

BEORN, THANE OF TISSBURI 005 THE BIGGER THEY ARE

In the last story, while Beorn was in the north trying to win over Northern Dukes and Kings to the service of King Uther, his Retainer "Osric", had led the Domain's Troops in the service of Prince Madoc attacking Saxon ships around the southern coast.

Due to their betrayal by Thane Brandon of Cholderton, Osric and many of the Troops were lost and Prince Madoc and the survivors barely managed to win free.

Grief-stricken and enraged by the tale of Osric's death, young Beorn swears a Vow of vengeance against the traitor Brandon.

Swear an Iron Vow 6 +2 heart +1 Bond with Tissburi = 9 (4 & 6) STRONG HIT

On a strong hit, you are emboldened and it is clear what you must do next (Ask the Oracle if unsure). Take +2 momentum (now 6).

Brandon was allied with the Saxons in East Anglia, it is clear that Beorn will be able to find him there. When the funeral of Osric is over, he will take his remaining troops east.

Sojourn 2 +2 heart +1 Bond = 5 (10 & 1) WEAK HIT

The Domain Troops recover +2 health (harm now 1/5). Thunderbolt (his horse) also recovers +2 (harm now only 1/5).

Because of the Domain Asset, on a weak hit Beorn could raise his Supply to 3 (but as it was already 4, it has no effect).

This year's efforts must go into strengthening the Domain Troops (so adding Security). To this effect, he decides to "Train and equip troops" using the Domain's Prosperity. It will be resolved in the Autumn.

Until then he appoints a man to act as regent for the Domain in his absence.

Oracle Ironlander Name - Hennion

Compel 5 +2 heart +1 Bond = 8 (5 & 5) STRONG HIT!! MATCH !!

On a strong hit, they'll do what you want or share what they know. Take +1 momentum (now 7). If you use this exchange to Gather Information, make that move now and add +1. [As it was a MATCH, I'll grant myself an additional reward of +2 spirit (now 2)].

Hennion is well-liked by the folk and is deeply loyal. As the small band of warriors head east, Beorn can relax a bit, as he knows the Domain will be well-cared for.

Undertake a Journey 1 +3 wits +1 Horse = 5 (1 & 4) STRONG HIT

On a strong hit, you reach a waypoint. If the waypoint is unknown to you, envision it (Ask the Oracle if unsure). Then, choose one.

* You make good use of your resources: Mark progress.

* You move at speed: Mark progress and take +1 momentum, but suffer -1 supply.

MARK PROGRESS

The journey is only Troublesome, so Progress 3/10.

Oracle Location - Glade

Oracle Location Descriptor - Broken

A couple of days from Tissburi, arriving in a clearing formed by several trees broken down, it isn't obvious what could have done it. The horses and the hound, Dexter, seem nervous. Although it is asking for unnecessary trouble, Beorn begins to investigate...

Gather Information 4 +3 wits = 7 (8 & 4) WEAK HIT

On a weak hit, the information complicates your quest or introduces a new danger. Envision what you discover (Ask the Oracle if unsure), and take +1 momentum (now 8).

[I decide to use one of the loose-ends from an earlier story]

They find some very large tracks, and signs that a huge axe has been used to cut the trees. It was recent, perhaps the night before. They seem to have made some kind of massive lean-to to spend the night, and then scattered the trunks when they left to cover the most obvious signs of their passage.

Can Beorn and his men follow the tracks? They should rest now as the light is fading, but if it rains overnight, they may lose the trail.

Gather Information 5 +3 wits = 8 (8 & 1) WEAK HIT

On a weak hit, the information complicates your quest or introduces a new danger. Envision what you discover (Ask the Oracle if unsure) and take +1 momentum (now 9).

The trail leads back towards Tissburi, a bit further south than the paths they have been taking. They are pretty sure it is a Giant as Beorn and some of the other men followed Merlin into Faerie last year and fought and killed a Giant there.

It must have been slow going for the monster as it had to knock down more trees at several points, making it easier for the pursuers. Also, they have reached the edges of lands they know. By pushing through the night, they face some danger...

Face Danger 6 +1 edge +1 horse = 8 (5 & 6) STRONG HIT

On a strong hit, you are successful. Take +1 momentum (now 10).

They catch up with the Giant, spotting a campfire in a stand of trees and attempt to sneak up and ambush it.

Secure an Advantage 1 +1 shadow = 2 (5 & 7) MISS

On a miss, you fail or your assumptions betray you. Pay the Price.

Pay the Price (D100) = 35 The current situation worsens.

The creature must have known it was being followed. The camp-fire is a ruse and a huge Giantess lurches out of the grey dawn mist, massive axe raised, ambushing Beorn and his small band.

Enter the Fray 5 +3 wits = 8 (9 & 4) WEAK HIT

On a weak hit, choose one...

* Bolster your position: Take +2 momentum.

* Prepare to act: Take initiative.

