Paladin Campaign (2023)

Character Generation 18 March 2023

Joe (Sim181): GM, David: Karl, Kris: ???

Current year: 770 AD…

Under leadership of Carloman

Game starts 20:00, ends 23:00 Central…



Sir Adalveus's coat of arms



Sir Adalveus

Character

Family Characteristic: **Born in the Saddle (+5 Horsemanship)**

Family Patron Saint: St. Denis, **Franks (+2 Love[Charlemagne])**

David's & my characters are Kin: cousins! Share a grandfather…his father is the older son, my father is the younger son…

Family name: grandfather's name = Sigebert

Karl's (David) father is Dietrich…my character's uncle

Family motto: Per Amor Familiae, Amor Regis!

My father: Brandoine

Grandfather (Sigebert):

Starting glory: 2,500

723 AD: gf knighted, served garrison duty

724: my father (f) is born; defended his homeland during a raid & survived. +50 Glory (2550) & Hatred (Frisian): 3

725: gf participated in unsuccessful defense of Autun… +50 Glory (2600) & Hatred (Moors): 1

726: gf served garrison duty

727: gf served garrison duty

728: gf fought at Frisia and survived battle +200 Glory (2800) & Hatred (Saxons): 1

729: gf fought against Gloriant of Saxony near Vauclere city & survived: battle, undecided, +100 Glory (2900) & Hatred (Saxons): 4

730: gf served garrison duty

731: gf fought with Charles Martel at siege of Oridon: victory, siege +100 Glory (3000)

732: gf fought of Poiters, survived +400 Glory (3400) & Hatred (Moors): 3

733: gf performed a memorable and glorious act +50 Glory (3450)

734: gf performed garrison duty

735: gf was false witness against Huon d'Avergne at his trial for adultery **-1 Just**

736: gf fought with Charles Martel, liberates Arles from Moors, survived and heroic +100 Glory (3550) & Hatred (Moors): 6

737: gf at siege of Avignon and massacred the population…survived +100 Glory (3650) & **Cruel [Traitors] 3**

738: gf in raids against Lorrainers…successful raid +50 Glory (3700)

739: gf garrison duty

740: gf successful siege of Rochebrune Castle against the Danes…siege success +100 Glory (3800) & Hatred (Danes): 6

741: gf participated in Charles Martel's burial +50 Glory (3850)

742: gf attended wedding of Doon of La Roche with Princess Olive +25 Glory (3825)

743: gf in the raids against Aquitanians, survived +50 (3875)

744: gf raided the Saxons, survived +50 Glory (3925) & Hatred (Saxons): 6

father is knighted this year and takes control of estate

gf dies in 747 by **disappearing**

745: Now father takes over & David's and my father's story splits:

f Starting Glory = 2,500 + 393 = 2893

f abducted my mother, the daughter of of a rival lord and married her +400 Glory (3293)

746: f attended my birth at home and undertook a pilgrimage to shrine… **Love [God]: 1**

747: f accompanied Carloman to Lombardy & visited Rome +25 Glory (3318)

748: f garrison duty

749: f battled in Bavaria…battle survived +200 Glory (3518)

750: f garrison duty

751: f fought skirmish against rebellious Prince Grifo…skirmish +50 Glory (3568)

752: f garrison duty

753: f fought at Battle of Viburg… battle survived

+200 Glory (3768) & Hatred (Saxons): 5

754: f fought against allied Carloman and King Aistulf…

survived +200 Glory with heroic act +100 (4068)

755: f garrison duty

756: f garrison duty

757: f garrison duty

758: f died…hunting accident

Inherited:

Glory = 407

Love [God] +1

Just -1

Cruel [Traitors] +3

Bachelor Knight

12 skill points

1 Frankish birth table roll

starting outfit 2

page training +2

Page Education: Knight banneret's court

761 AD: took 4 skills (age 15)

762: took 4 skills

763: took 4 skills

764: took 4 skills

765: took 4 skills - **Knighted!** (age 19)

766:

767:

768:

769: Traits checked:

770: first year of play!

Year 770

18 March 2023

Jacob Hilker (Erlegrim), David: Karl, Kris: Adalveus, Joe: GM, Jeremy: Hugo

Manor (St. Vith): is gifted to me via family…

King Carloman is still king…

A battle is happening…

Sir Hugo is trying to get the robber knights to join King Charles… What? We all serve King Carloman…

Ah… a ruse de guerre…but rumors of a beautiful woman in King Carloman's court that has bewitched him…

Hugo's story: Duke Thierry sent Sir Erlegrim and his brother Guy to a village…when they arrived, the village well was drawing up blood…clearly cursed…they found a cave connected to the cavern below the well and three knights…they found a sarcophagus with a



Sir Karl. Adalveus's cousin

fairy flying above it…the fairy orders the knights to attack… Hugo pulls out a jawbone from the sarcophagus…Hugo invokes the story of Merlin…parts of Merlin interred throughout France… Sir Hugo and Erlegrim are tasked with returning Merlin's parts to Britain…one of the three knights was Lancelot…

