



# EPIC

ROLE PLAYING

# THE WEIRD OF SKELLBRITH

AN INTRODUCTORY & TUTORIAL ADVENTURE



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CHAPTER ONE OF

THE BLOOD OF LAUWENKAI CAMPAIGN

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Thanks to the stalwart Bozeman crew - Soren Kisiel, Clay Hunt, Abe Thompson, Doug Schmidt, Shayna Gibson, Tobin Heironymous, Tom Brown, Sean Faul, Jesse Mund and Ryan and Sadie Cassavaugh  
Kent Davis, October, 2006

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

Printed in the United States of America

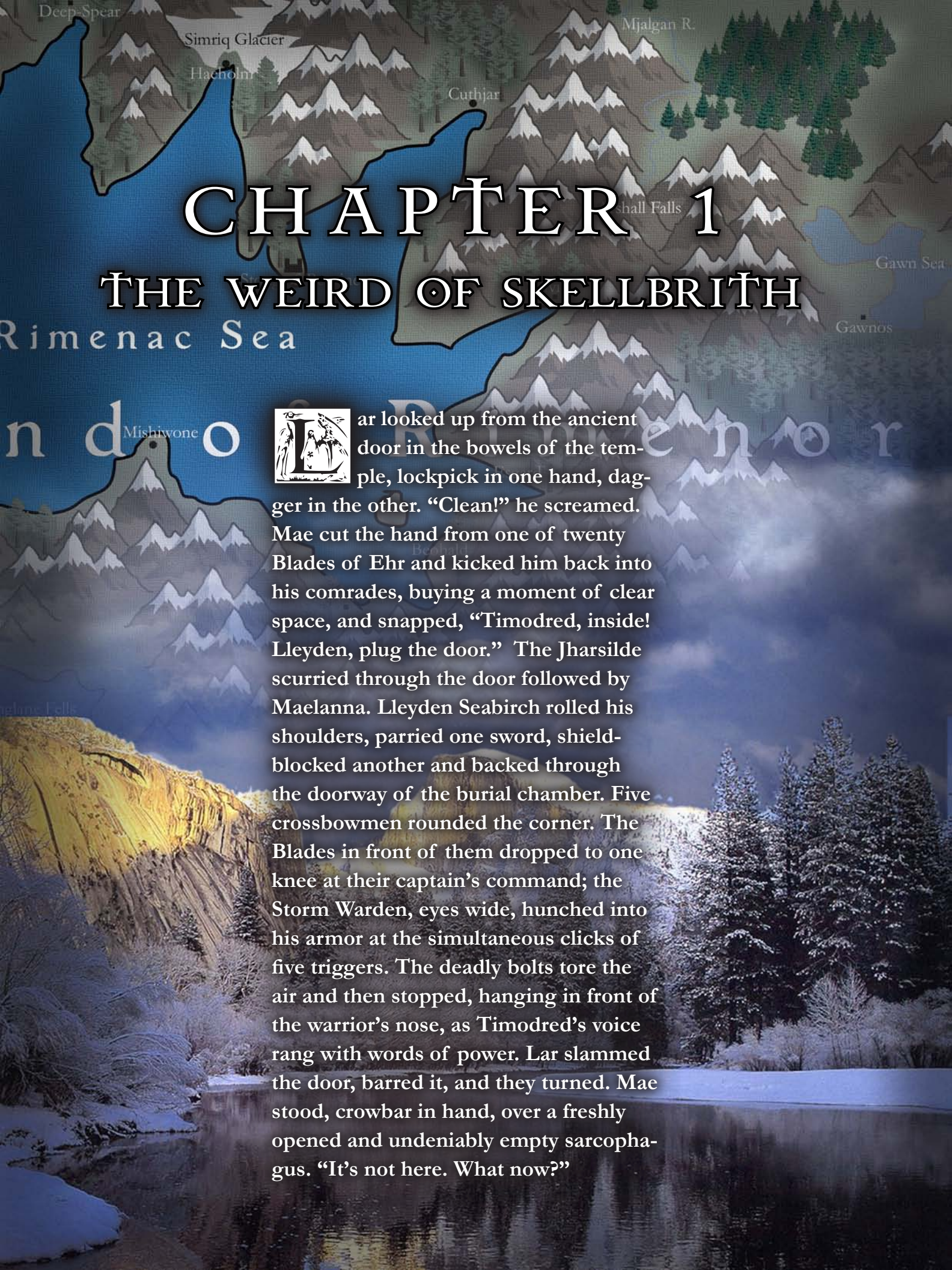
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# CHAPTER 1

## THE WEIRD OF SKELLBRITH



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

*Welcome to not just an adventure, but a story. We think role playing is about story-telling, first and foremost. Our best gaming experiences always come when we really get to know our characters and their idiosyncrasies, styles and personalities finally click into place. Suddenly, they are no longer sets of statistics on a salsa-spattered page but bundles of motivation, behavior and inside jokes.*

The above passage is drawn from the introduction to a forthcoming Epic Role Playing campaign. This introductory and tutorial adventure is part of that campaign. Entitled *The Weird of Skellbrith*, it is set in Eslin, within the snow-covered forests and icy fjords of Rimenor. As an excerpt from a larger volume, 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 GM'ss 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 Role Playing.

We made an effort to pack in a lot of details and information, but we also tried to limit the amount of text, preparation and reading required to run this adventure, also providing many quick reference boxes along the way for ease of navigation. 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, embark upon the story, and have a great time with Cram the ogre.

## World, Region and Setting

*The Weird of Skellbrith* is set in the world of Eslin, a campaign sphere designed for use with the Epic Role Playing game system. It is an ancient world populated by with distant peoples, far off lands, forgotten civilizations, and diverse cultures. Because of vast distances and natural geographic barriers, cultural knowledge between realms travels not as far as the few, brave travelers that might make continent-crossing journeys. Therefore, despite the diverse and culturally distinct cultures of Eslin, the GM's and players really only need to know about the realm of Rimenor, the lands in which *The Weird of Skellbrith* is set. A more detailed rendition of the lands surrounding

the Ice



Crown Mountains and the Fost peoples can be found in the *Atlas of Eslin*, but this and the Travelers' Tips box two pages over are certainly enough to get you started.

A rugged, mountainous region filled with untamed, unexplored places, fast rivers and few inhabitants, Rimenor is a vast wilderness inhabited by a tribal people that call themselves Fosts. Mountains dominate the landscape and almost all open land is filled with sequoia and giant white pine forests. There are no cities here, nor really any roads, just small villages and the occasional "stong," its hewn logs hardly interrupting the endless procession of tree and rock to breathtaking and isolated fjords. Fostic religion is inherent in all social interactions. Fosts believe that the gods have tasked them in this life to defend the natural world, which they call Great Nature, against the incursions of any who would harm her.

They also see themselves on a lifelong mythological journey to Arshall, the home of the gods. The almost good-natured warring between Fostic tribes turns deadly earnest when pitted against incursions from the north by giants, the ancient enemy of Great Nature, who they believe they were literally created to fight. Rimenor is cold and unforgiving, but for the warrior seeking glory or the seer questing for sight, it is the best place this side of Arshall.

You can download a full-color .pdf file map of Rimenor and its neighboring realm, Rullaea, at the Epic RPG website downloads page: <http://www.epicrpg.com/downloads.htm>.



## How to Start

1. If you are reading this, you are the GM, 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: *The Game Manual*, and, if you like, the *Bestiary* and *Atlas of Eslin*. Ask players to bring pencils, dice, clipboards, and snacks (hey, you've done all the tough 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 provided 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 sundry details about running RPG games. Roughly determine what will happen during the session, but don't over-plan, because players delight in forcing GMs 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 GM's and Player should 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. The tutorials are provided to make playing Epic RPG easier and can be skipped if they are not needed.



## Back Story

Five years ago, Hrenthal Falcon's-Eye, jarl (chief) of the Anuniac clan, based in the village of Cuthjar, died peacefully. His son, Crullwyth Earthborn, returned to Cuthjar from exile in the north to claim chieftain-ship of the clan. The relentless warrior smashed all challengers and became jarl of the Anuniac. The clan kjodi (shaman), named Kuraldj, was banished from the village at that time, and was replaced by a companion of Crullwyth's named Coeldavvi. The Anuniac tribe was renamed "Nunukai," and its skull and javelin standard was replaced by a woolly rhino skull with the antlers of a stag.

Clan Nunukai proceeded to begin a singular conquest of the northern fjords of the Rimenac Sea, subduing Haeholm town as its tributary and taking the entire able-bodied population of Deep-Spear town as slaves. The vanguard of this conquest were the men and women of the Crullodi, a group of warriors sworn to Crullwyth and rumored to be matchless and merciless in battle, eating the children of fallen foes.

In the same time, Crullwyth moved his capital to Haeholm town, which was transformed from a sleepy village to a bustling way-station as the captured victims of the Crullodi moved through the town, shipped north to disappear on the empty ice of the Simriq Glacier.

The truth of the matter is that Crullwyth sees himself as the Eighth Angel of the Vo-Hoki (the angels of Lauwenkai), and has taken as his totem animal the Woolly Mammoth. Self-named the Reaver, he believes he has been sent to the earth to test the Fost and make them stronger, to lead them back to the path of great deeds. The first of such deeds, to cement his place in the pantheon of the Fost angels, is the construction of a stairway to Arshall. Coeldavvi has convinced him that the stair is not above, but below the Fost lands, underneath the floor of a vast crevasse at the heart of Simriq Glacier. This is where the prisoners of the Crullodi warriors go, to construct the stairway that reaches ever deeper toward the center of the earth.

Crullwyth's eye has recently turned south, seeking more

## Story Structure

In the full-length campaign from which *The Weird of Skellbrith* is taken, the larger story and its elements are far-ranging and intricate. For this free adventure, that information is not vital. However, it might be useful to note that the premise of the campaign: the transformation of Fost society under the influence of a few powerful individuals and the possible redemption of a disgraced and fallen clan. The themes of the campaign revolve around honor, redemption, greed, servitude and power.



## Rimenor Traveling Tips

**Lay of the Land:** A rugged, mountainous land filled with wild unexplored places, fast rivers and few inhabitants, Rimenor is a vast wilderness inhabited by a tribal people that call themselves Fosts. Mountains dominate the landscape and all open land is filled with sequoia and giant white pine forests. There are no cities here, nor really any roads, just small villages and the occasional “stong,” its hewn logs hardly interrupting the endless procession of tree and rock to the shores of breathtaking and isolated fjords. Fostic religion is inherent in all social interactions; all see themselves on a mythological journey to Arshall, the home of the gods. The almost good-natured warring between Fostic tribes turns deadly earnest when pitted against an incursion from the north by giants, the ancient enemy of Great Nature, whom they believe they were literally created to fight. Rimenor is cold and unforgiving, but for the warrior seeking glory or the seer questing for sight, it is the best place this side of Arshall.

## Human Races

- **The Fosts:** are a tall tribal people with rich, nut-colored skin, blue or green eyes, and straight, raven black hair. They offer challenge to all strangers, but are kinder and gentler than many might think. They are fierce in battle, but are responsible people driven by honor and bonds of loyalty and friendship. Fosts would rather die than betray or lose their honor to clan or god. They also hold close their mythic religion, which teaches that unspoiled nature is precious.

## Non-human Races

- **None,** save rogue giants, Gawn or organized giant (oraloith) incursions from the lands to the far north.

## Some Influential Organizations

- **Baellala, the Hands of Baerrea:** The healers of Fostic clans, who wear white woolen cloaks lined with the fur of white wolves. They practice philtrology and have the only dominant “professional” role played by women in Fostic culture.
- **Dueronon, the Direwardens:** These brave folk train and travel with the dire wolves that guard homes and aid in the hunt and war.
- **Fenthodi, the Blizzard Eyes:** Rangers, the finest in the Fost lands. Blizzard eyes are known for the blue knot-work tattoos over their eyes and expert feats of tracking and woodlore, their masters aided by shen powers of body magic.
- **Fowen Daen, the Song Keepers:** Bards that are the historians and lore-masters of the Fosts, the keepers of memory. They sing songs of valor and inspire it, as well.

- **Gjedvi:** These warriors are the heart of the clan, fierce and deadly fighters, covered with blue woad.
- **Kjodi, the Shamans:** Theurgists and communicators to the gods, they are keepers of wisdom, secret insight and things mysterious. Kjodi take their right eye as a sign of their devotion to Ahgoon.
- **Mjorndred, the Blades of Arshall:** These holy warriors are bound by sorcery to their shaman. They have great status in Fost society, wear no armor, and are renowned for shen-infused feats of valor.

## Religion

- **Ahgoon:** God of the arcane, sight and mystery. The Faceless One, his features always hidden in the folds of a cloak, Ahgoon stands alone, yet has many animal servants.
- **Lauwenkai:** Lord of the Heavens. God of sky, leadership and language. Also god of the hunt. Often comes to Rimenor as a stag or as an elderly man with the horns of a stag. He bears the spear Ukyus, with its tip forged from the stars.
- **Savuwae:** Of the shadows, he is tall and slim with two dazzling sapphires for eyes. He is the father of giants, and takes traitors, cowards, the banished and creatures of darkness into his fold.
- **Vo-Hoki:** Seven angels of the Fost - great Fosts united with their totem animals to help Lauwenkai and Ahgoon fight against the Shadow Born.

## Economics

- **Barter:** Goods and labor are traded for goods and services.

## Key or Uncommon Terms

- **Arshall:** Home of the gods. Those who have shown bravery or wisdom in life ascend there after death.
- **Great Nature:** The manifestation of the Fostic belief that unspoiled nature must be protected.
- **Fowen Daen:** The bards of the Fosts. They are the keepers of knowledge, history, and bloodlines.
- **Gawn:** Neanderthal humans, also known as “red caps.” Fost consider them enemies.
- **Jarl:** Clan “kings” or chiefs. They rule the clan jointly with the kjodi.
- **Kjodi:** One-eyed shaman of Ahgoon. Keepers of mystic knowledge, their charge is the spiritual realm.
- **Mabon:** A small leather pouch worn around the neck on a leather thong. It is filled with the pinky bones of defeated adversaries.
- **Mjorndred:** Holy warriors of the Fost. Tied mystically to a kjodi (see above).
- **Stong:** Fortifications made from log walls reinforced with stone and with thatched overhanging roofs supported by wooden posts.



## Synopsis

### The Setting

Skellbrith Pass is set in Rimenor within the world of Eslin, a campaign setting designed for use with the Epic RPG. Rimenor is a land of deep fjords, towering sequoia forests, and silent fields of snow.

### The Back Story

Crullwyth the Woolly Rhino, self-appointed Bane of Savuwe, became the jarl of the Nunukai clan in Cuthjar five years ago. He has since conquered most of the northern Rimenac Sea. Two of his emissaries, his warleader Kelvor Stonerain and the kjodi Lenhyas Greyeye have arrived at the tiny and unlucky village of Beohald with a proposition. They wish to enter Skellbrith Pass to retrieve a relic and reconnoiter its strategic value.

