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About

I started this google sheet to maintain info about characters, quests etc. for this adventure. It includes notable characters, Eilwen's Iron Vow statuses, stats, current statuses, a [map](#) with currently visited explored places, etc.

[Follow the adventure here!](#)

*Her gear and statuses are for the current adventure I'm playing, not necessarily the latest that I posted on the forum, **so you may find some spoilers below.***

Eilwen

Huntress of Frostbridge, daughter of Cadfael and Arwed, twin sister to Aron

ATTRIBUTES:

Edge 2
Heart 1
Iron 1
Shadow 3
Wits 2

CURRENT STATUSES:

Health: 3/5
Spirit: 0/5 (shaken)
Supply: 1/5
Momentum: 1/10

Debilities: None
Failure Count: 21/24
Unspent XP: 1

Items and Gear

Weapons:

- ~~Her Bow~~ and (bowstring) quiver of arrows
- Used bow from a fellow warrior. (gave to Haf) and it broke.
- Bow from her friend
- ~~Father's bone handled knife~~ (lost fighting Delos)
- Two other daggers
- Horse for Aron
- Horse for Eilwen (from Delos)
- Toothbite - Sword (lost in woods around Redhall) while escaping Edris's bone horror thrall.
- Myrddyn - Sword

Clothing and Armor:

- Simple hunters garb made of leather.
- Heavy bearskin cloak for winter
- Soft leather boots

Special Items:

- Half of a golden crown with a shorn ruby
- Small thin disks with angular runes, made of black iron
- Sapphire and gold amulet with skaed rune on the back
- Elven statuette (figurine) of a man and woman

- Circular iron disk with a hole in the middle covered with elven runes. Iron feels dead-soulless. She doesn't know what its purpose is.
- Sword with one serrated edge "Toothbite" - gift from Mabon. It picked up a magical blue glow and now reacts to her shadow magic. (Lost in Episode 73 fighting a Bonewalker)
- Sword of Myrdden - One of the main swords, rumored to possess magical powers. It at least glows with a dripping sickly green light. Obtained in Episode 46.

Supplies:

- Backpack with food, flint and steel etc... (Supplies are abstracted using the Supply stat. But anything worth a specific name will be in this section.)

Special Abilities / Talents

ARCHER

If you wield a bow....

[X] When you Secure an Advantage by taking a moment to aim, choose your approach and add +1.

- Trust your instincts: Roll +wits, and take +2 momentum on a strong hit.
- Line up your shot: Roll +edge, and take +1 momentum on a hit.

[X] Once per fight, when you Strike or Clash, you may take extra shots and suffer -1 supply (decide before rolling). When you do, reroll any dice. On a hit, inflict +2 harm and take +1 momentum.

[X] When you Resupply by hunting, add +1 and take +1 momentum on a hit.

CUTTHROAT

If you wield a dagger or knife...

[X] When you are in position to Strike at an unsuspecting foe, choose one (before rolling).

- Add +2 and take +1 momentum on a hit.
- Inflict +2 harm on a hit.

[] When you Compel someone at the point of your blade, or when you rely on your blade to Face Danger, add +1.

[] Once per fight, when you Secure an Advantage + shadow by performing a feint or misdirection, reroll any dice and take +1 momentum on a hit

SHADOW-WALK

[X] When you cloak yourself with the gossamer veil of the shadow realms, roll +shadow. On a strong hit, take +1 momentum. Then, reroll any dice (one time only) when you make a move by ambushing, hiding, or sneaking. On a weak hit, as above, but the shadows try to lead you astray. You must first Face Danger to find your way.

[X] As above, and you may also travel along the hidden paths of the shadow realms to Undertake a Journey using +shadow (instead of +wits). If you do, Endure Stress (1 stress) and mark progress twice on a strong hit.

[X] When you perform this ritual, add +1 and take +1 momentum on a hit

DUELIST

If you wield a bladed weapon in each hand...

[X] - When you Strike or Clash, you may add +2. If you do (decide before rolling), inflict +1 harm on a strong hit and count a weak hit as a miss.

