



# TRUUVANG

CHRONICLES

RIOTMINDS





RUNES OF MEMORY

# FOREWORD

For ages, Germanic and Nordic people believed that runes had magical powers, that the words bound with runes were powerful and dangerous. Every rune has its name and a specific meaning and those who knew how to interpret them were both feared and respected.

The dwarves in Trudvang know this for a fact, that runes are powerful and that thuuls can use the runes of power for both ill and good. Some thuuls have created wondrous sacred items and miraculous weapons, simply by engraving the objects with runes of power.

In Runes of Memory, however, a single rune wreaks havoc. A dark rune engraved upon a black stone. A nightmare conjured leaves a mighty dwarven hold in ruins.

As a rune conjured the darkness, a rune brings hope and light. A rune to find the heroes, that can end the maddening night in Voronoy-Kefas.

Þorsteinn Mar Gunnlaugsson

*“Runes shalt thou find, | and fateful signs,  
That the king of singers colored,  
And the mighty gods have made;  
Full strong the signs, | full mighty the signs  
That the ruler of gods doth write”*

*Hávamál*







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*Our style is to use “they” as a singular gender-neutral pronoun when possible. This usage continues to gain mainstream acceptance, including among major style guides such as The Associated Press Stylebook and The Chicago Manual of Style. We believe it is appropriate and practical, not just to reflect common usage but to accommodate a more inclusive view of gender identity. The Trudvang Chronicles books also use “he” or “she” when helpful for added clarity.*



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*When I am dead  
Lay me in a mound  
Raise a stone for all to see  
Runes carved to my memory*

*(Runes to My Memory, Amon Amarth)*

---

*Argothar Téwaz put his tools back in place. His callous fingers ran tenderly across the anvil, he knew this was the last time he'd ever see it. The Thuul closed his eyes and thought about all the marvelous suits of armor and weapons he had crafted in his smithy, deep within Voronoy-Kefas, and sighed. Then he turned to the beautiful Murgla resting upon the anvil, his masterpiece. The Mitraka-inlaid runes gleamed in the dying light from the Logi furnace, runes he had crafted and empowered, runes holding fragments of his own memory.*

*He closed his eyes and ran his fingers for the final time across the Murgla, feeling the holy power held within the runes.*

*As he opened his eyes again, the shadows in the smithy deepened. It was on the move. The Hunter. And Argothar was the only prey left in Voronoy-Kefas...*



# ◆ OVERVIEW ◆

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A power-hungry thuul brought death and disaster upon his brothers. In a final desperate act, he tried to ensure that one day heroes and mighty warriors would come along, that would be able to rectify his mistakes. That day has come.

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Runes of Memory is a stand-alone adventure that takes the player characters across the Oster Ocean from the Stormlands to Eysteroy Island, east of Mittland, in search of a lost Dwarven stronghold. The module works best with a group of 4–6 players with a decent variety of skills, since the module is designed with characters of virtually all professions in mind, though playing Dimwalkers that follow the Tenets of Nid might cause problems in the Stormlands. Having at least one Dwarven player character is highly recommended.

It is hard to determine which skills are required in order to survive the entire module. In fact, the variety of skills is more important than specific skills or abilities. All encounters and events can be modified to suit either more players or a more experienced group.

## **RUNNING RUNES OF MEMORY**

The Game Master should read the module through before running it. Runes of Memory is best enjoyed when the Game Master has a good understanding of the narrative and can easily adjust the

dreams of the wearer of the Murgla (see below) so they better suit the wearer and the story. Also, the story takes the player characters across the Stormlands and the Oster Ocean to a little-known island, and being familiar with these places will greatly enhance the game. Finally, since it is impossible to play the adventure in a single session, using the time between sessions to prepare and adjust the storyline to fit the progress of the group is highly recommended as well.

Since the scope of the player characters' travels is huge, there are many different non-player characters, ranging from thralls to Jarls and Thuuls, that the Game Master needs to be familiar with. The player characters also need to travel through many places and across wilderness to reach Voronoy-Kefas, the forsaken Dwarven stronghold on Eysteroy Island. Knowing these non-player characters and being familiar with the many different places greatly helps the players to get the most out of playing Runes of Memory.

Though there are many different events and encounters set up, there's no need to play through all of them or in the same order as they are presented. As long as the player characters get their

hands on the Murgla of Téwaz, they can undertake the quest for Voronoy-Kefas. If the player characters wish to explore other parts of the Stormlands besides those described here, feel free to let them. Events and encounters can easily be adjusted and replaced, if necessary. Make sure that the players feel that their characters are running the show, and not being led by the nose by the narrative. After all, this is their story.

There are many skill and situation rolls included in the text. These are first and foremost suggestions for dice rolls, it is up to the Game Master how to run her games, and the suggested skill and situation rolls are no more than that: merely suggestions. Feel free to add more or remove them as you see fit and suits the playing style of your group. The key here is to make sure that everyone enjoys the narrative and feels that their player character's actions have an impact.

It is imperative that the player characters find the Murgla of Téwaz. The Murgla contains the Runes of Memory, and leads the player characters to the lost Dwarven kingdom on Eysteroy Island. One of the player characters becomes the Chosen of



Téwaz, sharing the memories of the Dwarven Thuul Argothar Téwaz, the creator of the Murgla. Though only one of the player characters becomes the chosen, the other player characters are no less important, because only they can defeat the Hunter in Dreams. Therefore, it is critical to have at least one Dwarven player character, one who can wear the Murgla of Téwaz and become the Chosen of Téwaz.

Finally, for the Hunter in Dreams and the player characters' nightmares to be most effective in the final act, the Game Master needs to have every player write down their character's worst and most terrible fear. Erixalar-Thiekle, the demon, will manifest in their dreams as their worst fears, and feed on their terror, which it uses to poison their minds. The Game Master needs to be cunning and devious, making each player character's nightmare horrible and the fear as palpable as possible.

## The Murgla of Téwaz

The Murgla that Thuul Argothar Téwaz crafted during the last days of Voronoy-Kefas is a singular piece of Dwarven craftsmanship. Each piece of the armor is delicately crafted, handmade, and displays runes entwined with one another, almost like the roots of an ancient tree. The images on the armor depict dragons and tursirs battling each other, and Dwarven warriors standing vigilant against the monsters. It is made of iron and brass and inlaid with Mitraka. Though the Murgla is centuries old, it shows no rust and seems to glow with its own power.

Investigating the Murgla reveals an ancient and long forgotten rune, the Rune of Memory, which Argothar enchanted. He transferred a part of his own mind and memories into it. The Rune was empowered so that it would become active if the right person ever put on the Murgla.

The Murgla has the following effects, once the Rune of Memory becomes active:

- ♦ Any Dwarf wearing the Murgla has +2 Situation Modifier to Charisma based Situation Rolls when dealing with other dwarves.
- ♦ The Murgla is sacred and exceptionally well crafted and it has PV/BV 20/200. However, against the attacks of the Hunter in Darkness the Murgla is considered to have 30 PV (the BV is unchanged)
- ♦ Heft 2 (MM -1 m, IM -1)

The Murgla contains the Rune of Memory, which imparts the memories of Argothar Téwaz as dreams to the Chosen of Téwaz.

The Chosen of Téwaz forms a bond with the artifact, making it very hard for the chosen to depart with it. Only by succeeding on a Situation roll with a Situation Value of 3 (Psyche modifiers apply), can the chosen willingly give away or sell the Murgla.

## Dreams of Voronoy-Kefas and the Chosen of Téwaz

Once the Rune of Memory has been activated, the spirit of Argothar Téwaz chooses one of the player characters to share his memories. The Rune's power has faded somewhat, and the only way to impart the memories is through dreams.

As the chosen falls asleep, the player character receives a dream vision. The Game Master can either create a dream vision, based on the information about Voronoy-Kefas and Argothar Téwaz presented here, or use the pre-scripted dreams (see Appendix A).

Use the dreams to impart knowledge of the ancient Dwarven hold, stronghold and plant the seeds of the adventure. It is important that the dreams contain enough information to keep the players interested, but also make sure that the dreams are cryptic and symbolic enough to spark their curiosity.

The dreams and how the Game Master uses them are crucial. This is a narrative tool through which the Game Master can provide the players leads and clues, foreshadowing the events to come, and getting them back on track if the need arises.

However, it is just as important to make sure that the dreams are many layered, and require deciphering and careful analysis. After all, these are dreams, imparted by someone that has been dead for ages.

The Rune of Memory has one serious drawback for the Chosen of Téwaz. To that player character, Eyseroy and Voronoy-Kefas are places that they feel a burning urge to find. Every day moving away from the island is a hard day, food tastes like ash, and water doesn't seem to quench thirst. The quest for the lost Dwarven kingdom becomes paramount.

In game terms, this means, that the Chosen of Téwaz suffers -2 to all physical Situation rolls when not actively seeking Voronoy-Kefas.

Once the Chosen of Téwaz enters the Dwarven hold, this effect ends, but that is when the nightmare begins. Argothar Téwaz was overcome by the Hunter in Dreams but didn't die from the terrible mind plague that the demon inflicted upon the Dwarves. Therefore, every time they face the demon, the Chosen of Téwaz must succeed on a Situation roll with a Situation Value of 6 (Psyche modifiers apply), or be overcome with sheer terror, gnawing guilt, and terrible visions of Dwarves killing each other in the most graphic and terrible manner, thus becoming unable to move. The demon's influence on Téwaz's mind was great, and that effect extends to the Chosen of Téwaz.

## ON ADVENTURE POINTS

This adventure is divided into three acts. At the end of each act are guidelines for awarding adventure points. The Game Master should not wait till the end of each act to award adventure points, but give out adventure points at the end of each session (see page 37 in the Gamemaster's Guide on Adventure points).

The narrative in this module assumes that the storyline is played straight through, without any side treks other than those mentioned in the module. If the player characters make any side quests, keep a note of their overall adventure points, and make adjustments if the encounters become either too easy or too hard.





## ADVENTURE OVERVIEW

Voronoy-Kefas was a very prosperous Dwarven hold for ages, where Borjornika-dwarves of the Téwaz clan toiled and worked precious metals in the mines of Mt. Crowhome on Eysteroy Island (east of Sylvan in Mittland).

One of the mines of Vorony-Kefas held a thick vein of Mitraka, one of the most precious metals in Trudvang. More than 600 years ago a terrible plague hit the hold, one that neither the Thuuls nor the healers of the clan could find any cure for. What they didn't know

was that one of the Thuuls, Argothar Téwaz, had inadvertently summoned an intangible demon, that infected the minds of the Dwarves with madness. The demon, Erixalar-Thiekle, entered the Dwarves' minds through their dreams.



When Argothar realized what he had done, it was too late. The demon was too powerful, too hungry, and no empowered runes could save them. Argothar, in desperation, decided to try and add an ancient rune, one that he had only ever seen on very old and moss-covered runestones, a "Rune of Memory", to his Murgla. He knew that crafting this rune would claim his life, projecting his memories into a single rune of power would not only drain him, but leave him completely defenseless against the demon.

When Erixalar-Thickle had slain all the Dwarves, the demon discovered that it was bound to the deepest and darkest parts of the Dwarven hold. Years passed and turned into decades and ages. One autumn day, a traveling tribe of goblins discovered the entrance to Voronoy-Kefas and found the ruined keep full of Dwarven skeletons. The goblins tried to venture into the keep but didn't get far before deciding to leave. However, they brought with them the Murgla of Téwaz, with the empowered Rune of Memory. The rune was dormant in their hands, since the near-sentient rune waited for a worthy bearer.

The Murgla changed hands among the goblins many times, and soon all memory among the goblins about Voronoy-Kefas was lost. The keep was forgotten to all, and Erixala-Thickle waited alone in the dark halls deep beneath Mt. Crowhome.

## Act 1

One day, the adventurers are waylaid by a party of goblins and a Troll. The Troll carries the Murgla of Téwaz. After a brutal fight, the adventurers find that there's more to the Murgla, and it bears runes that are unfamiliar to even Dwarven characters.

The next night, the bearer of the Murgla starts experiencing very vivid dreams, of Dwarven smithies and lit-up halls, where Dwarves go about their business.

As the adventurers start to investigate the Murgla, they discover

that help from an experienced and wise Thuul is needed, since the unknown rune is ancient and almost impossible to decipher. Not far away is the Dwarven hold of Dustwall, where Thuul Rookvi Nerjata lives. Rookvi is ancient and distrustful of any non-Dwarven folk, especially Elves.

On the way to Dustwall the adventurers need to cross the Wargswoods and the foothills of the Trollride Mountains. The player characters need to find their way to Dustwall, and might run into trouble, which includes a group of Gray Trolls who stop them and charge a toll for crossing their land. Though not all that eager for a fight, the Trolls are willing to barter and gamble over the toll. Once the adventurers have found the right track, they continue to the Dwarven hold and need to convince the Dwarves to let them speak with the Thuul.

Before Rookvi decides to help the adventurers, they must prove their worth to him. Once they have done that, he tasks them with finding the runestone in the village of Raudalog, south of the Wargswoods. Rookvi knows that the runestone holds a runic-riddle that he believes could help them find the ruins of Voronoy-Kefas.

All the while, the bearer of the Murgla keeps dreaming about the Dwarven hold, feeling its pull ever stronger. Every day that the bearer spends not moving closer to or searching for the ruins of Voronoy-Kefas, the bearer feels uncomfortable and ill.

In Raudalog the adventurers discover that all is not well, and they need to deal with the sálheles that are attacking the small village. Children of the local Jarl stole the sword of Haraldr, and it needs to be returned before Raudalog is safe.

Whether the characters have solved the issue in Raudalog or not, they find the runic riddle on the stone, one that they can bring back to Rookvi to solve if they can't solve it. The Thuul solves the riddle and tells the adventurers

where they can find Voronoy-Kefas, in Mt. Crowhome on Eysteroy Island.

## Act 2

Once the adventurers have discovered where to find Voronoy-Kefas, they need to procure passage on a ship. Traveling to Fengsale is uneventful, and they reach the city during the Summer Market. In Fengsale, the adventurers find a captain, Wilfred Armstein, willing to take them to the island in a few days, giving the adventurers time to stock up on rations and needed equipment. However, once the boat is supposed to sail, the adventurers discover that their captain has been captured and brought to the Brycker, on account of being a follower of Gave, posing as a Mittlander (both of which is true). The player characters need to either break the captain free, or persuade the authorities to set Wilfred free.

