

# THE TOURNAMENT

A STORY GAME OF KNIGHTLY IDEALS AND COURTLY LOVE

By Frederik J. Jensen

*The herald lowered the yellow flag. The knights spurred their warhorses and the hooves stirred up the dust. The crowd cheered as the knights lowered their lances... and then; a loud clash as the lances hit, a shield broke, and a knight was thrown off his horse. The winner raised his lance to salute the count and his daughter, while squires rushed in to pick up the fallen contender on the ground.*

The Tournament is a story game about knights competing for honor and gold at a great medieval jousting tournament. Around them are saints and sinners with hopes and dreams that only a knight can fulfil.

Each player portrays three characters as the events of the tournament decide their future in a story of ambition, love, revenge and duty.

5-6 players, 5-6 hours.

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## COLOPHONE

|               |  |
|---------------|--|
| Game design   | Frederik J. Jensen, August 2015  |
| Play testers  | Morten Andersen, Anna Askbåge, Fredrik Jönsson,<br>Michael Eringsmark, No Netterstrøm, Christian Vibe Scheller,<br>Uffe Thorsen, Troels Vastrup, Kim Wall, Frans Witting |
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| Website       | Thoughtful Games<br><a href="http://thoughtfulgames.com/tournament">http://thoughtfulgames.com/tournament</a><br><br>© Frederik J. Jensen, 2015                          |

This game is a remake of the Fastaval scenario "Dyst" by Anders Frost Bertelsen, Morten Hougaard, and Kristoffer Rudkjær.

## BEFORE PLAY

The Tournament is a story game where a group of players creates and tells a story together. There is no game master but one player – most likely you – should read the text before the game and bring the materials needed to play.

The text is organized in the order needed during play. If preparation time is limited, you can play the game straight from the text. The appendices are not essential to play the game. They provide additional tips, tricks and historical background.

## WHAT YOU NEED TO PLAY

- 6 players, yourself included
- A paper version of the game
- 15 dice or more
- Around 25 tokens, e.g. coins
- One pen
- A quiet play area and 5-6 hours

## FIVE PLAYER VARIANT

To play The Tournament with five players, remove the three characters Marten, Margaret, and Jan. Marten is present at the tournament but will not help the secondary characters. Margaret may appear in the story but her point of view will not be explored. Rosa and Bernard do not have a son.

Distribute the characters to the players in these sets:

- Konrad, Philippe, Etienne
- Louis, André, Laurent
- Gaston, Jeanette, Jacques
- Bernard, Eloïse, Staas  
Willem, Blanche, Rosa

## INTRODUCTION

### WELCOME TO THE TOURNAMENT

The story you are about to create takes place during a tournament in 13<sup>th</sup> century Bruges. The Count of Flanders has invited brave knights to joust each other with fame and fortune for the winner. Each of you will play one of the knights participating in the tournament.

Each of you will also play two secondary characters present in the city during the tournament. They all have something they want from the knights: love, revenge, a better future. The count want to find a husband for his daughter, the bishop wants to save a woman from sin, and the dying merchant wants a worthy heir to his business.

However, history only remembers winners. During play, knights will be eliminated from the tournament and leave your story. In the end, only the winner remains to enjoy fame and glory.

### PLAY FOR YOUR CHARACTERS TO WIN

When you play your knight, do your best to win the tournament. Your knight can only get what he wants by winning. Winning the tournament is cool.

When you play your secondary characters, do your best for them to achieve what they want. If your knight is eliminated from the tournament, you will play your secondary characters more. This is also cool.

There is no game master. The game provides the structure and the rules you need. If a question comes up during play, decide in your group on an answer that works best for the story you are creating.

## WARM UP

### THE MOST CHIVALRIC PLAYER

Talk about what you know about knights and tournaments. Then decide on whom among you is the most chivalric player. This is the **first player**.

### PAINT A PICTURE OF BRUGES

Vivid descriptions bring stories to life. Beginning with the first player, each of you in turn describes a location in 13<sup>th</sup> century Bruges in one sentence. Include also sounds, colors, smells, and touch.

Repeat until each of you have described two or three locations.

Some locations that may appear in your story includes:

- The Count's keep
- The tournament field
- The Red Rooster, an inn
- The marketplace with a pillory
- The Chapel of the Holy Blood
- A cloth maker's workshop
- The house of a wealthy merchant
- The Belfry of Bruges

## PROLOGUE

### CHOOSE KNIGHTS

Lay out the knights in front of you, briefly describing them as you do so. The first player chooses one knight, then each player chooses one knight in turn.

Place at least **15 dice** on the table for everyone to reach.

Give each player **three tokens** such as coins to represent drama tokens.

Give each player a **rules summary sheet**.

Read the **jousting rules**.

### TOURNAMENT ROUND 1: CABBAGE AND STRAW

The first round is a practice run, where the knights display their skill against cabbage & straw men. The best knight wins the right to challenge an opponent first. One knight will also become the people's favorite.

The herald calls forth the knights in the order listed on the tournament record sheet.

When it is your turn, describe your knight and how you attempt to impress the audience. Then roll the dice once to determine the skill displayed. Record the result on the tournament record sheet.

Rank the eight knights by the highest roll. Rank the knights not controlled by any player as if they rolled 11. Ties are determined in the order of appearance.

## THE PEOPLE'S FAVORITE

If all players agree that a single knight stands out in the eye of the people, this knight becomes the people's favorite. Otherwise, the player of Louis decides who receives the award. The people's favorite gains one extra die.

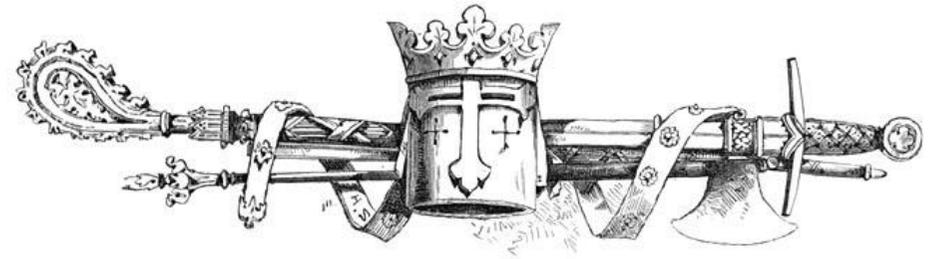
If the people's favorite is knocked out of the tournament, the player of the losing knight assigns a new knight still in the tournament to be the new favorite.

Louis cannot become the people's favorite due to his bad reputation.

## BREAK

Now is a good time for a short break.

— *Break* —



## TOURNAMENT RECORD SHEET

### ROUND 1: CABBAGE AND STRAW

| Knight                | Roll | Rank |
|-----------------------|------|------|
| Bernard de Chaumont   |      |      |
| Loius de Neuville     |      |      |
| Gaston de Lanzac      |      |      |
| Marten van Koppenberg |      |      |
| Willem van Kampenhout |      |      |
| Pierre de Compiègne   | 11   |      |
| Sigmund von Nebelheim | 11   |      |
| Konrad von Ransbach   |      |      |

The People's Favorite: \_\_\_\_\_

### ROUND 2: KNIGHT VERSUS KNIGHT

| Knight | Hits | Knight | Hits |
|--------|------|--------|------|
|        |      |        |      |
|        |      |        |      |

### ROUND 3: THE BEST OF THE BEST

| Knight | Hits | Knight | Hits |
|--------|------|--------|------|
|        |      |        |      |

### ROUND 4: A WINNER IS FOUND

| Knight | Hits | Knight | Hits |
|--------|------|--------|------|
|        |      |        |      |

## KONRAD VON RANSBACH, THE ROBBER KNIGHT

*Sincere and gullible*

You want to win the tournament and to make your fortune.

22. You are the youngest of five sons of a lesser noble. Brought up with the full training of a knight but with little hope of inheriting lands to support yourself. So you stole a sword, armor and a horse and ran away. Since then you earned an income from imposing unauthorized tolls from caravans and riverboats. Your coat of arms, a black wolf, was a present from one of your men.

This is your first tournament.

