

EPIC  
ROLE PLAYING

THE BUTCHERS  
OF UMBRION

AN INTRODUCTORY & TUTORIAL ADVENTURE





# THE BUTCHERS OF UMBRION

AN INTRODUCTORY & TUTORIAL ADVENTURE

CHAPTER ONE OF

THE UNBIDDEN HOST CAMPAIGN

Chris Organ and Kent Davis

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Thanks to Soren Kisiel, Doug Schmidt, Tobin Heironymous, Tom Brown, Sean Faul, and Jesse Mund for helping develop this adventure and taking part in so many great campaigns.  
Chris Organ, November, 2006

Dark Matter Studios, LLC, Bozeman 59715  
[www.epicrpg.com](http://www.epicrpg.com)

Printed in the United States of America

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# CHAPTER 1

## THE BUTCHERS OF UMBRION



Lar looked up from the ancient door in the bowels of the temple, lockpick in one hand, dagger in the other. "Clean!" he screamed.

Mae cut the hand from one of twenty Blades of Ehr and kicked him back into his comrades, buying a moment of clear space, and snapped, "Timodred, inside! Lleyden, plug the door." The Jharsilde scurried through the door followed by Maelanna. Lleyden Seabirch rolled his shoulders, parried one sword, shield-blocked another and backed through the doorway of the burial chamber. Five crossbowmen rounded the corner. The Blades in front of them dropped to one knee at their captain's command; the Storm Warden, eyes wide, hunched into his armor at the simultaneous clicks of five triggers. The deadly bolts tore the air and then stopped, hanging in front of the warrior's nose, as Timodred's voice rang with words of power. Lar slammed the door, barred it, and they turned. Mae stood, crowbar in hand, over a freshly opened and undeniably empty sarcophagus. "It's not here. What now?"



## Introduction

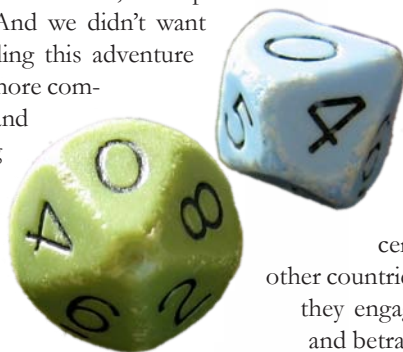
This introductory and tutorial adventure is part of a larger campaign. Entitled *The Unbidden Host*, it is set in Epic Role Playing's campaign world, Eslin, within the moist fungus-covered realm of Rullaea. As an excerpt from a larger whole, this product has two primary purposes, the first of which is to provide new gamers with a quick and easy-to-use adventure that walks GMs and players through the basics of the game. The second purpose for this adventure is to showcase the kind of campaign and gaming style that breathe life into the mechanics of Epic RPG.

We made an effort to pack in a lot of details and information here, but we also tried to limit the amount of text, preparation and reading required to run this adventure. We realize that time is precious for GMs who often try to balance the demands of work, school, family and personal life, on top of preparing for fun gaming sessions. And we didn't want you (the GM) to spend more time reading this adventure than actually playing it, a problem that is more common than not! So gather some friends and embark upon this story as if immersing yourself in a good book. Enjoy.

## World and Region

*The Butchers of Umbrion* is set in the world of Eslin, a campaign world designed for use with the Epic Role Playing game system. It is an ancient world with distant peoples, far off lands, forgotten civilizations, and diverse cultures. Because of vast distances and natural geographic barriers, cultural knowledge among lands travels less far than its peoples. Therefore, despite the diverse and culturally distinct peoples of Eslin, the GM and players really only need to know about Rullaea, the lands in which *The Butchers of Umbrion* is set.

Rullaea is a land of misty, rolling hills and deep forests; isolated keeps and hardy rangers guard the cities of the north and west frontiers, which strikingly contrast with thriving and venerable metropolises to the south and east. Rullaea is populated with two human races, the northern and western Rullaeans, and the Merethi (who claim provenance from an ancient continent-spanning empire), who live more in the south and east. Rullaeans are dominant at the moment, but there are rumors of unrest all through the south of Meath, which many attribute to Merethi pride and dissatisfaction. The Celarri, a nonhuman alchemically engineered race, also dwell in Rullaea in remote communities in the northwest borderlands.



Pentonism, the philosophical teachings of the Prophet Erelae, is the all-pervasive religion of the Heart Realm, and the Pentonite church is respected and powerful, holding large estates and exerting political as well as ecclesiastical power. The High Kingdom of Meath has a central political and geographic position, but the other countries of the region are as ambitious, if not as large; they engage in a constantly changing dance of alliance and betrayal. Overseeing the education of Rullaeans and providing a guiding hand is the scholarly Collegium. The Arcanum, a secret society of alchemists and metaphysicists within the Collegium, further this goal by playing a hand in political intrigues and ground-breaking research.

Ehrlyr and its capital, Ehrlyntir, have within the past generation achieved independence from the High Kingdom of Meath, and its citizens are fiercely patriotic. The country is situated squarely between Goe'Lad, Severness, Deluer and Dorient, and as such, grows fat from international trade.

You can download a full-color pdf file map of Rullaea, at the Epic Role Playing website downloads page: <http://www.epicrpg.com/downloads.htm>.

## Story Structure

In the full-length campaign from which *The Butchers of Umbrion* is taken, the larger story and its wide-ranging elements are discussed, but for this free adventure, that information is not vital. It might be useful, however, to note that the premise of the campaign is the evolution of Rullaeans society and the vested interests that social institutions have in preserving



## How to Start

1. If you are reading this, you are the Guide or Game Master, the person who will organize and run the gaming session. First, you need to assemble the players in your gaming group - we recommend three to seven.
2. Secure some ten-sided dice, pencils and paper, and the Epic game books: *Game Manual*, *Bestiary*, and *Atlas of Eslin*. Ask players to bring pencils, dice, clipboards, and snacks (hey you've done all the hard prep work).
3. You may want to use miniatures like the one shown on the right. Using a dry erase hex or grid map, they can really help clarify tactical positions in combat.
4. Have your players generate their characters as detailed in Chapter Two of the Epic Role Playing *Game Manual*. They can also use the pregenerated characters provide in this adventure.
5. Skim through this entire adventure so that you have a handle on the overall structure of the story. It would also be helpful to read Chapter 6 of the Epic Role Playing *Game Manual*, which covers many details about running RPG games. Roughly determine what will happen during the session, but don't over plan because players love forcing Guides to improvise by turning left instead of right.
6. Have quick reference sheets ready for you and your players. Clear plastic folders will keep them pristine and free of salsa stains.
7. Begin play by going over each character's background. Both Guide and Player should be develop the character's past and decide compelling reasons for the character's participation in this adventure. See the pregenerated characters for examples of this.
8. If you are new to role playing or new to Epic RPG you may want to use the tutorials in the beginning of this adventure. However, the tutorials are only provided to make playing Epic RPG easier and can be skipped if they are not needed.



two months ago that the twenty-two year old Morgad disappeared on a falconing hunt.

In reality, Morgad was captured by a team of Storm Wardens (rangers and vanguard troops of Severness, the kingdom north of Duchy Trugyle) and brought in shackles to the dungeons of Lencou Silverhand, king of Severness. Ceodell Trugyle, Morgad's younger brother, assumed the title of Duke after his brother's disappearance. Accusations that Ceodell murdered his brother, with the dowry knife of his mother no less, have trundled freely across the lips of tavern patrons in all of Trugyle and surrounding nations.

After many private and public disputes, Lucrid Dodenor, the King of Ehrlyr, made Seneschal Pencivorn Regent Lord of Trugyle until this matter has been settled. The truth is that Lencou Silverhand, hero and king of Severness and champion of freedom for the western peoples of Rullaea, has laid secret plans to destabilize Dorient and Ehrlyr. Lencou is not moved by a hunger to become a high king, but sees the freedom of Severness challenged by the Fost from the North, Dorient to the east, and Ehrlyr to the south. He feels that if he does not try to strengthen his lands, others will strengthen theirs and then proud Severness might fall. Lencou has taken Pencivorn into his fold and promised him hereditary title of Trugyle, if he will help to sow the seeds of unrest. This is why Pencivorn is helping to arrange the fall of the Trugyle brothers.

ignorance, contradictory to their professional aims and ethics. The themes of the campaign revolve around technology, political power, revolution, and enlightenment.

## Back Story

Ceodric Trugyle, Duke of Trugyle, died 10 years ago in a skirmish after what has become known as the Wars of Passion, a large scale war that enveloped all of Rullaea and shook the foundations of the Pentonite church. Ceodric's eldest son, Morgad, assumed the throne at the age of twelve and, under the guidance of Ceodric's most trusted advisor, Seneschal Pencivorn, the great city of Vasdain began to rebuild. It was

## Improving Players' Choices

**A Word on Flexibility:** Keep yourself open to possibility and ideas from the characters. Improvisation is about saying "yes" to others' inspirations, while keeping the greater whole in mind. If the characters decide that they want to join the circus instead of following your idea of defending a ruined keep on the outskirts of the county, great! Play circus for a few sessions or a whole chapter, indulge your creative faculties by crafting a fun and entrancing carnival atmosphere, and then bring them back into the story by having the circus caravan mauled by the deadly, stronger and entrenched occupants of the now-fortified keep the characters declined to defend in



## Rullaea, an Overview

**Lay of the Land:** Rullaea is a land of misty, rolling hills and deep forests; isolated keeps and hardy border wardens guard the young cities of the north and west frontiers, which are contrasted with thriving and venerable metropolises to the south and east. The Heart Realm is relatively new to civilization after an extended dark age; little is known of the land's previous history. Four hundred years ago, the acclaimed King Donelgaen united what is now Meath, instituted the common language, Donish, and restored the Virtuous Pentad to the people. Pentonism, the philosophical teachings of the Prophet Erelae, is the accepted religion of the Heart Realm, and the Pentonite church is respected and powerful. The High Kingdom of Meath has a central political and geographic position, but the other countries of the region are as ambitious, if not as large; they engage in a constantly changing dance of alliance and betrayal.

## Human Races

- **Merethi:** Proud of their old Merethicles heritage, they are smaller and darker than Rullaeans. Merethi are known as great merchants, orators and even charlatans, and have a way with words.
- **Rullaeans:** A mix of several cultures of ancient times, Rullaeans have fair or ruddy skin, and brown or blonde hair. Larger than their Merethi cousins. Loyal and proud by nature, their faith in Pentonism is exceeded only by loyalty to country or even county.

## Non-Human Races

- **Celarri:** The half-human, half-tree people of the Heart Realm project a calm and calculating nature that humans find cruel at times. Celarri think before acting, but are more emotional than logical. They live in three strong, private communities within Rullaea.

## Some Influential Organizations

- **The Arcanum:** Metaphysicians and alchemists in a hidden organization within the Collegium universities. The Arcanum are almost unknown except to the select, powerful individuals they advise.
- **The Evening March:** A group of elite spies for the Kingdom of Meath. Renowned for their skills at collecting information and hiding in plain sight.
- **Gepeto's Scops:** Bards and musicians without peer, the scops are part of the cultural fabric of Rullaea.
- **Paladins of Tellimod:** The Grey Riders are the elite noble calvary of Meath and knights of the Pentonite Church.
- **Pentonite Monks:** The Quel-Noron Order use shen to defend the innocent and devout. The Pons-Noron monks are healers and counselors, and are well-loved by the people.

- **Pirates of Prody the Peg:** These swashbuckling rogues are the scourge of the Espirean Sea and the subject of innumerable ballads and tales.
- **Sages of Tuirdroth:** Researchers arcane and mundane, they practice theurgy and philtrology in the towers of the Sortilegium in Severness.
- **Sepi's Gauntlet:** Famous Cernnian mercenary company. Many lords employ the Gauntlet to lend considerable power to their forces for a handsome price.
- **Storm Wardens:** Rangers from Severness that patrol the Ice Forge mountains and battle the barbarous Fosts. Boisterous drunkards, their rough existence has contributed to their legendary lack of social skills.

## Key or Uncommon Terms

- **The Collegium:** The great universities of Rullaea, housed at three campuses in Meath-Myrus, Ehrlyntir, and Jalipir.
- **The Virtuous Pentad:** Tenets of the primary religion of Rullaea, called Pentonism: passion, integrity, loyalty, temperance and prudence.