[] - Once per fight, when you Secure an Advantage +edge by making a bold display of your combat prowess, you may reroll any dice.

[] - When you Draw the Circle, choose one (before rolling).

- Add +2.
- Take +2 momentum on a hit

Iron Vows

7/40 Background Vow (Epic): Reforge the crown and unite the clans under her rule:

Some Milestones:

- ✓ Find clues about the crown and its location
- ✓ Find clues about the old queens.
- ☐ Find clues about the old queens.
- ☐ Find clues about her mother as queen.
- ☒ ~~QQ/RR) Find out the next settlement Uzak is planning on attacking and go there.~~
- ☒ ~~(QQ/RR) Show the sword and crown, to the leadership, and promise to help them defeat Uzak if they support her as queen.~~
- ☐ (QQ) She'd also ask if anyone knew any information about the other half of the crown.
- ☐ (QQ/RR) With one settlement on her side, she would raise a band of warriors to confront him
- ☒ ~~(RR) She'd find, ambush, and lead an attack to defeat Uzak's attacking force.~~
- ☐ (QQ/RR) Then, she'd liberate Redcrag and set up a settlement leader under her
- ☐ (QQ/RR/RR) Liberate the other two settlements leading to Lonefort.
- ☐ (QQ/RR) Besiege and capture Lonefort.
- ☒ ~~(QQ / RR) She'd kill or force Uzak to serve her.~~
- ☐ (RR) She'd rescue the prisoners.
- ☒ ~~(QQ) Take the Sword of Myrddyn or whatever blade he's claiming to have for her own.~~
- ☐ (QQ) Liberate Rockriver.
- ☐ (QQ) Setup a new clan chief in Rockriver who would support her. With these settlements under her claim, she'd have warriors to help her in her quest to seek the crown and unite the clans.
- ☐ (QQ / MQ) Then with the immediate area secure, she could move south to see what her mother knew and her history with the crown.
- ☐ Travel to swamp region
- ☐ Seek out rumors of treasure in the swamp region.
- ☐ Find the other half of the 1/2 crown.
- ☐ Reforge the crown
- ☐ Discover any unique properties about the crown (relic)
- ☐ Convince a settlement to accept her rule.
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- ☐ Convince a settlement to accept her rule.
- ☐ Defeat or Subdue Wolf Fang clan under her rule.
- ☐ Crush or convince any contenders.

FULLFILLED Vow (dangerous): Find Mabon and Father to the Frostbridge and deal with Bevan.
Milestones - Reach RockRiver, Locate her Father and Mabon, Rescue them, Return them to Frostbridge, Deal with Bevan

FULFILLED Vow (Troublesome): Defeat the evil in the burial chamber near Frostbridge

3/10 Vow (formidable): Find out her mother's role, if any, in the sacrificial rites of this place and the book of discs. (Mother Quest / aka MQ)

- ✓ Travel to tempest hills
- ☐ Travel to havens and resupply and sojourn.
- ☐ Seek information about people living in the forest
- ☐ Investigate the forest.
- ☐ Find out about her mother's childhood etc. (these also correspond to the crown vow)

6/10 Vow (Dangerous): Train and bond her baby Wyvern. Awww how sweet. Milestones.

- ✓ Keep it safe until it is born.
- ✓ Get out of the mountains to a lower area.
- ✓ Start training it.
- ☐ Search out a trainer, Penry, in Lonefort.
- ☐ Convince him to help her.
- ☐ Spend the time and the XP.

FULFILLED Vow (Troublesome): Find her brother who was separated from her during the Varou attack.

8/10 Vow (formidable): Rescue the women and children of Rockriver from the Wolf Fang clan at Lonefort in the Tempest Hills.

- ✓ Travel to tempest hills.
- × Locate/liberate other settlements / clans willing to help them
- × or locate the missing scouts from Rockriver.
- ☒ ~~Form an alliance.~~
- × Lead an attack and rescue mission.
- × (Forming an alliance with some clans would count towards uniting the clans under her rule.)