When traveling from Fengsale to Eysteroy Island, the adventurers might catch the attention of seawolves from the Hartpike Isles or find other complications at sea. Cpt. Armstein is eager to try and outrun the seawolves, and the adventurers need to help the captain any way they can, to make sure that the seawolves don't catch them.

While onboard the ship, the dreams take on a darker turn, where the dark halls become littered and seem forsaken. The role of Dwarven runes become more central, especially runes that are closely tied to the netherworlds. It becomes more evident that something terrible awaits them.

As the adventurers are about to reach Eysteroy Island, a storm breaks, driving the ship up against the dark cliffs. Waves wash over the deck and, if the adventurers are unfortunate, the ship smashes up against the cliffs, forcing the adventurers to fight for their lives, against wind and waves. Once ashore, the adventurers can see lights inland. Trekking towards the lights, wolves catch their scent and their howls echo through the night.



Just before reaching Eliarn, a small town with a morbid secret, a pack of wolves attack them. Beaten and battered, the adventurers finally reach the town gates.

However the player characters find the small village on Eysteroy Island, in Eliarn they find warm beds and hot meals and eager listeners to their tales. They also learn the legend of Voronoy-Kefas, about the tragedy that befell the Dwarves that once lived on the island. They can also hear the tale about the Hunter in Dreams, that many local rangers say they've dreamt when trekking and hunting on the slopes of Mt. Crowhome, though the rangers don't seem to have these nightmares if their campfire never goes out. This is a clue as to how to defeat the demon, it can't stand fire and brightness.

Also, in Eliarn is the Storm-Hansa Skjoldr Karlberg, who has made a terrible discovery, and tells the adventurers that there is a were-warg in Eliarn. In fact, there are many were-wargs in the village. If the adventurers decide to investigate, they discover that the warg sickness runs deep in the Ulfvin family in Eliarn, who usually keep the disease under control, by locking themselves up in a deep cave beneath their house during the nights when the moon is full. Unfortunately, recently their oldest boy, Veigar, managed to escape, and is on the loose in the woods among the foothills of Mt. Crowhome.

In Eliarn the bearer of the Murgla dreams of where to find the entrance to Voronoy-Kefas, on the side of Mt. Crowhome. The entrance is dark and foreboding. From now on, it becomes ever harder to wake up the bearer of the Murgla and often during the night the bearer sits up and speaks only in Dwarven, beckoning the adventurers to light the holy lights in Voronoy-Kefas.

On the slopes of Mt. Crowhome, the adventurers need to face down Veigar, the were-warg, and to decide if they wish to kill the creature or spare its

life. If they spare the were-warg and help Veigar overcome the sickness (at least for the time being), he can show them where the old entrance to Voronoy-Kefas can be found.

While trekking toward the entrance, the bearer of the Murgla is unable to get any rest from sleep, as the dreams become more graphic and darker. The bearer of the Murgla constantly feels as if something evil is hunting him/her.

Once the adventurers have found the entrance, they need to solve a riddle to open the locked doors.

### Act 3

Voronoy-Kefas wasn't as large as the most prominent Dwarven holds in the Trollridge Mountains or Trillheim, but it housed many dwarves toiling on multiple levels in smithies and mines. The halls are lined with cobwebs and silent as a tomb. The adventurers can quickly tell that exploring Voronoy-Kefas will take some time. The bearer of the Murgla, however, feels familiar with the halls, and can find his/her way around the place with ease.

Once inside, all the adventurers start having vivid dreams of a yellow-eyed monster chasing them down the halls of the Dwarven hold. The nightmares feel very real and disturbing, fueled by the adventurers' own fears, making them more susceptible to the demon's attacks.

In the lower levels, the adventurers discover skjeletts (see appendix) and need to fight them off, before venturing down to the deepest levels where the demon resides. The skeletons bear terrible marks, as they seem to have been either tortured or killed in some gruesome manner.

Fighting the demon is not easy, and the only way to fight it is to force it out of the dreams. As the adventurers fall under the influence of Erixalar-Thiekle and experience the true horror of the infernal nightmare, every adventurer sees himself/herself as a member of the ancient Dwarven elite that once ruled Voronoy-Kefas, being hunted by

eldritch horrors and unfathomable evils. The bearer of the Murgla appears as Argothar T  waz. As dream-Dwarves, the adventurers need to figure out how to fight off the demon, and where to find the five holy lights and light them in the deepest level, before the demon consumes them all.

Once they have figured out where the lights are, the adventurers need to fight their way through Dwarven skjeletts to find them. If they manage to light the holy lights, the halls become lit, chasing the nightmare away.

Once the demon has been defeated, the Rune of Memory fades away from the Murgla of T  waz, and the bearer of the Murgla remembers only fragments of what has transpired ever since he/she put on the Murgla. The adventurers can either explore Voronoy-Kefas further, or return home. Word quickly spreads about their deeds, and soon a delegation of Dwarves comes from the Trollridge mountains to reclaim the old kingdom.

### Thuul Argothar T  waz

Argothar T  waz was destined to become a Thuul from an early age. His link to the mountain was strong, and he also had an affinity for the sacred runes that Dwarves prize highly. Argothar was an eager learner, and quickly mastered every rune that the old Thuuls taught him. He was hungry, however, for more knowledge, more runes to master, and watched the Dimwalkers and Vitner Weavers among the Humans and the Elves that visited Voronoy-Kefas in envy. His thirst for power was great, for he wanted to build items and enchant them with powerful runes, for his brethren, furthering the glory of Voronoy-Kefas.

One night he dreamt of a strange sigil, drawn in blood upon an obsidian stone, yet the blood seethed with power. When he woke, he could still see the powerful arcane letter in his mind, and set himself to recreate it. What he didn't know was that he had been contacted by an alien entity, a demon, and was



being goaded to summon it into the world. Argothar toiled day and night for weeks, feeling the sigil burning in his mind, and tried repeatedly to craft it, to harness the power of the forlorn and dangerous eldritch rune.

Finally, after weeks of failures, he could feel the rune come alive. It took form on an obsidian slab, deep in the darkest level of Voronoy-Kefas, and the blood shone with unholy and terrible light. Mesmerized, Argothar couldn't look away, and too late he realized what he had done, as he felt the presence of the intangible demon he had unwittingly set loose in Voronoy-Kefas. The darkness took form before him, and the demon's eyes shone with malice. Argothar, on the brink of madness, managed to scribble a single rune onto the obsidian, a rune that bound the demon to the stone, before falling into unconsciousness.

In only a matter of days the demon wreaked havoc on Voronoy-Kefas, poisoning the Dwarves' minds through their dreams. Argothar tried to banish the demon and send it back, but to no avail. In desperation, when all else had failed, Argothar decided to craft a Murgla, in which he bound his own mind and memory, hoping that one day a person powerful enough to fight the demon would come along. Téwaz never succumbed to the madness invoked by the demon, but ended his own life by throwing himself into the lava pit deep in the heart of Mt. Crowhome.

The spirit of Argothar lived on in the Rune of Memory, sad and broken, full of sorrow, loss, and regret over what he had done. The Thuul's melancholy shines through in his memories and is palpable in the dreams of the Chosen of Téwaz. The Thuul in life was ambitious and intelligent, eager for more knowledge and sought forbidden, arcane, and ancient lore the best he could. He wanted to become the greatest Thuul that ever lived. His spirit, bound in the rune, is however focused on only one thing, to rectify the wrongs Argothar did in life, to unmake the demon and send it back where it came from.

## **Erixalar-Thiekle - The Hunter in Dreams**

Joy at finally being summoned soon turned to murderous ecstasy for Erixalar-Thiekle, the Hunter in Dreams. The demon quickly understood the mistake the Dwarf had made, and could sense the hundreds of other sentient beings all around it. Instead of slaying the summoner outright, the demon decided it would allow him to live, to enjoy seeing his spirit break as the demon killed all his loved ones.

Erixalar-Thiekle soon found out that that was a mistake, as the demon realized that it was bound to the obsidian slab and unable to move about. All it could do was to send its mind wandering, haunting the dreams of the Dwarves, until no one was left alive.

Ages have passed, and Erixalar-Thiekle is hungrier now than ever. The demon has made feeble attempts to enter the dreams of those who wander in the hills of Mt. Crowhome, but has hitherto been unable to manifest fully in those dreams.

The demon appears in Trudvang as darkness with yellow shining and malicious eyes. In dreams, the demon takes on the form of the dreamer's greatest fear. The demon feeds on the terror it causes in its victims' minds, leaving them on the brink of madness, knowing that with a gentle push the victim will go irrevocably mad and spread chaos, death, and mayhem.

The demon is evil through and through. It hates above all the Dwarf that summoned it and bound it to the obsidian stone, deep in the darkest levels of Voronoy-Kefas. It hungers for times as glorious as when it could enter the dreams of the inhabitants of the Dwarven hold, and longs for the day when it can be set free.

Defeating the demon is not easy, due to the fact that it is intangible and can only manifest fully in dreams and nightmares. The player characters need to enter the dream state and

fight the demon on its home ground. However, since the demon is a creature of darkness, it fears above all bright light. If the player characters manage to light the holy lights, they have a chance of defeating the demon and sending it back to the hells whence it came.

## **EYSTEROY ISLAND**

Eysteroy Island, which is east of Sylvan in Mittland, is a temperate island, dominated by a tall mountain, which the locals have named Mt. Crowhome. Dense woods grow on the steep hills, where silver springs foam and run white from waterfall to waterfall, before flowing out onto the green plains and pastures beneath the foothills of the mountain.

The island is surrounded by high cliffs, where seabirds make their home. There is only one decent landing, where the small village of Eliarn stands. The locals are mostly Humans who are distrustful of strangers. There isn't much land for agriculture, but the locals have found a good way to make their living, by hunting the seals and whales which are in abundance in the waters around the island. They sell meat, oil, blubber, furs, and bones, and drive a hard bargain, since they believe that their wares are of great quality, something which they take a great pride in. The farmers mostly raise oxen and cows.

The people of Eysteroy Island are descendants of both Mittlanders and Stormlanders. There are families that follow the Eald Tradition, and other families that believe in the Stormasirs. But most people in Eysteroy are pragmatic and down-to-earth. Superstitions and religion that get in the way of living in a place like Eysteroy Island are quickly dismissed and disregarded as nonsense.

The only land predators found on Eysteroy Island are wolves and foxes. This has caused some problems for the few farmers on the island and, what's worse, has caused a few of the islanders



to be afflicted with warg sickness (see the "Storm-Hansa in trouble" section in Act 2). There are, however, many species of birds on Eysteroy Island, and eggs are common food and eaten daily. The same goes for dairy products, fish, and whale meat. Since corn and wheat is hard to grow in the salty soil of the island, ale and beer is a commodity that few islanders can afford.

## The Legend of Ulav Ulfvin

The first Human settler on Eysteroy Island, a couple of centuries after the tragedy of Voronoy-Kefas, was the outlaw Ulav Ulfvin. Ulav was born and raised in Arje, in Mittland, and was from an early age hot-headed and got angry at the slightest insults. After his father died, he took over the family farmstead, but unbeknownst to his family, he had been afflicted with the Warg Sickness. That and his problems with his temperament got him into trouble. One winter night, after the people of the neighboring farms had gathered for a day of games, he murdered one of his neighbors. This, naturally, didn't sit well with the locals, who got Ulav sentenced for the murder and forced him and his family off the land that he had inherited from his father.

Ulav moved across the Oster Ocean, and build a new farmstead in Djunghart. He refused to swear fealty to a local Drott, and was disliked by most of his neighbors. In Djunghart his wife, Arnhilda, gave birth to his son, Leif. After Leif's birth, Ulav found it more difficult to resist the call of the moon, which got him into trouble again.

After the Drott's hirdman had accused Ulav of stealing sheep, Ulav lost control of his temper and brutally murdered the hirdman. The news of the murder spread quickly in Djunghart, and Ulav once again left his farmstead with his family, to seek a new home.

This time Ulav decided to sail south. After spending two weeks at sea, he

saw Mt. Crowhome rising above the waves, and found Eysteroy Island. There was a beached whale, and a colony of seals near where he landed his ship. The island looked promising, so Ulav decided to build his farm there. This time he decided to be careful and built his home so that he could hide and lock himself up when he felt the moon's calling. A few months after Ulav had built his farm, he found many runestones in the woods on the slopes of Mt. Crowhome, but didn't understand their importance. Many of these stones can now be seen on the Eliarn docks, though the runes are faded and covered with barnacles and seaweed.

As years went by and Leif came of age, he discovered that merchants from both Mittland and the Stormlands were interested in whale meat, whale oil, seal fur, and ropes made from seal skin. He started to sell these products, and the news of Eysteroy Island spread. In the decades to come, many freed slaves and fortune seekers settled on Eysteroy Island, especially in the same valley as the Ulfvin family, which in time became the village of Eliarn.

One of the last things Ulav did before he died was to erect a large standing stone, upon which the names of the families that settled on Eysteroy Island were carved. In part, this was to ensure that all the freed men and women that came to Eysteroy Island were recognized as an integral part of the community. But for the most part, it was to remind the settlers that his family was there first.

## The Eysteroyans

The people of Eysteroy Island are of mixed heritage. Many of the islanders were originally freed or escaped slaves from the Stormlands, who came to Eysteroy in hope of improving their own lives. As the news about the bountiful island spread, the number of fortune seekers from Mittland and the Stormlands grew, and in a matter

of years the community in Eliarn had formed, centered around the Ulfvin farmstead.

The Eysteroyans are wary of strangers, and prefer to do their business with people they know. Since many of the islanders were former slaves, they were not eager to end up that way again, and for many non-freed men and women, it took years to feel welcome in Eysteroy.

Since living on Eysteroy Island has its difficulties, such as harsh weather, hard work, and unforgiving nature; most people are pragmatic, and come across as almost cold-hearted. Though the islanders are perhaps not high in numbers, they are fiercely loyal to each other, and know from experience that it is better to work together to ensure the safety of all.