We spend the night in the camp of the Robber Knights and carouse…Adalveus spends the night with a camp follower, a blond…

We decide to all return to King Carloman's court…

Lady Gerberga is the black-haired enchantress…and is in court…she had Sir Hugo's wife killed and took his bastard child…

Renier has give of Geneva…but King Carloman reneges on his gift of a good marriage to **Gerard**, but gives him city of Vienna…King Carloman spares us and will marry Lady Gerberga…

Back to Bastogne:

To see **Duke Thierry**…near end of summer…we hear of Carloman's success of Aquitania… **Duke Arnman**, another duke in Carloman's service, related to **Lady Ermeline**…Arnman knows that Hugo was sleeping with Ermeline…talk about wedding plans to his niece, Lady Ermeline… and she is pregnant…Sir Hugo would marry her…today! And she comes with 3 manors near Andaliese…

Winter Feast:

Sir Hugo is wed to Lady Ermeline…

Lady Rolinga holds 5 demesne near Arlon…Adalveus shares a poor dance and delightful conversation with her…she is getting older and would like to have children…Adalveus agrees…small talk will continue…**she now has an Amor with me!** …**gives +5 on rolls with herLady Rolinga - full**



Lady Rolinga

Lady Machteld… holds 2 demesne manors near Bastogne…Sir Adalveus gets sooo close to Romancing her…

Lady Giselinde holds 2 "royal" manors (fealty directly to the king)…

Winter Phase:

checked the checks…

The rest next week…

End of 770 A.D. - Winter Phase 25 March 2023

Joe (GM), Jacob Hilker (Erlegrim), David (Sir Karl), Kris (Sir Adalveus), Spencer (Clovis), Jeremy (Sir Hugo)

Glory Point to SIZ…

Gain 6£ from Manor…paid for knight, horse & steward -5£, -1£ to upgrade to Ordinary Knight

Fleshed out Steward…

Fleshed out Squire…

Family event: a distant cousin insulted his lord, and I supported the cousin…

771 A.D.
May Fields:

Count Gerrard is under siege by King Carloman and Charlemagne…so May Field is smaller than usual as Count Gerrard's knights are not here…but Charlemagne is here at May Fields…

Met up with **Lady Rolinga**…succeeded on Romance…and she favors me with a hankerchief from her bosom…**so I am jousting with her favor!**…and she asks me to seek her out later…

The pope's envoy is present…the captain of the robber knights is here and challenges Hugo…

The Melee: Adalveus successfully invokes Love (Family) by saluting **Lady Rolinga** and King Charles with the family motto "Per Amor Familiae, Amor Regis"…knocks his opponent to the ground and stands back…round 2, he knocks me down but lets me get back up…Next opponent is Sir Oliver…he knocks me down but catches me so I don't fall…

Sir Hugo has secretly left the tournament…Sir Adalveus goes to check on Sir Hugo… there are several strangers at the entrance to his tent…the **fae woman that stole Sir Hugo's baby** ensorcels me!…and **Lady Rolinga witnesses it**…the fae woman wants to know where Sir Hugo is… What actually happened: Sir Hugo got off the field as quickly as possible…then slipped away from the tournament with his wife…but left his squire…

May Fields, 771 — 1 April 2023

Kris (Sir Adalveus), Spencer (Sir Clovis), Jacob (Sir Erlegrim), David (Sir Karl of Stavelot), Joe (GM), Jeremy (Sir Hugo of Chiny)

Must do: Find Lady Rolinga. Bow, show proper courtesy and say, "My lady. While checking on the health of my companion, Sir Hugo, you saw me speaking with a woman Sir Hugo has accused of being a sorceress. I now believe his accusations to be true as she enchanted me to gain information on the location of Sir Hugo's newborn. Sir Hugo and his family have disappeared, and I must now ride to find him and insure his safety.

When I return from my quest, please tell me how I might regain your trust and favor. But with your indulgence, may I please keep the favor you have bestowed on me this day?"

It works and she lets me keep her favor!

We round up our cohort…**King Charles** stops us and he knows of Sir Hugo's story…**Sir Roland** is joining us!

Sir Adalveus asks the camp guards if they saw Sir Hugo leave…then we will use Hunting…

We ride after Sir Hugo…who doubled back…**I sniffed Roland!**…the trail leads to a rundown farmhouse…

The farmhouse: we arrive at nightfall…Sir Hugo is here…

Sir Hugo's coat of arms: Azure, orle argent, in star argent

In the morning the sorcerous and her gang arrive at the hut…she presents Sir Hugo's rapidly matured son to him…threats are made…then the bad guys leave…

We ride to the siege the Moors have put on ???…

Siege of the Moors — 22 April 2023

Joe (GM), Jacob Hilkin (Sir Erlegrim), David (Sir Karl), Jeremy Meredith (Sir Hugo), Kris (Sir Adalveus)

Moors besieging the walled town of Bordeaux. Adalveus spots their baggage train to the south.

