

## BEORN, THANE OF TISSBURI 002

*Beorn's current 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 +5, Health +5, Spirit +3, Supply +3*  
*Bonds – Folk of Tissburi*  
*Starting Vow: **Avenge his Father's Death by killing the Saxon King of Sussex, Aelle (Extreme)***  
*Current Vow: **Raid against the Ravenclaws (Dangerous)***  
*I envisioned the steps to be... ~~1) Get Home~~ 2) Scouting 3) Make Plans 4) Raid (Progress 2/10)*

It is the late Spring of 486 and Beorn asks some of his more experienced folk for information about the Ravenclaws and the area they dwell in.

*Gather Information – Action Dice 6 +3 wits +1 bond = 10 vs 4 & 2 STRONG HIT.*  
*Get good/clear info +2 momentum (now +7). Oracles for Location and Descriptor gave me “Hill” and “High”*

The Ravenclaws have a small fort on a high hill, with good views all around. However, they are not that close to the contested border of Uthor's realm, so probably don't maintain a continuous watch. Beorn decides to investigate the place alone, trusting to the speed of his horse – Thunderbolt. He sets out early in the morning with his hound, Dexter, running alongside.

*Undertake a Journey (troublesome) – Action Dice 2 +3 wits +1 horse = 6 vs 5 & 8 WEAK HIT.*  
*Reach a Waypoint (3/10) but lose 1 supply (now +2).*

A couple of days riding to the borderlands takes him across manors ruled by his neighbours – all fellow Thanes of Ealdorman Roderick of Sarum. He avoids calling on them as he is sure they would try to talk him out of this, so he has to eat the supplies he carries. Before pushing into enemy lands, he decides to do some hunting.

*Resupply – Action Dice 3 +3 wits = 6 vs 8 & 1 WEAK HIT.*  
*Take upto +2 supply but lose 1 momentum for each - takes just 1 supply (now 3) and momentum (now +6)*

He wastes a day and only manages to take a couple of rabbits. But he can wait no longer as he will have to get back in a couple of weeks to meet with Roderick in Sarum to get his orders. There are rumours that they will be raiding in the Colchester area and he is keen for a chance to regain his Lord's favour after his bad judgement at Mearcred.

*Make Camp – Action Dice 2 +3 wits = 5 vs 8 & 5 MISS.*  
*No comfort and Pay the Price – rolled 02 so have to roll again and make it worse! 37 – Situation Worsens. Oracles from Action and Theme “Aid” & “Death”. I've decided to tie this into this year's planned Adventure.*



Dexter wakes him with panicked barking and an old man stumbles into his camp and collapses apparently dead. He appears to be dressed like a Saxon with wild hair and a long beard filled with twigs. His feet are torn and bloody. There is blood staining his ragged tunic. The hound growls and whimpers. For a moment, Beorn's hatred of Saxons surges and he reaches for his sword, but, surprising him greatly, the old man gasps – "Horse..." and then, as if irritated by the boy's hesitation "Quickly boy, there are Saxons pursuing me". His voice is cracked and broken, but it is not a Saxon accent, maybe Welsh?". There is the sound of breaking branches and a raised voice, another answers.

For a moment Beorn considers just riding away but there is something in the old man's eyes – not fear, but urgency. He bundles the man onto Thunderbolt just as two Saxons burst through the bushes.

*Enter the Fight (dangerous as there are two of them) – Action Dice 1 +2 iron = 3 vs 3 & 9 MISS. Start at disadvantage, Pay the Price 98 – Friend, Companion or Ally is put in harm's way.*

Dexter leaps for the first man who thrusts a spear towards the hound.

*Clash – Action Dice 1 +2 iron = 3 vs 3 & 2 WEAK HIT.*

*Inflict harm 2 for sword +1 for hound = 3 which become 6/10 – but Dexter Pays the Price – takes 2 health (2/4) and then the "Companion Endure Harm" Move.*

*Companion Endure Harm – Action Dice 4 +2 heart = 6 vs 6 & 3 WEAK HIT.*

*Battered*

The man drops with his throat torn out, but the spear rips a nasty gash in the dog's side. Beorn leaps for the second Saxon, a burly man with a sword who seems to know how to handle it.