### Motive Elements and Plot Points

The jarl of clan Beorast, Bjonan, is desperately trying to keep his community together. He has two sons, Heodell and Arand; he wishes to train them and position them to lead the family and clan back to glory. Hrunwahl, the kjodi of Beohald, fears a great evil and will task his pupil, Seeli Kal, and the mjoindred Lorendane to attack it. Grelde Walrusarm, leader of the shaefar and wishes to secure ties with Beohlad village.

### Side Plots

There are many places that we include in this adventure that could serve as a side plot, some described in detail some not. They can be used to add flesh onto the lands of the Beorast 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 faceoff of Bjonan and Kelvor on the beaches of the fjord, with Bjonan striking a deal to put off a deadly battle.

### Scene 1: The Meeting

The main characters meet with their mentors immediately after Bjonan has decided to send them to accompany Lenhyas. They are to accompany the shaman Lenhyas Greyeye into Skellbrith Pass while the main force of Beohald is arrayed against the Crullodi on the beach.

### Scene 2: Strange Footprints

Lenhyas forces the characters to choose leadership and tests their resolve. The players discover “gawn” footprints in the foothills of the Ice Crowns east of Beohald village. Lenhyas constant nattering draws a pack of mist wolves down on the party.

### Scene 3A: The Fostgawn Camp

The main characters have followed the tracks to discover a small camp of feral fost/gawn halfbreed refugees and have the drop on them. The campers are at almost half strength, due to the absence of a hunting party.

### Scene 3B: Ambush

The main characters don’t follow the fostgawn tracks, and are ambushed by the full force of gawn in a narrow box canyon.

### Scene 4: Home Cooking

The players arrive at an ancient stone longhouse with a huge tree growing through its roof. This is the home of Heldwith, the mountain spirit and Felka, her mother. If they rile her (which Lenhyas is sure to do if allowed), she will attack them with her baking stone and call for her daughter, the goat spirit Heldwith. If Felka is harmed, Heldwith will attack them. If they bargain, the spirit will offer them the Cup of Thuinball if they can pass a test, to be attempted by one of the main characters.

### Scene 5A: The Cave of Cram

If Heldwith’s test is failed three times, she tasks the party to do her another favor - to acquire the eyebrow of an ogre living in a cave up a side canyon to the pass. The ogre, Cram, is a heavy sleeper, and clever parties will

be able to acquire the eyebrow without fighting him.

### Scene 5B: Cram-bush!

If the characters are successful in their testing, Cram’s Fost companion will alert him to their presence in the pass. He sets an “ambush,” though he is not gifted at hiding. The greater threat is the Crullodi blizzard-eyes waiting in the rocks to eliminate the party with Lenhya.

### Scene 6: Return to Beohald

The party returns, full of useful information. Skellbrith Pass is haunted still, and there were strange fostgawn three days out of Beohald village. Kelvor is magnanimous with the party, and gives the characters gifts embossed with the rhino of Crullwyth. He promises no good to Lenhyas for his betrayal, and will take him prisoner if the party captured him. Kelvor and Bjonan create some promises of mutual trade, and there is a return trip scheduled in the autumn.

### Ending Trigger

The successful return of the Cup of Thulbainn. Will party members truly accept the gifts Kelvor offers them? What of his return? Since this free introductory and tutorial adventure ends here the plot could go anywhere...

### Ending Hook

Regardless of how this adventure ends, Beohald is on a cusp. Things are coming through the pass. The Woolly Rhino’s gaze is upon the little village. Its jarl bargained with potential enemies - will that take him to Arshall?

### The Next Step

This is the opening chapter from the forthcoming *Blood of Lauwenkai* campaign. The rest of the campaign details the unfolding plot, thick with intrigue, plot twists, immersive role playing, and nail-biting action, all of which are flexibly driven by player choices. *Blood of Lauwenkai* will be available for purchase directly from the Epic Role Playing Website as a high quality PDF.



labor and aid for his titanic project.

All of this will soon be complicated by the fallout of a terrifying event: a year ago, the skies darkened, and a deep, deep winter threw itself upon the land. The cause of the winter is the eruption of a huge volcano in the gawn lands to the east. Huge clouds of ash and smoke masked the sun from the sky. More urgently, the eruption created a massive western migration of gawn and Fost/gawn half-breeds, who are fleeing the devastation of the volcano and are pushing in large, disorganized waves toward Fost tribal lands.

Meanwhile, in an eastern fjord of the Rimenac Sea, tucked away from these large events but about to be thrust into the center of them, there lies a small and destitute village called Beohald, home of the once-proud clan of the Beorast, bereft of their link to their past glories.

### The Flavor of Rimenor

Some meals benefit from careful seasoning and simmering, with understated hints of flavor creating a subtle and deeply satisfying dish. The intricate feudal realm of Rullaea is like that, a spicy and adventuresome concoction fit for the finest of restaurants. Rimenor, on the other hand, is a raw and bloody haunch of bear leg, stripped of its skin and still-steaming from the recent hunt.

The Fosts are an honorable and savvy people, but their civilization and customs remain close to the earth. There is no place in Rimenor for complex science or for religious quibbling. The law is the word of the Kjodi and Jarl, the land away from the tribe is full of terrors, and the gods are everywhere.

Encourage your players to buy in to such a setting. It can be immensely rewarding to step away from castles and kingdoms to dance around the village fire, daring away the Night.

## Casting the Story

Following is a summary of all of the characters in the *Blood of Lauwenkai* campaign. The cast of characters is broken down into four groups: 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 personalities as the situation requires. Furthermore, the categories below are not immutable and, depending on the choices the players make, allies could become enemies, enemies could become allies, and bystanders could become friends or even a main character should one of the players' characters die and need to be replaced by one already embedded in the story. We suggest that the majority of main characters be native to Beohald for ease of plot development.

NOTE: Campaigns are often unpredictable. If you as a GM's need statistics for a background character, just give

them an across-the-board skill bonus that reflects their age and presumable experience. Trust yourself!

### 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 twenty 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 generating them 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 might face. On the other hand, maybe the players want to play a band of Hands of Baellala, healing their way across Rimenor. Try to promote balance of course, but finally, the choice is theirs.

### 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. 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 to your group 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.

## Dramatis Personae

### Main Characters

**Arand Awlhand:** Son of Bjonan Nightwalker. A promising, sober blizzard eye student, he is Heodell's younger brother and often the voice of reason. He sees no "reason," however, in walking up to foes, and would rather end them quietly from afar with his arrows and throwing axes. Obedient, altruistic, motivated by honor.

**Heodell Oneblade:** Son of Bjonan Nightwalker and a giedvi (brave). He is the trusted, though somewhat irrespon-



# CHAPTER 1, WEIRD OF SKELLBRITH 7

sible older brother to Arand. His name comes from the Five-Man (pentonite) long sword he bears as a gift from his father, who won it from a Rullacan warrior. Practical, selfish, motivated by friendship.

**Lorendane of the Flame:** He is an idealistic mjoendred, captivated by the ecstasy of battle and deeply committed to the word of the kjodi. He carries a large axe. Philosophical and virtuous, he is motivated by challenge and excitement. He is terrified of fire.

**Seeli Kal:** A boastful kjodi student. Seeli is ambitious and delighted by the power Aghoon has seen fit to give him; he will tell anyone who is near about that power, as well, and also tell them why they need to follow his advice. Apropos, his familiar is a talkative blue jay named Rilkin. Liberated, egotistic, motivated by fame.

**Nokki Twofoot:** She is a shaefar spear maiden, daughter of Hrunwahl the kjodi, who approves of her choice of companions, though he would prefer the shaefar stay nearby. She is loyal to her company. She has a dreamy, mystical side, sometimes wandering into reverie. Introverted, humble, motivated by revenge against the unknown warriors that killed her mother, who was also a shaefar.

## Friends and Allies

Some of these characters have little to do with, or even appear in, *The Weird of Skellbrith*. They have larger, more important roles in the *Blood of Lauwenkai* campaign. Read for your amusement or skip at your discretion.

**Bjonan Nightwalker:** Jarl of the Beorast. A gjedvi of no mean tactical skill, he is saddled with the sins of his father, who, twenty years ago, murdered the bards of the clan in a fit of rage. His surname comes from sleepless wandering. He labors unceasingly against the hidden enemies of morale and emigration in Beohald village, fighting a never-ending battle against the slow death of his home. Tall and remarkably thin for a Fost, he has a gravel-filled voice and haunted eyes. He is driven at every waking moment by the thought of saving Beohald village, jealous of more successful tribes, and motivated by duty.

**Hrunwahl Redeye:** Kjodi of Beohald village. This shaman is crazy like a fox, and is called Redeye for the crimson striations in his orbital socket. He is full of conspiracy theories: the gods wish to raze Beohald to grow turnips, Aghoon lives in the nest of his magpie familiar, Twelk, the trees are rearranging themselves at night to drive him mad. Whether it is true madness or just a mask, Hrunwahl is a powerful sorcerer and cares about his flock. He is liberated, deceitful and motivated by revenge against any other Fost tribe he sees as a threat to the survival of Beohald village.

**Horda Cloudfoot:** Horda is the leader of Beohald's blizzard-eyes and an accomplished scout and woodsman. He is

## GM's Tutorial 1

Collaborating with the players, give their characters' history a cohesive summary using background events, as well as the player's input. This is important to instill life into the character for the player and also to embed the character into the campaign culture.

also a charming trickster and show-off, constantly laughing at others, though not unkindly, in his high-pitched and clear voice. He is extroverted, egotistical and motivated by the excitement of daring deeds.

**Greda Walrusarm:** The leader of the shaefar is very fast, and as strong as she is quick. She is indomitable, fearless and wise; one of the few shaefar who prefers melee combat, wielding her great axe to devastating effect. She is philosophical, virtuous and motivated by preserving the companionship of her sisterhood.

**Theld the Still Fire:** A gifted blizzard eye, so named for the aura of preparedness that ripples from him when at rest. Almost monosyllabic, he is a ranger of the Hroltonee clan in Djolvi and has an unmatched knowledge of the northeast Ice Crowns. He is dissatisfied with that clan's association with Crullwyth, but keeps those thoughts to himself. He is introverted, brutally honest and motivated by a secret grief.

**Kuraldj the Snow Lion:** Former kjodi of Cuthjar, now a hermit in the empty pine forests over the mountains, east of that place. Proud, so named for his huge mane of white hair, he is forceful in speech, vivid in interaction and fierce in judgment. That said, he is a wounded lion; the betrayal of Crullwyth galls him deeply. He is apathetic, virtuous in holding to Nature as his GM's, and motivated by spiritual journey. Quote: "Lie down under your doom. I am sure it is too heavy for you, little warrior."

**Gjaldi Stumbletongue:** A young gjedvi who helps Fwell the Direwarden in Beohald village, due to his innate skill with, and kindness for, the animals. He has a debilitating stutter. He is brother to Seeli Kal, who loves him fiercely but still gives him grief. He is philosophical, forgiving and motivated by friendship.

**Fwell of the Wolves:** The dueronon, or dire warden, of Beohald village is a hard, angry man. In addition to his duties at the kennels, he is uneasy partner to Gerelad Corodal in a small trading post. The trading post holds the limited "general store" goods characters will be able to acquire in Beohald village, but Fwell will not part with them easily. He is introverted, selfish and motivated by hatred of a world that gave Mabdara to Gerelad instead of him.

**Mabdara Herbwife:** She is the Baellala of Beohald village and the lover of Gerelad Corodal, the trapper. An adventurous soul tied by her love of the village to Beohald, she



envies the Shaefer their freedom and travels spiritually, often discovered in the throes of hallucinogenic trances created by her herbs.

**Mardane:** Most tribes have many slaves, taken in warfare and trade from other clans. Among the few belonging to Beohald village is a small, steady and quiet man named Mardane. He secretly is the last remaining member of a group of Fostic heroes called the Shadow Bear Band, sworn enemies of a powerful renegade jharsilde named Vorenthane, who has a stronghold in the southern Ice Crowns. Mardane is hiding, safe beneath notice as a slave in Beohald, waiting for his chance at vengeance.

**Fawlbrand Stagheart:** A mjoindred fiercely dedicated to Lauwenkai, he searches for ancient knowledge. Of the Fjuron clan, he seeks to understand the subjugation of his people. He is moody and quick to take offense. A huge birthmark covers half his face. He is driven, excitable and motivated by spiritual journey.

## Adversaries and Villains

**Crullwyth, Bane of Savuwae:** Believes that he is the eighth angel of the Vo-Hoki, the Woolly Rhino, placed upon Eslin to herd and challenge the Fost peoples to Arshall. He is extroverted, egotistic and driven by the spiritual journey of reaching his “companion angels” in Arshall, so that he may lead them in the fight against the lord of shadows, Savuwae. Crullwyth wields a huge, sharpened maul named Redhorn.

**Coeldavvi of the Stitches:** Crullwyth’s spiritual advisor and a commander of demons, a grandmaster kjodi. He is so named for his habit of shaving and scarification - his shorn head is a map of stitching and scars. His familiar is a huge, blinded owl. Wild-eyed and full of zeal, Coeldavvi believes in Crullwyth’s quest and the stairway to Arshall. He speaks in a quiet, sing-song voice. He is philosophical, depraved and motivated by the challenge of mastery over any life in front of him.

**Lenhyas Greyeye:** A journeyman shaman, recently made kjodi under the tutelage of Coeldavvi. He is a true believer in Crullwyth’s cause, and is blind in his devotion. His surname derives from the cloud of grey over his remaining eye, though his sight is not affected. His familiar is a chattering grackle named Torn. He is driven, selfish and motivated by fame.

**Kelvor Stonerain:** The leader of the Crullodi, he is so named for the effect achieved when he employs his massive club, crafted from petrified wood. This masterful gjedvi is a devoted servant of Crullwyth, surprisingly intelligent, and a devastating foe. He is also a vibrant and inspiring leader. He is practical, honest to his friends, and motivated by his loyalty to the cause of the Woolly Rhino.

**Ulfrael Quicktooth:** A shaefer who left her spear sisters to follow Crullwyth. So named for her devastating speed with

## GM's Tutorial 2

The most important aspect of starting a good campaign is the opening scene. It is during this time that characters start to connect to one another. But just as important is the motivation and justification for why the characters are to take part in the campaign. The story of the campaign should unfold around and through the players, not on top of them. The key to move the story forward in a compelling direction is to provide material for players that induce them to act on their character’s motivations by making strong, vivid choices.

her chosen weapons, the javelins and spear. She is a mercenary and tactician, extroverted, selfish and motivated by greed. She is currently attached to Dorel.

**Dorel:** An outlander, a Five Man from the south. It is rumored he is some sort of bard to a great king to the south, but here he serves Crullwyth to search for an ancient Rimenoran relic. Dorel is smooth and urbane, a quintessential ladies’ man, but merciless in battle. He and Ulfrael are romantically linked.

## Bystanders and Acquaintances

**Coal:** Leader of a group of fustgawn halfbreed clans, fleeing west over the Ice Crown mountains from the devastation of a volcano eruption. He leads from self-interest - the larger his tribe, the more protected he is. He earned his name in the initial volcano aftermath, when the entire left side of his body was seared black before he plunged into a river. He seeks a home for his homeless people.

