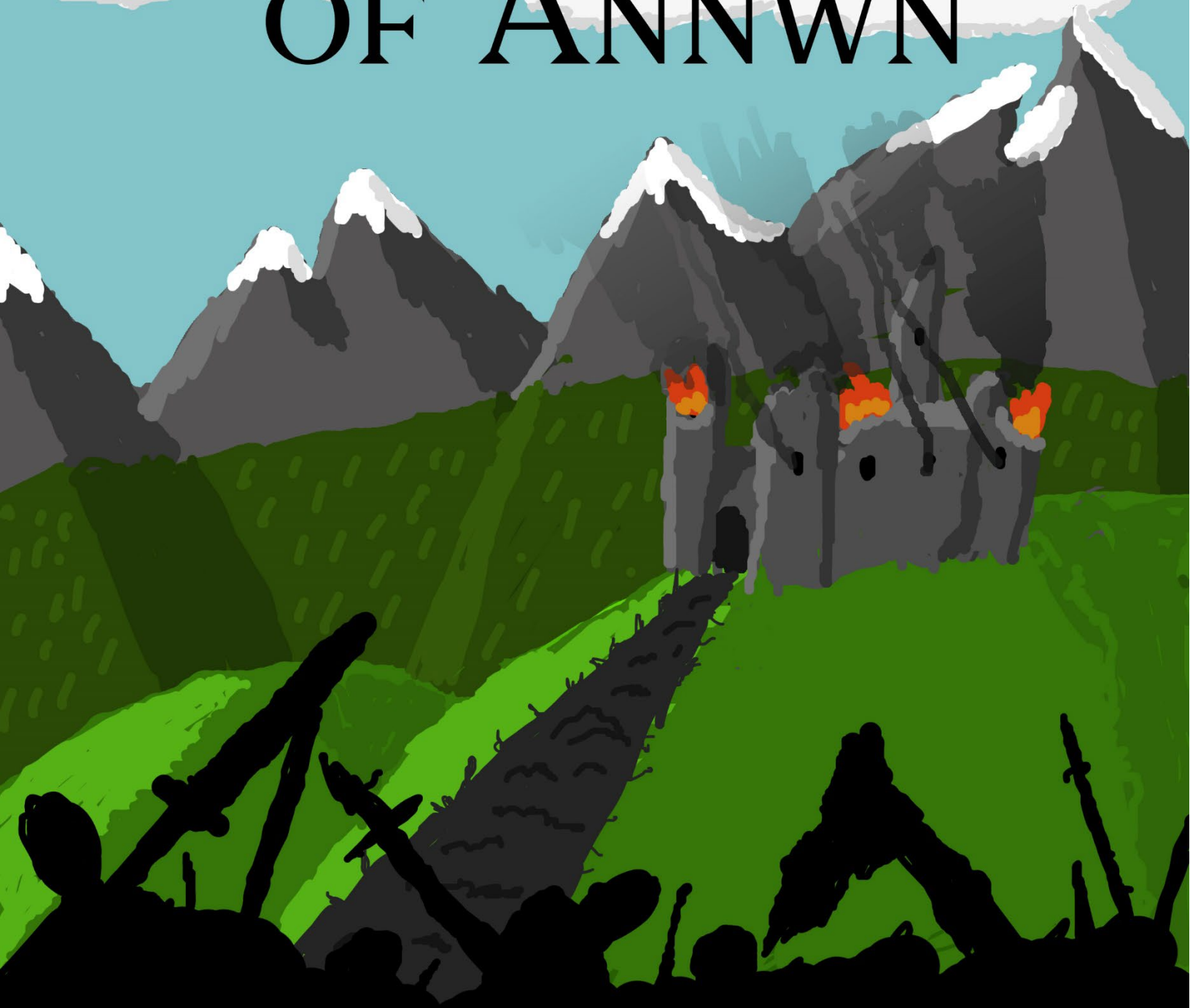


THE KINGDOM OF ANNWN



RILEY ROOD

Greetings! Before you embark on the adventure within, you must build your character. Whom they are is for you to decide, but there are some numbers and rules you'll need if your character is to survive.

Firstly, your character, like all characters, begins with 10 Hit Points. Keep track of these carefully. When they hit 0, you lose a fight and die. If you wish to play an easier or harder game, feel free to reduce or increase the number of hit points as you please. It is also worth noting that they return to 10 after every combat encounter, provided you won.

Second is your attack points. Attack points are the method by which you fight! They are fairly simple. You start off with 10 attack points, but that can increase or decrease by losing or gaining combat modifiers through experiences or items. When combat begins, you spend a number of attack points, up to the maximum. But be careful, you only get 2 attack points back at the beginning of each round of combat. If you choose to spend no attack points, you can defend, which cuts any damage you take in half, to a minimum of 1, and lets you regain 4 attack points at the beginning of the following turn.

This of course begs the question of how opponents attack you, and how damage works. First, your enemy attacks you by rolling a d10 dice after you choose the number of points you are spending that round. Then you add that enemy's attack bonus to the roll. If the number rolled exceeds the points spent, you take damage. If the points spent exceed the number rolled, they take damage. Each enemy will have its own hit points and attack bonus listed when you encounter them in combat.

Damage works based on how far over the points spent or attack rolled is over the other. If the winner of a round wins by less than 4, 1 damage is dealt to the loser of the round. If the winner of a round wins by more than 4 but less than 9, 3 damage is dealt to the loser of the round. If the winner of a round wins by 9 or more, 5 damage is dealt to the loser of the round.

Lastly, there is your Kingdom Strength stat. This starts at 5, though again you are welcome to increase to decrease difficulty by changing this number. This stat lets you take actions in battle and can be affected by the choices you make and how they affect the kingdom.

You are now ready to step into the Kingdom of Annwn. We wish you luck!

I.

The hunting expedition had been going well. You and your companions had ridden from your castle the day prior and have already succeeded in catching several deer as part of a bet to determine the best hunter. Right now, however, things have taken a turn.

Your hunting hounds had taken off into the woods, and as you and your companions followed, you became separated from your friends. The woods are foggy, you follow the baying of your hounds until you find them watching a group of strange dogs, which seem unnaturally beautiful, on top of an equally majestic stag that they appear to have just slain.

In the distance, you can hear the baying of other hounds, whom you presume to be the hounds of your hunting companions. Perhaps bringing back such a fine stag as the one before you would win you the bet?

Do you chase off the hounds and claim the kill for your own?

Yes (Go to II)

No (Go to CCCXV)

II.

You sic your hounds on the strange ones, and they flee in surprise. Moving over to the stag, you discover that its fur is almost gleaming with a golden hue, and its antlers appear like silver. You begin to prepare a method for bringing the stag with you when you hear something behind you.

“You have stolen what is mine by rights,” a deep voice almost snarls.

Turning, you find a tall man dressed in regal, intricately decorated riding leathers. His ears come to points, though are largely hidden by his long mane-like hair. On his head is the unmistakable symbol of rulership, a crown.

“You trespass here,” the man continues, his hounds, the ones you chased off, appear at his side, “You trespass in my woods, and dare to steal a kill from me. I should, perhaps, just kill you. But I do not believe you did it out of malice. So, I shall offer you a choice.”

Before you can get a word in, he continues, “I am Arawn, King of Annwn. My crown has rested heavy on my brow for some time. If you would take my place for a year and a day, and my kingdom is in good shape when I return, I shall forgive your transgression. I shall even take your place as lord, for it cannot be as taxing as ruling a kingdom, and I do not like to stay idle. If you refuse or fail in your task, I shall be forced to punish you in some other manner. Is this agreeable to you?”

Do you take King Arawn’s Offer?

Yes (Go to III)

No (Go to CCCXIV)

III.

“I will take up your offer,” you say, “and I am sorry for taking your kill.”

“You may convince me of that in due time,” the king says, as he begins to move his hands and arms in some sort of magic ritual, “Let us become the other, for a year and day, for then your debt shall be paid.”

As he finishes speaking, your body tingles, and you watch in astonishment as Arawn shifts in form until he is identical to you, right down to every stray hair. You are also amazed at the increase in height, and you stand a full head higher than your previous self.

“Am I truly so tall?” Arawn wonders aloud, before saying, “Go east of here for several days and you will come across my castle. Inform my steward what has happened, and he will bring you up to speed. Tell no one else that we have swapped places.”

With that, Arawn gathers up your hounds, takes the stag, and leaves. You gather up his hounds and follow his instructions to go west. Eventually, you find his castle, and ask for the steward.

Filling him in, he asks you if you have any questions for him.

Do you ask any questions?

Who are you? (Go to IV)

Are there any ongoing problems? (Go to VI)

No questions (Go to VII)

IV.

“I am Hirlel, King Arawn’s humble steward, and now yours as well. I see to the day-to-day running of the Kingdom. You can leave the running of Annwn in good hands with me. You’ll just have to see to the more major or political choices.”

Continue (Go to V)

V.

Do you have any more questions?

Who are you? (Go to IV)

Are there any ongoing problems? (Go to VI)

No further questions (VII)

VI.

“There has been some growing concern that Hafgan, who controls half of Annwn, will seek to claim your half as well come next spring. I cannot say how true the rumors of war are, but he has been gathering assorted resources that would be very useful in time of war.”

“There are also domestic concerns with the common folk, who continue to live very hard lives, and may agitate to rebellion if things get much worse.”

Continue (Go to V)

VII.

“Very well, I shall leave you to it,” As your new steward departs you begin to wonder if perhaps you have made a mistake.

The end of spring passes quickly, as soon, summer has arrived in Annwn. Slowly you find yourself adjusting to the role of king. For the moment that seems to be mediating disputes between nobles. Usually such things are clear cut, but today you have been presented with a difficult case.

The houses Anmi and Colmu are disputing over a piece of fertile land. Going over the records, it appears both have some claim to the land; Anmi is the historical owner of the land, but Colmu claims Anmi sold it to them. However, Anmi claims that the payment never arrived, voiding the sale.

After meeting with them to collect information, the representative from Colmu pulls you aside, and offers you a magic dagger from the House armory if you find in their favor.

Who do you give the land to?

Anmi (Go to VIII)

Colmu (Go to CCCXIII)

VIII.

Anmi is pleased that you favored them and granted them the land which they thought to be theirs already. On the other hand, Colmu is livid, especially that you denied the bribe, as they thought it would make the choice in their favor clear.

Continue (Go to IX)

IX.

Halfway through the summer, you are given news that Iduri, Arawn's wife, is returning to the court after spending several months at her family's estate in the south. As is custom, a feast is thrown to welcome her home. During the feast, the two of you get to talking, and you are delighted to discover how interesting she is. You even find yourself being a tad jealous of Arawn for having such a great partner.

That night, as you retire to bed, you realize you have a choice: you could sleep with Iduri, as she would have no way of knowing that you are not Arawn. On the other hand, that seems very disrespectful, and could even get you in trouble with Arawn.

Do you sleep with Iduri?

Yes (Go to CLXIV)

No (Go to X)

X.

Deciding your honor and your safety are more important, you choose to merely share a bed with her, rather than do those things married couples do. Despite any faults you may have, a penchant for adultery is not one of them.

The days go by, and soon the end of summer is nigh. The court is abuzz as preparations are being made for this year's Harvest Festival, which marks the beginning of Autumn. This means an important choice must be made: which of the two major houses should host the royal couple.

The Neculne offer only spare comforts, but their harvest has been a grand one, whereas the Syvrus have grand furnishings and accommodations to offer, but their harvest has done poorly. After speaking with Hirlel, your steward, you learn that, in theory, the royal family can host themselves, though it is generally seen as an act of pride and self-aggrandizement.

Who should host?

Neculne (Go to XI)

Syvrus (Go to CLXI)

You (Go to CLXIII)

XI.

You end up choosing Neculne, and enjoy a grand feast. Much food and drink and dancing is had by all, noble and commoner alike. Neculne is delighted that you chose them, and gives you a bunch of seeds which can grow any plant.

Gain Magic Seeds

Gain +1 to Kingdom Strength

Continue (Go to XII)

XII.

