

Ironsworn_Story_OSRIC_002

Intro Notes & Previously...

I'm continuing the Great Pendragon Campaign using the Ironsworn RPG rules (solo).

Thane Beorn of Tissburi has adventured through the first three years of the campaign but the GM notes I wrote from the GPC, gave me a choice of performing a quest for King Uther, or accompanying my Troops on a naval campaign (map at the bottom of the previous instalment).

I decided that Beorn would follow the solo quest "The Embassy to King Malahaut" and while he was doing that, I created "Osric" his aging retainer (45-ish), and am playing through the naval campaign with him and the troops. As this is the only planned adventure for Osric, I made it a FORMIDABLE one. This is the second part of that naval campaign.

IRONSWORN Solo Character				Experience
Osric of Tissburi				0
1 EDGE	3 HEART	2 IRON	1 SHADOW	2 WITS
Health 1	Spirit 5	Supply 3	Momentum 4 Max: 10	Burn Reset: 2

BONDS: Tissburi, Thane Beorn, Elspeth (Osric's 17-yr-old daughter – his wife died last year)

ASSET: **BANNER-SWORN** (to the Thane of Tissburi) When you Sojourn or Make Camp in the company of your banner-kin, add +1 and take +1 momentum on a hit.

ASSET: **STORYWEAVER** When you Secure an Advantage, Compel, or Forge a Bond by sharing an inspiring or enlightening song, poem, or tale, envision the story you tell. Then, add +1 and take +1 momentum on a hit.

ASSET: **SHILDBEARER** When you Face Danger using your shield as cover, add +1. When you Clash in close quarters, take +1 momentum on a strong hit.

Osric is injured (Health 1) and his supplies are reduced to 3.

The Troops of Tisburi are still healthy but their Supply is down to 1, having been forced to flee after their desperate (but victorious) fight against Saxons and the treachery of Thane Brandon of Cholderton.

THE STORY

As the bedraggled troops make it back to the Fleet, the smoke of the burning saxon boats rises behind them and they expect a hero's welcome.

They are surprised to find themselves surrounded by the Prince's troops, spears pointed at them.

They are further surprised to find that Thane Brandon of Cholderton has got to the Prince ahead of them and filled his head with lies.

Osric proclaims his loyalty and his men enthusiastically supports his version of the story.

The Prince turns to Brandon, demanding his oath "on the lives of his children" that it was the Tissburi men that were the traitors.

Because of the difference in rank between Osric and Brandon, it is a difficult argument, but the fact that Osric's men clearly won the battle, and the Saxon ships are burning on the beach, lends support to his version.

The treacherous Thane leaps overboard and manages to swim to shore, where a larger force of Saxons is now gathering. Despite spears and arrows from the fleet, they see him reach safety.

Before the next engagement, Osric has a chance to tend his own wounds.

THE GAME MECHANICS

To see how Prince Madoc takes the news that Cholderton's troops were traitors, I'll try a Face Danger with Heart.

Face Danger : **1** +0 = 1 vs **2** & **3** MISS

On a miss, you fail, or your progress is undermined by a dramatic and costly turn of events. Pay the Price.

I'm going to spend Osric's 4 momentum to turn this into a STRONG HIT instead. (Momentum resets to 2)

On a strong hit, you are successful. Take +1 momentum (now 3).

I'll resolve this with a COMPEL to see how convincing Osric can be. On a Strong hit he'll be OK, but on a Weak Hit he'll have to duel Brandon (after they are both healed) and on a MISS, duel immediately although Osric's health is 1 and Brandon is relatively uninjured and Dangerous.

Compel : **2** +3 heart +1 Storyweaver = 6
vs **2** & **1** STRONG HIT

Phew! When it appears that Osric's tale is swaying the Prince, Brandon will make a desperate move.

Attack Osric (1-20) Attack Madoc (30-50)
Escape (51-00)

Brandon's Choice **00**

Heal : **5** +2 wits = 7 vs **3** & **2** STRONG
HIT

+2 Health (now 3)

THE STORY

In gratitude for their heroism at the beach, Prince Madoc agrees to take Tissburi off the front-line until they are more rested.

Perhaps due to their recent success, Osric decides to turn down the Prince's kind offer and insists his men are only too eager to join the Prince's household troops on the flagship.

Osric will be given a spare shield, to replace the one he lost on the beach. The Prince's Fleet rounds a bend in the river and engages the Saxons head on. There are about the same number of ships, but the Saxons appear to have known they were coming (perhaps due to the treachery of Brandon) and have loaded every warrior they can find onto their ships.