The island is governed by a three-man council, which is voted on yearly during a summer festival. The council members are responsible for enforcing the law, and act as judges as well. Though there are no written laws, the islanders have always agreed that the role of the council is to uphold peace and decide on the price each year for the exported goods. Each council is to interpret what constitutes as upholding the peace. For example, one of the first council's edicts was that owning slaves was a serious disturbance to the peace, and therefore, slavery is illegal on Eysteroy Island.

## Religion

Even though the islanders come from different religious backgrounds, religion has never been an issue on Eysteroy Island. For the most part, this is because religion has nothing to do with the survival of the people on the island, and for most islanders, religion comes second. There is a Stormbarling in Eliarn, and those who follow the Eald tradition can do so, in any manner they like.

However, there's one thing that the islanders all agree on. They do not welcome missionaries from Westmark. Anyone preaching or



trying to convince people to join the One Faith are quickly told to leave the island. Those few that have failed to understand that and comply with the islanders' requests have found that the wolves of Isarnwood are more than eager to have a guest or two for dinner.

## Eliarn

Eliarn stands in a small valley on the eastern shores of Eysteroy Island, by Trolldrang fjord. About 600 islanders live in the village or neighboring farms. The valley is the most fertile piece of land on the island, and hence the islanders have cultivated it and most farms have at least a few cows and oxen.

The village is centered around the Stone of Settlement, which was erected not far from the Ulfin family estate. Every summer, traveling merchants set up their tents in the village square and sell their goods. Many of these merchants have been as far south as Soj, and every other year or so merchants from Westmark find their way to the Eysteroy Island market.

Most houses are made of stone, turf, and wood from the Isarnwood. The wood of the "Ironclaw", a local tree, is not well suited for houses, but the islanders make do with what they have. The houses are low, and the walls made of rocks and turf. The roofs are also made from turf, but doors and doorposts are made of the ironclaw wood, a grey, thin, and hard wood. These are often delicately carved, much in the same way as Stormlanders do.

Not far from the village gates is a small and meager stave church, with a single Stormbarling. The church was built by settlers from the Stormlands who used the wood from their ships to make the Stave Church. Therefore, the church is unorthodox and not all Stormkelts would approve of it. The roof is turfed, and the rings of the church are not of iron but wood, and by the looks of it, the church has never seen any glory days.



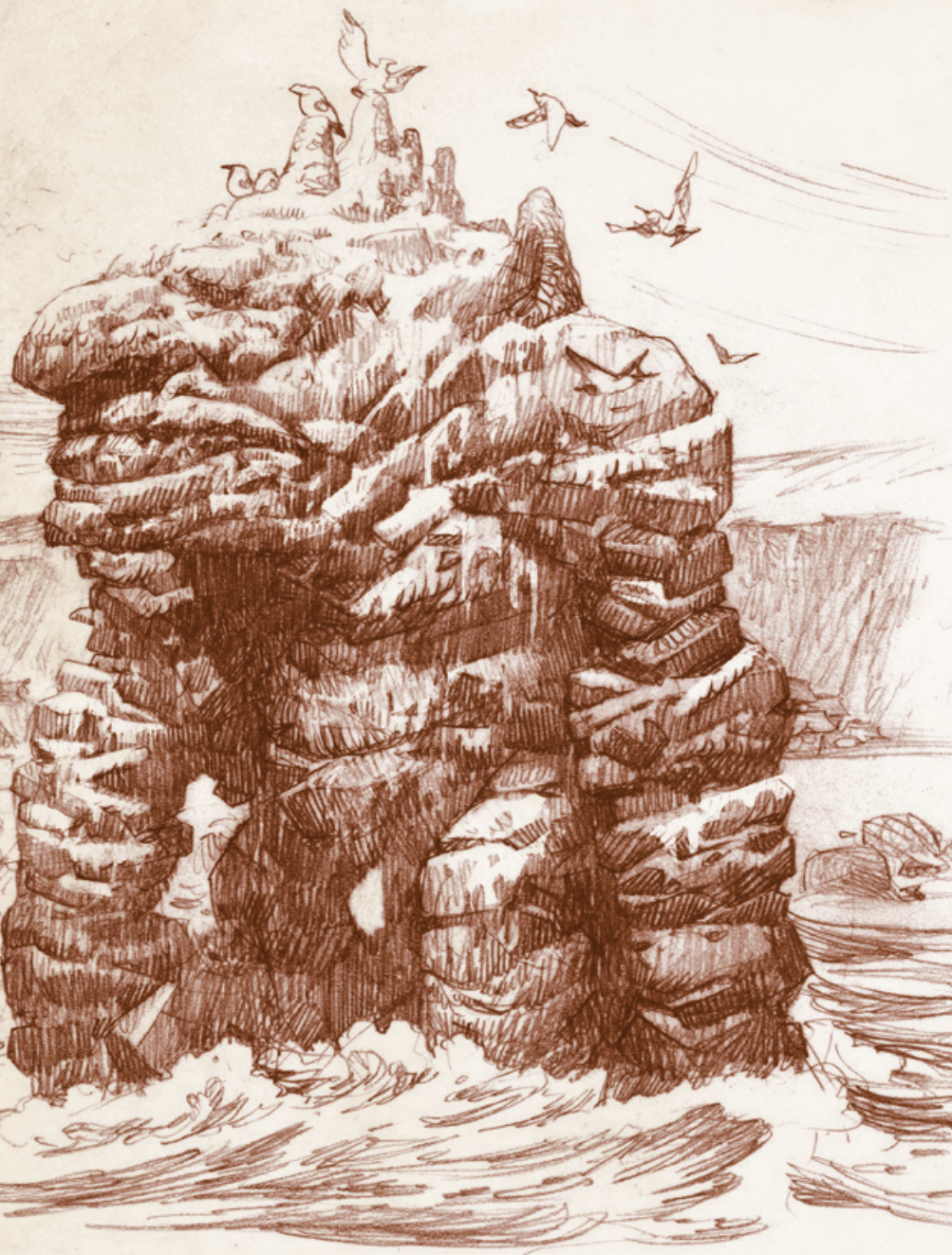
In summer, finding equipment and guides in Eliarn isn't hard. The market in the village center is open most days and guides are easy to find, either in Waldorf's Woolly Walrus or at The Hound. In winter, most of the guides are busy in their homes or farmsteads, and not eager to leave Eliarn for Mt. Crowhome, due to both wolves and the chance of bad weather.

## Mt. Crowhome

A single, cone-shaped mountain dominates Eysteroy Island. Mt. Crowhome is a dormant volcano, topped by a glacier, and is visible for miles on a clear day. The slopes are steep, and the foothills are covered with dense woods, mostly ironclaws and firs.

The guides of Eysteroy Island know many stories about the mountain, but no





story is as persistent and common as the legend of the Hunter in Dreams. Rangers and hunters who spend a lightless night on either the slopes or in the woods of the mountain say that they have dreamt of being hunted by a yellow-eyed monster. No one has ever caught a yellow-eyed wolf, but still the story persists.

On the northern slopes of Mt. Crowhome, the entrance to Voronoy-

Kefas can be found, hidden by dense growth. There are a few runestones scattered near the entrance, which welcome travelers to the Dwarven hold, in Dwarven, though the runes are faded and hard to read.

### **The Isarnwood**

The forest on the foothills and slopes of Mt. Crowhome is called the Isarnwood. The

woods mostly consist of ironclaws and firs. Ironclaws have a gray bark and do not grow to more than 2-3 meters high. The branches are thin, but the wood is immensely strong and good for carving. However, it is hard to shape the wood, and therefore, it isn't well suited for building boats or houses, though the Eysteroyans have used it for their houses. Firs grow higher on the slopes of the mountain, making them harder to reach and less desirable.

The woods are home to a few packs of wolves, which are the only land predators on the island save for foxes. The Isarnwood is also home to many different mammals and birds, like deer and squirrels. Legend has it that Trolls live on the western side of the island, where they dwell in deep caves. However, the islanders have yet to encounter one.

Goblins used to live in the forests, but left Eysteroy Island before the Ulfin family settled there. The rangers in Eliarn have found a few remains of goblin settlements, most of which are overgrown with moss and weeds. Unbeknownst to the islanders, the goblins fled the island due to the Hunter in Dreams.

### **Trolldrang Sea Stacks**

At the mouth of Trolldrang fjord, huge basalt sea stacks stand on either side, over 10 meters high. The northern stack is white with bird guano and aptly named "Whiteshirt". The southern stack is black as night and therefore named "Nightgown". The reason for this is, that in Nightgown lives a draugr that feeds on the seabirds that nest there.

Sailors that come to Eysteroy Island and land in Eliarn pay their respect to the sea stacks, as many believe that once the stacks were mighty tursirs turned to stone by an ancient vitner weaver.

Every spring the locals visit Whiteshirt to fetch eggs from the nests, but always leave Nightgown alone. It is not a task for the faint of heart to climb the sea stacks, to reach the nests of kittiwakes, fulmars, and puffins, and many Eysteroyans have fallen to their deaths. The eggs, however, are considered a delicacy among the people of the island.



# ◆ INTRODUCTION ◆

The player characters find themselves in Redborg, a bustling merchant city rising high on the cliff known as Sunklipp, overlooking the Oster Ocean. As the spring is here, the markets, both in the city and in the many twisting caverns below it, are bustling with life...

Whether the player characters know each other or not, is up to you. It is however not necessary and could even make a more interesting story to have the players join in on the events played out in Runes of Memory, if each player character has its own introduction.

Following are three examples of introductions. Feel free to use them as you see fit or come up with your own. The main goal is to get the player characters to join Arnulf Goldtooth and his sons' caravan, so that they might travel north from Djunghart and find the Murgla of Téwaz.

## HOOK 1: BECOMING CARAVAN GUARDS

While in Redborg, the player characters are low on coins after spending the winter in the city, and need to find a way to make money. Asking around, they quickly discover that they can choose between becoming city guards, which pays 3 copper coins a day, becoming apprentices for artisans, merchants, and craftsmen, which does not yield much profit the first year, or join a caravan as caravan guards, which often pays well but can be life-threatening due to Troll raids and goblin attacks.

*This has been a long and cold winter, one that has emptied your purses, as it is costly to spend the winter in Redborg. But now is the time to earn some coins. You know, from speaking to the people you shared the winter with, that for people like you there are a few ways to make money; becoming a city guard, an apprentice, or signing up as a caravan guard.*

Allow the player characters to explore each option, but make sure that they learn that the fastest way to earn coins is to become a caravan guard. The city guard, which is run by the great Hird at Redborg, is not well paid, and working as a guard at a gate is mostly something those who no longer accept the dangers of the open roads and are not a part of any hird do. Becoming an apprentice is also long and tedious, and though many craftsmen and merchants make a good living, it takes time to get there.

If the player characters decide to seek out a caravan master, they, after asking around, find out that Arnulf Goldtooth is seeking guards. Arnulf has his caravan near the Broken Wheel Inn, and can be found there.

Once the player characters have walked across Redborg and found Arnulf, he tries

to barter with them, before signing them up as guards for his caravan, which is leaving the next day. He promises them each a gold coin when they reach Fengsale, and if they make a good profit on the way, they will receive another gold coin.

## HOOK 2: THE GAME

The Broken Wheel inn and tavern is not the best inn in Redborg, but it is frequented by many caravan guards and caravan masters, especially those who like to gamble. The common room isn't large but there are a couple of booths where gamblers play dice and games, some of which have quite high stakes. The hird and the city guard has often been needed to settle disputes, and many Stormlanders have lost all their money on a single roll of the dice.

*The common room of the Broken Wheel inn is packed. The air is filled with shouts, laughter, songs, and the smell of sweat and smoke. You push your way through the crowd, to find a skinny barmaid, her dark hair drenched with sweat, and her long face sodden and tired. She eyes you wearily and asks if you would like to buy some ale.*



If the player characters are the gambling types, they can find both dice and card games. Either type they choose, they join a game where Arnulf Goldtooth is playing. With a successful roll on the Entertainment skill (both the Great Gambler and Cheater specialties apply, whichever the player characters choose) the player characters win a game or two. If the roll is failed the player characters lose their bet.

After a while the other gamblers lose interest or have lost all their money, and only Arnulf and the player characters are left. Arnulf goes all in. If the player characters succeed on the roll, they have won everything that Arnulf has, if they fail the roll, he takes it all.

If Arnulf loses the game, he begs the player characters to allow him to pay them back another time. He explains that he has a caravan that is leaving for Fengsale tomorrow, and once he gets back, he can pay them back with interest. However, if they like that better, they can join him on the caravan and get paid once they get to Fengsale.

If Arnulf wins the game, he approaches the player characters after the game and thanks them for a good game. He asks if they are interested in earning the money back, and invites them to join his caravan as guards, as he is headed the next morning towards Fengsale and is expecting to make a good profit.

### HOOK 3: FREED SLAVES

The player characters were captured and are to be sold as slaves in the Redborg underground market. This dismal and terrible fate is something no one wishes for, since slaves in Stormland may expect at any time to be sacrificed as a gift to the Stormasirs.

*Ever since you were captured and brought onboard the Stormlander Knarr, you've hoped, wished, and prayed for a quick death. Drowning in the Oster Ocean would be a better fate than ending up as a slave in the Stormlands. You've heard stories, you know how the so-called priests of the blood-thirsty*

*gods of the Stormlanders sacrifice slaves to appease them. But alas, the trip across the sea was uneventful, and now you stand on a stage, to be auctioned like cattle. The market square is packed with people, and the slave merchant calls out and shouts at people passing by to get their attention.*

The player characters are securely tied up, though a dexterous person could make her escape. With a successful Situation Roll on Situation Value 6 (Dexterity modifiers apply) the player characters manage to wriggle free, and can make their escape into the crowds, who cheer, laugh, and shout.

If the player characters are still tied up, the slave merchant is approached by Arnulf Goldtooth, who buys the slaves. Once the player characters have been brought to him, his sons take them to where the caravan is positioned. Once there Arnulf addresses them and says, that he doesn't like slavery and is willing to let the player characters become freed men. However, since he is lacking caravan guards, he is willing to let them earn their freedom by guarding the caravan. He supplies modest weapons and armor, and he only ask the player characters to fulfill their duty.

If the player characters agree, he asks them to sign the deal with a blood gifting. If the player characters refuse, he brings them along as slaves and makes them responsible for cooking and similar chores, hoping that they will agree later on his terms.