Moors still sieging Wien…Charlemagne and Paladins busy at Wien…

Critical on checked Awareness. Does Joe do the house rule? YES.

We ambush a small group of Moorish knights on way to baggage train…Sir Hugo moves around to stop any from escaping…we charge…Sir Erlegrim injured…Adalveus takes a Major Wound and is unhorsed…Sir Adalveus loses 1 DEX from the Major Wound…we have prisoners…

Interrogation of prisoners: none of them speak our language.

Sir Hugo's idea is to present the prisoners to the leader of the siege…

As we approach Bordeaux, we see movement in the woods to the east, and a blocking party across the stream to the south. Sir Hugo is displaying a white flag.

Bordeaux 29 April 2023

Kris (Sir Adalveus), Jacob (Sir Erlegrim), David (Sir Karl), Joe (GM)

Still outside the siege of Bordeaux, outside east wall with prisoners…

Sir Hugo and Sir Erlegrim cowardly retreat over the wall, leaving horses, squires, comrades, and other soldiers executing Sir Hugo's plan behind to be attacked by the Moors while pinned with their back to the wall. Sir Karl and Sir Adalveus slay this group's leader…and this causes that group to rout!

Adalveus's plan: in the confusion charge the siege engines and foot soldiers at the north gate!

We reach the north gate…Sir Clovis negotiates with their leader, **Muhammad Tusafin**…we get **Duke Yon** to parley with the Moorish leader, **Wali Agolant**…

The siege to be settled by single combat…between the Moorish giant and Sir Karl…Sir Karl is losing bad until…**King Charles** & **Roland** arrive with an army and lift the siege…

Fall 771 5 May 2023

Kris (Sir Adalveus), Spencer (Sir Clovis), Jacob (Sir Erlegrim), Jeremy (Sir Hugo), David (Sir Karl), Joe (GM)

Returned to manors to heal until summoned to King Carloman's court…

Tone of King Carloman's castle is hushed…body of the child of **Ogier the Dane**, a paladin lies on the steps before Carloman's throne…Carloman's uncle addresses us…Ogier's child was slain by Carloman…an escort from King Carloman's "**Special Consort**" leads Carloman's uncle and Sir Hugo to Charlemagne's camp…we see **Ogier the Dane** meet **Archbishop Turpin** and **King Charles**…carouse quietly around Archbishop Turpin's fire, near the royal tent…**Sir Alory** is here…

Sir Ogier the Dane slays King Carloman in the royal tent…Adaveus gives King Charles first aid…we all ride to Duke Thierry's estate…**Duke Thierry announces his allegiance to King Charles!**

Winter Phase…

Rolls for Skills & Passions…

+1325 Glory this year…+1 Glory Point to CON…

Aside: Lady Rolinga's 5 manors are near Arlon…

Steward failed roll…only 5£ income…6£ for Ordinary livestyle…-1£ total this year…

Survival…horses all healthy…

Personal event…check Modesty

Romance event…failed…

Family event…bastard son of half-kin (half-brother)

Training 1 skill above 15 (Sword)…

Annual Glory…71 (recomputed)

Made a great Eloquence roll with Lady Rolinga as I recounted my adventures…but missed the Romance +10 roll by one!

No Game 13 May 2023

No game. Joe's home lost power.

May Fields in Worms, 772 20 May 2023

Jeremy (Sir Hugo), David (Sir Karl), Kris (Sir Adalveus), Joe (GM), Jacob (Sir Erlegrim)

Crit on Intrigue…Charlemagne spending a lot of time with Lady ???…Ogier the Dane still missing…Saxon raids from the north…**King Charles** promises reprisals…Crit on Intrigue says: **I have heard rumors of King Charles spending a bit of resources to track down Carloman's wife and heirs**…rumor mill has news of Sir Adalveus spending time with Lady Rolinga…

Lady Rolinga is very happy to see me and will have me carry her favor in the tournament again this year…her and I have spent considerable time together and she honors me with a new favor for the tournament this year…



Lady Giselinde

Sir Karl is approached by **Lady Giselinde**…Sir Erlegrim is with his husband…Sir Hugo is here with his children…

Duke Thierry and **King Charles** stop by my camp…both of them strongly **hint that I should marry Lady Rolinga**…

Sir Odo is at the tournament…

Tournament: critically lost the melee and had to pay my ransom… jousting: won 2, loss 0…Sir Adalveus made it to the final round of jousting, but loses the final round to his cousin, Sir Karl!

