

The Cattle Raid of Tighean Dubh

Background for the GM

This adventure was written as an introductory adventure to Savage Slaine. It may be set in whatever part of Tir Nan Og your players happen to come from, as long as they are within reasonable distance from the coast. All commonly known places are unmentioned in order to make this easier. Also tribe names are not given so you can adopt this aspect of the setting to your own. The players will venture into the Otherworld and back but I have purposefully not detailed the realm of the Otherworld, leaving this to individual GMs and/or future supplements. Note: Drune lord tribe members are called Drones for short. If the players are extremely strong feel free to scale up the resistance. If they are weak, don't scale down but allow for ways of escape besides combat.

I hope you and your players will like it. Feel free to drop me an e-mail with your thoughts h10nz@hotmail.com

Introduction

It all begins one bright spring day when the players, recently initiated into adulthood, are invited to take part in a cattle raid against a coastal village named Tighean Dubh (The Black Houses), named so, because the houses are black with soot and ashes from a nearby volcano.

Any non-warrior players come along as observers or chroniclers.

Tighean Dubh is famous for its possession of a beautiful white bull and it is this bull your tribe wants.

The village chief gathers a group of around 20 people from the tribe for the raid and then consults the druids to see when the time is right for the raid.

The druids need someone to sacrifice to the gods and read their will in the entrails and the players are chosen to get a victim from a nearby enemy village.

The sacrificial lamb

This part of the adventure is mostly to introduce new players to the gaming system.

The village consists of around 20 roundhouses each housing an extended family. The village is guarded by tribal warriors but a successful NOTICE allows the player to see a lone guard north of the village who looks like he is out of sight from the others.

Either a successful STEALTH check or a PERSUADE will allow you to launch a surprise attack on the guard (the latter means hiding nearby and mimicking something worth investigating but not raising the alarm).

Other useful skills could be INTIMIDATE or the like in order to take the guard captive.

However since he knows what awaits him he will have a +2 to resist any attempts to make him surrender.

Village Guard

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fight d8, Throw d6, Guts d8, Stealth d6, Taunt d6, Intimidate d6

Pace: 6, **Parry:** 6, **Toughness:** 6+1 for fur armor, **Iron Hunting Spear** d6+d8 Bend 16+

Edges: Fast Healer

Shaken O, Wounds O

The druids speak

The druids ceremoniously open up the poor fellow and study his heart and liver. They tell the tribe that a suitable time to leave is in three weeks since the signs are good then. Before leaving the village should sacrifice a bull and spill his blood on the ground in praise of Danu.

In the evening the bull is roasted and the tribe feasts.

Conn the strong, claims the champions portion which is uncontested unless one of the players disagree.

Conn is a Veteran, Wildcard and has a d12 skill with his broadsword. Any fighting over the champion's portion ends as soon as anyone is shaken.

The three weeks until departure are uneventful except for training, acquisition of supplies and village chores.

Travel

Part one, departure.

The 20 gather at dawn having a 4 to 5 day hike ahead of them. Just as they are about to leave one of the older boys turn to one of the players (probably one of the weaker) and says

- "Stop, no babies. Go home to mommy and grab her skirt (obviously a taunt). The player has to show himself in a fistfight or may use intimidate to uphold his honor, the result is less important as long as he doesn't back out. If he does he will be called "Babygirl" until he proves himself and will be stuck with the shittiest work.

The 20 people in the group are mainly armed with spear and shield and are unarmored.

Raiders (Extras)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fight d8, Throw d8, Guts d8, Stealth d6, Taunt d6, Intimidate d6

Pace: 6, **Parry:** 6+2, **Toughness:** 6, **Iron War Spear** 2d8 Bend 16+

Edges: Fast Healer or Frenzy

- | | |
|----------------------------------|-----------------------------------|
| 1. Aed, Shaken O, Wounds O | 7. Greagoir, Shaken O, Wounds O |
| 2. Beathan, Shaken O, Wounds O | 8. Imhear, Shaken O, Wounds O |
| 3. Cailean, Shaken O, Wounds O | 9. Kathel, Shaken O, Wounds O |
| 4. Daividh, Shaken O, Wounds O | 10. Lochlann, Shaken O, Wounds O |
| 5. Eachthigh, Shaken O, Wounds O | 11. Malgfhogh, Shaken O, Wounds O |
| 6. Fearghal, Shaken O, Wounds O | 12. Niall, Shaken O, Wounds O |

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13. Oengus, Shaken O, Wounds O
14. Parthalan, Shaken O, Wounds O
15. Ruadh, Shaken O, Wounds O

16. Seaghdh, Shaken O, Wounds O
17. Torin, Shaken O, Wounds O
18. Ultan, Shaken O, Wounds O

Not included are the players.

4 days of hiking

The trip to Tighean Dubh takes 4 days during which the players experience some adventure and discomfort

Day 1

A torrential rainfall accompanied by harsh winds cover the adventurers as they begin their journey. Everyone must roll a SPIRIT check or receive one step of fatigue during that day. At night they will have to camp in the wild and anyone not with decent equipment (blankets, bedrolls or such) will need another check.

During the night one, random, player dreams of a white stag. Another one awakens when they think they heard something nearby. The group goes out to investigate but nothing is found. When they bed in after the search one of the players finds a small bone figurine in shape of a stag in his bedroll. No one can explain how it got there.

The stag is about two inches long and very detailed. If sold it could be worth around 2 s  ts.

The stag is a gift from Draupur, an El who wants certain favors done in this world. More on this later.

The stag functions as a one way communication device from the otherworld to this one and it can also once per day turn into a full size stag that can carry 3 people, three miles in three rounds.

Day 2

The day is rainy even if the intensity has diminished somewhat. The players function normally even if there can be some foul tempers. If the players are bored let an NPC bad mouth them a few times and maybe have some fists flying.

The surroundings are becoming more wooded with beech trees as the day goes by.

The day is dull and eventless even though the character in possession of the stag can hear faint voices in his head. So far however, they are too faint and indistinct to make out what is being said. The voices is a small nuisance to the player but the GM should not make too much of it since this may cause him to discard the stag and we don't want that yet.

At nightfall, camp is made and the rain stops. After supper and a few good stories around the campfire the players prepare for bed.

That is the time when they hear the howling of wolves nearby. The howling continues but doesn't seem to come any closer. A successful NOTICE reveals another voice from the same location calling for help.

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If they decide to investigate they find the dwarf Mog perched up a tree with three dire wolves circling below preparing for a feast. If disturbed, the wolves fall on the players. If outnumbered they run away although they could fight for a round or two if they are not seriously overwhelmed.

Mog (Wildcard, Seasoned)

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d8

Skills: Fight d6, Throw d6, Guts d6, Persuasion d10, Taunt d8, Stealth d8, Repair d6, Literacy d8, Knowledge (Public Speaking) d6, Entertainer d8.