## Economics

Rullaea is a thriving hub of feudal capitalism. National currency is exchanged for goods and services in most kingdoms, though barter (goods for goods) is still a major part of the economic picture, especially in rural areas

## Powerful Political Entities

- **Cernnia:** A great hub for trade, commerce and the old Merethi traditions; ruled by Olotrius Demneti.
- **High Kingdom of Meath:** The greatest kingdom in the Heart Realm. Ruled by King Malcorn Penrose the Fifth, Meath is old, mighty and content.
- **Dorient:** Often at odds with Meath, this kingdom is known for its racial acceptance and strange contacts to the north. King Hranmar Cluso rules here.
- **Ehrlyr:** Recently won its independence from Meath. Lucrid Dodenor ferociously protects its borders.
- **Goe'Lad:** Trade is the lifeblood of this home of the famous Under-River. King Mordren Greythorn loves music, stout beer and anthropology.
- **Deluer:** King Faundius the Block rules this ethnically Merethi land and is constantly warring and scheming, particularly against Ehrlyr, which he hates.
- **Severness:** Strange and mystical, this kingdom ruled by Lencou Silverhand is famous for the Sortilegium of its sages, odd happenings, and its never-ending border war with the Fosts to the north.
- **The Pentonite Church:** The undisputed religion of the Heart Realm also wields secular power that no kingdom can ignore.





# CHAPTER 1 THE BUTCHERS OF UMBRION

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## Synopsis

### The Setting

The Butchers of Umbrion is set in Rullaea within the world of Eslin, a campaign setting designed for use with the Epic RPG. Rullaea is a land of misty, rolling hills and deep forests, ancient cities, and young kingdoms.

### The Back Story

Ceodric Trugyle, Duke of Trugyle died 10 years ago in a skirmish after what has become known as the Wars of Passion, and his eldest son, Morgad, assumed the throne at the age of 12 and under the guidance of Ceodric's most trusted advisor, Seneschal Pencivorn. Two months ago Morgad disappeared on a falconing hunt. The scheming and young Ceodell of Trugyle is widely believed to have murdered his brother (you should present this in such a way that the players believe it). Seneschal Pencivorn was temporarily given the Regent Lordship of Trugyle until this matter has been settled.

### Motive Elements and Plot Points

Pallimon Garrlion and Gendvere of Alanos sent by royal order of Dorient to accompany the High Curate Podric to Ehrlyr. Podric insists on Pallimon and Geldric serving country and church by routing out the assassins. Alcuin the Younger is sent to Ehrlyr from the High Arcanum in Meath Myrus by his mentor and professor Ellya Drin because a mysterious device called the prism duplicitor has been stolen from the Arcanum. Charged to protect and serve Alcuin is the monk and close friend, Raelond Strawbroom, a Quel Noron monk.

### Side Plots

There are many places that we include in this adventure that could serve as side plots, some described in detail some not. These can be used to add flesh onto the city of Ehrlyntir or provide a few extra moments of role playing or action. We recommend that you use the main characters created by your players to generate side plots based on their unique histories and quirks.

### Opening Hook

The opening hook is the potential the main characters have to alleviate a high level political assassination

### Scene 1: The Meeting

The chapter begins with the main characters meeting in Ehrlyr. There are three primary groups of players at the outset of the campaign: Alcuin the Younger, a young Jharsilde pupil, and his ward Raelond Strawbroom, a Quel Noron monk; Pallimon Garrlion, a Leafwalker and his cousin Geldric of Alanos, an Archer of the Scarlet Mark; and a mercenary of the Black Boar Brigade Lucanus Dunboeri. Drawn together by Jarish Brannon as pawns in political intrigue, the main characters are united to vanquish a group of assassins bent on murdering the King of Ehrlyr, Lucrid Dodenor.

### Scene 2: The Weary Boot

On the way to the Weary Boot Tavern, players see a comet in the sky. Characters with the science skill know that the comet is Aubine's comet. Characters are ambushed at the Weary Boot Tavern by a few of Ceodell's men.

### Scene 3: The Smell of Meat

The main characters come upon a pile of dead horses. Ceodell and his men planted the horses there to attract therodons. Ceodell's hope is that the therodons will keep strangers away.

### Scene 4: The Silent Halls of Monks

The players come across the ruined monastery. If the players do not attack Ceodell's men, they attack they party in fear that they are Pencivorn's men. After the fight, if the characters snoop around, they will discover that the "assassins" were in fact Ceodell. If the characters camp here, the Guide should describe the beauty of the stars in the countryside and note how beautiful the comet is. If the characters are not outside, they will hear bystanders talking about the comet.

### Scene 5: Return to the Weary Boot

On the way back to the road the characters encounter a contingent of the Shields of Adronel. The Shields were "tipped" off by Jarrish of the whereabouts of scheming assassins and road up to make an arrest. The number and strength of the shields shield easily convince the players that they should surrender. Characters are arrested and taken to a dungeon in Ehrlyntir.

### Ending Trigger

The action that triggers the end of The Butchers of Umbrion is the successful arrest of the main characters for murder in scene four. That said, particularly crafty characters may have managed to avoid killing Ceodell. Since this free introductory and tutorial adventure ends here the plot could go anywhere...

### Ending Hook

Regardless of how this adventure ends, it should become obvious that the characters have uncovered some intrigue. They are most probably arrested in which case they face an uncertain future and are perhaps the only people who know about the brewing of some sinister plot in the western kingdoms of Rullaea.

### The Next Step

This is the opening chapter from the forthcoming *Unbidden Host* campaign. The rest of the campaign details the unfolding plot, thick with intrigue, plot twists, immersive role playing, and nail-biting action. The campaign is designed with a decision tree that outlines many of the plot options, giving the Guides an indispensable tool to easily navigate the plot arch while incorporating story elements driven by player choice. *The Unbidden Host* will be available for purchase directly from the Epic Role Playing Website as high quality PDF.



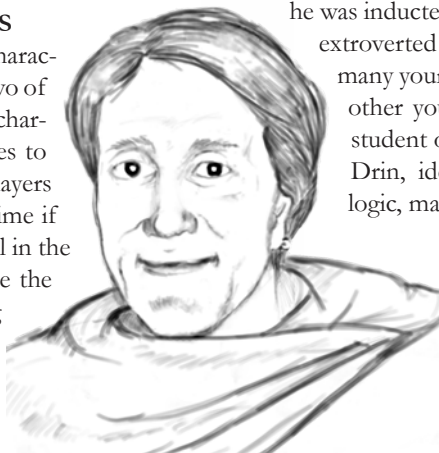
the first place. Isn't improvisation fun?

## Dramatis Personae

This is a summary of all of the characters in *The Unbidden Host*. The cast of characters is broken down into the main characters, friends and allies, adversaries and villains, and bystanders and acquaintances. If your gaming group decides to make their own characters, the main characters presented below can be used as additional background characters as the situation arises. Furthermore, the categories below are not immutable and, depending on the choices the players make, allies could become enemies, bystanders could become friends or even a main character should one of the player's character die and need to be replaced by one already embedded in the story. We suggest that the majority of characters be natives of Dorient or current residents of Ehrlyr for ease of plot development.

## Creating Main Characters

Players usually want to make their own characters, and this process is detailed in Chapter Two of the *Epic Role Playing Game Manual*. Making characters can take anywhere from thirty minutes to an hour depending on how in-depth your players like to get, so make sure you have enough time if you plan on making characters and playing all in the same session. Also you may want to oversee the process to make sure that players are doing everything correctly. Finally, party balance is something that the players may want to consider. For example, a group composed of only swordsmen may not have enough diversity in their abilities to tackle all of the obstacles they may face. On the other hand, maybe the players want to play a band of school kids fresh out of the Collegium. The choice is theirs.



*Alcuin the Younger*

## Relationships of the Main Characters

The players should share generalities (not specifics or secret details) of each other's characters during the creation process. The idea here is to have at least moderate compatibility with one's companions. After all, why would any person travel, let alone embark on high adventure, with people they hate, mistrust, despise; or live in a realm in which they are hated, feared, or persecuted?

Some of the characters should have a history together before game play starts. Two main characters could be siblings, friends, lovers, companions, etc. Of

course, all the main characters can be strangers when game play starts, but the "OK, you all meet in a tavern" was a bit old in 1982. If at least some of the main characters have similar histories, interests, or motivations, the campaign will be substantially smoother and more fun. Again, the character creation process can be a real boon for generating interesting relationships. If you come into the room with some rough ideas (i.e., "two characters will be siblings," or "if there's more than one warrior, they will have trained together,") it's surprisingly simple to seamlessly incorporate the characters' histories into your secret design.

## Main Characters

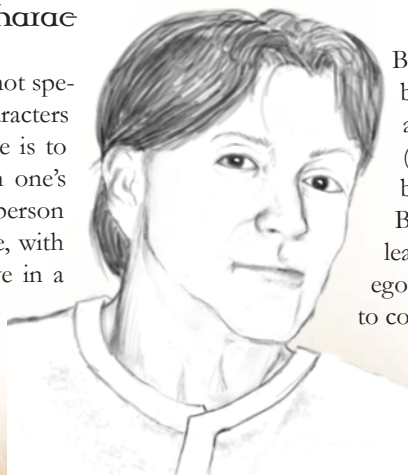
*Remember, we provide these characters to help to tell the story and provide materials for a quick gaming session, but we encourage your players to create their own characters and adapt the story accordingly.*

**Alcuin the Younger :** Young untested Jharsilde pupil. Alcuin was born in an upper middle class household in the great eastern city of Abendroth. As the son of silver merchants he was inducted into cultured society where his honest, extroverted nature won many friends and enamored many young ladies. He joined the Collegium as any other youth of privileged society but became a student of the Jharsilde after his professor, Ellyra Drin, identified him as exceptionally gifted in logic, mathematics, and the physical sciences.

**Geldric of Alanos:** Archer of the Scarlet Mark. His mother died while he was just a babe and he is close to his father and his half sister, Corlaea, now the Countess of Crushant. Corlea's half brother (but no relation to Geldric) is Breonum Greenpool of Duchy Greenpool and a potential friend in times of need. Geldric is also the cousin of Palamon Garrilon, another main character. Geldric is calm and easy going, but his constant talk of fortune and glory mask his trustworthiness.

**Lucānus Dunboeri:** Mercenary in the Black Boar Brigade. Lucānus was an orphan raised by mostly out of work playwrights. Later, he apprenticed with the city guard of Westhold (Kingdom of Goe-Lad). His affinity for combat purchased him a position in the Black Boar Brigade, a mercenary company where he learned the ropes from "Uncle John." Lucānus' ego makes him reactive, a trait that he struggles to control.

**Palamon Garrilon:** Leafwalker from Dorient. Palamon's parents were clergy within the Pentonite church and his cousin is Geldric of Alanos (another main character). He apprenticed with a family friend,



*Geldric of Alanos*

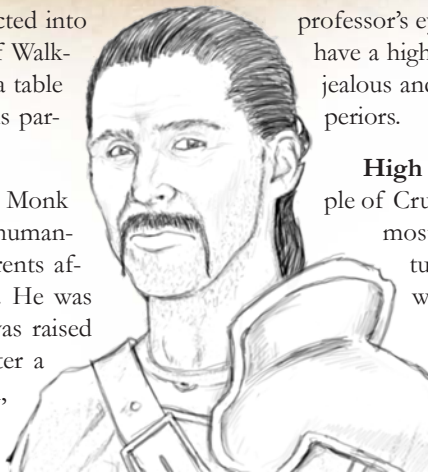


# CHAPTER 1 THE BUTCHERS OF UMBRION

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Amalee the Apothecary. Palamon was inducted into the Leaf Walkers after meeting a captain Leaf Walker at a pie festival in which the two shared a table and many pints of good Rullaean stout. His parents were not pleased.

**Raelond Strawbroom:** A Pentonite Monk (Quel Noron order). Raelond is a Celarri (human-deciduous tree hybrid) orphaned by his parents after a forest fire swept through Dandaloria. He was rescued by human Pentonite monks and was raised in the famous Quel Noron Monastery. After a brief term as a page to a Tellimodian Paladin, Raelond returned to the monastic order, though his wistful nature has made focus difficult of late.



*Lucinus Dunboeri*

professor's eye, including, of course, Alcuin. He could have a high-pitched voice and quick speech. Driven, jealous and motivated by the recognition of his superiors.

**High Curate Podric:** High Curate at the Temple of Crushant. Podric is in his mid-fifties and, like most curates, is politically astute and intellectually challenging. Podric is slightly overweight, but has a strong build developed over years of travel serving the Rullaean people. Now he is traveling to Ehrlyntir for a council to discuss matters both ecclesiastical and lay. Extroverted, altruistic and motivated by devotion.

## Friends and Allies

**Ceodell Trugyle:** Son of Ceodric and Morgad's younger brother. Assumed the ducal throne after his brother's disappearance. Ceodell is intelligent if somewhat naive. Skilled in the classics, statecraft, and fencing, Ceodell's childhood has prepared him for the life of a lord, though the common folk are uneasy given his untested and soft upbringing.

