

THE SQUIRE

Key

Denial: No, the King's legend cannot be over. It never will be.

Spirit

Idealist: Although the circumstances may be tragic, your heart is filled with pride at the very thought of serving at the Knights' side. You feel like part of a timeless ballad.

Zealot: For you, the dream of chivalry comes before everything else, even before those who embody it. You will not allow anyone to tarnish your ideals, whatever their reason may be.

Bonds

The King: You were born of the King's sister, ordained as a Knight before due time to allow you to serve him as Squire. In spite of the fraternal bond between the King and your mother, you cannot recall ever pulling on His beard or sitting on His knees: In your mind He has always been the hero of legends, surrounded by light and glory. In a way, you thought Him immortal, and perhaps for this reason you never cultivated the ambition to succeed His Majesty on the throne. Your dream was always to fight by His side.

The Knights: You stepped into their ranks with a bowed head and a dogged determination to gain the other Knights' respect through time and humility. At first you thought you would conquer the *Last Knight's* friendship, as he is closest to

you in age, but you soon realised you resemble him no more than a dog resembles a wolf: His spirit is turbulent, almost to the extent of insubordination. As for the *Champion*, he has always proved himself ready for a joke and a laugh, yet you have never felt included in his camaraderie. To say nothing of the *First Knight*: His dignity is such that he feels no less distant and heroic than the King himself. You wouldn't dare doubt the worth of any of them, but the only one you would call a friend is the *Stable Master*: While he may be a hardened veteran, so savvy as to approach cynicism, in him you found the patient, devoted mentor you truly needed.

The People under the Mountain: You have never seen one of them, but you have heard many ballads that paint them as the Knights' nemesis. The King came to meet them on this day, and some say it was to discuss a truce, but you find the very idea of His Majesty negotiating with fairies, or even a dragon, to be utterly ridiculous. Surely He meant to defeat them once and for all, and perhaps He did, at the cost of His own life.

Quote: "In five hundred years my Sire will return in triumph. You, however, are doomed".

Body language

Delicate: Your gestures are modest, your movements minute, your manners elegant. At a glance you are more poet than warrior, even if your heart is all but weak or fragile.



Darkening

When the People under the Mountain point to you and give you one of these instructions, follow this guideline up to the end of the current dialogue or action sequence. Once it is over, go back to acting however you wish.

- More:** Your Denial of the King's death becomes blind fanaticism. You will tolerate no criticism of His behaviour, nor will you allow talk of a future without Him.
- Less:** Your young age betrays uncertainty and dismay. You need a guide, someone to tell you precisely what to do.

Impressions

To play out an Impression grab the Mask and, while holding it up, declare the setting and participants of the upcoming scene. Then bring the Mask to your face and act as the King, keeping close to your Knight's vision of Him. You will need to take the lead, as the others have no clue about the point of the scene.

- Royal chambers. The King and the First Knight.** The King is annoyed by the First Knight's insistence that He choose an heir. As if He was an old man on His deathbed, as if the sun was setting over His age of glory, only to leave dark bids for power in its wake.
- In the bowels of the Mountain. The King, the Last Knight and the People under the Mountain.** The King stresses to the Last Knight that he will not be able to fight by His side against the People under the Mountain. A fearsome enemy watches their every movement and the Knight must keep to the the rear, whether he likes it or not.
- At the foot of the Mountain. The King, the Champion and the People under the Mountain.** The King and the Champion fight back to back, watched by eyes in the darkness at every turn. The King urges the Champion to retreat, jumping alone into the fray against the People under the Mountain.

When the Impression is over, lay down the Mask, tear a fragment from it and remember to keep it with you. When everyone is back to the present, in the cave, explain how you know what you just recounted. Take initiative here, as well.