After the tournament, Adalveus visits Lady Rolinga…

Summer 27 May 2023

Joe (GM), Karl (Sir David), Jacob (Sir Erlegrim), Kris (Sir Adalveus)

Sir Adalveus and Lady Rolinga are engaged…

Summoned to Duke Thierry's court…Charlemagne wants to attack to the north to stem tide of Saxon invaders…Arden, Duke Thierry's steward…we are to ride north and strike the Saxon town of Tremiogne…special mission for PCs…we are to head northeast to town of Christo, a monastery and trade center…no word from this town…we are to recon town and nearby fort of the Saxons…

St. Sebastian's monastery…we are greeted by Charlemagne's uncle…Adalveus and Karl pray in the chapel…donates 10 denarii and gains 1 Glory…and prays poorly…

We make camp…poor watch set…Sir Erlegrim was dragged away in the night…

Town of **Christo**…we find Erlegrim hung from the wall like a piñata…his kidnappers were both Saxon and Frankish! The town has been sacked by Franks and Saxons…Sir Adalveus **gives** his old set of cuirbouilli to Sir Erlegrim…

We find the village priest…the knights who did this had black shields…**the attackers mentioned something about Charlemagne coming to Christo**…one of the Saxons was recognized: from the Forten area (local) and has traded here before…**we adopt two surviving children**…

We return to Duke Thierry & King Charles…and report on the traitor Frankish knights…

In Forest North of Namur 3 June 2023

David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus), Jeremy (Sir Hugo), Joe (GM), Spencer (Sir Clovis)

Come upon a road lined with crucified monks and villagers…we encounter the party that guided us to the river…they are also cutting down bodies…**Sir Oldegrim** (sp?) is leader of other party…

We decide to head east to report to King Charlemagne…

A few days later…we arrive at Arresburg, a Saxon fortress…and find King Charles's army…

Sir Hugo resigns his knighthood when King Charles asks us to retaliate against a Saxon holy site…

Sir Adalveus volunteers **to be the King's champion** to resolve the siege by personal combat…he prepares with prayers and the usual weapons and armor prep…

Sir Erlegrim and Hugo have their soap opera over Hugo's resignation…

Saxons attack our besieging camp during the knight…confusion reigns…it was a raid which captured **Duke Richard**!

Archbishop Turpin blesses me… Success, +10 to all my actions…plus my Love (Family) for +5…total Sword of 26…

Sir Adalveus champions King Charles…the Saxons' champion is a female **Berserker** with a Sword 35, but must Uncontrolled Attack!…Adalveus, with the help of **God** and **Love (Family)** critical hits the Berserker… the fight is over with two blows…

However: the Saxons broke their agreement…they set fire to the city…killed Duke Richard… and escaped via a tunnel…

We arrive at the Saxon holy tree, Ursamilde (sp?)…King Charles regretfully orders it burned, and we loot the Saxon offerings to the tree…

Our share of the loot:

Next session: Winter Phase, a double wedding of the Sigebert cousins…maybe more…

Winter Phase: Bastogne, 772 AD 17 June 2023

Joe (GM), Kris (Sir Adalveus), Jacob (Sir Erlegrim), David (Sir Karl)

Winter Feast at Duke Thierry's in Bastogne…

The Sigebert cousins' **double wedding**…extravagant…we spend a lot of £…**Duke Thierry** spends even more because **King Charles** is attending…the Paladins are here too…Melina (agent knight of the Church is here)…

King Carloman's relative's still missing…emissary from Pope seeking assistance against the Lombards (probably where Carloman's kin fled too)…

Speech from King Charles…May fields in 773 to be held in Geneva…talk of moving north against the Saxons…the Slavs in the east are acting up, being handled by Duke Tasselt…

Feast entertainment…Adalveus recounts the story of The Relief of Bordeaux for feast entertainment…

Feast Intrigue: You hear a few rumors. But two stick out. You hear that Charles knows his brother's former wife is in Lombardy. And of course Orgier is there as well…

Sir Erlegrim has bad news: his little brother Erland has been seen with the bad Fae Lady…

Consummation ceremony has we are escorted to the newlywed suites…

Winter Phase:

St. Vith manor Stewardship roll: critical failure, so only 3£ income, net loss of 3£.

Personal Event: Forgiving event…success

Family Event: distance female cousin insulted their Lord, I supported her…

773 AD - Siege of Pavia, Lombardy 1 July 2023

Kris (Sir Adalveus), Joe (DM), David (Sir Karl), Jacob (Sir Erlegrim)

Two armies, one led by Charlemagne & one led by Duke Naymo…Duke Thierry attached to Duke Naymo's army… Ogier the Dane rumored to be in service of King of Lombardy…King Carloman's family in Lombardy as well…local villages near Pavia under Frankish control… Pavia under siege…

Carloman's two sons reported to be Verona…Charlemagne at Verona as well…

Duke Thierry greets us at breakfast…local villagers in upheaval…need to get supplies from local towns…**Sir Garin** is leading local garrison…villagers might have something to do with missing Frankish soldiers…or maybe it's just desertion…Aostia is the village…

We borrow one of Sir Garin's hunting dogs, Spot…and Sir Adalveus found an article of clothing from the peasant rebel leader, **Ricardo**…we go hunting for a human and find him…

Sir Garin threatens to torture Ricardo, but Adalveus tries to convince to treat him well…