Defeat Edris (Formidable)

I'm going to say this is a Formidable vow, since she has already been through the lands and has met the insane magician and has traveled its depths. The current milestones that come to mind are:

- Secure a talisman to protect against his spells.
- Locate a map of the area -- from the elves?
- Secure others to aid her in the quest.
- Journey back to the Vieled Mountains, to the pass.

- Journey through the site and locate his creature.
- Face his creature and defeat it.
- Locate Edris.
- Face Edris and defeat him.

FULFILLED Defeat Delos (Troublesome) (10/10)

- ✓ Travel to Highcrag.
- ✓ Locate Delos.
- ✓ Confront him
- ✓ Break his power.

Return to Caldas (TROUBLESOME)

- ☐ Find her way back to Longfalls
- ☐ Brave any dangers on the way
- ☐ Find him
- ☐ Bring back his bow

Bonds

Her brother

Her father

Frostbridge settlement

Caldas

Haf

Longfalls

(Someone she hasn't picked yet)

Bonds Progress:

5/40 (divide total by 4 to get progress boxes filled)

Notable People

Eilwen - Main character, daughter of Cadfael & Arwed and huntress at Frostbridge.

Cadfael - Eilwen's father.

Arwed - Eilwen's mother

Aron - Eilwen's twin brother. He is currently devoted, honor bound to help, her succeed in her background quest somewhat over protective. But he also struggles with jealousy and all the attention she's received and her trajectory that threatens to leave him behind.

At Longfalls he betrays her and is exiled.

Mabon - Initial leader of Frostbridge.

Bevan - Smooth talkin' man who wanted Eilwen's hand. She hates him. He plots for power and riches. Though how he expects to find that up in the veiled mountains is unclear.

Uzak - Leader of Wolf Fang clan.

Drystan - Large man with a big head and red beard who went with them to Rockriver. Friendly and helpful. Respects Mabon and their father.

Kyffin - Friend they found and healed in Rockriver. He's traveling with them. He died under the mountains to the THING.

Seith - Redcrag citizen.

Valeri - Redhall citizen. She has 5 children:

- Three girls younger than Gethyd, Valeri's daughters, Telewyn (12), Teleri, and Lyrie. The oldest of the girls, Telewyn, is 12 yrs old as of Episode 30.
- Gethyd.
- Fenn (little six year old who fell to his death)

Haf - Distant relative of Eilwen's (line of queens)

Edyard - Valeri's husband.

Delos - Iron priest of Highcrag -- has a cadre of religious, cultish zealots that support him.

Caldas - Leader of Longfalls.

Thorgunna - Leader of Eilwen's honor guard.

Grayse - Leader of Eilwen's warband/army

Gethyd - Valeri's 17 year old son. *What is Gethyd good at?*

Running

Detect/disarm traps

Animal lore

Siegebert - Drunk in Redhall. "Gethyd met with Siegbert, an old man two streets over. He was a peasant who worked the fields in the southlands but came north seeking a fortune and instead got caught up in Redhall"

Yormid - Honest but cruel tyrant of Redhall

Kiari - A skilled, lithe warrior who bears a spear and dagger, one of Eilwen's honor guard

Halgig - A prisoner of Redhall and Yormid. Eilwen rescued him along with the group when she freed Gethyd. He turned thief and raider for a time and tried to take the sapphire medallion from Eilwen. In a twist of fate, he and Eilwen are now working together against Yormid. He has sworn vengeance upon Yormid. He knows a secret way into Yormid's palace.

Samlet - Large fat man in ragged clothes. Friends with Halgig. Goes where Halgig goes and owes Halgig his life when Halgig shared his food with him for weeks when they were prisoners in Yormid's mine.

Departing Longfalls to Redhall...

Their party consisted of Eilwen and Thorgunna, plus five other female guards. Added to these were Haf, Valeri, and her children.

And now Gethyd too.

As they spoke, one of her honor guard, a woman with dark hair, dainty nose but fierce bearing, named **Kiari**, came bearing some bandages. She looked Eilwen's leg as she sat on a log.

