

## Valgrym 11 Deeper in the Woods

Sorry the tale of Valgrym has been on hold for so long. As it's been so long and I may have lost track of the exact status of some of Valgrym's resources, here's a quick recap.



### Valgrym

**Edge:1 Heart:2 Iron:3 Shadow:1 Wits:2**

Health:4/5 Spirit 3/5 Supply:2/5 Momentum:4/10

ASSET: SKIRMISHER (when you Face Danger)

ASSET: STORYTELLER (when you Secure an Advantage, Compel or Forge a Bond)

ASSET: COMPANION HORSE – Swift (when you Face Danger or Undertake a Journey)

ASSET: RITUAL - FAERIE WARD (when you sprinkle iron dust...)

### RITUAL

#### FAERIE WARD

● When you sprinkle iron dust around you and envision a shield. Roll **Faerie Ward** +spirit or +heart (whichever is higher). For the next minute...

On a **strong hit**, the Ward reduces the level of any Faerie Creature crossing it by 1 and then inflicts 1 harm on it. Also, any harm-causing Faerie Spell that crosses it, is reduced by 1 level. +1 momentum.

On a **weak hit**, it still reduces the level of any harm-causing Faerie Spell, but only inflicts 1 harm on a Faerie that crosses it.

On a **miss**, the Ward fizzles out - roll on Oracle 17: **Mystic Backlash**

○ As above and improve the effect of your Faerie Ward (+2 momentum, choose either 2 harm or reduce level by 2)).

○ When you perform this ritual, add +1 and take +1 momentum on a hit.

Valgrym has very little equipment left – a wooden spear, a dagger, a small amount of iron dust (rust) for casting Faerie Ward and his pony “Wheezer” Health:4/5

Background Vow (Extreme) : Kill the Witch Radka 4/10 progress (he has some info)

Vow (Dangerous): Find Gwenneth 6/10 progress (almost there)

Vow (Troublesome): Bring Gwenneth to Peatbog (no progress yet)

Vow (Troublesome): Deliver Symon's message to Earl Imric 6/10 progress (almost there)

DELVE (Formidable) Wicked Wye Woods 4/10 progress

Somewhere in these Faerie Woods lies the Castle of the Earl Imric - Lord of Albion's Elves. It is a WILD TANGLEWOOD.

Despite a lot of setbacks (including recently losing his Iron spear), Valgrym's last encounter ended with him inadvertently rescuing a silver trout from a big black bear.

Unknown to Valgrym, the trout is a magical faerie creature who now owes him a debt.

The young man has the bearskin rolled-up and tied to his pony. He lacks the tools and time to clean it properly, so it is beginning to smell.

As the result of the last [Reveal a Danger] roll was "A harrowing situation or situation", I came up with an area marked by a series of sprites' heads stuck on tiny wooden posts across the path.

***On the way back down the northern bank of the tributary, Wheezer begins to shy away nervously and he looks down to see half a dozen sticks a few inches high dotting the path, each one topped with a tiny, bloody head...***



### **Our Story Continues**

Valgrym carefully examines the line of gruesome trophies.

*Gather Information: Roll 5 + 2 Wits vs 8 & 2 => WEAK HIT [The information complicates your quest or introduces a new danger]*

He is shocked when the six tiny heads open their eyes and begin speaking in squeaky voices.

"Turn back, traveller. This path and the woodlands to the North as far as the Mountain and East to the River Wye are forbidden by order of the Earl"

Having delivered their message, their eyes close and the six little heads slump.

Valgrym has to press on, if he goes away from the river, he is sure to get lost and he has been told the Castle is near the source of the Wye. He steps carefully over the row of heads, leading his pony, Wheezer.

As soon as he does, the heads animate again and begin screaming, shrill and very loud. Dozens of birds are frightened out of the trees and Valgrym has to struggle to calm poor Wheezer.

*Test your Bond: Roll 6 + 2 Heart vs 8 & 6 => WEAK HIT [Your bond is fragile, and you must prove your loyalty] Proving loyalty by swearing another Vow seems like overkill for this. I'll interpret it as something less significant.*

The young man barely manages to hold onto the terrified pony's bridle. It is sweating and wide-eyed and likely to be of little use until after a good rest. He is sure the screaming is meant to summon some monstrous guardian, so he hurries on dragging the beast behind him.

*Reveal a Danger: Roll twice more on the table! 1) WILD theme 2) A resource is diminished. broken or lost. Resources are Spear, Dagger, Iron dust, bearskin or Wheezer's health so I'll roll 1d6, 1,2,3,4 or 5/6.*

In the struggle with the pony, Valgrym doesn't notice until too late that his dagger has slipped from his belt and is lost in the undergrowth.