**Ellya Drin:** Ranking Jharsilde, a worker of alchemy and professor of metallurgy in the Collegium. Her forearm tattoo of rank is one large white owl. Ellya is narcissistic, intelligent and pragmatic with good intentions. She is somewhat enamored with her own sense of humor and plays favorites at times. Perfectly pronounced speech, a low, mellow voice. She is searching for an artifact stolen from the Arcanum. Her loyalties are to that body.



*Palamon Garrilon*

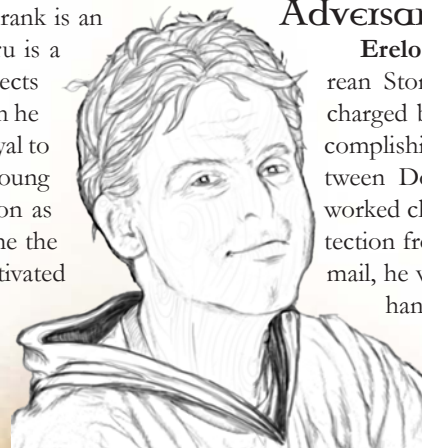
**Dorel:** Dorel is a spymaster of the Evening March, the royal spies of the High Kingdom of Meath. Although Erhlyr and Severness have recently won their freedom from the high kingdom, Meath does an excellent job at intelligence gathering within the western kingdoms. Dorel has black hair and a mix of Rullaean

and Merethi features, is six foot tall, and has a sophisticated beauty about him. Dorel is present in this adventure behind the scenes under one of his many disguises, observing social affairs and mingling with noble ladies at night. Among other baubles, Dorel is the owner of Huinthal's Dart (see the *Epic Game Manual* treasury).

**Brother Avrick:** Deceptively, nicknamed "the Slow," by his fellow monks, Avrick's largest obstacle to enlightenment is his quick temper and quicker hands. The fair-haired, brown-eyed Rullaean is devout, generous and motivated by spiritual journey.

**Evernru the Empirical:** A young Jharsilde that practices both metaphysics and alchemy and is a philosophy of science professor. Tall. His forearm tattoo of rank is an octopus. Lean, with a forked beard, Evernru is a sanctimonious advocate of the empirical aspects of science and philosophy, topics upon which he will drone given an ear. He is also brilliant, loyal to his students and one of the up and coming young powers of the Arcanum. He has a reputation as a bitingly honest maverick. Quote: "Show me the data, pupil." Extroverted, egotistic and motivated by service to science.

**Frasell Aberden:** Evernru's alchemy pupil. He is excitable, precise and insecure. He worships Evernru and will respond by challenging anyone who might catch the



*Raelond Strawbroom*

## Adversaries and Villains

**Erelod Pedmire:** Rullaean, knight of the Az-rean Stone (the royal knighthood of Severness), charged by king Lencou to assist Pencivorn in accomplishing his intrigues to bring about a war between Dorient and Erhlyr. Erelod has therefore worked closely with Jarish Brannon, but offers protection from a distance only if needed. Armored in mail, he wields a long sword an arming sword dual handed.

**Jarish Brannon (AKA Biron Bellworn, Alhan Nonor):** Merethi, Pencivorn's underling and right-hand-man. He has brown hair, green eyes and a



light build. Jarish has many ties to the black market and various underworld organizations. His motivation in this intrigue is greed and power. He will not hesitate to murder if he can profit from the act.

**Kelbrin Hobbs:** Spy of the Council Macabre (royal spies of Ehrlyr). Well-trimmed hair and beard compliment his fine attire. Kelbrin is an articulate operative who poses as a middling spice trader. Pencivorn has promised him a king's ransom in return for his services in betraying his king and country. Kelbrin doesn't make an appearance (at least not one visible to the players) in this adventure, but may be used as the GM sees fit.

**Seneschal Pencivorn:** The late Ceodric's (Duke of Trugyle) most trusted advisor, but now regent-lord of Vasdain and Duchy Trugyle and traitor to the crown of Ehrlyr. He is a Rullaeen in his mid-forties, a feudal bureaucrat of moderate ability, whose rise to the post of seneschal of Trugyle has been purchased by manipulation and bribery. His current designs are to gain political power by helping Lencou conquer Ehrlyr and Dorient.

**Sorlielle Driscoll:** Knight of the Azrean Stone (the royal knighthood of Severness), charged by King Lencou to assist Pencivorn in his intrigues to bring Ehrlyr and Dorient to war. She has long dark brown hair and an athletic build. Sorlielle has been Erelod's partner for several years and is a devout Pentonite. She has worked closely with Jarish Brannon, although she openly dislikes him as an honorless coward. Like Erelod, she dual-wields a long sword and an arming sword.

## Bystanders and Acquaintances

**Clay Hundus and Abraham Thomson:** These two 20-somehtings have been fast friends since childhood. They run Lucid Notions, a tailor's shop well-known throughout the city as a place to pass along local news along with a pair of patched britches. Clay's receding hairline tends to reinforce an absent-minded professor appearance, and Abraham, also balding, always speaks in a hushed tone as if consoling a child.

**Porridge:** A former pirate of Prody the Peg, now a transient, beggar, and general miscreant. Porridge may pop up from time to time and hassle the party. More than likely though, Porridge will remain uselessly drunk muttering something about "Blimey ol' Captain Jordain... Bastard... my wench..."

**Pellbred:** A retired Shield of Adronel who runs the Riven Rivet Smithy. Pellbred is a hard, earnest man, who prefers to do business with old friends. He is honest, hard working, and turns a good profit, because most of his products are made in-house by his three sons and one daughter. He will warm faster to men and women with scars or obvious calluses.

**Bazzlmar of Kringewood:** A sage of Tuirdroth passing through Ehrlyntir on business. He is tall, thin with wisps of

hair accenting his bald head. He is handsome, dressing in finery usually seen in the more populous eastern lands of Rullaea and smells faintly of Bonujan cologne. Quick witted, he is also patient, but only with other educated adults.

**Johnny Freedom:** Johnny, an orphaned serf, started the Independence Bakery and is the model of the self-made man so treasured in the western kingdoms. Johnny is passionate (and thus a strong Pentonite, though one who rarely visits the temple), fiercely loyal to friends, loves politics and philosophy, and makes the meanest hot cakes (called "Johnny cakes" or "freedom cakes") a Rullaeen might ever taste. Johnny actually has the gastronomy mastery (a product from his bakery renews 1 LP and 1 QP instantly within 24 hours of purchase, limit one per day) and employs it in his higher end products. Although Johnny doesn't play a prominent role in this adventure, he could if the situation was right....

## Setting: Ehrlyntir

Arguably one of the greatest cities in Rullaea outside the High Kingdom of Meath, it has a central population of 65,000 inhabitants. Ehrlyntir is the capital of Ehrlyr and an economic and political nexus in western Rullaea. It is a city in transition, as its independent spirit becomes increasingly modulated by sophistication and, some would say, decadence, though a strong tradition of Pentonism ensures that temperance and prudence are the virtues of the day. Several patrols of the city wander the streets at any one time, keeping an eye out for disturbances. Weapons larger than a dagger or more dangerous than a staff must be checked at the city gate and stored in large storerooms for anyone without a writ of arms. Travelers can purchase such a writ (under the so-called arms tax) for 1 silver wing at the city gates. The guards will also inspect people entering the city and collect a one silver wing entry tax, which results in long lines of travelers and traders entering Ehrlyntir.

Thick, moss-covered curtain walls surround the bulk of Ehrlyntir, occasionally interrupted by turrets, garderobes, and gatehouses. Battlements and hoarding crown the tops of these walls and innumerable species of shelf fungus and mushrooms sprout along their bases. Outside the walls are farms and country estates of the city's wealthy merchant and noble class. Along the northeastern banks of the Savus river is a small community of travelers, traders, and the downtrodden called Magurd's Bucket.

The "Wright's Quarter" is the only portion of the city described here and is home to artisans, craftsman and middle class merchants, as well as the best markets in all of Ehrlyntir. The northern part of this district is lined with a beautiful riverside park and higher-end buildings, rentals and shops and is bordered by the Savus River, which is speckled day and night with vessels for trade and travel. The two main points of entry are The Northeast Gate and the more southerly Agaria Gate,





*The kingdom of Ehrlyr, its capital Ehrlyntir, and surrounding environs.*

so called for the enormous cornucopia of fungus that has overgrown the structure. Several bioluminescent species of mushrooms grow along this cave-like gate, providing light for weary travelers. This is the only city gate that remains open 24 hours a day. Thick, wooden-beamed buildings, two to four stories high, and stone buildings and towers that range from three to ten stories pack the rest of this district. Roofs are slate and thatched, windows are shuttered, and only the more expensive buildings have glass windows. The narrow streets are often nearly covered with tangles of laundry, window plants, and shelf fungus, at least in this district. Despite this, the Cottar's Guild (very poor peasants and homeless that do odd jobs; this guild is supported by the Pons Noron Penontite monks) keep the streets clean. To the west is the "Backman's Quarter" and is home to the working class and laborer free-men of Ehrlyntir. This quarter also houses many rental apartments for boatmen passing through the city. It is dirtier and more dangerous than the Wright's Quarter, but its inhabitants still take pride in their homes.

## Other Locations Worthy of Note:

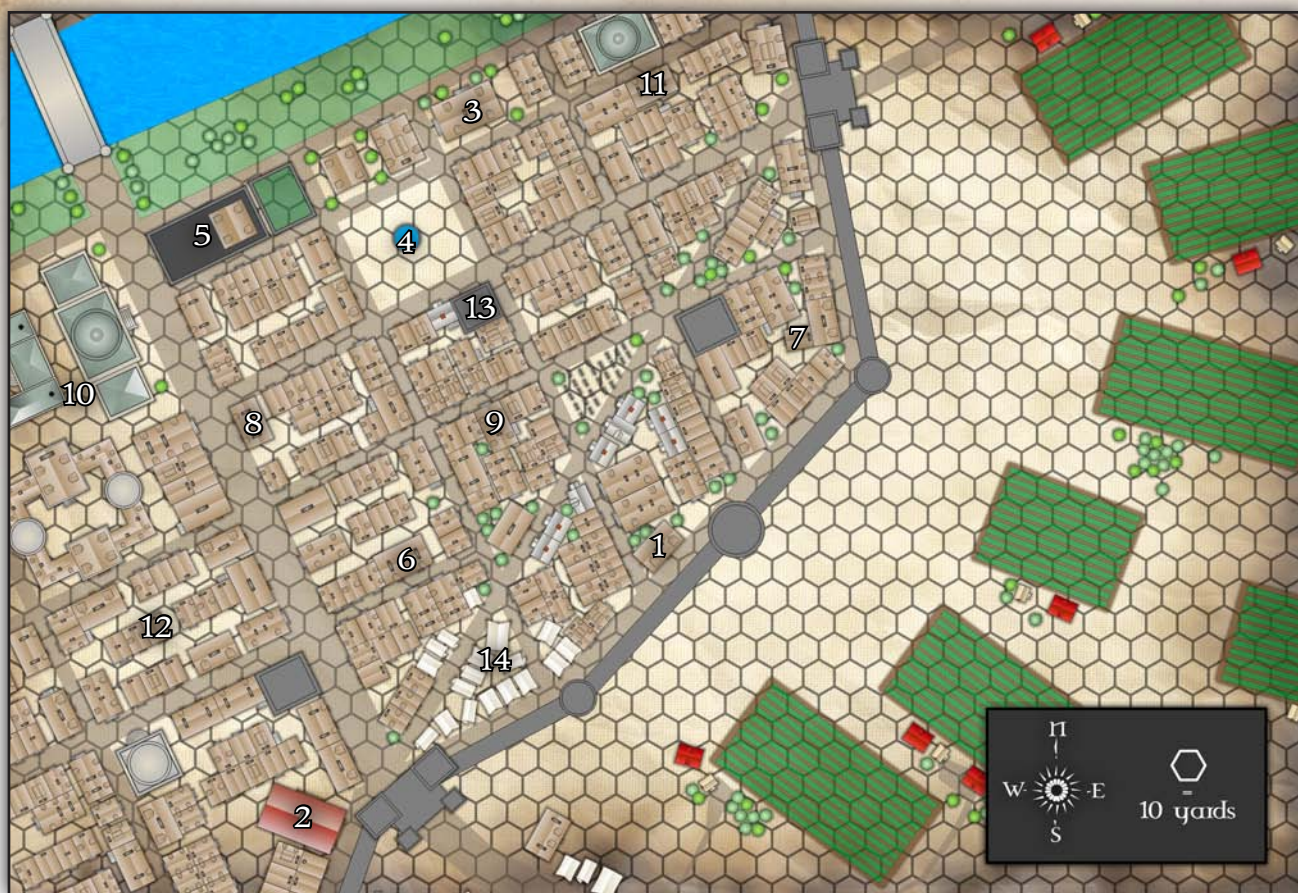
**1. Black Stout Forge:** The one and only. The Black Stout forge produces finely crafted weapons emblazoned with a frothing mug over an anvil. The forge also produces some of the finest Rullaeen stout in to be found. The establishment is run by Hoved Hundelban, though these days he spends more time overseeing the brewery than the furnaces. Prices are high (10-20% higher than list price), but most items are of good quality (see the *Epic Role Playing Game Manual*).