As fall begins, the declaration of war from Hafgan is delivered. While not unexpected, it sends the court into an uproar of outrage, with everyone pestering you on what you will do about it. Hirlel lays out a few options:

The first is to drill combat techniques into the soldiers. While this will make them a stronger fighting force, it is not as effective for army on army combat. It does however, create an opportunity for you to train as well, in the event you need to duel Hafgan to end the war.

The second option is to run mock battles, using a magic battlefield to prevent deaths. While it does not help your soldiers individually, it does make for stronger armies overall. While you wouldn't be able to practice combat, you could practice battle tactics.

It also occurs to you that ultimately it does not matter what option you choose, as this is not your kingdom. Perhaps you could get away with just partying and living it up.

What do you choose to do?

Drill Combat (Go to XIII)

Run Mock Battles (Go to XIX)

Party! (Go to XVIII)

XIII.

Will you join in the training?

Yes (Go to XIV)

No (Go to XVII)

XIV.

Your Sparring Partner has 7 Hit Points, and an Attack Bonus of 2.

If you won, go to XV

If you lost, go to XVI

XV.

You and your soldiers gain valuable combat experience.

Gain +1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to XXXIII)

XVI.

While your soldiers gain valuable combat experience, you suffer an injury to your army which reduces your ability to fight.

Gain -1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to XXXIII)

XVII.

Your soldiers gain valuable combat experience.

Gain +1 to Kingdom Strength

Continue (Go to XXXIII)

XVIII.

Instead of training your soldiers you redirect their pay in order to throw several lavish parties. While the court appreciates it, they cannot help but question the wisdom of the choice as your soldiers sit around, inactive.

Lose -4 Kingdom Strength

Continue (Go to XXXIII)

XIX.

Will you join in as commander and general?

Yes (Go to XX)

No (Go to XVII)

XX.

The armies stand across from each other in a wide-open field, bordered on all sides by forest. Your forces consist of both infantry and cavalry. The same goes for your opponent's forces, as you choose to divide your army evenly for the purposes of the mock battle.

As you watch, several ideas come to mind: First, you could attempt a frontal assault using your infantry. While it comes with the risk of expending a great deal of men, it does come with the benefit of being the simplest. However, that also means it can put you in a tight spot if the enemy responds fast enough, requiring some quick thinking on your part.

The second is to send your cavalry out and attempt to flank the enemy. While easier to do, and less costly, it does mean that if the maneuver is spotted, the enemy can quickly adjust to counter attack.

The third option is a combination of the two. While it is the costliest, requiring most of our forces, it does have the highest chance for victory.

What do you decide?

Infantry Charge (Cost: 3 Kingdom Strength, Go to XXI)

Cavalry Flanking (Cost: 2 Kingdom Strength, XXV)

Flank and Charge (Cost: 4 Kingdom Strength, XXIX)

XXI.

The simple strategy does succeed in causing chaos and 'death' in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from surrender and retreat:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 2 Kingdom Strength, Go to XXII)

Retreat (Go to XXIII)

Send the Cavalry (Cost: 3 Kingdom Strength, Go to XXIV)

XXII.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge. You have no choice but to surrender and concede defeat. Nonetheless, a valuable lesson is, hopefully, learned.

Gain +6 Kingdom Strength

Continue (Go to XXXIII)

XXIII.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +4 Kingdom Strength

Continue (Go to XXXIII)

XXIV.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle, and there is something to be said about a more cautious approach.

Gain +8 Kingdom Strength

Continue (Go to XXXIII)

XXV.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond retreat:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 2 Kingdom Strength, XXVI)

Retreat (Go to XXVII)

Infantry Charge (Cost: 3 Kingdom Strength, XXVIII)

XXVI.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. You have learned a valuable lesson about over extension.

Gain +5 Kingdom Strength

Continue (Go to XXXIII)

XXVII.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +3 Kingdom Strength

Continue (Go to XXXIII)

XXVIII.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that you manage to capture the enemy commander and force a surrender from him.

Gain +7 Kingdom Strength

Continue (Go to XXXIII)

XXIX.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender.

What do you choose?

Keep up the Attack (Cost: 1 Kingdom Strength, Go to XXX)

Retreat (Go to XXXI)

Infantry Charge (Cost: 2 Kingdom Strength, XXXII)

XXX.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you.

Gain +7 Kingdom Strength

Continue (Go to XXXIII)

XXXI.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +5 Kingdom Strength

Continue (Go to XXXIII)

XXXII.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory.

Gain +7 Kingdom Strength

Continue (Go to XXXIII)

XXXIII.

As winter begins to approach, you are alerted to a problem brewing in Annwn. There has been growing concern that there would be insufficient firewood to get through the cold months.

The common folk have been begging you to harvest wood from the royal forests for them to burn. However, your advisors tell you that the forest is sacred, and you may well piss off a deity or spirit and incur its wrath.

What do you decide?

Cut down part of the forest (Go to XXXIV)

Leave the forest alone (XCVIII)

XXXIV.

A section of the forest is cut down and chopped into firewood. Your people are happy, but you cannot help but wonder if you have angered some spirit or another. But nothing seems to happen.

The days pass, and it is eventually time for the Winter Ball, the celebration of a new year. The guests, hailing from across Annwn, are packed into the ball room in your castle. They are eating, drinking, and dancing merrily as a blizzard rages outside. The night is going well, and you are more than a little bit drunk.

You sober up pretty quickly however, when the doors to the ballroom blow open, revealing a frozen hallway, guards, and a creature. It stood as tall as Arawn, and thus you, but in the shape of a woman made from frozen trees. The guests are stunned, and cannot react before the creature enters the room, freezing all but you solid.

“I am the Ice Queen. I once guarded your forest, but thou hast betrayed me. I shall take your life, or that of thy kingdom as penance. Do not resist,” she says, in a voice crackling like shattering ice on a lake as she raises an icy sword at you.

Do you fight, or do you do as she says?

Fight (Go to XXXV)

Offer yourself (Go to XXXVIII)

Appease Her (Requires Magic Seeds, Go to CLX)

XXXV.

The Ice Queen has 10 Hit Points, and an Attack Bonus of 3.

If you won, go to XXXVI

If you lost, go to XXXVII

XXXVI.

The ice queen howls like frosty wind as you land your final blow, and she collapses to the ground dead, shattering into bits of ice. Only her sword remains, and you retrieve it as your court, castle, and kingdom thaw, and the blizzard comes to an abrupt end.

Gain Frozen Sword (+3 Combat Modifiers)

Continue (Go to XXXIX)

XXXVII.

The ice queen runs you through with her blade, and you begin to freeze. You try desperately to get away, but she keeps you in place as she says, "That is twice thou have tried to defy me. For that, I shall freeze thy kingdom solid forever."

When Arawn arrives months later, he finds his kingdom is no more. He rides into it, searching for what occurred, and upon finding your frozen corpse, is set upon by the Ice Queen himself, and is also frozen in place, for all time.

Ending: Frozen Kingdom

XXXVIII.

"Then take my life, and spare my people, for it was for them I acted, and I would not see them harmed," you say, resolutely.

"Very well," she replies.

It takes but a moment for her magic to turn you to a never melting statue of ice. True to her word, the kingdom is thawed, but without a king, it falls into chaos, until Hafgan's forces arrive and take the kingdom. When Arawn returns, Hafgan is confused, but delights in being able to imprison an enemy he thought dead.

Ending: Icy Tomb

XXXIX.

Winter comes to an end several months later. With it, comes the dawn of war. You have time for a little more training. How do you train your soldiers?

What do you choose to do?

Drill Combat (Go to XL)

Run Mock Battles (Go to XLVII)

Party! (Go to XLVI)

XL.

Will you join in the training?

Yes (Go to XLI)

No (Go to XLIV)

XLI.

Your Sparring Partner has 7 Hit Points, and an Attack Bonus of 2.

If you won, go to XLII

If you lost, go to XLIII

XLII.

You and your soldiers gain valuable combat experience.

Gain +1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to LXI)

XLIII.

While your soldiers gain valuable combat experience, you suffer an injury to your army which reduces your ability to fight.

Gain -1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to LXI)

XLIV.

Your soldiers gain valuable combat experience.

Gain +1 to Kingdom Strength

Continue (Go to LXI)

XLVI.

Instead of training your soldiers you redirect their pay in order to throw several lavish parties. While the court appreciates it, they cannot help but question the wisdom of the choice as your soldiers sit around, inactive.

Lose -4 Kingdom Strength

Continue (Go to LXI)

XLVII.

Will you join in as commander and general?

Yes (Go to XLVIII)

No (Go to XLIV)

XLVIII.

The armies stand across from each other in a wide-open field, bordered on all sides by forest. Your forces consist of both infantry and cavalry. The same goes for your opponent's forces, as you choose to divide your army evenly for the purposes of the mock battle.

As you watch, several ideas come to mind: First, you could attempt a frontal assault using your infantry. While it comes with the risk of expending a great deal of men, it does come with the benefit of being the simplest. However, that also means it can put you in a tight spot if the enemy responds fast enough, requiring some quick thinking on your part.

The second is to send your cavalry out and attempt to flank the enemy. While easier to do, and less costly, it does mean that if the maneuver is spotted, the enemy can quickly adjust to counter attack.

The third option is a combination of the two. While it is the costliest, requiring most of our forces, it does have the highest chance for victory.

What do you decide?

Infantry Charge (Cost: 3 Kingdom Strength, Go to XLIX)

Cavalry Flanking (Cost: 2 Kingdom Strength, LVII)

Flank and Charge (Cost: 4 Kingdom Strength, LVIII)

XLIX.

The simple strategy does succeed in causing chaos and 'death' in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from surrender and retreat:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 2 Kingdom Strength, Go to L)

Retreat (Go to LI)

Send the Cavalry (Cost: 3 Kingdom Strength, Go to LII)

L.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge. You have no choice but to surrender and concede defeat. Nonetheless, a valuable lesson is, hopefully, learned.

Gain +6 Kingdom Strength

Continue (Go to LXI)

LI.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +4 Kingdom Strength

Continue (Go to LXI)

LII.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle, and there is something to be said about a more cautious approach.

Gain +8 Kingdom Strength

Continue (Go to LXI)

LIII.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond retreat:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 2 Kingdom Strength, LIV)

Retreat (Go to LV)

Infantry Charge (Cost: 3 Kingdom Strength, LVI)

LIV.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. You have learned a valuable lesson about over extension.

Gain +5 Kingdom Strength

Continue (Go to LXI)

LV.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +3 Kingdom Strength

Continue (Go to LXI)

LVI.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that you manage to capture the enemy commander and force a surrender from him.

Gain +7 Kingdom Strength

Continue (Go to LXI)

LVII.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender.

What do you choose?

Keep up the Attack (Cost: 1 Kingdom Strength, Go to LVIII)

Retreat (Go to LIX)

Infantry Charge (Cost: 2 Kingdom Strength, LX)

LVIII.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you.

Gain +7 Kingdom Strength

Continue (Go to LXI)

LIX.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +5 Kingdom Strength

Continue (Go to LXI)

LX.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory.

Gain +7 Kingdom Strength

Continue (Go to LXI)

LXI.

Dawn rises several weeks later to a surprise: Hafgan's forces had used magic to move themselves across the county and to your castle overnight. They currently surround your fortress and are preparing for a siege.

Your court is in disarray, and your advisors are bickering frantically on what to do. By the sound of it, there are four options.

The first, suggested by the most cowardly of your advisors, is to surrender immediately. However, that would mean your certain death, as to do so without first putting up a fight would make any attempt at a duel dishonorable for both you and Hafgan.

The second option is to attempt to break the siege now. While they are still building earthworks and preparing. While this could potentially result in success, it is likely to be more costly on your men, if for no other reason than lack of preparation on their end to fight.

The third option is to attempt to weaken them for a day or two with counter siege weapons, before striking out of the gates. It is risky, as they will have some defenses by that time, but if things are done right, it should be the easiest fight to win.