### ARNULF GOLDTOOTH

Arnulf is a merchant who is down on his luck, mostly due to his own addiction to gambling. He is a large set man, with a heavy dark mustache and a shaved head. He has a large tattoo with a tribal design on his head. He usually wears a leather shirt and a bear fur cape, which has seen better days. Some might even say that it probably served as a rug before Arnulf fashioned it into a cape.

Arnulf was once called "Goldteeth", due to the fact he had his front teeth knocked out in a battle and had himself

made a set of golden teeth. In recent years, however, he has lost most of the golden teeth so now only one remains.

Arnulf is friendly and likeable. He is curious about the player characters, and spends most nights on the road asking them about their homelands and their history.

Arnulf was born in a small village in Ejdlund, the third son of a successful Storm-Hansa. His father never cared much for his children, save for the eldest son, who inherited his father's business and fortune. Arnulf has, since he was sixteen, needed to take care of himself, and is self-reliant above all else. Arnulf is not the best merchant and doesn't have a good eye for quality, not to mention that he isn't that good of a salesperson. He is a competent swordsman, and knows a thing or two about fighting.

### EVAN AND ILLWIG

Arnulf's two sons, Evan and Illwig, are still young and learning to become merchants. Evan, 12 years old, is the older one and smart. He has a gift of reading people and seems to be able to handle himself quite well as a merchant. Illwig is 10 years old and large, he is about the same size as his brother. Illwig is hot-headed and eager to prove himself in combat. Arnulf has taken his sons along ever since their mother, Valgerd, left them, fed up with Arnulf's gambling.

The boys show much interest in the player characters, for different reasons of course. Illwig is all over the warrior types, eager to learn how to use any weapon he spots. Evan however is more interested in the learned player characters, the Vitner Weavers, Dimwalkers, and Bards. They are easy to like and friendly like their father, but for anyone spending time with them it is obvious that Evan is best suited to take care of the business-part of the caravan, so Arnulf would make a profit.

Evan is blond and blue-eyed like his mother, slim and dextrous. Illwig is the spitting image of his father, strong and dark haired, though he still hasn't had his skulljood (neither of the boys have).







## ACT 1

# ◆ THE UNKNOWN RUNE ◆

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It is early spring in Djunghart and Nojd. Though snow still caps the Trollridge Mountains and the rivers froth and rush forth colored with snowmelt, the air is getting warmer and the birds are singing in the trees. The caravans have begun following muddy trails and new stories are circulating from one village to the next.

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The player characters are a part of one such caravan, moving goods for Arnulf Goldtooth from Redborg to Fengsale, stopping in Vurdiviik and Vaneheim. The caravan consists of two wagons, six draft horses, Arnulf and his two sons (Evrán and Illwig), and the player characters. The cargo is mostly spice from Mittland, whale oil, and assorted furs.

The trek has been uneventful, and easy money for the player characters. When the caravan is about two days ride from Vurdiviik Goblins led by a Forest Troll attack. What makes this attack more interesting is the gear that the troll is wearing.

### ATTACK!

*The day has worn on with flies buzzing around your head and sweat running down your back as the caravan crawls north along Eben's Trail, the paved coastal road from Djunghart to Nojd. As you turned east, leaving the road to follow the banks of the Stillwater River, crossing the border to Nojd, the tall trees of the Wargwoods, which at first loomed on the horizon, grew ever larger as the*

*caravan moved closer to the woods. The sun has been high in the clear sky all day long, but as dusk is falling, dark clouds gather on the horizon. The Wargwoods loom to the east, dark and foreboding, causing you to recall stories about the large and dangerous wolves that supposedly inhabit this area to your mind. Arnulf Goldtooth, the merchant who hired you for this job, is getting uneasy in his seat, and you know that in a few moments he will order one of you to find a good place to camp.*

Along the road are many campsites. With a successful roll on the Wilderness skill (Camper specialty does not apply, since this is a temporary camp) the adventurers find a spot that is as good as any. If the roll is passed by 5 or more, the adventurers find a good camping spot which gives them a better view of the surrounding area, which can be helpful when the Goblins attack.

As the dusk turns to night, the Wargwoods come alive with the sound of howling wolves, unsettling to even the most hardened adventurer. A band of Goblins led by a Forest Troll, seeing the player characters' fire from the

woods, crawl closer and decide to attack them, in the hope of finding treasure and other valuables among them.

There are 8 Goblins and 1 Forest Troll watching from their hiding spots, who wait until the group by the fire goes to sleep. With a successful roll of Shadow Arts (Finding and Spotting specialty applies), the player character on watch (if there's one) spots the Goblins sneaking closer, trying to catch the adventurers by surprise (see Surprise Attack, Game Masters Guide p. 49). If the adventurers found a good camping spot (see above) they receive a +2 to the Shadow Arts roll to spot the Goblins.

If the player characters are caught by surprise, read or paraphrase the following:

*A shrill shriek pierces the night. The moon is high in the starlit sky and a few moonbeams pierce the dense canopy of the forest, the smell of the dying fire surrounds you as you try to understand what has disturbed your rest. Then as a small stone whistles past your head, you finally grab hold of the situation. You are under attack!*



The Goblins charge the camp, followed by the Forest Troll. They've used tall grass, scrubs, and trees as cover, until they are within 8 meters of the adventurers' camp. The Goblin group is eager to loot the wagons and try to get to the wagons as fast as possible. The attackers fight until either they have defeated the group or half of the Goblin's numbers are defeated or fallen. The goal of the Goblins is not to kill the adventurers, but to loot the caravan and strip it of any valuables.

If the adventurers use vitner to weave spells that have obvious visual or audible effects, the Goblins become startled due to their superstitious fear of magic (see the Goblin entry in Jorgi's Bestiary p. 152-153).

What makes the attackers interesting is the fact that they are not as ill equipped as one might expect from Goblins or Forest Trolls. They hold decent weapons, though some are rusted, which they have looted from the dead bodies of their victims. Some wear fur and leather armor. The Forest Troll stands out, because it is wearing the Murgla of Téwaz. The Murgla, obviously, doesn't fit and the Troll has somehow managed to fit his nose through a hole in the nose-guard.

If the player characters manage to defeat the Goblins, they discover the Murgla, either the Troll that wore it lost it fleeing or the adventurers can remove it from the dead Troll.

If the Goblins manage to defeat the adventurers, the Goblins take as much as they can carry from the caravan, leaving Arnulf with a great loss. The Goblin wearing the Murgla at one point removes it and forgets it when leaving.

## Where did the Goblins come from?

With a successful roll on the Wilderness skill (Tracker specialty applies), the player characters can track the trail left by the Goblins. About an hour's walk from where the Goblins ambushed the caravan is the Goblin camp, in a deep cave. There are

about 40 Goblins there, most of them working on deepening the cave.

With a successful roll on the Shadow Arts skill (Walking in Shadows specialty applies) the player characters manage to sneak up close to investigate the Goblin camp. Since the Goblins have been raiding caravans there are a few valuables in the cave, mostly merchandise and weapons.

If the player characters wish to attack the Goblins, they defend their cave furiously, and fight to the last Goblin standing.

## Investigating the Murgla

If the player characters wish to investigate the Murgla of Téwaz, they quickly discover that the item is exceptional and of intricate craftsmanship. Obviously, the item is old, and it doesn't look like the Murgles worn by Dwarves from the Trollridge mountains.

With a successful roll on the Knowledge skill (Religion: Dwarves specialty applies), the adventurers learn that the runes on the Murgla are sacred, making the armor piece harder and more durable. However, there is one rune that stands out, a rune that is beautifully crafted and inlaid on the helmet piece. The rune itself almost quivers with power. With a successful roll on the Knowledge skill (Lore and Legends: Dwarves specialty applies), the characters know that among Dwarves the runes play a pivotal part, and often they inscribe powerful runes on items they craft.

If there's a Thuul among the player characters, the Thuul can try to interpret the rune. With a successful roll on the Faith skill (Thuul Forging specialty applies), the Thuul knows that the rune has something to do with the past. It is an old rune but quite powerful.

If the player characters weave vitner to investigate the Murgla, it reveals nothing. Neither Power of Vision, Vitner Craft, nor Vitner of Objects tablet can relate any information, other than already learned through skill use (see above).

## To VURDVIK

On the way to Vurdviik, the Chosen of Téwaz experiences the first dream (see appendix A).

Vurdviik stands on a cliff overlooking the Stillwater falls (see Stormlands p. 92 & 95). The people of Vurdviik are not eager to welcome strangers, but Arnulf has been there a few times before and knows the local customs. He warns the player characters not to do anything stupid, since the Nojdans here are more feral and barbaric than the people that live along the coast.

*The road winds through the dark woods. The trees grow tall and straight here, and their trunks are wide as a tursir. The ground is covered with brown leaves, moss, and green grass, which strangely enough smells like old hay. Here and there dandelions grow, in the places where the sun manages to break through the thick canopy. The songs and calls of blackbirds and thrushes fill the woods. Arnulf whistles a simple tune and tells you that if you keep up the pace you should reach Vurdviik, the village by Stillwater Falls, by nightfall.*

About a half days ride from Vurdviik, rangers from Vurdviik start following the caravan and investigate it, though from a distance. With a successful Situation roll with a Situation Value of 12 (Perception modifiers apply) the player characters get the feeling that they are being watched and followed. Subtle hints like rustling of leaves, trees moving against the wind, and twigs snapping from both sides of the road they are following help the player characters to figure this out. If the player characters point this out to Arnulf Goldtooth, he calms them by saying that these are probably watchmen from Vurdviik.

As the sun is setting, the caravan breaks free from the woods and enjoys a great view of the Stillwater and Vurdviik. The road climbs to the village gates, and a few armed men await the caravan.

*The shadows are getting longer as you break free of the woods, at least for the*



*time being. The rose-colored, dying light of day dances on the surface of Stillwater Lake. Not far from the bank you can see where a large trout breaks the surface. The road climbs up a hill to where a walled village stands. Thin smoke columns rise from somewhere behind the walls, bringing the smell of cooked meat and roasted vegetables. As you start your climb to the village gates you see that a few figures stand there, bearing shields and spears and watching your approach, grimacing.*

With a successful roll of the Culture Knowledge: Stormlanders skill, the player characters know that the Nojdans that live inland, are suspicious of strangers and outlanders (see Stormlands p. 84).

There are 8 guards at the gate, and three more arrive a little later than the caravan, which are the rangers that have been following them. The guards are all capable fighters, and if attacked form a skjoldborg (see Stormlands p. 139).

The leader of the guards, Biorninga, is a fierce looking woman, she has a deep scar on her cheek, one she got fighting a warg. She shaves her head, save for the back of her head, where she wears her dark hair in a braid. She wears fur and leather armor, and carries a round shield emblazoned with the head of a roaring bear on a green background. She holds a staaf spjot, and has a barda axi and a glaaf in a sheath on her belt. Her blue eyes are cold and piercing.

Biorninga questions each member of the caravan, asking their names and business in Vurdiviik. Characters that are from the Stormlands are met with suspicion, but characters not native feel unwelcome, especially Elves and Half-Elves. She has her guards investigate the caravan thoroughly, and even go through the player characters' backpacks. Finally, she reminds the members of the caravan that any hostility within the walls of Vurdiviik will be met with full force and that the villagers do not care for any kind of sorcery, eyeing especially any Elves or Half-Elves.

## People in Vurdiviik

The following are the most important non-player characters in Vurdiviik. Feel free to add more to the people of Vurdiviik as you see fit.

### Brynhilda and Domhilda - Human Dwellers

The twin sisters than run the Waterview Inn have auburn colored hair and blue eyes, a quick, warming smile and are welcoming to their guests. They are in their late thirties and became widows at an early age, when both their husbands died while out on a hunt, which has made many villagers believe that they must be cursed in some way. Since their chances of being remarried were slim, they remodeled their house as an inn, and have ever since made a living from hosting merchants and travelers.

Brynhilda is intelligent, and has a sixth sense of a sort as to whether people are lying or not. She is calm and soft-spoken, a good listener, and has an inquisitive personality.

Domhilda has a silver-tongue, and seems to be able to make men do whatever she wants. Many of the other women in Vurdiviik don't like her, and call her a witch and a she-devil, since she can get their men to do even the smallest thing for her. However, she rarely uses her ability these days, and is focused on making sure that their inn prospers.

### Vedun Thrandell - Human Vedun

Thrandell is an old man that has served Vurdiviik as a wise man for years. His hands are gnarled like naked, old branches, and he smells of fish. Many of his teeth have fallen out and his tanned skin is wrinkled. Thrandell wears a green, tattered cloak and uses a wooden staff when he walks. His voice is deep and surprisingly powerful. He doesn't like strangers at all, and only speaks to the player characters if they present themselves as respectful of the ways of the Nojdans.

Thrandell was left an orphan at a very early age, when his parents died in a fire. The local Vedma, Hranna, took the boy in and taught him everything she knew. When Hranna passed away Thrandell took over her responsibilities, and has

lived in her hut ever since. Thrandell is, however, afraid that since he has never taken in an apprentice, Vurdiviik will be left without a Vedun when he passes away.

Thrandell doesn't like Ygris, and believes that she is all too tolerant of outsiders, especially the merchants that seem to come from all over. He has often spoken his mind about this, and thinks that the people of Vurdiviik should be respectful of the old ways.

### Chieftain Ygris - Human Warrior

Ygris took over as chieftain when her husband died. They had married when she was young, and since they had no children, Ygris took on the responsibilities of a chieftain, though she keeps a close council of the elders in Vurdiviik. She isn't liked by all, and many people in Vurdiviik feel that she is far too keen on welcoming strangers and outsiders. Her policy is, however, that for Vurdiviik to prosper, the city needs to have trade with the other cities in Nojd and the Stormlands.

Ygris is in her late forties. Her dark hair is turning gray, and lines are forming around her brown eyes. It is obvious that once she was breathtakingly beautiful, though her beauty is fading as the role of chieftain wears her down. Ygris is cunning and has a keen mind for political games. She is a good judge of people's character, and uses that to her advantage.

Gaining audience with Ygris is not easy, but the best chance is when she is collecting tolls from the merchants in the market. She is busy with running the city, and not keen on speaking with caravan guards or travelers, unless they have important news or urgent information, both of which are determined by her servants.

