed, he says she confessed she found Cedric loathsome and refused to marry him despite her father's wishes. She begged him to take her away, but he refused.

As a knight and a Frey he feels superior to most of his brothers, and certainly to the smallfolk. Of note is the fact that when sent to the Wall one loses all privileges of social status and name except what is earned in the brotherhood. Yet Ser Meyric continues to act as if he still had all his privileges of birth.

On the other hand, Ser Meyric is a trained soldier of noble birth, and should be given proper respect due a knight. If left with no choices he will demand a trial by combat as his right. He will challenge any accuser, or the accuser's champion, willing to accept.

Note: Cedric would try to nominate a player character as his liege lord, if appropriate. If Ser Meyric wins a trial by combat, the mob will rush him and rip him to

pieces anyway. If it comes to this, it should be impossible for the characters to interfere without suffering heavy losses.

Ser Meyric is Level 7, Man-at-arms 2 / Noble 2 / Knight 2 / Night's Watch Ranger 1 [*Soldier / Knight / Noble / Warrior Paths*; 115 Points], armed with a bastard sword. He wears chainmail and carries a large wooden shield.

Timeline of Events

NOTE: FOR THE GM'S CONVENIENCE, THE TIMELINE IS PRESENTED IN MODERN HOURS. FOR FLAVOUR, IT IS SUGGESTED THE TIMEFRAME BE DESCRIBED AS "DUSK" FOR 6 P.M., "AN HOUR PAST DUSK" FOR 7 P.M., ETC.

Background

- Ser Meyric comes to Pembroke and other villages every three months or so to secure supplies for the Wall. He is normally accompanied by a few men, a clerk, and a train of a half-dozen mules.
- Six months ago (two visits previously) Ser Meyric and Gilly became intimate, and had sexual relations. He has been giving her small gifts for quite some time to woo her (but will deny this).
- Three months ago (last visit) Ser Meyric and Gilly had a falling out when she asked him to take her with him, and flee south. Ser Meyric would not forsake his vows to the Night's Watch, for it would mean his death. He refused.

Yesterday

- Ser Meyric arrives in town the day before for his regular re-supply visit with entourage and mules in tow.
- During the day Ser Meyric conducts his business with the Smith and other smallfolk people (miller, farmers, etc.) to arrange for supplies to be taken back to the Wall.
- Later that night Ser Meyric eats at the inn and rents a room for himself for the night. Wolf and Jayke eat and rest in the common room. (6 p.m.)
- Garth and Ser Meyric feed the horse and mules. Pug is hiding quietly in the stables. (7 p.m.)
- Garth retires, while Ser Meyric stays behind to brush down his warhorse. (7:30 p.m.)
- Gilly comes out to talk to Ser Meyric and they argue. Disturbed, Pug slips away from where he was hiding in the stables. (8 p.m.)
- Ser Meyric goes back in the inn to his room. (8:15)
- The inn closes up and everyone retires for the night. (10 p.m.)

Garth sleeps in the common room with the two other black brothers. The knight stays in one of the rooms on the second floor of the inn. There are a total of five rooms upstairs, one for Old Tom Rivers, one for Gilly and the other three for rent (2 are empty). Martha sleeps in a side room off of the kitchen. There is also one other companion in the common room, a town local that has passed out from drinking.

- Distraught and unable to sleep, Gilly sneaks out for a late night walk. She walks north to the river, up to the log bridge. After much deliberation, and an hour of

pacing, she feels she has no options other than bringing shame to her father. She jumps off the log bridge and drowns in the cold river. (11 p.m.)

Today

- The next day Pug discovers the body in the river looking for something to eat near the mill. (7 a.m.)
- Pug goes and tells Cedric. Cedric checks it out with his friends and some town locals. They are shocked to discover it is Gilly. (8 a.m.)
- Ser Meyric is up and dressed early, and takes Garth to the smithy to pick up some work and finalise their accounts.
- Cedric and a growing crowd march to the inn. (8:30 a.m.)
- Jayke and Wolf see the angry crowd calling for Ser Meyric. They slip out of the back of the inn and rush to find him at the smithy. (8:40 a.m.)
- Cedric's men leave Gilly's body at the inn in the kitchen on a prep-table with a sheet pulled over it (the body is still in soaked winter clothing). Old Tom Rivers is shaken and after spending some time with the body he leaves for the main room and starts drinking. (8:40 a.m.)
- Cedric learns that Ser Meyric is already gone, and leads the crowd to the smithy. Cries of alarm are raised, rousing even more of the smallfolk. Old Tom Rivers stays behind, despondent, and drinking. (8:45 a.m.)
- The smith, upon hearing about the oncoming mob from Jayke and Wolf, locks the front door at Ser Meyric's request. He rushes his family out the back way and bars it, also. The mob ignores the smith's family, who take shelter in an aunt's house. (8:50 a.m.)
- The crowd arrives at the smithy and demands to have the knight handed over to them. The smith argues with them through the locked front door, while Ser Meyric further barricades the back door.
- Garth quickly pens a message, then uses a trapdoor that opens out on to the roof and lets a raven fly. (9 a.m.)
- The conversation is going badly with the mob. The smith, Ser Meyric, and his men shore up the building as best they can. The roof trapdoor is also bared until the party arrives when Wolf opens it up to have a look around. If any attempt is made to climb up to the roof, Wolf will shoot that person down. If many people try, he will retreat back inside and bar the trapdoor again. (9 a.m.)
- The raven arrives at Flint's Rock (9:30 a.m.)
- The player characters arrive in Pembroke (approximately 1 p.m.)