### RECENTLY

- **The highborn knight Louis** generously offered you a horse to replace your estrous mare.
- **Staas the inn keeper** helped you win a brawl against some gamblers who tried to cheat you.
- **The Count's daughter Eloise** kissed you in the castle garden.

### QUESTIONS

- How does it feel being in your first tournament ever?
- How do you feel in the presence of the Count's unattainable daughter?

### SECONDARY CHARACTERS

- Rosa the Courtesan
- Blanche the widow



## RULES SUMMARY SHEET

### JOUSTING RULES

For each pass or run, roll the dice and sum the three highest dice.

#### JOUSTING LANCE:

| ROLL    | EFFECT   |
|---------|--|
| 18      | Your opponent is unhorsed and wounded                    |
| 17      | Your lance breaks on the opponents shield, helm or crest |
| 14 – 16 | Your lance strikes the opponent                          |
| 3 – 13  | Your lance fail to hit the opponent                      |

#### WAR LANCE:

| ROLL    | EFFECT  |
|---------|---|
| 18      | Your opponent is killed immediately                         |
| 17      | Your opponent is unhorsed and wounded                       |
| 16      | Your lance strikes the opponent and the opponent is wounded |
| 14 – 15 | Your lance strikes the opponent                             |
| 3 – 13  | Your lance fail to hit the opponent                         |

*Wounded:* Remove one die per wound for the remainder of the match and roll for recovery after the match.

*Unhorsed:* If you unhorse the opponent and the opponent does not unhorse you, you immediately win the match.

*Winning:* After three passes, count broken lances. If tied, count strikes.

### RECOVERY FROM WOUNDS

| ROLL | OUTCOME   |
|------|---|
| 6    | The knight recovers fully for the next round            |
| 4-5  | The knight can continue but loses one die               |
| 2-3  | The knight is unable to continue but recovers over time |
| 1    | The knight dies from his wounds                         |

### STORY GAMING RULES

Say *try that in a different way* to get a player to restart or change a scene.

Say *that may not be so easy* to challenge the narrated outcome of an action:

| ROLL | OUTCOME                                    |
|------|--|
| 6    | Yes, and something beneficial also happens |
| 4-5  | Yes, but there is a complication           |
| 2-3  | No, but something beneficial happens       |
| 1    | No, and there is a further complication    |

### DRAMA TOKENS

Begin the game with three drama tokens. Gain three drama tokens if your knight is knocked out of the tournament.

- Spend a drama token to change a die to '5'.
- Spend a drama token to set an additional scene out of turn.

## LOUIS DE NEUVILLE, THE Highborn Knight

*Competitive and arrogant*

You don't care what other people think. You are going to win this tournament.

28. You are of a noble family and heir to the family lands. Skilled combatant. You have a reputation for laying with women and for killing men in duels. Your family wants you to marry and settle down.

Stabbed a man during mass, a deed for which the bishop can excommunicate you. If you are excommunicated, you will lose your lands and your place in the tournament.

### RECENTLY

Paid for a night of passion with **Rosa** the courtesan

Lent a horse to **Konrad** the robber knight as his estrous mare was a danger to all

### QUESTIONS

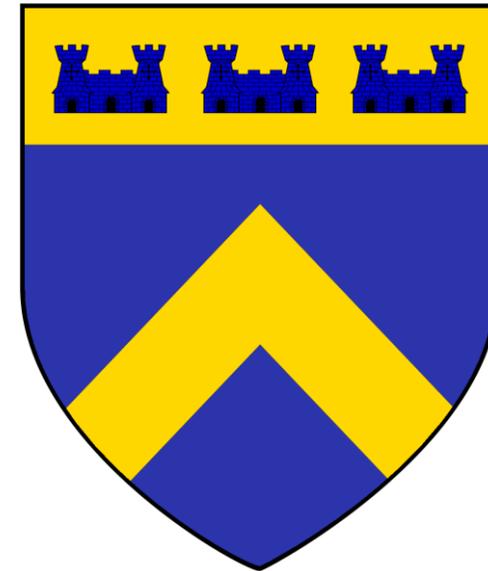
- Are you ready to marry and settle down?

### TOURNAMENT

- You cannot become the people's favorite due to your bad reputation.
- Begin with 7 dice.

### SECONDARY CHARACTERS

- Eloise the count's daughter
- Margaret the cloth maker



## RULES SUMMARY SHEET

### JOUSTING RULES

For each pass or run, roll the dice and sum the three highest dice.

#### JOUSTING LANCE:

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*Winning:* After three passes, count broken lances. If tied, count strikes.

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## GASTON DE LANZAC, THE VIRTUOUS KNIGHT

*Serious and neurotic*

You want to win the tournament and a marriage with the heir of Flanders.

30. Takes the knightly ideals to heart and performs daily rituals and prayers. You meticulously keep your equipment in the utmost state. You once hid in a trench during the Battle of Courtrai. You later convinced yourself that you got lost.

**Etienne** the Captain of the Guard dishonored himself in his youth and now enjoys tormenting others.

Lost once to **Bernard** the devious knight in a jousting duel through bad luck and look forward to show him his rightful place – in the dust.

### RECENTLY

Met **André** the Templar knight in Brabant on the way to Bruges. André warned you that the count and his family are deceitful and dangerous.

### QUESTIONS

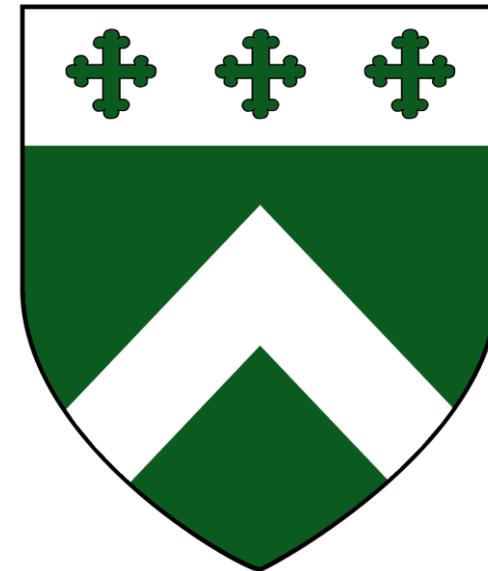
- Which of the knightly ideals is most important to you?

### TOURNAMENT

- Add one die to your die pool if you win over Bernard in a match

### SECONDARY CHARACTERS

- Jacques the bishop
- Staas the innkeeper



## RULES SUMMARY SHEET

### JOUSTING RULES

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#### JOUSTING LANCE:

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## BERNARD DE CHAUMONT, THE DEVIOUS KNIGHT

### *Assertive and temperamental*

You want to win the tournament and buy back your family lands.

31. Intelligent and ambitious. You have fought in many tournaments in all of Europe and have recently completed a pilgrimage to the Holy Land.

10 years ago, you were best friends with **Etienne** and **Jacques**. Etienne was a knight as you while Jacques had entered the Church. Then the very attractive singer **Rosa** came along. To prove yourself over your friends, you conquered **Rosa** for one night and then dumped her. Etienne was furious, and on the jousting field the day after, he killed your horse with his lance. A dishonorable deed for which he lost his titles.

You defeated **Gaston** the virtuous knight in a duel once and wants to prove that you did not defeat him by luck alone.

### RECENTLY

- You have requested to see **Laurent** the merchant to buy back your family lands.
- You gave your squire a good beating for being offensive to a woman.

### QUESTIONS

- Can you still be provoked to ill-considered deeds?
- What did you pray for at the Church of the Holy Sepulchre in Jerusalem?

### TOURNAMENT

- Add one die to your die pool if you win over Gaston in a match

### SECONDARY CHARACTERS

- Philippe the Count of Flanders
- Jeanette the wife



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## WILLEM VAN KAMPENHOUT, THE BON VIVANT KNIGHT

*Charming and a dreamer*

You want to win the tournament and not confront reality.

24. Vassal of Count Philippe of Flanders and unhappily married with **Jeanette**, the daughter of **Laurent** the merchant. You travel a lot, have an expensive way of living, and do not respect your wife. You have a reputation as an excellent combatant. You recently came home from a long journey, having been away for almost 6 months.