Pace: 6, **Parry:** 5, **Toughness:** 5

Edges: Thief, Dodge, Luck

Hindrances: Greedy

Treasure: 36 gold coins hidden on self, Jewelry worth 72 sêts hidden on self.

Mog is a wannabe bard and will present himself as such. He is very offended if contradicted in this.

If the noises are not investigated the howling turn to growls and barks and in the morning they will find the picked bones of a dwarf nearby.

Dire Wolves. Page 127 in the core book

Mog is a wildcard that will consider joining the players as a chronicler of their destinies if (however slightly) he is persuaded to do so. (If they agree to they will receive one extra XP per session for as long as he is alive and writes positively about them, so they better treat him well, please notice his greedy hindrance)

Day 3

The beech forest is denser here and mixed with fir.

When they break camp in the morning the fog lies thick and after a short trek the group find themselves separated.

The following should be run as solo adventures.

All players except one (randomly) have a fight against a suitable monster or animal. The purpose here is not to kill them but to have all players spend about the same time alone with the GM.

*****Warning, the following part contains sexual content that may be inappropriate for some. If you are such a wuss, just skip this part and run another small fight for the last player ☺*****

One of the players comes to a small clearing in the woods where there is a small hut. As he approaches, a beautiful, raven haired woman opens the door to the hut and gestures for him to come in. He is served good food and strong wine and after a while she comes on to him in an aggressive manner. (If he states so he can roll a SPIRIT check to resist but don't push him)

The encounter ends in wild, primitive sex and just as the player is about to reach climax he suddenly sees that he is boning a huge sow.

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He passes out as he climaxes and wakes up a while later in the clearing, both the woman and the hut have disappeared without a trace.

The offspring from this encounter will return years later as a shoggey beast to extract vengeance on the father that deserted him.

*****End of sexual content*****

After a short while the fog clears and the players can reunite with each other and the group.

Early afternoon they exit the forest and the country becomes rockier as they near the coast. Far away they can see the volcano which gave the village its name. It is apparently still active and you can see smoke bellowing from its peak.

The rest of the day is uneventful and although the voices in the players head get stronger and clearer they are still to dim to understand.

Day 4.

The country is rocky and uneven even this far from the volcano which makes travel slow but hiding easy.

At noon the village is just a few miles away and the group goes into hiding to carry out the raid at dawn the next day. That way they will have the whole day to retreat from Tighean Dubh with the bull.

In the middle of the night the person carrying the stag awakens as the voices in his head become loud and clear, telling him to go to the volcano.

Here the player has three choices as he is torn between his loyalty to the tribe and the persuasive voices in his head.

1. Ignore the voices and carry on the raid. Something that will render him 2 extra XP and a place among the warriors of the tribe. He will have one level of fatigue for the duration of the raid and one day of travel returning home.
2. Go AWOL and go to the volcano, either alone or with the rest of the players. He and anyone with him will receive the dishonored hindrance until he returns to his tribe with fame and riches.
3. Do both, first go through with the raid, having one level of fatigue from the voices, and then going towards the volcano as they leave Tighean Dubh. No NPC except Mog will follow the players to the volcano, not from fear but the bull is a much bigger prize. This will allow them to leave without being dishonored but they will not be able to return in glory (no extra 2 XP and warriors seat, at least not yet).
4. Have a druid (PC) talk to the war band leader, he will be grumpy but if the druid claims that the gods have spoken there is not much he can do.

The following assumes the players are your average curious PC and decides on option two, three or four.

Going AWOL

In order to leave the camp the players must succeed a STEALTH or PERSUADE check to get by the guards and leave the camp. Let them role play this and keep them excited but don't make it impossible for them.

An alternative would be to wait until one or more of the players are guards and then leave although this would make them dishonored, leaving when on duty.

The Volcano

When they arrive at the volcano a difficult climb awaits them. The climb takes 2 more days, no one knows where they are going but the person with the stag feels which way is right, guided by the voices in his head.

Three CLIMB checks are necessary in order to accomplish the climb. A missed roll results in 1d6 damage.

Finally they arrive at the mouth of a small cavern which lies hidden from sight from below on a sheer cliff. The voices in the head disappear and they can see a pale blue light from within.

Unfortunately the mouth of the cavern is also the home to a small colony of huge, vulture like birds, three in all. The birds attack the players as they feel threatened by them.

Huge birds

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d10, Fly d12

Pace: 3; **Parry:** 8; **Toughness:** 5

Special Abilities

- **Flight:** These birds can fly at pace 8.
- **Beak:** The beaks of the birds give STR+1d4 damage

Anyone being hit during this fight and receiving 6 or more points of damage, regardless if this exceeds toughness or not, need to make an AGILITY check at +2 in order to avoid falling. If the hit results in a shaken or wounded result the modifier is 0. If they fall they receive 2d6 damage from the fall, (A benny may be used to avoid falling).

Since the birds fly they will never fall but will miss one action returning to the fight.

The cavern stretches around 20 meters in and at the end they arrive at a blue flame that burns without embers and does not radiate heat.

The player with the stag once again hears a voice telling him to enter the flame.

Anyone entering the flame is instantly transported to the otherworld.

As they pass over one wound is healed and they automatically regain any lost earth points.

They also receive one XP since this is their first passage over.

The otherworld

The players are on a vast plain under a dark sky. The color of the sky is unlike any color they have ever seen, no stars show above and on the ground a red fog lies knee deep.

Ahead lies what looks like the ruins of a small castle.

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Venturing closer they can see that the castle is built from bones, some recognizable but the majority is not.

From within they can hear chanting, a successful NOTICE determines this to sound like a small group of women.

When they come inside the castle is empty except for one room on the upper floor where three women are gathered round a large cauldron. The women look beautiful from a distance but are definitely not human.

Draupur (wildcard)

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d12, Notice d8, Intimidation d10, Persuasion d10, Bewitching d12

Pace: 10; **Parry:** 8; **Toughness:** 6(+1)

Special Abilities

- **El:** +2 to Spirit checks. Can fight beyond 3 wounds as long as they make a Vigor check each round. Iron gives them +1d6 damage on own plane.

- **Horns:** Elk horns can be used for attack at Str+d6

- **Arcane background witchcraft:** d12 + All Powers (EP: 30)

Draupur looks like a fair haired very beautiful woman with the horns of an elk on her forehead. She is clad in the skin of some lizard like creature and stirs the cauldron with a staff which may be used to fight if needed. The Staff is magic and adds +3 to hit and damage and may heal her a wound three times per day (takes a full round)

Blodeuedd (wildcard)

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d10, Guts d12, Notice d12, Intimidation d10, Persuasion d6,

Pace: 10; **Parry:** 8; **Toughness:** 8(+2)

Special Abilities

- **El:** +2 to Spirit checks. Can fight beyond 3 wounds as long as they make a Vigor check each round. Iron gives them +1d6 damage on own plane.