*Clash – Action Dice 2 +2 iron = 4 vs 5 & 1 WEAK HIT.*

*Inflict harm 2 for sword +1 for hound = 3 which is enough to fill their track – but Beorn Pays the Price 51 – Delay/Disadvantage. I'll take the disadvantage as -1 on the next Move which will be...*

*End the Fight – Progress 10 -1 for disadvantage = 9 vs 4 & 2 STRONG HIT.*

*Victory without complications.*

As soon as the second man falls, the old man hisses at him to take him to the nearest Manor, then grabs at a wound in his side and slumps in the saddle.

Tempted though he was to leave the old man here, Beorn decides to **delay** his mission against the Ravenclaws and takes the old man to the Manor of Falt where the Thane – Boris of Falt seems shocked and has his servants carry the man inside.

As there seem to be more Saxons in the woods to the south than expected, Beorn agrees to ride home and bring his men-at-arms back to Sarum a few weeks earlier than planned.

*This year's entry for The Great Pendragon Campaign has us Riding the Rounds (garrison duty and patrolling) and missing out on a major raid against Colchester – however, it does lead into the Adventure of the Sword Lake.*

Roderick seems to have not forgiven Beorn for his performance at Mearcred. Most of the other Thanes accompany him to war at Colchester, while Beorn is reluctantly forced to patrol the southern borders.

*Domain Move “Called to Arms” – This is a Scene Challenge (10 boxes) but only Troublesome (I won’t risk increasing the danger to get greater rewards this time)*

Beorn arranges for signal fires along the border so the alarm can be raised easily.

*Secure an Advantage - Action Dice 6 +2 security = 8 vs 9 & 2 WEAK HIT. +1 momentum (now +7)  
It is of some help but the Saxons seem to have scouts of their own.*

When the smoke is seen, Beorn’s troops are soon at the place...

*Face Danger - Action Dice 5 +2 security = 7 vs 9 & 3 WEAK HIT. Mark progress (3/10) but envision a complication and mark off a Countdown box (1/4)*

The Saxon scouts keep lighting fires of their own and causing the troops to wear themselves out racing along the border.

Beorn sends hunters to trap the border to try and capture or kill some of the scouts.

*Secure an Advantage - Action Dice 2 +2 security = 4 vs 10 & 2 WEAK HIT. +1 momentum (now +8)*

With the scouts on the run, they manage to catch a raiding band in the open.

*Face Danger - Action Dice 4 +2 security = 6 vs 9 & 1 WEAK HIT. Mark progress (6/10) but envision a complication and mark off a Countdown box (2/4)*

They manage to scatter the raiding party, but several of the horses are injured by snares and caltrops and they are unable to pursue and finish the fleeing Saxons.

They do manage to corner a small band who are forced to fight to the death.

*Face Danger - Action Dice 1 +2 security = 3 vs 9 & 5 MISS. Mark off a Countdown box (3/4) and Pay the Price “Friend, ally, companion is put in harm’s way”*

Thunderbolt is tripped by a snare...

*Companion Endure Harm – Thunderbolt takes 1 harm (1/5) and is a bit battered.*

...but only a minor injury.

It appears the cornered Saxons includes one of their leaders and the fighting is fierce.

*Face Danger - Action Dice 1 +2 security = 3 vs 9 & 10 MISS. Mark off a Countdown box (4/4) and Pay the Price “action has unintended affect”. I’ll go straight to trying to Resolve the Scene Challenge and see if anything occurs to me as a result.*

*Resolve the Scene – Progress 6 vs 2 & 8 WEAK HIT. Succeed but Pay the Price (minor) “Friend, ally, companion is put in harm’s way”*

Thunderbolt is injured again in the fighting (2/5). It seems the young leader killed in the fight was the one stirring up the Saxons and with him dead, the border calms down.

*For successfully resolving this year’s Called to Arms, the Domain gains +1 Prosperity (now +2 Security and +4 Prosperity) from plunder taken and gifts from a grateful Lord.*

After three more weeks of riding patrols, Beorn is once again in the lands south of Falt. A thick morning mist lies on the forest when Dexter begins to whimper again and suddenly the very same old man emerges from the bushes! This time he isn’t injured and speaks with great authority. “Good – it’s you again boyo – must be your Fate. Come along with me at once” and he turns and strides back into the mist between the grey trees. One of Beorn’s older retainers, Osric, swears under his breath and then calls out “You know who that was don’t you? That was Merlin!”

### **Notes...**

If it really takes three sessions for me to do a single year, The Great Pendragon Campaign spans 81 game years!

Next – Merlin drags us into The Adventure of Sword Lake