### Dragnar Half-foot - Human Bard

Dragnar is a singular person in Vurdiviik, and perhaps in all the Stormlands, for he believes that he is the child of a Human mother and a Dwarven father. Granted, he is considerably smaller than the rest of the people in Vurdiviik, hence the nickname. Dragnar was born in one of the small villages along the Still River, but the villagers believed him to be cursed due to his diminutive size, and cast him



and his mother out. His mother wandered from village to village, until she settled in Vurdviik with Dragnar.

Dragnar is a bard. After being called imp, half-human, and being ridiculed for years, he decided to turn the game on whomever was calling him names. So, he learned to sing, to recite old poems, and became a jester. He traveled to Fengsale, where he performed. He returned to Vurdviik, only to find out that his mother had died from fever, leaving him alone.

Dragnar has a knack of over-hearing people talk, and therefore knows something about most people in Vurdviik. The people in the city often come to Dragnar to hear gossip, which he enjoys, especially since he loves to manipulate things and turn people against one another.

Dragnar is a somewhat sad person. He blames the people in Vurdviik for his mother's death, though they had nothing to do with that. He isn't very likable, but since he tends to keep his ear low to the ground, most have come to rely on him in order to know the talk of the town.

## Places in Vurdviik

Vurdviik is the fourth largest city in Nojd (see Stormlands Sourcebook p. 95) and stands on a cliff, which offers an incredible view over Stillwater Lake. The people of Vurdviik have only recently opened to the world around them and to many they seem barbaric and feral. They are tribal and have a Chieftain instead of a Jarl, as typical of Nojdans

There are a few noteworthy places in the city, which are detailed below. Feel free to add more places to Vurdviik if needed.

### Waterview Inn

Once through the gate, Arnulf Goldtooth leads the caravan to the Waterview Inn, which is where he usually stays while in Vurdviik. The Waterview Inn is situated at the cliffside, which offers a great view of the Stillwater Lake and the Stillwater Falls. The inn is run by Brynhilda and Domhilda.

The Waterview Inn is a two-story wooden building, that stands precariously close to the cliff's edge. On the first floor is a hall, where a longfire burns all day long.

On either side of the hall are benches where the adventurers can stay, eat, and sleep. The wooden poles of the longhouse are simple but sturdy. The walls are decorated with tapestries that the sisters made themselves, depicting two Nojdans warriors fighting wolves and wargs. If asked, the sisters explain that these were their husbands, that died fighting wargs in the Wargwoods. Near the entrance is a wooden water basin, carved in the likeness of a bear holding a large bowl. In the cellar are the sister's living quarters and the kitchen.

Arnulf tells the player characters that he will be stopping in Vurdviik for half a moon (two weeks), selling his wares at the market. He doesn't need any help from the player characters, so they are free to do as they like until he calls on them again. He pays for their stay at the Waterview Inn, though they are to pay for their own food and drink.

### Vurdviik Market

The market square is not large, housed in an open space between three longhouses near the city gates. Merchants often fight for space there during the busiest seasons, some merchants then must make do with selling their wares outside the gate.

In the morning, the market is busy, as the people of the city come to see the wares of the merchants before heading out to the fields, their crafts, or hunting in the woods. The market is characterized by a myriad of smells and aromas, merchants calling and shouting in front of colorful tents, and people pushing and trying to get to see the best wares.

In the springtime, there aren't as many merchants, and it is easy for Arnulf to find a good spot to sell his wares. The other merchants are locals, selling woodcraft, furs, pelts, and dried fish. Weapons and armor are not sold at the market, and the locals are not eager to sell strangers and newcomers such items.

Chieftain Ygris can be found in the market early each day, where she walks among the stalls and barter with the latest merchants. Ygris is not eager to speak to newcomers if they are not merchants. If the player characters approach her, she asks if they are merchants. If not,

she obviously becomes uninterested. If the player characters mention that they were attacked by Goblins not far from the village, she hears them out. Once the player characters have told her their story, she tells them that she will investigate it as soon as she has talked with the merchants. She thanks them for this information, and hands each of them 3 copper coins. Later she tells the guards to seek out the Goblin camp and destroy it.

### The Bear Totem

Near the center of the village is a large bear totem, carved from a single tree trunk. The bear stands over 3 meters tall, and shows both fangs and claws. Three dead wolves are carved at the feet of the totem.

The villagers do not venerate the Stormasirs as the Stormlanders do, but they worship the spirit of the Bear, believing that the bears that live around the village help protect it from the wolves and wargs of the Wargwoods. With a successful roll on the Knowledge skill (Religion: Stormland specialty applies), the player characters can determine through speaking with locals that the Bear holds many of the same ideals and characteristics as Stormi does.

Investigating the totem, the player characters quickly see that it has been smeared with blood time and time again. Even the ground around it has taken on a darker hue due to the many sacrifices that have been made through the years at this place.

Dragnar Half-foot is usually somewhere near the bear totem, playing his lute and telling rude jokes to anyone willing to listen, even better if someone passes him a copper coin. He is eager to hear what the adventurers have been up to, and if they have any interesting stories to tell. If the player characters decide to speak to him, he is overly friendly and asks many questions about them. He proposes that they all sit down in the Waterview Inn and share some ale. With a successful Situation roll with a Situation Value of 8 (Perception modifiers apply) the adventurers get the feeling that Dragnar's motives might run deeper than just hearing their stories.

If the player characters decide to invite



Dragnar to a drink, he is eager to share what he knows about the locals and what rumors abound in the city. Use the rumor table here on the right, making a note of which rumors are true and which not. With a successful Situation roll with a Situation Value of 8 (Perception modifiers apply) the player characters know when Dragnar is not being truthful. Dragnar shares one rumor per mug of ale that the player characters buy him.

The Vedun’s Hut

If the player characters ask for a Stormkelt, a vitner weaver, or a learned person in order to learn more about the Murgla while in Vurdviik, the locals, if they are even willing to speak to the adventurers, point to a small hut, not far from the village, where Vedun Thrandell lives (information about Vedun/ Vedma can be found in the Stormlands Sourcebook, p. 31 and 125).

Thrandell is not happy with being disturbed, especially if the group contains any non-Stormlanders. With a successful Situation roll of Situation Value 10 (Charisma modifiers apply) the player characters manage to win him over.

If the adventurers show him the murgla, he recognizes the value of the item and appreciates the craftsmanship. He doesn’t know the rune, but he knows that the Thuul Rookvi Nerjata, in the Dwarven hold Dustwall, is an expert on runes, and Thrandell recommends that the adventurers speak to him.

MEETING THE THUUL

If the player characters decide to go and speak to the Thuul Rookvi Nerjata in Dustwall, Arnulf is willing to lend them his horses on the condition that they are back in 10 days. From Vurdviik to Dustwall is about 100 kilometers, and traveling by horse takes a little more than two days. However, the path is not easy, and the adventurers could encounter wolves, wargs, or Trolls. If the adventurers are not well versed in wilderness lore and survival, perhaps they should consider hiring a guide.

Even though the spring is well under way, the weather conditions in the

RUMORS AT VURDVIIK MARKET

Roll 1d10	Rumor
1	The Waterview twins are in fact witches, that can bewitch men and make them do things. As the story goes, they had their husbands killed, so they could be together. (false)
2	Vedun Thrandell is in league with the Dwarves of Dustwall. He has been seen dealing with them. (true)
3	Hel Sisters met in the forest near Vurdviik recently, presumably because one of them lives in Vurdviik, though no one knows who it is. (true)
4	Chieftain Ygris is eager to find herself a new husband, so she can have children and an heir apparent. (false)
5	There are many people in Vurdviik that hate strangers and newcomers. Mostly because they are afflicted with warg sickness, and wouldn’t like anyone finding out. (false)
6	The wargs of Wargwood have been more aggressive of late, and the rangers report that even a single warg will attack a group of men on sight, apparently driven mad by something. (true)
7	The Spring Market at Ruggi Stones was postponed this year because the snow hasn’t melted yet, and the trail to Ruggi Stones is closed. (true)
8	Trolls from the Trollridge Mountains have been bothering travelers that wish to cross the mountains. Many travelers claim that the Trolls exact exorbitant toll from anyone passing through the area. (true)
9	Among the Dwarves of Dustwall are Thuuls that build powerful magical items, engraved with runes and glyphs. (true)
10	Roll twice

foothills of the Trollridge Mountains is unreliable and can slow the adventurers down, not to mention the hazards of nature. If the player characters have not brought rations along, they will need to hunt or forage for food (see Game Master’s Guide p. 30-32).

Roll on the following table for the weather every day, after the first. With a successful roll on the Wilderness skill (Weatherman specialty applies), the player characters predict the weather for the next couple of days, roll twice on the table.

Traveling through the Wargwoods and the foothills of the Trollridge Mountains

Every 6 hours of travel the characters need to make a successful Geography roll (Orienteering and Cartography specialty applies). A failed roll means that the player characters run into a complication (see below).

When finding suitable places for resting and camping for the night, the characters

WEATHER AND WIND

1d20	Weather
1-6	Sunshine
7-12	Cloudy (roll 1d6):
	1-3: Clear visibility
	4-5: Fog
	6: Thick fog
13-16	Drizzle
17-20	Downpour
1d20	Wind
1-6	No wind
7-10	Light breeze
11-14	Wind (thick fog becomes fog)
15-18	Gale (thick fog and fog become clear visibility)
19-20	Storm wind (thick fog and fog become clear visibility)

need to make a successful Survival check (Terrain Experience: Forest specialty applies). A character that has the Pathwalker specialty can increase the distance covered each day by making a successful roll (see Player’s handbook p. 74).



Complications in the Wild

If the player characters fail their Geography roll, they run into trouble. Roll on the Complications in the Wild table to see what happens. For every 5 points they fail their roll by, add +1 to the results of the d10 roll.

COMPLICATIONS IN THE WILD

Roll d10	Complications
1-3	Ravine
4-6	Pack of Wolves
7-8	Landslide / Tree fall
9-10	Troll toll collectors
11-14	Lost!

Ravine

The player characters need to cross a deep ravine. A single rope bridge crosses the chasm, making it hard to get any riding animals across. If the player characters wish to find another way across the ravine, they lose a day. With a successful roll on the Wilderness skill (Tracker specialty applies), the player characters know another place to get across the ravine, though it would lengthen their trek considerably.

If the player characters are riding horses, they need to get the horses across. With a successful roll on the Agility skill (Riding specialty applies), the player characters manage to cross the bridge with their horses. Crossing the swinging bridge is nauseating and difficult. The horses are stressful and tense after crossing the bridge. A failed roll means that a horse refuses to cross the bridge.

This complication costs 1 extra day in the wild due to the stressful situation. With a successful roll on the Wilderness skill (Animal Friend specialty applies), the player characters manage to calm the horses quickly and only lose half a day.

Pack of Wolves

The player characters suddenly find themselves in deep trouble. A pack of wolves has picked up their scent and is following them. They need to figure out if they wish to fight off the wolves or try and lose them, using either their

wilderness skills or magic. The pack consists of 6 hungry wolves, and the wolves follow the group and attack as soon as the group stops.

If the adventurers decide to use skills and disciplines to outrun the wolves, they lose a whole day of traveling time.

Landslide/Tree Fall

Suddenly a landslide/tree falls on the player characters. With a successful Situation roll with a Situation Value of 8 (Dexterity modifiers apply) the player characters manage to save themselves from harm. A failed roll means that the characters take 1d10 (OR 10) damage from rocks or branches hitting them.

The trail is blocked by the landslide/tree fall and the characters need to go around and find the trail again. Leaving the trail makes it impossible to ride, which slows down the characters. Add half a day to their travel time.

Troll Toll Collectors

Three Gray Trolls waylay the characters and jump forth, to stop the group in order to collect a toll from the adventurers. The Trolls have been harassing travelers in these parts for months, and many have found themselves emptying their purses before these grim-looking Trolls. Each Troll is armed with a large studded club, and they ask for every silver coin the player characters have.

With a successful Situation roll with a Situation Value of 12 (Perception modifiers apply) the player characters notice that the Trolls have a number of dice in a bag, hanging from their belts. These Trolls love to gamble. If the player characters suggest that they play the Trolls for the toll. The game is easy, roll 2d10, the highest roll wins. With a successful roll on the Entertainment skill (Cheater specialty applies), the characters can fudge a single die (either one of theirs or one of the Trolls), by turning it to the next adjacent number.

If the player characters decide to attack, the Trolls will defend themselves and fight furiously. If the player characters wish to solve this through diplomacy, they can. Reward clever

thinking and good roleplaying.

Dealing with the Trolls slows down the player characters and they lose half a day.

Lost!

The player characters lose the trail and become lost. With three consecutive successful rolls on the Hunting Experience discipline (Tracker specialty applies), the adventurers manage find their way back to the trail, losing only one day. The foothills are dangerous and perilous place to become lost. With a successful roll on the Wilderness skill (Orienteering and Cartography specialty applies), the player characters have +2 to the Hunting Experience discipline roll.

Every failed roll on the Hunting Experience discipline roll adds half a day to their trek to Dustwall.

Leaving Vurdviik

*The sun is high and flies buzz around your head, as you leave Vurdviik for Dustwall, the Dwarven settlement where you can find Thuul Rookvi Nerjata. The guards eye you warily as you head down the trail towards the dark woods by Stillwater lake. In the distance you can see the high, snow-capped peaks of the Trollridge mountains, where you'll find the Dwarven hold. All you need to do now is to find your way across the woodlands and into the foothills, only a few days ride, before you reach Dustwall, where you can learn more about the Murgla.*

A trail leads east towards the Trollridge mountains from the base of the cliff where Vurdviik stands. With a successful roll on the Wilderness skill (Tracker specialty applies), the player characters easily follow that trail deep into the woods.

With a successful roll on the Wilderness skill (Land Knowledge (Stormlands) specialty applies), the player characters know that the Wargwoods are home to many wolves and wargs. With a successful roll on the Knowledge skill (Lore and Legends (Stormlands) specialty



applies), the adventurers have heard stories and myths about the Hel Sisters that supposedly meet in the woods (see Stormlands sourcebook p. 93).