Scratch - Not a person but a wyvern, but still a notable creature named thus by Eilwen. She's hoping to someday train him.

Historical people:

Lore

Sword of Myrdden - One of the main swords, rumored to possess magical powers. Cadfael said Uzak says he has it. In later episodes, we find that the sword is a creation of Edris.

Edris - (first met in ep 14) A maddened Ironlander of great power (a husk) who lives inside Kingsworth peak in the veiled mountains in the Grimstone ruins built by the elves many hundreds of years ago, consumed by power, grief, and rage. He is both master and slave to power's pull. He says "there is power for the taking under the hills and wild places that mask the iron pillars."

Medrynn the Black - "Medrynn the Black! He's slain the queen. He's taken the crown! After him!" (ep 27)

Elivendria the Shining One - No clue who this is but Edris claimed she left him in ep 14.

Valsheen and Orador - Edris called them 'blades of honor' --- elite body guards for the queen I think? Is Elivendria one of the old queens? Dunno...

Thin-boned Bonewalkers - From a pre-human race.

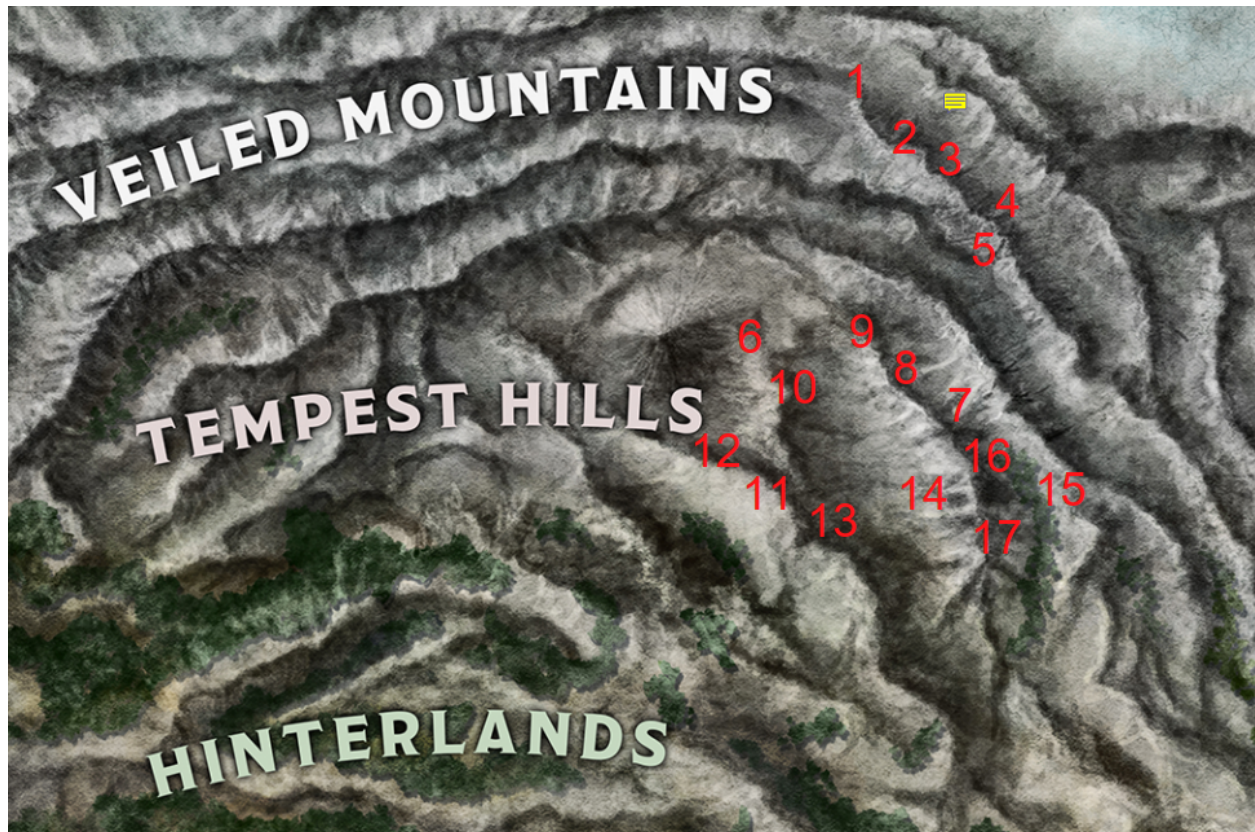
Iron pillars - Made of blackiron perhaps. They have little wear and tear though they may be millennia old. Some appear to have been used by death cults. They are carved with old blocky runes.