**Gerelad Corodal:** Former Leaf Walker of Dorient. A half-blood Fost trapper and trader. He purchases pelts, furs, and ivory (walrus and narwhal), exchanging them for “civilized goods” in the towns on the northern Rullaeen frontier. He is wed to Mabbara Herbwife, Baellala of Beohald village.

**Herl the Stench:** Master of the Blood Pits of Haeholm. This squat, quick Fost is physically thick as a tree trunk, but surprisingly agile mentally. He survives in the Blood Pits due to his logistical skill and showmanship, but has no love for Crullwyth. He smells.

**Kuniak Ottereyes:** Trickster, traveller, bard, Kuniak roams the fjords and mountains of the Ice Crown Realm from the ice floes of the northwest to the Five Man frontier in the southeast. He is pure saghaudi, a lover of practical jokes and stories thereof. He believes the whole of the Fost people are of his clan. He is liberated, generous and regrettably forgetful of any promises or commitments he makes.

**Thala Doeheof:** A former shaefer, now the female jarl of the Hrolontee. She occupies this unprecedented position due in equal part to martial and social prowess. She wields her



# CHAPTER 1, WEIRD OF SKELLBRITH 9

great axe and her silver tongue with equal skill. She is practical, extroverted and motivated by great deeds.

**Heldwith:** Mountain Goat spirit, daughter of Stilka, Spirit of the South Mountains. She is changeable and protective of her mortal mother, Felka. More attuned to this world than most spirits, she is inclined to mischief and meddling among the clans. She is extroverted, egotistic and motivated by caprice.

**Stilka:** Spirit of the South Mountains. A powerful spirit of Great Nature, father of Heldwith.

**Moroshae:** Spirit of the North Mountains. A powerful spirit of Great Nature.

## Setting: Beohald and Clan Beorast Tribal Lands

Beohald is a village beset by ill luck and worse. Two generations ago, it was the thriving home of Clan Beorast, a middle-sized village, with measures of honor and respect among the clans, and good hunting in the hilly lands surrounding its fjord. Then, one grim night twenty years ago, the Beorast jarl, Felgrim, killed every last village bard in a fit of drunken rage.

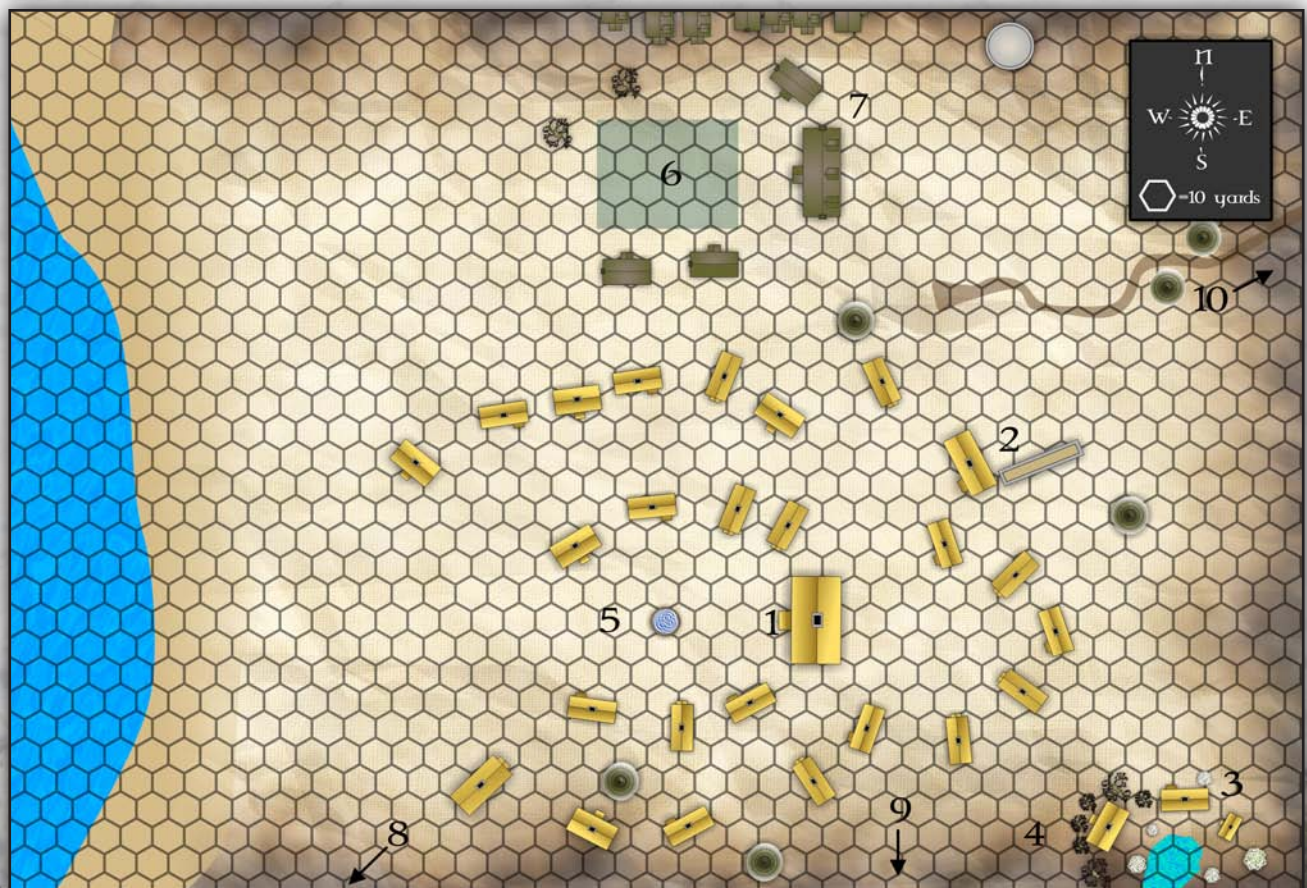
Emigration, strange happenings in Skellbrith Pass to the

east, the drying of two of three fresh springs and, finally, the deep and disturbing cold caused by the low clouds from the eruption of the volcano last year, have turned Beohald village into a hard, bitter place. Clan Beorast knows nothing of the eruption and Hrunwahl the shaman believes the low, constant cloud cover a sign of Lauwenkai's disfavor. Inland hunting is going downhill. Larger clans to the north and south are squeezing them out, stealing inhabitants. The Beorast tribe is even rumored to have dealings with Savuwae, due to the tragedy of Felgrim and the skalds.

*The Weird of Skellbrith* begins in what should be early summer, but the first green leaves are still struggling to establish themselves in the trees, and snow still covers much of the ground.

The northern village is deserted and in ruins, though the old festival grounds and stone longhouse of the old chief, Felgrim Skaldsbane, still remain. The rest of the village relocated to the central and southern cove after the old man's death. The mood of the village is grim and even desperate, with the notable exception of Mabdara's garden and the young men's longhouse, where Horda Cloudfoot keeps spirits somewhat bright.

**1. Bjonan's Longhouse:** Spare and utilitarian, this dwelling was constructed by Bjonan for his children and his dead



Beohald Village



wife, Laia. The young jarl abandoned his father's longhouse after the old jarl's death in an attempt to cleanse himself of his father's actions. Most clan business is done in the small clearing in front of it.

**2. Kennels of Fwell:** The kennels in Beohald town are the home of Fwell and his assistant Gjaldi. They are also the closest thing to a general store in the village, providing supplies, tools and the like. Fwell is in an uneasy partnership with the trapper, Gerelad, though the hunter is rarely there. When he is not in residence, Fwell will charge an arm and a leg for any items he will reluctantly part with, asking for unreasonable barter or sworn favors in return. He is vicious, cruel and chintzy.

**3. Mabdara's Garden:** Here lives the Baellala of Beohald village, her home connected to an outcropping, below which lie hot springs. The heat from the springs allows her to tend her herbs with little care for the increasingly cold weather outside. She shares the springs with Hrunwahl, whom she spoils with honey cakes.

**4. Agphoon's Grotto:** Retreat of the kjodi, Hrunwahl. This old longhouse next to Mabdara's spring is filled with dried animal appendages and herbs, hidden deep in a thicket of thorns. It is taboo to enter unless invited, though mjoendred and kjodi students are allowed. Others must call out and wait, hoping for the shaman to emerge.

**5. The Well:** The de facto gathering/meeting place of the village since Felgrim's death.

**6. Festival Grounds:** Deserted since the murder of the bards, the northern element of the village is patchy with dirt and rock, and avoided by all as a place of ill luck.

**7. Felgrim's Longhouse:** Abandoned on the night of Felgrim's death, the home of the old chief was left untouched and is shunned by all. Rumors fly that Felgrim and the dead bards still haunt it at night.

**8. Glade of Lauwenkai:** This glade remains green year round. It is surrounded by pine forest on the edge of a cliff, overlooking Beohald village and beach. Sacred to Lauwenkai, first among the Fost gods, it is a place of peace and meditation.

**9. Shaefer Camp:** A company of Shaefer, spear maidens who travel the Fost lands, are staying here after aiding Clan Beorast in a disastrous raid on the Hrolontee to the south.

**10. Skellbrith Pass (to the east):** Horror stories of spirits, creatures of Savuwae and worse surround the pass. It is taboo to the Beorast clan. No travellers have emerged in recent memory, and any knowledge of its past died with the bards a generation ago. Unbeknownst to the Beorast tribe and its present lack of even oral history, it was the best passage through the Ice Crowns to lands east before the taboo over a hundred years ago.

## A Little Advice

1. Scaling difficulty: depending on combat power of the characters and tactical savvy of the players, you will need to alter the deadliness of enemies so that fights aren't too easy or too difficult.
2. If this is your first adventure in Epic RPG or you are new to role playing, you may want to consider preventing characters from dying. If a character does die, give them the option of rolling up a new character or using a pregenerated one.
3. Pace the game so that you accomplish your goals for that session. It's your job to keep everything moving so that players don't fall asleep.
4. Resolve rules questions quickly and firmly, then move on; talk about it after the session.
5. Have a player volunteer to take notes for the party, if they've forgotten the name of the town for a secret rendezvous, you get to choose whether or not to tell them where it is.
6. Nip inter-party strategizing in combat in the bud. Keep "armchair quarterbacking" out of combat; the warrior can't be giving the metaphysician advice on what variant to cast on him during the middle of the order roll!
7. End a gaming session at a point of suspense. The players will groan but they won't be able to contain themselves waiting for the next session!

## What the Characters Don't Know

There are three primary groups of players at the outset of the campaign: Heodell Oneblade of the giedvi and his younger brother Arand Awlhand, a blizzard eye, sons to Bjonan; Seeli Kal, kjodi and student to Hrunwahl Redeye, and the mjoendred called Lorendane of the Fire; and a shaefer named Nokki Twofoot. Called together by Bjonan Nightwalker, jarl of the waning Beorast clan, they are tasked to accompany a visiting shaman into the dangerous and taboo Skellbrith Pass.

**IMPORTANT NOTE:** GM'ss are encouraged, if they have the time and inclination, to have the players roll up their own characters. This process very much increases ownership and player interest, and will help open new, unexplored avenues in the plot, as well. It is certainly recommended if the gaming group plans on playing the rest of this campaign, *The Blood of Lauwenkai*. Plot relationships can be easily substituted by a creative GM's. Some examples: one or two characters can be the offspring of Bjonan; Hrunwahl Redeye can be exchanged for Mabdara Herbwife in the prologue if there is a Baellala in the group; if you have no shaefer, Greda Walrusarm could stand as the leader of a group of Gjohopa's Herd mercenaries, etcetera, etcetera ad infinitum. Try to maintain the oppositional feel of the factions of Beohald. That said,



# CHAPTER 1, WEIRD OF SKELLBRITH 11

the players are interchangeable according to your mighty will.

The opening hook is a face off between Bjonan and the leader of a visiting force of Crullodi, Kelvor Stonerain. The characters are sent away because they are the only ones to be spared from a tense, but possibly very advantageous situation.

Kelvor and Lenhyas have been sent by Crullwyth to scout the possibility of opening the pass to the east of Beohald village, to further increase the Crullodi expansion to the tribes in the Misenwood and beyond. Lenhyas is ostensibly tasked with the recovery of an artifact - the Cup of Thulbainn, one of the Vo-Hoki, - but is also focused on seeing just how deadly and haunted Skellbrith is. If it is not too dangerous, Beohald is to be wooed or conquered to become an artery for slaves from the Fost lands to the east. He is also tasked with evaluating the navigability of the pass, as compared with the difficult and lengthy crossing between Howlhorn town and Kalook town.

Kelvor has also been sent by Crullwyth to assess the strength of Beohald village as a possible defensive strong-point against the Keewanaw tribe in Mishiwone village and Howlhorn town and their Ewenho tribe allies to the south. He brings gifts of skins and weapons to show his good faith. Bjonan will not let him inland, however, and tasks a group of young heroes from the village and a shaefar from a local tribe to accompany the shaman, Lenhyas.

## Collaborating with 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 wander with bards instead of following your idea of defending a ruined stong on the outskirts of the clan’s land, 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 their skaldic minstrels mauled by the deadly, stronger and entrenched occupants of the now-fortified stong the characters declined to defend in the first place. Isn’t improvisation fun?

## Battle Is Not Always the Way

In a similar vein, this adventure is designed for smart parties making creative choices. Combat in Epic Role Playing is very dangerous. Reconnaissance, a dash of tactics, and even (gasp) avoidance of battle will get the characters to their goals, able to go toe-to-toe with a final ambush and emerge victorious. A team that damns the torpedoes is likely to be rolling up new characters quickly. Fosts are fierce, not stupid.





## Prologue: The Glade of Lauwenkai

**Setting:** A mist-filled clearing on the edge of a pine forest; a cliff overlooks Rimenac Sea fjords and the beach of Beohald village, below. Grass here is always green and hunting plentiful, as opposed to on the rest of the Beorast lands.

Horda Cloudfoot arrives at Bjonan's longhouse early one misty morning to take Arand "hunting." He instructs Heodell to come along. He takes them out of the village to the Glade of Lauwenkai, a sacred place of rituals. He tells them both that he has buried an angel-blessed torc and challenges them to move the tree covering its hole - a test of strength for warriors. It is, of course, a test of a different sort of mettle. Horda's underlying message: the warrior with the brain will prevail. See Tutorial 1.

Horda then spies the two shafar in the grove and challenges his students to sneak up on them and report back on the color inside a bole on the tree on which they are leaning.

Meanwhile, Nokki has been asked to accompany her clan

### Player's Tutorial 1

This demonstrates how basic skill and VA rolls work. Horda has rolled a heavy tree over a hole he says contains a gorgeous silver torc. To lift the tree, each character must make a 2d10 MGT or BLD roll besting the hard difficulty level (15). The first to do so gets the torc. When the tree is lifted, there is no torc in the hole. Horda's laughing response: "You fight for *things*, gjedvi? (or fenthodi, if it is Arand). Heodell then challenges his little brother to a friendly game of "mercy," where both parties stand with hands linked until one party contorts the other into asking for mercy. Use MGT or BLD and make an opposed roll between them. Add MGT or BLD (whichever is higher) to the rolls - the highest modified roll wins. Note the different ways success is achieved:

- A roll *against a static number goal* is made when employing a skill or VA to achieve an unopposed task. Heodell and Arand each try to roll 15 or more until one does.