The final option is to engage in a siege, and hope they do not break in, or if they do, you can use it to your own advantage. However, it is resource intensive, and may kill many common folk.

What do you decide?

Surrender (Go to LXII)

Break the Siege (Cost: 2 Kingdom Strength, Go to LXIII)

Counter-Siege (Cost: 3 Kingdom Strength, Go to LXXXI)

Engage in the Siege (Cost: 3 Kingdom Strength, Go to XCIV)

LXII.

You wave the white flag over your walls, and Hafgan marches into your city and castle without any resistance. You and your loyal supporters are taken into custody, and are executed publicly some time later. When Arawn arrives home, he is forced into hiding, and begins to form a rebellion to overthrow Hafgan, all while cursing your name for losing his kingdom, friends, and wife to acts of cowardice and foolishness.

Ending: Fool's End

LXIII.

Your army pours from the gates, and attacks immediately, catching the opposing forces off guard. This is not how warfare is normally done.

You have your window of opportunity to strike. How will you command your forces?

What do you decide?

Infantry Charge (Cost: 3 Kingdom Strength, Go to LXIV)

Cavalry Flanking (Cost: 2 Kingdom Strength, LXVIII)

Flank and Charge (Cost: 4 Kingdom Strength, LXXII)

LXIV.

The simple strategy does succeed in causing chaos and death in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from challenging Hafgan to a duel:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 3 Kingdom Strength, Go to LXV)

Challenge to a Duel (Go to LXVI)

Send the Cavalry (Cost: 4 Kingdom Strength, Go to LXVII)

LXV.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge with the odds of success so clearly in Hafgan's favor. As your army falls back to the castle, Hafgan finds you, and engages you in a duel.

Continue (LXXVI)

LXVI.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (LXXIX)

LXVII.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle. Still, Hafgan's challenge arrives, and it is time to duel him for the fate of the kingdom. He is exhausted, however, and you think this will not be hard.

Continue (LXXX)

LXVIII.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond a duel:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 3 Kingdom Strength, LXIX)

Challenge Hafgan to a Duel (Go to LXX)

Infantry Charge (Cost: 4 Kingdom Strength, LXXI)

LXIX.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. When Hafgan arrives to challenge you to a duel, you know he has the advantage.

Continue (LXXVI)

LXX.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (LXXIX)

LXXI.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that Hafgan is severely injured in the fighting before he has a chance to challenge you.

Continue (LXXX)

LXXII.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender and seek a duel.

What do you choose?

Keep up the Attack (Cost: 2 Kingdom Strength, Go to LXXIII)

Challenge Hafgan to a Duel (Go to LXXIV)

Infantry Charge (Cost: 3 Kingdom Strength, LXXV)

LXXIII.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you. When Hafgan comes out to face you, he is in a bad state, but is still ready to fight.

Continue (LXXIX)

LXXIV.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (LXXIX)

LXXV.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory. Still, it forces an exhausted and injured Hafgan into a duel with you, if it could even be called that.

Continue (LXXX)

LXXVI.

Hafgan has 10 Hit Points, and an Attack Bonus of 3.

If you won, go to LXXVII

If you lost, go to LXVIII

LXXVII.

With a mighty blow, you strike down Hafgan. Though he pleads, the blow is fatal, and so he dies on the field, and Annwn is united under your banner.

When Arawn returns home, and resumes his own shape, he is delighted to find his kingdom expanded and thriving, his greatest enemy defeated. He is even more astonished, however, when he goes to join his wife in bed, and discovers how you slept chastely with her for a full year. For that, your debt is more than forgiven, and a friendship forms between your realms that would last forevermore.

In your own lands, you found that Arawn had won the bet for you, and had led your people well. You tell a few close friends of your adventure, and they respect you even more for that which you accomplished while away.

Ending: Thriving Kingdom, Friendship

LXXVIII.

With a mighty blow, you are struck down by Hafgan. He leaves you there to die, bleeding out as your army routs in despair.

When Arawn returns home, and resumes his own shape, he is delighted to find his kingdom thriving, until he realizes who is in charge. Taking advantage of the duel, claiming it was unfinished, he claimed Annwn back for himself. With his crown restored to him, he retires to bed with his wife, and discovers how you slept chastely with her for a full year. For that, your debt is more than forgiven, as though your death was not already payment. From that day forward, he swore to look after your people as well, and in due time, both Annwn and your own lands thrived to a degree unheard of anywhere else.

Ending: Overpayment

LXXIX.

Hafgan has 7 Hit Points, and an Attack Bonus of 2.

If you won, go to LXXVII

If you lost, go to LXVIII

LXXX.

Hafgan has 4 Hit Points, and an Attack Bonus of 1.

If you won, go to LXXVII

If you lost, go to LXVIII

LXXXI.

Your army pours from the gates, and attacks immediately, catching the opposing forces off guard. This is not how warfare is normally done.

You have your window of opportunity to strike. How will you command your forces?

What do you decide?

Infantry Charge (Cost: 2 Kingdom Strength, Go to LXXXII)

Cavalry Flanking (Cost: 1 Kingdom Strength, LXXXVI)

Flank and Charge (Cost: 3 Kingdom Strength, XC)

LXXXII.

The simple strategy does succeed in causing chaos and death in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from challenging Hafgan to a duel:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 2 Kingdom Strength, Go to LXXXIII)

Challenge to a Duel (Go to LXXXIV)

Send the Cavalry (Cost: 3 Kingdom Strength, Go to LXXXV)

LXXXIII.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge with the odds of success so clearly in Hafgan's favor. As your army falls back to the castle, Hafgan finds you, and engages you in a duel.

Continue (LXXVI)

LXXXIV.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (LXXIX)

LXXXV.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle. Still, Hafgan's challenge arrives, and it is time to duel him for the fate of the kingdom. He is exhausted, however, and you think this will not be hard.

Continue (LXXX)

LXXXVI.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond a duel:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 2 Kingdom Strength, LXXXVII)

Challenge Hafgan to a Duel (Go to LXXXVIII)

Infantry Charge (Cost: 3 Kingdom Strength, LXXXIX)

LXXXVII.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. When Hafgan arrives to challenge you to a duel, you know he has the advantage.

Continue (LXXVI)

LXXXVIII.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (LXXIX)

LXXXIX.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that Hafgan is severely injured in the fighting before he has a chance to challenge you.

Continue (LXXX)

XC.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender and seek a duel.

What do you choose?

Keep up the Attack (Cost: 1 Kingdom Strength, Go to XCI)

Challenge Hafgan to a Duel (Go to XCII)

Infantry Charge (Cost: 2 Kingdom Strength, XCIII)

XCII.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you. When Hafgan comes out to face you, he is in a bad state, but is still ready to fight.

Continue (LXXIX)

XCIII.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (LXXIX)

XCIV.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory. Still, it forces an exhausted and injured Hafgan into a duel with you, if it could even be called that.

Continue (LXXX)

XCIV.

The siege lasts a couple months, before their army succeeds in breaching the wall. As the enemy pours through, a pitched battle begins to take place within the castle. You figure you have a few options.

You could immediately move to duel Hafgan, or you could push back before facing him. If you had the resources, you could have also set up killing corridors to pick off and annihilate Hafgan's forces. You could, also, attempt to not only push back, but kill every last enemy soldier, though it would be risky without killing corridors to help.

What do you choose?

Duel Hafgan (Go to LXXIX)

Push Back (Cost: 2 Kingdom Strength, Go to XCV)

Killing Corridors (Cost: 7 Kingdom Strength, Go to XCVI)

Kill them All (Cost: 4 Kingdom Strength, Go to XCVII)

XCV.

The enemy is slowly but surely repelled from the breach. In the chaos of the battle, you encounter Hafgan, and raise your sword for a final clash of arms.

Continue (Go to LXXIX)

XCVI.

Your men stand in disguised alcoves, secret arrow slits, and other hidden places. As enemies walk through these areas, lured by your fastest men, they are killed to the last man. The army outside eventually retreat in defeat, and while removing the dead, you discover Hafgan, who was slain without ever having encountered you.

When Arawn returns home, and resumes his own shape, he is delighted to find his kingdom expanded and thriving, his greatest enemy defeated. He is even more astonished, however, when he goes to join his wife in bed, and discovers how you slept chastely with her for a full year. For that, your debt is more than forgiven, and a friendship forms between your realms that would last forevermore.

In your own lands, you found that Arawn had won the bet for you, and had led your people well. You tell a few close friends of your adventure, and they respect you even more for that which you accomplished while away.

Ending: The Killing Corridor

XCVII.

Your forces overextend themselves as they rally outside of the walls. While the enemy is cleared from the castle, the breach acts as a killing corridor as you and your men try to face the army that remained outside. You have only a moment to try and turn the situation around, before an arrow finds your head. Hafgan seizes the fortress from your demoralized forces.

When Arawn returns home, and resumes his own shape, he is delighted to find his kingdom thriving, until he realizes who is in charge. Taking advantage of the duel, claiming it was unfinished, he claimed Annwn back for himself. With his crown restored to him, he retires to bed with his wife, and discovers how you slept chastely with her for a full year. For that, your debt is more than forgiven, as though your death was not already payment. From that day forward, he swore to look after your people as well, and in due time, both Annwn and your own lands thrived to a degree unheard of anywhere else.

Ending: Arrow of Fate

XCVIII.

You refuse to cut down part of the forest. Your people are left to their own devices as winter sets in.

The days pass, and it is eventually time for the Winter Ball, the celebration of a new year. The guests, hailing from across Annwn, are packed into the ball room in your castle. They are eating, drinking, and dancing merrily as a blizzard rages outside. The night is going well, and you are more than a little bit drunk.

You sober up pretty quickly however, when the doors to the ballroom blow open, revealing a blood-soaked hallway, dead guards, and many, many people holding improvised weapons. A particularly large man, carrying what appears to be an oversized meat cleaver approaches.

“You left us to die,” his force deep and growling,” You left us to freeze. This kingdom is now ours. Submit yourself, and we’ll let these nobles go join Hafgan. Refuse, and they’ll join you in death.”

Do you fight, or do you do as he says?

Fight (Go to XCIX)

Offer yourself (Go to CII)

Appease Them (Requires Bag of Comforts, Go to CLXII)

XCIX.

The Rebel Leader has 10 Hit Points, and an Attack Bonus of 3.

If you won, go to C

If you lost, go to CI

C.

The man coughs up blood as he falls over, dead. The others, shaken by their leader’s death, flee. In time, they are hunted down and executed for treason. Despite you holding on to power, with the many dead from rebellion or cold, Annwn has suffered greatly.

Loss -4 Kingdom Strength

Continue (Go to CIII)

CI.

The man’s cleaver comes down, splitting your head in two. Removing it from your body, he parades it around the city, as one by one, the nobles of Annwn are executed.

When Hafgan attacks, the rebels put up a grand fight, but are eventually overwhelmed. Arawn makes a brief attempt to overthrow Hafgan, but realizes that without any supporters, the cause is lost, and is forced to forevermore live in exile.

Ending: Rule 0, Don't Incite Rebellion

CII.

"Very well. The Kingdom is yours, if you can hold onto it."

Your head rolls, and the nobles are allowed to flee, as a new king, raised from the masses, takes command. They put up a good fight against Hafgan, but ultimately fail to prevent his professional soldiers from taking all of Annwn.

When Arawn returns, he uses his still living noble supporters to assassinate and overthrow Hafgan. Still, the kingdom is in a bad shape after so many regime changes, and despite his near deification for seemingly returning from the dead, Arawn cannot get the kingdom back to where it was before the rebellion.

Ending: The Fall of Nations

CIII.

Winter comes to an end several months later. With it, comes the dawn of war. You have time for a little more training. How do you train your soldiers?

What do you choose to do?

Drill Combat (Go to CIV)

Run Mock Battles (Go to CX)

Party! (Go to CIX)

CIV.

Will you join in the training?

Yes (Go to CV)

No (Go to CVIII)

CV.

Your Sparring Partner has 7 Hit Points, and an Attack Bonus of 2.