You strongly desire **Eloïse**, the daughter of the Count of Flanders.

### RECENTLY

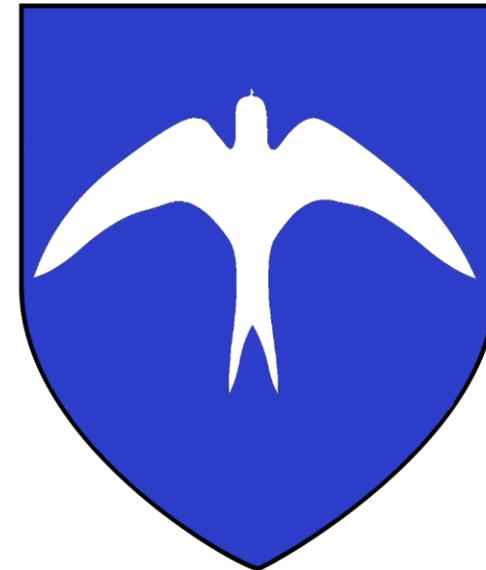
- Your father in law **Laurent** the merchant has given you one last chance to prove that you are worthy to take over the business.
- Saw Eloïse kiss **Konrad** the robber knight in the castle garden.
- Got drunk with **Marten** the old knight at an inn and talked about women and marriages.

### QUESTIONS

- Have you noticed that your wife are pregnant with the child of another man?

### SECONDARY CHARACTERS

- Etienne the captain of the guard
- Jan the boy



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## MARTEN VAN KOPPENBERG, THE OLD KNIGHT

*Cautious and cheerful*

You want to win the tournament and to bring home a new wife.

43. You have three marriages behind you: the first wife died in childbirth, the second fell from a tower, the third one got moon sick so you divorced her and sent her to live in a convent. The Vatican has not approved of the divorce yet though. Your brother in law, **Etienne** the captain of the guard has probably not heard about the divorce yet.

Fears meeting **Louis** the highborn knight in battle. He has a reputation for killing men in duels and recently killed a man during mass.

### RECENTLY

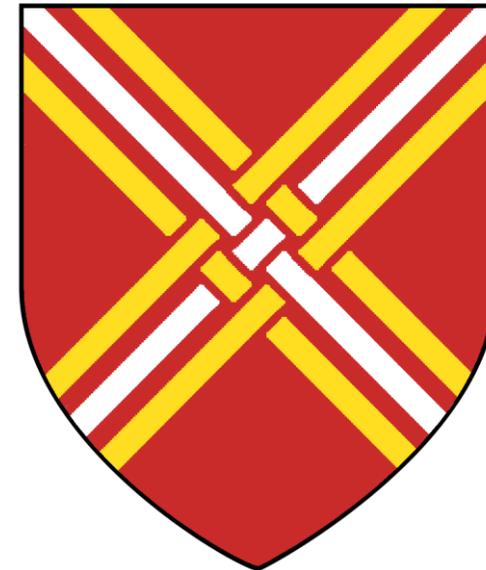
- Got drunk with **Willem** the bon-vivant knight who could not stop talking about his unhappy marriage.
- You have secretly sent the Count's daughter **Eloïse** a poem and a vial of rose water.
- You took in a street urchin named **Jan** as a groom.

### QUESTIONS

- Why does your marriages not last long?

### SECONDARY CHARACTERS

- Laurent the merchant
- André the Knight Templar



## RULES SUMMARY SHEET

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*Winning:* After three passes, count broken lances. If tied, count strikes.

### RECOVERY FROM WOUNDS

| ROLL | OUTCOME   |
|------|---|
| 6    | The knight recovers fully for the next round            |
| 4-5  | The knight can continue but loses one die               |
| 2-3  | The knight is unable to continue but recovers over time |
| 1    | The knight dies from his wounds                         |

### STORY GAMING RULES

Say *try that in a different way* to get a player to restart or change a scene.

Say *that may not be so easy* to challenge the narrated outcome of an action:

| ROLL | OUTCOME                                    |
|------|--|
| 6    | Yes, and something beneficial also happens |
| 4-5  | Yes, but there is a complication           |
| 2-3  | No, but something beneficial happens       |
| 1    | No, and there is a further complication    |

### DRAMA TOKENS

Begin the game with three drama tokens. Gain three drama tokens if your knight is knocked out of the tournament.

- Spend a drama token to change a die to '5'.
- Spend a drama token to set an additional scene out of turn.

## JOUSTING RULES

The tournament is a knockout jousting tournament with one practice round and three knockout rounds. The knockout rounds have four, two, and one matches.

Eight knights participate in the tournament, including knights not controlled by players. The odds favor the player's knights, but it may happen that a knight not controlled by a player advances or even wins the tournament.

## WINNING A MATCH

Each match consists of three runs or passes. If you unhorse your opponent while not being unhorsed yourself, you immediately win the match. Otherwise, the winner is the knight with the most broken lances, or strikes of his lance. The Count determines ties.

## ROLL FOR A RUN

Player knights begin with 6 dice, except Louis who begins with 7 dice. The other knights have five dice. The number of dice represent the quality of the horse and equipment, and the training, experience, and zeal of the knight.

To determine how well your knight does a run, roll your dice and calculate the sum of the three highest dice. Then look up the effect on the following table:

| ROLL    | EFFECT   |
|---------|--|
| 18      | Your opponent is unhorsed and wounded                    |
| 17      | Your lance breaks on the opponents shield, helm or crest |
| 14 – 16 | Your lance strikes the opponent                          |
| 3 – 13  | Your lance fail to hit the opponent                      |



### SPEND A DRAMA TOKEN TO CHANGE A DIE TO '5'

After rolling the dice, each player may spend one drama token to change one die to '5'. Players not participating in the match can also do this. The player spending the drama token then narrates a short detail.

*E.g., Konrad and Gaston is dueling and Konrad makes a bad roll. The player of Eloïse wants Konrad to win and spends a drama token to change a die from '2' to '5', saying "remembering the sweet taste of Eloïse's lips, Konrad grips his lance firmly and aims at Gaston's chest".*

### WOUNDED KNIGHTS AND RECOVERY

Jousting is a dangerous sport and death is a close companion. A wounded knight removes one die from his dice pool for the remainder of the match and must roll for recovery. To see if a wounded knight can continue in the tournament, roll one die: 6: the knight recovers fully for the next round, 4-5: the knight can continue but loses one die, 2-3: the knight is unable to continue but recovers over time, 1: the knight dies from his wounds.

### DUELING WITH SHARP WEAPONS

Jousting lances are blunted so they break rather than inflict harm. A knight can chose openly or secretly to fight with a war lance. If so, read the result on the following table.

| ROLL    | EFFECT  |
|---------|---|
| 18      | Your opponent is killed immediately                         |
| 17      | Your opponent is unhorsed and wounded                       |
| 16      | Your lance strikes the opponent and the opponent is wounded |
| 14 – 15 | Your lance strikes the opponent                             |
| 3 – 13  | Your lance fail to hit the opponent                         |

### CHANGING THE RULES

The Count of Flanders can change the rules and e.g. allow a tied match to continue with three more passes or the fight to continue even if one knight is unhorsed or wounded. Or the knights themselves may decide to continue the fight on foot, in a fight to first blood or to death.

A dismounted knight rolls two less dice. A knight with less than three dice drops from exhaustion.

### OTHER WAYS TO INFLUENCE THE TOURNAMENT

Several of the characters have special rules that can influence the number of dice of the knights. E.g. Eloïse can declare a champion and Laurent can buy superior equipment for one of the knights.



## ACT ONE

### CREATING THE STORY

The story unfolds over one week in three acts. In each act, you take turns setting and directing scenes, and playing and portraying your characters. Each act ends with a jousting duel, eliminating one or more knights.

The tone is historical drama with romance and tragedy and a bit of comic relief.

The game is about creating an exciting story of your own, not about recreating historical events. Let history be a source of inspiration, not a straightjacket. If you are unsure of a detail, choose what works best for your story.

Read the **story gaming rules**.