Nar Shiv - Herald of the Night who somehow managed to cross the great expanse of ocean and has hunted the line of queens upon these Ironlands.

Ep 27 - "Tree of Shades" in the realm of Night beneath, extending its root system of fear and doom, as tentacles of shadow

Area Map and Notes (As of Episode 32)

Here's a screen capture from the larger map with some of the areas Eilwen has visited on it. There may be spoilers in the description below. I'll try to update it this occasionally, but no promises:



1. Frostbridge - Eilwen's home settlement, named for the bridge of ice across a yawning chasm. Mabon - Clan leader; Drysan is a friend.
Nearby to the west is an ancient Burial Site (Troubesome)

2. Stone Tree - A huge petrified tree atop an overhang that juts out across the path.

Lake of Mirrors between 2 and 3.

deep blue frozen lake at the base of a mountain Fed by a huge glacier. Ice fishing. Thaws only once a year.

3. Green Grip - Forest of pines that descends down a mountain face and stretches into the mist in some wide valleys. Eilwen found some ruins with iron pillars made of Black Iron and remnants of a death cult. She vowed to stamp it out. Rumors of magic or haunted in the forest's heart.

4. Rockriver (guttled by Wolf Fang clan). Women and children kidnapped. Met and aided Kyffin. Wolf Fang clan took it over with their own families.

5. Mount Hingworth - Abandoned Mines - cut through north to south. Rumored to be haunted. Confirmed bonewalkers.

6. Lonefort - A ruined fort from the time of their ancestors first generation, restored and became the hold of Wolf Fang. There's also a settlement of the same name built around the valley and road. Uzak patrols the road.

7. Passageway out of the mountains. This is the exit Eilwen and Aron took to move from southern side of Mt Hingsworth 5 to 7. It is a crumbling underground city, named Grimstone, created by the elves many years ago. (Corrupted Ruin and Wild Pass were the Delve cards I used.) Inside, they found a crumbling city, an underground thoroughfare running generally north to south. There were ruined towers, one of them had Eldris's base. He's a Husk who haunts the area and has created foul aberrations. Those combined with his magics caused the original occupants to flee. Known creatures: deep rats (called carion crawlers and the night blades -- the narrow winged creatures... those are both natural creatures. The unnatural creature they discovered was the large insect-like creature that ran on hundreds of spear-sharp legs and had a mass of tentacles around it's face. It was this creature that killed Kyffin. It is still at large in those parts.

8. Redcrag - Log town of trappers and hunters in an alpine meadow. Seith is from here. Mattox, the torturer, got his just desserts here. A good sized garrison of troops from Wolf Fang Clan are here.

9. Shieldwick -

10. Bleakstone. Mining settlement that Uzak owns. Rich with ore.

11. Highcrag - Valeri from Redhall in the Hinterlands passed by here and claimed a dark magic was upon it.

12. Blackcarin -

13. Longfalls -

14. South western mount from Redcrag, named Cathedral Bluffs.

15. South eastern mount from Redcrag, named Eagle Point. The road south between them is the ruined and abandoned road, rumored to be haunted by a woman who lost her true love.

16. Barter Bridge - half ruined bridge and road overchoked with greenery. Broken wagon below.

17. Varou tribal lands. South along that road is Greenhome -- the old queen's hidden palace.

About Ironsworn

You can get the amazing PDF of the base game for **free** from here!

<https://www.ironswornrpg.com/>

The game is fantastic! And I hope more people play it and share their adventures on RPGSolo!