If you won, go to CVI

If you lost, go to CVII

CVI.

You and your soldiers gain valuable combat experience.

Gain +1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to CXXIV)

CVII.

While your soldiers gain valuable combat experience, you suffer an injury to your army which reduces your ability to fight.

Gain -1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to CXXIV)

CVIII.

Your soldiers gain valuable combat experience.

Gain +1 to Kingdom Strength

Continue (Go to CXXIV)

CIX.

Instead of training your soldiers you redirect their pay in order to throw several lavish parties. While the court appreciates it, they cannot help but question the wisdom of the choice as your soldiers sit around, inactive.

Lose -4 Kingdom Strength

Continue (Go to CXXIV)

CX.

Will you join in as commander and general?

Yes (Go to CXI)

No (Go to CVIII)

CXI.

The armies stand across from each other in a wide-open field, bordered on all sides by forest. Your forces consist of both infantry and cavalry. The same goes for your opponent's forces, as you choose to divide your army evenly for the purposes of the mock battle.

As you watch, several ideas come to mind: First, you could attempt a frontal assault using your infantry. While it comes with the risk of expanding a great deal of men, it does come with the benefit of being the simplest. However, that also means it can put you in a tight spot if the enemy responds fast enough, requiring some quick thinking on your part.

The second is to send your cavalry out and attempt to flank the enemy. While easier to do, and less costly, it does mean that if the maneuver is spotted, the enemy can quickly adjust to counter attack.

The third option is a combination of the two. While it is the costliest, requiring most of our forces, it does have the highest chance for victory.

What do you decide?

Infantry Charge (Cost: 3 Kingdom Strength, Go to CXII)

Cavalry Flanking (Cost: 2 Kingdom Strength, CXVI)

Flank and Charge (Cost: 4 Kingdom Strength, CXX)

CXII.

The simple strategy does succeed in causing chaos and 'death' in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from surrender and retreat:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 2 Kingdom Strength, Go to CXIII)

Retreat (Go to CXIV)

Send the Cavalry (Cost: 3 Kingdom Strength, Go to CXV)

CXIII.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge. You have no choice but to surrender and concede defeat. Nonetheless, a valuable lesson is, hopefully, learned.

Gain +6 Kingdom Strength

Continue (Go to CXXIV)

CXIV.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +4 Kingdom Strength

Continue (Go to CXXIV)

CXV.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle, and there is something to be said about a more cautious approach.

Gain +8 Kingdom Strength

Continue (Go to CXXIV)

CXVI.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond retreat:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 2 Kingdom Strength, CXVII)

Retreat (Go to CXVIII)

Infantry Charge (Cost: 3 Kingdom Strength, CXIX)

CXVII.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. You have learned a valuable lesson about over extension.

Gain +5 Kingdom Strength

Continue (Go to CXXIV)

CXVIII.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +3 Kingdom Strength

Continue (Go to CXXIV)

CXIX.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that you manage to capture the enemy commander and force a surrender from him.

Gain +7 Kingdom Strength

Continue (Go to CXXIV)

CXX.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender.

What do you choose?

Keep up the Attack (Cost: 1 Kingdom Strength, Go to CXXI)

Retreat (Go to CXXII)

Infantry Charge (Cost: 2 Kingdom Strength, CXXIII)

CXXI.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you.

Gain +7 Kingdom Strength

Continue (Go to CXXIV)

CXXII.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +5 Kingdom Strength

Continue (Go to CXXIV)

CXXIII.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory.

Gain +7 Kingdom Strength

Continue (Go to CXXIV)

CXXIV.

Dawn rises several weeks later to a surprise: Hafgan's forces had used magic to move themselves across the county and to your castle overnight. They currently surround your fortress and are preparing for a siege.

Your court is in disarray, and your advisors are bickering frantically on what to do. By the sound of it, there are four options.

The first, suggested by the most cowardly of your advisors, is to surrender immediately. However, that would mean your certain death, as to do so without first putting up a fight would make any attempt at a duel dishonorable for both you and Hafgan.

The second option is to attempt to break the siege now. While they are still building earthworks and preparing. While this could potentially result in success, it is likely to be more costly on your men, if for no other reason than lack of preparation on their end to fight.

The third option is to attempt to weaken them for a day or two with counter siege weapons, before striking out of the gates. It is risky, as they will have some defenses by that time, but if things are done right, it should be the easiest fight to win.

The final option is to engage in a siege, and hope they do not break in, or if they do, you can use it to your own advantage. However, it is resource intensive, and may kill many common folk.

What do you decide?

Surrender (Go to LXII)

Break the Siege (Cost: 2 Kingdom Strength, Go to CXXV)

Counter-Siege (Cost: 3 Kingdom Strength, Go to CXLIII)

Engage in the Siege (Cost: 3 Kingdom Strength, Go to CLVI)

CXXV.

Your army pours from the gates, and attacks immediately, catching the opposing forces off guard. This is not how warfare is normally done.

You have your window of opportunity to strike. How will you command your forces?

What do you decide?

Infantry Charge (Cost: 3 Kingdom Strength, Go to CXXVI)

Cavalry Flanking (Cost: 2 Kingdom Strength, CXXX)

Flank and Charge (Cost: 4 Kingdom Strength, CXXXIV)

CXXVI.

The simple strategy does succeed in causing chaos and death in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from challenging Hafgan to a duel:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 3 Kingdom Strength, Go to CXXVII)

Challenge to a Duel (Go to CXXVIII)

Send the Cavalry (Cost: 4 Kingdom Strength, Go to CXXIX)

CXXVII.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge with the odds of success so clearly in Hafgan's favor. As your army falls back to the castle, Hafgan finds you, and engages you in a duel.

Continue (CXXXVII)

CXXVIII.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CXLI)

CXXIX.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only

barely won this battle. Still, Hafgan's challenge arrives, and it is time to duel him for the fate of the kingdom. He is exhausted, however, and you think this will not be hard.

Continue (CXLII)

CXXX.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond a duel:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 3 Kingdom Strength, CXXXI)

Challenge Hafgan to a Duel (Go to CXXXII)

Infantry Charge (Cost: 4 Kingdom Strength, CXXXIII)

CXXXI.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. When Hafgan arrives to challenge you to a duel, you know he has the advantage.

Continue (CXXXVII)

CXXXII.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CXLI)

CXXXIII.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that Hafgan is severely injured in the fighting before he has a chance to challenge you.

Continue (CXLI)

CXXXIV.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender and seek a duel.

What do you choose?

Keep up the Attack (Cost: 2 Kingdom Strength, Go to CXXXV)

Challenge Hafgan to a Duel (Go to CXXXVI)

Infantry Charge (Cost: 3 Kingdom Strength, CXXXVII)

CXXXV.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you. When Hafgan comes out to face you, he is in a bad state, but is still ready to fight.

Continue (CXLI)

CXXXVI.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CXLI)

CXXXVII.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory. Still, it forces an exhausted and injured Hafgan into a duel with you, if it could even be called that.

Continue (CXLII)

CXXXVIII.

Hafgan has 10 Hit Points, and an Attack Bonus of 3.

If you won, go to CXXXIX

If you lost, go to CXL

CXXXIX.

With a mighty blow, you strike down Hafgan. Though he pleads, the blow is fatal, and so he dies on the field, and Annwn is united under your banner.

When Arawn returns home, and resumes his own shape, he is saddened to find his kingdom falling apart, even if it has expanded, with his greatest enemy defeated. He is even more astonished, however, when he goes to join his wife in bed, and discovers how you slept chastely with her for a full year. For that, your debt and your failure to keep the kingdom thriving is forgiven, but no further words are ever spoken between you.

In your own lands, you found that Arawn had won the bet for you, and had led your people well. You tell a few close friends of your adventure, and they respect you even more for that which you accomplished while away.

Ending: Failing Kingdom

CXL.

With a mighty blow, you are struck down by Hafgan. He leaves you there to die, bleeding out as your army routs in despair.

When Arawn returns home, and resumes his own shape, he is saddened to find his kingdom is in a sad shape, and conqueror by his greatest foe. Taking advantage of the duel, claiming it was unfinished, he claimed Annwn back for himself. With his crown restored to him, he retires to bed with his wife, and discovers how you slept chastely with her for a full year. For that, and your death, your debt is forgiven, despite the rebellion, though he never again thinks of you nor your land, which falls to ruin without its lord.

Ending: Alternative Payment Accepted

CXLI.

Hafgan has 7 Hit Points, and an Attack Bonus of 2.

If you won, go to CXXXIX

If you lost, go to CXL

CXLII.

Hafgan has 4 Hit Points, and an Attack Bonus of 1.

If you won, go to CXXXIX

If you lost, go to CXL

CXLIII.

Your army pours from the gates, and attacks immediately, catching the opposing forces off guard. This is not how warfare is normally done.

You have your window of opportunity to strike. How will you command your forces?

What do you decide?

Infantry Charge (Cost: 2 Kingdom Strength, Go to CXLIV)

Cavalry Flanking (Cost: 1 Kingdom Strength, CXLVIII)

Flank and Charge (Cost: 3 Kingdom Strength, CLII)

CXLIV.

The simple strategy does succeed in causing chaos and death in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from challenging Hafgan to a duel:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 2 Kingdom Strength, Go to CXLV)

Challenge to a Duel (Go to CXLVI)

Send the Cavalry (Cost: 3 Kingdom Strength, Go to CXLVII)

CXLV.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge with the odds of success so clearly in Hafgan's favor. As your army falls back to the castle, Hafgan finds you, and engages you in a duel.

Continue (CXXXVIII)

CXLVI.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CXLI)

CXLVII.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle. Still, Hafgan's challenge arrives, and it is time to duel him for the fate of the kingdom. He is exhausted, however, and you think this will not be hard.

Continue (CXLII)

CXLVIII.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond a duel:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 2 Kingdom Strength, CXLIX)

Challenge Hafgan to a Duel (Go to CL)

Infantry Charge (Cost: 3 Kingdom Strength, CLI)

CXLIX.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. When Hafgan arrives to challenge you to a duel, you know he has the advantage.

Continue (CXXXVIII)

CL.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CXLI)

CLI.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that Hafgan is severely injured in the fighting before he has a chance to challenge you.

Continue (CXLII)

CLII.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender and seek a duel.

What do you choose?

Keep up the Attack (Cost: 1 Kingdom Strength, Go to CLIII)

Challenge Hafgan to a Duel (Go to CLIV)

Infantry Charge (Cost: 2 Kingdom Strength, CLV)

CLIII.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you. When Hafgan comes out to face you, he is in a bad state, but is still ready to fight.

Continue (CXLI)

CLIV.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CXLI)

CLV.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly

it could hardly be called a victory. Still, it forces an exhausted and injured Hafgan into a duel with you, if it could even be called that.

Continue (CXLII)

CLVI.

The siege lasts a couple months, before their army succeeds in breaching the wall. As the enemy pours through, a pitched battle begins to take place within the castle. You figure you have a few options.

You could immediately move to duel Hafgan, or you could push back before facing him. If you had the resources, you could have also set up killing corridors to pick off and annihilate Hafgan's forces. You could, also, attempt to not only push back, but kill every last enemy soldier, though it would be risky without killing corridors to help.

What do you choose?

Duel Hafgan (Go to CXLI)

Push Back (Cost: 2 Kingdom Strength, Go to CLVII)

Killing Corridors (Cost: 7 Kingdom Strength, Go to CLVIII)

Kill them All (Cost: 4 Kingdom Strength, Go to CLIX)

CLVII.

The enemy is slowly but surely repelled from the breach. In the chaos of the battle, you encounter Hafgan, and raise your sword for a final clash of arms.

Continue (Go to CXLI)

CLVIII.

Your men stand in disguised alcoves, secret arrow slits, and other hidden places. As enemies walk through these areas, lured by your fastest men, they are killed to the last man. The army outside eventually retreat in defeat, and while removing the dead, you discover Hafgan, who was slain without ever having encountered you.