- **Spikes:** Skin is spiked and can be used for attack at Str+d6

- **Bony skin:** Gives +2 Armor

- **Brawny:** +1 to toughness and carry is 8*STR.

Blodeuedd looks like a muscular human female whose skin is thick, grey and spiky. She clad only in jewelry which looks like it's of considerable value. She carries a huge bronze War club (will not break or bend).

Trista (wildcard)

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d8, Guts d10, Notice d12, Intimidation d8, Persuasion d8,

Pace: 10; **Parry:** 8; **Toughness:** 7(+3)

Special Abilities

- **El:** +2 to Spirit checks. Can fight beyond 3 wounds as long as they make a Vigor check each round. Iron gives them +1d6 damage on own plane.

- **Tusks:** long tusks like a boar can be used for attack at Str+d4

- **Acute hearing:** Gives +2 to notice rolls and allows her to hear at twice the normal distance.

- **Vampiric regeneration:** For each wound given with her tusks she may remove one from herself. Shaken results have no effect.

Trista looks like a female with a beautiful body but with a hideous boar-like face with tusks. She is clad in silver armor and carries a silver longsword (as Iron sword but will not bend).

The Cauldron around which they stand is "The cauldron of change". Whatever is placed there changes randomly and permanently into something else. This applies to everything both living and nonliving, magical or mundane (be creative).

We're on a mission from El

The three women becon them to come forth to the cauldron. In it they can see a squirming mass of worms which, before placed in the cauldron, was a fine tunic of considerable value. The three seem somewhat discontent with that but will tell the players the reason only if directly asked.

The three women tell the players in harsh voices to be quiet and listen. They have an irritating habit of continuing each others speeches, often in the middle of a sentence. They tell the players the following. (Each change in text style means a new speaker)
 -"Listen here mortal men, *we have called you forth to our world* **for we need urgent business** in yours. Work for us *and you shall be truly rewarded*, work against us and **your bones shall turn to maggots** in your living bodies and *start to eat their way out*. **Your pain will be the pain of death**, and your death shall be the death of pain. *Stand in silence and hear our words*. Three nyag* ago The Pipe of Hafgan was stolen by a *despicable mortal who then fled our world in favor of yours*. **He** and all those with him must die, and *the pipes must be returned to us*."
 (* Probably some Otherworld time measurement)

The El explain:

Some time ago a mortal by the name of Finnegan came to our world. Through a pact with Bilgosh he managed to enter our home uninvited and thus steal the pipes. He used the pipes to enter your domain and we have since been unable to find him. Since our powers are limited in your world, we call upon thee to help us return the pipes.

The three will give no hint of what kind of reward will be given, not even if directly confronted. If pressed for an up-front, they will, on a successful PERSUASION check, give the players each a medallion in the form of a stag head. These work as communication devices allowing the group wearing them to see through each others eyes and hear through their ears. Activating this feature is an action and it cost 1 EP per round it is used. Since the user's mind is occupied elsewhere, he has a -4 to any NOTICE checks to notice his own surroundings.

The Pipe of Hafgan:

The Pipe of Hafgan is a set of Uilleann Pipes consisting of three pipes made from the bones of a king, a queen and a royal heir(child). The pipe has 20 Earth power which are used when the pipe is played. The piper may use his own EP when playing the pipe but must pay double in order to do so. The pipe is unusable by an earth tribe druid, but may be used by a drune. Playing each pipe is a full round action and provides the following results depending on which pipes are played.

K	The King pipe casts Zombie at +4 and reduces EP cost by 50%
Q	The Queen pipe casts Puppet at +4 and double duration
H	The Heir pipe casts a Stun at +2 using a large template centered on the caster.
K+Q	Works as the Heal power.
K+H	Casts large template, 3d6 blast, centered on the player.
Q+H	Allows the player to pass between the Otherworld and Tir Nan Og (10EP)

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After that the El have explained what they want the players to do they will draw forth a document for the players to sign in blood.

GM's note. Mog may translate the document for a fee but will severely turn the words to his advantage. The document is basically not understandable by mortals but will seem favorable since there is el magic cast upon it.

Of course no one has access to the El Book of Law since it exists in oral form only and only by the El scholars and leaders. Nevertheless it basically says that the El have all the rights with regards to mortals and the mortals have no rights whatsoever and an El may never be punished for something done towards a mortal unless the mortal is a protégée of an El. The three are aware of this even if they don't know the exact wording but will never confess this. They will claim both sides are treated equally and fairly. If severely pressed they will pull back the offer and give it to someone else, in which case you can play another adventure.

The black pebble road

After the encounter with the three the adventurers are pointed towards a narrow path leading out in the moor. They are told to follow the path which will lead them home, never once diverting from the path or doom will follow.

The path is covered with strange black pebbles which if felt are rough and heavy, if used in a sling they give +1 to the damage done. A couple of dozen stones may be picked by each adventurer if they so wish but the stones will be lost once used.

If anyone for whatever reason should step outside the path even with a single foot, a Wyrms will attack from below.

The Wyrms in this encounter can be seen as a smaller otherworld form of Giant Worm.

This will happen every time someone steps off the path.

The land around the path seems like open fields but the ground looks "wrong" without anyone being able to pin point exactly what it is. There is also a slight fog which prevents anyone from seeing a great distance and the path radiates anti-magic which prevents mortals from teleporting away from it*.

After what seems like an eternity the adventurers arrive at what looks like a square made of flat hexagonal rocks covered with writhing worms, see below. If studied closely, these "rocks" will seem to pulsate and quiver from within and if struck with a sharp blade or spear they will cut and an acidic fluid will spray all within a fire template aimed in a random direction. This acid gives everyone under the template 1d6 damage.

In the middle of the square is a small pyramid made of what looks like dark glass, totally free from the worms. If any object is pressed against this pyramid, it will pass through and anyone leaping with force against it will also pass through and return to the mortal lands. The worms covering the square will attack the adventurers as a swarm from the core rules. There is basically nothing the players can do but this will probably make them rush towards the pyramid.

Worms

Use Swarm stats from the core book

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**Yes I know, the players are herded along but I don't want to have to give a detailed description of the otherworld within this adventure. If you wish to, disregard the above and allow them to roam free in the Otherworld. In that case, please send me a description of your Otherworld.*

Back in Tir Nan Og

The players fall out of the sky and land quite softly on a field, the time of the year seems to correspond to when they crossed over into the Otherworld.

GM's note. 2 days have gone since they left the war party and they don't stand in very high esteem with their tribe, as mentioned previously.

They are in fact in the lands of a rival tribe and the villagers will set upon them at once. A successful NOTICE will show the whole village come charging towards them in the distance but they can escape by running away like rabbits. A missed notice will allow the villagers to get within sling distance and will have the adventurers attacked 2d4 times with a sling at throwing skill of d6, randomly targeting someone within the group.