- A VA roll *against an opponent* is compared against the opponent's corresponding roll. The higher total is successful. Have Arand and Heodell roll against each other. Whoever scores highest wins the game of mercy.

### Players' Tutorial 2

This scenario demonstrates how basic decision rolls work. Horda challenges his two charges to sneak up on the two shafar in the glade below. Heodell and Arand make stealth rolls. Nokki makes an opposed roll using perception skill. The highest modified roll wins, with the tie going to the defender. The defender in this case is Nokki

- Skill rolls are performed by rolling 2d10 and adding the level of the skill to the roll. If Arand rolls a 14, he would add his stealth skill level of 3 to the roll, creating a total of 17.

### Players' Tutorial 3

This scenario demonstrates how magic is used in Epic Role Playing. Hrundahl asks Seeli Kal to demonstrate his relationship to Aghoon and his skill with theurgy. Lorendane is witnessing and consecrating his bond to the shamans. Seeli should pick a low-cost variant and make a theurgy roll to cast it. The players should note how quintessence points (QP) are drained, how per difficulty level (PDL) works and other variant attributes.

chief, Gredla Walrusarm, to the grove, where grow the white capped mushrooms sacred to the Shafar. She is to guard her master as Gredla sleeps deeply in a trance state. They are interrupted by Horda's mischief. See Tutorial 2.

The interaction after the decision roll should be played out at the discretion of the characters, though Nokki should remember that she is to ward over her chief, and that shafar are not necessarily loved by the rest of Fost society. Arand and Heodell should also remember that the shafar aided them well in recent disastrous raids against the Keewanaw, and are allowed to live and trade with the clan for a month in return.

On a rock above the grove, Hrunwahl, Seeli Kal and Lorendane are just coming out of a meditative trance following a week of dire, secret and smelly initiation in the mountains. The shaman tells Seeli "you are ready, young kjodi," and orders him to demonstrate his connection to Aghoon by performing a theurgy variant. Lorendane is there to witness the initiation and also to be bonded to the kjodi as his mjoindred - he is oathbound to protect and aid the shaman. See Tutorial 3.

#### Adversary

#### Ord Att Impact Evn Move PL LP

|                  |    |    |    |    |   |   |   |  |  |  |  |  |  |
|------------------|----|----|----|----|---|---|---|--|--|--|--|--|--|
| Keewanaw - spear | -1 | +1 | +1 | +3 | 3 | 2 | 4 |  |  |  |  |  |  |
| Keewanaw - knife | +2 | +1 | -5 | +3 | 3 | 2 | 4 |  |  |  |  |  |  |
| Keewanaw - knife | +2 | +1 | -5 | +3 | 3 | 2 | 4 |  |  |  |  |  |  |
| Keewanaw - knife | +2 | +1 | -5 | +3 | 3 | 2 | 4 |  |  |  |  |  |  |



# CHAPTER 1, WEIRD OF SKELLBRITH 13

However, the interaction between Heodell, Arand and Nokki plays out, they are suddenly attacked by four Keewanaw, tribe raiders from Howlhorn village to the south. One is armed with a spear (range 3); the others carry long knives (range 1). Hrunwahl spies the battle and sends his students to the aid of the other warriors. See Tutorial 4. Have one run away or up a tree, and have Horda and Gredla use shen to show off their abilities to run him down, using variants like *swing as the monkey* or *step as the fly* for some splashy impact.

Introductions, mabon-taking and friendly, challenging banter occur after the battle. Horda and Gredla fought side by side in the recent raids. At that point, from the cliffs at the edge of the grove, they see a large number of war canoes - warriors landing on the beach below Beohald. It is forty of the Crullodi - perception rolls of 15 or more will identify the wooly rhino on shields and standards. If any of the characters wish to make a statecraft or lore roll and are successful at the formidable level (20), they will have heard at festivals and holmganga of the shake-ups in Cuthjar to the north and know that Clan Nunukai are powerful, indeed. Horda and Hrunwahl order their four charges to guard the village from a rear attack, and Gredla leaves Nokki to help. Clever or disobedient characters overhear a tense confrontation between Bjonan and Kelvor. It is obvious the Crullodi is willing to walk his men through the village to Skellbrith Pass, if necessary. It is

## Players' Tutorial 4

This fight is designed to show how basic combat works. The raiders all have excellent movement, so the players can observe how that skill affects combat. The players should note how important range is - the warrior with the spear can strike at ranges the knife-wielding gjedvi can't. GM'ss should limit damage taken by the main characters to 1 LP. After two turns of combat, Horda, Gredla and Hrunwahl should take part to demonstrate to the players some "high end" character abilities.

After the fight, when the party sees the war canoes of the Crullodi, two bits of news are available to them.

- *Perception: 15.* Notice the mark of the Wooly Rhino on shield or standards.
- *Statecraft or Lore: 20.* Know of the shakeups in Cuthjar/Haeholm, and the Crullodi's dominant political and military power.

equally obvious that the jarl of Clan Beorast will sell each step dearly with Beohald village's blood.



The Glade of Lauvenkai



The two forces remain waiting for the other to make a move - the giedvi from Beohald village are in defensive positions and outnumbered. After the initial posturing, Kelvor seeks a parley and asks for passage through Beorast clan territory for one of his men, the shaman Lenhyas. Bjonan agrees, over the recently arrived Hrunwahl's protests..

## Scene 1: Sage Counsel

*Bjonan to Heodell and Arand: "My sons, Savunwae's night falls on Beohald. Perhaps these Crullodi offer us a new dawning. Bring the shaman into the pass, but make sure to bring him out again. Be wary - I like not the way our kjodi looks at him. Fill your mabons with the pinkies of whatever demons live in that cursed place, and come home better than you were."*

The characters begin the post-tutorial adventure that evening in their three separate groups. Again, with minor adjustments these scenarios can be played out with freshly rolled up main characters. GM's could use this time to further 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.

**Heodell and Arand (Bjonan's Longhouse):** Heodell and Arand begin by meeting privately with their father, who believes this may be an opportunity to revitalize their village and put to rest the ghost of his father's crimes. They are to travel through taboo (Hrunwahl has agreed to allow this) lands into the heart of Skellbrith Pass, rumored to be the home of demons and worse, to reclaim a trinket of some sort from the pass. Bjonan puts on a brave show, but is worried. He tasks his sons to assist the shaman Lenhyas in any way they can, for the sake of the future of the clan. He will underline the risk involved - if they do not return, Beohald village will fight bravely, and then perhaps he will see them soon in Arshall.

**Nokki (Grelde's Tent in the Shaefar Camp):** Nokki Twofoot is summoned by the leader of her clan of Shaefar, Grelde Walrusarm. They are resting and trading with the Beorast after collaborating on a disastrous raid of Howlhorn, to the south. Grelde informs her that she has been chosen to accompany the party from Beohald into the pass, in exchange for extra time in the village. Bjonan cannot risk any more warriors to travel east, as he does not trust Kelvor and can show no weakness.

**Seeli Kal and Lorendane (Aghoon's Grotto) :** Hrunwahl Redeye holds a very different meeting with his young student, Seeli Kal, and the mJORndred Lorendane. Aghoon has told him of a great evil descending on the Beorast tribe, and Lenhyas must be that evil if he would trespass the Pass of Skellbrith the Cursed. He charges them to watch the shaman and kill him quietly if they have the opportunity. Aghoon and Lauwenkai will accept no less...

The Crullodi maintain a separate camp - there are no

## Scene 1 Overview

### Vital Points:

- Bjonan wants to use this opportunity to revitalize Beohald village and will underline the importance of their effort for the entire tribe..
- Hrunwahl will advise his student and his mJORndred that Lenhyas brings evil to clan Beorast and that they should kill him quietly if they can.
- Grelde will counsel Nokki that success will bring honor to the Shaefar and allow them to stay on in the village a while longer, as well as giving the young spear maiden more time with her father.
- The characters are to meet the kjodi, Lenhyas, on the beach at sunrise - they might take the night to acquire supplies from Fwell the direwarden. Bjonan will order his sons to charge Fwell to provide them with basic equipment for free.

### Available News and Legend:

- All of the mentors will be forthright with their students and tell them everything they can to help.
- If asked, Hrunwahl will give Seeli Kal a mouse with two cost one variants imbedded in it.

friendly games with the Beorast tribe over the fire. The party is to meet their charge at the edge of the beach at sunrise. They should take this opportunity to obtain any additional equipment. It is late - this is an excellent moment to introduce the dire warden Fwell, who will be grumpy and offer great resistance to any attempts at bargain hunting or haggling. The general store should be sparsely stocked.

## Departure

This scene plays out on the beach on the edge of Beohald at dawn. The beach is cold and rocky. There is a slight snow falling, and the Crullodi fires are already smoking fitfully - the shadows of their canoes lurk at water's edge. The party meets under the ring in the cold mist with Kelvor and Lenhyas Grey-eye. Lenhyas will politely thank the jarl for the use of his brave warriors and ask if they can set off immediately. They do so, up a little used, but wide, game track toward Skellbrith Pass.



# CHAPTER 1, WEIRD OF SKELLBRITH 15

## Scene 2: Strange Footprints

*Lenhyas to Whomever Will Listen: "Your frost iron is weak, your dire wolves are skinny, your village is small. YOU are small. Ah, you draw your brittle Beohald goatsticker, gjedvi? You would go against the will of your jarl so quickly? I thought not - you lack the ability to mark your own trail, as well. Who is the warleader here? It cannot be him. How in Agboon's name do you plan to protect me? Give me some of your venison jerky, right now."*

**Setting:** The pine forest is quiet, snow covered and gloomy - the sun is masked behind tall trees and grey clouds. Travel is steep, difficult and constantly moving upward.

**Obstacles:** Lenhyas' constant nattering and challenges. They may drive the Seeli and Lorendane to attempt to do away with Lenhyas, creating some great intra-party role playing dynamics. Who sides with whom? Should he live or die? If he is not stifled or quieted in some way, or if battle is joined, either disturbance will draw down an attack by a pack of mist wolves on the characters.

**Map:** The mist wolves will attack from the northeast. The ring of stones in the southwest is defensible.

Almost as soon as they clear the sight of Beohald village, Lenhyas transforms into an annoying, insistent bastard. He constantly badgers the characters and second-guesses their decisions, forcing them to make them firmly. He berates party members for anything and everything - their equipment, their stupid little village, even their appearance. This first gambit is to discover the leader of the party - if there is not one, he will appoint one. He wishes to keep the party off-balance and discover the strong and/or suggestible.

If they do attack him, he will remind the characters of the village of family and friends behind them, as well as their duty. Of course, they may not care.

Unfortunately, on the second day of travel inland, his continued high-volume critiques attract three mist wolves, who will attack without warning. The beasts are starving and weakened from the false spring, which has led to their unexpected daylight attack. They are clever hunters and will use pack tactics, ganging up on opponents and even feigning retreat to cull members from the party. They will use their misty Essence-draining attack early to disable and minimize opposing numbers. See Tutorial 3 for more information on conflicts with animals. More information on the mist wolves is in the appendix at the end of this adventure.

## Scene 2 Overview

### Plot Points:

- Lenhyas sounds out the party and who is in charge by constantly carping at them.
- On the second day of journeying, his constant complaining attracts a pack of mist wolves.

### Available News and Legend:

- *Perception or Fieldcraft: 10.* Tracks to the Gawn village will be noticed - allow all characters to make this roll.
- *Fieldcraft: 20.* Character recognizes the tracks as made by Gawn.

**Tip:** Use the table below to keep track of life points and other important statistics for party adversaries (including Lenhyas!).

**Ending Hook:** A second day passes, with the snow-covered foothills growing even steeper. With perception or fieldcraft rolls of 10, the characters discover what they think are Gawn tracks. Gawn are a scourge on the Fost, almost as bad as the giants. These savage humanoids, also known as "red caps" for their blood-dipped headwear, have not been seen in this area for years and years. A fieldcraft roll of 20 is required to identify the prints accurately: they are not actually

## GM's Tutorial 3

Situations involving animals are very different from those involving humans or humanoids. Animals and monsters fight to kill prey, protect young, mates, or themselves. These mist wolves are protecting their hunting territory and also searching the cold and dead lands for more meat. Remember to describe the behaviour, smells, and sounds to the players to make the canids come alive.

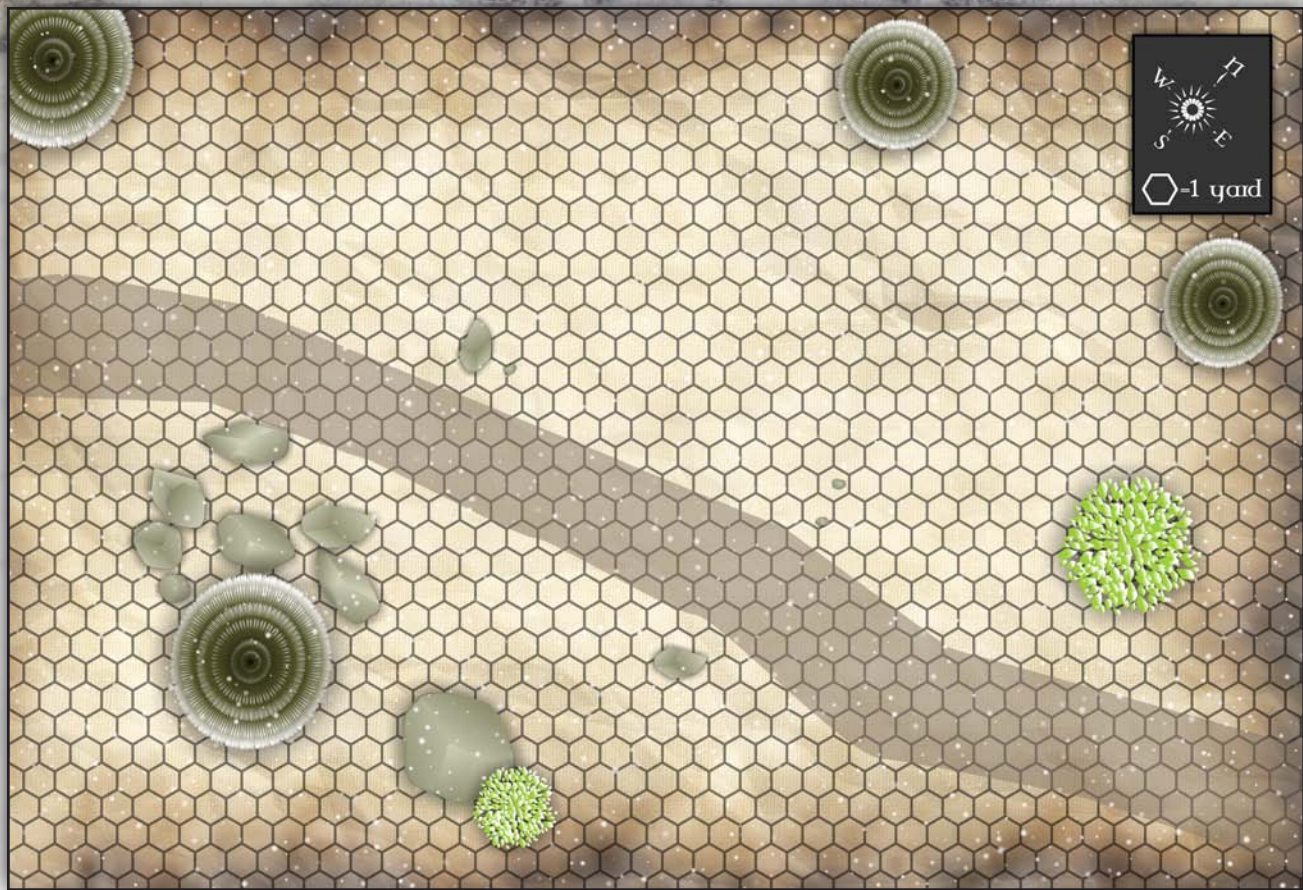
the tracks of gawn. The tread is not heavy enough, and the feet are too narrow.

