

PLOT SUMMARY

"Sir Gareth's Tale"

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INTRODUCTION

This document details the PC's encounters with Sir Gareth and the Lady Lynet. It also provides some of Sir Gareth's background for use in fleshing out other quests and conversations (particularly with any of Camelot's kitchen staff).

PRE-GAME BACKGROUND

Gareth arrived at the Pentecost feast approximately two years before the game begins. He did not announce his name or title, but asked three favors of King Arthur, who granted them.

The first favor, stated at Gareth's arrival, was that he be allowed to work and eat in the royal kitchens. He spent a year in the kitchens, working diligently. It was during this time that Sir Kay gave Gareth the nickname "Beaumains".

At the next Pentecost, a woman arrived (Lady Lynet). This woman requested that Arthur allow her a knight to accompany her in her attempt to free her sister (held captive by the Red Knight). Beaumains (the only name by which Sir Gareth was known in Camelot) chose the opportunity to claim his remaining two favors. He asked that he be allowed to accompany the lady, and that he be accompanied by Sir Lancelot. At Arthur's acquiescence, Beaumains, Lancelot, and the Lady Lynet (not at all happy with the arrangement) departed for the Red Lawns (though Lynet didn't say where they were).

Kay followed and challenged Beaumains to a joust. Beaumains wounded Kay in the side and took his spear, shield, and horse. Lancelot then challenged Gareth to a joust. The two fought for several hours, and Lancelot, seeing his imminent defeat, suggested the joust be ended.

Upon completion of the joust, Beaumains requested that Lancelot knight him. Lancelot agreed to the request on the condition that Beaumains reveal his true identity. Gareth did so after swearing Lancelot to secrecy, stating that he was Gareth of Orkney, brother to Gawain. Lancelot knighted him and returned to Camelot.

In disgust, the Lady Lynet rode off and Gareth, now Sir Gareth, followed.

Gareth fought several bandits and freed a knight who was being held captive by them. The knight extended the hospitality of his house to Gareth and Lynet who accepted.

At dinner that night, Lynet refused to be seated in a position equal to Gareth's at the table, and so Gareth (and his host) ate at a separate, smaller table while Lynet ate alone.

Later, Gareth and Lynet encountered two knights at a river. Gareth defeated the knights, drowning one and killing the other with a blow to the head. Lynet still refused to acknowledge Gareth's prowess or his nobility, stating instead that he won the battle through unfair and dishonorable means. Gareth took this abuse with humility and grace and they continued their travels toward their destination.

ARTHURIAN LEGENDS BEGINS

With a little massaging of the timeline, the period between the above contest and the following encounter is a plausible period in which to place the events of the game.

Lancelot's deception could reasonably be revealed upon his return from knighting Gareth, and the time passing between Gareth's encounters could be stretched to fit the time in which Lancelot and Arthur's departures took place.

Thus, we can place Gareth's initial encounter with the PC after his defeat of the knights of the river and just before his encounter with the Knight of the Black Lawns.

What follows is not (as the above was) a literal recounting of the tale of Sir Gareth (from Mallory), but a plot proposal based on Gareth's subsequent adventures in his quest for the Lady Lyoness.

THE RED LAWNS

If the PC has chanced upon the Red Lawns [up quite near to Hadrian's Wall], the PC can meet Sir Ironside, Knight of the Red Lawns. Upon the trees surrounding Ironside's keep are hung the bodies of forty knights killed in battle [we can reduce the number of bodies for space and items/region reasons].

The castle is unenterable, but in the tree is hung a horn. By blowing the horn, the Red Knight is summoned forth and he will ride out in his blood red battle armor and ask who blows the horn.

He will not fight the PC unless the PC attacks him first, [and he will win any fight against the PC]. Instead, he will tell of a lady whom he loved whose brethren were all killed by Lancelot, Gawain, Lamerok, and Tristram. Thus, his quarrel is with those knights and he will fight them only. He advises the PC to leave peacefully [and will bark such in combat as a warning for the PC to break off before the PC is killed].

If the Red Knight is engaged in conversation, he will not mention the Lady Lyoness in the tower, but rather will discuss the situation and then kindly request that the PC leave the Red Lawns or be killed like so many before.

If the PC has met Gareth (and consequently the Black Knight) before this encounter, the PC will be flagged for Lady Lyoness in conversations. Since the PC's been warned about visiting here by the Black Knight and has been warned away by the Red Knight, combat will ensue if the subject is not dropped immediately. Gareth and/or Lynet will tell the PC not to challenge the Red Knight.

The Red Knight is flagged immortal and cannot be killed by the PC.

He does not know anything about the disappearance of the King, nor has he ever heard of Gareth or Beaumains.

THE BLACK LAWNS

Sir Percard, the Knight of the Black Lawns, maintains a small camp somewhere on the map. The description is as follows [re: Mallory]: "By a black hawthorne on which was hung a black shield, and but the side of which was a black rock, stood a black standard. Under the tree stood a knight in black armor, who was the Knight of the Black Lands." [I have seen elsewhere that this is the Black Lawns, which, for game purposes, is better as it implies a smaller holding].