As the characters run, have them roll a NOTICE. If anyone scores a success they will see the villagers turn around and flee. They can TAUNT them or otherwise ridicule them for a round after which they will be attacked by a Hairy One. It will attack until wounded and then run away to rejoin its herd. A while later the herd will come towards the players.

Hairy one (Mammoth)

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12+6, Vigor d12

Skills: Notice d8(+2), Fighting d6

Pace: 9, **Parry:** 6, **Toughness:** 13+1

Special Abilities:

- Tusks, Str+d6
- Alertness, +2 notice
- Thick skin +1 Armor
- Huge +4/-4 to hit, +7 toughness

If provoked the whole herd will come stampeding towards the players. Regardless of what happens they will see an abandoned fort in the distance which will provide them with protection from the Hairy Ones. *Keep the encounter with the hairy one more like a comic relief than an actual killer encounter. It's designed to flush them towards the fort.*

The Abandoned Fort

Approaching the fort, a successful NOTICE (druids have a +2 modifier) shows the land around the fort to be sour and the players will not regain any EP lost in or around the fort until this sourness has been removed. Getting closer another successful NOTICE will reveal a head or two showing over the wall surrounding the roof of the fort. If these are investigated a successful KNOWLEDGE will show that they are warriors (a raise reveals they are Drune tribe warriors). Also surrounding the fort the players can see the remnants of several smaller buildings and huts, these however are so broken that they provide no cover unless the adventurer lies prone. These huts were where the tribe normally lived, only taking refuge in the fort in case of emergencies.

The fort is a large rectangular building, one story high with arrow slits on all sides. The roof is flat and surrounded by a low wall. The fort is built of large, grey stones (Granite). It is built on a steep, flat topped hill and has a ramp leading up to the main gate. Trying to access the fort without using the ramp requires a CLIMB with a -1 modifier.

The fort itself can be accessed through the main gate which stands with the doors broken from a previous encounter with a battering ram, or through one of the stairs leading down from the flat roof. (See fort map, one square = 1 meter or yard). The warriors met inside the fort are extras and they know nothing of Finnegan except that he is a slough and a powerful one at that. They are also not aware of the goal of their expedition but they have been told that they are to join up with warriors from one of the northern tribes. They are in fact an advance troop, that are there to scout before an attack on one of the larger cities.

1. **Entrance hall.**

This hall holds a squad of 8 detached from a drune warband that has taken camp in the fort. They keep two people as lookout at the entrance while the rest sit in a circle and gamble (Room 2 reinforcements will come after 2 rounds if alarm is raised and room 5 as noted below). To the left of the entrance is a broken shield rack and a spear rack is on the wall. These are empty. The floor is empty except some remains from ancient battles, some pieces of bone, armor and weapon remnants and maybe a piece or two of cheap jewelry.

Drune war band member

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fight d8, Throw d6, Guts d8, Stealth d6, Taunt d6, Intimidate d6, Notice d4

Pace: 6, **Parry:** 6, **Toughness:** 6+1 for fur armor

Edges: Sweep or Strong Willed (50% of each)

Hindrances: Outsider (until they return south)

Treasure: Chickens in room 2, Spears, shields and armor.

2. **Guard squad sleeping quarters.**

On the floor of this room are rolled out sleeping mats and a small campfire is lit with a pot of stew over it. 4 Drune tribe members are here cooking food. They will aid in the fight in room 1 if necessary. They know nothing of Finnegan. There are cages of chickens in here. One for each warrior with 2d4 chickens in each.

3. **Defence passage**

This passageway was used for defence of the fort. Through the slits arrows could be fired and at a later stage spears could be used in close quarter defense as well. These passages are currently empty but there is a one in six chance that a lone warrior will use the passage when the players are here. Roll at regular intervals in case the players choose to set up some kind of camp.

4. **Abandoned sleeping quarters**

This room was once used for sleeping quarters when the fort was used for defence. It is currently empty except for one Drune warrior who is using the south east corner to relieve himself. If caught with his pants down (literally) he will be unarmed and defenceless for the first round and unarmed for the rest of the fight. If a fight occurs in room 1 he will arrive in 5 rounds (unarmored) and use whatever is at hand as a weapon since his spear is in 2.

5. **Main Hall**

This room contains the majority of the warband, 14 people in all (all extras). They are busy taking care of equipment, eating, cooking, sleeping, gambling or any other pastime the GM can think of that soldiers have done throughout the ages. They will probably be surprised if the adventurers launch an attack, unless alerted by the watch on the roof or in room 1. Any fighting in room 1 goes unnoticed for 10 rounds or until someone uses unnaturally loud noises (explosions or such). They will then grab their gear and arrive in room 1 as follows.

- 1) Round 11 – Two men
- 2) Round 12 – One man
- 3) Round 13 – Five men
- 4) Round 14 – Four men
- 5) Round 15 – Three men

They will be battle ready in the same time if attacked but will probably just grab a weapon and join the fray in 1d3 rounds (roll for each). Several live sheep, goats and chickens also roam the place which may be used as a help or hindrance if a fight begins. Try keeping it darkly comical in the spirit of the comic.

6. **Treasury**

In this room are two warriors standing guard over an iron-shod strongbox. It contains 34 gold coins and a silver torque worth 60 s  ts. It also contains a hand written letter of introduction from a Slough Finnegan to a village chieftain in Tir Nan Og. If the adventurer's tribe chieftain is made aware of this an all out attack will be made in order to obliterate the village. The players will receive 2 extra experience points if this document is handed over to any of their tribal leaders.

7. **Wine Storage**

This room was previously a wine and water storage. It is now in shambles and the only unbroken barrel of wine has long since turned sour. Otherwise the room is empty.

8. **Officers Quarters**

This room houses the officers and leaders of the group. They are currently planning and chatting unless it is late at night. A successful NOTICE will reveal the following overheard conversation.

- 1) Success – The adventurers learn that Slough Finnegan has been here but left for the coast in order to go to Lochlann to bargain aid from the Fomorians.
- 2) One Raise – Slough Finnegan has been able to recruit a traitor, a chieftain in a village a few days march from here, Slough Finnegan left by sky chariot .
- 3) Two Raises – The traitor will attack the capital from within with his tribe and thus circumvent the city defenses. They will do this next Lughnasadh (About 6 weeks away or more, which allows the players to present their case if they have enough evidence and gather an army). Slough Finnegan brought with him 30 Skullswords he brought with him magical artifacts as well as slaves (food) to bargain with. He will make a stopover to teach the village Ardara a lesson. A general KNOWLEDGE check reveals that this village is known to and allied to the players tribe.