**2. Cities East Stables:** The stables are divided into two primary sections, one for city guards and officials and the other for citizens and visitor's. Stalls (including grooming and feed) cost 1 silver wing per week. Porridge (see Bystanders and Acquaintances above) often sleeps in the stalls on rainy nights.

**3. Evenru's Penthouse:** This well-appointed penthouse is situated on the second floor of an ancient stone building.

**4. Fontane's Square:** Excellent eateries and shops surround this square, which often has live music. The ancient Merethiclease central fountain and consistent crowds make this





*The Wright's Quarter of Ehrlyntir. 1. Black Stout Forge, 2. Cities East Stables, 3. Evenru's Penthouse, 4. Fontane's Square, 5. Guildmasters' Hall, 6. Independence Bakery, 7. Lucid Notions, 8. Rosco's Herb Emporium, 9. Rosy Hearth Pub, 10. The Collegium, 11. The Gilded Roost Inn and Tavern, 12. The Riven Rivet, 13. The Temple of Stars, 14. Wright's Market*

a hot spot, day and night.

**5. Guildmasters' Hall:** Guilds, unions, and societies play an important role in organizing labor in Ehrlyntir, all of which are managed at the Guildmasters' Hall. All enterprises must (and willingly do) display their membership and association with their guild in a front window or sign. A short list of the guilds of Ehrlyntir, many of which can be found in other Rullaeen cities, includes: Brewer's Guild, Greenwaxer's Guild (gardeners and mushroom foragers), Cropmaster's, Earnest Guild of Innmasters, Fraternity of Masons, Noble Guild of Architects and Engineers, Illuminated Guild of the Pentad (devoted to supporting the church), Virtuous Guild of Laymen (manage and service pilgrims and traveling monks), Tailor's Guild, Brotherhood of Bowyer's and Atiliators, Union of Concerned Carpenters, Beneficent Guild of Apothecaries, Distinguished Guild of Scriveners, Great Rullaeen Mercantile, Pauper's Guild of Ehrlyntir, Cottar's Guild (very poor peasants and homeless that do odd jobs; this guild is supported by the Pons Noron Penontite monks).

**6. Independence Bakery:** Owned by Johnny Freedom, this bakery has a well-deserved reputation for succulent sweets, breads and pies, and its public and private dining

rooms are always packed, not to mention the dungeon-like kitchens that supply its "Johnny Cakes" to the rest of the city. Johnny actually has the gastronomy mastery (renews 1 LP and 1 QP instantly with 24 hours, limit one per day) and employs it in his higher end products, which cost 1 wing (silver coin) apiece.

**7. Lucid Notions:** a sewing and tailoring store owned by Clay Hundus and Abraham Thornson. The two gentlemen are self-professed masters of knowledge esoteric and basic, and rumor-mongers extraordinaire. Information inquiries made at Lucid Notions have a +5 to lore, statecraft or science rolls, but there is also a 50% chance that the information gained from Hundus and Thornson will be completely false. Though their information is highly unreliable, they have connections in all socioeconomic levels of Ehrlyntir.

**8. Rosco's Herb Emporium:** Any manner of herbs can be found there, as well as non-arcane philtrological potions, if the buyer can afford them, and more importantly, understand the completely incomprehensible questions asked by Rhonda, the crone-like and no-nonsense manager.

**9. Rosy Hearth Pub:** Fingus Uldon, a wiry man in his





# CHAPTER 1

## THE BUTCHERS OF UMBRION

11

early fifties, owns this neighborhood favorite. Basic food (roast venison, lamb, and rabbit, mushroom pies and stews) and Rullaeen stout are served here with family-style service.

**10. The Collegium:** Built long ago by Merethi craftsmen, these magnificent buildings are constructed from marble, stone, and granite. Gardens and trees interweave the campus. Large columns and wide steps ornament the entrances to the buildings. The main building of the campus houses a large library as well as most of the offices of the faculty and staff.

**11. The Gilded Roost Inn and Tavern:** Run by Dermot Sevril and his Merethi wife, Carissa, the Gilded Roost offers warm dry evenings by the fire, good Rullaeen stout and poteen, and often times entertainment from local and traveling bards. Rooms are well decorated, though small (1 silver wing per night, with a free breakfast), and the common sleeping room is likewise clean and safe (1 silver wing per week, no breakfast). While typical staples of the Rullaeen diet are served here, the most popular item on the menu is braised pheasant with peppercorn and oyster mushroom sauce.

**12. The Riven Rivet:** The proprietor of this stripped-down and bare establishment, Pellbred, has only been able to survive in this well-to-do and decorated district due to the unquestioned excellence of his product. The former Shield of Adronel disdains flattery, and will only barter if a customer questions the quality of his goods.

**13. The Temple of Stars:** This is the old Pentonite temple of the city and has stood since before the city was a major metropolis.

**14. Wright's Market:** A labyrinth of tents and stalls, this market opens at dawn and closes at dusk, selling the widest array of goods and services to be found in or around Ehrlyntir. Keep an eye out for Karend's Kalashes, a Farshanese immigrant's stand, for the best meat-on-a-stick anywhere.

## What the Characters Don't Know

This is a story of desperate combat, political intrigue and pawns caught in a larger game. Chapter One begins with the main characters meeting in Ehrlyr. There are three primary groups of characters at the outset of the campaign: Alcuin the Younger, a young Jharsilde pupil and his warder, Raelond Strawbroom, a Celarri Quel Noron monk; Pallimon Garrlion, a Leafwalker, and his cousin Geldric of Alanos, an Archer of the Scarlet Mark; and a mercenary of the Black Boar Brigade, Lucanus Dunboeri. Drawn together by Jarish Brannon as pawns in political intrigue, the main characters are united to vanquish a group of assassins bent on murdering the King of Ehrlyr, Lucrid Dodenor.

The opening hook for this adventure is slightly different for each character as explained in their background, but the

potential the main characters have to foil a high-level political assassination should be incentive enough.

Some of the characters are sent to Erhlyntir to protect High Curate Podric. Once in the capital city they hear political rumors about Ceodell and the intrigue of Trugyle.

Ceodell discovered Pencviorn's treachery and also that most of Vasdain's court is loyal to him. Ceodell fled Vasdain with a small retinue of advisors and guards. He travels cross-country towards the ruins of Umbrion.

Pencviorn has sent his underling Jarish Brannon to hire a group of patsy mercenaries to kill a group of assassins who are plotting against the king of Ehrlyr. Jarish seeks out would-be heroes from Dorient so that Pencviorn can blame that country and ignite a war between Ehrlyr and Dorient by blaming the kidnapping and assassination on Dorient. With both weakened and distracted, Severness can then more easily conquer these countries in the near future. The assassins are really Ceodell Trugyle and his retainers, who have been in hiding at the Umbrion monastery.

## Prologue and Tutorial: Fresh Young Faces

The main characters begin in two separate groups. If your players create their own characters you will need to adapt the prologue or create your own prologue. GMs could use this time to cement bonds, develop early character traits and familiarize the players with their characters' roles in society and how they deal with each other and their superiors. For those new to Epic Role Playing, this is also chance to go through a short tutorial. It is assumed that all of the main characters have obtained a writ of arms to carry their weapons.

### Group 1

**Pallimon and Geldric:** Pallimon Garrlion and Geldric of Alanos have been sent by royal order of Dorient to ac-

### GM's Tutorial 1

The most important aspect of starting a good campaign (or adventure) is the prologue or opening scene. It is during this time that characters start to connect to one another. Just as important, however, is the motivation and justification for why the characters are to take part in the campaign. The key to begin to move the story forward in a compelling direction is to provide juicy material for players that induces them to act on their character's motivations in purposeful ways. Therefore, the prologue should be a mixture of the players and Guide explaining who the characters are and why they are here, and then role playing some of these events.



### Player's Tutorial 1

This tutorial demonstrates how basic decision and VA rolls work, in addition to illustrating the flavor of Pentonism, the religion of Rullaea. Three black robed Quel Noron monks sit down across from the main characters. One of them (Avrick) asks a main character "Which among us could best you in combat most easily?" Characters with the military arts skill can make a combat assessment as described under the combat options section in the *Epic RPG Game Manual*. Characters that lack the military arts skill can make an intuition VA roll. Either way, the character can achieve success with a total of 10 or higher and identify that the first monk, a 30-something Rullaean woman, is the most skilled in combat. Regardless of how the character answers, Avrick and his companions rise to leave with grim looks on their faces. If pressed for the answer, Avrick answers "Your own mind is the enemy that most easily defeats you." Note that:

- Decision rolls are performed by rolling 2d10 and adding the level of the skill or the VA to the roll. If the character uses military arts (which is at level 1) and rolls a 9, the total would be 10. Tie rolls go in favor of the character or the defender in combat situations. If character uses intuition (which with a VA of 2 would provide +2 modifier) and rolls a 12, the total would be 14.

- A roll against a static number goal is made when employing a skill or VA to achieve an unopposed task. Also, note that success may not always be presented with certainty to the players.

company the High Curate Podric to Ehrlyr. Upon arriving at the capital city of Ehrlyntir, Podric hears about the Trugyle rumors at the Temple of Stars from a Master Curate named Biron Bellworn (really Jarish Brannon) who is a supposed advisor to the King of Ehrlyr.

They meet, and Biron explains that the king has been fretting about the matter because he doesn't want to use any of his own forces to avoid spreading rumors that might inflate perceptions of Ehrlyr's weakness and reduce morale. Furthermore, even an attempt at assassination of the king at this time could produce dramatic political upheavals. Podric will insist that they offer their aid to capture the assassins.

**Lucānus:** Biron has hired a sell-sword named Lucānus Dunboeri to assist in the mission. Lucānus has no knowledge of the plot - he is introduced to Pallimon and Geldric at the Temple of Stars. He meets them in the temple's refectory (dining hall) and has a run-in with some pesky monks if you choose to run Player's Tutorial 1.

Afterwards these three main characters check into their

### Player's Tutorial 2

This tutorial demonstrates how basic decision rolls work when opposed by another character. Frasell, a bit bold given his lack of travel and experience, likes to compare his speed-reading to other scholars. Frasell challenges his two new companions to speed read by handing them an open book. Use RSN and make an opposed roll (sum 2d10) between readers, the highest modified roll wins. If the character happens to have a higher linguistics bonus, let them use that instead. Note that:

- A VA or skill roll against an opponent is compared against the opponent's corresponding roll. Have the main characters roll and you roll for Frasell. Whoever scores highest wins the game of erudition.

### Player's Tutorial 3

This tutorial demonstrates how magic is used in Epic Role Playing. Evenru is amused after the speed reading demonstration and wants to see the pupils demonstrate their skill with metaphysics or alchemy. Evenru sets out three candles on the table and asks how many Frasell can light using alchemy and how many of those Alcuin can extinguish. Frasell mixes a cost 1 alchemy variant called phlogistic particulates and throws the grains in a scintillating arc, lighting all three candles. Alcuin should use the cryonic pulse variant to extinguish the candles. If Alcuin succeeds, Evenru will give him a silver cloak pin with the Collegium's crest emblazoned on it. The cloak pin is also a quintessence reservoir and contains 3 QP (the pin cannot be recharged). Note that:

- Using an arcane skill, such as metaphysics, works just like any other skill: roll 2d10 and add the total skill bonus. But arcane variants drain a number of quintessence points (QP) equal to their cost and often scale in power according to the difficulty level attained. For example, the cryonic pulse variant generates 1 pulse per difficulty level (so Alcuin needs to best a 15 with metaphysics to extinguish all three candles). Lastly, keep in mind that variants can be scaled down according to the caster's will so that if Alcuin scored a 20 on his roll, he isn't forced to generate all four pulses.

rooms at the Gilded Roost Inn and Tavern.