We go back and find Ricardo's traveling companions…Adalveus convinces **Babu**, a Saracen mercenary, to talk to Duke Thierry about switching sides for a higher price…

Babu seems happy about the negotiations…

A supply wagon driver returns to the siege camp and causes a commotion…

773 AD - Siege of Pavia 8 July 2023

Joe (GM), David (Sir Karl), Kris (Sir Adalveus)

The Saracen mercenary negotiator departs with a smile on his face…

Count Le Roche brought into camp on a litter, after some negotiations with the city…the Lombard **Duke Beros** attacked L'Roche during negotiations and killed him…young **Bertrand**, Le Roche's nephew, is visibly upset and yelling at **Duke Thierry**…**Duke Naymo** arrives in camp, placates as much as he can, and asks us to join him in his tent momentarily!

Duke Naymo…wants us to take part in the negotiations with the city of Pavia…Charlemagne wants the surrender of Ogier the Dane as well as other concessions…Duke Naymo offers us some fine wine provided by Charlemagne…

Next day…

Duke Naymo calls for us…city of Pavia wishes to negotiate now…**Bertrand** and **Odulf** will accompany!

We meet: King Desiderius, Ogier the Dane, Prince Adalgise, Count Adalgise, Beros…

Bertrand sneak attacks Ogier the Dane and wounds him…**Sir Karl** and **Sir Adalveus** dishonorably hack **Ogier the Dane** to pieces! **We both CRIT on our rolls!** I'm engaged with Count Adalgise…Bertrand was slain by Ogier…

During a chaotic duel/negotiation…**Sir Adalveus** engages **Prince Adalgise** AND **Count Adalgise**, leaving a route to the king open! **Sir Karl** charges **King Desiderius** and demands he surrender…**King Desiderius yields and surrenders the city!**

King Charlemagne arrives and treats with King Desiderius…Charlemagne says we may not loot but only take one trophy…**Sir Karl** takes King Desiderius's crown, the **Crown of the Lombards** (p. 206)! **Sir Adalveus** takes **Ogier's Ring** (p. 207)…King Charles takes King Desiderius's sword and rides out of Pavia…

Next Time:

Must explain our actions to Charlemagne! Will our Attitude (Charlemagne) go up or down?

Ogier: "Majesty, Ogier slew Sir Bertrand, and then all chaos broke out. In the melee, my hatred of traitors to my king consumed my heart…My king, what can I do to atone? How can my service to you fill the void created by the loss of a paladin?"

Rome…Winter Court/Feast, 773 15 July 2023

Joe (GM), Jacob (Sir Erlegrim), David (Sir Karl), Kris (Sir Adalveus)

Fallout from the death of Ogier…we spin it well and succeed at Eloquence and Intrigue…plus we play up capturing the King of Lombardy…we succeed at spinning it well, but there are still some rumors…

Two new Paladins: Engelier of Bordeaux and Gerard of Anjou…

Toured Rome…practiced martial skills…

Winter Court

Charlemagne buys our stories about the death of Ogier…and recognizes the risk we took to capture King of Lombardy and defend Duke Thierry…he seems happy with us for ending the war in Lombardy quickly…Charlemagne pronounces us "Lifters of the Siege"…

A late arrival to Winter Court…**The Pope!**…for some reason he looks at us…

We pay our respects to Ogier the Dane, contritely…

Winter Feast

Return Home…Winter Phase

Spend time with my wife, Lady Rolinga…

Harvest at home normal…

Twins! 1 boy & 1 girl

All horses survive…

SUPERLATIVE LIFESTYLE…

Next Time:

774 May Fields will be in Pavia…

May Fields, Pavia, 774 22 July 2023

Joe (GM), Jacob (Sir Erlegrim), David (Sir Karl), Kris (Sir Adalveus)

Entire family travels to Pavia…

Day 1 of tournament:

Sir Karl has a Falconry mishap involving his wife…Sir Erlegrim loses at Gaming…Adalveus passes Intrigue…Melania approaches my wife and I…she says that King Charles's wife is with child!

Duke Thierry addresses us…

Day 2:

Advalveus wins the Helm Show, +10 Glory…draws in round 1 of the melee…opponent wins round 2 but does no damage…round 3/4, critical victory and capture (18 £ ransom)…round 5 versus the Paladin, Samson of Brittany…I'm knocked down and out of the tourney…

Next Week:

Joust for May Fields!

May Fields (2), Pavia, 774 14 October 2023

Joe (GM), Jacob (Sir Erlegrim), David (Sir Karl), Kris (Sir Adalveus)

The Joust...made it to final round of joust! Beaten by the Green-Armored Knight.

King Charlemagne & Paladins went to collect Carloman's wife and family.

Depart May Fields...cross Alps...a winter storm assails us...Charlemagne's wagon lost!

We encounter Sir Malaric in the storm...he knows us...he claims to have the king! Malaric leads us to a rundown castle...