As the ships approach, there is a volley of spears.

Prince Madoc's forces throw first, thinning the ranks of the packed enemy ships.

Then the answering volley from the Saxons

THE GAME MECHANICS

The next engagement is supposed to be tougher. The GPC document states...
"The fleet sets sail again, and where the Blackwater River meets the Colne, the fleet of the East Saxons meets them. It is a naval engagement, and this time there are 2 Saxon warriors per player knight"

This would make it a Formidable fight, but the Prince should really take it easier on them after the beach victory so for Tissburi's part in the battle, it will only be Dangerous.

As usual, I'll allow the "player" to choose a tougher or easier fight to try and gather more or less glory and favours from their Lord.

FORMIDABLE (for additional chance of glory and loot – as they have currently lost some of the Domain supply)

Enter the Fray : **2** +3 heart = 5

vs **1** & **2** **STRONG HIT**

On a strong hit, take +2 momentum (now 4). You have initiative.

Strike : **3** +1 edge = 4 vs **5** & **3** **WEAK HIT**

On a weak hit, inflict your harm and lose initiative.

Harm is 2, progress = 2/10

Clash : **4** +1 edge = 5 vs **6** & **2** **WEAK HIT**

On a weak hit, inflict your harm, but then Pay the Price. Your foe has initiative.

Harm is 2, progress = 4/10

Pay the Price **75** It is stressful. Lose 3 Spirit (now 2) and roll

THE STORY

The men of Tissburi are forced to take cover beneath shields and behind masts as the rain of spears darkens the summer sky.

Now the Saxons leap across the narrowing gap, berserkers!

With a valiant Cry "For the Prince!" Osric leads his men in a counter-charge.

It's a desperate tactic against their superior numbers but is unexpected, and many of the Saxons are hurled back off the ship to drown in the estuary.

In a tight knot around the Prince, our heroes press their attack and although the decks are littered with saxon corpses, still more pour over the side.

Gleefully, the Saxons set fire to the flagship and all must leap into the water and swim for another boat.

All previously-acquired loot from their battles is left behind.

With Prince Madoc and a few of his household carls, Osric and a handful of the Tissburi troops clamber up onto the saxon flagship. There they face twice their number of Saxons and Brandon the Traitor!

THE GAME MECHANICS

Endure Stress : 4 +3 heart = 7

vs 2 & 3 **STRONG HIT**

Choose... Embrace the darkness: Take +1 momentum (now 5)

Turn the Tide – once per encounter to seize initiative. +1 to the roll but if no hit – Pay the Price.

Strike : 2 +2 iron +1 Turn the Tide = 5

vs 1 & 3 **STRONG HIT**

+1 momentum on a hit (now 6) +1 momentum for Shield-bearer too (now 7)

On a strong hit, inflict +1 harm. You retain initiative.

Harm is 3, progress = 7/10

Strike : 2 +2 iron = 4 vs 10 & 1 **WEAK HIT**

On a weak hit, inflict your harm and lose initiative. Harm is 2, progress = 9/10

Clash : 1 +2 iron = 3 vs 7 & 10 **MISS**

On a miss, you are outmatched and must Pay the Price. Your foe has initiative.

Pay the Price 88

It wastes resources -3 supply (now zero – mark Unprepared)

Clash : 2 +0 = 2 vs 10 & 5 **MISS**

On a miss, you are outmatched and must Pay the Price. Your foe has initiative

[I was tempted to burn my 7 momentum but wanted to wait for an opportunity to seize back initiative with a Strong Hit]

Pay the Price 64

It is harmful - 3 harm (now zero health)

Endure Harm : 2 +2 iron = 4 vs 4 & 7 **MISS**

On a miss, also suffer -1 momentum (now 6). If you are at 0 health, you must mark wounded or maimed (if currently unmarked) or roll on the table.

THE STORY

Under this new assault, Osric takes a powerful thrust to the guts.

Through the hazy sea of faces, he sees Brandon of Cholderton leering next to him, spear poised...

The wicked Thane stabs and twists then wrenches the blade out, leaving poor Osric sprawled, clutching a terrible wound.

The men of Tissburi fight on over Osric's bloody, writhing body.

Brandon's laughter and the seemingly endless saxon horde back the troops up in a desperate circle around Osric and Prince Madoc.

Although elsewhere (on other ships) it seems the Saxons are falling back. Here, on the flagship, things are looking very grim for Prince Madoc, Osric and the Tissburi troops.

