

BEORN, THANE OF TISSBURI

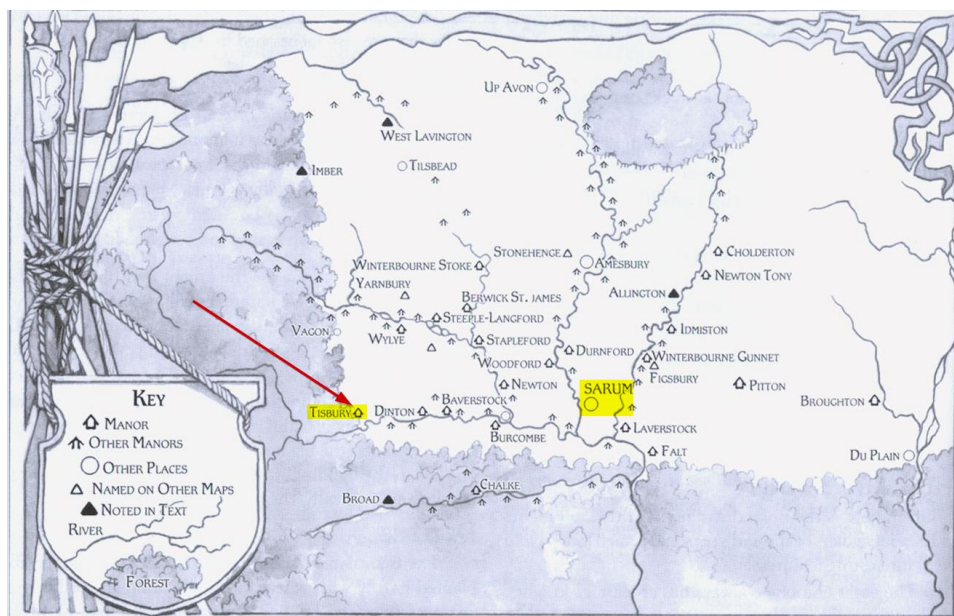
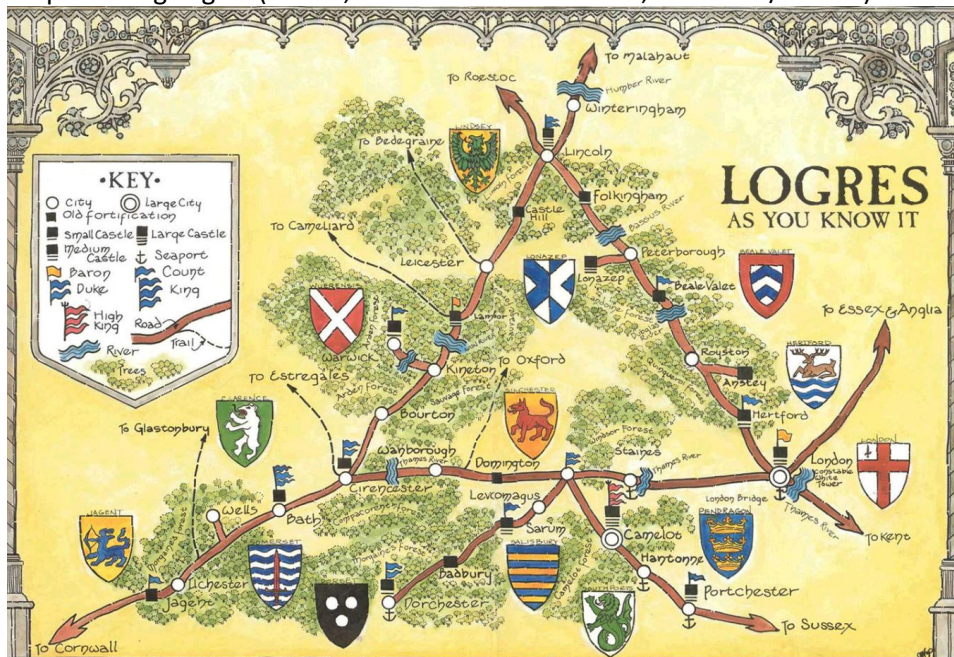
I started an example of play in the year 483, when Beorn of Tissburi, just 18 years old, inherited the small motte and bailey castle and the surrounding land when his father, Osric, was killed in a Saxon raid. The example of play ran through 484 and into 485 and the Battle of Mearcred, where Beorn risked too much to try and gain plunder and the favour of his Lord – Ealdorman Roderick of Sarum. Tissburi lost some of its troops and Beorn’s own horse – Thunderbolt - was temporarily lamed.