### THE THREE STORYLINES

Three storylines interweave and connect through the knights in The Tournament. You will establish and develop all three storylines through play. However, as knights drop out of the tournament, some storylines will fade and you will end with focus on one.

The three storylines are:

- **A husband for the count's daughter.** The Count of Flanders wants to use the tournament to find a husband for his daughter. A story of romance and duties to the family.
- **The dying merchant.** A rich merchant in the town is dying and wants to pass on his business to a worthy man. A story of ambition and adultery.
- **An old grudge.** Long time ago, a woman came between three friends. A story of undeclared love and bitter revenge.

### DISTRIBUTE THE SECONDARY CHARACTERS

Give the **secondary characters** to each player now. Note that some secondary characters have special rules for influencing the tournament.

### SET AND PLAY THE SCENES

Each player sets a scene. The scene must introduce a secondary character and what that character wants from a knight. Set the scenes in the following order:

1. Count Philippe
2. Rosa the Courtesan
3. Laurent the Merchant
4. Eloïse the daughter
5. Jeanette the wife
6. Jacques the Bishop

### TOURNAMENT ROUND 2: KNIGHT VERSUS KNIGHT

In the second round, knights clashes with knights. Beginning with the knight who displayed the best skill, each knight challenges one other knight to a jousting duel until all eight has fought one match each.

A knight not controlled by a player will challenge the lowest unchallenged knight controlled by a player. When jousting against a knight not controlled by a player, appoint someone to roll dice for this knight.

Only the four best knights from Round 2 will continue to Round 3. Knights that are eliminated from the tournament can appear in at most one more scene. When a knight is eliminated, the player gets 3 drama tokens.

— Break —

## STORY GAMING RULES

### CORE RULES

- Scenes are set chronologically, and happen during the week of the tournament
- A player can control only one character at a time in a scene
- Outside the tournament, characters can die only with the consent of the player who controls that character.

### SETTING AND DIRECTING SCENES

Set a scene by establishing the purpose of the scene, who is in the scene and where the scene takes place. Play to find out what happens. End the scene when it has achieved its purpose.

The player setting the scene determines the outcomes of events. Other players can challenge this in two ways: "That may not be quite so easy" and "Do that in a different way".

#### "THAT MAY NOT BE QUITE SO EASY"

When a player narrates an outcome of an attempted action, you can challenge the player to roll a die. The narrating player must then follow the die roll in the narration of the outcome according to this table:

| ROLL | OUTCOME                                    |
|------|--|
| 6    | Yes, and something beneficial also happens |
| 4-5  | Yes, but there is a complication           |
| 2-3  | No, but something beneficial happens       |
| 1    | No, and there is a further complication    |

Something beneficial can be that something is learned (a secret, a new way into the building) or gained (a friend, a tool). A complication can be that something breaks (a sword, a friendship) or that an additional price must be paid.

#### "DO IT IN A DIFFERENT WAY"

If a player introduces something in the story that lessens your enjoyment of the story, you can ask the player to start over and do it in a different way. This can be the tone, a theme or an element in the fiction. Briefly tell the player what you want to see changed.

Use this to challenge players to tell a better story (if a scene derails into comedy), and to avoid content you are not comfortable with (such as sexual violence or violence against children).

### DRAMA TOKENS

Players begin the game with three drama tokens each. When a knight loses a match in the tournament, the player gains three drama tokens.

Players can spend one drama token to set an additional scene out of turn or to change one die to '5'.



## PHILIPPE, THE COUNT OF FLANDERS

*Strong-willed and dominating*

Wants to find a good husband for his daughter.

39. Rules his family and the county of Flanders with a firm grip and is not afraid of taking unpopular decisions. His wife is dead and **Eloïse** is his only child.

Years ago, Philippe denied his childhood friend **André** the hand of his sister **Blanche** in marriage. Instead, he married Blanche to another noble for political reasons. Blanche is now a widow and is available for marriage again. André left for the Holy Land and became a Templar Knight.

## RECENTLY

Has told Eloïse that he wants her to marry **Gaston**. Blanche has declared that she wants to marry Gaston – Eloïse could marry **Louis** instead.

Has heard that his old friend André is returning to Bruges

## QUESTIONS

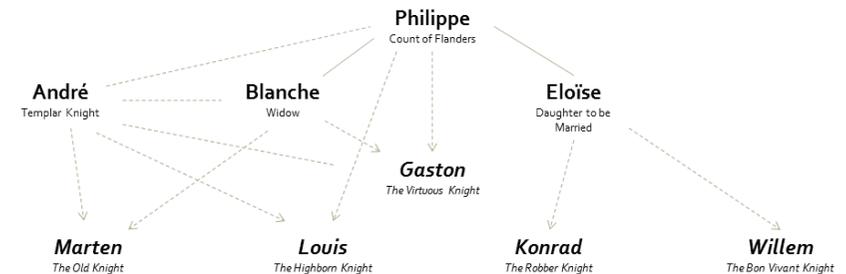
- What qualities should a good man for your daughter possess?
- Why have you not taken a new wife after Eloïse's mother died?

## TOURNAMENT

- Determines ties and can change the rules of the tournament

## A HUSBAND FOR THE COUNT'S DAUGHTER

The Count of Flanders wants to use the tournament to find a husband for his daughter. A story of romance, marriage, and family duties.



- Philippe the Count of Flanders. Wants to find a husband for his daughter that will secure his empire.
- Eloïse the daughter. Wants to experience romance.
- Blanche the sister. Wants to secure herself a good husband.
- André the Templar Knight. Wants to find good men for the crusade.

Philippe and André grew up together as childhood friends. 16 years ago, André and Blanche fell in love. Philippe married Blanche to someone else other than André. André took his vows to become a Knight Templar.

One year ago, Blanche's husband died. 3 weeks ago, Philippe told Eloïse that she was to enter marriage soon. 2 weeks ago, Blanche rejected Philippe's offer of her marrying Louis. 1 week ago, Eloïse began her flirt with Konrad.

## MARGARET, THE CLOTH MAKER

*Godly and headstrong*

Wants a knight to help with money for rent.

Moved to the city from the countryside. Lives in a house rented from **Laurent** the merchant together with a group of women. Buys wool from the ships and makes colorful draperies from it, selling it on the market.

Religious devout and follows the teachings of the gospel.

## RECENTLY

Was accused for heresy and is no longer allowed to sell cloth on the market by the guild. **Staas** will collect the rent she owes Laurent on Friday and she does not have the money.

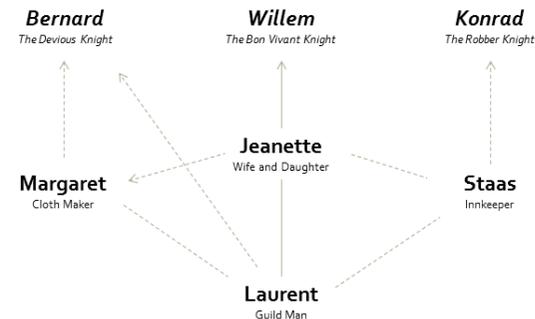
Offered **Rosa** the actor a meal and a place to stay.

## QUESTIONS

- What do you pray for at night?
- Why have you not married?

## THE DYING MERCHANT

A rich merchant in the town is dying and wants to pass on his business to a worthy man. A story of ambition and adultery.



- Laurent the merchant. Wants to find a worthy heir to secure the future of his empire.
- Jeanette the daughter. Wants to secure the heir for her husband Willem.
- Staas the innkeeper. Wants to find a new master.
- Margaret the cloth maker. Wants to sell cloth against the guild.

12 years ago, Laurent caught Staas breaking into his warehouse and offered him a job. Staas lent money from Laurent to buy The Red Rooster.

2 years ago, Willem married Jeanette. Four months ago, Jeanette slept with Staas while Willem was away, conceiving a child.

Two weeks ago, Laurent told Jeanette that he considered finding another heir for his business. One week ago, Willem arrived home for the tournament. Some days ago, Bernard asked Laurent to buy back his family lands.



## BLANCHE, THE WIDOW

*Direct and realistic*

Wants to marry Gaston de Lanzac.