The Saxons manage to turn their flagship and begin sailing it away up the Colne River, leaving the Prince's fleet still struggling with a few disabled saxon ships and stranded crews.

Only a dozen of the Tissburi troop stand once again against superior numbers, this time with their beloved commander lying in a pool of blood.

THE GAME MECHANICS

The HARM Table 40

You are reeling and fighting to stay conscious. If you engage in any vigorous activity (such as running or fighting) before taking a breather for a few minutes, roll on this table again (before resolving the other move)

The HARM Table 19

You are dying. You need to Heal within an hour or two, or Face Death. I'll fight the rest of this battle with the Domain "Companion"

The Domain Troops (effectively Iron +2, Health 5, Momentum 2, Spirit 0 as it faded with Osric's, Heart +1)

Clash : 2 +2 iron = 4 vs 2 & 8 WEAK HIT

On a weak hit, inflict your harm, but then Pay the Price. Your foe has initiative.

Harm 2 = 10/10 but need Initiative to Finish the Fight

Pay the Price 72

It is Stressful (momentum reduced to MINUS 1)

Endure Stress : 1 +1 heart = 2 vs 3 & 2 MISS

On a miss, also suffer -1 momentum (now MINUS 2). If you are at 0 spirit, you must mark shaken or corrupted (if currently unmarked) or roll on the following table

Osric is debilitated twice now – Spirit & Health).

The troops are debilitated (Spirit and with negative Momentum) so it's not looking good for Tissburi, despite the GPC saying that "However well or poorly the player knights do, the Saxons are defeated and their ships sail back up the Colne River."

I intend to fight this to the bitter end for Osric and the Troops.

Clash : 5 +2 iron = 7 vs 10 & 9 MISS

On a miss, you are outmatched and must Pay the Price. Your foe has initiative.

Pay the Price 79

A surprising development complicates your quest

THE STORY

The desperate and dis-spirited troops manage to kill a few more Saxons but are unable to win free.

Despite this minor glimmer of hope, the Saxons push them back and Osric is trampled and dragged away by the horde.

They try to push forward but are outmatched.

Several have fallen, slipping over in the river of blood soaking the deck.

Other fleeing Saxon ships converge on the flagship, the Tissburi troops are swiftly being out-numbered and Prince Madoc is about to be captured.

They watch helplessly as Brandon, grinning like a demon, slowly pushes his spear tip into poor Osric's wound, causing him to squeal and flap about in agony for a few long, horrifying seconds before he dies.

As one, the troops surge forward to avenge their commander and are slaughtered to the last man. In the confusion Prince Madoc slips overboard to re-join his Fleet.

Two days later, Madoc's Fleet catches up to the fleeing Saxons and overwhelms them in a great victory. There is no sign of Brandon.

THE GAME MECHANICS

Clash : 6 +2 iron = 8 vs 5 & 2 STRONG HIT

Unfortunately, the **Negative Momentum** removes the "2" and turns this into only a Weak Hit

On a weak hit, inflict your harm, but then Pay the Price. Your foe has initiative

I think I'm playing it right that even though they have more than enough Progress, if they can't gain initiative, they can't trigger the End the Fight move.

Pay the Price 02

OOPS! Roll twice and make it worse!

Pay the Price 10

You are separated from something or someone

50/50 Osric/Prince Madoc 14

Pay the Price 65

It is harmful.

-3 Health (now 2)

Clash : 3 +2 iron = 5 vs 9 & 10 MISS

On a miss, you are outmatched and must Pay the Price. Your foe has initiative

Pay the Price 45

A new danger or foe is revealed

I'll do a FACE DEATH for Osric now (even though it isn't strictly called for, it seems like a fitting place to do it).

Face Death : 4 +3 heart = 7 vs 9 & 9 MISS!!

MATCH !!

Couldn't have been much more definite!!

Looks like Osric has fallen because of the same “lust for glory” that happened to Beorn in his first battle. I deliberately chose to increase the difficulty of that last battle back up to Formidable, in an attempt to recoup the Domain Prosperity loss from the previous session.

This is clearly a terrible tactical mistake and probably shows a personality flaw for me, the Player!

I’ll reduce the Domain by 1 Security and 1 Prosperity when I next play Beorn (For Year 488).

At least I’ve gained a new nemesis enemy – the Traitor Brandon. Beorn will have to swear an Iron Vow “Vengeance against Brandon”.

I’ll probably also give Beorn a chance to “Forge a Bond” with Prince Madoc if/when they meet because of these events.