Possible Outcomes

Ideally the player characters will piece together a complete picture of Gilly's suicide and her relation to Ser Meyric and Cedric. It then becomes a moral decision on how to handle the situation.

Ser Meyric

Ser Meyric is not actually guilty of murder, but mainly of being a spoiled noble. He did break his vow of celibacy, but properly that is a matter for the Night's Watch to handle.

One solution is for the character to escort the knight and his party out of Flint lands without any harm. The smallfolk will boo and hiss but let the party go amid a shower of rotten vegetables if they explain that they are taking the knight for judgement by Lord Flint (the mob will not accept the Night's Watch as judges in their affairs, however).

Old Tom & Gilly

It would also be best if they spare Old Tom further hurt by not publicly revealing his dead daughter's intimate relationship with Ser Meyric in light of her engagement to Cedric. If they do, Old Tom will die of drinking within the week and the nobles may earn a reputation of being needlessly cruel.

Cedric

Cedric will become violent no matter what happens unless Ser Meyric is killed. He feels cuckolded and genuinely loved Gilly. Cedric will be restrained by the more level headed members of his party from attacking the knight if the player characters make it clear he is under their protection.

LIFE LESSONS

Assuming the party saves Ser Meyric from mob justice, they will lose some face with the smallfolk but will win politically with the Night's Watch. The lesson here is that often nobles have to make unpopular decisions regarding the smallfolk, but they are necessary for a greater level of good for the realm. Also as sad as it is, it demonstrates the privileges of birth and rank. Basically the peasants have few options for their station in life and the only power they possess is mass revolt.

Other possibilities

Of course, the player characters may choose not to help Ser Meyric, or else their actions might cause unintended consequences.

Kill the Knight

If the party decides that it's better politically to appease the blood lust of their smallfolk and let the mob have at the knight, then they first need to smoke him out.

This can be done by pilling wood on the smithy and setting it on fire. It will take some effort, but the smithy can be burned down with all inside. The smith will object to his livelihood being taken away, but can be subdued easily.

Ser Meyric's Last Stand

If precautions are not taken to lock in the inhabitants, then Ser Meyric and his men will come out onto the roof and fire arrows at the crowd for as long as they can. Garth will send out as many ravens as he can informing all of their situation.

If they run out of ammunition or the building begins to come apart, they will try to fight their way out of the smithy by the back door. The mob will descend upon them and kill them, but not without half a dozen deaths and many more wounded. If the party helps, then the loss of peasant life will be significantly less.

fall Out

The fall out from this resolution is that the Night's Watch will break trading with Flint, hurting the region economically. Secondly they will be less inclined to insure the security of the Flint lands, redirecting their sparse forces to protect other areas of strategic importance. Wilding encroachments will increase dramatically in the Flint lands.

Fight the Mob

Another possibility is that the flames of the mob's anger could be fanned. If the characters use force against them, they will react violently.

Cedric is the only one that will actually try to physically force his way past the characters to get at the knight. If he is beaten down, but not killed, the mob will respect them. However, if Cedric is killed out of hand, his family will raise arms and seek to revenge themselves. They will try to kill any non-noble characters, and will try to subdue any nobles. At this point, the entire mob may descend on the player characters.

After the confusion has died down, if the mob wins, any lowborn characters still alive are strung up on a nearby tree. Any surviving nobles are stripped, tarred, feathered, and run out of town.

Lord Flint

Lord Flint will learn of the events in Pembrook either from the characters directly, or from other sources (travellers, the Night's Watch, Garth's ravens, etc.). If the smallfolk hurt his kin or his people, he will come down hard on Pembrook, hanging the most obvious rioters. If he believes any of his people (or kin in extreme cases) were responsible for the debacle, they may be sentenced to the Wall as compensation to the Night's Watch for the men they lost.

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Hamlet of Pembrook



HOUSE



HOUSE



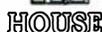
CEDRIC'S HOUSE



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SMITH SHOP



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OLD TOM RIVER'S INN



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TOWN MILL

GILLY'S BODY FOUND BY PUG

RIVER FROM THE NORTHERN MOUNTAINS