Crossing Alps, 774 28 October 2023

David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus), Joe (GM)

Approaching building where King Charles is allegedly at...a castle in the Alps...there is Saracen mercenary colors flying above the castle...

Carloman's wife is Queen Geberga, daughter of King Xerdias.

We are welcomed into the main hall of the castle...Hugo and Sir Clovis are here...as is Hugo's dead wife!

The castle's name is Avalon!...Uh oh...Arthurian legends...

The Fey Lady and the Horned God, plus lots of dead people show up...We fight our way out, inspired by our Love of God...

The Fey Lady entrances Karl...he grabs her and runs out the door into the hall...

Stay tuned...

The Castle of the Fairy King, 774 4 November 2023

Kris (Sir Adalveus), David (Sir Karl), Jacob (Sir Erlegrim), Joe (GM)

Sir Karl leaves with the Fae Lady...Sir Erlegrim is possessed by the Horned God...Adalveus desperately pushes his way out of the hall and to freedom! We are eventually reunited with each other and our horses. Sir Karl believes he spent the night with his wife...Erlegrim and Karl woke up together in the enchanted castle...

Found our way back to caravan which is at the nearest town...

Return to Duke Thierry's camp...we are under observation by the Bishop Turpin...Duke Thierry commends our actions as "worthy of paladins"...

Back to Bastogne and to our manors...Adalveus discusses the building of a church for our manors with Lady Rolinga...

Winter Feast will be in **Paris**...King Charles will be there...

This summer we can fight Saxons or work on Manors... Joe will get back to us...**Advalveus** will take three weeks at home to heal wounds and then go to fight the Saxons...

Muster at St. Vith to muster 11 November 2023

Joe (GM), Jacob (Sir Erlegrim), David (Sir Karl), Kris (Sir Adalveus)

The PCs and their families muster at St. Vith for a campaign against the Saxons. Adalveus is host and gives a rousing speech about fighting the Saxons. **Gives one check at +5 during next campaign against Saxons.**

Arrive at the **Church of Fitzler**...that the Saxons have been threatening...Bishop Theobert is in charge here...Karl and I go scouting...encounter five women refugees...they recall seeing the unit of a Frankish count in the area...the women were married...other knights here are from the Abbey of Strulvult...Adalveus concocts a ruse to leave as if looking for the count and then return hoping to trap the Saxons as they come to the church...we sent the men-at-arms out to prepare so that Saxon spies can see us leave...the plan is to return after a few hours...

That night we wake up and are hallucinating...

Acid Trip in Church... 18 November 2023

Joe (GM), David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus)

The acid trip from the food takes full effect...everyone is affected...Adalveus takes the lead as a evangelist...and Crits on his Eloquence!!!...Sir Adalveus goes full on evangelical warrior...

Joe needs to take his daughter to the hospital...game prematurely ended...

Acid Trip in Church (2) 2 December 2023

David (Sir Karl), Jacob (Sir Erlegrim), Joe (GM), Kris (Sir Adalveus)

The charge into the heathens continues...things are looking grim...we all succumb to many wounds...**then the angels appear!** The angels burned the offending Saxons...

We awaken the next day...no Chirurgery needed, except for Erlegrim's Major Wound...in the room with the relics, two Saxons were turned to pillars of salt...

We pray in the relic's crypt...the women we rescued were saved...

Sir Adalveus offers refuge for the women at my manor...

The pagans know not to touch this church...

We return home for winter...

Winter Phase, 774 9 December 2023

Jacob (Sir Erlegrim), Joe (GM), David (Sir Karl), Kris (Sir Adalveus)

Told story of the church and the angels...

Winter phase rolls...

Steward St. Vith: fail

Steward Arlong #1: fail

Steward Arlon #2: pass

Steward Arlon #3: pass

Steward Arlon #4: fail

Steward Arlon #5: pass

So +33£

Maintenance = 13£ → +13 Glory

All family is healthy.

Daughter is born...Liutlena

Training: Glory point for 7000 Glory→ Standing (Commoners)

Gifts to Commoners: 30£→ +3 Standing (Commoners)

Winter Phase , 775 AD 27 January 2024

Jacob (Sir Erlegrim), David (Sir Karl), Joe (GM), Kris (Sir Adalveus)

During 775 AD there were Saxon issues...

Winter phase rolls...

Steward St. Vith: pass

Steward Arlong #1: pass

Steward Arlon #2: pass

Steward Arlon #3: pass

Steward Arlon #4: pass

Steward Arlon #5: pass

So +36£

Maintenance = (Superlative) 13£ → +13 Glory

All family is healthy.

Gifts to Commoners: 30£→ +3 Standing (Commoners)

Personal Event: swore a lot, -1 Church

Family Event: 4, Someone was kidnapped for a forced marriage, or captured for a ransom. 20: a nephew or niece! It was **Karl's** bastard daughter from when he slept with a camp follower...

Winter Phases for 776-777 AD

...

Spring Meeting called ???, 778 AD 27 January 2024

During this year...