Anaroi (Wildcard)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Fight d8, Throw d6, Guts d10, Stealth d6, Taunt d6, Intimidate d8

Pace: 6, **Parry:** 6+2, **Toughness:** 5+2 for chain shirt

Edges: Strong Willed, Blood of Heroes, Druid killer

Hindrances: Outsider (until they return south)

Treasure: Magical Iron Warspear (Dungflea) of a wound is given it takes three times the normal to heal. Target number for bending is 4 higher than normal.

Bradán (Wildcard)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Fight d10, Throw d8, Guts d10, Stealth d4, Taunt d6, Intimidate d8

Pace: 6, **Parry:** 7+2, **Toughness:** 6+2 for chain shirt

Edges: Strong Willed, Druid killer, Frenzy

Hindrances: Outsider (until they return south)

Treasure: Magical Iron Sword (Grimlaugh) adds +1 to damage rolls and +1 to INTIMIDATE if held. Target number for bending is 4 higher than normal.

Conan (Wildcard)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Fight d10, Throw d6, Guts d10, Stealth d6, Taunt d10, Intimidate d6

Pace: 6, **Parry:** 7+3, **Toughness:** 7+2 for chain shirt

Edges: Druid killer, Sweep, Nerves of Steel

Hindrances: Outsider (until they return south)

Treasure: Magical Large Shield adds +1 to parry.

9. **Barracks extension**

This room is used by the warriors from 5 as a combination kitchen, toilet and storage. There are six warriors in here busy eating, cooking or littering. In a heap in a corner are stored bags of meat and bread and barrels of wine and liquor. Several live sheep, goats and chickens also roam the place.

10. **Master Bedroom**

This room is used at night as sleeping quarters for the officers. If they are sleeping there will be two guards in room 8. In the room there is a chest holding three doses of an ointment that works as the power, healing, if a wound is smeared within an hour it will be healed. In the chest there is also documentation regarding the treason talked about in room 8. The documents mention the village that is traitorous and may help in regaining the villagers their own tribal status.

11. **The Roof**

On the roof of the fort is one squad of 12 men guarding in shifts. 6 men guard, one on each side and two patrolling, while the other 6 rest and/or sleep. However even the guards are not totally vigilant so they get a -3 modifier to NOTICE a lone person trying to sneak up to the fort since they are looking for larger groups. If the adventurers come over the wall, the resting squad will join the battle in 1d3 rounds just picking up their weapons. Players that are stealthy may kill sleeping Drunes in 2 rounds each.

Outside the fort

If the players chicken out and don't enter the fort for some reason there will be a patrol leaving the fort during the wee hours of the night. This patrol will be one of the officers and 12 warrior extras (one squad). They will go north for the rest of the night, raid a village to steal cattle at dawn and head back to the fort. This will provide the players with an opportunity to ambush the patrol and hopefully "question" the officer in charge. This will regardless of the number of raises provide the players only with the information gained on a normal success in room 8 of the fort. These kinds of patrol/raids will be made nightly unless something special happens (i.e. two or more patrols ambushed and defeated).

If the players decide to taunt or harass the fort directly, they will fire sling stones and dragon darts from the fort. If the players are not discouraged one squad will be sent out together with one of the officers to retaliate.

On the forth day the Drune warband will break camp and march towards the northwest, to seek contact with the traitor tribe. If the adventurers decide to follow them, skip the next chapter and go directly to [The Traitor Tribe](#)

Towards the coast

If the players decide to go after Slough Finnegan and head towards the coast his trail may be followed mainly by listening for rumors and tales of death and destruction (more than usual). The following encounters may be played on the way to the coast.

✓ **The three goats**

When approaching a small bridge the players see a beautiful small goat coming the other way. It passes the bridge before them and halfway across they hear a gruff voice coming from beneath the bridge, threatening to eat the goat. The goat fearfully bleats as if pleading for his life and passes the bridge unharmed. As it approaches the players another, larger goat comes from the other side with the same result. When the third goat, a huge one with giant horns, a troll leaps up and

a fight commences. One that the goat seems destined to lose.

If helped the goats pull at the players urging them along. They go to a large field and the goats "point" towards a small mound. If searched the mound is found to contain a beaker. If water is taken from the river and poured over the goats their spell is broken and the goats are found to be two sisters and a brother that were once cursed by a powerful witch.

When the siblings return to their tribe the players are regarded as great heroes by the tribe and receive 2 extra XP.

If asked the siblings reveal that they were herding the village sheep when they on a nearby mountain came upon a small hut. Inside was a woman in her late 30's with raven hair and a legless dwarf as servant. When asked who she was she immediately turned them into goats and sent them off. They didn't know where to go and just followed the first road they found. They are able to lead the adventurers to the hill where the witch lives. She is alert and if the players come in a large formation or openly she will create an army of half-dead to help her (Zombie power). Adjust the number of half-dead to fit the players.

Troll (uses Ogre stats from core book)

Maire the Witch (wildcard, Veteran)

Attributes: Agility d18, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d8, Guts d10, Notice d8, Intimidation d10, Persuasion d10, Bewitching d12

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges: Arcane background witchcraft d10 (EP: 18), Combat reflexes, Ritual Sacrifice, Soul Drain

• **Powers:** Create Half Dead, Blast, Heartstop, Invisible Horrors, Shape Change Other, Fear

• **Treasure:** The Cauldron of the Sea. (*The bottom of the cauldron links to the sea. The cauldron is always full of salty water no matter how much is poured, maybe fish will come out of the cauldron or perhaps even a whale. It will never boil no matter how much it's heated. It may be used for fishing, but beware the deep sea creatures, and may be used for transport to distant shores although it leads out in the ocean (use of this power is at the GM's discretion since there is no control of where the end of the cauldron is. Use it as a scenario hook or to reach Lochlann if all else fails. You can pour from it forever but the rate is too slow to drown a dungeon since it will leak away faster than it pours.)*)

Half-Dead (Adjust the number to suit the players)

✓ **The vengeful son**

The adventurers approach a small village when they hear a voice hurling insults from behind some nearby rocks. Out steps a boy of around 12 claiming them to be both cowards, ugly and weak. If they allow this to pass he will say his name is Mordred, rightful heir to the chieftain's seat, coming to claim it. He will then proceed to threaten to kill them if they stand in his way. (This is one TAUNT and one INTIMIDATE at d4 each). If they don't interfere he will charge the village only to be cut down in a hail of stones and spears. If they do he will attack them. He is just a mentally deranged boy who doesn't know his place, has insulted just about everyone, murdered his sister and thus has been cast out of his tribe. (This

encounter is mainly a moral dilemma. If they feel sorry for the boy and let him pass, the way a modern man would, deduct one XP from this session for bad roleplaying. The proper response would be to cut him down as he insults you.