### Group 2

**Alcuin and Raelond:** Alcuin the Younger is sent to Ehrlyr from the High Arcanum in Meath Myrus by his mentor and professor Ellya Drin because a mysterious device called the "prism duplicitor" has been stolen from the Arcanum. Ellya doesn't tell Alcuin what the device is for, only that it must be found. Ellya has a tip that a certain Jarish Brannon is the com-





*The Gilded Roost Inn and Tavern.*

mon burglar responsible for the theft of the device. Charged to protect and serve Alcuin is his close friend, Raelond Strawbroom, a Quel Noron monk. This interaction may be fun to play out before Alcuin and Raelond arrive in Ehrlyntir.

Alcuin and his companion are to seek out Evenru the Empirical, a Jharsilde and ostensible professor of astronomy in the collegium. They arrive in Evenru's lavishly appointed penthouse (most wooden-beamed buildings in Ehrlyntir, and throughout Rullaeen cities, have two to four floors while stone urban buildings typically range from three to ten floors). He introduces his pupil Frasell Aberden and his friend Bazzlmar of Kringlewood, a powerful Sage of Tuirdroth, to the main characters. Frasell may accompany the main characters, depending on how the evening goes. Evenru warns the main characters to be careful - Jharsilde have reportedly losing their power to employ metaphysics and alchemy.

Player's Tutorial 2 fits here, when Frasell challenges the two interlopers on his territory to a speed-reading contest, followed by Player's Tutorial 3. Raelond should participate in the speed-reading as well, at Evenru's insistence.

That evening, Evenru's personal chef and attendant provide the characters, Evenru, Bazzlmar, and Frasell with good food (steaming morel mushroom and venison pie), stout and even some rare Merethi wine. Upon hearing the whole story

from Alcuin, Evenru and Bazzlmar insist that the characters go down to the Rosy Hearth Pub that very night and meet with Alhan Nonor, a bard rumored to have his ear close to such events. Unbeknownst to Evenru or Bazzlmar, Alhan is really Jarish Brannon.

The proprietor of the Rosy Hearth, Fingus U'Dool, is happy to show the characters to Alhan's private room; he has apparently had been waiting for them. In an attempt to drag the Collegium into the political designs of Trugyle and Ceodell's murder, he offers the party information for a small fee. He tells Alcuin of a small group of assassins at the Ruins of Umbrion who know the whereabouts of Jarish Brannon and that they should speak with Master Curate Podric about his assault on the assassins.



## Scene 1: The Meeting

High Curate Podric gathers Pallimon, Geldric and the sell-sword Lucānus and checks into the Gilded Roost Inn and Tavern where they have secured two rooms, paid for by the church. Podric is informed by messenger that a representative from the Collegium and his ward, a Quel Noron monk, will arrive at a meeting with them at the Gilded Roost that night. This evening is a good opportunity for all of the main characters to meet, interact, and evaluate one another's strengths.

It rains on and off during the night, as with many in Rullaea, with hazy, clinging mist providing a chill between showers.

Plans are made to travel to the ruins of Umbrion the next morning. The plan should look something like this (Podric can help GM the plan this direction): travel north and get a room at the Weary Boot, a wayside tavern the characters can use as a base. From there travel to Umbrion and slay the assassins. Return to Ehrlyntir with information and any clues.

Characters that actively survey the establishment may spot Sorlielle and Erelod (a couple of Pencivorn's minions) in the Tavern as interesting looking and also well-armed folk. If confronted they'll won't give anything away and will offer up a fake story about their business in the capital; they may even offer to buy the characters a drink to better assess them.

After some time Avrck, the Quel Noron monk, arrives and warmly greets Podric and the main characters. He will sit down, invited by Podric if not the characters, and enjoy one tankard of stout.

Late in the evening, as the tavern has empties out, three drunk patrons make an attempt to steal from Podric, who the characters find both fatherly and entertaining. The three would-be thieves draw small rusty daggers (one has a gnarled staff) and attack the wealthy looking party.

A Shield of Adronel with two guardsmen enters soon after the fight ends (assuming the players went through the tutorial). The knight of Ehrlyr questions the party firmly, but defers to Podric and Avrck, the two Pentonite clergy.

The idea here is to instill in the players the understanding that their characters exist within a civilized society. Rash or violent actions may not jive with the laws, ethics, or morals of the society in which they reside (a very different set of social realities than those that exist in Rimenor; see *The Weird of Skelbrith*, our other free adventure, [www.epicrpg.com](http://www.epicrpg.com)). No looting of bodies here. The Shield will write down names and statements, and thank the party because these three were wanted

## Scene 1 Overview

### Vital Points:

- The main characters meet and cement bonds.
- Podric will help them lay plans to find the assassins at the ruins of Umbrion and set a time to leave.
- The three thieves from Players' Tutorial 4 attack late in the night.

### Available News and Legend:

- Perception: 10. Notice that Sorlielle and Erelod are carry long swords and arming swords, a tradition of the Azrean Knights of Severness.
- Stewardship: 10. The pie crusts are not homemade and if the character has been to the independence bakery, they will recognize the crusts as the handy-work of Johnny Freedom.

for murdering an old woman last week.

## Players' Tutorial 4

This fight is designed to show how basic combat works. No combat options should be used so that the players can learn the basic mechanics. The thieves all have excellent movement - the players should observe how much movement affects combat. Also, the players should note how important range is (two thieves have daggers, but one has a staff). Since this is a tutorial, the Guide should limit damage taken by the main characters to 1 LP (but don't tell them that!) Avrck will join in the second turn to demonstrate the possibilities of Shen by performing a Vital Strike as the Night with automatic success. This variant permits a nerve strike that blinds the target.

Adversary	Ord	Att	Impact	Rng	Evn	Move	PL	LP	①	①	②	③	④	⑤
Theif - staff	-2	*1	-10	4	+2	2	0	4						
Theif - knife	*1	*1	-10	1	+2	2	0	4						
Theif - knife	*1	*1	-10	1	+2	2	0	4						





## Scene 2: The Weary Boot

On the way to the Weary Boot Tavern, making their way past fern beds and small copses of trees, players see a comet in the sky. Characters with the science skill know that the streaking heavenly body is known as Aubine's Comet. This event has no immediate bearing on the story, but has very large repercussions for the full campaign, *The Unbidden Host*, of which this is the first chapter.

As they enter the Weary Boot, the characters are ambushed by a few of Ceodell's men. The men are elite and will not give up information, thinking the characters assassins bent on killing their lord.

When the party arrives inside they find the tavern empty, save what appears to be four well-armed soldiers/brigands lying in wait, including one on the other end of the room, armed with a stirrup crossbow. They command the characters to surrender their weapons saying "Your efforts will find you no purchase here; lay down your arms, scum." It will be obvious to any of the warriors in the party that the soldiers will kill the party if they surrender.

The soldiers are all equipped with reinforced leather gambesons, daggers, and standard arms and have no distinguishing marks or apparel. The soldier wielding the mace also bears a rodela shield (granting him an extra defensive roll per turn). Note also that maces also do armor crushing damage when achieving the formidable difficulty level (20).

There are three folks in the back room, tied up: the innkeeper and his son, both surly and noncommunicative, through grateful, and Rinden Bosch, a local hedge healer who lives down the road. They thank the party for rescuing them from the "murderous villains," in the words of Mrs. Bosch. They offer free rooms and a hot, homemade meal that evening.

Mrs. Bosch also happens to dabble in philtrology. She will make four potent elixirs of healing (heal 2 LP per hour for 5 hours) for the characters as a parting gift the next morning.

One of the characters also finds a note in his saddlebags the next morning: "Podric is being watched by me. You have a friend in Liberty." This is note from Dorel, Spymaster of Meath. Dorel often performs services in tandem with the Arcanum and has been trailing the characters. He is also aware that Kelbrin Hobbs, an agent of subterfuge working with Pencivorn, is also shadowing the party.

## Scene 2 Overview

### Vital Points:

- The characters see a bright comet in the night sky.
- Four of Ceodell's men, disguised, ambush the party for their lord. They think the characters are hired assassins, but will give up no information under any circumstances.
- One of the characters finds a note in her saddle bag the next morning.

### Available News and Legend:

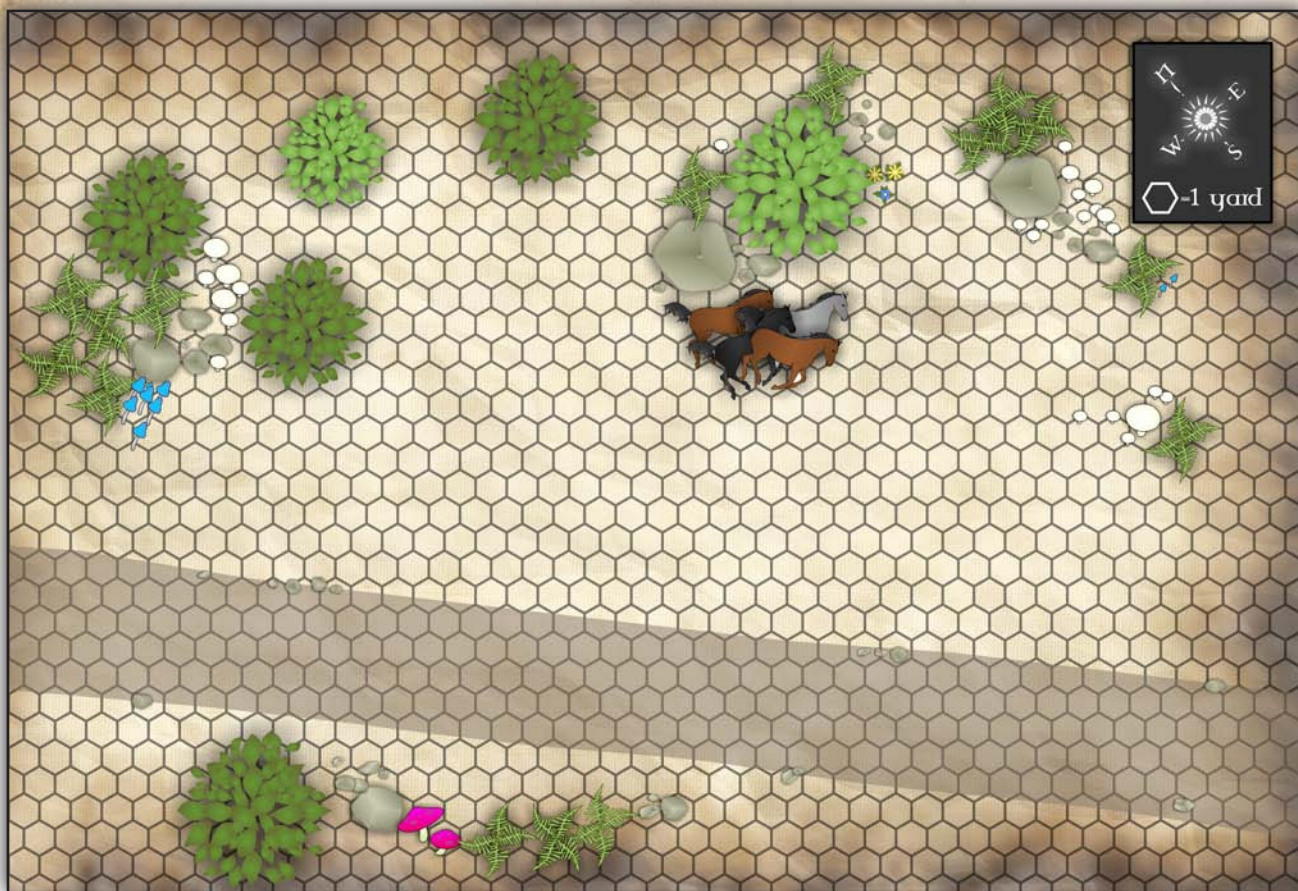
- *Perception or Fieldcraft*: 20. Notice that something is odd with the tavern, detecting the ambush.



*The Weary Boot, A way-side tavern.*

Adversary	Ord	Att	Impact	Rng	Evn	Move	PL	LP	①	①	②	③	④	⑤
Soldier - long sword	-4	+1	+1	2	0	0	4	6						
Soldier - long sword	-4	+1	+1	2	0	0	4	6						
Soldier - mace	-6	+1	+1	2	+1	1	2	4						
Solider - stir. x-bow	-2	+1	+1	200	+1	1	2	4						





*Dead horses? Therodons keep even the most earnest travelers away.*

### Scene 3: The Smell of Meat

This scene takes place once the characters leave the Weary Boot for the Ruins of Umbrion. The scene is marked along the road to the north, but you can easily shift the scene to the middle of the countryside if the characters head for the monastery straight away.

The main characters come upon a pile of dead horses. Ceodell and his men planted the horses there to attract therodons, small, deadly dragons that are well known for feasting on livestock and horses. Ceodell's hope is that the therodons will keep strangers away.

