

# The Chastity of the Lady Dumar

By Stu Venable, Jr

FANTASY, HISTORICAL  
INTRIGUE, COMEDIC

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## Setup

The party is contracted by the head of a wealthy noble house to escort his son and daughter to the Spring Tournament. They are tasked to provide security for the son, who is entering the tournament for the first time and to act as chaperones for

the daughter, who is being sent to the tournament to find a proper suitor.

## Cast of Characters

**Lord Arthur Dumar** – eldest son of the noble house Dumar. He is a capable jousting swordsman and is expected to do well in this, his first tournament. Lord Arthur is handsome, dashing and a bit clueless. He's very much enjoying being the handsome eldest son of a wealthy family.

**Lady Belle Dumar** – eldest daughter of the noble house Dumar. She is smart, stunningly beautiful and anxious to sow her wild oats. Being the eldest child, she has a very independent mind, and as a result, she has turned down several suitors from wealthy and powerful families. Her father has given her an ultimatum: "You WILL find a suitable suitor at the tournament, or I will find one for you."

**Lord Dieter Renwald** – eldest legitimate son of house Renwald. He is conniving, selfish but handsome and capable of laying on the charm. He has been sent by his father to court the Lady Belle for her hand in marriage. Lord Renwald has discovered that his father has a bastard son, Alexander, whom he intends to legitimize and make his official heir (Lord Renwald's mother is deceased, and Alexander's mother still lives). Because of this, Lord Renwald is plotting to kill Lord Arthur, so (if he can convince Lady Belle to marry him) he will not be without lands once his father dies.

**Driscoll** – Lord Renwald's retainer and doer of dirty deeds. He has an expressionless face, like most workers in noble houses. He is tall, dark, well-kept and a bit haughty.

**Lord Daniel Broomhill** – eldest son of the poor, but still

respected, Broomhill family. Lord Daniel is a mountain of a man. He is kind, honest and friendly, though a fierce competitor in the tournament. Lord Broomhill is quite smitten with Lady Belle, but as his is from a poor house, he keeps this to himself.

**Buck** – Lord Broomhill's chief groomsman. He is sort of slow, but good-hearted. Lord Broomhill has tasked Buck to find out if Lady Belle would accept an offer of marriage from his master. He will do so ineptly.

**Lord Francis Halder** – eldest son of the slimy, yet very wealthy house of Halder. He lusts for Lady Belle and has made his interest very apparent. She has turned down his hand twice. He now plots to kidnap her (though not to marry her).

## The Twists

- Lord Renwald is plotting to kill the Lord Arthur and also get the daughter to agree to marry him so he can inherit the Dumar land.
- Lord Halder lusts for Lady Belle and intends to kidnap her for nefarious purposes if she again refuses his hand in marriage.
- Lady Belle has a thing for healthy stable hands and intends to sample the best of them before selecting a suitor.
- Lady Belle is heavily leaning toward accepting an offer from Lord Broomhill, were one to be proffered -- though she could be convinced to accept an offer from Lord Renwald as well.
- Lord Broomhill is enamored with Lady Belle, but he doesn't think she'd accept his offer, so he is reluctant to make an offer – though he could be convinced.

## Plot Events

### On the Road

On a lonely, deserted country road on the way to the Spring Tournament, the party, along with the Lord and Lady Dumar, is waylaid by a band of highwaymen.



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There will be as many highwaymen as there are party members. This should be a **easy combat encounter**, though the highwaymen will make a concerted effort to kill Lord Arthur, though they will not be suicidal about it.

After the fight, if any of the highwaymen survive, they will gladly talk. They were hired by a shadowy figure, who paid them to kill Lord Arthur for two small pouches of coin, one up front and one to be collected when Lord Arthur's head was presented in an empty grove near the Tournament grounds.

The highwaymen will be cooperative if they are spared and treated well.

The highwaymen have with them a small note (Lord Renwald's retainer Driscol's handwriting) describing the route that the party from House Dumar will take and a description of Lord Arthur and his coat of arms.

The highwaymen were paid by Lord Renwald's retainer, Driscol. If the highwaymen return to the grove, they will be met by the town guard, who received an anonymous tip that highwaymen have been staging their raids here.



## Arrival at the Tournament Grounds

Once the party arrives at the tournament grounds, Lady Belle will begin to plot her escape. In her things, she has a change of peasant clothes with which she can disguise herself.

At the first opportunity, she will make her escape into the arms of some strapping young stable hand. Once she goes missing, Lord Arthur will insist that the party find her before she sullies her reputation.

The party may realize Lady Belle's proclivities during their arrival on the grounds as they may take notice of her roving eye.

## Start of Tournament Feast

Meanwhile, Lord Renwald will note Lord Arthur's arrival and set his second plan in motion: he will have Driscol secretly poison a Waldenberry Tart.

*Background: the Renwald lands are the only lands that grow the much sought-after Waldenberry. Each year, the representative of House Renwald brings a supply of Waldenberries to the pre-tournament feast so the king's cook can make Waldenberry Tarts for each of the tournament entrants. Each tart is marked with the crest of the house for which it is gifted.*

Driscol will make sure that the berries for Lord Arthur's tart are poisoned. Since it is marked, he can be sure that Lord Arthur will eat that tart.

## The Tournament Begins

If Lady Belle hasn't disappeared yet, she should do so during the night after the feast.

The tournament begins in the morning. If Lord Arthur is still alive, Lord Renwald will try to outright kill him during the joust by using a steel tipped lance. Driscol will run to surreptitiously remove the tip in the ensuing confusion in event Lord Renwald lands the blow.

## Lady Belle Kidnapped?

If Lady Belle remains missing during the day, Lord Halder will send his men to find her, kill whoever she's with and take her to a remote cabin in the nearby woods.

Sometime during the tournament, townsfolk will discover a young strapping stable hand lying in the stables dead, with no pants and a knife in his back.

**Easy to Moderate** skill checks with tracking or some related skill will lead the party to the cabin.



Once the cabin is found, there will be a **Moderate** combat with Lord Halder's men, who will try to escape without being identified.

## Putting it All Together

At some point the party may discover who is behind the attacks (as they have a few opportunities). If they go to Lord Arthur, he will demand proof before he will publicly accuse a fellow noble of such behavior.

