The Great Pendragon Campaign – Notes for running this as an Ironsworn Solo

Create your character as usual but make one of your Assets a Domain (some village/manor in the County of Salisbury where you are a Thane of Ealdorman Roderick of Sarum).

Create your Background Vow (Perhaps something to do with your Domain or maybe an ambition to become an Ealdorman or Avenge yourself against the Saxon King Aelle?)

Typical Play Sequence for a Year would be…

1. Narrate your intentions for the Optional Domain Event (how you intend to increase either Prosperity or Security). This is for flavour only but might form a narrative background to the rest of the year's events.
2. If there is some other Adventure event described for this Spring or the previous Christmas, play that.
3. At the beginning of Spring - "Called to Arms" Domain Event. If there is a specific Battle described for this year, your domain troops are automatically involved in it (unless there is a good narrative reason for them not to be).
   If there is no Battle described for this year, resolve the annual Domain "Called to Arms" for this year.
   Your Hero will usually be involved in the "Called to Arms" (unless there is a narrative reason not to be).
   If the hero is involved… you can choose to make the battle riskier, in the hopes of gaining more glory and you will be able to use the Hero's Momentum to aid the Battle.
   If the Hero is not directly involved… you can choose to create a Character Sheet for your second-in-command and play the "Called to Arms" event as a Scene challenge with that character or simply play it with a single Battle Roll, using the domain's +security.
4. If there is some other Adventure event described for this year, this may fall anywhere during the Year.
5. Attempt to fulfil a personal Vow or Quest (at least try to get to a Milestone before moving back to the wider narrative.)
6. If there is some other Adventure event described for this Spring or Summer, play that.
7. At the end of Autumn, resolve your intended annual Domain Increase (optional)
8. At the end of Autumn, resolve the annual Domain Threat
9. If there is some Adventure event described for this Winter, play that.

485 – The Battle of Mearcred - Uther's British forces vs King Aelle's Saxons.

Spring:
- Narrate your intended Domain Increase.
- You and your Domain Troops will be "Called to Arms" in the Battle of Mearcred.
  Because Uther has a great advantage (more mounted warriors), the base rank of the Battle is reduced by 1 (minimum Troublesome). Normally the "Called for Battle" rank is one less than the Security attribute of the Domain. You can choose to increase the Rank by 1 or 2 in the hopes of getting more rewards.
  On top of the usual Domain rewards, if you increase the rank and get a STRONG HIT when you resolve the Scene Challenge, you get either +1 in a future attempt to Forge a Bond with King Uther. (You won't get your first chance to Forge a Bond with King Uther until 487)!

Regardless of whether your own troops succeed or fail – the Battle itself is indecisive and both sides retire unsatisfied.

Summer:
- Either pursue an existing Iron vow or Swear a new Iron Vow (perhaps arising from the Battle?) and pursue it for a while – at least until you reach one Milestone (feel free to continue to other Milestones or even Fulfil Your Vow if you wish).

Autumn:
- Optionally, resolve the Domain Increase Event (How you try to increase either Security or Prosperity).
- Resolve the random Domain Event (Threat to either Security or Prosperity)

486 – Patrolling and the Adventure of Sword Lake

Spring:
- Narrate your intended Domain Increase.
- You and your Domain Troops will be "Called to Arms" for "Patrolling" the southern borders of Salisbury, while the rest of the Thanes, led by your Lord, Roderick, are attacking Saxons in Colchester.

Summer:
- Either pursue an existing Iron vow or Swear a new Iron Vow (perhaps arising from the Battle?) and pursue it for a while – at least until you reach one Milestone (feel free to continue to other Milestones or even Fulfil Your Vow if you wish).

Autumn:
- Optionally, resolve the Domain Increase Event (How you try to increase either Security or Prosperity).
- Resolve the random Domain Event (Threat to either Security or Prosperity)
- Adventure of Sword Lake

Adventure of Sword Lake
Merlin leads you through mists into some other forest realm.
Fight a Giant – Extreme – but reduce to Formidable because of Merlin and your other retainers. If you defeat it, gain a +1 bonus to a future attempt to Forge a Bond with Merlin.
If you are defeated, Merlin will perform some miracle to escape and then to rescue you.

Merlin then drags you further into the magical realm to a lake with a short wooden pier. He takes a coracle out into the lake, telling you, you must hold the Pier for him until he returns, no matter what comes.

Fight a Green Knight (magical wooden-skinned humanoid in armour, wielding a sword – counts as an Extreme foe for purposes of killing it, but only Dangerous for the harm it causes – but if it causes Harm it also automatically causes -1 spirit too). It requires a magical blade to kill the Knight - without that, you can't even attempt to "End the Fight".

During your fight with the Knight you witness the Lady of the Lake giving Merlin a glittering sword. Then his coracle floats back. You get to choose how quickly Merlin re-joins you adding +2 iron to your clash and strike moves and doing +2 harm if you hit. If you tick off all the Green Knight's boxes

before Merlin re-joins you, Merlin will finish the Green Knight off with his new magical sword and be impressed (gaining +1 to a future Forge a Bond check with Merlin)

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I'm intending to use a few more homebrew options for Ironsworn Foes, to give more flexibility and variation.
1. Variable Damage vs Health - rather than a single "rank" for the Foe, they might soak up harm as if they are one rank but inflict harm as if they were another. Eg. The Green Knight is able to soak up more damage than he dishes out.
2. Some scary or supernatural monsters might attack your spirit instead of your health. Eg. A Ghost or Wraith
3. When some inflict harm, they might automatically trigger an Endure Stress move too. Eg. A Vampire
4. Some supernatural monsters might be a lower threat rank if you are using Magic Weapons or damaging spells or attack using Fire

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487 – Christmas at Sarum (the castle of your Lord - Ealdorman Roderick)

Winter…
- Adventure of the Sword Feast
- Narrate your intended Domain Increase.