When Arawn returns home, and resumes his own shape, he is saddened to find his kingdom falling apart, even if it has expanded, with his greatest enemy defeated. He is even more astonished, however, when he goes to join his wife in bed, and discovers how you slept chastely with her for a full year. For that, your debt and your failure to keep the kingdom thriving is forgiven, but no further words are ever spoken between you.

In your own lands, you found that Arawn had won the bet for you, and had led your people well. You tell a few close friends of your adventure, and they respect you even more for that which you accomplished while away.

Ending: The Killing Corridor, The Dying Nation

CLIX.

Your forces overextend themselves as they rally outside of the walls. While the enemy is cleared from the castle, the breach acts as a killing corridor as you and your men try to face the army that remained outside. You have only a moment to try and turn the situation around, before an arrow finds your head. Hafgan seizes the fortress from your demoralized forces.

When Arawn returns home, and resumes his own shape, he is saddened to find his kingdom is in a sad shape, and conqueror by his greatest foe. Taking advantage of the duel, claiming it was unfinished, he claimed Annwn back for himself. With his crown restored to him, he retires to bed with his wife, and discovers how you slept chastely with her for a full year. For that, and your death, your debt is forgiven, despite the rebellion, though he never again thinks of you nor your land, which falls to ruin without its lord..

Ending: Fateful Rebellion

CLX.

You hand over the Magic Seeds, from which anything can grow, even sacred trees. She seems to look at them for a long time, before the blizzard abruptly ends, and her form becomes more spring-like, with leaves and flowers instead of ice and snow.

“This will do,” her voice now like the singing of birds, “This gift shall restore what you have taken. You are forgiven, but should you ever do this again, I shall take my payment from your flesh.”

And then she departs as quickly as she came, the kingdom thawing as she leaves. The party was a bit muted after that, but it was, all in all, an eventful night.

Continue (Go to XXXIX)

CLXI.

You end up choosing Syvrus and enjoy a luxury rivaling that at the royal castle. Not much in the way of food is to be had, but it is a merry occasion all the same. Syvrus is delighted that you chose them, and gives you a bag from which any item of comfort can be taken.

Gain Bag of Comforts

Gain +1 to Kingdom Strength

Continue (Go to XII)

CLXII.

You hand over the Bag of Comforts. The man looks at it confused, until he reaches his hand in and removes firewood. And then another piece. And then another. Then he tries to remove warm blankets. Then soft pillows.

Realizing the magnitude of the gift, and choosing not to question why you didn't use it in the first place, he and the others bow, before departing, leaving a stunned court behind. The party goes on, but too many are dead to enjoy the night.

In time, you have a few ring leaders rounded up, but you only punish them lightly, seeing their rebellion as at least somewhat justified. Still, many died before you gave the bag away, and support in your rulership is greatly diminished.

Lose -2 to Kingdom Strength

Continue (Go to CIII)

CLXIII.

You end up choosing to host the festival yourself. While the nobles seem to disapprove of such a show of pride, your choice seems to show more wisdom than they have. The people of Annwn, as they party, and as you enjoy a grand feast and your own luxurious home, are reminded of the strength of their kingdom, and take heart in it. There is even an increase in enlistment afterwards.

Gain +2 to Kingdom Strength

Continue (Go to XII)

CLXIV.

Your needs outweigh your causation, and you enjoy a night of passion.

The days go by, and soon the end of summer is nigh. The court is abuzz as preparations are being made for this year's Harvest Festival, which marks the beginning of Autumn. This means an important choice must be made: which of the two major houses should host the royal couple.

The Neculne offer only spare comforts, but their harvest has been a grand one, whereas the Syvrus have grand furnishings and accommodations to offer, but their harvest has done poorly. After speaking with Hirlel, your steward, you learn that, in theory, the royal family can host themselves, though it is generally seen as an act of pride and self-aggrandizement.

Who should host?

Neculne (Go to CLXV)

Syvrus (Go to CCCX)

You (Go to CCCXII)

CLXV.

You end up choosing Neculne, and enjoy a grand feast. Much food and drink and dancing is had by all, noble and commoner alike. Neculne is delighted that you chose them, and gives you a bunch of seeds which can grow any plant.

Gain Magic Seeds

Gain +1 to Kingdom Strength

Continue (Go to CLXVI)

CLXVI.

As fall begins, the declaration of war from Hafgan is delivered. While not unexpected, it sends the court into an uproar of outrage, with everyone pestering you on what you will do about it. Hirlel lays out a few options:

The first is to drill combat techniques into the soldiers. While this will make them a stronger fighting force, it is not as effective for army on army combat. It does however, create an opportunity for you to train as well, in the event you need to duel Hafgan to end the war.

The second option is to run mock battles, using a magic battlefield to prevent deaths. While it does not help your soldiers individually, it does make for stronger armies overall. While you wouldn't be able to practice combat, you could practice battle tactics.

It also occurs to you that ultimately it does not matter what option you choose, as this is not your kingdom. Perhaps you could get away with just partying and living it up.

What do you choose to do?

Drill Combat (Go to CLXVII)

Run Mock Battles (Go to CLXVIII)

Party! (Go to XVIII)

CLXVII.

Will you join in the training?

Yes (Go to XIV)

No (Go to XVII)

XIV.

Your Sparring Partner has 7 Hit Points, and an Attack Bonus of 2.

If you won, go to XV

If you lost, go to XVI

XV.

You and your soldiers gain valuable combat experience.

Gain +1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to CLXXXII)

XVI.

While your soldiers gain valuable combat experience, you suffer an injury to your army which reduces your ability to fight.

Gain -1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to CLXXXII)

XVII.

Your soldiers gain valuable combat experience.

Gain +1 to Kingdom Strength

Continue (Go to CLXXXII)

XVIII.

Instead of training your soldiers you redirect their pay in order to throw several lavish parties. While the court appreciates it, they cannot help but question the wisdom of the choice as your soldiers sit around, inactive.

Lose -4 Kingdom Strength

Continue (Go to CLXXXII)

CLXVIII.

Will you join in as commander and general?

Yes (Go to CLXIX)

No (Go to XVII)

CLXIX.

The armies stand across from each other in a wide-open field, bordered on all sides by forest. Your forces consist of both infantry and cavalry. The same goes for your opponent's forces, as you choose to divide your army evenly for the purposes of the mock battle.

As you watch, several ideas come to mind: First, you could attempt a frontal assault using your infantry. While it comes with the risk of expending a great deal of men, it does come with the benefit of being the simplest. However, that also means it can put you in a tight spot if the enemy responds fast enough, requiring some quick thinking on your part.

The second is to send your cavalry out and attempt to flank the enemy. While easier to do, and less costly, it does mean that if the maneuver is spotted, the enemy can quickly adjust to counter attack.

The third option is a combination of the two. While it is the costliest, requiring most of our forces, it does have the highest chance for victory.

What do you decide?

Infantry Charge (Cost: 3 Kingdom Strength, Go to CLXX)

Cavalry Flanking (Cost: 2 Kingdom Strength, CLXXIV)

Flank and Charge (Cost: 4 Kingdom Strength, CLXXVIII)

CLXX.

The simple strategy does succeed in causing chaos and 'death' in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from surrender and retreat:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 2 Kingdom Strength, Go to CLXXI)

Retreat (Go to CLXXII)

Send the Cavalry (Cost: 3 Kingdom Strength, Go to CLXXIII)

CLXXI.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge. You have no choice but to surrender and concede defeat. Nonetheless, a valuable lesson is, hopefully, learned.

Gain +6 Kingdom Strength

Continue (Go to CLXXXII)

CLXXII.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +4 Kingdom Strength

Continue (Go to CLXXXII)

CLXXIII.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle, and there is something to be said about a more cautious approach.

Gain +8 Kingdom Strength

Continue (Go to CLXXXII)

CLXXIV.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond retreat:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 2 Kingdom Strength, CLXXV)

Retreat (Go to CLXXVI)

Infantry Charge (Cost: 3 Kingdom Strength, CLXXVII)

CLXXV.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. You have learned a valuable lesson about over extension.

Gain +5 Kingdom Strength

Continue (Go to CLXXXII)

CLXXVI.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +3 Kingdom Strength

Continue (Go to CLXXXII)

CLXXVII.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that you manage to capture the enemy commander and force a surrender from him.

Gain +7 Kingdom Strength

Continue (Go to CLXXXII)

CLXXVIII.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender.

What do you choose?

Keep up the Attack (Cost: 1 Kingdom Strength, Go to CLXXIX)

Retreat (Go to CLXXX)

Infantry Charge (Cost: 2 Kingdom Strength, CLXXXI)

CLXXIX.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you.

Gain +7 Kingdom Strength

Continue (Go to CLXXXII)

CLXXX.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +5 Kingdom Strength

Continue (Go to CLXXXII)

CLXXXI.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory.

Gain +7 Kingdom Strength

Continue (Go to CLXXXII)

CLXXXII.

As winter begins to approach, you are alerted to a problem brewing in Annwn. There has been growing concern that there would be insufficient firewood to get through the cold months.

The common folk have been begging you to harvest wood from the royal forests for them to burn. However, your advisors tell you that the forest is sacred, and you may well piss off a deity or spirit and incur its wrath.

What do you decide?

Cut down part of the forest (Go to CLXXXIII)

Leave the forest alone (CCXLVII)

CLXXXIII.

A section of the forest is cut down and chopped into firewood. Your people are happy, but you cannot help but wonder if you have angered some spirit or another. But nothing seems to happen.

The days pass, and it is eventually time for the Winter Ball, the celebration of a new year. The guests, hailing from across Annwn, are packed into the ball room in your castle. They are eating, drinking, and dancing merrily as a blizzard rages outside. The night is going well, and you are more than a little bit drunk.

You sober up pretty quickly however, when the doors to the ballroom blow open, revealing a frozen hallway, guards, and a creature. It stood as tall as Arawn, and thus you, but in the shape of a woman made from frozen trees. The guests are stunned, and cannot react before the creature enters the room, freezing all but you solid.

“I am the Ice Queen. I once guarded your forest, but thou hast betrayed me. I shall take your life, or that of thy kingdom as penance. Do not resist,” she says, in a voice crackling like shattering ice on a lake as she raises an icy sword at you.

Do you fight, or do you do as she says?

Fight (Go to CLXXXIV)

Offer yourself (Go to CLXXXVII)

Appease Her (Requires Magic Seeds, Go to CCCIX)

CLXXXIV.

The Ice Queen has 10 Hit Points, and an Attack Bonus of 3.

If you won, go to CLXXXV

If you lost, go to CLXXXVI

CLXXXV.

The ice queen howls like frosty wind as you land your final blow, and she collapses to the ground dead, shattering into bits of ice. Only her sword remains, and you retrieve it as your court, castle, and kingdom thaw, and the blizzard comes to an abrupt end.

Gain Frozen Sword (+3 Combat Modifiers)

Continue (Go to CLXXXVIII)

CLXXXVI.

The ice queen runs you through with her blade, and you begin to freeze. You try desperately to get away, but she keeps you in place as she says, "That is twice thou have tried to defy me. For that, I shall freeze thy kingdom solid forever."

When Arawn arrives months later, he finds his kingdom is no more. He rides into it, searching for what occurred, and upon finding your frozen corpse, is set upon by the Ice Queen himself, and is also frozen in place, for all time.

Ending: Frozen Kingdom

CLXXXVII.

"Then take my life, and spare my people, for it was for them I acted, and I would not see them harmed," you say, resolutely.

"Very well," she replies.

It takes but a moment for her magic to turn you to a never melting statue of ice. True to her word, the kingdom is thawed, but without a king, it falls into chaos, until Hafgan's forces arrive and take the kingdom. When Arawn returns, Hafgan is confused, but delights in being able to imprison an enemy he thought dead.

Ending: Icy Tomb

CLXXXVIII.

Winter comes to an end several months later. With it, comes the dawn of war. You have time for a little more training. How do you train your soldiers?

What do you choose to do?

Drill Combat (Go to CLXXXIX)

Run Mock Battles (Go to CXCVI)

Party! (Go to CXCIV)

CLXXXIX.