33. Sister of Philippe. Married when she was 18 with a man she did not love.

Did once love **André**, the Templar knight. André asked Count **Philippe** for her hand in marriage, but her brother rejected his offer and married her to a man she did not love. Now a widower with two daughters and a fiefdom in chaos. A marriage with a strong knight will provide a safe future for them.

They say that **Marten van Koppenberg** has money but does not like to spend them.

## RECENTLY

Blanche told her brother Philippe that she wants to marry Gaston. Philippe wanted Gaston for Eloïse and proposed **Loius de Neuville** instead. Loius has a good family but a bad reputation and has recently stabbed a man in a church during mass.

Philippe also informed Blanche that André is returning to Bruges.

## QUESTION

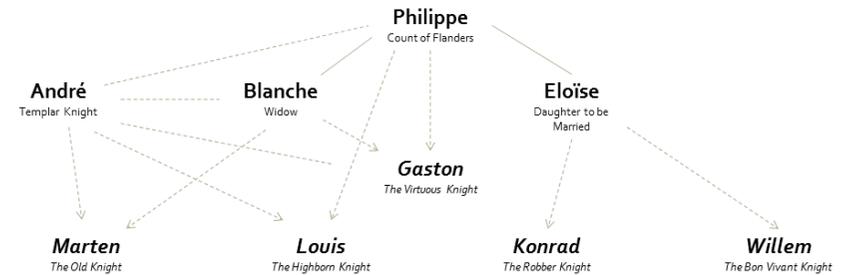
- Did you learn to love the husband your brother found for you?

## TOURNAMENT

You may name one knight as your champion and let him carry your colors. The chosen knight adds one die.

## A HUSBAND FOR THE COUNT'S DAUGHTER

The Count of Flanders wants to use the tournament to find a husband for his daughter. A story of romance, marriage, and family duties.



- Philippe the Count of Flanders. Wants to find a husband for his daughter that will secure his empire.
- Eloïse the daughter. Wants to experience romance.
- Blanche the sister. Wants to secure herself a good husband.
- André the Templar Knight. Wants to find good men for the crusade.

Philippe and André grew up together as childhood friends. 16 years ago, André and Blanche fell in love. Philippe married Blanche to someone else other than André. André took his vows to become a Knight Templar.

One year ago, Blanche's husband died. 3 weeks ago, Philippe told Eloïse that she was to enter marriage soon. 2 weeks ago, Blanche rejected Philippe's offer of her marrying Louis. 1 week ago, Eloïse began her flirt with Konrad.

## ANDRÉ, THE KNIGHT TEMPLAR

*Bitter and modest*

Wants knights to join the crusade.

Childhood friend with Count **Philippe** of Flanders. In love with the count's sister **Blanche** and he asked for her hand in marriage, but Philip rejected the offer and Blanche was married away to another noble. Joined the Knight Templars and has fought in the Holy Land for 15 years. Tasked by his superior to recruit knights from Europe to join the liberation of Jerusalem.

## RECENTLY

Talked with **Gaston de Lanzac** at a tournament in Brabant.

## QUESTION

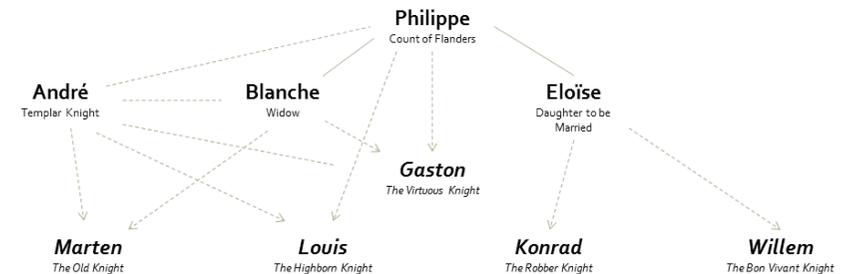
- Do you still love Blanche?

## TOURNAMENT

You may pray with a knight in the chapel the night before the joust. The knight you pray with adds one die.

## A HUSBAND FOR THE COUNT'S DAUGHTER

The Count of Flanders wants to use the tournament to find a husband for his daughter. A story of romance, marriage, and family duties.



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## LAURENT, THE MERCHANT

*Energetic and ruthless*

Wants to pass on his empire to a worthy heir.

Dying, coughing blood. Owns a prosperous business. Bastard son of the previous Count of Flanders, the father of **Philippe**. His business empire was built on many dark deeds of the night.

Caught **Staas** red handed robbing his warehouse many years ago and offered him a job. Staas has done a lot of rough work for him, including arson. Laurent has rewarded him well and has lend him money to buy an inn.

Disappointed that his son-in-law **Willem** lacks ambition.

## RECENTLY

The knight **Bernard** has requested to see you to buy back his family lands.

Told his daughter **Jeanette** that he considers passing on the business to someone other than Willem and recommended her to cancel her marriage. Jeanette then told that she is pregnant.

## QUESTION

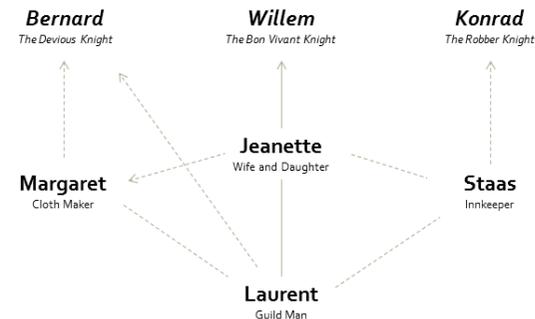
- What qualities must a worthy heir have?

## TOURNAMENT

Can buy new equipment for one knight. The knight gains one additional die for the remainder of the tournament.

## THE DYING MERCHANT

A rich merchant in the town is dying and wants to pass on his business to a worthy man. A story of ambition and adultery.



- Laurent the merchant. Wants to find a worthy heir to secure the future of his empire.
- Jeanette the daughter. Wants to secure the heir for her husband Willem.
- Staas the innkeeper. Wants to find a new master.
- Margaret the cloth maker. Wants to sell cloth against the guild.

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2 years ago, Willem married Jeanette. Four months ago, Jeanette slept with Staas while Willem was away, conceiving a child.

Two weeks ago, Laurent told Jeanette that he considered finding another heir for his business. One week ago, Willem arrived home for the tournament. Some days ago, Bernard asked Laurent to buy back his family lands.

## ELOÏSE, THE COUNT'S DAUGHTER

*Romantic and unrealistic*

Wants to experience romance with a handsome knight.

16. Only child of Count **Philippe of Flanders**. To be married soon. Finds the knight his father considers for her to marry, **Gaston de Lanzac**, boring and dull. Thrives at the balls at his father's court. Dislikes her aunt **Blanche** who is a widow since her husband died one year ago.

Gets all warm and goofy inside when **Willem van Kampenhout** looks at her. Envis **Jeanette** the merchant's daughter for her handsome husband.

**Marten van Koppenberg** is such an old fart. He has already been married with three women. Eloïse has heard that he pushed his second wife to her death.

## RECENTLY

Witnessed **Louis de Neuville** stab a man during mass.

Started a flirt with **Konrad von Ransbach** and kissed him in secret.

Received a vial of rose water and a poem from a secret admirer.

## QUESTION

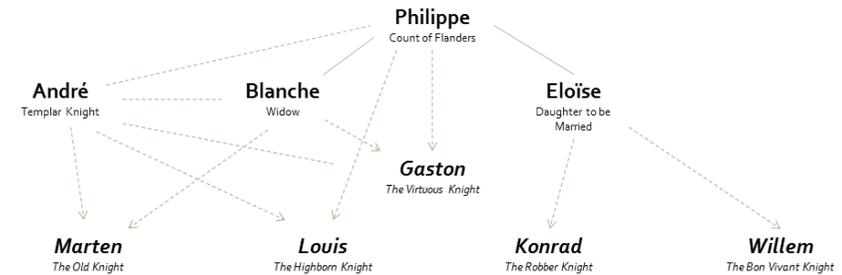
- Whom will you name to be your champion – the knight your father expects – or someone else?