During the PC's wanderings, Percard can be encountered in his glade. Percard will not challenge the PC because the PC is not a knight, but will instead enter into conversation [unless, of course, he's attacked]. Percard will tell the PC that he is one of five brothers, all noble knights.

The knights are named by the color of the lawns: Green, Puce, Red, and Indigo. The Black Knight will also add that Indigo is not far from here, and will warn the PC to stay away from the Red Lawns [no location will be given] as the Red Knight is dangerous.

The Black Knight is flagged immortal and cannot be killed by the PC. Attempts to engage will be met at first with warning barks and then, if combat continues, the PC will be killed or run off.

If attacked, subsequent encounters with the Black Knight will be hostile. If not, then the Black Knight will lightly engage the PC in conversations about being a nuisance.

The Black Knight does not know (or care, really) that the King has disappeared, nor has he ever heard of Gareth/Beaumains.

GARETH & LYNET: FIRST ENCOUNTER

Once the encounter with the Black Knight takes place, the PC will meet Sir Gareth and Lady Lynet approximately one day later on a road or in a castle/abbey.

[According to Eric, when the PC meets Percard, a message can be posted to the action queue to bring Gareth/Lynet by a set amount of time later.]

If encountered on the road, Gareth will be dressed in simple armor and carrying a shield with the device of Sir Kay on it. Lynet will be accompanying him, barking a barrage of insults and mutterings concerning Gareth's ignoble lineage, his dishonorable combat tactics, and his insulting silence. Her insults will all have meaningless basis, as Gareth has not shown anything which could possibly be faulted. Gareth is taking it all with due humility.

If it is evening, they may be encountered in a castle/abbey. If this is the case and it's dinner time, then Gareth will be eating at a side table with the master of the house (either the knight of the castle or with the abbot). Lynet eats alone at the main banquet table because she doesn't wish to be associated with Gareth.

The conversation with the PC will reveal that Gareth is on his way to the lands of the Red Lawns, but Lynet is being unhelpful in finding it. Gareth will ask if the PC has any information regarding the Knights of the Lawns.

[This is my own justification for why it is taking them so long to get there. Lynet is hoping that if she drags Gareth all around the countryside, he'll eventually be killed and she can go get a "real" knight to help her. As a result, she's being particularly unhelpful and duplicitous in her direction, leading them from one knight to the next.]

The PC, having already met Black, will be able to give Gareth directions to Black and can relay what Black said about Red and the Red Lawns.

If the PC has met Red, then the PC can give a better description of the Lawns, including the Knights in the trees.

[We don't want the PC to give Gareth directions to Red, so conversations with Gareth will refer to Red as "Ironsides". Thus, the PC has never heard of Ironsides and won't give anything away]

If the PC has already met Blue, then the PC can give directions to the Indigo Lawns as well.

Killing Gareth or Lynet would simply terminate the plotline but leave the game solvable.

If Lynet is attacked, Gareth will attack the attacker (the PC). If Gareth is attacked, Lynet will run off [she won't be found again]. If either is killed, this plotline ends.

THE INDIGO LAWNS

Near the Black Lawns are the Indigo Lawns. Here, the PC can meet the Indigo Knight. Indigo is much like Black, though a bit more taciturn.

If the PC went to Indigo before meeting Gareth, then nothing more will be made of the encounter, though an invitation will be extended to the PC for lodging in the stables should the need arise.

Indigo is flagged immortal and cannot be killed by the PC.

If the PC has already met Gareth, then Lynet will be encountered here as well. She is hanging around the grounds (or sleeping in one of the rooms in the keep if it's night).

Indigo will be taciturn as always, but Lynet will tell the PC that Black has killed Gareth in combat and so she is here visiting the brother of the man who rid her of the menace. Indigo will corroborate her story [he believes it to be the truth - Lynet has lied to him].

If the PC comes back here before Gareth is cured and accuses Lynet of poisoning Gareth, Indigo will come to her defense and in all likelihood kill the PC.

If the PC comes back after Gareth is cured, Lynet is gone, and Indigo will reveal that Gareth did actually kill the Black Knight and Lynet was hiding out from him.

Gareth came, defeated Indigo in combat, made Indigo pledge his services to the King, and then rode off for Red with Lynet. Indigo will be saddened that his brother is now dead (Black) and will request that the PC leave during his time of remorse.

GARETH: SECOND ENCOUNTER

Once the PC has met Lynet at the Indigo Lawns, the flag will be set for the next encounter with Gareth.

The PC will encounter Gareth laying outside near the PC's next route of passage. He will be dressed in the Black Knight's armor.

If attacked, he will rise to fight, but will be unable to fight and will probably die without getting a hit on the PC. This ends Gareth's plot line (and really messes up his day).

Gareth's possessions include the Black Knight's armor and weapons, some random food, his horse, and a bottle of "wine" [a bad potion] (laying nearby). If the PC drinks the potion, the PC must get an antidote from an abbey within 5 days or die [probably losing experience points for killing Gareth].

