



ROBIN GUARD

**ACTION
MYSTERY
ADVENTURE**

The English Medieval ages, times are harsh, the English king is living abroad in exile and the law of the land has broken down. The kingdom is spilt into regions ruled by various Lords, Earls and High Sheriffs. Some are good, but many are corrupt and evil. Yorktonshire is under the control of the villainous Sir Tallyman and his henchmen, who impose heavy taxes and rule how they please. But many rose against this injustice and tyranny, travelling the land, righting wrongs where they can. One of these heroes is **Robin Guard** and his band of outlaws. But other dangers lurk in the deepest, darkest corners of many a county, older and more dangerous foes... Robin Guard is continuing his journey to Scotland to deliver a Quaich.* Merry Andrew, a jester, has volunteered to run the gauntlet of Goblins to deliver a message to Castle Parrogate for assistance. Meanwhile, Teague has come up with a plan to defeat the Goblins. A risky plan...

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Castle Folly - part three

BY BANFF



We make use of the coachway** to provide a **moving stable platform**, allowing an archer to get closer to the Orc for a shot at him. Even moving won't keep the team safe. Risky, but unless anyone else has a better plan...

Teague