✓ **Wicker man**

Out on a plain the players can see a huge billowing cloud of smoke in the distance. When approaching, they may also see crows circling near the origin of the smoke. Coming even closer they can see a huge wicker man burning, the peak of the burning has been passed and the flames are slowly dying down. If they stay to inspect have them roll NOTICE checks and unless everyone rolls a 1 they will see a woman trapped in the wicker man, still alive but obviously in pain from the heat. They may free her if they succeed an attack roll vs. a target number of 2 and a toughness of 5. She is horribly burnt but can tell the players that a party of drunes lead by a Slough passed through their village, defeated the men by playing magical pipe, gathered them, the women and children and sacrificed them in the wicker man.

A successful HEALING will allow her to survive although scarred for life. This will also allow her to tell them that there were 30 Skullswords, that the Slough was named Finnegan and that he communicated with someone through a crystal carried around his neck. She will not follow the players at this time but will leave the village for life elsewhere. *Feel free to let the adventurers meet her again as a beggar in one of the larger towns of Tir Nan Og.* Druids and witches will know that a wicker man this size takes a mighty man to control and that he will be extremely powerful at this stage.

✓ **The drained earth (to be played after the wicker man)**

The players see before them a valley that has been totally drained of life. In the center is a fortification, surrounded by houses. The houses and the fort are but ruins and in the middle of the fort ruin they can see movement by something HUGE. If they approach they will see a huge Time Monster that Slough Finnegan summoned to destroy a village opposing the traitorous one. Direct confrontation with the Time Monster is probably best avoided. If the monster is somehow defeated, the players can find about two dozen cows, a nearby herd of around 50 sheep and jewelry worth around 500 s ts. The sheep may be taken by luring the monster away a bit but the rest will result in direct confrontation.

Time Monster (Wildcard)

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+7, Vigor d12

Skills: Notice d8, Fighting d10

Pace: 9, **Parry:** 7, **Toughness:** 15+2

Special Abilities:

- Teeth, Str+d4
- Thick skin +2 Armor
- Huge +4/-4 to hit, +7 toughness
- Gargantuan

As an adventure seed you can put in a, still open, time portal through which the time monster came. This will lead to the time of the dinosaurs and, since this is fantasy, will put the players in contact with a now extinct predecessor to humans. As an alternative, it could lead to some pulp time “Lost World” where the players come into contact with explorers from the 1920’s as well as primitive tribes.

✓ **Battle of Ardara**

The players become involved in a large scale battle between a village supporting the Drones (Ríodhgach) and one that is opposed to them (Antain). Antain is wealthy which may explain the sudden urge by Ríodhgach to help the Drones. If Antain is defeated the Drones will turn upon the remaining villagers of Ríodhgach in order to get enough sacrificial blood for the remaining journey. Regardless of the outcome Slough Finnegan slips away and gets to the sea where he and several of his men take a ship, slaughter the crew and set off for Lochann.

Run the battle using whatever tabletop rules you like, I recommend using the normal mass combat rules from the core book. The battle may be a bit large for the *Showdown!* rules (<http://www.peginc.com/Games/Games.htm>), but if you like the detail go ahead.

Set up a battle using around 200 head on each side. That would be 15 ten man infantry squads and 5 light chariot squads.

Each village has three druids that can be used for magic support.

Ríodhgach also has the aid of Slough Finnegan and 30 Skull Swords (Armored, elite, infantry).

Don’t allow Slough Finnegan to be killed in the battle. He will stay way back and interfere indirectly only. The skull swords will stay to protect him and interfere in the battle only when it is already won. At that time they will close in and kill any survivors. Prior to that they will guard Slough Finnegan and attack anyone trying to get to him. Slough Finnegan will leave the scene by sky chariot if the battle goes against him.

If Antain wins the battle and the players helped in any significant way. They will be rewarded by the chieftain by one or more of the below.

Rewards:

1. A small herd of 4 cows.
2. The greataxe “Mad Hatter”. It is +2 to attack and damage and the round after it draws blood (wounds) it starts to wail in a loud eerie voice (treat as d8 intimidate on all within a medium burst template). This affects all who has not heard it at least 3 times before. The wail continues for 1d4 rounds. The axe is made out of a strange bronze alloy that will neither bend nor break although it must be re-sharpened as usual.
3. His daughter Rhionna in marriage if the player so wishes. (She is good looking, clever and a good cook. It also allows for the bonding of the players village with Antain).
4. Each player receives +2 XP if they contributed to the battle in any significant way, regardless of which side they were on.

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5. If they helped Ríodhgach win the battle and contributed in a way that Slough Finnegan noticed, they will be rewarded by being the first to spill their blood on the sacrificial altar.

To Sea

The ship

They arrive at a quite large costal town and a may request hospitality. They find that the inhabitants belong to the same general tribe as the players or a tribe that they are not at war with.

After a few hours the players find someone crazy enough to take them to Lochann but the price will be steep, adjust according to characters fortune, but overcome able by the characters. The ship itself is 12 meters long with a single mast and a crew of 6. The captains name is Murchadh, a stern man in his late forties.

Murchadh (Wildcard, Seasoned)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fight d6, Throw d8, Guts d8, Boating d10, Swimming d8, Repair d8, Climb d6

Pace: 6, **Parry:** 5, **Toughness:** 6

Edges: Steady Hands, Ace, Natural Leader

Hindrances: Overconfident

Treasure: Medallion with blue stone, turns red when storm approaches (24h notice)

Sailor (Extra, Seasoned)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fight d6, Throw d8, Guts d6, Boating d8, Swimming d8, Repair d8, Climb d8

Pace: 6, **Parry:** 5, **Toughness:** 6

Edges: Steady Hands, Gadgeteer or Acrobat

Hindrances: Loyal

Treasure: None

He runs a tight ship and punishment of the crew is common. They are however extremely loyal since their catch is usually good and fairly divided. The players may be paying him but it is his ship and anyone opposing him may well be set of on a small deserted island they pass. However, as long as the players stay out of the way and shut up they will be fine. Murchadh uses his amulet to avoid storms and has so far not lost a crewman despite going further out than anyone else.

Fomorian Attack

On the 8th day of their voyage they are suddenly attacked from below by Fomorians who attack by climbing aboard the ship during the night. There are 12 Fomorian warriors led by a witch.

If the adventurers have stated that they have a nightly watch allow the watch a NOTICE roll to sound the alarm when the attack comes, otherwise they are surprised (Core book p. 61).