Will you join in the training?

Yes (Go to CXC)

No (Go to CXCIII)

CXC.

Your Sparring Partner has 7 Hit Points, and an Attack Bonus of 2.

If you won, go to CXCI

If you lost, go to CXCII

CXCI.

You and your soldiers gain valuable combat experience.

Gain +1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to CCX)

CXCII.

While your soldiers gain valuable combat experience, you suffer an injury to your army which reduces your ability to fight.

Gain -1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to CCX)

CXCIII.

Your soldiers gain valuable combat experience.

Gain +1 to Kingdom Strength

Continue (Go to CCX)

CXCV.

Instead of training your soldiers you redirect their pay in order to throw several lavish parties. While the court appreciates it, they cannot help but question the wisdom of the choice as your soldiers sit around, inactive.

Lose -4 Kingdom Strength

Continue (Go to CCX)

CXCVI.

Will you join in as commander and general?

Yes (Go to CXCVII)

No (Go to CXCIII)

CXCVII.

The armies stand across from each other in a wide-open field, bordered on all sides by forest. Your forces consist of both infantry and cavalry. The same goes from your opponent's forces, as you choose to divide your army evenly for the purposes of the mock battle.

As you watch, several ideas come to mind: First, you could attempt a frontal assault using your infantry. While it comes with the risk of expending a great deal of men, it does come with the benefit of

being the simplest. However, that also means it can put you in a tight spot if the enemy responds fast enough, requiring some quick thinking on your part.

The second is to send your cavalry out and attempt to flank the enemy. While easier to do, and less costly, it does mean that if the maneuver is spotted, the enemy can quickly adjust to counter attack.

The third option is a combination of the two. While it is the costliest, requiring most of our forces, it does have the highest chance for victory.

What do you decide?

Infantry Charge (Cost: 3 Kingdom Strength, Go to CXCVIII)

Cavalry Flanking (Cost: 2 Kingdom Strength, CCII)

Flank and Charge (Cost: 4 Kingdom Strength, CCVI)

CXCVIII.

The simple strategy does succeed in causing chaos and 'death' in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from surrender and retreat:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 2 Kingdom Strength, Go to CXCIX)

Retreat (Go to CC)

Send the Cavalry (Cost: 3 Kingdom Strength, Go to CCI)

CXCIX.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge. You have no choice but to surrender and concede defeat. Nonetheless, a valuable lesson is, hopefully, learned.

Gain +6 Kingdom Strength

Continue (Go to CCX)

CC.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +4 Kingdom Strength

Continue (Go to CCX)

CCI.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle, and there is something to be said about a more cautious approach.

Gain +8 Kingdom Strength

Continue (Go to CCX)

CCII.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond retreat:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 2 Kingdom Strength, CCIII)

Retreat (Go to CCIV)

Infantry Charge (Cost: 3 Kingdom Strength, CCV)

CCIII.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. You have learned a valuable lesson about over extension.

Gain +5 Kingdom Strength

Continue (Go to CCX)

CCIV.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +3 Kingdom Strength

Continue (Go to CCX)

CCV.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that you manage to capture the enemy commander and force a surrender from him.

Gain +7 Kingdom Strength

Continue (Go to CCX)

CCVI.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender.

What do you choose?

Keep up the Attack (Cost: 1 Kingdom Strength, Go to CCVII)

Retreat (Go to CCVIII)

Infantry Charge (Cost: 2 Kingdom Strength, CCIX)

CCVII.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you.

Gain +7 Kingdom Strength

Continue (Go to CCX)

CCVIII.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +5 Kingdom Strength

Continue (Go to CCX)

CCIX.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory.

Gain +7 Kingdom Strength

Continue (Go to CCX)

CCX.

Dawn rises several weeks later to a surprise: Hafgan's forces had used magic to move themselves across the county and to your castle overnight. They currently surround your fortress and are preparing for a siege.

Your court is in disarray, and your advisors are bickering frantically on what to do. By the sound of it, there are four options.

The first, suggested by the most cowardly of your advisors, is to surrender immediately. However, that would mean your certain death, as to do so without first putting up a fight would make any attempt at a duel dishonorable for both you and Hafgan.

The second option is to attempt to break the siege now. While they are still building earthworks and preparing. While this could potentially result in success, it is likely to be more costly on your men, if for no other reason than lack of preparation on their end to fight.

The third option is to attempt to weaken them for a day or two with counter siege weapons, before striking out of the gates. It is risky, as they will have some defenses by that time, but if things are done right, it should be the easiest fight to win.

The final option is to engage in a siege, and hope they do not break in, or if they do, you can use it to your own advantage. However, it is resource intensive, and may kill many common folk.

What do you decide?

Surrender (Go to CCXI)

Break the Siege (Cost: 2 Kingdom Strength, Go to CCXII)

Counter-Siege (Cost: 3 Kingdom Strength, Go to CCXXX)

Engage in the Siege (Cost: 3 Kingdom Strength, Go to CCXLIII)

CCXI.

You wave the white flag over your walls, and Hafgan marches into your city and castle without any resistance. You and your loyal supporters are taken into custody, and are executed publicly some time later. When Arawn arrives home, he is forced into hiding, and begins to form a rebellion to overthrow Hafgan, all while cursing your name for losing his kingdom, friends, and wife to acts of cowardice and foolishness.

Ending: Fool's End

CCXII.

Your army pours from the gates, and attacks immediately, catching the opposing forces off guard. This is not how warfare is normally done.

You have your window of opportunity to strike. How will you command your forces?

What do you decide?

Infantry Charge (Cost: 3 Kingdom Strength, Go to CCXIII)

Cavalry Flanking (Cost: 2 Kingdom Strength, CCXVII)

Flank and Charge (Cost: 4 Kingdom Strength, CCXXI)

CCXIII.

The simple strategy does succeed in causing chaos and death in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from challenging Hafgan to a duel:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 3 Kingdom Strength, Go to CCXIV)

Challenge to a Duel (Go to CCXV)

Send the Cavalry (Cost: 4 Kingdom Strength, Go to CCXVI)

CCXIV.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge with the odds of success so clearly in Hafgan's favor. As your army falls back to the castle, Hafgan finds you, and engages you in a duel.

Continue (CCXXV)

CCXV.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXXVIII)

CCXVI.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle. Still, Hafgan's challenge arrives, and it is time to duel him for the fate of the kingdom. He is exhausted, however, and you think this will not be hard.

Continue (CCXXIX)

CCXVII.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond a duel:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 3 Kingdom Strength, CCXVIII)

Challenge Hafgan to a Duel (Go to CCXIX)

Infantry Charge (Cost: 4 Kingdom Strength, CCXX)

CCXVIII.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. When Hafgan arrives to challenge you to a duel, you know he has the advantage.

Continue (CCXXV)

CCXIX.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXXVIII)

CCXX.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that Hafgan is severely injured in the fighting before he has a chance to challenge you.

Continue (CCXXIX)

CCXXI.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender and seek a duel.

What do you choose?

Keep up the Attack (Cost: 2 Kingdom Strength, Go to CCXXII)

Challenge Hafgan to a Duel (Go to CCXXIII)

Infantry Charge (Cost: 3 Kingdom Strength, CCXXIV)

CCXXII.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you. When Hafgan comes out to face you, he is in a bad state, but is still ready to fight.

Continue (CCXXVIII)

CCXXIII.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXXVIII)

CCXXIV.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory. Still, it forces an exhausted and injured Hafgan into a duel with you, if it could even be called that.

Continue (CCXXIX)

CCXXV.

Hafgan has 10 Hit Points, and an Attack Bonus of 3.

If you won, go to CCXXVI

If you lost, go to CCXVII

CCXXVI.

With a mighty blow, you strike down Hafgan. Though he pleads, the blow is fatal, and so he dies on the field, and Annwn is united under your banner.

When Arawn returns home, and resumes his own shape, he is delighted to find his kingdom expanded and thriving, his greatest enemy defeated. He is, however, disappointed that you slept with his wife, as he discovered by the reaction when he went to do so, and a few subtle questions asked to her. You two never speak again, though you are not enemies.

In your own lands, you found that Arawn had won the bet for you, and had led your people well. You tell a few close friends of your adventure, and they respect you even more for that which you accomplished while away.

Ending: Thriving Kingdom

CCXXVII.

With a mighty blow, you are struck down by Hafgan. He leaves you there to die, bleeding out as your army routs in despair.

When Arawn returns home, and resumes his own shape, he is delighted to find his kingdom thriving, until he realizes who is in charge. Taking advantage of the duel, claiming it was unfinished, he claimed Annwn back for himself. With his crown restored to him, he retires to bed with his wife, and discovers how you slept with her throughout the year. While your debt is forgiven, he does not lend aid to your land, which falls to ruin without its lord.

Ending: As Agreed

CCXXVIII.

Hafgan has 7 Hit Points, and an Attack Bonus of 2.

If you won, go to CCXXVI

If you lost, go to CCXVII

CCXXIX.

Hafgan has 4 Hit Points, and an Attack Bonus of 1.

If you won, go to CCXXVI

If you lost, go to CCXVII

CCXXX.

Your army pours from the gates, and attacks immediately, catching the opposing forces off guard. This is not how warfare is normally done.

You have your window of opportunity to strike. How will you command your forces?

What do you decide?

Infantry Charge (Cost: 2 Kingdom Strength, Go to CCXXXI)

Cavalry Flanking (Cost: 1 Kingdom Strength, CCXXXV)

Flank and Charge (Cost: 3 Kingdom Strength, CCXXXIX)

CCXXXI.

The simple strategy does succeed in causing chaos and death in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from challenging Hafgan to a duel:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 2 Kingdom Strength, Go to CCXXXII)

Challenge to a Duel (Go to CCXXXIII)

Send the Cavalry (Cost: 3 Kingdom Strength, Go to CCXXXIV)

CCXXXII.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge with the odds of success so clearly in Hafgan's favor. As your army falls back to the castle, Hafgan finds you, and engages you in a duel.

Continue (CCXXV)

CCXXXIII.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXXVIII)

CCXXXIV.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only

barely won this battle. Still, Hafgan's challenge arrives, and it is time to duel him for the fate of the kingdom. He is exhausted, however, and you think this will not be hard.

Continue (CCXXIX)

CCXXXV.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond a duel:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 2 Kingdom Strength, CCXXXVI)

Challenge Hafgan to a Duel (Go to CCXXXVII)

Infantry Charge (Cost: 3 Kingdom Strength, CCXXXVIII)

CCXXXVI.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. When Hafgan arrives to challenge you to a duel, you know he has the advantage.

Continue (CCXXV)

CCXXXVII.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXXVIII)

CCXXXVIII.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that Hafgan is severely injured in the fighting before he has a chance to challenge you.

Continue (CCXXIX)

CCXXXIX.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender and seek a duel.

What do you choose?

Keep up the Attack (Cost: 1 Kingdom Strength, Go to CCXL)

Challenge Hafgan to a Duel (Go to CCXLI)

Infantry Charge (Cost: 2 Kingdom Strength, CCXLII)

CCXL.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you. When Hafgan comes out to face you, he is in a bad state, but is still ready to fight.

Continue (CCXXVIII)

CCXLI.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXXVIII)

CCXLII.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory. Still, it forces an exhausted and injured Hafgan into a duel with you, if it could even be called that.

Continue (CCXXIX)

CCXLIII.

The siege lasts a couple months, before their army succeeds in breaching the wall. As the enemy pours through, a pitched battle begins to take place within the castle. You figure you have a few options.

You could immediately move to duel Hafgan, or you could push back before facing him. If you had the resources, you could have also set up killing corridors to pick off and annihilate Hafgan's forces. You could, also, attempt to not only push back, but kill every last enemy soldier, though it would be risky without killing corridors to help.

What do you choose?

Duel Hafgan (Go to CCXXVIII)

Push Back (Cost: 2 Kingdom Strength, Go to CCXLIV)

Killing Corridors (Cost: 7 Kingdom Strength, Go to CCXLV)

Kill them All (Cost: 4 Kingdom Strength, Go to CCXLVI)

CCXLIV.