## TOURNAMENT

Eloïse can name one knight as her champion and let him carry her colors. The chosen knight adds one die.

## A HUSBAND FOR THE COUNT'S DAUGHTER

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## JEANETTE, THE WIFE

*Ambitious and presumptuous*

Wants her husband **Willem** to inherit her father **Laurent**.

Flair for business. The only child of the wealthy merchant Laurent. Gained nobility by marrying the handsome knight Willem. Swore to make herself deserve his noble name. Laurent thinks little of Willem.

Though they have been married for a couple of years, Willem is often away travelling and hence they have not yet had a child. Some months ago when Willem was away, Jeanette slept with her father's servant **Staas** and she is now visibly pregnant. She has not yet told Willem that she is pregnant.

## RECENTLY

Laurent is dying and he told Jeanette that he wants to find another heir for his empire. Jeanette then told her father that she is pregnant.

Sent an anonymous letter to the guild, accusing **Margaret** the cloth maker of heresy. The guild revoked her rights to sell on the marketplace. Someone can make a good deal by buying off the stock from the desperate cloth maker.

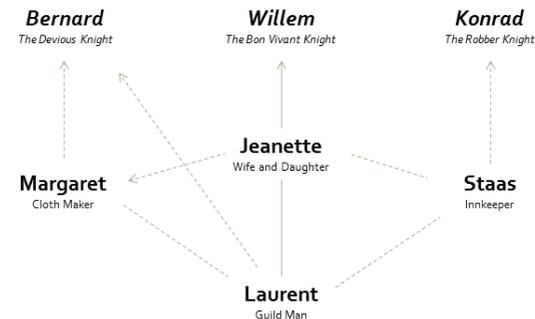
Saw **Bernard de Chaumont** browse the stalls at the marketplace and beat up his squire for being offensive to a woman.

## QUESTION

- Why did you spend a night of love with Staas?

## THE DYING MERCHANT

A rich merchant in the town is dying and wants to pass on his business to a worthy man. A story of ambition and adultery.



- Laurent the merchant. Wants to find a worthy heir to secure the future of his empire.
- Jeanette the daughter. Wants to secure the heir for her husband Willem.
- Staas the innkeeper. Wants to find a new master.
- Margaret the cloth maker. Wants to sell cloth against the guild.

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2 years ago, Willem married Jeanette. Four months ago, Jeanette slept with Staas while Willem was away, conceiving a child.

Two weeks ago, Laurent told Jeanette that he considered finding another heir for his business. One week ago, Willem arrived home for the tournament. Some days ago, Bernard asked Laurent to buy back his family lands.

## JACQUES, THE BISHOP OF LIÉGE

*Jovial and hypocritical*

Wants a knight to help **Rosa** away from sin.

At a tournament 10 years ago, a woman came between him and his two best friends, the knights **Etienne** and **Bernard**. Rosa awoke an un priestly desire in Jacques – but it was Bernard who won her and dumped her the next morning. Jacques broke his vow of secrecy and told Etienne what Rosa had confessed. Etienne then killed Bernard's horse on the jousting field, a deed for which Etienne lost his lands and titles. Jacques later helped him get a position as captain of the guard.

Jacques does not appreciate men taking marriage too easy and wants **Marten van Koppenberg** to take back his wife.

## RECENTLY

Has heard that Rosa is back in town and is now a lady of sin.

**Louis de Neuville** has killed a man in the house of God for which the rightful punishment is excommunication.

Etienne has put Rosa's friends from the acting troupe in the pillory.

## QUESTIONS

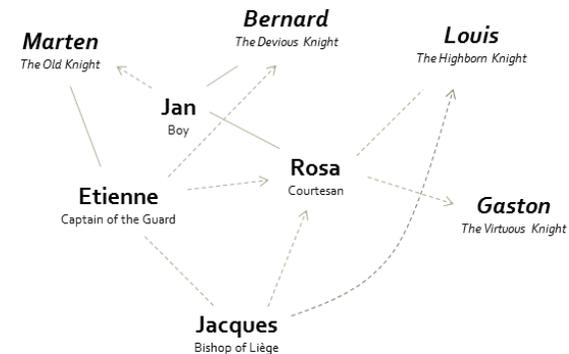
- Can you heal the wounds between your old friends Etienne and Bernard?
- Can you resist the temptation if you meet Rosa again?

## TOURNAMENT

Can excommunicate a knight given a proper excuse. The knight cannot inherit lands, titles or money and will be out of the tournament. A knight would have to go on pilgrimage to regain his title.

## AN OLD GRUDGE

Long time ago, a woman came between three friends. A story of undeclared love, bitter revenge and a vague hope of reconciliation.



- Jacques the bishop. Wants to save the prostitute he loves.
- Rosa the courtesan. Wants to save her friends from the pillory.
- Etienne the captain of the guard. Wants revenge against Bernard.
- Jan the boy. Wants to become a knight like his father.

Ten years ago, the friends Bernard, Etienne, and Jacques, meet the singer Rosa. Bernard conquers her. Etienne is furious and dishonors himself on the tournament field.

Two weeks ago, Rosa and her troupe arrives at Bruges. Louis stabs a man in church during mass. One week ago, Louis pays for a night with Rosa. Four days ago, Etienne puts Rosa's troupe in the pillory and Jan runs away.

## STAAS, THE INNKEEPER

*Loyal and brutal*

Wants **Konrad** to inherit **Laurent** the merchant.

Does the dirty business of Laurent including persuasion, arson, and anything involving violence. Was caught red handed when breaking into the house of Laurent. Instead of handing him over to the justice of the count, Laurent gave him a job. Owns the Red Rooster inn, bought from money borrowed from Laurent. Laurent is now dying and Staas is concerned about a future without Laurent.

Laurent's daughter **Jeanette** is married to the knight Willem. Staas has spent a single night of love with Jeanette a couple of months ago.

## RECENTLY

Staas gave Laurent a letter from **Bernard**. Laurent asked Staas to help him find a proper heir instead of Willem.

Helped Konrad the robber knight out of trouble with a group of gamblers. They became friends and Staas considers him the perfect heir for Laurent.

**Margaret** the cloth maker owes Laurent rent. Staas will collect the money on Friday.

## QUESTIONS

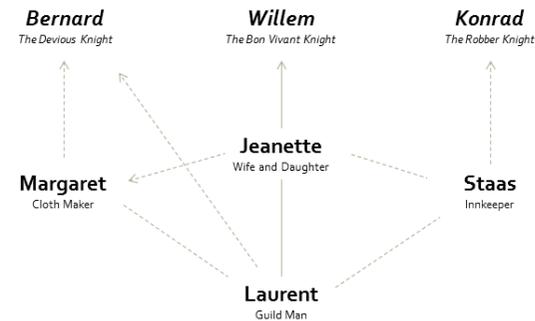
- What will your life be if the new merchant does not want your services?
- Do you regret being disloyal to Laurent by sleeping with his daughter?

## TOURNAMENT

Staas can sabotage one knight per round. The chosen knight removes one die for the round. Briefly describe what Staas does to the knight or his equipment.

## THE DYING MERCHANT

A rich merchant in the town is dying and wants to pass on his business to a worthy man. A story of ambition and adultery.



- Laurent the merchant. Wants to find a worthy heir to secure the future of his empire.
- Jeanette the daughter. Wants to secure the heir for her husband Willem.
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Two weeks ago, Laurent told Jeanette that he considered finding another heir for his business. One week ago, Willem arrived home for the tournament. Some days ago, Bernard asked Laurent to buy back his family lands.

## ETIENNE, THE CAPTAIN OF THE GUARD

*Vindictive and petty*

Wants to see **Bernard** dishonored.

Lost his knightly honors in a tournament against Bernard 10 years ago. The two were once best friends. Etienne was secretly in love with a singer called **Rosa**. However, Bernard slept with her and dumped her and Etienne took it out on Bernard by killing his horse under him, a dangerous deed for which he lost his knighthood. Hates Rosa for sleeping with Bernard.

His friend **Jacques** (who later became the bishop of Liège) helped him get a position as a captain in the guard of Count Philippe.