Fomorian Warriors (12)

Fomorians look like humanoid amphibians, with claws, webbed feet, large splayed ears, large round eyes and sharp teeth. They are typically green in color,

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Throwing d8, Swimming d12

Pace: 6; **Parry:** 8; **Toughness:** 8+1 (helmets)

Special Abilities:

- Combat Reflexes, +2 recover shaken
- Frenzy, 1 extra attack at -2
- Brawny, +1 toughness, 8 x carry
- Fear: 0: Anyone seeing a Fomorian must make a Guts roll.
- Night vision: Disregard penalties for darkness

Fomorian Witch

Fomorians look like humanoid amphibians, with claws, webbed feet, large splayed ears, large round eyes and sharp teeth. They are typically green in color,

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d10, Notice d6, Throwing d8, Swimming d12

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- Combat Reflexes, +2 recover shaken
- Frenzy, 1 extra attack at -2
- Brawny, +1 toughness, 8 x carry
- Fear: 0: Anyone seeing a Fomorian must make a Guts roll.
- Arcane Background (Witchcraft) d10.
- Night vision: Disregard penalties for darkness

The crew fight with daggers or boat-hooks (as hunting spear). The Fomorians will fight with short curved swords akin to falchions (use normal iron sword stats) and will attempt to throw the crew and adventurers into the sea. If successful the players will sink unless they drop anything carried, any metal armor and anything encumbering them. This includes weapons and shields.

To make things worse the Fomorian witch sets the ship on fire during the third round unless she is occupied with a player. The ship will burn and sink in another 30 rounds. If put out before then it will still float but the sail and rudder are damaged beyond salvation. Murchadh (if alive) suggests building a raft and attempt to paddle back to the shore. If the Fomorians are defeated they will jump into the sea, swim underwater until out of sight and make their way to their sea craft. If the players think of it and are prepared, they may be followed although they swim much too fast for your average human to follow in the water but with magical aid it may be possible.

Fomorian Vessel

The Fomorian vessel is a low catamaran, picture two Viking longships side by side. Entry and exit are done by jumping off the center portion of the side which rides low to the surface. The decks are totally open and cargo is simply left somewhere where it's not too much in the way. Dirt and gnawed bones litter the place and unless the Fomorians attacking the players boats return damaged will be busy fishing, fighting and drinking. If the players follow the Fomorians to their ship however they will be on the lookout and

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alert. A successful NOTICE check from the Fomorians, allow them to throw 3d6 spears at the players while they come. There are 32 Fomorians in all including those that were in the first attack. Their stats are the same as the raiding party except the leader who will be in the first wave.

Fomorian Chieftain

Fomorians look like humanoid amphibians, with claws, webbed feet, large splayed ears, large round eyes and sharp teeth. They are typically green in color,

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d6, Throwing d8, Swimming d12

Pace: 6; **Parry:** 8; **Toughness:** 8+2 (Coat*)

Special Abilities:

- Combat Reflexes, +2 recover shaken
- Frenzy, 1 extra attack at -2
- Brawny, +1 toughness, 8 x carry
- Fear: 0: Anyone seeing a Fomorian must make a Guts roll.
- Night vision: Disregard penalties for darkness

*Armor is made from the hide of some scaly sea creature. It must remain wet or dries out and loses its armor properties in 3-5 days depending on weather.

If the chieftain is taken prisoner and interrogated (with force) he will reveal that they are on the lookout for a sky chariot that was supposed to arrive the day before. The rest of the crew know nothing of their reason to be here.

The Whale

After paddling for two days (fatigue rules apply) the raft will be swallowed by a gigantic whale. There is nothing they can do but to keep tension up describe the whale rushing them with an open mouth and allow them to make BOATING checks to try to paddle away. 4 people can paddle and if all are successful the whale will miss them but will return promptly for another attack. If the whale misses 4 times it will leave but will return in another 1d3 hours. The whale will dive and the characters will be trapped inside and will have to think of a way out.

Hacking away with normal weapons at the whale's inside will not make any difference since it's way to big for a human to be noticed.

Ways out may be:

- Setting fire to the raft and making the whale cough them out.
- Rebuilding the raft (the water is waist deep in the whale) to a ballista to launch a huge projectile against the whale.
- Swimming stealthily towards the mouth and prying the mouth open the next time the whale eats.
- Any other spectacular and/or funny way they can think of.

When they come out of the whale and surface they will be within swimming distance of the shore. The same rules regarding equipment applies as before so the should come ashore without or with severely limited weaponry and armor.

On a distant shore

They stand on a bleak empty shore, the sun overhead not warming their faces and the mountains in sight having snow capped peaks (show them a picture of northern Scotland to give them an idea). They can see the remains of a burnt ship lying on the shore. It is a longship of unknown design. The corpses of several men and Fomorians can also be seen and a successful NOTICE tells they have been lying here for about a week and that the men are Drune Skull Swords a raise tells the player that the ship is in fact a Drune Sky Chariot and that several of the ship's crew survived and pushed in towards land.. Several of the Fomorians and men show signs of being eaten by rats.

From the ship they may scrounge 5 iron swords (two bent), 2 iron axes, one staff with a goat skull mounted on top (they may think this is magical but it is not), three daggers and one hunting spear. Also there are three usable small shields, a successful GUTS check allows them to take fur armor from the corpses. Finally they find a goat that is still alive. Tracking the Drones is not a difficult task although a successful check shows them to be around 30 and a raise tells the players there is one huge boar in the group.

GM note. The Drune's sky chariot came in to land on the shore when it was discovered by a Fomorian patrol. The Fomorians, not knowing what the Drones wanted, attacked the ship while in the air causing it to crash when landing. A fight ensued between Drones and Fomorians and the Fomorians were wiped out at loss of several Drones. After this the Drune war party pressed inland, many of the skull swords doubting that bargaining with Fomorians was such a good idea after all and basically looking for an excuse to kill them.

Negotiation

Half a day's march inland is an old ruin which is an entrance to an underground Fomorian lake and city. The Drones will camp close to this ruin while Slough Finnegan makes his magic, calling to the Fomorians.

When the players arrive the Fomorians will just have exited the underground dwelling and the Drones and Fomorians are lined up facing each other. There are about two dozen warriors per side, the Fomorians supplemented by several witches and the Drones by Slough Finnegan. Both sides are heavily armed, ready and ready to attack at the slightest provocation. A successful NOTICE senses the tension in the air and a raise also notices communication difficulties between the parties. It would seem that negotiations are balancing on a very thin thread.

The players now have several options on what to do, hearing where the negotiations are heading will require successful NOTICE rolls.

- Wait: The players wait and do nothing. The negotiations ease up and the Fomorians promise to give aid to the Drones. The attack is set to commence on the eve of the next Lughnasadh with the Fomorians attacking from the north (or sea) and the Drones from the south, aided by the warriors from Thian Leibh. Attacking after the negotiations are settled will be extremely difficult since the two parties are now allied and will turn on the players. Waiting until the Drones leave and then entering the Fomorian lair will probably prove fatal to the players. Attacking the Drones on the way home will not foil the plans of the attack unless Slough Finnegan is killed. He will however teleport away on the first sign of the Drones losing or if he himself is being attacked. He will

somehow make his way south and may be used as a nemesis for the players for years to come.

