

## BEORN 006 - MURDER IN THE MARSH

The victorious troops made camp and rested the entire day. They knew that they had just saved not only themselves, but all their families, from the Giantess.

**Make Camp 4 +4 supply +1 Victory and relief = 9 (7 & 9) WEAK HIT**

On a weak hit, choose one...

- Recuperate: Take +1 health for you and any companions.
- Partake: Suffer -1 supply and take +1 health for you and any companions.
- Relax: Take +1 spirit.
- Focus: Take +1 momentum.
- Prepare: When you break camp, add +1 if you Undertake a Journey

**HEALTH (the Troops were down 1 - now harm 0/5. Thunderbolt the Horse was down 4 - now harm 3/5)**

When they set off again, they quickly retrace their steps back through the woods and return to their eastward journey.

**Undertake a Journey 2 +3 wits +1 horse = 6 (5 & 7) WEAK HIT**

On a weak hit, you reach a waypoint and mark progress, but suffer -1 supply. (now 3)

Oracle Location - Coast (not likely given this particular journey) reroll to get Marsh

Oracle Location Descriptor - Cold

The troops spend a cold night in the middle of a marsh. Strange lights twinkle between the stunted trees. Odd splashes and gurgles surround them.

*[At this point I'll bring in the "Adventure of the Water Leapers". This is listed for the Pendragon Campaign for this year if the hero doesn't go on the "Invasion of Frankland" with Prince Madoc. If I finish my hunt for Brandon quickly, I'll do the "Invasion" too or lose my +1 bonus to a bond with the Prince.]*

Let's see if Beorn's state of alert is good enough to spot an ambush of his soggy and miserable troops...

**Gather Information 1 +3 wits = 4 (10 & 8) MISS**

On a miss, your investigation unearths a dire threat or reveals an unwelcome truth that undermines your quest. Pay the Price.

**Pay the Price (D100) = 10 You are separated from something or someone.**

Owen, a young warrior, on his first adventure is on watch on the south side of the camp. He had been unable to sleep due to the excitement of yesterday's encounter with the Giantess. In a pool of

dark water, stretching away into the deep shadows, he watches a little string of bubbles break the surface. He rises to hold aloft his torch to peer down.

At that moment a hideous maw erupts from the mud and water beneath him. He has time for a scream, frantic splashing and is dragged off into the darkness.

The alarm is raised, and the men scramble to their feet, grabbing their gear.

*[If Beorn accepts the loss of one man it will count as a single Harm and they can fortify their position and will have initiative, but if he goes to recover Owen, it will require a Strong Hit to track him and they will get ambushed]*

Beorn is willing to risk more to recover young Owen...

**Gather Information 2 +3 wits +1 bond = 6 (8 & 7) MISS**

On a miss, your investigation unearths a dire threat or reveals an unwelcome truth that undermines your quest. Pay the Price.

**Pay the Price (D100) = 50 A new danger or foe is revealed**

*[I was intending the Water Leapers to be a Dangerous Foe against Beorn and his troops, but I'm now going to have him get separated from them and have to fight alone except for his hound against a Formidable]*

Leaving a few to guard the supplies and his horse, Beorn leads the rest after the distant splashes from Owen. Soon the young lord and his hound have outpaced the rest and an unnatural mist rises from the foul water, deadening the sounds and confusing him, resisting the light of his torch.

The hulking shape of this half frog, half bear creature looms ahead of him. It turns and throws its bundle to the mud. Owen grunts, at least he is still alive. The creature grins with a wide mouth full of jagged teeth. It makes a gurgling rumble that might be a laugh and a second creature leaps at Beorn from the side.

*[Not getting to roll Enter the Fray because of earlier decision, Beorn is ambushed and loses initiative against this FORMIDABLE foe]*

**Clash 6 +2 iron = 8 (5 & 10) WEAK HIT**

On a weak hit, inflict your harm, but then Pay the Price. Your foe has initiative. Harm 2 (spear) + 1 for hound = 3 = 3/10

**Pay the Price (D100) = 82 A surprising development complicates your quest**

*[NARRATIVE PRICE ONLY Any mechanical penalty should be interpreted within the fiction.]*

Owen is tied-up and unable to keep his head above water. Beorn sees him struggling as he begins to drown.

*[Starting a Countdown timer of 3 boxes, each miss will tick a box and Owen drowns on the third]*

The two creatures seem well-adapted for life in the marsh, but Beorn slips and slides in the mud and fears falling into the deeper water.

## **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 young lord feints towards the creature behind him and then risks leaving himself open, spins to strike the other, aiming for its bulbous throat...

### **Strike 2 +2 iron +1 bonus for Turn the Tide = 5 (1 & 9) WEAK HIT**

+1 momentum (now 3)

On a weak hit, inflict your harm and lose initiative. another 3 harm (2 for sword +1 for hound) - harm 6/10.

The original water-leaper sinks, gurgling beneath the dark waters, leaving only one, but Beorn is left off-balance as the creature smashes into him.

### **Clash 5 +2 iron = 7 (8 & 3) WEAK HIT**

On a weak hit, inflict your harm, but then Pay the Price. Your foe has initiative. Harm 10/10 but Beorn needs to regain Initiative to finish the creature.

### **Pay the Price (D100) = 32 Something of value is lost or destroyed**

*[As Beorn has nothing of immediate value on him. I'll count that as 1 tick of the timer for the Drowning Owen 1/3]*

Although off-balance, Beorn manages to slash his sword across the thing's belly. Eventually it will bleed out, but that might not be quick enough for either Beorn or Owen! With an angry croak, it snaps at him...

### **Clash 2 +2 iron = 4 (7 & 5) MISS**

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

### **Pay the Price (D100) = 41 The current situation worsens**

The jaws close on Beorn and the bulky creature rolls in the water, dragging him under. Unless he can get free *[a hit with Face Danger]* he will begin to drown *[auto 1 harm per exchange]*

Owen is running out of time (drowning timer 2/3).

Desperately trying to hold mouth closed, despite wanting to scream in pain and rage, Beorn struggles to prise the huge jaws open.

### **Face Danger 4 +2 iron = 6 (4 & 5) STRONG HIT**

On a strong hit, you are successful. Take +1 momentum (now 4)

Perhaps the slow-bleeding gut wound has weakened the Water-leaper, but the jaws loosen and Beorn scrambles back to his feet in the waist-deep water. The angry blood-crazed monster lunges for him again.

**Clash 5 +2 iron = 7 (2 & 2) STRONG HIT!! MATCH !!**

Beorn's blade sinks into the creature's gut wound and he frantically turns the blade, yanking it to and fro as the thing shrieks.

**End the Fight 10 PROGRESS vs (9 & 7) 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).

It dies, staining the waters red in its death throes. Beorn grabs Owen and drags him to the shore. They are both lying there coughing and gasping when the rest of the Tissburi troops catch up to them.

*[At this point they are 6/10 through the journey to reach East Anglia. The completed Journey will count as 3 ticks towards the Vow of Vengeance. Then finding/ambushing Brandon will be 3 ticks and the Fight should be the final 4]*

It is morning when they finally re-group at the camp and set out on the final leg of their journey.

**Undertake a Journey 3 +3 wits +1 horse = 7 (6 & 2) 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

**EXTRA MOMENTUM** (now 5 but supply now 2).

A few more days travel and they reach the area where Brandon was last seen. They are deep in territory claimed by the Saxon horde.