The characters have discovered the footprints of a band of interbred and mad fost/gawn half-breeds, who have fled the devastation of the volcano through Skellbrith Pass. Never the most stable of folk, the terrible journey has driven them mad and altered the remainder into a feral and savage group.

| Adversary | Ord | Att | Impact | Evn | Move | PL | LP | ① | ② | ③ | ④ | ⑤ |
|-----------|-----|-----|--------|-----|------|----|----|---|---|---|---|---|
| Lenhyas   | +3  | +1  | -5     |     | 4    | 4  | 2  | 4 |   |   |   |   |
| Mist Wolf | -3  | +3  | +4     |     | +5   | 5  | 2  | 7 |   |   |   |   |
| Mist Wolf | +3  | +3  | +4     |     | +5   | 5  | 2  | 7 |   |   |   |   |
| Mist Wolf | +3  | +3  | +4     |     | +5   | 5  | 2  | 7 |   |   |   |   |

\*The mist wolves each can also attack with small goutts of green mist (range 1) once per battle. The mist drains 1d5 ESS levels.





Attack of the Mist Wolves

- If they follow the Neanderthal-like footprints, they will be led to the fostgawn camp, and can deal with them there, if they wish. See Scene 3A.

- Otherwise, the fostgawn will attack them at the ambush point further up the trail. See Scene 3.

### NPC: Lenhyas Greyeye

This infuriating but relatively powerful kjodi can be not just a thorn, but a tree trunk in characters' sides if they are playing the entirety of the *Blood of Lauwenkai* campaign.

#### Behavior/Tics:

- Best described as “dominate through pestering.”
- High, nasal voice.
- Grackle familiar, named Torn, that likes to peck characters. The two talk to each other and chuckle.
- His remaining eye is covered with a grey film, though is fully functional.
- He is intensely loyal to the Crullodi, and will rabidly pursue the Cup and the pass reconnaissance.

#### Skills/Tactical Strategy:

- Lenhyas has level three theurgy skills - favorite variants: *channel of dark ara*, *summon the hollowing wind* and, if pressed, *familiar martyr*.

- Lenhyas is careful - he will cast *aura of warding* on himself at the beginning of any conflict.

- Groups without access to the *Book of the Arcane* can simply assume that Lenhyas knows the variants on Seeli Kal's variant sheet.

#### Special Notes:

- As a loan from his teacher, Coeldavvi, he carries an imbued rhino fetish: ESS drain 1, QP +1, can cast *the coveted limb* (ESS drain 3).
- He also carries a *powder of escapes*, prepared at difficulty 20, which he should only use in Scene 5B.
- Notable stats: ESS 4, QP 8, Arcana - 4, Evasion - 4



# CHAPTER 1, WEIRD OF SKELLBRITH 17

## Scene 3A: Fostgawn Camp

*From your vantage point behind the redwood, you have a perfect view of a sad, strange sight. Two Fosts fight over a raw haunch of meat next to the fire, but they are somehow wrong. Their torsos are too thick, their brows are too heavy. They speak in grunts and growls. They are far from human, closer to the beastmen Horda curses about, the savage Gawn. Who- or whatever they are, they are on clan Beorast tribal lands!*

This strange group of half-breeds has migrated over the pass fleeing the ravages of the volcano. They are hungry, spooked and feral. The terrifying journey has robbed them of what little humanity they still retained.

**Setting:** The camp is squalid, but seems somewhat per-



Fostgawn Halfbreed Camp

## Overview (Both 3A and 3B)

### Plot Points:

- The Fostgawn are at about half-strength in their camp; the rest are out hunting.
- They will ambush the characters at full strength if the camp is not destroyed.
- The news that there are strange, mad crossbreeds in the woods, three days march from Beohald village is important news the jarl will want to know.
- If the players fit together that these came through the Pass, that is very important to both Beohald village and the Crullodi.

### Available News and Legend:

- **Perception: 15.** Identify the stealthy gawn in the tree-tops, nullifying their surprise attacks.

manent. It is filled with the detritus of a long journey and various low-grade iron tools and weaponry.

**Obstacles:** Three of these Sad Fosts are hunting, leaving a total of five. There is one sentry, posted in a tree - GM's choice - he is asleep.

**Map:** Two fostgawn are at the fire. The other two may be asleep in the lean-to to the north.

Fosts know their duty when it comes to Gawn incursions (even these strange half-gawn). The fostgawn believe they are far from any civilization, not realizing they are three days quick march down the road from Beohald village. They have lost the power of speech. If the characters have triggered the ambush already, no more experience for them. If these are eliminated, skip Scene 3B.

**Booty:** Their crude iron axes and spears, the archer's handmade bow. A pair of leather greaves can be used, though it smells dreadful. They have no body armor.

| Adversary          | Ord | Att | Impact | Evn | Move | PL | LP | ① | ② | ③ | ④ | ⑤ |
|--------------------|-----|-----|--------|-----|------|----|----|---|---|---|---|---|
| Sad Fost - axe     | -4  | +2  | -3     | 2   | 2    | 2  | 5  |   |   |   |   |   |
| Sad Fost - axe     | -4  | +2  | -3     | 2   | 2    | 3  | 5  |   |   |   |   |   |
| Sad Fost - spear   | -2  | +2  | -3     | 2   | 2    | 3  | 5  |   |   |   |   |   |
| Sad Fost - spear   | -2  | +2  | -3     | 2   | 2    | 2  | 5  |   |   |   |   |   |
| Sad Fost - sh. bow | 0   | +2  | -3     | 2   | 2    | 1  | 5  |   |   |   |   |   |



### Scene 3B: Ambush!

*As you approach the gully, a handmade arrow somehow appears halfway into your companion's shoulder. You look high up into the tree to see a scowling not-quite-fostic face sighting down a small bow, possibly at you. At the same moment, from front and behind, more of these creatures run bellowing from the rocks. It is an ambush.*

The fostgawn have sniffed out the travelers and have created this ambush for them. The above narrative doesn't have to happen, and is avoidable if the party takes preventative measures.

**Setting:** Tall redwood trees on either side of a narrow gully. Large outcroppings of rock surround the entrance to the gully, and underbrush and rocks screen the rear of the field.

**Obstacles:** One archer hidden in each of the two trees in front of the rock gully will create a deadly crossfire. After the hidden archers attack, four fost, including the headwoman, will come from behind the rocks in front, and two will seal off retreat and attack the rear. The archers are about thirty feet up, requiring two turns of climbing and an athletics roll of 10 to reach. They will attack tree climbers with long knives from above.

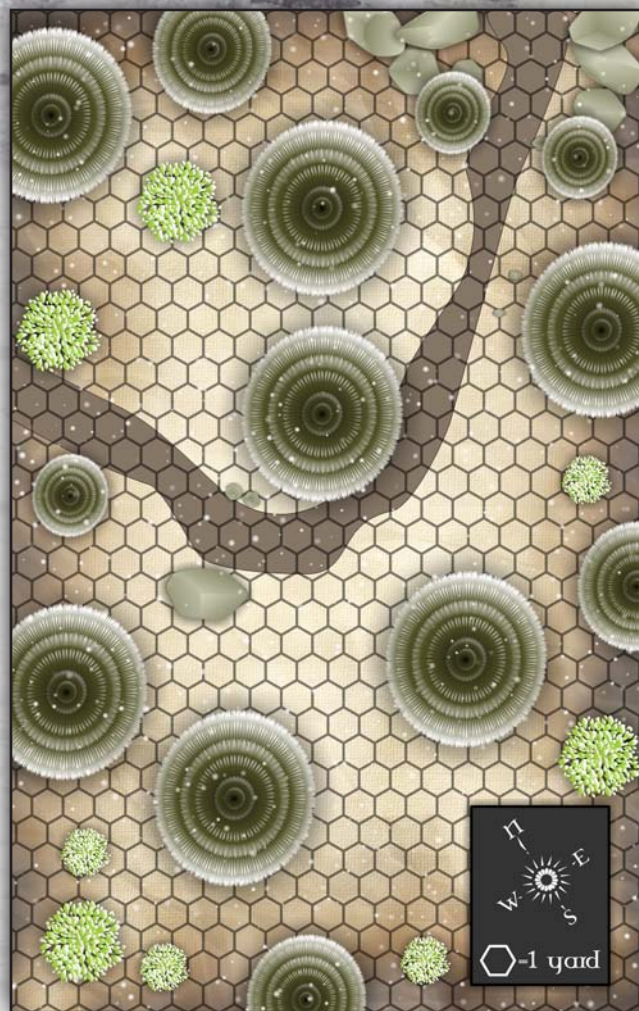
**Map:** The ambush is in the northeast. The two fostgawn attacking the rear are hiding behind the large rock at the bend in the trail in the center of the map.

The fostgawn will not attack any scouts, remaining hidden until the main body of the party proceeds up the trail. They are well-hidden (stealth at difficulty 13). The two fosts in the rear are very well-hidden (stealth at 18).

Parties wise enough to float advance scouts may be able to sniff them out (+3 to perception rolls for one or two quiet advance characters). The headwoman is also armed with a battered, but quite usable round shield, which gives her an extra defensive action.

Remember that the archers' first attacks from stealth, if not identified by the approaching players, will result in critical hits if successful.

This will be a tough fight for the party if they rush in - the archers especially will take them apart. A tactical approach will draw out the feral warriors and keep the party relatively intact.



*Fostgawn Halfbreed Ambush*

**Booty:** Their crude iron axes, spears, and bows. Piecemeal leather armor bits - no body armor. The headwoman's rodela.

Survival: Offer the characters 1 progression roll.

| Adversary          | Ord | Att | Impact | Evn | Move | PL | LP | ① | ② | ③ | ④ | ⑤ |
|--------------------|-----|-----|--------|-----|------|----|----|---|---|---|---|---|
| Sad Headwoman      | 0   | +5  | +4     | 3   | 3    | 3  | 7  |   |   |   |   |   |
| Sad Fost - axe     | +4  | +2  | 0      | 2   | 2    | 2  | 5  |   |   |   |   |   |
| Sad Fost - axe     | -4  | +2  | 0      | 2   | 2    | 2  | 5  |   |   |   |   |   |
| Sad Fost - axe     | -4  | +2  | 0      | 2   | 2    | 3  | 5  |   |   |   |   |   |
| Sad Fost - spear   | -2  | +2  | 0      | 2   | 2    | 3  | 5  |   |   |   |   |   |
| Sad Fost - spear   | -2  | +2  | 0      | 2   | 2    | 2  | 5  |   |   |   |   |   |
| Sad Fost - sh. bow | 0   | +2  | 0      | 2   | 2    | 1  | 4  |   |   |   |   |   |
| Sad Fost - sh. bow | 0   | +2  | 0      | 2   | 2    | 1  | 4  |   |   |   |   |   |



# CHAPTER 1, WEIRD OF SKELLBRITH 19

## Scene 4: Home Cooking

*"Come inside, Beobaldi," the old woman gestures from the stoop of the odd longhouse. "It is too many seasons since your fathers and mothers came to visit. I have cakes of honey for your tasting and as guest right." She turns and bobbles into the house, leaving the stretched elkskin door ajar....*

**Setting:** This is a very old stone longhouse perched on the side of the canyon, with a living redwood growing out of the middle of it. The house is occupied by a sweet, motherly and somewhat excitable old woman called Felka and her goat/daughter, a mountain spirit named Heldwith. To the east, the trail narrows as it ascends into Skellbrith Pass. The air in the gully seems somehow richer or more dense.

**Obstacles:** Heldwith and Felka.

**Map:** The scree slope is west of the longhouse, the gully to the east, down the trail. If Felka and the characters fight, sketch out the inside of the longhouse - don't forget the tree.

The characters will first meet Felka, and she will welcome them to her home, feeding them honeycakes and mead. If Lenhyas is allowed to take the lead, he will demand the Cup of Thulbainn, the relic he was sent for. If the characters allow him to control the conversation or if they pursue a similar line of questioning, Felka will grow very angry indeed, and begin

## Overview

### Plot Points:

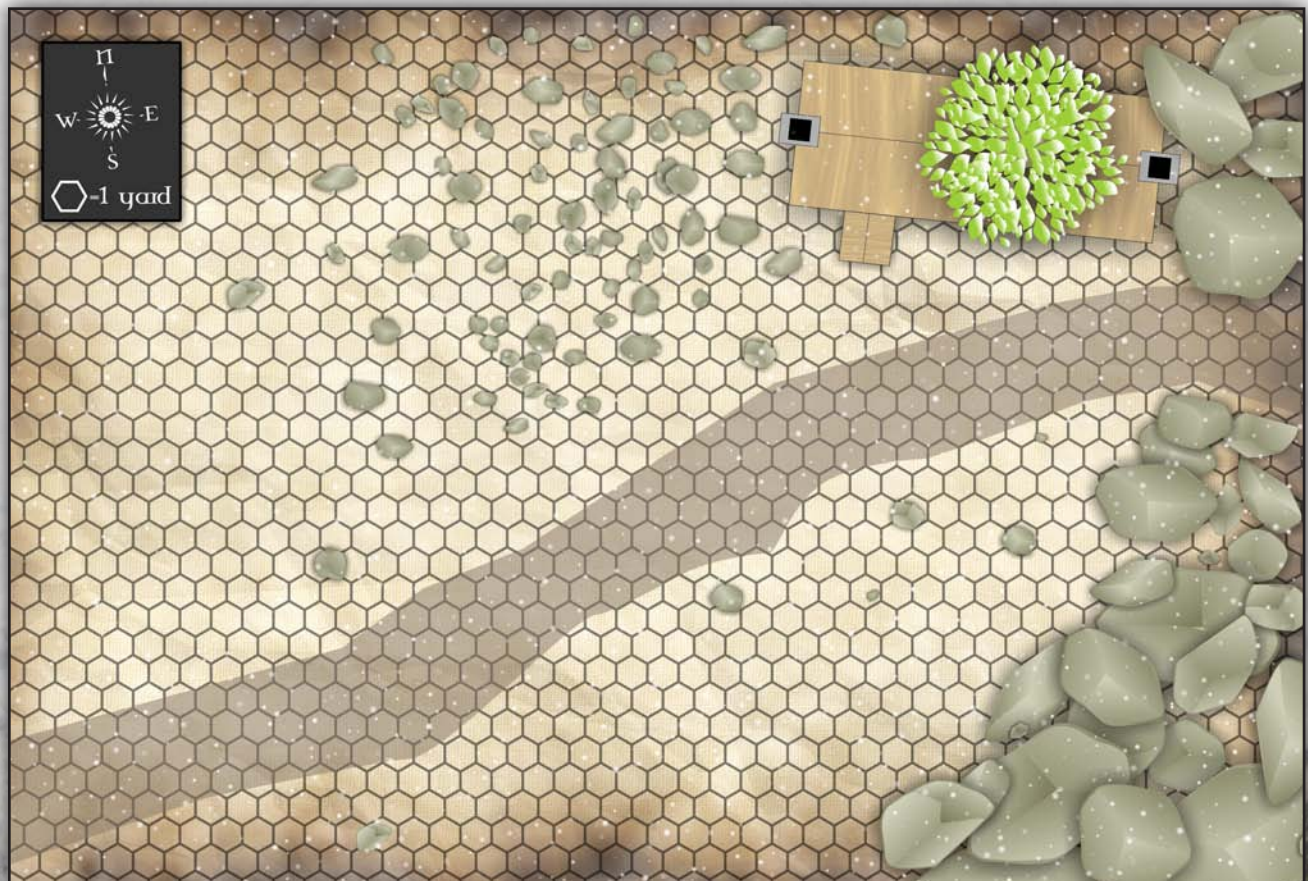
- Heldwith is willing to part with the Cup, but the characters must pass a test first - either of skill, endurance or lore.
- Failing the test three times means being sent to harvest the eyebrow of Cram the ogre in Scene 5A.
- Success at the test will earn the party the Cup of Thulbainn and the respect of Heldwith.