New Archbishop of Saxony is Edo...we are at war on many fronts... there is a rebellion in Lombard...

Duke Thierry is here...all nobles are here...**Charlemagne** heard that **Eldegeis** son of **King Desiderius** (former king of Lombard) is revolting...the Byzantine Empire is supporting Lombard rebellion...half of Italy fighting the Franks...

Duke Thierry is commander of army...and we'll be going...**Sir Karl** appointed at leader of vanguard...**Duke Arnman** to lead left flank...

Small feast...

Italy 17 February 2024

Jacob (Sir Erlegrim), David (Sir Karl), Kris (Sir Adalveus), Joe (GM)

We move south to deal with the Italian uprising...Carloman's son, Pepin (now King of Lombardy) accompanies our army...

In Duke Thierry's camp...meeting with him in his tent...Sir Karl will lead the vanguard...Erlegrim and Adalveus, unit commanders...Count Theodard in reserves...Theodard is higher standing than Karl, but affronted by not being in command of vanguard...Sir Erlegrim will lead Karl's left flank, I will command Karl's right flank...Karl's command: 50 knights, 284 foot. My unit = 16 knights & 94 foot...

Attacking Duchy of Benevento...but a large army is interfering with our plan...

Sir Erlegrim takes a message to **Duke Nemo**...**Adalveus** organizes recon in force to keep Duke Benevento's attention to the north (not towards Duke Nemo in the west)...

Battle of Benevento (part 1) 9 March 2024

David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus), Joe (GM)

My scouts armed recon causes Lombard army to move west into the mountains...Arichies, Hillebrandus Spelito, and one more leader in the Lombard army...a Byzantine fleet is approaching from the east to support the Lombard army...my archers loose arrows (p. 374 for stats)...we are outflanked and lacking the support of Duke Nemo...Adalveus Recklessly charges with 1,000 men!

Next week: finish the Battle of Benevento...

Battle of Benevento (part 2) 16 March 2024

David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus), Joe (GM)

Sir Adalveus and his 1,000 troops charge recklessly...

Round 1: 10% losses...-10 to roll...50% losses, or so...440 soldiers left...

Some more fighting...

Battle of Benevento (part 3) 27 March 2024

David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus), Joe (GM)

The battle continues...I have 50 men left in my unit...

The rebels break and flee with their weak leader, Arichies, Duke of Benevento...

Duke Aneisis, leader of the Byzantines...before they engage us, he parleys for peace...

Duke Nemo and his army arrives...

Pepin, Charlemagne's son, King of Lombards...approaches, but we enter Benevento first...and secure it...the **Pope** is here...

Pepin has news from campaign in Spain: all the **Paladins were killed** in spite of **Charlemagne's** victory.

We finish the year pacifying Lombardy...return home for Winter...

Winter Phase - 778

Manor income, all successes: +36£ - 13£ (maintenance)

Lady Rolinga died!

Personal event: Honest → fail, caught lying, Attitude: Church -1

Family event: distant cousin captured for marriage

Training: +1 Hunting, +1 Dancing, +1 Battle, +1 Siege

Glory Point (1): +1 Retinue

May Fields - 779 AD 8 May 2024

David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus), Joe (GM)

Feast:

King Charles...Duke Thierry, Duke Arnman, Duke Nemo...King Charle's uncle here, Heribert...

Lady's of the Realm: Lady **Machteld**...

The Feast...I am invited to sit with **Lady Machteld**...

Conversation with Lady Machteld...exploits in Lombardy...she shares some gossip...almost made the Romance roll...

Sir Erlegrim plays the lute for the feast...and Fumbles...he crits Proud...he challenges Baldric of Lorraine to a duel and starts brawling! King Charles arrests them both...

After the "duel" I **Critical** a Romance roll with **Lady Machteld**...and she gives me a **token to use for the joust**...

Next week: The joust!

May Fields - 779 AD 15 May 2024

David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus), Joe (GM), Sam (Sir Pepin)

Tournament Bonuses: Prayer +10, Love (Family) +5

Challenge Sir Pepin to a duel with rebated weapons: Crit vs Crit for a draw.

Melee:

Round 1: Ordinary knight: critical victory + ransom

Round 2: Ordinary knight: critical victory + ransom

Round 3: Paladin: critical victory + ransom

Round 4: Paladin: critical victory + ransom

Round 5: Famous knight: critical victory + ransom

Melee: Sir Karl, Sir David

Joust:

Round 1: Ordinary knight: critical victory

Round 2: Ordinary knight: critical victory

Round 3: Ordinary knight: critical victory

Round 4: Ordinary knight: critical victory

Round 5: Ordinary knight: critical victory

Round 6: Sir Karl: unhorsed him!

Sir Adalveus wins the tournament! **Lady Machteld** is on her feet, so I salute her.

Sam updates his character to catch up with the campaign.

Next time...