## Approaching Dustwall

*You can see the surface entrance to Dustwall, a sheer wall of black granite over 100 meters high, from a distance. The peak disappears in clouds, towering over the steep vale where the trail winds up towards the wall. As you draw closer you can see that the wall has been carved to resemble two massive watchtowers, with a gate between them. The towers are black and blend seamlessly into the cliff, making it seem from afar that the cliff is natural. Every step you take brings you closer and gives you a clearer view of the towers. The stonemasonry is marvelous and truly a sight to behold. When you are finally within 10 meters of the cliff, you can see that the face of the cliff is rune-encrusted, each rune blends perfectly and naturally into the cliff. The longer you stare, the harder it is to get a grip on the immensity of this work, which is truly a singular piece of art.*

With a successful roll on the Knowledge skill (Lore and Legends: Stormlanders or Dwarves specialty applies), the player characters know that the gates are older than any recorded human history in the Stormlands.

The trail leads to The Great Gates (see below), which are guarded by 9 Dwarven warriors and Bardur Ironhammer (see below). Anyone approaching the gates is stopped by the Dwarves for questioning. The guards are not in a hurry, and take their time inspecting any equipment that the player characters have.

If the player characters have taken precautions to hide the Murgla, the guards do not see it, if the player characters make a successful roll on Shadow Arts skill (Camouflage and Hiding specialty applies). If the player characters did not take precautions to hide the Murgla, the guards find it and ask a series of questions, fetching their leader, Bardur Ironhammer and showing

him the Murgla. This will cause some uproar among the guards, who do not seem all too convinced that the player characters got their hands on the Murgla by chance.

If the adventurers present the murgla before the guards find it, they become astonished and call out for Bardur Ironhammer. He asks the characters about where they got their hands on it, and inspects the artifact thoroughly. He watches the characters with suspicion, obviously in deep thought.

If the player characters request meeting a Thuul, the guards fetch Bardur, if he isn't already present. He interrogates the player characters to get an insight into why he should disturb a Thuul for travelers. If the player characters have either presented the Murgla or the guards have found it, Bardur is more inclined to allow them entrance. With a successful Situation roll on a Situation Value 8 (Charisma modifiers apply) the player characters manage to convince Bardur (see The Murgla of Téwaz).

Finally, when the leader of the guards has had all his questions answered and is satisfied with the answers that the player characters give him, Bardur will ask the player characters to follow him to the Hall of Guests.

## Persons in Dustwall

The following are the most important non-player characters in Dustwall. Feel free to add more Dwarves in Dustwall as you see fit.

### *Rookvi Nerjata, Dwarf Thuul*

Rookvi is one of the oldest Dwarves in Dustwall, over 120 years old. He has been a Thuul for over 60 years, and knows the settlement and the mines like the back of his hand. Which is fortunate, since he is blind. His once blue eyes are now milky white. His head is bald, but he has a great and thick white beard, which he braids and decorates with a thick iron ring, inlaid with silver and gold. His fingers are thick but gnarled, with thick calluses on each of the fingers from years of toiling in his shop.

Rookvi is intelligent and wise, even beyond his considerable age. He takes time to ponder each word, and speaks slowly. The old Dwarf is highly respected and liked among the Dwarves of the Trollridge Mountains. He is patient, and often reminds those around him that it takes more than one blow with an axe to fell a tree.

The old Dwarf is a phenomenal craftsman and a master rune smith. He has near perfected his art after spending almost a century by the anvils and furnaces. Rookvi has a keen interest in runes and has a large collection of old and sacred items, which he is quite proud of, many of which carry many different runes.

If the player characters confide in Rookvi and show him the Murgla, he is eager to help them. He knows the story of Voronoy-Kefas, though where to find the old kingdom is unknown to him, and he hopes that if the adventurers can find it, that the mines there could be reopened, especially the mine with the Mitraka vein, though he doesn't speak of this with the player characters.

### *Bardur Ironhammer, Dwarf Warrior*

Bardur is tall for a Dwarf and has a massive physique. His arms are thick and hard as a rock. He usually wears a traditional Full Bogemurgla, and is armed with a Hakk and a Split Axi. Uncharacteristically for a Borjornikka Dwarf, his beard is cropped short, and so is his hair. He wears heavy boots, capped with iron, that make a loud clunking sound when he walks. His face is almost always set in a frown, as if he expects the worst from every person he meets.

Bardur has served as a leader of the guards at the Granite Gate for almost a decade. Before that, he was one of the guards. He is a competent fighter, and seems to be almost immune to fear. He is respected by the other guards, who have come to trust his judgement.

Bardur comes across as a gruff and impatient Dwarf, that has no tolerance for jokes or any foolishness. His thick, deep voice often echoes from the cliffs, as he calls out for order or for travellers



to stop wasting his time. The warrior is never eager to draw his weapons, but if he does, he will follow through with all his considerable might.

### *Isdor Wurmsong, Dwarf Bard*

Isdor was for many years the court skald of Thorgagin Dragonslayer, but when he was offered the chance to become the guardian of Shieldmeet, he couldn't refuse. He was flattered, and takes this responsibility very seriously. He has diligently studied the shields and the stories of those who carried them.

Isdor is heavy set and stocky, even for a Dwarf. He has a round belly and a warm smile, a red tinge to his nose, and playful blue eyes. He wears a green robe, which is embroidered with small many-colored shields. Around his waist, he wears a golden belt, a gift from Thorgagin for a poem, one written in courtly metre and which had over 60 stanzas.

Isdor loves to display his extensive knowledge of the Shieldmeet, since he is proud of being trusted with it. He is quick with a smile and has a hearty laugh. Isdor is neither a good craftsman nor a warrior, and he does not have a good sense for runes, something that has always bothered him. But poetry and remembering stories come naturally to him.

### **In Dustwall**

If the player characters manage to gain entrance to Dustwall, any non-Dwarf quickly feels the weight of the mountain pressing down on them. The air is thick and warm, the strange taste of soot is ubiquitous, and the constant echo of hammers and craftsmen at work makes the experience of being underground unpleasant at best. All Situation Rolls are made at -2 disadvantage.

Any Dwarven player character feels well and happy. The thought of having thousands of tons of rock over their head is comforting and it feels like home, different from having the Ginnungagap over one's head all day long.

If the player characters spend a night in Dustwall, the Chosen of Téwaz has a vivid dream of the Logi furnaces in Voronoy-Kefas (see Appendix A).

### **Places in Dustwall**

Dustwall, which is called "Ivonda" by the Dwarves, is a small Dwarven settlement, not as prosperous as it once was. There once were many mine tunnels in Dustwall where the Dwarves mined for iron, but today the Dwarven settlement mostly consists of Borjornikka Dwarves who are led by Thorgagin Dragonslayer, a famous hero from Trillheim (see the books Stormlands p. 99 or Muspelheim p.92).

There are a few noteworthy places in the settlement, which are detailed below. Feel free to add more places to Dustwall if needed.

#### *The Granite Gates*

The gates to Dustwall are carved from a single and solid block of granite, more than two meters thick and 3 meters high. Opening and closing them requires the use of pulleys, heavy ropes, chains, and counterweights, which are operated by the guards. Since the community in Dustwall has a peaceful relationship with their neighbors in Vurdviik and other Nojdans, the gates are opened every morning when snow doesn't block the roads and trails in the Trollridge mountains.

There are always 10 guards on duty at the gate, with one of the guards being an old veteran. A large horn is close to the guard house, which the guards sound in case of danger. The horn is inlaid with bronze, runes are engraved into it, and it is obviously ancient. With a successful roll on the Knowledge skill (Monster lore specialty applies), the player characters can tell that the horn was probably taken from a hrimtursir or a Sylvanian hrimtroll.

Inside the gates, the guards politely ask the player characters to leave any weapons at the gates. As they hand over their weapons, the guards and Bardur look with disapproval on any human made weapon, shaking their heads and discuss among themselves about the low quality of the craftsmanship of the weapons. Bardur and the guards are resolute and firm in this, every player character must leave their weapons behind before being allowed to meet

the Thuuls of Dustwall. The weapons are stored in the guards' room, and the player characters receive their weapons when they leave, polished and sharpened.

#### *Shieldmeet*

The Dwarves of Dustwall commemorate their fallen warriors, Thuuls, and Heroes by hanging their shields in a long hall, just inside the gates. The hall is 10 meters wide and 50 meters long, with 8 meters from floor to ceiling. The walls are lined with thousands of shields, each with its own emblem, and many are engraved with runes. There are eight-sided columns spaced evenly along the hall, each decorated with shields. There are over 4000 shields in the Shieldmeet.

As the player characters enter the Shieldmeet, they are greeted by Isdor Wurmsong, who is the guardian of the shields. Isdor follows the player characters and Bardur to the Hall of Guests, pointing out individual shields and reciting their legends.

*Isdor Dragonsong, the guardian of the shields, stops by the first column and points at a round green shield high on the column. "This shield was carried by Brokur Darkhammer. You might have heard of him, yes? He fought the Goblin king of the Darkwood and crushed its head in a single blow." As you move deeper into the hall, Isdor stops once again and points to a shield emblazoned with a burning anvil on a red field. "Ah, now this is a beauty. Of course, you know the story about the siege of Olgisljev? No? Well, Kirkian Stoneaxe and his younger brother, Kiarkur, were sent with a retinue of Dustwall's finest warriors to help our kin and held their furnace room against the attackers for three days, before reinforcements arrived. Kirkian was felled in the ensuing battle, but Kiarkur lived and took part in slaying the hrimturs Olagklidda. His shield is the blue one over there," Isdor says and points to the other wall. The old Dwarf takes a few steps towards the shield but stops at the closest column. "Now, this is a treasure.*





*Surely you younglings have heard the legend of Gaukur Spearwielder?”, he says and places his hand on a simple iron-wrought shield. “Who slew Drakia, the hufurwurm of Hillinge Woods? Gaukur was a mighty Borjornikka, a true testament to Borjorn’s superior craftsmanship, and went alone against the drake. The battle was long and hard, but Gaukur prevailed, wounded as he was. He returned to Dustwall laden with treasures taken from the wurm’s lair.” Isdor seem lost in his thoughts, staring at the shield.*

With a successful Situation Roll on a Situation Value of 8 (Perception modifiers apply) the player characters

notice that Gaukur’s shield holds the same rune as the Murgla of Téwaz does. Before the player characters can ask about this, Bardur ushers them along to meet with the Thuul.

*Bardur clears his throat and motions you to follow him. As you leave the Shieldmeet, Isdor still stands by the column, with his hand on the shield, muttering something to himself.*

Bardur takes the player characters down a long hall, which takes a couple of right turns and seems to spiral downwards. Finally, he opens a simple door, and asks the player characters to wait there.

### **Hall of Guests**

The Hall is a circular room with two wooden benches on either side of a large table in the middle of the room. Otherwise, the room is empty.

*The Hall of Guests is nothing if not spartan. The circular room has a vaulted ceiling and a large table. Two wooden benches are on either side of the table, all of which are designed for Dwarves.*

The Dwarves of Dustwall use this room to bargain and barter with merchants and travelers. The benches are spartan and uncomfortable. The table is the perfect height for dwarves.



There is food on the table, and silver-inlaid glass bottle of water, along with a ceramic bottle of mead. The food consists of Jukkla Fungus and the meat of Tunnelhogs.

### **The Thuul's Anvil Room**

Rookvi's anvil room is not large. It has an old workbench, where there are many different blacksmithing tools, and a rune engraved anvil. On one end there's a furnace, where embers glow.

The Thuul is usually working on a couple of items and blazing them with holy runes.

*The Thuul's workshop is neat and organized. On one end is a kiln. Even as you enter the room you can feel the heat radiating from it. In the middle of the room is an ancient iron anvil, a large copper rune is inlaid on it, and for some reason, your eyes are instantly drawn to it. The Thuul's workbench holds dozens upon dozens of blacksmith's tools, all organized and neatly stacked.*

If the player characters enter the room without Rookvi and touch any of his tools, he discovers it. He is fond of his tools and is not at all willing to let anyone touch them without his permission.

## **Encounters in Dustwall**

The following are encounters that takes place in chronological order in Dustwall. Feel free to add more encounters and events.

### **Meeting Rookvi**

If the player characters have either presented the Murgla of Téwaz or the guards have found it, gaining an audience with Rookvi Nerjata, the Thuul of Dustwall, is easy. If the player characters have kept the Murgla hidden and not mentioned it, Bardur and the guards of Dustwall are not easily persuaded to disturb the old Thuul. With a successful Situation Roll of Situation Value 6 (Charisma modifiers apply) the player characters manage to convince the Dwarves to set

up a meeting with Rookvi. The player characters are shown to the Hall of Guests.

*The door open, to reveal an old Dwarf holding an oaken staff. His thick white beard is braided and worn in a large iron ring, decorated with silver and gold runes. He taps the staff lightly on the floor as he enters the room. Behind him you see Bardur enter the room.*

*"Dear guests," Bardur says ceremoniously, "this is the venerable Thuul Rookvi Nerjata." Rookvi stops by the table, runs a hand over his bald head and sighs. As he turns his head to you, you notice that his eyes are milky white.*

*"Bardur mentioned that you have something to show me," Rookvi says, his voice raspy and deep. He places his gnarled hands on the table.*

If the player characters show him the Murgla of Téwaz, Rookvi runs his fingers across it, piece by piece. It is obvious that he is a master craftsman and learns just as much about the Murgla by touching it as if he had been able to see it.

*"This is truly a magnificent Murgla, truly an artifact," Rookvi says after inspecting the Murgla for a while. He turns to Bardur and nods his head to him. "This is a sacred and ancient piece of armor, one that has been lost for a very long time, and I find it interesting that you have found it. Please, tell me how you came across this treasure." Rookvi places a hand on the Murgla.*

If the players tell him truthfully about where they found the Murgla of Téwaz, he simply nods his head thoughtfully. If the players decide to lie to the old Dwarf, with a successful roll on the Knowledge skill (Silvertongue specialty applies), they manage to deceive the Thuul, for the time being. If he discovers that the player characters have lied to him, he is furious.