- **Attack:** If the players attack the Drones the Fomorians will look at them with amusement, wait until the stupid humans have wiped each other out, then they will move in to finish the rest. This is not a good situation for the players. If Slough Finnegan sees the battle lost he will teleport away and make his way back to the Drunelands somehow. He will return as their nemesis on occasion. If the player's initial attack is against the Fomorians they will not differentiate between the Drones and players (especially if they are wearing Skull sword armor and helmets) and will attack and try to kill all humans. This may be exploited by the players most easily if the initial attack is by a missile weapon. The Fomorians will fight until all humans have been killed and then withdraw to their underground lair with their newly acquired dinner. Attacking Slough Finnegan explicitly with missile weapons will allow one round of attacking if they attack by surprise. After that Finnegan will teleport away if wounded and the drunes will attack the players as mentioned above.
- **Sneak:** Sneaking past the negotiation to enter the Fomorian city will achieve nothing except surely getting the players killed. If you as a GM is in a good mood allow them to run away to lick their wounds after launching an overwhelming attack on them.
- **Re-negotiate:** Trying to re-negotiate with the Fomorians in favor of the players. This may be an option but remember that Finnegan is a d12 PERSUASION and that he has brought a lot of gifts in the form of wealth and food/slaves to the Fomorians.
- **Slave rebellion:** This will have a hard time working since the slaves have been beaten into submission a long time ago. It will most likely end in a slaughter of the slaves. Also the slaves will attack the Drones first ignoring the Fomorians unless they are themselves attacked.

Slough Finnegan (Wildcard, Legendary)

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d8, Vigor d12

Skills: Fight d8, Throw d10, Guts d12, Swimming d8, Repair d8, Climb d6, Craft d10

Pace: 6, **Parry:** 6, **Toughness:** 11

- Undead: +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing weapons do half damage; Immune to disease and poison.
- +1 natural armor
- Fear Aura: Guts checks at -2
- Disintegrate, if incapacitated they turn to fine dust (see Slaine rule book for details)
- Flesh Casting, if without Earth Power may damage self for 1d4 per PP needed and cast spells anyway.

Read about Slough in the Slaine rulebook p. 169

Edges: Arcane Background(Druid EP 60), Command, Fervor, Rapid Recharge, Natural Leader, Nerves of Steel, Ritual Sacrifice, Blood Eagle, Craft Wicker Man

Hindrances: Mean, Stubborn

Powers: Army of the Horned God, Astronomy, Blade Blessing, Bull Feast, Cloak of Blackness, Control Weather, Crom Cruach's Revenge, Levitate, Lightning,

Treasure: 3 gems worth 500 s  ts each, Magical mask adds +2 to Intimidation, Magical Scythe +2 to Damage, wound needs a raise to heal, even magically.

Aftermath

This assumes that the alliance between Fomorians and Drones have somehow been broken. Slough Finnegan is dead or, more probably, has returned south. The threat from the Drones is over for now. Hopefully Mog has survived to sing their praises, if so award them an extra 5XP if they send him off with a sizeable monetary compensation since he will fulfill his part of the bargain. Award them a -1 charisma hindrance for a year if they treat him badly and allow him to tell the world.

After the final battle the players may collect the following until the Fomorians pop their heads out and drive them away.

1. 14 Slaves from a rival tribe. These may be sold or used for labor at home.
2. 47 Gold coins, taken from dead Drones.
3. A Gae Bolga wielded by one of the officers in the Drune warband. By expending 5EP heals the bearer the same way as the Healing Power, including the one hour time limit. This power will only work for the owner of the weapon. It also is +1 to hit and +1 to the damage roll for each extra EP invested in the strike up to a maximum of +5. Of course a natural 1 always misses anyway.

The Traitor Tribe

The Skull Swords journey northwest for two days, avoiding confrontation with the earth goddess tribes as they journey. They will avoid settlements, towns and large groups the best they can and if discovered by farmers and/or small raiding parties or trade caravans will kill them and hide the bodies. These encounters can be described or played out as you see fit and depending on the players.

If you sense they want to attack, it may be an opportunity when they run into a group of NPC's and attack them. They should however be kept from being totally wiped out by the players in order to reach the traitorous village. During the trip the players may approach passed villages and may learn of their location in Tir Nan Og.

The traitorous village goes by the name of Thian Leibh and is a pretty normal village with round houses surrounding a central stronghold. It is located in a small group of trees in a hilly area (show players the map). There are 14 houses, each holding an extended family of about a dozen people and about half this number can be used as a fighting force in case of emergency.

The skull swords halt a few miles from the village and send in an advance scouting party consisting of one of the leaders and 6 warriors. They will confirm that the village has not changed sides since the last time. When (if) the scouts return the rest of the party will enter the village and seek out the village chieftain. If the players kill the scout party the relationships between the Drones and the village will be severely hampered and the Drones will demand that the responsible be caught or an equal number of villagers executed.

All villagers are not totally in agreement on allying with the Drones and if the GM is in a good mood the players may make contact with someone opposed to the Drune influence,

possibly a druid who feels sidestepped. Here is ample opportunity for role playing on the adventurer's parts. Possible actions include.

- The players enter the village and demand hospitality. Hospitality will be given to the players but the chieftain will work to keep them from encountering the Drones. If they don't already know it a successful NOTICE indicates that the tribe hides something. If the Drones and players meet, the Drones will demand the players be put to death. The chieftain will object since this breaks the rules of hospitality. The players may use this to pit the tribe and Drones against each other.
- The players attack the village. The only way for this to succeed is if they use stealthy attacks and kill a few at a time unless they are already legendary characters. This approach will strengthen the bonds between the village and the Drones. Search parties will be sent out etc.
- The players find someone opposed to the Drones (30% chance for a given person) and take them with them to an allied village and request help in waging war against the traitorous tribe. This will need several PERSUASIONS on part of the players. Modify as per the evidence displayed. Only druid's witnesses really count so if they only bring normal villagers they need to bring several.
- The players lie waiting to see what happens. The Drones hide in the village for about a week and then move south again. This time they will go all the way home to the Sourlands, raiding and looting as they go. The players will gain nothing further from this unless they can catch and interrogate one of the leaders.

The Capital

Unless an all out war commences or something else stops them the villagers will move towards the capital after about four weeks. They will infiltrate the capital and during Lugnasadh they will attack the city's defenses from within. Simultaneously a large Drone army, perhaps assisted by Fomorians unless the players stopped this, will attack from outside. If the traitors are not decimated or stopped beforehand the attack will succeed and the capital will fall in Drone hands. It will then be used as a bridgehead in attacking Tir Nan Og.

If the traitors and the Fomorian alliance is stopped, the attack will fail and the Drones will be killed or chased back home with their tails between their legs, possibly postponing Ragnarok for several decades. If the traitors OR the Fomorian alliance fails it will be up to the individual GM to determine the outcome, but if the players are low powered I suggest they fail, otherwise they could lead a retaliatory raid south or gather an army to retake the capital.