INITIATIVE

[Checking for the enemy rank, minimum Formidable, Max Extreme. Would have been Extreme if Beorn was not accompanied by a band of warriors]

Oracle Challenge Rank - Formidable (-3 Harm, Progress 1 tick)

With the horses panicking and his men momentarily overwhelmed, Beorn strikes at the Giantess...

Strike 5 +2 iron = 7 (4 & 2) STRONG HIT

On a strong hit, inflict +2 harm (2/10). You retain initiative.

+1 harm because of the hound, Dexter, snapping and harrying (3/10).

Heartened by their Thane's bravery, the men of Tissburi rush to aid him...

Strike 1 +2 iron = 3 (8 & 6) MISS

On a miss, your attack fails, and you must Pay the Price. Your foe has initiative. [as it was a 1 on the Action dice, the price is to be paid by a Companion (troops 1-5 / hound 6-8 / horse 9-10) **(D10) = 9**

Pay the Price (D100) = 67 It is harmful

Companion Endure Harm 1 +2 heart = 3 (3 & 7) MISS

On a miss, also suffer -1 momentum (now 9). If your companion's health is 0, they are gravely wounded and out of action. Without aid, they die in an hour or two.

A huge booted foot stamps down, kicking Thunderbolt in the ribs. (harm 4/5).

As the Giantess swings the mighty axe, Beorn tries to withdraw and get his injured steed out of harms way...

Face Danger 2 +1 edge +1 horse = 4 (10 & 3) WEAK HIT

On a weak hit, you succeed, but face a troublesome cost. Choose one...

- * You are delayed, lose advantage, or face a new danger: Suffer -1 momentum.
- * You are tired or hurt: Endure Harm (1 harm).
- * You are dispirited or afraid: Endure Stress (1 stress).
- * You sacrifice resources: Suffer -1 supply.

MOMENTUM (now 8)

Beorn manages to dismount but the monstrous form kicks her way through the men-at-arms to pursue him. Her hideous face is twisted in rage and hatred as she spits his name "BEORN! Die murderer!". He is forced to make a desperate parry...

Clash 2 +2 iron = 4 (7 & 7) MISS!! MATCH !!

On a miss, you are outmatched and must Pay the Price. Your foe has initiative.

Pay the Price (D100) = 03 A person or community you trusted loses faith in you, or acts against you

NARRATIVE PRICE ONLY [house rule that 50% of P-t-P rolls are narrative only] Any mechanical penalty should be interpreted within the fiction.

Beorn collapses under the strain, driven to his knees by the heavy blow. He cowers as the axe rises again and his followers cry out as it falls...

Clash 3 +2 iron = 5 (9 & 5) MISS

On a miss, you are outmatched and must Pay the Price. Your foe has initiative.

Pay the Price (D100) = 00

Roll twice more on this table. Both results occur. If they are the same result, make it worse

Pay the Price (D100) = 40 The current situation worsens

NARRATIVE PRICE ONLY

Pay the Price (D100) = 95 A friend, companion, or ally is put in harm's way (or you are, if alone).

Knocked to the floor by the Giantess, Beorn finds himself pinned beneath her boot. Dexter leaps to his master's defence but is grabbed by the scruff of the neck and lifted, yelping and wriggling.

"For the murder of my husband, Trovak, you will die Beorn and I shall feast upon your flesh. Know I shall slaughter ALL your folk starting with this yapping mutt."

TURN THE TIDE Once per fight, when you risk it all, you may steal initiative from your foe to make a move (not a progress move). When you do, add +1 and take +1 momentum on a hit. If you fail to score a hit on that move, you must suffer a dire outcome. Pay the Price.

The men of Tissburi surge forward to protect their fallen lord...

Strike 2 +2 iron +1 Turn the Tide = 5 (3 & 3) STRONG HIT!! MATCH !!

On a strong hit, inflict +1 harm. You retain initiative

+1 momentum (now 9)

harm 2 +1 for hound +1 for turn the tide. (7/10)

Beorn manages to stab her in the foot, Dexter bites her finger causing her to let go and the spear men circle around her. For the first time, she looks wary as her eyes dart about.

"For Tissburi!" screams Beorn "Strike!"

Strike 2 +2 iron = 4 (2 & 4) WEAK HIT

Burn Momentum to make a STRONG HIT (burn 9 now resets to 2)

On a strong hit, inflict +1 harm. You retain initiative.

harm 2 +1 for hound +1 for the Strong hit. (10/10)

End the Fight 10 PROGRESS vs (9 & 5) STRONG HIT

On a strong hit, this foe is no longer in the fight. They are killed, out of action, flee, or surrender as appropriate to the situation and your intent (Ask the Oracle if unsure).

Spears strike from all sides, an axe cuts the back of her knee and she falls like a toppled tree, then the men are upon her, hacking in a frenzy until the woods are stained red.

"Victory!"

[I'm going to grant 1 XP (now 3) for this and clear off one of the "Future Issues" ie "Un-named Giantess hates Beorn for killing her mate"]