## RECENTLY

Has heard that Bernard will come to Bruges to participate in the tournament.

Etienne has put Rosa the courtesan's troupe in the pillory "for disturbing the market peace" to have a bargaining token.

**Margaret** the cloth maker has been accused of heresy and is not allowed to sell on the market by the guild.

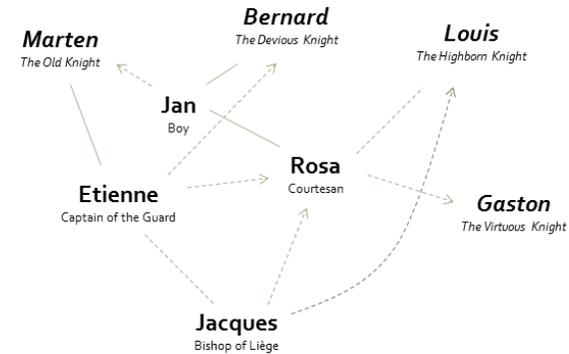
His sister is married to **Marten van Koppenberg** who is getting fat from the land that should have been Etienne's. The least he can do is buy a drink and maybe he can be talked into humiliating Bernard in the jousting field.

## QUESTION

- Do you still have feelings for Rosa?

## AN OLD GRUDGE

Long time ago, a woman came between three friends. A story of undeclared love, bitter revenge and a vague hope of reconciliation.



- Jacques the bishop. Wants to save the prostitute he loves.
- Rosa the courtesan. Wants to save her friends from the pillory.
- Etienne the captain of the guard. Wants revenge against Bernard.
- Jan the boy. Wants to become a knight like his father.

Ten years ago, the friends Bernard, Etienne, and Jacques, meet the singer Rosa. Bernard conquers her. Etienne is furious and dishonors himself on the tournament field.

Two weeks ago, Rosa and her troupe arrives at Bruges. Louis stabs a man in church during mass. One week ago, Louis pays for a night with Rosa. Four days ago, Etienne puts Rosa's troupe in the pillory and Jan runs away.

## JAN, THE BOY

*Curious and persistent*

Wants to be a knight.

9. Son of **Rosa**. Travels around with his mother in an acting troupe. Have never met his father, **Bernard**. His mother told him that his father was a knight who died on a crusade in the holy land.

## RECENTLY

**Etienne** and the city guards captured the acting troupe and put them in the pillory. He ran away and hid in the outhouse of the Red Rooster Inn. He has not seen his mother since.

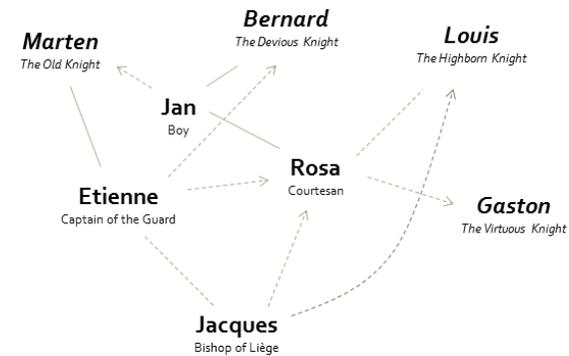
The next morning, **Marten van Koppenberg** took him in as a squire. His first task was to deliver a present to the keep for the count's daughter **Eloïse**.

## QUESTIONS

- Why do you want to be a knight?

## AN OLD GRUDGE

Long time ago, a woman came between three friends. A story of undeclared love, bitter revenge and a vague hope of reconciliation.



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## ACT TWO

### SET AND PLAY THE SCENES

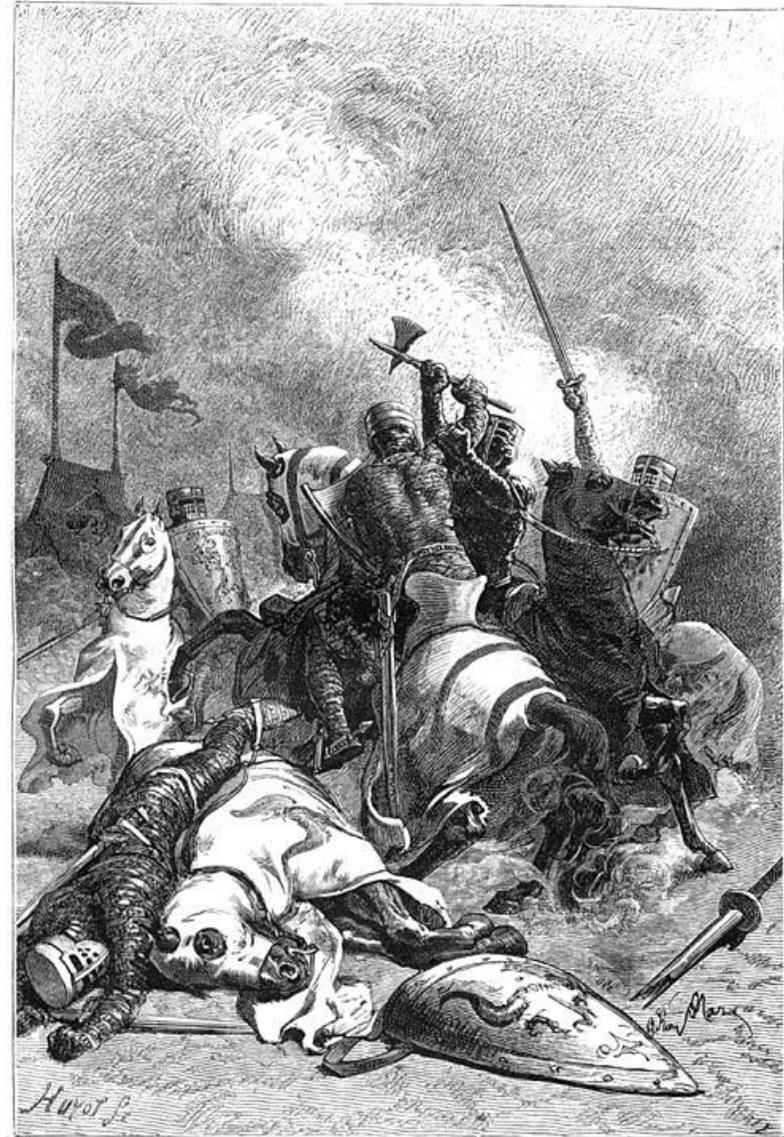
Each player sets one scene. The scene must complicate one of the story lines. The player whose knight was sent out of the tournament first sets the first scene, then each of the other players set a scene clockwise around the table.

### TOURNAMENT ROUND 3: THE BEST OF THE BEST

The best knight challenges an opponent, with the remaining two knights jousting afterwards.

When a knight is eliminated, the player gets 3 drama tokens.

— Break —



## ACT THREE

### SET AND PLAY THE SCENES

Each player sets one scene. The characters are confronted with hard choices and it must be clear what the consequences are. The player whose knight was first sent home from the tournament in the third round sets the first scene, then scenes are set clockwise around the table.

### TOURNAMENT ROUND 4: THE WINNER IS FOUND

The two winners from Round 3 duel until a winner is found.



## EPILOGUE

Each player tells an epilogue for their characters in turn. The player of the winning knight begins, then the other players add to the epilogue in the order their knight ranked in the tournament.

Conclude the story. How will Eloïse's marriage be? Will the new owner of the merchant house be as successful as Laurent? Will the four old friends ever meet again?

— The End —



## APPENDIX A: STORY GAMING TIPS

These are fun things you can do to create a great story when playing story games.

### “MORE DETAILS, PLEASE”

Adding details on sights, sounds, smells, tastes, and touches brings a story to life. If a player paces a scene too fast for you to chew the scenery, ask for more details.

### “THINK ALOUD, PLEASE”

Let the inner voice of your character speak aloud. Ask other players what their character is thinking or feeling.

### “HELP ME OUT, PLEASE”

If you are stuck for ideas for a scene or for things to say, ask for suggestions from the other players. Trying to be clever or thinking too far ahead can break the flow, so just take a deep breath and go for the first idea that comes to mind.