### Available News and Legend:

- *Lore or Theology:* 15. Heldwith is the daughter of the Stilka, Spirit of the South Mountains, who will be very pissed if she is killed.

pummeling them with her dough stone, screaming about her "poor dead owlie-pants."

If the characters can get Lenhyas under control and ask nicely, she will become severely discomfited, and call for her goat, Heldwith, who will appear on the doorstep. The goat has a very rich coat, purple and red eyes and speaks Fostic with a low, mellow and eerie voice. A successful lore roll at hard difficulty (15) will identify her as one of the daughters of Stilka, the Spirit of the Southern Mountains, a being not to be tampered with. Heldwith will ask them each to bring her



*The Longhouse of Heldwith the Mountain Goat Spirit*



| Adversary | Ord | Att | Imp | Evn | Move | PL | LP | ① | ② | ③ | ④ | ⑤ |
|-----------|-----|-----|-----|-----|------|----|----|---|---|---|---|---|
| Felka     | -6  | 0   | 0   |     | 0    | 1  | 1  | 3 |   |   |   |   |
| Heldwith* | +6  | +6  | +9  |     | 7    | 7  | 4  | 8 |   |   |   |   |

\*Heldwith has 3 actions to divide as she chooses. Besides her horns and hooves, she can bleat/roar - the bleat is a melee arms roll, defended by arcana(resistance) or Will. Failure to defend results in the character being deafened and stunned for 1d5 turns. She also practices theurgy at level 4, and has 12QP.

something to eat, and then she ruminates, crunching contentedly on the food. She will then tell one of the main characters (pick according to the food given or roll randomly) that she indeed will give them the Cup, but that they must first prove their worth.

She proposes a test of skill, lore or strength.

**Test of Skill:** Heldwith will challenge the character to place a bell on her horn. If the character is gifted in fieldcraft, she will disappear into the gully to the east to await the tracker. A roll of 20 is necessary to find her in the gully. Characters with stealth will need to follow a very obvious trail (no roll needed), but will need to achieve a 20 to sneak up on her successfully. We recommend three chances. Failures will be accompanied by ribbing and derision from the spirit, accompanied by 1d5 damage from a mild horn gouge, and a challenge to do better. Other tests of skill using athletics, persuasion, performance or other skills will work equally well. Use of verbal or social skills, especially, should be role played.

**Test of Endurance:** Heldwith will gallop out onto the scree slope above the longhouse and await the challenged one. The warrior must butt heads with the goat. She will counsel her opponent to embrace the challenge and the collision, not to fight or evade it. This is actually a test of courage. The spirit will charge the warrior. Build this up, emphasizing the unexpected fury of the spirit's charge and the rage in its eyes. If the brave holds their ground or charges as well, not avoiding the imminent collision, each side will receive damage with an impact of -5. More importantly, the warrior will command Heldwith's respect. If the character attempts to avoid the charge and strike using maneuver or melee arms skill, Heldwith will attack and beat the character black and blue, even into the 5th Injury Level. GM'ss are encouraged to not allow a character to die here, however.

**Test of Lore:** Heldwith will ask a simple riddle. "What is the Waking of Lauwenkai?" The answer is "The horn of brave deeds." The answer can be achieved by a lore, theology or INT roll of 20.

If the test is passed, Heldwith will develop a more than friendly fascination with the character. If the group continues in the *Blood of Lauwenkai* campaign, this event will result in the revelation that the young spirit Gwauri is the result of a union between the character and Heldwith.

Also, if the characters are successful, Glitch the old fistic troublemaker from Scene 5 has observed the characters enter-

ing into the longhouse, and will have fetched his companion, Cram the ogre, to lay in ambush for the party along the road back (Scene 5B).

If the test is failed three times, Heldwith will mock the character's mettle, and that of the party, and present a far more serious challenge - bring her the eyebrow of the ogre called Cram, who she will sell as a terrifying adversary. She will inform them of the location of the ogre's cave, but not mention anything else about his surroundings or companion.

She will butt the door shut, and subsequent entry into the ancient longhouse, until the eyebrow is possessed, will reveal nothing but dust and antiquity.

**Booty:** *The Cup of Thulbainn.* It is stone, appears unremarkable, is arcane in nature and has an ESS drain of 2. Crullwyth's shaman, Coeldavvi, needs it for a demonic experiment. It is essentially powerless for the characters.

There is a cricket in a cage in the corner that contains three cost 2 variants, two cost 3 variants and one cost 4 variant, all theurgy.



# CHAPTER 1, WEIRD OF SKELLBRITH 21

## Scene 5A: The Cave of Cram

*Deafening snoring echoes from within the cave. Something smells.*

**Setting:** Cram's cave is dank, but surprisingly well-lit, due to the glowing fungus.

**Obstacles:** Acquiring Cram's eyebrow. Cram's fists, Glitch's rusty short sword and warped short bow.

**Map:** Cram's stash is in the southeast corner. Glitch sleeps close to the cave opening, Cram near his stash.

Cram is a solitary and stupid ogre who is still alive due to his indomitable will and the edible fungus glowing on the walls of his cave. He fled here years ago as the only survivor of a failed giant raid on Esgard town and has remained, too afraid of Fost hunting parties to travel west and equally petrified of the darkness in the pass to the east. His only companion in this dead end is a wiry old Fost exile named Glitch, who survives his partnership with the ogre through a steady and constant wave of flattery and information.

Cram is weakened and twitchy from his constant diet of fungus (he is a loud and unskilled hunter), and equally starved for any company. If parties wish to bargain with him (persuasion roll of 10), he may trade his eyebrow in the morning in exchange for a night of conversation. He speaks basic Fostic and will harangue the party with many long and boring stories about his cave, including a "secret place," which no intruders could ever find. Cram will try to trick strong parties into splitting themselves up, perhaps sending some off to hunt for food, and then attack those who remain.

Glitch is a bit more cagey and overtly hateful toward the characters - he was exiled from Beohald village. The two will develop a ridiculous good cop/bad cop routine if allowed. Cram is a load. Though weakened (12 LP), he still packs a wallop with his cesti-wrapped fists (impact of 10).

Of course, stealthy (or just prudent) characters may remember that all they need is his eyebrow. He sleeps very soundly - his perception rolls are at -5. A sharp and silent knife can retrieve the eyebrow safely. Critical hits against very large creatures, like ogres, will deliver critical damage bonuses but not breaks or fatalities or other effects as they would against smaller creatures. In game terms, for example, the neck of the ogre is just too tough and thick to sever with one stroke.

**Booty:** Unfortunately for him, Cram's secret stash is behind the only stone not covered by the glowing, yellow fungus. Fortunately for him, it is large and heavy, requiring a MGT roll of 20 to move. Inside, his hoard is the skeleton of a Fostic maiden he was attempting to woo and forgot about, and a frost iron long knife of good quality from the raid long

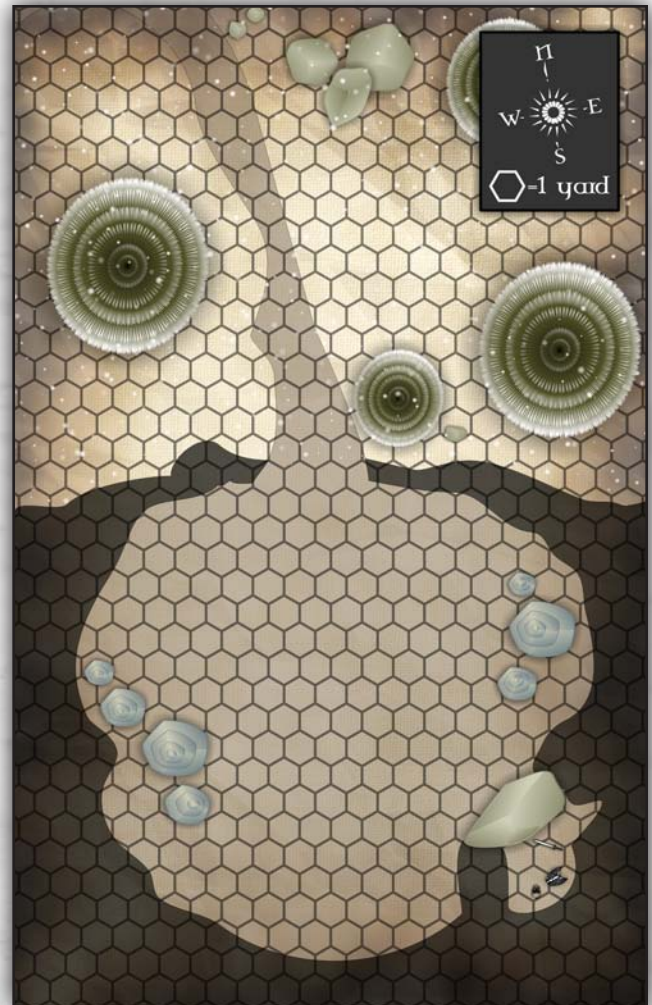
### Overview

#### Plot Points:

- Cram believes himself clever, but is quite stupid.
- He will attempt to split the party by asking them to fetch wood or food, then attacking the remaining, weakened characters.
- Glitch is suspicious of the characters and will watch them while Cram sleeps.
- He sleeps at -5 perception. Stealthy characters can harvest the eyebrow if they can deal with Glitch.

#### Available News and Legend:

- They don't know nuthin'.



*Cram's Cave*

ago. Its well-made blade gives it a bonus to impact of +1.

| Adversary | Ord | Att | Impact | Evn | Move | PL | LP | ① | ② | ③ | ④ | ⑤ |
|-----------|-----|-----|--------|-----|------|----|----|---|---|---|---|---|
| Glitch    | 0   | +2  | -3     | +2  | 2    | 2  | 3  |   |   |   |   |   |
| Cram      | 0   | 0   | +8     | -5  | 2    | 3  | 12 |   |   |   |   |   |



## Scene 5B: Cram-bush!

*As you turn the corner of the gully and navigate the house-high piles of rock, you see a single large rock athwart the trail up ahead. Only partially screened by the rock, an even larger humanoid behind and two huge feet stick out from behind it. The strange figure emits loud, anticipatory chuckles, punctuated once in a while by "Yup - gonna git 'em!"*

**Setting:** This gully is surrounded by steep falls of rock on both sides. A few smaller passages filter from the main trail.

**Obstacles:** A final gambit by Lenhyas to steal the Cup, and the credit, for himself. Cram and Glitch might be helpful, if the party hasn't killed them.

**Map:** Three blizzard eyes wait in the southern cul-de-sac. The fourth, with a bow, is using the central southern redwood as cover. Movement on the rocks is at -5.

Along the road, Cram waits in ambush, having heard about the tasty travelers approaching him. Unfortunately, the rock he hides behind only conceals about a third of his mass. His extra large backside and legs are very visible to anyone even half-observant (perception roll of 5). Glitch is more successfully concealed (perception roll of 10) in a bush up the slope of the gully.

What is worse for the party is that Lenhyas has planned ahead for this location, as well - four (or more, depending on the party's progress) Crullodi blizzard eyes have snuck from the beach at Beohald and have been hiding for days in the rocks across the gully from Cram's hiding place. Lenhyas wants to eliminate the characters, saving the glory for himself and siphoning the strength of Beohald village. Clever parties should be able to encourage the ogre (who they may not have met yet) to fight the Crullodi or even enlist him as an ally! The Crullodi will attack the ogre as well, fearing a trap or double cross.

The blizzard eyes in the gully are armed with three throwing axes each; they will throw two and keep one for close work. Their leader, Dornhal, is ambidextrous and fights with a long knife in his off hand, giving him an extra attack or defense action. He also has shen(path of neutrality) at level 3, and will use the variant *step as the mountain goat* to navigate the rocks with ease and draw opponents onto shaky ground. They all wear grey leather gambesons and either braces or greaves, all with no insignia.

Lenhyas will attempt to attack the characters from afar

### Overview

#### Plot Points:

- Cram the ogre (see previous page) waits in a bad parody of ambush with his companion, Glitch (stealth of 5 and 10, respectively).
- There are also four Crullodi blizzard eyes awaiting the return of Lenhyas - they will attack the characters and the ogre, suspecting a trap. The lead blizzard-eye has shen(path of neutrality) at level 3.
- Lenhyas will try to take the cup and then escape.

#### Available News and Legend:

- *Military arts: 10.* Lenhyas must have planned this ambush from the beginning.

with theurgy and will flee if the attack goes ill. He will use his *powder of escapes* (prepared at difficulty 20) given to him by Coeldavvi, his master, and steal into one of the many nooks and crannies available in the rocks. From there, he will use his rhino fetish to cast the theurgy variant *the coveted limb* on his grackle familiar to steal its wings and fly away. GM'ss playing the rest of *Blood of Lauwenkai* may want to preserve him at all costs to torture the characters over the course of the campaign as a recurring enemy.

If Cram and/or Glitch survive, many options obtain. Is there now a fight between the characters and the ogre and his friend over booty? If Glitch is the only survivor, will he want to come back to Beohald? Will the party let him? That's just three options - indulge yourself.