Aachen - 779 AD 29 May 2024

David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus), Joe (GM)

Summoned to **King Charles**'s throne in Aachen...reminder Sir Roland is dead...looking for a temporary holder for his fief...Bretons have captured part of **Sir Roland**'s land...we are to hold it temporarily...**Adalveus** asks for the name of **Sir Roland**'s steward...Reginald is/was the steward...no news from Brittany at all...scroll **Proclamation of being Counts of**

Brittany...while we are there, we receive all incomes...Roland had a **fort in town of Rennes**...Saint Marleaux fief...

Gifts: 10£ to Retinue...30£ to Church...10£ to Commoners (plusses to Standings)

Sending **Spy** ahead to Nantes with the **Merchant** as cover...

Nantes

Spy and Merchant at Nantes: successful recon...Breton force in Nantes...led by knight with a shield similar to a Frankish knight's...the Frankish knight is Sir Dietrich of House Bertan... possible traitor...75+ Breton soldiers...Spy instructions: move on to Rennes, if Saxon occupied, meet us on road south of Rennes...

On to Rennes...

River crossing...Sir Karl challenges the **Black Knight** on the bridge...we all have to make Lust rolls so **faerie powers** must be around...Sir Karl gets the Black Knight to yield...he warns us of faeries...

Next time: on to Rennes...

On to Rennes - 779 AD 29 May 2024

David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus), Joe (GM), Sam (Sir Pepin)

Traveling to Rennes...encounter a camp on the road...merchants held up by a Breton check point...spoke with the head guard, Sigriff...talk to the merchants...three merchants, one with a Breton name, two with Frankish...

Moors & Saxons & Bretons at the toll point...**the boss is in Frankish armor**...a Frankish knight?

There is an old palisade even further up the road...25-50 soldiers...

Return to the merchant...the merchant knows of the old palisade on the road...

Send information letters to **Count Wido**, **King Charles**, and the local **Bishop**...asking for help against the invaders...the Church has abbeys so they will help...we'll tell everyone to muster in **Cholet**...

The merchants pool money for us for the battle...10£

Count Wido will meet us in Cholet...

Next time: War against the Bretons!

Preparing for War 19 June 2024

David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus), Joe (GM)

Church will send troops for our cause...**Count Wido** of Angers will discuss sending troops...+5 on a recruiting request to ???...

Adalveus's unit: 1 trebuchet, 2 mangonels, 5K arrows, 3 tortoises, 1 siege tower, 7x siege crews, 100 foot soldiers, 10 sergeants (house), 8 lineage men, 1 family knight

Karl's unit: 100 foot soldiers, 10 Armored solders (1 for each ten foot soldiers), 2 knights, 9 lineage men, 250 ladders, 5 mtd sergeants

Erlegrim's unit: 5 mounted sergeants, 100 pavis & mantlets, 100 bandits

Angers, Preparing for War 26 June 2024

David (Sir Karl), Jacob (Sir Erlegrim), Kris (Sir Adalveus), Joe (GM)

Count Wido...out host...he is raising troops as well...

Charlemagne is sending troops...**100 men**...plus **50** that will travel with him in reserve...

The Church sent St. Sebastian with a knight...is sending an unknown number of troops...

We set up patrols around our encampment at Angers...evidence that we are being scouted...

My spy reports at Angers...Rennes is fortified...additional checkpoints are on the roads...a Frankish nobleman is in charge at Rennes...the Merchant is still in business around Rennes...he is resupplied and sent back to Rennes with warning to be careful...

Local troops and our hired troops are here at Angers...

The other local counts have sent us **200 more troops**...

We're still waiting on the Church troops & Charlemagne's troops...

St. Sebastian has sent knights...

Troops of **Duke Thierry** approach the camp...300 more troops, including Charlemagne's...

Melana & **Duke Nemo** arrive with the Papal troops...Duke Nemo is fighting in the name of King Pepin...**total of 200 troops**...

We march!

Vitré

Saxons have captured the town...their leader surrenders the town in exchange for safe passage...Sir Karl & Sir Adalveus give 30£ to the Commoners of Vitré...we stay here a few days to secure the town.

Next time: March to Rennes...

March to Rennes 17 July 2024

David (Sir Karl), Kris (Sir Adalveus), Joe (GM)

Breton checkpoints on the road were abandoned...I lead scouts in the woods around the checkpoints...

Spy's report...Breton reinforcements coming...the traitor Frankish knight is in Rennes...he has troop and supply data for Rennes...

War Council: **Count Wido** will take his men to raid Breton territory and draw some of their armies from our siege...**Duke Thierry** will take message of the traitor Frankish knight to Charlemagne...he leaves his son behind...

The Siege:

Month 2: We have a Critical Success on the siege...they call for parley...the Traitor Knight is **Sir Herbert**, Charlemagne's uncle and Roland's father...we take the keep and take the Traitor Knight prisoner...

200 Glory for the Siege! **A Glory Point this year!** My herald doubles that Glory to 400.

We retake Rennes, Vitré, and Saint-Malo...