The enemy is slowly but surely repelled from the breach. In the chaos of the battle, you encounter Hafgan, and raise your sword for a final clash of arms.

Continue (Go to CCXXVIII)

CCXLV.

Your men stand in disguised alcoves, secret arrow slits, and other hidden places. As enemies walk through these areas, lured by your fastest men, they are killed to the last man. The army outside eventually retreat in defeat, and while removing the dead, you discover Hafgan, who was slain without ever having encountered you.

When Arawn returns home, and resumes his own shape, he is delighted to find his kingdom expanded and thriving, his greatest enemy defeated. He is, however, disappointed that you slept with his wife, as he discovered by the reaction when he went to do so, and a few subtle questions asked to her. You two never speak again, though you are not enemies.

In your own lands, you found that Arawn had won the bet for you, and had led your people well. You tell a few close friends of your adventure, and they respect you even more for that which you accomplished while away.

Ending: The Killing Corridor

CCXLVI.

Your forces overextend themselves as they rally outside of the walls. While the enemy is cleared from the castle, the breach acts as a killing corridor as you and your men try to face the army that remained outside. You have only a moment to try and turn the situation around, before an arrow finds your head. Hafgan seizes the fortress from your demoralized forces.

When Arawn returns home, and resumes his own shape, he is delighted to find his kingdom thriving, until he realizes who is in charge. Taking advantage of the duel, claiming it was unfinished, he claimed Annwn back for himself. With his crown restored to him, he retires to bed with his wife, and discovers how you slept with her throughout the year. While your debt is forgiven, he does not lend aid to your land, which falls to ruin without its lord.

Ending: An Arrow of Sleep

CCXLVII.

You refuse to cut down part of the forest. Your people are left to their own devices as winter sets in.

The days pass, and it is eventually time for the Winter Ball, the celebration of a new year. The guests, hailing from across Annwn, are packed into the ball room in your castle. They are eating, drinking, and dancing merrily as a blizzard rages outside. The night is going well, and you are more than a little bit drunk.

You sober up pretty quickly however, when the doors to the ballroom blow open, revealing a blood-soaked hallway, dead guards, and many, many people holding improvised weapons. A particularly large man, carrying what appears to be an oversized meat cleaver approaches.

“You left us to die,” his force deep and growling,” You left us to freeze. This kingdom is now ours. Submit yourself, and we’ll let these nobles go join Hafgan. Refuse, and they’ll join you in death.”

Do you fight, or do you do as he says?

Fight (Go to CCXLVIII)

Offer yourself (Go to CCLI)

Appease Them (Requires Bag of Comforts, Go to CCCXI)

CCXLVIII.

The Rebel Leader has 10 Hit Points, and an Attack Bonus of 3.

If you won, go to CCXLIX

If you lost, go to CCL

CCXLIX.

The man coughs up blood as he falls over, dead. The others, shaken by their leader’s death, flee. In time, they are hunted down and executed for treason. Despite you holding on to power, with the many dead from rebellion or cold, Annwn has suffered greatly.

Loss -4 Kingdom Strength

Continue (Go to CCLII)

CCL.

The man's cleaver comes down, splitting your head in two. Removing it from your body, he parades it around the city, as one by one, the nobles of Annwn are executed.

When Hafgan attacks, the rebels put up a grand fight, but are eventually overwhelmed. Arawn makes a brief attempt to overthrow Hafgan, but realizes that without any supporters, the cause is lost, and is forced to forevermore live in exile.

Ending: Rule 0, Don't Incite Rebellion

CCLI.

"Very well. The Kingdom is yours, if you can hold onto it."

Your head rolls, and the nobles are allowed to flee, as a new king, raised from the masses, takes command. They put up a good fight against Hafgan, but ultimately fail to prevent his professional soldiers from taking all of Annwn.

When Arawn returns, he uses his still living noble supporters to assassinate and overthrow Hafgan. Still, the kingdom is in a bad shape after so many regime changes, and despite his near deification for seemingly returning from the dead, Arawn cannot get the kingdom back to where it was before the rebellion.

Ending: The Fall of Nations

CCLII.

Winter comes to an end several months later. With it, comes the dawn of war. You have time for a little more training. How do you train your soldiers?

What do you choose to do?

Drill Combat (Go to CCLIII)

Run Mock Battles (Go to CCLIX)

Party! (Go to CCLVIII)

CCLIII.

Will you join in the training?

Yes (Go to CCLIV)

No (Go to CCLVII)

CCLIV.

Your Sparring Partner has 7 Hit Points, and an Attack Bonus of 2.

If you won, go to CCLV

If you lost, go to CCLVI

CCLV.

You and your soldiers gain valuable combat experience.

Gain +1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to CCLXXIII)

CCLVI.

While your soldiers gain valuable combat experience, you suffer an injury to your army which reduces your ability to fight.

Gain -1 to Combat Modifier

Gain +1 to Kingdom Strength

Continue (Go to CCLXXIII)

CCLVII.

Your soldiers gain valuable combat experience.

Gain +1 to Kingdom Strength

Continue (Go to CCLXXIII)

CCLVIII.

Instead of training your soldiers you redirect their pay in order to throw several lavish parties. While the court appreciates it, they cannot help but question the wisdom of the choice as your soldiers sit around, inactive.

Lose -4 Kingdom Strength

Continue (Go to CCLXXIII)

CCLIX.

Will you join in as commander and general?

Yes (Go to CCLX)

No (Go to CCLVII)

CCLX.

The armies stand across from each other in a wide-open field, bordered on all sides by forest. Your forces consist of both infantry and cavalry. The same goes for your opponent's forces, as you choose to divide your army evenly for the purposes of the mock battle.

As you watch, several ideas come to mind: First, you could attempt a frontal assault using your infantry. While it comes with the risk of expending a great deal of men, it does come with the benefit of being the simplest. However, that also means it can put you in a tight spot if the enemy responds fast enough, requiring some quick thinking on your part.

The second is to send your cavalry out and attempt to flank the enemy. While easier to do, and less costly, it does mean that if the maneuver is spotted, the enemy can quickly adjust to counter attack.

The third option is a combination of the two. While it is the costliest, requiring most of our forces, it does have the highest chance for victory.

What do you decide?

Infantry Charge (Cost: 3 Kingdom Strength, Go to CCLXI)

Cavalry Flanking (Cost: 2 Kingdom Strength, CCLXV)

Flank and Charge (Cost: 4 Kingdom Strength, CCLXIX)

CCLXI.

The simple strategy does succeed in causing chaos and 'death' in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from surrender and retreat:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 2 Kingdom Strength, Go to CCLXII)

Retreat (Go to CCLXIII)

Send the Cavalry (Cost: 3 Kingdom Strength, Go to CCLXIV)

CCLXII.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge. You have no choice but to surrender and concede defeat. Nonetheless, a valuable lesson is, hopefully, learned.

Gain +6 Kingdom Strength

Continue (Go to CCLXXIII)

CCLXIII.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +4 Kingdom Strength

Continue (Go to CCLXXIII)

CCLXIV.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle, and there is something to be said about a more cautious approach.

Gain +8 Kingdom Strength

Continue (Go to CCLXXIII)

CCLXV.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond retreat:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 2 Kingdom Strength, CCLXVI)

Retreat (Go to CCLXVII)

Infantry Charge (Cost: 3 Kingdom Strength, CCLXVIII)

CCLXVI.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. You have learned a valuable lesson about over extension.

Gain +5 Kingdom Strength

Continue (Go to CCLXXIII)

CCLXVII.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +3 Kingdom Strength

Continue (Go to CCLXXIII)

CCLXVIII.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that you manage to capture the enemy commander and force a surrender from him.

Gain +7 Kingdom Strength

Continue (Go to CCLXXIII)

CCLXIX.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender.

What do you choose?

Keep up the Attack (Cost: 1 Kingdom Strength, Go to CCLXX)

Retreat (Go to CCLXXI)

Infantry Charge (Cost: 2 Kingdom Strength, CCLXXII)

CCLXX.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you.

Gain +7 Kingdom Strength

Continue (Go to CCLXXIII)

CCLXXI.

Your army falls back. While you would live to fight another day in actual warfare, you have lost the mock battle. Still, you have learned that sometimes retreat is better than unnecessary death.

Gain +5 Kingdom Strength

Continue (Go to CCLXXIII)

CCLXXII.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory.

Gain +7 Kingdom Strength

Continue (Go to CCLXXIII)

CCLXXIII.

Dawn rises several weeks later to a surprise: Hafgan's forces had used magic to move themselves across the county and to your castle overnight. They currently surround your fortress and are preparing for a siege.

Your court is in disarray, and your advisors are bickering frantically on what to do. By the sound of it, there are four options.

The first, suggested by the most cowardly of your advisors, is to surrender immediately. However, that would mean your certain death, as to do so without first putting up a fight would make any attempt at a duel dishonorable for both you and Hafgan.

The second option is to attempt to break the siege now. While they are still building earthworks and preparing. While this could potentially result in success, it is likely to be more costly on your men, if for no other reason than lack of preparation on their end to fight.

The third option is to attempt to weaken them for a day or two with counter siege weapons, before striking out of the gates. It is risky, as they will have some defenses by that time, but if things are done right, it should be the easiest fight to win.

The final option is to engage in a siege, and hope they do not break in, or if they do, you can use it to your own advantage. However, it is resource intensive, and may kill many common folk.

What do you decide?

Surrender (Go to CCXI)

Break the Siege (Cost: 2 Kingdom Strength, Go to CCLXXIV)

Counter-Siege (Cost: 3 Kingdom Strength, Go to CCXCII)

Engage in the Siege (Cost: 3 Kingdom Strength, Go to CCCV)

CCLXXIV.

Your army pours from the gates, and attacks immediately, catching the opposing forces off guard. This is not how warfare is normally done.

You have your window of opportunity to strike. How will you command your forces?

What do you decide?

Infantry Charge (Cost: 3 Kingdom Strength, Go to CCLXXV)

Cavalry Flanking (Cost: 2 Kingdom Strength, CCLXXIX)

Flank and Charge (Cost: 4 Kingdom Strength, CCLXXXIII)

CCLXXV.

The simple strategy does succeed in causing chaos and death in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from challenging Hafgan to a duel:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 3 Kingdom Strength, Go to CCLXXVI)

Challenge to a Duel (Go to CCLXXVII)

Send the Cavalry (Cost: 4 Kingdom Strength, Go to CCLXXVIII)

CCLXXVI.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge with the odds of success so clearly in Hafgan's favor. As your army falls back to the castle, Hafgan finds you, and engages you in a duel.

Continue (CCLXXXVI)

CCLXXVII.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXC)

CCLXXVIII.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle. Still, Hafgan's challenge arrives, and it is time to duel him for the fate of the kingdom. He is exhausted, however, and you think this will not be hard.

Continue (CCXCI)

CCLXXIX.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond a duel:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 3 Kingdom Strength, CCLXXX)

Challenge Hafgan to a Duel (Go to CCLXXXI)

Infantry Charge (Cost: 4 Kingdom Strength, CCLXXXII)

CCLXXX.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. When Hafgan arrives to challenge you to a duel, you know he has the advantage.

Continue (CCLXXXVI)

CCLXXXI.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXC)

CCLXXXII.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that Hafgan is severely injured in the fighting before he has a chance to challenge you.

Continue (CCXCI)

CCLXXXIII.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender and seek a duel.

What do you choose?

Keep up the Attack (Cost: 2 Kingdom Strength, Go to CCLXXXIV)

Challenge Hafgan to a Duel (Go to CCLXXXV)

Infantry Charge (Cost: 3 Kingdom Strength, CCLXXXVI)

CCLXXXIV.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you. When Hafgan comes out to face you, he is in a bad state, but is still ready to fight.

Continue (CCXC)

CCLXXXV.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXC)

CCLXXXVI.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory. Still, it forces an exhausted and injured Hafgan into a duel with you, if it could even be called that.