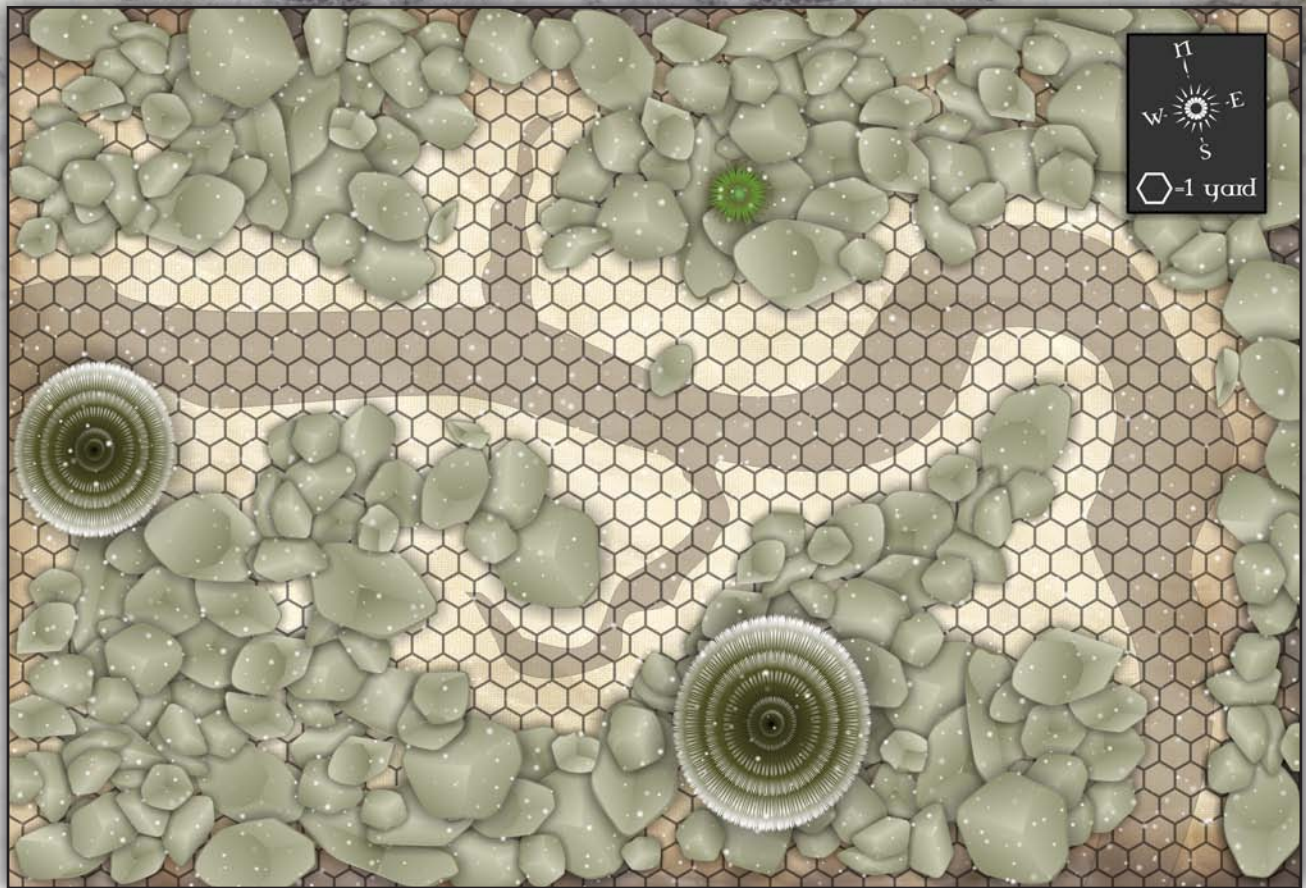
Award characters 2 progression rolls for survival. Well done!

| Adversary             | Ord | Att | Impact | Evn | Move | PL | LP | ① | ② | ③ | ④ | ⑤ |
|-----------------------|-----|-----|--------|-----|------|----|----|---|---|---|---|---|
| Dornhal*              | +5  | +5  | +2     |     | +4   | 4  | 5  |   |   |   |   |   |
| Lenhyas               | +3  | +1  | -5     |     | 4    | 4  | 2  | 4 |   |   |   |   |
| Blizzard eye - t. axe | +2  | +2  | 0      |     | +3   | 3  | 4  | 4 |   |   |   |   |
| Blizzard eye - t. axe | +2  | +2  | 0      |     | +3   | 3  | 4  | 4 |   |   |   |   |
| Blizzard eye archer   | +2  | +2  | 0      |     | +3   | 3  | 4  | 4 |   |   |   |   |

\*Dornhal has no penalty for fighting with his off-hand. He receives an extra action to attack or parry each combat turn.



# CHAPTER 1, WEIRD OF SKELLBRITH 23



*Cram-Bush!*

## Scene 6: Return to Beohald

*Kelvor Stonerain: "You have honored your fathers and wiped away some of the stain from your village, warriors of Beohald. I will take that ferret Lenhyas and drag his entrails all the way back to Haeholm from the back of my war canoe! Take these vambraces and be marked. You have the thanks and the friendship of the Wooly Rhino. We will not forget you. Lauwenkai grant that we meet again this side of Arshall."*

The party returns home full of useful information. Skellbrith Pass is haunted still, by a powerful spirit, and that is just at its opening canyon. Also, there were/are half-breed fostgawn three days march away from Beohald village that may have traveled through the pass.

If the party has the Cup of Thulbainn, Kelvor is magnanimous with them, and gives the warriors each moose-leather vambraces, embossed with the wooly rhino, the mark of the Crullodi. They are of high quality, PL 2. He will also give any kjodi one of Lenhyas' pet squirrels, endowed with three cost 2 theurgy variants. If Lenhyas is missing, Kelvor expresses his dismay, and will swear to hunt him down. For those continuing the campaign, this is a lie - Lenhyas was tasked by Kelvor to steal the cup and further weaken Beohald village by killing the characters. He will meet Kelvor up the coast a day later.

**Booty:** Primarily, the party has saved their home from extermination at the hands of a relentless military power. They

also receive a huge boost in reputation among all the villagers, except Fwell, who could care less. However, there are also material rewards, little goodies for your players:

- All warriors can accept the moose-leather vambraces Kelvor offers. They are of high quality, and convey a PL of 2.
- Kjodi receive a pet squirrel of Lenhyas'. It is endowed with three cost 2 theurgy variants.
- Other characters who don't fall into the above categories should receive an item of similar worth.

Kelvor and Bjonan create some promises of mutual trade, and there is a return trip scheduled in the spring, or whatever passes for spring after the very cold winter, which is approaching. For those continuing with *Blood of Lauwenkai*, if Kelvor hears of the fostgawn he will offer the services of some of his men to help defend the village against the incursion. Bjonan is tempted, but will decline, for now.

The Crullodi take their leave, but present Bjonan with a huge orca they were able to kill while waiting for the party to return. This is a princely gift that will feed the village well for a week. The jarl is impressed and accepts the gift as another token of friendship between the two clans. That night, there is a feast and holmganga - the first in a long, long time. The characters are praised and toasted deep into the night, until a gentle fall of midsummer snow ushers in the dawn.



## Appendix:

Three new Fostic professions, appearing here for the first time.

### Gjohopa's Herd

A mercenary band dedicated to the androgynous angel of correct decisions and interactions with other races. They travel from village to village, recruiting any dissatisfied young Fost with tales of adventure and heroism in the Five Men wars to the south and even with the far Kalmoni to the east. Membership in the company is open to all, male and female, in honor of their patron. Most of the Herd use hammers, mauls and other blunt weapons in honor of Gjohopa.

As they are dedicated to one of the angels of the Vo-Hoki, the Herd are officially honored in most Fost villages, but many mothers mourn the departure of their young sons and daughters with this hearty band. They are joyful and daring opponents. Their commander, a huge, bearded Fost (one of few) brave named Relenell, is rumored to have the private parts of both sexes.

**Skills:** Ranged or melee arms, maneuvering, military arts, fieldcraft, performance

#### Masteries and Grandmasteries:

*Bull's Bluff performance(acting) mastery:* The warrior has mastered the Herd's weaving, dancing attack style: effective melee weapon range increases by 1. For example, a long sword in the hands of a Bull from the Herd would have an effective range of 3. The mercenary also receives the title of Bull (sergeant) and a red-dyed seal leather gambeson of high quality - PL 4, Wgt 7.

*Alpha's Hide performance(acting) grandmastery:* The mercenary's deepening understanding of the Herd's weaving style allows her to draw blows away from critical areas, creating an effective PL of 4 in addition to any armor worn. Title of Alpha is also conferred.

### The Godless

The disciples of the grim, shorn warrior named Bjartur have forsaken all things Fost, even going so far as to curse the gods, Lauwenkai and Aghoon. Bjartur was a Hrolontee mjoendred who lost his wife and two children to the rage of his pledged brother, his kjodi, whom he subsequently killed. He left his tribe and forsook the gods, and scrabbles out an ascetic existence in an abandoned, isolated stong, surrounded by a small group of dedicated students with similar pasts. They practice deprivation and meditative arts martial in an attempt to silence the grief inside them and to see and strive only for this world, and no other, including Arshall.

The Godless cut off their hair and wear necklaces woven

from it and the hair of those they have lost. They travel if Bjartur sees need, and also to complete their ritual pilgrimage, the Bowl. They are tolerated in some Fost villages for trade, but are not allowed to sleep there. To cross them is considered bad luck - kjodi will not speak to them. Among the mjoendred, a punishment from the gods for deepest betrayal is called "Bjartur's Path."

**Skills:** Ranged or melee arms, maneuver, athletics, perception, theology(meditation)

#### Masteries and Grandmasteries:

*Shorn theology(meditation) mastery:* The apprentice is allowed to shave his head and weave his hair into a necklace, along with the hair of lost loved ones - the necklace is always worn, and the hair of fallen enemies is woven into it. Confers title of Shorn. This mastery grants the godless dominion and shen at level one. It also grants him 1d5 path of harmony variants.

*The Bowl theology(meditation) grandmastery:* The shorn has completed a circumnavigation pilgrimage of the Rimenac Sea and has achieved deep insight into the suffering of the Fost peoples. This grandmastery grants the ability to completely stop a conflict for 1 turn PDL through sheer force of sorrow using a theology(meditation) roll. Defense through theology(meditation), WLL or dominion(resistance).

### Saghaudi, the Raven's Fingers

Tricksters and slugabeds, the loose fellowship of the Saghaudi occupy a strange place in Fost society. A counterpoint to the stirring saga singers of the Fowen Daen, they are dedicated to the irreverence and social lubrication that makes their patron angel, Saghani, so well loved. Their jokes are wildly inappropriate, often very intricate and sometimes cruel, but strangely, almost inevitably, focus on the warrior or shaman that takes himself far too seriously.

To be named "saghaudi" by a clan is a mixed blessing. Quick minded, quick fingered and undisciplined young giedvi are often singled out, taken under the wing of an older mentor and taught the ways of mead and mischief, but they also remain part of the martial strength of the clan, and are sometimes even sent on strange and dangerous missions to other villages.

Saghaudi often "redistribute" possessions amongst villagers, mostly when the villagers don't realize it. Most Fost have a very liberal understanding of the idea of possessions, anyway - if you were not strong or smart enough to retain control of your favorite moccasins, that's your fault. Even the boldest saghaudi are usually protected from physical reprisal by the necessity of their other function, as brewers of hot mead surpassed by none.

**Skills:** Thieftcraft, stealth, persuasion, stewardship, ranged or melee arms







Name: Arand Awlhand

Race/Ethnicity: Fost

Occupation: Blizzard Eye (Fenthodi)

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

## The Body

|                           | Level |
|---------------------------|-------|
| Agility <sup>(AGL)</sup>  | 6     |
| Beauty <sup>(BTY)</sup>   | 3     |
| Build <sup>(BLD)</sup>    | 2     |
| Might <sup>(MGT)</sup>    | 1     |
| Vitality <sup>(VIT)</sup> | 3     |

## The Mind

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

Portrait or Symbol

## Childhd/Apprent Skills Talent Level

|             |     |   |
|-------------|-----|---|
| Athletics   | AGL | 3 |
| Fieldcraft  | AGL | 3 |
| Linguistics | RSN | 1 |
| Perception  | ITU | 2 |
| Persuasion  | BTY | 1 |
| Statecraft  | PRS | 1 |
|             |     |   |
|             |     |   |

## Specialties

| Specialty | Level | Total |
|-----------|-------|-------|
| Tracking  | 1     | 4     |
|           |       |       |
|           |       |       |
|           |       |       |
|           |       |       |
|           |       |       |
|           |       |       |
|           |       |       |

## Professional Skills

|               | Talent | Level |
|---------------|--------|-------|
| Maneuver      | AGL    | 4     |
| Military Arts | PRS    | 1     |
| Ranged Arms   | ITU    | 3     |
| Stealth       | AGL    | 3     |
|               |        |       |
|               |        |       |
|               |        |       |
|               |        |       |
|               |        |       |

## Masteries & Grandmasteries

|  |
|--|
|  |
|  |
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|  |
|  |
|  |
|  |



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: 18 Sex: M Hgt: 6'1" Wgt: 185 Handed: R

Eyes: Hazel

Hair: Black

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

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

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

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

Disposition: Obedient

Morals: Altruistic

Motivations: Honor

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

Homeland: Rimenor, the village of Beorast Social Class: Royalt

Languages: Fostic, Donnish

Family Occupation: Chief

Schooling/Apprenticeship: Scout

Childhood Events: Suffered amnesia as a child - lost a year.

Adolescent Events: Appr. with famous hero-Theld, the Still

## Weapons

|                   | wgt | grp | range | impact | ord | att | dmg |
|-------------------|-----|-----|-------|--------|-----|-----|-----|
| Short bow         | 2   | 2   | 150   | 0      | +1  | +3  | 0   |
| Throwing Axes (3) | 2   | 1   | 15    | -3     | +1  | +3  | -2  |
|                   |     |     |       |        |     |     |     |
|                   |     |     |       |        |     |     |     |

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     | Leggings         | 1   | 0  |
| Arms     | Leather braces   | 3   | 1  |
| Body     | Leather gambeson | 10  | 3  |
| Head     |                  |     |    |
| Other    |                  |     |    |
| Total PL |                  |     | 4  |

| Shield | wgt | cover | mod | Block |
|--------|-----|-------|-----|-------|
|        |     |       |     |       |

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

## Items on Person

| Item  | wgt |
|-------|-----|
| Knife |     |
|       |     |
|       |     |
|       |     |
|       |     |
|       |     |
|       |     |
|       |     |

## Items in Pouch

| Item | wgt |
|------|-----|
|      |     |
|      |     |
|      |     |

22 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 |
|---|----|---|---|---|---|---|
|   | 13 | 9 |   |   |   |   |



Name: Heodell Oneblade

Race/Ethnicity: Fost

Occupation: Brave (Gjedvi)

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

## The Body

|                           | Level |
|---------------------------|-------|
| Agility <sup>(AGL)</sup>  | -1    |
| Beauty <sup>(BTY)</sup>   | -1    |
| Build <sup>(BLD)</sup>    | 3     |
| Might <sup>(MGT)</sup>    | 3     |
| Vitality <sup>(VIT)</sup> | 4     |

## The Mind

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

Portrait or Symbol

## Childhd/Apprent Skills Talent Level

|                 |     |   |
|-----------------|-----|---|
| Animal Handling | ITU | 1 |
| Athletics       | AGL | 3 |
| Craftsman       | WL  | 3 |
| Arcana          | ESS | 1 |
| Fieldcraft      | ITU | 1 |
| Linguistics     | RSN | 1 |
| Persuasion      | PRS | 1 |
| Statecraft      | PRS | 1 |

## Specialties

|         | Level | Total |
|---------|-------|-------|
| Tactics | 1     | 4     |
|         |       |       |
|         |       |       |
|         |       |       |
|         |       |       |
|         |       |       |
|         |       |       |
|         |       |       |
|         |       |       |
|         |       |       |

## Professional Skills

|               | Talent | Level |
|---------------|--------|-------|
| Maneuver      | AGL    | 1     |
| Melee Arms    | WL     | 3     |
| Military Arts | PRS    | 3     |
| Ranged Arms   | ITU    | 1     |
|               |        |       |
|               |        |       |
|               |        |       |
|               |        |       |
|               |        |       |
|               |        |       |

## Masteries & Grandmasteries

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|  |
|  |
|  |



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

Age: 20 Sex: M Hgt: 6'2" Wgt: 195 Handed: R

Eyes: Hazel

Hair: Black

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

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

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

Unusual Traits: Erebus blood (+1 Arcana skill)

Homeland: Rimenor, the village of Beorast Social Class: Royalt

Languages: Fostic, Donnish

Family Occupation: Chief

Schooling/Apprenticeship: Beast Master (Fwell) with Lorendane

Childhood Events: Befriends Gerelad the trader.

