

Ironsworn_Story_008

Intro Notes & Previously...

The Giant – Symon has agreed to open the Gate to Faerie, he said that Valgrym would be able to “ride across the **Moon’s Road**”. However, he is making Valgrym swear another Vow – to deliver Symon’s message to the Elf-Earl.

Unknown to Valgrym, Symon is sending him as a “gift” to the Earl.

My “plan” for the story after the crossing is that Valgrym will be in the Fae version of the world – similar geographic features, but there, the Fae have their full powers, not just shadows of their powers as they do in the Mortal Realm.

The initial area north of the Yat is where Atani – the Fae Life-drinker – ruled, until Valgrym recently killed her! He’s already had some trouble with the Fae Folk in that area. He tried unsuccessfully to get them to leave Hwaetmann’s baby alone and stop playing mean tricks, but all he accomplished was them stealing his iron spear – that is a significant loss as it is a useful weapon if he gets into any fights with Faeries. I’m going to give him a way to win it back if I can edge the narrative in that direction.

Valgrym’s current attributes are...

Edge +1, Heart +2, Iron +3, Shadow +1, Wits +2, Momentum +8, Health +5, Spirit +5, Supply +1

Current Vows are...

Find Gwenneth (Formidable) not been tracking waypoints/milestones very well but going to say he’s 5/10 on this.

Kill the Witch Radka (Extreme) 0/10

Retrieve the Sword of Kings (Troublesome) DONE

Bring Gwenneth to meet Peatbog (Dangerous) 0/10 (can’t start until Gwenneth is found)

Find a cure for the baby (Dangerous) 0/10

Deliver Symon’s message to the Elf-Earl 0/10

Once in Faerie, he will have to Undertake a **Formidable** Journey to the Earl’s Castle. I have some encounter ideas, including a riddle contest, Fae beasts, Faeries, Environmental obstacles and whatever the Oracles suggest.

The Realm of Faerie...

There is an on-going war between Elves and Trolls. Fae are more powerful here than in the Mortal world. The Elf Earl is ruler of Albion (the Fae version of the Isle of Britain) but is a vassal of the King of Alfheim (somewhere on the continent). I now also have an idea to explain why he wanted Gwenneth (political ambition!)

THE STORY

Shortly before dawn, Valgrym found himself on the bank of the river, below the looming crag of Symon's Yat. The clouds parted, and a moonbeam ran across the river and illuminated the crag. The silver path lay across the water like a bridge.

Thinking this must have been what Symon meant by the "Moon's Road" he steps gingerly onto the rippling surface, finding it to be solid. He tries to lead his frightened pony across.

Poor "Wheezer" struggles but is eventually coaxed across. As they near the far bank, the clouds start to cover the moon and it is a mad scramble to get across in time. The last of his food and spare clothes falls from the pack and is swept away.

He is supposed to search for the source of the Wye, so his direction is clear, and he heads off upstream as the sun begins to rise.

[Faeries would be greatly weakened during daylight if they were in our world, but here in their own Realm, it doesn't bother them]

Despite the recent feast he was given by the giant, Valgrym soon feels hunger gnawing at his belly. It's as though he has been travelling for days, although surely it can only have been a few hours.

He decides to stop and rest and try to make himself a spear (cut a big stick and sharpen the end of it). This will let Wheezer graze on a meadow of pretty flowers at the river's edge. Soon he holds a passable spear, but without the iron tip, it will probably be of little use against the monsters he imagines up ahead.

He presses on for a few more hours and, late in the afternoon reaches a waterfall, cascading down the side of the valley to join the wide river.

THE GAME MECHANICS

Undertake a Journey : 5 +2 wits =

7 vs 7 & 5 WEAK HIT

Reach a Waypoint (1/10) but -1 supply (Now zero).

The "Out of Supply" move means V has to mark the "Unprepared" debility and lose 1 from Max Momentum and 1 from Momentum reset.

Undertake a Journey : 5 +2 wits =

8 vs 9 & 6 WEAK HIT

Reach a Waypoint (2/10) but -1 supply (as he is currently "out-of-supply" it costs momentum, health or spirit). He'll lose some health.

Resupply : 5 +2 wits =

7 vs 2 & 6 STRONG HIT

+2 Supply – hurrah!

Undertake a Journey : 5 +2 wits =

7 vs 6 & 5 STRONG HIT

Reach a Waypoint (3/10).

THE STORY

This effectively blocks his progress along the valley and he'll have to either swim around it or climb the valley and seek a ford or bridge across this tributary, then find a way back down to the Wye on the other side.

As he starts to lead Wheezer up a steep trail, there is a glimmer of something behind the curtain of water, dimly reflecting the low angle of sun-light.

He didn't come this far to run from every challenge, so Valgrym tethers his pony, strips off to the waist, and clammers across rocks through the crashing waterfall into the cave beyond. He almost wades through the mound of polished pebbles that litters the floor.

Inside a wide circle of fishbones and rabbit-guts, a couple of paces in diameter, he is amazed to see his own spear – the wooden shaft stuck into the pebbles, the iron-blade gleaming in the afternoon light. The thunder of the water echoes in the cave. He approaches cautiously...

... he notices a couple of fish-hooks in the circle strewn about and some other minor items he had lost while staying at the fisherman's hut. But nothing warns him to stay away.