Once the player characters have told him their story, he is silent for a while. Then he puts both his hands on the Murgla of Téwaz and says:

*"I am afraid we can't let this treasure out of Dustwall. This Murgla is a relic and it belongs with us. I thank you for bringing it here, I truly do, and I am sorry about this," the old Dwarf says and takes the Murgla into his hands.*

If the player characters decide to argue and protest, Rookvi hears them out. With a successful Situation Roll on a Situation Value 16 (Charisma modifiers apply) the player characters manage to make him reconsider his decision. With a successful roll on the Knowledge skill (Customs and Law (Dwarves) specialty applies), the player characters remember precedence in Dwarven laws, which allow them to prove their worth before the murgla is taken from them, which gives the player characters +2 to the Situation Roll.

If the player characters get the Thuul to reconsider he ponders on this for a moment.

*Rookvi seems to consider your words. Then he turns to Bardur and says: "Let them choose their path." Bardur's eyes widen, and he seems at first at a loss for words. "But, Thuul," he stammers, "they are outsiders." Rookvi furrows his brow. "Let them choose their path, Bardur son of Kainn. That is my decree." Bardur's face flushes but he nods his head, before turning to you. "Follow me, if you please."*

*"Now, each of you must choose your own path," he explains and points at the doors. "The Path of the Axe," he adds and indicates the door to the left, "the Path of Anvil," he points at the door in the middle, "and finally, the Path of Silver," Bardur motions towards the door on the right. "Each path tests you. Those who fail the test must leave Dustwall and never return. If you pass, the Thuul will decide your fate. That is his decree."*

If the players fail to convince the Thuul, he asks Bardur to show them out. He proposes to Bardur that, as payment, the player characters get good Dwarven made weapons, which are of excellent quality. The player characters need to find a way to get the Murgla back.



## Choosing a Path

Bardur leads the player characters down many flights of steps and stops in a large room, where there are three doors. Each door leads down a hallway, where the player characters need to pass a series of tests. These tests are used by the Dwarves in Dustwall to judge the character of young Dwarves. The tests were designed many years ago, when Dustwall was still a prosperous mining community.

*After climbing down numbers of stairs and steps and past many workshops where wide-eyed Dwarves stared at you, Bardur finally opens a simple door and leads you into a square room. At the other end there are three wooden doors. Above the doorframe of each door is a single rune.*

The player characters must face the paths in pairs. The paths test different abilities and skills. Choosing the right path is therefore important, if the player characters wish to pass the test. Bardur tells the player characters that they must team up to face the challenges, and each duo must choose a path. If the player characters are an odd number, one of them must face the challenges alone.

Bardur kindly asks the player characters to leave all their equipment behind, since it won't be needed during the tests. If asked, he tells the player characters that the tests were initially designed to determine which career path young Dwarves should pursue. Later these tests became a test of manhood for the Dwarves of Dustwall.

If the players read Futhark, they know that the runes above the doors stand for axe, anvil and silver.

### Path of the Axe

*As the door closes behind you, you find yourself alone in a long dark hallway, only lit by a single torch. A strong sulphuric odor fills the air. Everything is silent.*

The test of the Axe has started. The first part of it tests Intelligence,

Perception, and Constitution. With a successful Situation Roll on a Situation Value 12 (Intelligence modifiers apply) the player characters know that the sulphuric smell is because of geothermal gases, which can be dangerous. If a player character succeeds on the roll, the player character knows that breathing as little of the gases as possible is important. With a successful Situation Roll of Situation Value 14 (Constitution modifiers apply) the player characters manage to get through the gas-filled hallway without harm.

If the player character doesn't succeed on the first roll, after a few steps the smell grows stronger and the player character feels lightheaded. With a successful Situation Roll of Situation Value 12 (Perception modifiers apply) the player character notices this change of smell. With a successful Situation Roll of Situation Value 12 (Constitution modifier apply) the player characters managed to make it to the end of the hall, though a bit dizzy. If a player character fails, the player character falls unconscious and fails the test.

*At the end of the hallway you find a circular room. In the middle of the room are four stones, of different sizes and types. On the other side of the stones are sturdy doors.*

The doors are locked and can only be opened with the key that is hidden beneath one of the stones. There are however keys beneath each of the stones, in small holes in the floor, but only the right one opens the door. The other keys are made of brittle iron and break in the keyhole if the player character is not careful. With a successful roll on the Shadow Arts skill (Locks and Traps specialty applies), the player characters manage to pry the broken key from the keyhole. With a successful roll on the Care skill (Hard material specialty applies), the player characters identify the keys made of brittle iron.

The four stones are all similar in shape, oval and smooth. The one to the far right is the smallest one, but also the heaviest

one. It is dark grey and has green and red veins in it. With a successful Situation Roll of Situation Value 6 (Strength modifiers apply) the player characters manage to lift the stone.

The next stone is a bit larger than the smallest one. The rock is yellow and orange in color, and is coarse to the touch. With a Situation Roll of Situation Value 8 (Strength modifiers apply) the player characters manage to lift the rock.

The third stone is similar in size as the second one but is red in color with small grey dots. With a successful roll on the Care skill (Hard material specialty applies), the player characters recognize this rock as Iron ore. With a successful Situation Roll of Situation Value 10 (Strength modifiers apply) the player character manages to lift the stone. The correct key is beneath this stone.

The final stone is black and glassy, coarse to the touch and has a faint sulphuric smell. This is by far the largest stone, but it is surprisingly light. With a successful Situation Roll of Situation Value 14 (Strength modifiers apply) the player characters manage to lift the stone.

If a player character fails to find the right key, and is unable to pry the broken key from the lock, the player character has failed the test.

On the other side of the door is a hallway that leads into a room, where Thuul Rookvi waits.

### Path of the Anvil

*The door closes behind you. A short hallway leads to a square room. In the middle of the room is an old fireplace, with burnt wood and ashes. A single torch lights up the otherwise empty room.*

This room holds a secret door, but finding it is not easy. With a successful Situation Roll of Situation Value 4 (Perception modifiers apply) the player characters find the secret door on the opposite wall from the entrance.

There are two items here that the player characters can use to find the



secret door. By removing the torch from the sconce on the wall, the player character can use the flame as a guide, since the flame flickers because of the draft coming from the secret door. With a successful Situation Roll of Situation Value 8 (Perception modifiers apply) the player characters spot where the secret door is. Using ashes from the fireplace is also helpful. By gathering some ashes and seeing where the draft disturbs the ashes, the player characters can spot the secret door. With a successful Situation Roll of Situation Value 12 (Perception modifiers apply) the player characters find the secret door.

Opening the secret door requires the player characters to find the right pressure stone. With a successful Situation Roll of Situation Value 14 (Intelligence modifiers apply) the player characters discover which stones are the most likely to hide a pressure point and manage to open the door.

If the player characters fail to find or open the secret door, they have failed the test.

*After following another hallway, you find yourself in a large rectangular room. On the other side is an iron-bound wooden door. In the middle of the room is a shallow stone fountain. To your right is a burning furnace, and directly across the room is a frost-encrusted closet.*

The door is locked, and can only be opened with the right key, hidden in the furnace. However, there are also keys, but of brittle iron. With a successful roll on the Care skill (Hard material specialty applies), the player characters identify that the wrong keys are made of brittle iron.

The water in the fountain is in fact acid. But a key is clearly visible at the bottom. With a successful Situation Roll of Situation Value 12 (Intelligence modifiers apply) the player characters recognize the acid. If the acid touches a player character's skin, it causes 1d5 damage.

The frost-encrusted closet is freezing cold. Inside is an iron ring, frozen solid

in a block of ice. Though not dangerous, it takes time to break it free from the ice. Using fire and heat from the furnace speeds up the process.

The ring in the furnace is made of mitraka and is the correct key. Grabbing the ring is dangerous, since there are no pliers nor protecting gloves. With a successful Situation Roll of Situation Value 12 (Psyche modifiers apply) the player characters steel their nerves and grab the burning hot ring. The ring causes 1d5 damage.

If the player characters fail to open the door, the player character has failed the test.

The door reveals a short hallway, leading to the room where Thuul Rookvi awaits.

### ***Path of the Silver***

*Beyond the door is a long hallway, lit by a single torch. At the end of the hall is a large circular room. In the middle of the room is an iron-bound oaken box. A door is beyond the box.*

The doors are locked, and can only be opened with the key that lies at the bottom of the box, which holds three snakes. With a successful roll on the Wilderness skill (Zoology specialty applies), the player characters know that these are poisonous snakes called "Cave Snakes". Though small, their poison can put a man to sleep in a matter of a few moments. However, they are not fierce and are mostly docile, though curious. Once the box opens, the snakes raise their heads and stare at the player character. With a successful Situation Roll on Situation Value 10 (Charisma modifiers apply) the player characters manage to keep the snakes' attention and keep them calm while getting the key. If the player characters fail to calm the snakes, they become agitated. With a successful Situation Roll on Situation Value 12 (Charisma modifiers apply) the player characters manage to calm the snakes again. If the player characters fail to do so, one of the snakes lashes out and bites the player characters.

Beyond the door is a hallway that spirals upwards, until it reaches a room with three doors. Each of the doors is locked.

*You finally reach a simple square room. In the middle of the room is a circular table, holding a single glass key. There are three doors, the one to the right has a golden doorknob, the one in the middle has a bronze doorknob and the one to the left a silvered doorknob.*

With a successful Situation Roll on Situation Value 10 (Intelligence modifiers apply) the player characters can tell that the golden doorknob is made from fool's gold, that the bronze doorknob is made from a very poor alloy, and that the silvered one is in fact mitraka. With a successful Situation Roll on Situation Value 12 (Intelligence modifiers apply) the player characters can see that the glass key is brittle and probably breaks once used. The player characters need to decide which door the key should be used to open. Behind the doors with the golden and bronze doorknobs are no hallways, if the player characters choose to open these doors, the player characters have failed the test. If the player characters use the key to open the door with the mitraka doorknob, the hallway beyond leads to the room where Thuul Rookvi awaits.

### **CAVE SNAKE POISON**

- ♦ **Type:** Poisonous
- ♦ **Strength:** 4
- ♦ **Appearance:** Cave Snake Poison can be extracted from Cave Snakes and appears to be a clear liquid.
- ♦ **Preparation:** The snake must be alive when the poison is extracted. To extract the poison the snakes' fangs are fastened in thin sheet of bark while the poison drips into a jar.
- ♦ **Ingestion:** Smear it on a blade or arrow
- ♦ **Effect:** Cave Snake Poison is a powerful sleeping drug.
- ♦ **Value:** 50 sc



## EFFECTS OF CAVE SNAKE POISON

- ♦ **Mild effect:** The victim falls asleep for 15 minutes.
- ♦ **Moderate effect:** The victim falls asleep for 30 minutes.
- ♦ **Substantial effect:** The victim falls asleep for 45 minutes.
- ♦ **Complete effect:** The victim falls asleep for 60 minutes.

## The Rune of Memory and the Legend of the Voronoy-Kefas, the Lost Kingdom

If any of the player characters passes the test and find Rookvi at the end of the path each of them chose, he kindly asks them to follow him to his anvil room. While traversing the long, dark halls of Dustwall he asks the player characters if they would mind if he investigated the Murgla.

If the player characters allow Rookvi to inspect the Murgla of Téwaz in his anvil room, he investigates it carefully, with an air of obvious admiration.

*The old Thuul runs his old callous fingers over the Murgla, repeatedly, muttering words in the thick tongue of Futhark, the Dwarven language. He furrows his brow in deep concentration and seems to be lost in his own thoughts. After a while, he places the Murgla on his anvil, and rummages through his tools. Finally, he pulls forth large tongs. He grabs the Murgla and holds it over the fire in the furnace for a few moments. Then he places the Murgla, red hot on the anvil. He bends over it and takes a deep breath.*

With a successful roll on the Care skill (Hard Material specialty applies), the player characters know that if the Murgla had been left too long in the fire, it would have ruined it.

*"Ah, of course," says the old Thuul and clicks his tongue, seemingly tasting the air around the Murgla. "Of course, it all makes sense now." He turns to you and shuffles over to where you are standing.*

Rookvi finds a stool and sits down near the player characters. He closes his eyes for a moment, seemingly in deep thought, and his lips move, as he recites some ancient Dwarven words to himself.

*After a short while the old Dwarven Thuul opens his white eyes, and beneath his thick beard you can see a faint smile. Still, there's a hint of sorrow in his face.*

*"Many generations ago, when Ivonda was rich and the Stormlands were wild, there was a great kingdom of Dwarves called "Voronoy-Kefas". This kingdom prospered, merchants from all over Trudvang came to their mountain halls and saw the incredible craftsmen at work. All were eager to buy weapons, armor, and tools made by the craftsmen of Voronoy-Kefas. Rich were their mines, so rich that even the kings of Grunkovorda and Tvologoya envied the kingdom of Voronoy-Kefas. They had mines with gold, other mines with silver, but richest of them all were their mines of mitraka. "One winter however something happened. No one knows what or why, but the great gates of Voronoy-Kefas closed to never be opened again. As the years went by, the merchants no longer sought out items from Voronoy-Kefas and now, we Dwarves, no longer know where this great kingdom once was.*

*"This," Rookvi says and points to the Murgla, "great artifact is astonishing. It is not only of the finest craftsmanship but is also made of mitraka – mitraka from Voronoy-Kefas. I find this very interesting."*

*Rookvi pauses for a moment and seems to ponder his next words.*

*"What is more interesting is this," he finally adds, and stands up. He walks over to the workbench where the Murgla lies. He runs his callous fingers over the different pieces of the Murgla. "Ah, here it is," he whispers, and his fingers stop by a single rune. It is a strange glyph and seems to draw your attention once Rookvi has pointed it out to you. "This is a rune I've not seen before. I've only heard tales and legends about it. You see, the Thuuls of old knew more of the runes than we do today. It saddens me to admit, but there are runes so*

*old that even we, the Thuuls, can't interpret them. "This rune is a sacred rune, bound with great skill by a master Thuul into the Murgla. This is a Rune of Memory."*

Rookvi stops talking for a moment. If the player characters wish to ask questions, Rookvi tries to answer them the best he can.

What does a Rune of Memory do?

*A Thuul who knew the Rune of Memory could impart his memories into a Rune of Memory and share his memories with whoever was given the item on which the Rune of Memory was engraved.*

How do you know that the mitraka in the Murgla was from Voronoy-Kefas?

