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Pendragon Rising

by Ian Thomas

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The valley of Baddon. A clinging, grimy mist wraps itself around rough hummocks of waterlogged ground at the bottom of a steep-sided valley. To the east, the flank of Mynydd Baddon rises up, its saddle-backed peaks lost in the fog. To the west, the slope of Waun Goch, the Red Heath; this is not the first time blood has been spilled on this land. The Saxons must pass through this vale from the north. You have come into the valley from the south.

The land is broken and treacherous—hummocks of solid ground riven by concealed streams and dank mire.

The leaders of your troops stand before you. "Well, my Lady," says Queen Angharad with a smile. "What are your orders?" More quietly, she adds "We have a good-sized force here, with our allies—but it does make it harder to hide what we're doing. Be careful."

- "Split the women into small roving groups; let them use the land to ambush the Saxons and pull away quickly wherever they get the chance."
- "Form up half of our warriors to act as bait; let's get the Saxons bogged down in the mire attacking our women, and then attack them from the sides with the reserves."
- "One force, united; we smash them apart with weight of numbers."

Next

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About This Game

Seize the throne in the age of King Arthur! Lead an army of Britons against the darkest of enemies in this epic interactive medieval fantasy novel.

"Pendragon Rising" is a thrilling 112,000-word interactive novel by Ian Thomas, where your choices control the story. It's entirely text-based--without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

As the bastard offspring of the aging ruler Pendragon, you'll fight to save Britain from a demon-tainted enemy and claim the crown you deserve. Command an army as Arthur, brave son of Uther, or Arta, fearless daughter of Uta.

Charge heroically to the front of battle, or use tricks to defeat your foes. Dally with your childhood companion, or seek romance elsewhere. Hold the line with your closest friends against foreign invaders and their sinister magics. Find friendship, forge alliances, uncover plots, and triumph over creatures of nightmare to win a future for your people and your kingdom.

Will you be mercenary or merciful? Seductive or solitary? Most importantly, can you lead your allies to drive back the darkness, and seize your place as Pendragon of Britain?

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- A 112,000-word fantasy set in medieval Britain.
 - A Celtic take on the story of King Arthur against a dark background of war and strange magics.
 - Play as male or female, gay or straight.
 - Win over allies to swell the ranks of your army as you fight for the future of the kingdom.
 - Earn the acclaim of your people by performing heroic deeds that will turn your name into legend.
 - Claim your place as an unmatched warrior, a silver-tongued diplomat, or an inspirational leader.

Title: Pendragon Rising
Genre: Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 4 Dec, 2015

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English

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CHAPTER ONE

THE CARRION FIELD

You wake.

It's a struggle to breathe; a weight lies atop you, crushing you. Something sharp digs into your ribs. Pain pulses behind your eyes. There's the salt tang of blood on your lips.

You force your eyes open. Pale light stabs at you. Moonlight. It glints off the rings of the mail shirt worn by the dead body you lie on. There's a face next to yours, bloodless, mouth slack. Its helm is split in two.

The weight above you is another corpse. You heave at it with rising panic and it rolls aside like a sack of grain and now you can breathe.

Someone laughs, a guttural bark, and a figure looms over you. Long pale hair, tattered furs and leather and the gleam of tattooed flesh. Saxon! A blade flashes—a long dagger, rising, rising.

The enemy is upon you. You have no weapon. What do you do?

- I attack my enemy barehanded—there's no time for anything else.
- I try to trick my enemy, pretending there's someone behind them.
- I grab one of the corpses and use it as a shield.

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"It's all right. You cannot control your dreams. Tell me about them." His voice is soothing and gentle. You're aware that, beside you, Morgan has gone rigid, tense, as if barely keeping herself in check.

Aled shrinks away from him again, and looks round at the others. He bites his lip. "Teeth," he says. "Teeth, tearing at bone, and at skin. Eating people alive."

"What are these the teeth of? A wild animal?"

"I don't know!" he bursts out. "I don't, I swear. Sometimes I think that they're wolves, hunting in the forest. But sometimes I think they're...that they're men in the skin of wolves." He's shaking now. "They ask me to join them."

"And you see these when you sleep? When did this start?"

"Three nights ago," the captive whispers. "I felt them. They're here."

Dyfrig brings up the boy's chin in one hand, studying him carefully. Then he sighs. "It is always such a shame when one so young falls to the evil one's influence. I am sorry, Aled."

With his free hand he pulls a knife from his belt and raises it to his captive's throat.