Rather than simply walk through the circle to fetch his spear, he decides to use the magical Ward he was taught by "Broughton", the Drake. He will stand at the edge of the circle and sprinkle iron dust in a circle of his own, to include the spear.

THE GAME MECHANICS

This is the equivalent area of Hwaetmann's hut and the lands previously ruled by Atani the Life-drinker. I figure, it's time to give Valgrym a challenge and an opportunity to recover his Iron Spear.

I rolled a couple of Oracles Action 62 "Overwhelm" and Theme 69 "Prize". The prize seems like it could be Valgrym's stolen spear and the Overwhelm suggests some attempt to overwhelm the boy with an enchantment.

Secure an Advantage : 5 +2 wits =

8 vs 9 & 4 WEAK HIT

V gains +1 momentum (now +9)

Ritual – Faerie Ward : 3 +5 Spirit =

8 vs 1 & 1 STRONG HIT !! MATCH !!

V gains +1 momentum (now +9)



THE STORY

The spell works better than he had hoped!

The iron dust glitters as it scatters, fizzing and hissing as it dimly outlines the ghostly figure of Atani. She recoils from the touch vanishing as she leaves its circle – her hate-filled eyes are the last thing to fade from view.

Where the dust touched the shaft of the spear, runes flicker into life then fade and fall like dust. The runes seemed like thorns and chains with barbed hooks, but the power of Valgrym's spell wiped them away. Atani must have been incredibly weak, a mere vestige of her former power, perhaps summoned back by her remaining servants.

The lad plucks up his iron-tipped spear and waves it towards the back of the cave.

"You are dead Lady, and your trap has failed. Remove your curse from the baby or I'll come back there and kill you all over again with spear and spell!"

Little more than a whisper, Atani hurriedly agrees. *"I swear it, the baby is safe from me and mine – I renounce my hold. Spare me Lord!"*

Sensing he has the upper-hand for once he decides to press for more. But wants to keep the scales balanced so he doesn't end up in debt.

"I killed you for trying to kill me. Now you've tried to kill me again and you've paid for it by releasing the child. However, you still owe me something as your folk stole my spear. Tell me something that will help me on my quest, and I'll count us even!"

The boy's eyes are getting used to the dark now and the faint form of Atani's voluptuous body shrinks away from him. *"The cards...not the same..."* she whispers.

THE GAME MECHANICS

Because of the Matched 1s, I figure it is OK to be extra generous to Valgrym.

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.

I was intending Atani's spirit to be merely Troublesome, so if she had tried to cross it, the Ward would probably have killed her. If Valgrym had grasped the spear, the spell snares would have held him while she tried to drain his life to return her own.

Compel : 2 +3 iron +1 circumstance =

5 vs 4 & 3 STRONG HIT

They'll share what they know. +1 momentum (now 10) and can make an immediate Gather Information with +1

One of my possible future challenges involves riddles so I'll use this Gather Information to get one or more clues towards that.

Gather Information : 1 +2 wits +1 bonus =

4 vs 7 & 7 MISS !! MATCH !!

Dire Threat or Unwelcome Truth – Pay the Price D100=92 – forced to act against best intentions

THE STORY

“What?” he takes a step nearer, outside the circle of his own Ward and suddenly she is up close, her lips hungrily finding his, her body pressing against him – this time cold and wet. But still he feels the blood rise to his cheeks (and other places) before he manages to step back. She answers more loudly now as she seems slightly more substantial.

“I am barely strong enough to speak aloud Lord, one more kiss, just one and I can tell you how to answer the guardian of the bridge”

Thinking that one more kiss can’t hurt, he risks stepping closer again. Her lips are warmer this time, her body lithe and surely, he deserves a little something for all the dangers he has faced...

With an effort he pulls away, feeling he has lost something and Atani has gained it.

The faerie laughs softly and touches her red lips with pale white fingers.

“As agreed, something to help you. When playing cards, be aware there is a big difference between a deck and a pack”.

She smiles and brushes her hair behind one long point-tipped ear. *“The sun will be down soon, perhaps you should stay here until dawn...”*

Valgrym plunges back through the waterfall and scrambles quickly up the hill, barely remembering to gather his shirt and pony and keep hold of his spear. Atani’s liquid laughter echoes up the trail after him.

A mixture of guilt, shame and lust keeps him awake most of the night, but the images of those runes and the arrangement of the bones and guts, that seemed to summon Atani’s spirit, suggest how he could use a similar spell to speak to the spirits of the recently dead.

THE GAME MECHANICS

-1 Spirit (now 4). As this was a “dire” threat the memory of that kiss will affect him, putting him at -1 on the next Test Your Bond move testing his love for Gwenneth!

But he has now completed one of his Vows (as a result of the 1s Match on his spell). I’ll assume full Progress, but still do the Move to finish it...

Fulfil Your Vow : 10 progress =

10 vs 1 & 2 **STRONG HIT**

Quest complete, +2 experience (now 3)

Make Camp : 5 +1 supply =

6 vs 7 & 10 **MISS**

Take no comfort from it – Pay the Price D100 =75, harmful – 1 health (now +3).

Endure Harm : 3 +3 health =

6 vs 2 & 4 **STRONG HIT**

-1 momentum (now +9) for +1 health (back to +4)

Advance Spend 3 experience on an Asset
RITUAL:COMMUNION (with slightly different material components)