### “REMIND ME, PLEASE”

If you have forgot what has happened in a previous scene, ask for a recap to get on the same page. Who was sleeping with whom? In the heat of the battle, it can be easy to slip on a detail.

### “CAN I ADD SOMETHING?”

During another player’s scene, if you have an idea for a cut scene or a character to appear, you can ask the current player for permission for this to happen.

### “THOU SHALL PAY FOR THAT”

Escalate conflicts. Get in the way of someone else. Make them pay dearly to get what they want. Is someone offending your honor? Challenge them to a duel. Do they give you what you want? Ask for more.

### “LEFT FOR DEAD”

Leave loose ends for the next player to pick up. Cut a scene with questions left unanswered. Leave characters as presumed dead, but do not bury them yet.

### “BACK AT THE RED ROOSTER”

Reincorporate locations, characters, items, and themes that have been introduced previously. Instead of inventing a new inn, go to the Red Rooster. Instead of inventing a new servant, bring back the one that went out the door in scene 13.

### “THE GUY IN THE RED SHIRT”

Other characters than the named characters can appear in the story, but do not give them a name, just refer to them by function or appearance. The drama evolves around the named characters.

## APPENDIX B: HISTORICAL BACKGROUND

### TOURNAMENTS

Tournaments began as a staged battle between young men of nobility. They would fight for an entire day, taking prisoners for ransom and stealing weapons and armor. The fight would begin with two lines of knights riding against each other and then turning around for another run. The term “tournament” comes from the turning around after each pass.

Participants in the early tournaments risked injury and even death. Now in the 13<sup>th</sup> century, tournaments are more formalized, and the joust where two knights ride against each other to unhorse the opponent is becoming the norm. In combination with better armor and blunted weapons, the risk of death or injury is lower.

Tournaments are a way for young knights to rise above the crowd and gain wealth and status. For an outsider such as Konrad, winning the tournament will be a real step up in life.

Tournaments are also an opportunity for a feudal lord to show off the lethal strength of his loyal knights, of course. Count Philippe knows that a strong display at the tournament field will both comfort those that rely on his protection, and deter those who might prefer another ruler.

### THE KNIGHTLY IDEALS

The knightly ideals is a moral, religious and social code of conduct that developed throughout the Middle Ages. There is no single authoritative list. The epic poem ‘The Song of Roland’ describes a knightly code of chivalry that includes:

- To live by honor and for glory
- To serve the liege lord in valor and faith
- To fear God and maintain His Church
- To respect the honor of women

- To protect the weak and defenseless
- Never to refuse a challenge from an equal
- Never to turn the back upon a foe

The knights in *The Tournament* know of these ideals. The extent to which society actually expects the knights to live up to these ideals, and how the knights cope with these expectations, are for you to explore during play.

### COURTLY LOVE

Courtly love is a medieval European literary conception of love that emphasized nobility and chivalry. Courtly love need not refer to sex, but rather the act of emotional loving. On the other hand, actual sexual intercourse is implied at least in some references.

Some marriages among nobility had little to do with modern perspectives of what constitutes love. Hence, courtly love was also a way to express the love not found in their marriage.

The rules of courtly love were codified in the highly influential work *De Amore* (“Concerning Love”) with rules such as:

- Marriage is no real excuse for not loving
- He who is not jealous cannot love
- When made public love rarely endures

Blanche has an arranged marriage behind her, Eloïse is about to enter one. With our modern romantic view of marrying only for love, their bad fortune begs us to tell their side of the story. Maybe courtly love is just a distant dream, maybe it is a very real solution for Eloïse and Blanche to deal with their role in the political affairs of Count Philippe.

## BRUGES

13<sup>th</sup> century Bruges is a vibrant commercial center. Strategically placed at the crossroads of the northern and southern trade routes, the marketplace offers locally produced cloth from wool imported from England, grain from Normandy, wine from Gascony and spices from the Levant. Under the patronage of the counts of Flanders and the shelter of the city walls, a merchant capitalism brings wealth and capital to the city. In a few generations, the Hanseatic League, an organization of merchants across northern Europe, will grow to become as powerful as kings.

Next to the marketplace, the Belfry of Bruges serves as an observation post for spotting fires and other danger. The bells in the tower regulates the lives of the city dwellers, announcing the time, fire alarms, work hours, and social, political, and religious events. Etienne will move the prisoners from the pillory to the dungeon in the belfry for the night.

The Basilica of the Holy Blood, a chapel next to the count's residence, houses a venerated relic of the Holy Blood allegedly collected by Joseph of Arimathea. Sick pilgrims and travelers are cared for at Old St. John's Hospital.

## BEGUINES

At the start of the 12th century, some women in the Low Countries lived alone and devoted themselves to prayer and good works without taking vows. At first there were only a few of them, but in the course of the century, their numbers increased. Due to the structure of urban demographics and marriage patterns in the Low Countries, in the Middle Ages there were more women than men. These women lived in towns, where they attended to the poor. During the 13th century, some of them bought homes that neighbored each other, and finally formal living spaces for many women formed a community called a *béguinage*.

Beguinares tended to be located near town centers and were often close to the rivers that provided water for their work in the cloth industry.

Beguines were not nuns; they did not take vows, could return to the world and wed if they chose and did not renounce their property. If one was without means, she neither asked nor accepted alms but supported herself by manual labor or by teaching the children of burghers.

## APPENDIX C: DESIGNER'S NOTES

When I originally played Dyst<sup>1</sup>, I found the idea of the elimination of the knights in the tournament deciding the outcomes of the stories around them very compelling. A sports drama with historical flavor.

However, I also felt that the execution of the idea was not 100% – mainly due to my personal preferences for story games with shared narration. The role of the game master in the original game is limited to setting and directing scenes, with no plot secrets to reveal or major characters to play.

Another shortcoming in the original game is the jousting mechanic that requires a custom set of cards, significantly reducing the chances that the game will hit the table for a larger audience without a physical distribution.

Triggered by the praise of the game by Klaus Meier Olsen in his top Fastaval scenarios list published in December 2014, I decided to do a remake to fix these shortcomings. During this work, I also decided to open up the characters for new interpretations. I wanted to give the non-knight characters their own dramatic choice for the players to explore through play. Especially the women characters whom in the original game are quite flat, each woman defined primarily by their relation to a man.

This also reflecting a more nuanced understanding of the role of women in the period, including the options available for women to choose a life not only defined by their relation to a man.

Most people know of monasteries, where a woman could chose a life without marriage, loving no man but God. However, Flanders in the 13<sup>th</sup> century also saw the forming of beguines. I added Margaret the cloth maker to emphasize this option.

On a quick glance, the knights are the main characters and the game is about which knight wins the princess. On a second glance, the game is about women fighting for control of their own lives in a world dominated by men and violence.

I hope you enjoy this version. May the best knight win – and duly respect the women they encounter.

### DESIGN CRITERIA

- No game master
- A jousting mechanic that can be played with ordinary dice
- Characters open for interpretation
- Female characters with depth

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<sup>1</sup> Available for download from (in Danish): <http://alexandria.dk/data?scenarie=3420>

## WORD LIST

| English                      | Danish           | Swedish              | Definition   |
|------------------------------|------------------|----------------------|--|
| Belfry                       | Klokkeårn        | Klocktorn            | Bell tower for raising alarms of fire and hostilities  |
| Church of the Holy Sepulchre | Gravkirken       | Heliga gravens kyrka | The church at the grave of Jesus   |
| Courtesan                    | Kurtisane        | Kurtisan             | Euphemism for prostitute   |
| Guild                        | Laug             | Guild                | An association of artisans or merchants who control the practice of their craft in a particular town |
| Estrous                      | Brunst           | Östros               | The recurring physiologic changes in most mammalian females  |
| Levant                       | Det Hellige Land | Det Heliga Landet    | The Holy Land  |
| Pillory                      | Gabestok         | Skampåle             | A wooden device with holes for securing the head and hands used for punishment by public humiliation |
| Destrier                     | Destrier         | Destrier             | The finest and strongest of the medieval warhorses, preferred for jousting.                          |