"No!" Morgan's cry rings out. Dyfrig looks at her.

- "Dyfrig! Stop this!" I'll try and talk him out of it.
- "Dyfrig! I know why he has these dreams!" I'll spin a lie to make his nightmares plausible.
- I shove Dyfrig aside and stand in front of the boy.
- "You're all followers of Christ! You can't allow this!" I'll appeal to Dyfrig's followers.

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Cons:

-no checkpoint system

-does not appear to have a relationship system typical to the Choice of Games franchise, however, the story plays out so that it doesn't matter

-limited romance options

Pros:

-very strong story and equally well-written

-your decisions have great impact \u2013 if you fail to gain allies you will most likely fail

-stats matter \u2013 if you try a diplomatic option when you are known for taking the warrior route, there is a chance things will backfire

-interesting characters with many different scenes to increase replayability

-added religious element \u2013 if you so choose, you can honor the old gods or embrace the new Roman God

A fantastic title in the Choice of Games franchise, try it out if you enjoy choose-your-own-adventure text-based games and want to role-play as Arthur (or his female equivalent)

I recommend!

Cheers,

DJSF [@DJSF's Rogue Reviews](#)

[My Website. Ever wanted to take part in the Arthur saga? Now is your time to change one of britains most famous stories.](#)

[While it differs in quite some things from the original \(naturally\), it catches the dramatic events of Arthurs way from bastard son to Ruler of the Kingdom in it's war against the evil Saxon invaders.](#)

[Offering a special treat, Pendragon Rising includes the option to change the whole main cast from male to female, which also presents a different take on the story itself.](#)

[Will you strive to make peace via diplomacy wherever possible or be a revengeful ruler without mercy? An opportunistic coward or a true hero, who inspires your folk with brave speeches?](#)

[The writing is also enjoyable enough to fit the theme, while friends of the classic adventure topic, where you rally your allies together with your close group of friends should feel right at home.](#)

[Conclusio: This has to be one of my favourite CYoA books up to now, as the atmosphere is really enjoyable, the characters likeable/hateable and it has enough content, to play it more than once, and even get a fully different setting.](#)

[Rating: 8/10. Another great product from COG. An alternate take on Arthur's legend \(I think\). A great story with political intrigue and battles. Had fun playing as it also worth my money and time.](#)

[8/10 Incest. Ah, the good old medieval times of shagging that will make Cersei proud. Although I was not aware of it. Blame my lover-stealing father for that.. Captures the old "choose your own adventure" feeling. Very immersive story. I love the presentation of all of the characters particularly Morgan and Emrys. Your choices not only change the story but also change your character enabling or disabling certain choices all depend on earlier made decisions. A simple but fun game worth the 2-3 hours to read it the first time. Afterwards, the repeat playthroughs are fun to see different character choices and reactions to](#)

[change your results.](#)

[I highly recommend this one especially at <\\$5.00 prices.](#)

[VVR.](#)

[RPC. Choices aren't really choices. There are multiple options which lead to the same ending. After the 1st playthrough this became quite apparent. Of course there are some events that matter, but for others you could pick 3/4 options with the same results... Mystifying... I understand the game is 2.99 but cmon. If you're too lazy to program different results for different choices, just make it 2 choices A or B. Not ABC with the same result and choice D as something different... Makes the game to appear to have more depth than it actually possesses.. The story is more about war, fighting, ally-making, throne inheritance, and supernatural stuff. The characters are well-written, as their personalities are unique and have specialties that make them stand out. The story doesn't quite change much, but your choices influence the outcome of the endings. The ending is rather short, though. Like, really short. Kind of wished there was more of an exposition in the end, but the meat of the story was rather filling. Plus there a little bit of incest with a character. Why oh why.... Better than I expected. I'm not finished yet but I'm enjoying it. I'm not a huge fan of the text adventures but it was cheap and I was bored. It's worth the money and I'll be more open to text adventures from now on.. Very much a big Choice Of Games fan, but I wouldn't recommend this particular one as an example of their output.](#)

[The setting is interesting and seldom used, but compared to their better-composed RPG-style games I just couldn't get into this one; your character stats are in perpetual flux, so you cannot seem to make any decisions without undoing your other stats with no particular rhyme or reason.](#)