Adventure of the Sword Feast
You will be asked to tell the tale of the Adventure of Sword Lake to King Uther and the assembled Lords when Merlin presents Excalibur to the King. Resolve this as a Compel move +heart, with a +1 bonus if you have the Storyweaver Asset.

On a STRONG HIT you can choose one of…
1. get a free Progress tick in any currently open Vow/Quest of your choice (narrated as assistance from either Merlin or the King or your own Lord)
2. give your Troops a free reduction in the rank of their Called to Arms challenge for this year (due to the King or Lord giving them better support)

On any HIT you can choose to either…
1. accompany the Royal Court on an Embassy mission while your domain troops undertake the "Naval engagements" event without you. The Embassy mission will give you opportunities to mix with King Uther, Merlin and other VIPs.
2. join your troops in the "Naval Engagements" battle

On a MISS, you are sent with your Domain Troops to the "Naval Engagements" Battle. If there is a really bad result, increase the default rank of the challenge by 1 (ie. equal to your Domain's Security instead of 1 less)

Spring:
- Narrate your intended Domain Increase.
- Either…
  - Adventure of the Lindsey Embassy
  - Naval Engagement

Adventure of the Lindsey Embassy
This section might seem more like a traditional Choose Your Own Adventure…

When you and the royal Party arrive…
Go on a hunt for Deer or Boar while waiting for Duke of Lindsey to return.
You could choose to treat this as a Battle (single roll) or as a narrated Scene Challenge.
If the hunt is successful, you get a chance to Forge a Bond with one of the Nobles (-1 on Action Dice) or Merlin (-2 on Action dice) or King Uther (-3 on Action Dice) – don't forget you may have bonuses from earlier events.

When the Duke returns, you will be asked to help impress Lindsey by re-telling the Tale of Sword Lake Optionally, write a short poem or song about it instead of just rolling a Compel (+heart +1 for Storyweaver asset). You should decide if your writing is worth +1, +2 or +3 bonus to the Compel)
If you do well you will get another chance to Forge a Bond with one of the Nobles (-0 on Action Dice) or Merlin (-1 on Action dice) or King (-2 on Action Dice) – don't forget you may have bonuses from earlier events (not if you already used the bonus after the hunt.

If you succeed at Lindsay (weak hit or strong hit on the Compel), you will be sent on the adventure of the Malahaut Embassy…

Adventure of the Malahaut Embassy
You get sent to King Malahaut at Ebauracum for a second Embassy (Just you and a few retainers - without the King, Merlin and other nobles).

Malahaut is a member of the Supreme College of Britain (ie. He has a vote on whether King Uther can be elected as High King). Secretly, he doesn't want to submit to a High King (Make a Gather Information roll for your character to learn this.) So Malahaut is off fighting Saxons when you get there.

You may choose to make one of the following Moves - Sojourn, Resupply or Gather Information.

After this Move, you will be offered an opportunity to wait in Eboracum for the king to return, or go and try to find the king on his anti-Saxon raids.

If you just chose to Gather Information (rather than Sojourn or Resupply), and scored a HIT, you will learn that they are hoping you will get killed while trying to find the King but if you do make it through to him, he will be obliged to listen to your tale. If you scored a STRONG HIT on the Gather Information, you will also learn something about where the King is raiding - Reduce the difficulty from Formidable to Dangerous.

If you chose to try to find King Malahaut, Undertake a Journey (Formidable or Dangerous). When you are ready to Reach your Destination, you get a Fight vs a pack of Saxon warriors (Dangerous) before you get the opportunity to Reach your Destination. This Fight should be treated as a one-role Battle. If you lose the fight, the Journey is wasted.

If you chose to remain in Eboracum you get a -2 penalty on the Compel Move.
If you tried to reach Malahaut but failed. you get a -1 penalty on the Compel Move.

Make the Compel move to tell the tale of the Sword Lake as before.
Regardless of the Compel's success – Malahaut refuses to commit his vote to Uther, but word will get back to Uther that you did well/badly. If you got a STRONG HIT, gain +1 to a future attempt to

Forge a Bond with King Uther. If you got a MISS, gain a -1 to a future attempt to Forge a Bond with King Uther.

The Naval Engagements
Resolve this year's "Called to Arms" Domain Event as this naval engagement – sailing, burning enemy ships, raiding.
If the hero is present, they can use their own Momentum and attributes and will get a personal battle in the middle of the Scene Challenge
If the hero is off doing the Embassy mission(s) either resolve with a single Battle roll using +security or create a second-in-command as a new temporary character and run the Battle Scene Challenge with them in command.

The Great Pendragon Campaign lists multiple battles for this naval campaign, but you can abstract it as much/little as you want.

If you create a second-in-command retainer character and they succeed, they should be rewarded – with a transfer of 1 or 2 Supply and gift of +1 Spirit or +1 Momentum and other narrative gifts (lands, position, horse, armour, wife/husband) as seem appropriate. You could also attempt to Forge a Bond with them. If they did really well maybe grant them an Asset rather than just narrative benefit.

Remember that the Domain Troops may have won or lost +Security/+Prosperity for the Domain.

Autumn:
- Optionally, resolve the Domain Increase Event (How you try to increase either Security or Prosperity).
- Resolve the random Domain Event (Threat to either Security or Prosperity)

I'd also like to thank Greg Stafford for The Great Pendragon Campaign, and encourage you to buy this fantastic resource, covering 81 years of adventure seeds.