*To work out what kind of Guardian is summoned I'll roll-up a Monstrosity via the oracles. I have an idea relating to the over-arching plot as to why the Earl would want everyone to stay out of an area of the woods - The Earl has a secret alliance with a Troll (despite the on-going war between Elves and Trolls). Imric is hoping to grow some powerful elf/troll hybrid warriors (born from half-elf/half-human women - secretly Gwenneth is one of these) in order to make his army more powerful so he can overthrow the Elf King, for this process, he needs the Troll (who is some kind of sorcerer/scientist).*

*Monstrosity...*

*Abilities "Camouflaged", "Move between Realities"*

*Characteristics "Many-eyed", "Extra limbs"*

*Primary Form "Amorphous"*

*Size Large (giant-sized)*

*Challenge Rank (roll but minimum = Dangerous) 70 = Formidable (1 Harm=1 Progress, Inflicts 3 Harm)*

*I guess this will be one of the hybrid monsters Imric and the Troll are making!*



For a moment, Valgrym sees what seems to be a heat haze beneath the branches of a large tree up ahead on his left. Then the air seems to rip apart, showing a scene of glowing red rocks - some sort of cave with a pool of lava! Pushing through this rip in the fabric of reality comes a huge blob of red clay, pseudopods extruding from its body and pulling itself obscenely into the forest. As it pours through, its form changes, taller - similar in size to the giant Symon, but with two extra arms and five eyes (scattered haphazardly around the creature's misshapen head. There are extra ears too, its head cocked awkwardly, listening to the distant screaming of the dead heads. Then it turns its hideous face towards Valgrym!

*Enter the Fray: Roll 3 + 2 Heart = 5 vs 3 & 4 => STRONG HIT [+2 momentum, now +6, gain initiative]*

While the creature is still solidifying its form, Valgrym leaps at it with his spear.

*Strike: roll 6 + 3 Iron = 9 vs 5 & 1 => STRONG HIT [inflict +1 harm & retain initiative]*

It's a solid hit [harm 3/10] as Valgrym's wooden spear goes deep into the monster's belly, pushing it off balance, allowing the young warrior to strike again.

*Strike: roll 2 + 3 Iron = 5 vs 6 & 6 => MISS with TWIST!!! [endure harm 3 & pay the price & lose initiative]*

*Endure Harm: Roll 6 + 3 Iron => STRONG HIT ~~Shake it off~~ or Embrace the Pain +1 momentum (now 7) but only got 1 health left.*

*Pay the Price: 34 the situation worsens!*

The monster slaps the spear aside, knocking Valgrym sprawling off the path

He desperately attempts to hold the creature at bay with his spear.

*Face Danger: Roll 6 +3 Iron = 9 vs 7 & 4 => STRONG HIT +1 momentum (now 8) and because of Skirmisher Asset can Clash with +1.*

*Clash: roll 2 + 3 Iron + 1 = 6 vs 10 & 1 => WEAK HIT inflict 2 harm but pay the prices and lose initiative. The creature has now taken 5/10 harm.*

*Pay the Price: 27 something of value is lost or destroyed. I'll use the same random set of things as before but if it's Wheezer he runs off rather than takes damage. Resources are Spear, Iron dust, bearskin or Wheezer so I'll roll 1d6, 1,2,3 or ,4/5/6.*

Wheezer runs back up stream in terror.

Valgrym makes another desperate lunge with his spear.

*Clash: Roll 3 + 3 = 6 vs 7 & 7 MISS with NEGATIVE TWIST*

***BURN my 8 momentum turning it into a STRONG HIT WITH POSITIVE TWIST***

*I used the "Major Plot Twist" Oracle and got "A true identity is revealed". I will also inflict an additional point of harm, taking it to 8/10 harm and then immediately try to End the Fight.*

The spear sinks into an eye and the pain makes the thing howl like a child. In its pain, its body shifts rapidly between a number of smaller forms, an elf child of about 10, thin, with golden pupil-less eyes, then a troll child - big as a man, fat green and warty with red eyes, then a mixture of the two, with the troll face but one golden eye and one thin arm. The disgusting creature whimpers.

Valgrym shows no mercy and thrusts again, aiming for the throat.

*End the Fight: Progress 8 vs 1 & 9 => WEAK HIT The foe is no longer in the fight. But I have to choose one of the negative outcomes too. I'll go for "Others won't forget: You are marked for vengeance".*

The hideous creature dies screaming and gurgling, its form degenerating into a red puddle of slime. Under the tree, the rip in space closes, but for a moment Valgrym spotted a Troll's face, wrinkled and warty, grey-green flesh, eyes blazing with fury, trying to leap through the gap but it closed too soon, cutting off the monster's wail of despair.



For several minutes, Valgrym sits on a log with his hands in his head, shaking with shock. What was that thing? Should he try to chase after Wheezer or press on for the Castle?

*I'll grant him another couple of points of Progress for this one. The progress through Wicked Wye Wood is now 6/10. Next session he'll try to track down the pony before continuing.*