If engaged in conversation, he will reveal that he has drunk of a tainted potion [tainted by Lynet, though Gareth doesn't know this and Lynet's not telling. She'll regret it after they fight the Red Knight] and he must have help. He will ask the PC to take the wine (a bottle can be found near Gareth) to an abbey and have them prepare an antidote.

If the PC refuses, Gareth will say something suitably humble and gracious.

If questioned about his armor, Gareth will say he does not have the strength now, but will reveal the situation when he has been cured.

Gareth cannot be moved. He will die in 5 days unless the antidote is procured and administered.

Gareth will then need to recuperate. Gareth will lay where he is until the PC has moved a particular distance away [providing a logical time for Gareth to get well enough to walk to his horse and ride away].

While recuperating, Gareth can share some information with the PC if the PC stays with Gareth for a while. Gareth knows the following clues for the PC:

If the PC has met the witches but not obtained their little statue yet, Gareth will warn the PC not to trust them or help them out as they're up to no good.

If the PC is looking for Joel the Bard, Gareth will tell the PC where Joel is at that moment [obtainable from the schedule. Gareth will say that the location is the last place he saw Joel].

If the PC is looking for Gawain, Gareth will say that he is often found on Salisbury plain or at a tournament somewhere, and can be identified by his arms (Gareth will state them). Gareth will put Gawain's name to the "king's nephew" clue instead if the PC doesn't know Gawain yet.

If none of the conditions are set, Gareth can give the PC information on gaining levels, something like "If thou seekest to increase thine fame and prowess, goest thou to tournament and try thy skills against the best knights in the realm. They shall teach thou what thou needest most to learn." [Sheri can correct this for thee/thou-ness]

If the PC originally refused to help Gareth but comes by later, someone has helped him and he's gone. Gareth will not be met again, but future encounters with any of the Color knights (who are now on Gareth's side, having been defeated by him) will lead to hostile rebuffs for neglecting a fallen knight. Likewise, if the PC brings up Gareth to any of the Round Table Knights, they'll rebuke the PC and lecture the PC on honor and service to the needy.

GARETH: THE THIRD & FINAL ENCOUNTER

Gareth will be moved to Camelot once the PC receives the vision of Macsen. He and Lynet will have completed the quests and will now be back in court, awaiting the return of the king.

Conversations with them [should they occur] will reveal that Lynet finally believes in the honor and nobility of Gareth and respects him as a knight. She won't deal with the poisoning, nor will he.

They will also be in the knighting scene in the Endgame (in the background).

GARETH CONVERSATIONS

Gareth should know some of what has been going on. He will know that Arthur is missing, as is Lancelot. These facts he will admit with much regret. Gareth does not know that it is the PC who seeks the King, though he will say that he knows that the King will be redeemed.

He will detail his quest that he is seeking to rescue the sister of the Lady Lynet (traveling with him).

Gareth should also be able to give the PC some views of the knightly tradition as Gareth would see them: humility, service, honor, faithfulness to a task, truth, and to strive to be one's best. These should come out in Gareth's manner of conversation and possibly through Lynet's recounting of their actions.

Following the theme of redemption, Gareth will say that he wishes to distinguish himself through his actions and not his reputation. He wishes to redeem himself in the eyes of Lady Lynet, who he knows

does not see the real him but only the crude and inaccurate portrait given her by Kay. [Gareth's redemption comes when Lynet speaks kindly of him - we may need to work this into the plot to make it clear. It doesn't happen until after the defeat of the Red Knight, though.]

This may seem like a lot of conversation, but each of these concepts can be summed up in a sentence or two, and of course, the PC has the option to leave the conversation throughout any of this.

MISCELLANEOUS CONTINUITY PIECES

Because of his time spent in the kitchens of Camelot, the kitchen staff there [Geoffrey the cook and Denis the scullery boy] would have known him as Beaumains. No one in Camelot has ever heard of Sir Gareth of Orkney save Lancelot, and he's not telling anyone. The kitchen staff would have known him though to be humble, hard-working, and quite gracious in manner. They can tell the PC of his abuse by Sir Kay and his success in the few tournaments in which he was allowed to participate.

Sir Kay will also know of Gareth, though he too will refer to him as Beaumains. Kay will say that he is of ignoble birth, was a fair combatant when he fought, and was only in Camelot to mooch food. Kay may also reluctantly discuss his wounding and dishonor to Gareth when Gareth departed with Lancelot and the Lady Lynet, though probably not.

Lancelot will not reveal the nature of Beaumains, though if asked when sane, may confide that Beaumains is to be treated with respect and is a worthy man despite his seemingly ragged appearance. [Lancelot knows nothing of the subsequent adventures and does not even know if Beaumains still lives].

Anyone else in Camelot will speak highly of Beaumains, though they know nothing of his past or future.

If we want to do it, we can reveal after all the main quests are done (Lancelot, Guinevere, and Excalibur), that the stranger known as Beaumains has been revealed to be Sir Gareth of Orkney, brother of Gawain. This can come out in tavern conversation in Camelot, etc. It's not crucial to completing the game, but it's a nice bit of continuity if it works.