Have the therodons attack after the party realizes what the pile is, but before they release how strange a pile of dead horses piled up by the side of the road is. Only one of the dragons will attack from the ground by leaping out from behind a tree and landing on the pile of horses. Another therodon will attack a party member's horse (if present) the second round of

### Scene 5 Overview

#### Vital Points:

- A strange pile (of horses) is discovered: a trap to attract therodon dragons with the hope of scaring off wandering travellers.

#### Available News and Legend:

- Fieldcraft* 15: spade-tail dragon (therodon) tracks can be detected before the beasts ambush the party.

combat from the right rear flank. At the same time, the third therodon will attack from the left rear flank from the air, using its heated breath.

Remember that therodons are animals protecting prey and may not fight to the death.

Adversary	Ord	Att	Impact	Rng	Evn	Move	PL	LP	①	②	③	④	⑤
Therodon	+4	+2	0	2	+1	10	2	11					
Therodon	+4	+2	0	2	+1	10	0	9					
Therodon	+4	+2	0	2	+1	10	0	9					

\*Therodons can spit a stream of superheated steam a range of 15, with an impact of 7.





# CHAPTER 1 THE BUTCHERS OF UMBRION

17

## Scene 4: The Silent Halls of Monks

The players arrive at the ruined monastery. It was once a beautiful place, tended by monks that cared for the welfare of the surrounding community and contemplated the truth of existence. Now ferns and large mushrooms have covered years of steady and careful work.

Ceodell and his men have one sentry hidden in a tree and a second in the tower (room 12) keeping an eye out, both armed with long bows. They will spot any characters in their view that are not in stealth (with the stealth roll success achieving the 2nd difficulty level - 10). The rest of Ceodell's men are found sitting around a fire in the courtyard. Ceodell and all of his men are dressed in nondescript attire.

If the main characters do not attack the assassins (Ceodell's men), then they attack the party in fear that the characters are Pencivorn's hired killers. Once the fight begins, Ceodell and one guard will attempt to find safety in the top floor of the tower where his sniper is located. Ceodell fights with a high quality knight's sword (hand-and-a-half sword) forged at the Black Stout forge, carries a shield; his sheath is ornamented with the Trugyle standard, vertical panels of red and white.

The ruins of Umbrion are composed of:

- 1.This old chamber containing supplies for mounts now lacks a roof and is filled with debris, overgrowth and has a large pool in the center.
- 2.Only a portion of the roof is left standing on the building once used as a stables. A few rotten pieces of tack and ex-saddles are piled up in the corner. Some garbage and a blanket mark this as the former sleeping quarters of a vagabond, now years old. The stairway leads to an old storage cellar now half-filled with dank water.
- 3.An empty room with a leaking roof. It is difficult to ascertain what this room was used for.
- 4.The old tool/grounds shed lacks a roof and is filled with debris and overgrowth. There is a pile of rusted iron scythes, rakes, hoes, and other tools in the corner.
- 5.An empty room with a leaking roof. It was once probably a storeroom for foodstuffs as some rotten flour sacks would suggest.
- 6.A dank empty room. It is difficult to ascertain its use.
- 7.A dank empty room. It is difficult to ascertain what this

### Scene 4 Overview

#### Vital Points:

- The main characters finally confront the assassins
- The characters discover that the assassins are really young Ceodell. If they kill him, the main characters have become the Butchers of Umbrion.

#### Available News and Legend:

- *Lore or Statecraft*: 20. Realize Ceodell's sheath bears the colors of Duchy Trugyle.

room was used for.

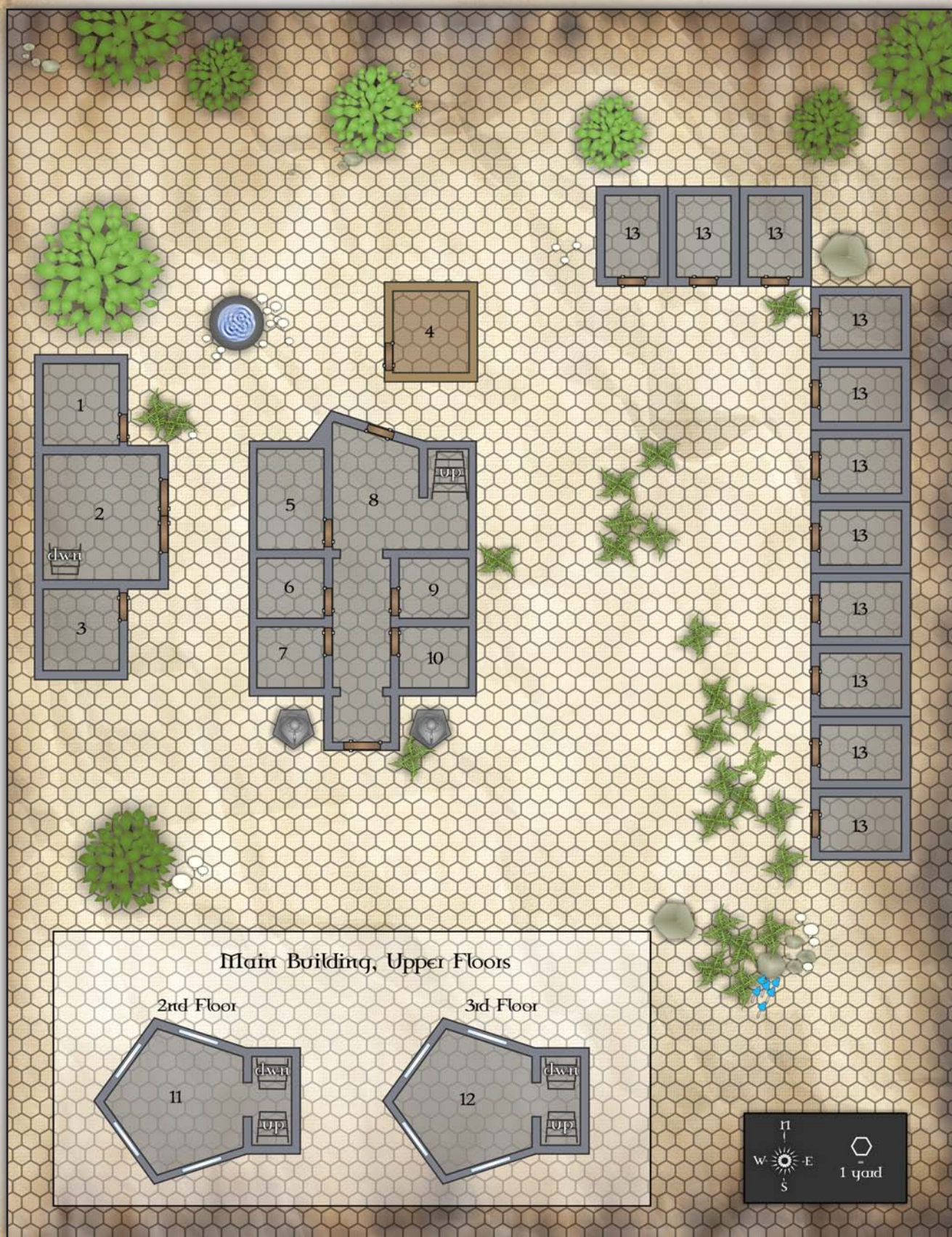
- 8.The old kitchen still has a butcher block in the corner. Fresh cony (rabbit) and a small fireplace attest to the room's recent use.
- 9.A dank empty room filled with rotten monks robes. At the pile's bottom is a skeleton with a platinum pentagon amulet still around its neck (worth 200 silver wings).
10. A dank empty room. It is difficult to ascertain what this room was used for.
11. The second level in the pentagon-shaped tower. This room has a tripwire trap set by Ceodell's men (it can be stepped over if its presence is known or detected) attached to a crossbow across the room that causes 2d10 points of armor piercing damage. An evasion or shield block roll besting a 10 will successfully defend against the attack. A bell is also attached to the crossbow to alert the top floor of an approach.
12. The top floor of the tower is cleaned with several bedrolls. This room houses the sniper and also a rope ladder and two ropes that can be extended out the window for escape into or out of the tower.
13. These are dark dank rooms that once served as small living quarters for monks.

After the fight, if the characters snoop around, they will discover that the leader of the "assassins" was in fact Ceodell, the last of the Trugyle bloodline. If the characters camp here, the GM should describe the beauty of the stars in the countryside and note how beautiful the comet is. If characters are not outside, they will hear those who are talking about the comet.

Award the players with 2 progression rolls. Job well done...

Adversary	Ord	Att	Impact	Rng	Evn	Move	PL	LP	①	①	②	③	④	⑤
Soldier - long sword	-3	+1	+1	2	0	0	4	5						
Soldier - long sword	-3	+1	+1	2	0	0	4	5						
Soldier - Mace	-5	+1	+1	2	+1	1	4	5						
Ceodell - hh sword	-3	+3	+4	2	+2	2	6	4						
Solider - long bow	-3	+1	+1	300	+1	1	4	5						
Solider - long bow	-3	+1	+1	300	+1	1	4	5						





*The Ruins of Umbrion Monastery.*





## Scene 5: The Task Completed

You should instill a certain sense of unease. What just happened? Was Ceodell an assassin, operating in some political plot? Did the characters murder an innocent?

### Scene 5A: A Secret Ally

If the characters manage to avoid killing the young duke, he will offer them a place in his retinue and ask them to pledge secrecy. They can join his retinue or return to the awaiting intrigue accompanying their “failed” mission. It remains unclear what whom is to blame for manipulating the main characters into assassinating Ceodell, but clearly flight is the only safe option.

### Scene 5B: Return to The Weary Boot

On the way back to the road the characters encounter a contingent of the Shields of Adronel. The Shields were “tipped” off by Jarrish of the whereabouts of scheming assassins and ride up to make an arrest. The number and strength of the Shields should easily convince the players that they should surrender. Characters are arrested and taken to a dungeon in Ehrlyntir. For now their fate remains unclear.

### Ending Trigger

The action that triggers the end of *The Butchers of Umbrion* is the successful arrest of the main characters for murder in scene five. That said, particularly crafty characters may have managed to avoid killing Ceodell. Since this free introductory and tutorial adventure ends here the plot could go anywhere...

### Ending Hook

Regardless of how this adventure ends, it should become obvious that the characters have uncovered some intrigue. They are most probably arrested, in which case they face an uncertain future and are perhaps the only people who know about the brewing of some sinister plot in the western kingdoms of Rullaea.

### The Next Step

This is the opening chapter from the forthcoming *Unbidden Host* campaign. The rest of the campaign details the unfolding plot, thick with intrigue, plot twists, immersive role playing, and nail-biting action. The campaign is designed with a decision tree that outlines many of the plot options, giving GMs an indispensable tool to easily navigate the plot arc while

## Scene 5 Overview

### Vital Points:

- The main characters grapple with the unfolding of events and must decide the next step they will take.
- The characters are likely taken into custody.

incorporating story elements driven by player choice. *The Unbidden Host* will be available for purchase from Epic Role Playing as a high quality PDF.



## Appendix

### Metaphysics Variants – Alcvin the Younger

Note that metaphysics variants are released by the understanding of complex mathematical equations remembered by mnemonic devices. Each theory has its own mnemonic: Calescent Theory (Clasaeti), Gravity Theory (Bumlodare), Radiant Theory (Cenfolos), and Submaterial Theory (Heos). Each variant's mnemonic is a combination of the theory and variant so that the mnemonic for Alpha Emission is *Heos Alphenum*.

#### Alpha Emission (Alphenum)

**Specialty:** Submaterial Theory **Cost:** 1  
**Duration:** 1 week PDL **Range:** 20 yards PDL  
**Target Area:** 1 target  
**Defense:** Dominion(resistance) or evasion

Invisible alpha rays are emitted towards a target from churning space in front of the metaphysicist. The target can then be detected up to 1 mile away through radioactive tracking. Only the metaphysicist can detect the radiation at will, though other metaphysicists can detect it through the use of variants (for example, the positron variable).

#### Beta Emission (Benthedi)

**Specialty:** Submaterial Theory **Cost:** 1  
**Duration:** 1 hour PDL **Range:** 10 yards PDL  
**Target Area:** 1 target  
**Defense:** Dominion(resistance) or evasion

Beta radiation is emitted from bubbling space in front of the metaphysicist in the form of a red beam. The target then glows for the duration of the variant, making it easily seen.

#### Cryonic Pulse (Venotum)

**Specialty:** Calescent Theory **Cost:** 1  
**Duration:** Instantaneous **Range:** 10 yards PDL  
**Target Area:** 1 target PDL  
**Defense:** Evasion or shield block

This variant issues forth a number of pulses of freezing thermal energy equal to the difficulty level attained. Each pulse causes 1d10 LP damage, which must be defended against separately, but each pulse is also subject to PL. Multiple pulses may be divided by the metaphysicist among available targets in any manner (for example, for a 3rd difficulty level casting, three pulses at one target, two at one target and one at another, etc.).