[E.g. You've chosen to be a mighty Warrior thus far, then in the set-up for a battle you choose a solid not-too-crafty strategy option - come the finale for that scene you might be shocked to find suddenly your low Leadership and high Warrior scores have completely switched, meaning "challenge their leader one-on-one" puts you on the receiving end of a almighty whupping. It is - as ever - a robust game regardless, I just found this one quite flawed in terms of supporting role-playing.](#)

Do not buy this expecting a game in the common sense of the word. It is interactive fiction. The author obviously knows quite a bit about Arthurian legend and pre-Medieval Europe, and they have used this knowledge to weave a well-written narrative with compelling characters. If you enjoy reading and fantasy fiction, I highly recommend this. People looking for visceral and visual action should look elsewhere.. Damn 3 hours passed,

Great if you like the genre and text based rpgs interesting developments. worth the money. Previous reviews have mentioned the good things about this game, so I will mention the bad.

1. My main gripe - No saves. There is literally no way to go back and see what a different choice would have done without doing ALL the choices over again. Which means in order to do everything, to see what your decisions do, you need to make your own flowchart, because you can make multiple saves to do divergent paths.
2. My second gripe - Achievements. The achievements are listed as not just being something you successfully did, but as having a "point value". This implies that those points could be used for something. They can't. Period.
3. While you *can* fail, it seems like you can only really fail at the end, or very close to it. Even intentionally making the stupidest of decisions will leave you alive for quite some time.

Don't take these things as me saying the game is horrible, it isn't. But these are the main issues I have with it.. Maximized Bravado and Ruthlessness, minimized Cunning and Compassion, fought in the dirt, made everyone angry, became a warleader, and slept with Morgan.

11V10 - would pull the sword again.. I like this game, I really do and I would recommend it. My only real issue is how fast your stats change, and I'm not taking about small changes one minute your sitting near 80 the next your down to 23 this happens often enough that you can't help but feel like your dragging yourself in the wrong direction. I've played twice and will do so again. As I stated I recommend it but be prepared for these massive changes.. Bought it due to my love of the show Merlin, and did not even realise it was a text RPG at first. Tried it out regardless, and I definitely do not regret these past 3 hours.

It's very immersive if you do read it through, and definitely worth a second, or third, or fourth playthrough, to see what would happen if you were a pious madman, or a greedy bastard, or a humble bastard trying to avoid the throne.

All the choices you make will affect the things that happen to you, how people will respond to your actions, and so on. Sometimes, if you think you're making the wrong choice for the wrong reasons, you end up making the right choice for the wrong reasons... And sometimes it's the wrong choice for the right reasons that ends up being the reason your potential ally is now your enemy!

Great, short game, worth the money. Live through Arthur's fight for the Kingdom.

. This will be the first review I've written for a game on Steam. So bear with my rough assessment.

Pendragon Rising an old style text-based adventure where nearly, if not every decision you make matters in some way to the story. Unfortunately I missed the age of Text based games, so playing this as my first pure experience was quite fun.

As expected, the roughly 3 hours (per read-through) of gameplay consists solely of making decisions, leading to what kind of King Arthur/Queen Arta you will be. This consists of these main traits. Leadership, Diplomacy, Warrior, Compassion v. Ruthlessness, Bravado v. Cunning, and Old Religion v. Roman Christianity. But regardless of what kind of ruler you are, you are almost positive to get a rich story.

Pros:

- +Great and immersive story.
- +Fun experimentation with choices. Each one truly feels unique.
- +Romances (Or flings) feel pleasantly tasteful.

+Writing is very strong, I don't recall seeing any spelling errors.

Cons:

-Personally wish the read length was longer.

-There was a choice or two I found were hard to understand what was meant in context.

Taking everything I've said I strongly recommend this game, with a solid 9/10. If you've got a few hours to spare, or even more for several read-throughs, it's definitely worth the humble price of \$4. I'm looking forward to more stories from this developer!. A nice mix of RPG and strategy (all text obviously).. I have just finished my first playthrough and I plan on doing more to see what other endings I could find, though it did not took me very long, just over 3 hours, it was time very well spent and engaging enough to make me want to come back to it for another round which is rare for me. I will say that going into it I didn't expect much as my past experience with text based games was not great, however I am happy that Pendragon Rising was able to reverse that. It had some great reveals and for the most part delivered on the promise of the choices you make being something that matters. It is by no means perfect as sometimes I felt a lack of depth in the alliance building you can engage through diplomacy, but as I've only got 1 playthrough under my belt I bet that there is a lot I missed.

Over all for the price it asks and the replay value I would suggest to pick this game up you won't regret it.

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