

The Adventures of Redbridge Stanton

Redbridge Stanton
and
The Cup of Kings

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The Cup of Kings

Redbridge Stanton and the Cup of Kings

This book contains the fictional saga of Redbridge Stanton, famous adventurer, and the quest for the Cup of Kings.

This is an abridged
version of that
tale.

(OOG: As always,
this tale may bear
some similarities
to another existing
tale. But that, I
am certain, is just
a coincidence.)

Redbridge Stanton and the Cup of Kings

In 1952, 13-year-old Redbridge Stanton has wandered from his father's camp near the Canyonland border in the Spadelands. He discovers a group of thugs who have found a golden cross of some value and great antiquity and steals it from them, hoping to donate it to a museum. The men give chase through a circus caravan and Redbridge escapes but the sheriff makes him return the cross. Meanwhile, Redbridge's oblivious father, Henry, is logging extensive research on the Cup of Kings in a diary. This encounter shows the origin of Redbridge's grapple, satchel, armor and hat -and phobia of snakes.

In 1978, Redbridge recovers the cross (in a harrowing battle at sea) and donates it to the bardic college in Briardown, to his friend Marcilius. Later, Marcilius introduces him to Doneval, who informs him that Henry has vanished while searching for the Mythical Cup of Kings, using an incomplete inscription as his guide. Redbridge then receives Henry's Cup of Kings diary via post from Lake Town. Realizing that he would not have sent the diary unless he was in trouble, Redbridge and Marcilius travel to Lake Town, where they meet Henry's Clublander colleague, Eliza. Beneath the library where Henry was last seen, Redbridge and Eliza discover the tomb of a paladinic knight, which also contains a complete version of the inscription that Henry had used, this one revealing the location of the Cup. They flee, however, when the catacombs are set aflame by the Brotherhood of the Cruciform Sword, a secret society that protects the Cup of Kings from evildoers. After a boat chase, Redbridge and Eliza capture the Brotherhood's leader, Mazeek, and Redbridge tells him that his goal is only to find his father and that he has no interest in finding the Grail. Mazeek tells him that Henry was abducted to Castle Greyditch on the Cottington Woods/Collamoor border. Marcilius later reveals a map drawn by Henry of the route to the Grail, which begins in Giringazi.

At Castle Greyditch, Redbridge rescues Henry, but learns that Eliza and Doneval are actually part of the Illuimanted Mind, and are using him to find the Cup of Kings for them. Meanwhile, Marcilius is captured in Giringazi while waiting with Sully for the Stantones. The Stantones escape from Castle Greyditch and recover the diary from Eliza at an Illuminated Mind meeting in the city of Collamoor, barely escaping an accidental face to face encounter with the secret Illuminated Leader. They board a ship to leave Germany, but the ship soon turns around and the Stantones escape in a longboat. The longboat runs aground while they are battling Illuminated Mind agents, but they manage to defeat the agents once on dry land.

The two meet up with Sully in Giringazi, where they learn of Marcilius's abduction. The Illuminated Mind is already moving towards the Grail's location, using the

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map possessed by Marcilius. In exchange for gold, the King of Giringazi has given the Illuminated Mind full access to his equipment for the expedition, including an armored wagon pulled by camels. Redbridge, Henry, and Sully find the Illuminated Mind expedition, which is suddenly ambushed by the Brotherhood. During the battle, Henry is captured while attempting to rescue Marcilius from the wagon. The younger Stanton pursues the wagon on camelback and, with the aid of Sully, saves Henry and Marcilius before the wagon is driven over a cliff.

Redbridge, Henry, Marcilius, and Sully catch up with the surviving Illuminated Mind, including Doneval and Eliza, who have found the temple where the Cup of Kings is kept but are unable to pass through the three protective booby traps. Doneval shoots Henry, mortally wounding him, and Redbridge is forced to risk his life in the traps to find the Cup and use its healing power to save Henry. Using the information in the diary and followed by Doneval and Eliza, Redbridge successfully reaches the Cup's chamber, which is guarded by a knight. He has been kept alive for seven hundred years by the power of the Cup, which is hidden among dozens of fake cups. Eliza betrays Doneval by deliberately giving him a fake cup, which causes him to decay into dust upon drinking from it. Redbridge then uses his expert knowledge to find the true Cup, which the knight warns cannot be taken beyond the great seal at the temple's entrance. Redbridge fills the Cup with water and takes it to Henry, who is instantly healed. Eliza then takes the Cup past the great seal, ignoring the knight's warning. The temple begins to rapidly collapse and, even as Redbridge attempts to save her, Eliza falls to her death into an abyss. Redbridge nearly suffers the same fate, but is saved by Henry. The Stantons, Marcilius, and Sully then narrowly escape the collapsing temple before riding off into the sunset.