#### Fulcrum Theory (Fuculari)

**Specialty:** Gravity Theory **Cost:** 1

**Duration:** 1 hour PDL

**Range:** 1 yard PDL

**Target Area:** 1 target

**Defense:** None

This variant creates a fulcrum out of thin air on which boards may be placed and used for levers to move objects. The fulcrum may be placed low behind someone so that pushing them causes them to trip backwards, or it could be placed high so that someone who runs or rides into it would be "clothes-lined." Fulcrums placed within mechanical devices can cause them to fail. This is surely one variant which is very useful, but requires creativity to use well.

### Magnetic Genesis Conjecture (Unae)

**Specialty:** Radiant Theory **Cost:** 1  
**Duration:** Permanent **Range:** 10 yards PDL  
**Target Area:** 1 target  
**Defense:** Dominion(resistance)

By manipulating the electro-attractive properties of any substance (metal or otherwise), this variant can turn it into a permanent magnet of moderate strength. The target may be up to 10 lbs PDL and can be biological. The newly created magnet will emit a low, buzzing hum.

### Shen Variants – Raelond Strawbroom

#### Body of Emptiness

**Specialty:** Path of Harmony **Cost:** 1  
**Duration:** 1 minute PDL **Range:** 0  
**Target Area:** Self  
**Defense:** None

This effect allows the practitioner to ignore the penalties incurred from injury levels, including the consciousness roll for the 5th IL.

#### Strike as the Iron Hand

**Specialty:** Path of Conflict **Cost:** 1  
**Duration:** 1 minute PDL **Range:** 0  
**Target Area:** Self  
**Defense:** Evasion, parry or shield block

This effect funnels the practitioner's energy to their melee arms(open hand) skill, augmenting the damage to 2d10 LP. All other bonuses (acc, spd, and pwr) are determined by the melee arms(open hand) skill. Additionally, it allows the worker to attack an armored target without taking damage to the bare hand and to parry weapons without penalty or injury normally incurred from such attempts.



## Stand as the Root

**Specialty:** Path of Neutrality **Cost:** 1  
**Duration:** 10 minutes PDL **Range:** 0  
**Target Area:** Self  
**Defense:** None

This effect allows the practitioner to become rooted to the spot. The practitioner cannot be pushed or thrown from that spot. This variant could be used to remain immobile on slippery surfaces (such as ice), hang from a ceiling or wall, or resist a river's current or strong winds. When this variant is active a -5 penalty is applied on the practitioner's evasion rolls.

## Throw to Distant Lands

**Specialty:** Path of Conflict **Cost:** 1  
**Duration:** 1 turn PDL **Range:** 0  
**Target Area:** Self  
**Defense:** Evasion, parry or shield block

This variant allows successful throws using melee arms(open hand) to toss an opponent 3 yards away PDL in a direction of choice. This variant is only effective against opponents with a BLD of up to 10 +1 PDL.

## Beasts

### Dragon, Spadetailed (Therodon)

**Class:** Monstrosities **Deadliness:** Moderate  
**Prevalence:** Common **Activity:** Crepuscular  
**Habitat:** Variable (Rullaea, Emerald Sea)  
**Diet:** Carnivorous

<b>LP:</b> 11	<b># of Act:</b> 2	<b>Evasion:</b> +1
<b>PL:</b> 5	<b>Range:</b> 2	<b>Order:</b> +4
<b>QP:</b> 0	<b>Footwork:</b> 4	<b>Attack:</b> +8
<b>WL:</b> 17	<b>Move:</b> 10, 2, 10	<b>Damage:</b> 0 claws/bite +6 (steam spit)

**Body VAs:** AGL: 10, BTY: 3, BLD: 7, MGT: 6, VIT: 6  
**Mind VAs:** ESS: 5, ITU: 6, RSN: -5, PRS: -5, WLL: -3

Known as therodons in Rullaea, they scour the countryside in search of prey, hunting in small flocks, up to five in number. Many mounts fall to vicious therodon attacks in the night. These man-sized dragons are moss-fern colored and adorned with long smooth scales on their undersides and round interlocking scales on their backs. Black scutes and small black horns adorn the midline and two larger ones sprout from the head.

They are preyed upon only by larger dragons and humans. Other than this they occupy a similar ecological niche to that of wolves. They make lairs in wet forested areas, collecting fallen trees into a cave-like structure with floors of strewn bones from prey they bring back to their lair. The lay eggs communally and all members of the pack pitch in to tend the

young.

Very unpredictable animals, Therodons are very curious creatures and use their high creativity to catch prey. They are unusually intelligent for animals, and use their pack tactics to surprise and overwhelm their quarry.

Swooping down, they will employ a stream of super-heated steam (3d10 LP of damage at one target, range 15). On the ground, spade-tailed dragons will also employ a bite or talons (2d10 LP of damage).





Name: Alcuin the Younger

Race/Ethnicity: Merethi

Occupation: The Arcanum

Titles/Rank: Pupil

Created on: \_\_\_\_\_

## The Body

Agility<sup>(AGL)</sup>

Level

0

Beauty<sup>(BTY)</sup>

+1

Build<sup>(BLD)</sup>

-1

Might<sup>(MGT)</sup>

0

Vitality<sup>(VIT)</sup>

1

## The Mind

Essence<sup>(ESS)</sup>

Level

2

Intuition<sup>(ITU)</sup>

-1

Presence<sup>(PRS)</sup>

0

Reason<sup>(RSN)</sup>

8

Will<sup>(WLL)</sup>

1

## Portrait or Symbol



## Childhood/Apprentice Skills Talent Level

Commerce	PRS	2
Persuasion	BTY	1
Linguistics	RSN	1
Craftsman	WLL	1

## Specialties

Level Total


## Professional Skills

Talent Level

Arcana	ESS	2
Metaphysics	RSN	1
Science	RSN	2
Statecraft	PRS	2

## Masterships & Grandmasterships




Life Points =  
(20-VIT-BLD)/5

Injury Levels = each can hold up to your LP before spilling into the next box

0	1	2	3	4	5
---	---	---	---	---	---



Protection  
Level =  
Sum armor PLs



Order =  
Maneuvering  
(reaction speed)  
- impediment



Move =  
Maneuvering  
(footwork)  
- impediment



Evasion =  
Maneuvering  
(evasion)  
- impediment

Age: 22 Sex: M Hgt: 5'7" Wgt: 155 Handed: R

Eyes: Black

Hair: Brown

Features: \_\_\_\_\_

Description: \_\_\_\_\_

Quintessence Points: Arcana (2) + ESS (2) = 4

Unusual Traits: \_\_\_\_\_

Disposition: Extrovert

Morals: Honest

Motivations: Pursuit of Knowledge

Drive: \_\_\_\_\_

Homeland: Meath, Abendroth Social Class: Upper

Languages: Merethi, Donnish, Fostic

Family Occupation: Silver Merchants

Schooling/Apprenticeship: Merchant Lords

Childhood Events:

Adolescent Events:

## Weapons

	wgt	grp	range	impact	ord	att	dmg
Stiletto	1	1	1	-3	-1	0	-3

ord = Maneuvering(reaction speed) - weapon wgt att = Melee/Ranged arms(weapon)  
dmg = weapon impact \* MGT (for melee or thrown weapons)

## Ammunition

	wgt	
		□□□□□□□□□□□□
		□□□□□□□□□□□□
		□□□□□□□□□□□□
		□□□□□□□□□□□□
		□□□□□□□□□□□□

Region	Clothing & Armor	wgt	PL
Legs			
Arms			
Body	Leather gambeson	10	3
Head			
Other			
Total PL			3

Shield	wgt	cover	mod	Block

Block = Melee arms(shielding) \* shield block modifier

## Items on Person

	wgt
Abacus, lens, prism	1
Research journal	1
Empty book, quills	1
Flint & steel	-
Water-proof case	1
Map	-
Chalk, whistle	-
10 candles	1
97 Wings (silver, Ehrlyr)	

## Items in Pouch

	wgt

16 Total Weight carried on person

□ Pack Weight (pack on back of sheet)



Weight Limit  
= 10+BLD \*  
MGT

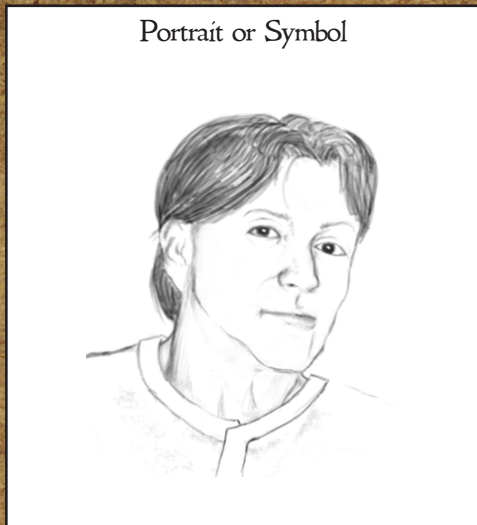
Impediment = each box can hold your WL in wgt					
0	1	2	3	4	5
9	7				



Name: Geldric of Alanos  
 Race/Ethnicity: Rullaeen  
 Occupation: Archer of the Scarlet Mark  
 Titles/Rank: \_\_\_\_\_ Created on: \_\_\_\_\_

The Body	Level
Agility <sup>(AGL)</sup>	2
Beauty <sup>(BTY)</sup>	1
Build <sup>(BLD)</sup>	2
Might <sup>(MGT)</sup>	2
Vitality <sup>(VIT)</sup>	2

The Mind	Level
Essence <sup>(ESS)</sup>	0
Intuition <sup>(ITU)</sup>	2
Presence <sup>(PRS)</sup>	1
Reason <sup>(RSN)</sup>	0
Will <sup>(WLL)</sup>	4



Childhd/Apprent Skills	Talent	Level
Craftsman	WL	1
Nautical Arts	WL	1
Visual Arts	ITU	1
Statecraft	PRS	1
Stewardship	PRS	1

Specialties	Level	Total

Professional Skills	Talent	Level
Military Arts	PRS	2
Animal Handling	ITU	1
Maneuvering	AGL	1
Ranged Arms	ITU	1

Masteries & Grandmasteries

5

LP

Life Points = (20-VIT-BLD)/5

4

PL

Protection Level = Sum armor PLs

0

Ord

Order = Maneuvering (reaction speed) - impediment

0

Mv

Move = Maneuvering (footwork) - impediment

0

Ev

Evasion = Maneuvering (evasion) - impediment

Homeland: Dorient, Crushant Social Class: Middle  
 Languages: Donnish  
 Family Occupation: Shipwrights  
 Schooling/Apprenticeship: Castellan  
 Childhood Events:  
 Adolescent Events:

Age: 25 Sex: M Hgt: 5'8" Wgt: 165 Handed: R  
 Eyes: Blue Hair: Sandy  
 Features: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 Racial Traits: \_\_\_\_\_  
 Unusual Traits: \_\_\_\_\_  
 Disposition: Calm  
 Morals: Probably trustworthy  
 Motivations: Fortune and glory  
 Drive: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Weapons	wgt	grp	range	impct	ord	att	dmg
Stirrup crossbow (AP)	3	2	200	0	-2	+1	0
Bolts, broad							+5
Throwing axe	2	1	1(15)	-10	-1	+1	-8

Ammunition	wgt
Bolts, broad (20)	3

ord = Maneuvering(reaction speed) - weapon wgt att = Melee/Ranged arms(weapon)  
 dmg = weapon impact \* MGT (for melee or thrown weapons)

Region	Clothing & Armor	wgt	PL
Legs	Leather greaves	3	1
Arms			
Body	Cuir Boulli Cuirass	11	3
Head			
Other			
Total PL		4	

Items on Person	wgt
Skillet	2
Salt and spices	-
50' cord	-
Flint & steel	-
Tea leaves and wood cup	-
8 Wings (silver coins)	

Items in Pouch	wgt

26 Total Weight carried on person

Pack Weight (pack on back of sheet)

Shield	wgt	cover	mod	Block

Block = Melee arms(shielding) \* shield block modifier

Weight Limit	Impediment = each box can hold your WL in wgt
14	0 1 2 3 4 5
WL	14 12







Name: Palamon Garrilon

Race/Ethnicity: Rullaean

Occupation: Leaf Walker

Titles/Rank: \_\_\_\_\_ Created on: \_\_\_\_\_

## The Body

	Level
Agility <sup>(AGL)</sup>	1
Beauty <sup>(BTY)</sup>	1
Build <sup>(BLD)</sup>	2
Might <sup>(MGT)</sup>	1
Vitality <sup>(VIT)</sup>	2