Beorn’s game stats are Edge +1, Heart +2, Iron +2, Shadow +1, Wits +3
 Assets Companion:Horse (Swift), Companion:Hound (Ferocious), Domain:Tissburi (Security:2, Prosperity:3)

Momentum +2, Health +4, Spirit +3, Supply +4

Starting Vow: **Avenge his Father’s Death by killing the Saxon King of Sussex, Aelle (Extreme)**

Map showing Logres (Sarum, where Beorn’s manor is, is bottom/middle)



For King Uthor and Ealdorman Roderick of Sarum, the Battle of Mearcred was indecisive. They fought the Saxons for several days before both sides gave up and returned to their own lands. For Beorn, who recklessly led the troops of Tissburi into an ambush by a Saxon band called the Ravenclaws, the return home was a miserable and silent journey – leading his injured horse. The Ealdorman had refused to wait, so Beorn was trailing along behind, with just a few of his retainers.

Inciting Incident: The ambush at Grimhill. To regain the confidence of his troops, he swears to **“Lead a raid into Saxon-lands to punish the Ravenclaws”**.

*Swear an Iron Vow (dangerous) – Action Dice 6 +2 heart = 8 vs 4 & 2 STRONG HIT.
+2 momentum (now +4) and it is clear what you must do.*

I envision the steps to be... 1) Get Home 2) Scouting 3) Make Plans 4) Raid

*Undertake a Journey (troublesome) – Action Dice 5 +3 wits = 8 vs 3 & 1 STRONG HIT.
Reach a Waypoint (3/10) Location Oracle 89 (Mountain) Descriptor 85 (Peaceful).*

Skirting the mountain, Beorn called a halt in the peaceful valley. His exhausted and dispirited retainers lay in the grass, some still weeping for their slaughtered companions.

Make Camp – Action Dice 1 +4 supply = 5 vs 4 & 9 WEAK HIT. Choose: Focus +1 momentum (now +5)

They pass a quiet night in the valley and come to terms with their losses.

Undertake a Journey (troublesome) – Action Dice 2 +3 wits = 5 vs 9 & 9 MISS & MATCH.

Waylaid by peril – Pay the Price D100=82 “Surprising Development”

Location Oracle (Fen) Descriptor 82 (Corrupted).

The main road is so churned up by the army ahead of them Beorn decides to take a short-cut through a smelly marsh – he has hunted there with his father a few years before. They stumble into a hidden bog.

Face Danger - Action Dice 4 +2 iron = 6 vs 2 & 10 WEAK HIT. Succeed but with a cost - chose -1 health (now +3). As I took a risk, I'll take this “success” as another waypoint (6/10)

By brute strength Beorn hauls his horse and his men out of the bog. They are filthy and tired but make it through to the other side.

Undertake a Journey (troublesome) – Action Dice 1 +3 wits = 4 vs 7 & 9 WEAK HIT.

Reach a Waypoint (9/10) but lose 1 supply (now +3). I'll go for ending the journey...

Reach your Destination – Progress 9 vs 7 & 9 WEAK HIT.

Arrive but envision an unseen hazard or complication.

Arriving home, Beorn finds that his lands have been raided by Saxons while he and his troops have been away. One of the wives of a man he lost in the ambush comes charging at him with a knife. Rather than trying to fend her off, he tries to apologise and explain and tell her of her husband's courage and loyalty.

Compel – Action Dice 3 +2 heart = 5 vs 2 & 9 WEAK HIT.

She calms down but asks something in return.

Ask the Oracle – Action / Theme = Restore/Trade ? Hmmm..

Willa asks to join Beorn's household – if not as a wife, then as a Housekeeper. She will bring her two children into Tissburi Hall (a daughter aged 7 and a son of 3).

I'd decided that the journey back to Tissburi would mark the first step in Beorn's Vow to punish the Ravenclaws, so he has reached a milestone in his dangerous quest, so marks 2 progress (2/10).

He spends a few weeks in the Hall and starts planning ways to improve the security of the domain – training and equipping his folk, but that won't come to fruition until the end of Autumn.

*Sojourn – Action Dice 5 +2 heart +1 domain/bond = 8 vs 5 & 10 WEAK HIT.
Choose 2 benefits from the list. Also, as a feature from the Domain Asset, he can restore Supply to same level as the domain's Prosperity (3) – but it already was 3, so no extra benefit this time.
Recuperate (Health now maxxed at +5) and Thunderbolt's leg is healed.*

Stage 2 of his Vow would be Scouting the Ravenclaw base.

Notes...

I'm using the older spelling of Tisbury (Tissburi according to Wikipedia) and the titles - Thane and Ealdorman - instead of Knight & Earl to make this seem more "Dark Age" and less "Medieval/Arthurian". I read somewhere that Earl was a Danish version of the title.