Adolescent Events: Best friend left town and turned on him.

Disposition: Practical

Morals: Selfish

Motivations: Friendship

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

## Weapons

|                             | wgt | grp | range  | impct | ord | att | dmg |
|-----------------------------|-----|-----|--------|-------|-----|-----|-----|
| Grief (longsword gd. qual.) | 4   | 1   | 2      | 0     | -4  | +4  | +3  |
| Spear                       | 4   | 2   | 3 (20) | 0     | -4  | +3  | +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     | Leather greaves  | 3   | 1  |
| Arms     | Leather braces   | 3   | 1  |
| Body     | Leather gambeson | 10  | 3  |
| Head     |                  |     |    |
| Other    |                  |     |    |
| Total PL |                  | 5   |    |

| Shield | wgt | cover | mod | Block |
|--------|-----|-------|-----|-------|
|        |     |       |     |       |

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

## Items on Person

|             | wgt |
|-------------|-----|
| Knife       | 1   |
| Leather bag | 1   |
|             |     |
|             |     |
|             |     |
|             |     |
|             |     |
|             |     |
|             |     |
|             |     |

## Items in Pouch

|  | wgt |
|--|-----|
|  |     |
|  |     |
|  |     |
|  |     |

26 Total Weight carried on person

Pack Weight (pack on back of sheet)



| Weight Limit<br>= 10+BLD *<br>MGT | Impediment = each box can hold your WL in wgt |
|-----------------------------------|---|
| 16                                | 16 10 2 3 4 5                                 |



Name: Lorendane of the Flame  
 Race/Ethnicity: Fost  
 Occupation: Blade of Arshall (Mjorndred)  
 Titles/Rank: \_\_\_\_\_ Created on: \_\_\_\_\_

| The Body                  | Level |
|---------------------------|-------|
| Agility <sup>(AGL)</sup>  | 1     |
| Beauty <sup>(BTY)</sup>   | 0     |
| Build <sup>(BLD)</sup>    | 2     |
| Might <sup>(MGT)</sup>    | 2     |
| Vitality <sup>(VIT)</sup> | 1     |

| The Mind                   | Level |
|----------------------------|-------|
| Essence <sup>(ESS)</sup>   | 5     |
| Intuition <sup>(ITU)</sup> | 4     |
| Presence <sup>(PRS)</sup>  | 0     |
| Reason <sup>(RSN)</sup>    | 0     |
| Will <sup>(WLL)</sup>      | 3     |

Portrait or Symbol

| Childhd/Apprent Skills | Talent | Level |
|------------------------|--------|-------|
| Animal Handling        | ITU    | 1     |
| Athletics              | AGL    | 2     |
| Commerce               | PRS    | 1     |
| Craftsman              | WL     | 1     |
| Fieldcraft             | ITU    | 1     |
| Linguistics            | RSN    | 1     |
| Visual Arts            | ITU    | 1     |

| Specialties | Level | Total |
|-------------|-------|-------|
| Axes        | 1     | 4     |
| Meditation  | 1     | 4     |
|             |       |       |
|             |       |       |
|             |       |       |
|             |       |       |
|             |       |       |
|             |       |       |

| Professional Skills | Talent | Level |
|---------------------|--------|-------|
| Maneuver            | AGL    | 3     |
| Melee Arms          | WL     | 3     |
| Military Arts       | PRS    | 1     |
| Theology            | ITU    | 3     |
|                     |        |       |
|                     |        |       |
|                     |        |       |
|                     |        |       |
|                     |        |       |

| Masteries & Grandmasteries |
|----------------------------|
|                            |
|                            |
|                            |
|                            |
|                            |
|                            |
|                            |

**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: 25 Sex: M Hgt: 6'3" Wgt: 200 Handed: L  
 Eyes: Hazel Hair: Black  
 Features: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 Racial Traits: \_\_\_\_\_  
 Unusual Traits: Phobia of fire.  
 Disposition: Philosophical  
 Morals: Virtuous  
 Motivations: Challenge/Excitement  
 Drive: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Homeland: Rimenor, the village of Beorast Social Class: Middle  
 Languages: Fostic, Donnish  
 Family Occupation: Metalworkers  
 Schooling/Apprenticeship: Beast Master (Fwell) with Heodell  
 Childhood Events: Witnessed eclipse, a sign from Lauwenkai.  
 Adolescent Events: Parents forbade his wedding to a shaefar.

| Weapons   | wgt | grp | range | impact | ord | att | dmg |
|-----------|-----|-----|-------|--------|-----|-----|-----|
| Great axe | 10  | 2   | 3     | 7      | -7  | +4  | +9  |
|           |     |     |       |        |     |     |     |
|           |     |     |       |        |     |     |     |
|           |     |     |       |        |     |     |     |

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     | Leggings         | 3   | 0  |
| Arms     |                  |     |    |
| Body     | Leather gambeson | 10  | 3  |
| Head     |                  |     |    |
| Other    |                  |     |    |
| Total PL |                  |     | 3  |

| Items on Person | wgt |
|-----------------|-----|
|                 |     |
|                 |     |
|                 |     |
|                 |     |
|                 |     |
|                 |     |
|                 |     |
|                 |     |

| Items in Pouch | wgt |
|----------------|-----|
|                |     |
|                |     |
|                |     |
|                |     |

**25** 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 9  |



Name: Nokki Twofoot  
 Race/Ethnicity: Fost  
 Occupation: Spear Maiden (Shaefer)  
 Titles/Rank: \_\_\_\_\_ Created on: \_\_\_\_\_

| The Body                  | Level |
|---------------------------|-------|
| Agility <sup>(AGL)</sup>  | 3     |
| Beauty <sup>(BTY)</sup>   | 1     |
| Build <sup>(BLD)</sup>    | 3     |
| Might <sup>(MGT)</sup>    | 1     |
| Vitality <sup>(VIT)</sup> | 0     |

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

Portrait or Symbol

| Childhd/Apprent Skills | Talent | Level |
|------------------------|--------|-------|
| Animal Handling        | ITU    | 1     |
| Arcana                 | ESS    | 1     |
| Farming                | WL     | 1     |
| Linguistics            | RSN    | 1     |
| Lore                   | RSN    | 1     |
| Medicine               | RSN    | 1     |
| Theology               | ITU    | 1     |
| Visual Arts            | ITU    | 5     |

| Specialties          | Level | Total |
|----------------------|-------|-------|
| Fieldcraft(tracking) | 1     | 4     |
| Maneuver(footwk)     | 1     | 4     |
|                      |       |       |
|                      |       |       |
|                      |       |       |
|                      |       |       |
|                      |       |       |
|                      |       |       |
|                      |       |       |
|                      |       |       |

| Professional Skills | Talent | Level |
|---------------------|--------|-------|
| Maneuver            | AGL    | 3     |
| Perception          | ITU    | 1     |
| Ranged Arms         | ITU    | 3     |
| Fieldcraft          | ITU    | 3     |
|                     |        |       |
|                     |        |       |
|                     |        |       |
|                     |        |       |
|                     |        |       |
|                     |        |       |

| Masteries & Grandmasteries |
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|                            |
|                            |
|                            |
|                            |
|                            |
|                            |
|                            |
|                            |

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 |
|---|---|---|---|---|---|

3

PL

Protection Level = Sum armor PLs

3

Ord

Order = Maneuvering (reaction speed) - impediment

4

Mv

Move = Maneuvering (footwork) - impediment

3

Ev

Evasion = Maneuvering (evasion) - impediment

Age: 22 Sex: F Hgt: 6'3" Wgt: 185 Handed: L  
 Eyes: Brown Hair: Black  
 Features: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 Racial Traits: \_\_\_\_\_  
 Unusual Traits: Artistic savant (Visual arts at 5)  
 Disposition: Introverted  
 Morals: Humble  
 Motivations: Hatred/Revenge  
 Drive: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Homeland: Rimenor, all over Social Class: Adopted  
 Languages: Fostic  
 Family Occupation: Shaman  
 Schooling/Apprenticeship: Healer (Mabdara Herbwife)  
 Childhood Events: Family wiped out in an attack on her village.  
 Adolescent Events: Set Mabdara's house on fire, then left.

| Weapons      | wgt | grp | range  | impact | ord | att | dmg |
|--------------|-----|-----|--------|--------|-----|-----|-----|
| Javelins (3) | 1   | 1   | 2 (40) | -5     | +2  | +3  | -4  |
|              |     |     |        |        |     |     |     |
|              |     |     |        |        |     |     |     |
|              |     |     |        |        |     |     |     |
|              |     |     |        |        |     |     |     |

| Ammunition | wgt |
|------------|-----|
|            |     |
|            |     |
|            |     |
|            |     |
|            |     |

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     | Leggings         | 1   | 0  |
| 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 |
|---------------------------------|-----|
| Soapstone carving of her mother |     |
|                                 |     |
|                                 |     |
|                                 |     |
|                                 |     |
|                                 |     |
|                                 |     |
|                                 |     |
|                                 |     |

Items in Pouch

wgt

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |

14

Total Weight carried on person

Pack Weight (pack on back of sheet)

14

WL

Weight Limit = 10+BLD \* MGT

|    |   |   |   |   |   |
|----|---|---|---|---|---|
| 0  | 1 | 2 | 3 | 4 | 5 |
| 14 |   |   |   |   |   |







## Variants

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### Aura of Warding

**Specialty:** Art of Channeling

**Cost:** 1

**Duration:** 5 turns PDL

**Range:** 10 yards PDL

**Target Area:** 1 target

**Defense:** Arcana(resistance)

This variant creates an aura of ghostly energies of Ara that acts as shield against all physical attacks with a PL of 2 PDL. This effect cannot be summed with PL from armor.

### Channel of Dark Ara

**Specialty:** Art of Channeling

**Cost:** 1

**Duration:** Instantaneous

**Range:** 5 yards PDL

**Target Area:** 1 target

**Defense:** Evasion or shield block

This variant issues forth a writhing stream of black opaque energy that flows forth, striking targets with a damage impact of +2. The stream can turn up to ninety degrees to strike its target, so long as it has already been seen by the theurgist. This variant will not cause structural damage or harm inorganic creatures (such as automotons).

### Invoke Familiar Kind

**Specialty:** Art of Conjunction

**Cost:** 1

**Duration:** 1 hour PDL

**Range:** Variable

**Target Area:** Variable

**Defense:** None

By will of the soul energies, this variant summons 1 animal PDL of the same specie as the theurgist's familiar. They will then obey the commands of the theurgist for the duration.

### Invoke the Familiar Sense

**Specialty:** Art of Conjunction

**Cost:** 2

**Duration:** 10 minutes PDL

**Range:** 10 yards PDL

**Target Area:** 1 familiar PDL

**Defense:** None

Vision, taste, hearing, touch and smell senses from the theurgist's familiar(s) are borrowed. Borrowed senses are used as if the theurgist was the familiar(s); they may be switched between for the duration.

### Harbor Suffering Within

**Specialty:** Art of Conveyance

**Cost:** 1

**Duration:** Instantaneous

**Range:** 1 yard PDL

**Target Area:** 1 target

**Defense:** None

This variant heals the target instantaneously up to 3 LP PDL by transferring damage between the theurgist and the target. As a result the theurgist is damaged 1 LP PDL. The amount of LP healed may be lowered but cannot be raised above the maximum rolled. Furthermore, this variant cannot kill the theurgist.

### Metoposcopy

**Specialty:** Art of Divination

**Cost:** 1

**Duration:** Instantaneous

**Range:** 0

**Target Area:** 1 target

**Defense:** None

This variant discovers the answer to any one vexing question about lies, truth and ethos by divining the answer from the positions, shapes and sizes of moles and blemishes on the target.

### Summon the Hollowing Wind

**Specialty:** Art of Conjunction

**Cost:** 2

**Duration:** 5 minutes PDL

**Range:** 1 yard PDL

**Target Area:** 3 yard PDL radius

**Defense:** None

This variant calls forth a strong wind that blows in any direction dictated by the theurgist within the target area. This wind is 20 miles per hour PDL, which bestows attack penalties on ranged weapons of -2 PDL. Winds reaching 100 mph require a MGT check for all those under an 10 BLD or they are blown across the ground (the direction of which is determined by the theurgist).

### Conjunction of Manacles

**Specialty:** Art of Conjunction

**Cost:** 3

**Duration:** Permanent

**Range:** 10 yards PDL

**Target Area:** 1 target

**Defense:** Dominion(resistance)

Chains anchored to the ground are created that extend 3 yards up to manacles which fasten around the target's arms (or upper limbs). The target may try to break free if they best the theurgy roll with a MGT check at -3. An alternate variant conjures arms to come forth from the ground to hold the target.

### Conjure Horible Delights

**Specialty:** Art of Conjunction

**Cost:** 4

**Duration:** 1 turn PDL

**Range:** 5 yards PDL

**Target Area:** 1 target

**Defense:** Dominion(resistance)

Also known as allotriophagy, this variant places foreign objects such as silverware, glass, sharp stones, sticks, etc. into the target's throat. It causes 1d10 LP of damage PDL and stuns the target for 1 turn PDL as they vomit out the conjured items. This spell is the best ever!

### Harbor Agony Within

**Specialty:** Art of Conveyance

**Cost:** 4

**Duration:** Instantaneous

**Range:** 1 yard PDL

**Target Area:** 1 target

**Defense:** None

This variant heals the target instantaneously up to 5 LP PDL by transferring damage between the theurgist and the target. As a result the theurgist is damaged 2 LP PDL. The amount of LP healed may be lowered, but cannot be raised above the maximum rolled. Furthermore, this variant cannot kill the theurgist.