## The Mind

	Level
Essence <sup>(ESS)</sup>	0
Intuition <sup>(ITU)</sup>	2
Presence <sup>(PRS)</sup>	1
Reason <sup>(RSN)</sup>	0
Will <sup>(WLL)</sup>	0

## Portrait or Symbol



## Childhood/Apprent Skills Talent Level

Persuasion	PRS	1
Linguistics	RSN	2
Theology	ITU	1
Medicine	RSN	1
Philology	RSN	1

## Specialties

Level Total


## Professional Skills

Talent Level

Maneuver	AGL	1
Perception	ITU	1
Ranged Arms	ITU	1
Fieldcraft	ITU	1
Stealth	AGI	1

## Masteries & Grandmasteries


5 LP Life Points = (20-VIT-BLD)/5

Injury Levels = each can hold up to your LP before spilling into the next box

0	1	2	3	4	5
---	---	---	---	---	---

2 PL Protection Level = Sum armor PLs

1 Ord Order = Maneuvering (reaction speed) - impediment

1 Mv Move = Maneuvering (footwork) - impediment

1 Evn Evasion = Maneuvering (evasion) - impediment

Age: 19 Sex: M Hgt: 5'9" Wgt: 152 Handed: R

Eyes: Blue

Hair: Sandy

Features: \_\_\_\_\_

Description: Well traveled

Racial Traits: \_\_\_\_\_

Unusual Traits: \_\_\_\_\_

Disposition: Philosophical

Morals: Humble

Motivations: Patriotism

Drive: \_\_\_\_\_

Homeland: Dorient, Pentonal Social Class: Lower Middle

Languages: Donnish

Family Occupation: Clergy

Schooling/Apprenticeship: Apothecary

Childhood Events: \_\_\_\_\_

Adolescent Events: \_\_\_\_\_

## Weapons

	wgt	grp	range	impct	ord	att	dmg
Composite bow	3	2H	350	4	-2	+1	4
Long sword	4	1H	2	0	-3	0	1
Stiletto	1	1H	1	-5	0	0	1

ord = Maneuvering(reaction speed) - weapon wgt att = Melee/Ranged arms(weapon)  
dmg = weapon impact \* MGT (for melee or thrown weapons)

## Ammunition

	wgt	
Bodkin arrows AP (20)	3	□□□□□□□□□□□□□□□□
		□□□□□□□□□□□□□□□□
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		□□□□□□□□□□□□□□□□

Region	Clothing & Armor	wgt	PL
Legs			
Arms			
Body	Quilted aketon	5	2
Head			
Other			
Total PL			2

Shield	wgt	cover	mod	Block

Block = Melee arms(shielding) \* shield block modifier

## Items in Pack

	wgt
Water, rations 1 wk	8
Blanket	2
3 Torches	3
Flint & steel	-
Horn	1
18 wings (Ehrlyr, silver)	

## Items in Pouch

	wgt

13 Total Weight carried on person

14 Pack Weight (pack on back of sheet)

13 WL

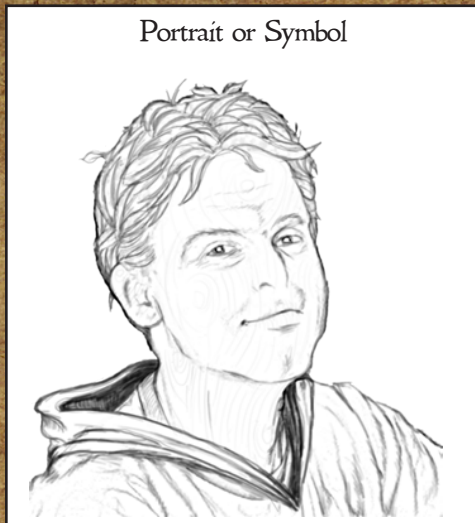
Weight Limit = 10+BLD * MGT	Impediment = each box can hold your WL in wgt
0	1
13	2
	3
	4
	5



Name: Raelond Strawbroom  
 Race/Ethnicity: Celarri (Angius)  
 Occupation: Novice Monk, Quel Noron Order  
 Titles/Rank: \_\_\_\_\_ Created on: \_\_\_\_\_

The Body	Level
Agility <sup>(AGL)</sup>	4
Beauty <sup>(BTY)</sup>	-1
Build <sup>(BLD)</sup>	1
Might <sup>(MGT)</sup>	1
Vitality <sup>(VIT)</sup>	0

The Mind	Level
Essence <sup>(ESS)</sup>	3
Intuition <sup>(ITU)</sup>	1
Presence <sup>(PRS)</sup>	-1
Reason <sup>(RSN)</sup>	0
Will <sup>(WLL)</sup>	2



Childhd/Apprent Skills	Talent	Level
Statecraft	PRS	2
Theology	ITU	2
Persuasion	PRS	1
Animal Handling	ITU	1

Professional Skills	Talent	Level
Military Arts	PRS	1
Shen	ITU	1
Arcana	ESS	1
Melee Arms	WL	1
Maneuvering	AGI	1

Specialties	Level	Total

Masteries & Grandmasteries

5

LP

Life Points = (20-VIT-BLD)/5

Injury Levels = each can hold up to your LP before spilling into the next box

0	1	2	3	4	5
---	---	---	---	---	---

1

PL

Protection Level = Sum armor PLs

1

Ord

Order = Maneuvering (reaction speed) - impediment

1

Mv

Move = Maneuvering (footwork) - impediment

1

Ev

Evasion = Maneuvering (evasion) - impediment

Age: 100 Sex: M Hgt: 6' Wgt: 175 Handed: L  
 Eyes: Pale yello Hair: Green  
 Features: Light gray skin  
 Description: Plain, content  
 Unusual Traits: Acute sense of smell  
 Quintessence Points: Arcana (1) + ESS (3) = 4

Homeland: Dandaloria Social Class: Upper Middle  
 Languages: Donnish, Merethi  
 Family Occupation: Religious leader  
 Schooling/Apprenticeship: Armiger to Tellimodian Knight  
 Childhood Events:  
 Adolescent Events:

Disposition: Wistful  
 Morals: Virtuous  
 Motivations: Spiritual Journey  
 Drive: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Weapons	wgt	grp	range	impact	ord	att	dmg
Open Hand	0	1	1	-5	+1	+1	-4
Strike - Iron Hand	0	1	1	0	+1	+1	+1

ord = Maneuvering(reaction speed) - weapon wgt att = Melee/Ranged arms(weapon)  
 dmg = weapon impact \* MGT (for melee or thrown weapons)

Ammunition	wgt

Region	Clothing & Armor	wgt	PL
Legs			
Arms			
Body	Robes	1	1
Head			
Other			
Total PL			1

Shield	wgt	cover	mod	Block

Block = Melee arms(shielding) \* shield block modifier

Items on Person	wgt
Alms bowl	-
Scroll & case, quill	1
Hook & fishing line	-
Copper Pentad Necklace	-

Items in Pouch	wgt

2 Total Weight carried on person  
 Pack Weight (pack on back of sheet)

Weight Limit	Impediment = each box can hold your WL in wgt
12	0 1 2 3 4 5
WL	2



# Variants - Alcuin the Younger

## Cryonic Pulse (Venotum)

**Specialty:** Calescent Theory      **Cost:** 1  
**Duration:** Instantaneous      **Range:** 10 yards PDL  
**Target Area:** 1 target PDL  
**Defense:** Evasion or shield block

This variant issues forth a number of pulses of freezing thermal energy equal to the difficulty level attained. Each pulse has a damage impact of -5, which must be defended against separately, but each pulse is also subject to PL. Multiple pulses may be divided by the metaphysicist among available targets in any manner (for example, for a 3rd difficulty level casting, three pulses at one target, two at one target and one at another, etc.)

## Fulcrum Theory (Fuculari)

**Specialty:** Gravity Theory      **Cost:** 1  
**Duration:** 1 hour PDL      **Range:** 1 yard PDL  
**Target Area:** 1 target  
**Defense:** None

This variant creates a fulcrum out of thin air on which boards may be placed and used for levers to move objects. The fulcrum may be placed low behind someone so that pushing them causes them to trip backwards, or it could be placed high so that someone who runs or rides into it would be "clothes-lined." Fulcrums placed within mechanical devices can cause them to fail. This is surely one variant that is very useful, but requires creativity to use well.

## Magnetic Genesis Conjecture (Unae)

**Specialty:** Radiant Theory      **Cost:** 1  
**Duration:** Permanent      **Range:** 10 yards PDL  
**Target Area:** 1 target  
**Defense:** Arcana(resistance)

By manipulating the electro-attractive properties of any substance (metal or otherwise), this variant can turn it into a permanent magnet of moderate strength. The target may be up to 10 lbs PDL and can be biological. The newly created magnet will emit a low, buzzing hum.

## Alpha Emission (Alphenium)

**Specialty:** Submaterial Theory      **Cost:** 1  
**Duration:** 1 week PDL      **Range:** 20 yards PDL  
**Target Area:** 1 target  
**Defense:** Arcana(resistance) or evasion

Invisible alpha rays are emitted towards a target from churning space in front of the metaphysicist. The target can then be detected up to 1 mile away through radioactive tracking. Only the metaphysicist can detect the radiation at will, though other metaphysicists can detect it through the use of variants (for example, the positron variable).

## Beta Emission (Benthedii)

**Specialty:** Submaterial Theory      **Cost:** 1  
**Duration:** 1 hour PDL      **Range:** 10 yards PDL  
**Target Area:** 1 target  
**Defense:** Arcana(resistance) or evasion

Beta radiation is emitted from bubbling space in front of the metaphysicist in the form of a red beam. The target then glows for the duration of the variant, making it easily seen.

## Classon Exchange Law (Dedii)

**Specialty:** Submaterial Theory      **Cost:** 1  
**Duration:** 1 minute PDL      **Range:** 5 yards PDL  
**Target Area:** 2 yard PDL radius  
**Defense:** None

This variant converts photons into gravitons. As a result, any continual light source (such as a fire) will radiate gravity instead of light. No light is produced from objects in the target area (though it can still be lit from external sources) and objects that were emitting light become 10 times heavier. This variant also affects magical non-instantaneous light.



## Variants – Raelond Strawbroom

### Strike as the Iron Hand

**Specialty:** Path of Conflict      **Cost:** 1  
**Duration:** 1 minute PDL      **Range:** 0  
**Target Area:** Self  
**Defense:** Evasion, parry or shield block

This effect funnels the practitioner's energy to their melee arms(open hand) skill, augmenting the damage impact from -10 to 0. All other bonuses (att, ord, and dmg) are determined by the melee arms(open hand) skill. Additionally, it allows the worker to attack an armored target without taking damage to the bare hand and to parry weapons without penalty or injury normally incurred from such attempts.

### Body of Emptiness

**Specialty:** Path of Harmony      **Cost:** 1  
**Duration:** 1 minute PDL      **Range:** 0  
**Target Area:** Self  
**Defense:** None

This effect allows the practitioner to ignore the penalties incurred from injury levels, including the consciousness roll for the 5th IL.

### Stand as the Root

**Specialty:** Path of Neutrality      **Cost:** 1  
**Duration:** 10 minutes PDL      **Range:** 0  
**Target Area:** Self  
**Defense:** None

This effect allows the practitioner to become rooted to the spot. The practitioner cannot be pushed or thrown from that spot. This variant could be used to remain immobile on slippery surfaces (such as ice), hang from a ceiling or wall, or resist a river's current or strong winds. When this variant is active a -5 penalty is applied on the practitioner's evasion rolls.

### Throw to Distant Lands

**Specialty:** Path of Conflict      **Cost:** 1  
**Duration:** 1 turn PDL      **Range:** 0  
**Target Area:** Self  
**Defense:** Evasion, parry or shield block

This variant allows successful throws using melee arms(open hand) to toss an opponent 3 yards away PDL in a direction of choice. This variant is only effective against opponents with a BLD of up to 10 +1 PDL.

### Smell as the Hound

**Specialty:** Path of Neutrality      **Cost:** 1  
**Duration:** 30 minutes PDL      **Range:** 0  
**Target Area:** Self  
**Defense:** None

This effect allows the practitioner to greatly increase the range and capacity of their senses of smell and taste. This power will allow the user to smell as well as a bloodhound and have such fine taste as to detect individual ingredients or poisons. It also grants a +2 PDL on tracking rolls.

### Skin of the Iron Oak

**Specialty:** Path of Conflict      **Cost:** 1  
**Duration:** 1 minute PDL      **Range:** 0  
**Target Area:** Self  
**Defense:** None

This variant focuses the practitioner's energy to their skin so that it repels blows by creating a PL twice the QP expended. This variant only works when the practitioner is not wearing armor.