Continue (CCXCI)

CCLXXXVII.

Hafgan has 10 Hit Points, and an Attack Bonus of 3.

If you won, go to CCLXXXVIII

If you lost, go to CCLXXXIX

CCLXXXVIII.

With a mighty blow, you strike down Hafgan. Though he pleads, the blow is fatal, and so he dies on the field, and Annwn is united under your banner.

When Arawn returns home, and resumes his own shape, he is saddened to find his kingdom falling apart, even if it has expanded, with his greatest enemy defeated. He is brought to anger however, when he realizes that you also slept with his wife for that full year.

In your own lands, you found that Arawn had won the bet for you, and had led your people well. You tell a few close friends of your adventure, and they respect you even more for that which you accomplished while away. Sadly, it does not last, and Arawn brings his army to bear upon you, leading to your death, and the destruction of your lands.

Ending: Failing Kingdom

CCLXXXIX.

With a mighty blow, you are struck down by Hafgan. He leaves you there to die, bleeding out as your army routs in despair.

When Arawn returns home, and resumes his own shape, he is saddened to find his kingdom is in a sad shape, and conqueror by his greatest foe. Taking advantage of the duel, claiming it was unfinished, he claimed Annwn back for himself. With his crown restored to him, he retires to bed with his wife, and discovers how you also slept with his wife. For that, your debt is only deepened, and as you are dead, he returns to your lands to extract it in blood and flesh from your subjects.

Ending: Unpaid Debt

CCXC.

Hafgan has 7 Hit Points, and an Attack Bonus of 2.

If you won, go to CCLXXXVIII

If you lost, go to CCLXXXIX

CCXCI.

Hafgan has 4 Hit Points, and an Attack Bonus of 1.

If you won, go to CCLXXXVIII

If you lost, go to CCLXXXIX

CCXCII.

Your army pours from the gates, and attacks immediately, catching the opposing forces off guard. This is not how warfare is normally done.

You have your window of opportunity to strike. How will you command your forces?

What do you decide?

Infantry Charge (Cost: 2 Kingdom Strength, Go to CCCXIII)

Cavalry Flanking (Cost: 1 Kingdom Strength, CCXCVII)

Flank and Charge (Cost: 3 Kingdom Strength, CCCI)

CCCXIII.

The simple strategy does succeed in causing chaos and death in the enemy ranks, it depletes your army's numbers severely. Which is a problem, as the enemy's cavalry is flanking on your left side.

You figure you have 2 options, aside from challenging Hafgan to a duel:

You could direct your cavalry to meet them. They remain unused and spoiling for a fight, and so have the greatest chance of success. However, to have them engage now would be costly to your overall forces.

You could try redirecting your spent infantry to meet the charge, but they are out of position and tired, which reduces the chance of victory.

What do you do?

Send the Infantry (Cost: 2 Kingdom Strength, Go to CCXCIV)

Challenge to a Duel (Go to CCXCV)

Send the Cavalry (Cost: 3 Kingdom Strength, Go to CCXCVI)

CCXCIV.

Your infantry tries it's best to face the cavalry charge but is annihilated in the attempt. Your army is routed, your own cavalry refusing to meet the charge with the odds of success so clearly in Hafgan's favor. As your army falls back to the castle, Hafgan finds you, and engages you in a duel.

Continue (CCLXXXVII)

CCXCV.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXC)

CCXCVI.

Your cavalry crashes head long into the flanking enemy. After a chaotic few minutes, it is apparent that your army is coming out on top, and the enemy commander surrenders. Still, you only barely won this battle. Still, Hafgan's challenge arrives, and it is time to duel him for the fate of the kingdom. He is exhausted, however, and you think this will not be hard.

Continue (CCXCI)

CCXCVII.

Unfortunately, your flanking maneuver does not go unnoticed, and the enemy begins to mobilize their forces to minimize overall damage from your cavalry charge, while striking at the center of your infantry unit. You figure you have two choices beyond a duel:

You could simply press the cavalry further into the center of the enemy after their charge. While not costly to do so, they would be vulnerable without the space needed for the horses to move.

Alternatively, you could order your infantry to meet the enemy head on. While this will likely be costly to your forces, it may be unexpected enough to push the enemy back and force a surrender.

What do you decide?

Press on (Cost: 2 Kingdom Strength, CCXCVIII)

Challenge Hafgan to a Duel (Go to CCXCIX)

Infantry Charge (Cost: 3 Kingdom Strength, CCC)

CCXCVIII.

Sadly, your cavalry is wiped out, having been pulled from their horses. You try to get your Infantry to them, but it is too late and too costly, and the enemy is too emboldened forcing you to concede defeat. When Hafgan arrives to challenge you to a duel, you know he has the advantage.

Continue (CCLXXXVII)

CCXCIX.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXC)

CCC.

With great effort and considerable cost, your infantry manages to push back the attack. In fact, they push so far that Hafgan is severely injured in the fighting before he has a chance to challenge you.

Continue (CCXCI)

CCCI.

The trick is a simple one: your infantry will charge ahead while your cavalry goes around and strikes the enemy reserves from behind. Essentially, while the enemy is busy with the attack up front, they won't be able to react fast enough to the charge from behind.

It seems to be going pretty well at first, until an out of breath rider reports that the cavalry was spotted early. You could try to send the cavalry in and hope they are fast enough, or you could order your infantry to, at great cost, push forward into the enemy center to buy the cavalry time. You could also, of course, surrender and seek a duel.

What do you choose?

Keep up the Attack (Cost: 1 Kingdom Strength, Go to CCCII)

Challenge Hafgan to a Duel (Go to CCCIII)

Infantry Charge (Cost: 2 Kingdom Strength, CCCIV)

CCCII.

Despite the early spotting. Men on horseback tend to move pretty fast. In this case, they manage to strike before the enemy can completely prepare. Caught between two forces, the army is nearly wiped out before they surrender to you. When Hafgan comes out to face you, he is in a bad state, but is still ready to fight.

Continue (CCXC)

CCCIII.

Your army falls back, while you stride forward to meet Hafgan. Both your armies are weakened, and he took a blow in the previous attack. Perhaps you have the advantage.

Continue (CCXC)

CCCIV.

With great cost, your infantry pushes into the middle of the enemy force. The cavalry in turn collides with the force from behind, while they are occupied. The battle is yours, but the win is so costly it could hardly be called a victory. Still, it forces an exhausted and injured Hafgan into a duel with you, if it could even be called that.

Continue (CCXCI)

CCCIV.

The siege lasts a couple months, before their army succeeds in breaching the wall. As the enemy pours through, a pitched battle begins to take place within the castle. You figure you have a few options.

You could immediately move to duel Hafgan, or you could push back before facing him. If you had the resources, you could have also set up killing corridors to pick off and annihilate Hafgan's forces.

You could, also, attempt to not only push back, but kill every last enemy soldier, though it would be risky without killing corridors to help.

What do you choose?

Duel Hafgan (Go to CCXC)

Push Back (Cost: 2 Kingdom Strength, Go to CCCVI)

Killing Corridors (Cost: 7 Kingdom Strength, Go to CCCVII)

Kill them All (Cost: 4 Kingdom Strength, Go to CCCVIII)

CCCVI.

The enemy is slowly but surely repelled from the breach. In the chaos of the battle, you encounter Hafgan, and raise your sword for a final clash of arms.

Continue (Go to CCXC)

CCCVII.

Your men stand in disguised alcoves, secret arrow slits, and other hidden places. As enemies walk through these areas, lured by your fastest men, they are killed to the last man. The army outside eventually retreat in defeat, and while removing the dead, you discover Hafgan, who was slain without ever having encountered you.

When Arawn returns home, and resumes his own shape, he is saddened to find his kingdom falling apart, even if it has expanded, with his greatest enemy defeated. He is brought to anger however, when he realizes that you also slept with his wife for that full year.

In your own lands, you found that Arawn had won the bet for you, and had led your people well. You tell a few close friends of your adventure, and they respect you even more for that which you accomplished while away. Sadly, it does not last, and Arawn brings his army to bear upon you, leading to your death, and the destruction of your lands.

Ending: The Killing Corridor, Broken Nations

CCCVIII.

Your forces overextend themselves as they rally outside of the walls. While the enemy is cleared from the castle, the breach acts as a killing corridor as you and your men try to face the army that remained outside. You have only a moment to try and turn the situation around, before an arrow finds your head. Hafgan seizes the fortress from your demoralized forces.

When Arawn returns home, and resumes his own shape, he is saddened to find his kingdom is in a sad shape, and conquered by his greatest foe. Taking advantage of the duel, claiming it was unfinished, he claimed Annwn back for himself. With his crown restored to him, he retires to bed with his wife, and discovers how you also slept with his wife. For that, your debt is only deepened, and as you are dead, he returns to your lands to extract it in blood and flesh from your subjects

Ending: Fateful Rebellion

CCCIX.

You hand over the Magic Seeds, from which anything can grow, even sacred trees. She seems to look at them for a long time, before the blizzard abruptly ends, and her form becomes more spring-like, with leaves and flowers instead of ice and snow.

“This will do,” her voice now like the singing of birds, “This gift shall restore what you have taken. You are forgiven, but should you ever do this again, I shall take my payment from your flesh.”

And then she departs as quickly as she came, the kingdom thawing as she leaves. The party was a bit muted after that, but it was, all in all, an eventful night.

Continue (Go to CLXXXVIII)

CCCX.

You end up choosing Syvrus and enjoy a luxury rivaling that at the royal castle. Not much in the way of food is to be had, but it is a merry occasion all the same. Syvrus is delighted that you chose them, and gives you a bag from which any item of comfort can be taken.

Gain Bag of Comforts

Gain +1 to Kingdom Strength

Continue (Go to CLXVI)

CCCXI.

You hand over the Bag of Comforts. The man looks at it confused, until he reaches his hand in and removes firewood. And then another piece. And then another. Then he tries to remove warm blankets. Then soft pillows.

Realizing the magnitude of the gift, and choosing not to question why you didn't use it in the first place, he and the others bow, before departing, leaving a stunned court behind. The party goes on, but too many are dead to enjoy the night.

In time, you have a few ring leaders rounded up, but you only punish them lightly, seeing their rebellion as at least somewhat justified. Still, many died before you gave the bag away, and support in your rulership is greatly diminished.

Lose -2 to Kingdom Strength

Continue (Go to CCLII)

CCCXII.

You end up choosing to host the festival yourself. While the nobles seem to disapprove of such a show of pride, your choice seems to show more wisdom than they have. The people of Annwn, as they party, and as you enjoy a grand feast and your own luxurious home, are reminded of the strength of their kingdom, and take heart in it. There is even an increase in enlistment afterwards.

Gain +2 to Kingdom Strength

Continue (Go to CLXVI)

CCCXIII.

Colmu is pleased that you favored them and granted them the land which they thought to be theirs already. They happily hand over the dagger. On the other hand, Anmi is disappointed, but understands why you chose Almu over them.

Continue (Go to IX)

CCCXIV.

You laugh at the so-called king, and turn to leave, not bothering with the stag, when you suddenly find yourself falling over.

You scramble to get up, certain Arawn just shoved you, only to find your feet and hand no longer exist, instead replaced with the hooves of a deer and yourself unable to stand on two legs. You go to speak, but only the sound of a frightened deer leaves your mouth.

“Your punishment, then, shall be to act as my prey. I hope our hunt lasts for a long time,” the king laughs merrily, as you begin to run in fear, the hounds chasing after you.

You are hunted for years to come. It seems Arawn rarely seeks any other prey but you. In time, you can no longer remember your name, only the fear. That is, until you end up on Arawn’s dinner plate.

Ending: The Least Dangerous Prey

CCCXV.

You decide not to mess with that which you do not know or understand. Instead, you turn towards the hounds in the distance, and eventually rediscover your friends. You end up losing the bet, but you do return home unharmed.

Still, you cannot help but wonder about that stag, and the choice you did not make. It haunts you, every so often, for years after.

Ending: The Road Not Taken