*The metal has a distinctive taste. Iron mined here in Ivonda tastes different than iron mined in Olgisiljev. The mitraka from Voronoy-Kefas has a rather peculiar and strong taste.*

Can we activate the Rune?

*No, the rune seems to share the memories of the Thuul who created it only with a single person. We have no control over who that person is, or how the memories are shared.*

Do you know who created the Murgla?

*No, I don't know.*

Do you know where we could find more information about Voronoy-Kefas?

*Many years ago, when I was traveling under Ginnungagap not far from here, I came upon a small village, "Raudalog" is its name, if memory serves me. There I found a runestone where the name of that ancient kingdom can be found. It is the only runestone where I have ever found any mention of Voronoy-Kefas.*

If the player characters have other questions, Rookvi tries to answer them as well as he can, but his knowledge about Voronoy-Kefas is limited. He however tells



the player characters, if they do not ask, about the runestone in Raudalog and that it mentions Voronoy-Kefas and suggest that they pay the small village a visit.

When the player characters have asked all their questions, Rookvi turns to the Chosen of Téwaz, if that player character passed the tests, and hands the player character the Murgla of Téwaz, asking the Chosen to wear the Murgla with pride.

Once the player characters are ready to leave, Rookvi tells them that he is becoming tired and wishes to retire. He calls out for Bardur and asks him to walk the player characters to the gate. If the player characters wish to spend a night in Dustwall, they can sleep in a small antechamber to the Shieldmeet.

### To Raudalog

Once the player characters are ready to continue their trek, they can make the trek south-west towards Raudalog. The distance from Dustwall to Raudalog is about 30 kilometers. With a successful roll on the Wilderness skill (Orienteering and Cartography specialty applies), the characters make the trip without any complications (see above).

## IN RAUDALOG

Raudalog is a small village in Nojd, in the Stormlands, south of the Wargwoods. It is far from the common routes, and therefore not a place you often hear about. That's the way the people of Raudalog like it. They are mostly farmers, and a good season means nothing interesting happened, and the harvest was good. Raudalog is ruled by Jarl Geirhard, who is content with his small fief, and has never shown much interest in the politics of his neighbors.

Not far from the village is a field littered with ancient burial mounds and barrows. The largest of these is the barrow of Haraldr Vargsbani, or Haraldr Wolveslayer in modern Vrok.

Lately however, undead have become a real nuisance in the lands surrounding the village. Many farmers fear to be outside after dark, and two of the villagers have died fighting these skeletal Sálheles.

## Legend

Centuries ago, Raudalog was not the village it is today, but only a handful of longhouses and a single Stormbarling, where farmers and their families eked out a meager living. These were mostly disgraced hirdmen, freed slaves, and other people that didn't find living in other places easy.

One summer, wolves and Trolls attacked the village repeatedly, for reasons lost in the mists of time. An unlikely hero, however, came to the village's rescue, and managed, with the help of the villagers, to fend off the attackers. This hero's name was Haraldr Vargsbani or Haraldr Wolvesbane.

Haraldr was born and raised in Vortland. He was the youngest son to Horald, a respected hirdman in Stormrock. As the story goes, Haraldr's mother was a shield maiden, and many storytellers in Raudalog proclaim that Haraldr was a Battleborn, though little is in fact known as to whether it is true or not. At a young age, Haraldr never showed any interest in becoming a warrior or a hirdman at all. Growing older, however, he became tall and strong, and soon learned to use his strength to his advantage.

Not long after Haraldr had his first kill in battle, Brycker Eidar Navhorn campaigned in Djunghart to have Clawcastle built, and he joined in on that cause, being a firm believer in Stormi himself. After a few years he decided to leave Djunghart to find ways to earn himself more glory and prestige. He joined a crew of seawolves from the Hartpike Isles, and made a fortune raiding ships and coastal villages, becoming a captain of his own ship in a matter of a few moons.

Later he decided that being a seawolf wasn't enough for him, Haraldr returned to the Stormlands and joined a caravan bound for Fengsale from Redborg. The caravan caught bad weather, and Haraldr became separated from the rest of the caravan, with a few of his former shipmates. He came upon the farming community in Raudalog and saw that it was beset by Trolls and wolves. The village was in dire need of help and, after conferring with one of his friends, a Stormkelt, he felt that this was a test sent from Stormi.

Haraldr organized the defenses with the villagers, and after a fierce battle he and his small militia managed to fend off a pack of wolves and slay the leader Troll, Urgi. The villagers chose Haraldr to become their Jarl.

Years passed, and Raudalog grew and prospered under the rule of Haraldr and his hirdmen. Every summer he sailed out and sold wares in the markets in Clawcastle.

One autumn he rode out to go hunting with his hirdmen. When they reached the nearby woods, the Troll Hvassi waylaid them. After a fierce battle, both the Jarl and the Troll lay dead. Haraldr was buried in a magnificent barrow, one fit for a hero and a Jarl, not far from the village proper. His son became the Jarl and the years turned to decades, the decades to centuries. Raudalog slowly became the backwater place it once was again, where the farmers feared to head east towards the barrow field, saying that the place was evil or made them feel strange and uncomfortable.

The recent Jarl, Geirhard Grani, likes to believe that he is the direct descendant of Haraldr and likes nothing more than hearing Harald's tale told over and over again, though he is anything but a noble warrior. Geirhard has three children, Gisli, Windga, and Ari, but his wife passed away giving birth to their youngest son, Ari.

Recently the three children, on a dare, entered Haraldr's barrow and took the sword that was buried with the Jarl. Unbeknownst to the kids, a curse was laid upon the tumulus, so that if Haraldr's peace was disturbed, he would waken. Haraldr Vargsbani is a barrow wight, and has summoned Sálheles from nearby burial mounds to reclaim his sword, which the children buried behind the longhouse where they live.

## People in Raudalog

The following are the most important non-player characters. Feel free to add more to the Jarl's hird or the village as you see fit.

### Jarl Geirhard Grani - Human Dweller

Geirhard Grani is the Jarl of Raudalog, and believes himself to be the direct descendant



of Haraldr Vargsbani. Geirhard is liked by most people in Raudalog, especially since he doesn't take much part in the political games of the other Jarls, as his father did. Hence the people aren't required to fight in wars or partake in battles of any sort.

Geirhard is in his 40's, and was at one point tall and muscular. Years of plenty, good harvests, and not to mention his love for good mead, have made him fat. His eyes are gray as steel, and his head is completely shaved, save for a bushy mustache, one that he is particularly proud of. Geirhard, in his battle gear, is a towering figure. He usually wears chainmail and a bronze engraved helmet when expecting a fight. His most prized possession is his sword, which he calls "Wolveslayer", in honor of Haraldr.

The Jarl is quick with a smile and has always been more of a farmer than a warrior and a leader. He likes working in the field beside the farmers, going hunting or fishing, and when it comes to running the village, he is more of a doer than a thinker. Geirhard has no tolerance for bullies and tends to favor those who are downtrodden or not socially strong. He has a big heart and eagerly seeks the approval of others.

Geirhard is a devout follower of Stormi, and is certain that Raudalog's fortune and good harvests in recent years are because they are in Stormi's favor. He makes regular sacrifices to the Stormasirs and demands that the other households do as well.

Geirhard doesn't have a large hird and, until now, hasn't seen much need for it. Before the attacks, he had Stormgrim, Arnor, and two warriors named Bersi and Sunndor, who were killed by the Sálheles during the first night of the undead attacks.

When it comes to battles, Geirhard is not a leader that leads from the front. He is more interested in farming than in fighting, and he likes having a spade in hand more than a sword.

After the attacks, Geirhard is moody and downcast. He is certain that he or the villagers have done something to offend Stormi, and that they need to make amends to the god. Silently, he fears that the god must know about what happened in Jorheim (see below), and therefore Raudalog needs to make a greater than ever sacrifice, and that it falls upon him to decide

which of his sons he offers to the god. He sincerely hopes that it won't come to that, and sees the arrival of the adventurers as a blessing.

Geirhard was the second son of Gils marr, the Jarl of Raudalog. Gils marr never took interest in Geirhard, he focused on bringing up Geirmundr, his oldest son, to ensure that Raudalog would have a decent and powerful Jarl after his days. The brothers were raised listening to stories and epic poems about many heroes and heroic deeds, though only Geirmundr took them to heart, and no story was told as often as the story of Haraldr Vargsbani.

Geirmundr, when he was 15 years old, took ill and died. Geirhard was 13 years old at the time. The death of Geirmundr was tragic, and Gils marr never got truly over it.

A few years later, Geirhard traveled to Vortland, mostly because he wanted to see the world before becoming a Jarl. He joined a caravan, hoping to reach Stormrock, but he never got that far. The men in the caravan ridiculed and teased Geirhard for not having earned his skulljood, and still having his hair. They nicknamed him "Grani", which means someone who has hair on his nose.

When he reached Jorheim he left the caravan and spent the winter drinking mead and spending his father's money. One night, after being fed up with being called grani, he shaved his head. If asked he simply stated that he had killed a man in a fight over being called grani.

The next summer, he returned to Raudalog, only to find out that his father had died that winter, leaving him the jarldom.

He married a local woman, Halla, and they had three sons. Unfortunately, she died giving birth to their youngest son, Ari, who was named after her father. Geirhard was deeply in love with Halla, and regularly visits the stone where she was laid out for Stormi to claim.

Geirhard has in recent years devoted himself to making sure that Raudalog is peaceful and that his sons will be able to take over when he dies. He has made sure that they know how to hunt, fish, and farm the land, but he has left all other teachings to his hird.

## Hagerdur Norn - Human Stormkelt

Seven moons ago, Hagerdur became the Stormkelt for Raudalog. She was a blue bloter in Fengsale and was raised to become a priestess. Since she is an outsider, she has yet to become fully accepted into the small community, though she holds the fearful respect of most, if not all, the villagers. She is nowhere near as convinced as Geirhard that the attacks are because the village has lost Stormi's favor. Hagerdur believes that the reason for the attacks must be more mundane. She, however, doesn't know about the barrow field east of the village, since she is new to the village.

Hagerdur has a long white braid on the back of her otherwise shaved head and yellow eyes, due to Troll blood in her ancestry (see the Stormlands handbook, p. 131). She has the body of one that has spent her days inside and reading books, rather than working the fields. However, when she speaks, people tend to listen (despite her clearly Troll eyes). Her voice is soft, and she prefers using as few words as possible.

She is a dimwalker, and though she venerates Sunwei and Windinna more than Stormi, she is well versed in the Great Faith and able to perform all duties asked of her.

Hagerdur usually wears gray robes and has a large red sash around her slim waist, onto which she has tied one large ring and a few smaller ones. She wears her long hair in a single braid, tied with a blood red ribbon.

Hagerdur is a straight-to-the point, no-nonsense kind of person. She is pragmatic and analytical. To some, she might seem cold and unsympathetic. However, she has proven her worth as a midwife and Stormkelt over the last few moons in Raudalog.

The Stormkelt is smart and well read. She knows how to read the portents of runes and interpret dreams, which has some of the villagers believing she has the gift of foresight, though she is simply more learned than the rest of the village. She is well versed in the Applamaal poems.

She is deeply distrustful of men that wish to court her. After her years as a



blue blot in Fengsale, Hagerdur doesn't like men.

Born and raised in Fengsale, Hagerdur's fate was to become a Stormkelt. Her father was a Stormkelt and her mother was a Storm Maiden. Both were preoccupied and had little time for their daughter. Once she was old enough, Hagerdur was initiated as a blue blot and started her training as a Stormkelt.

After a few years of study, she showed much promise, and many believed that she would quickly gain an elevated position within the church. However, after she denied the Duty King's sexual favors, she soon found herself being pushed out, and what favor she had among the other Stormkelts quickly diminished.

Her father told her that Raudalog had recently lost their Stormkelt and that the village might need one. Later that day, she packed her things and trekked from Fengsale, never looking back.

Recently, she has been teaching Windga about the Stormsirs, hoping that one day the girl might become her blue blot.

### **Stormgrim the Skald - Human Bard**

Stormgrim has been a part of Raudalog's hird since long before Geirhard became Jarl. The bard is almost 80 years old, which is almost without precedence in Raudalog. No man has ever grown so old in the hird. He has a sharp tongue, but has a soft spot for the children in Raudalog, who often gather around him after nightfall to hear him tell stories and recite poems. Stormgrim knows ancient Vrok, and can recite the epic poem about Haraldr, and translate it, if needed. He can also help the adventurers with reading the inscriptions on the door of Haraldr's burial mound, if the adventurers either write it down or bring the door with them to Raudalog.

Stormgrim is an old man. His head is bald, but his eyebrows are thick and bushy, and hide sharp and playful blue eyes. He has a crooked nose, one that has obviously been broken at sometime and not healed properly. Stormgrim also has a long white beard, that he ties together with a simple iron ring.

Stormgrim usually wears a dark cloak and uses a staff. He has had a limp ever since a Troll smashed in his knee with a

large club. His hands are strong, and often he has a piece of wood and knife in his hands, which he uses to whittle wooden warriors for the children in Raudalog.

His voice is dry as desert sand and raspy. He usually takes his time to answer any questions, and his answers are never plain and simple.

Stormgrim is wise and intelligent. He remembers a great many epic poems and stories, which he gladly recites for anyone willing to listen. He once served Geirhard's father, and there are some who claim that Stormgrim also served the Jarl's grandfather. He isn't shy about reminding the Jarl about the fact that he has known the Jarl since birth, and is the only one that has no problem with chastising the Jarl.

There are, however, few in Raudalog that would say that Stormgrim is either fun or quick with a joke. He has a dry sense of humor, and is especially fond of playing with words and ambiguity.

Stormgrim loves the children in Raudalog and his favorite part of every day is when the kids have eaten dinner and gather around him for a story or an epic poem. He knows many stories, both from Stormland's history and about the Stormsirs. He uses these to teach the children about the morals and values he holds dear.

If the characters speak to him about Haraldr, he is eager to tell them the story about the warrior and recite the epic poem. He will, of course, show off and recite it in Ancient Vrok first, before translating it for the characters, if they don't understand the old language.

Stormgrim, born in Fynnheim, decided early on to become a warrior-skald, and wanted nothing more than to be a hirdman for an honorable Jarl. He traveled with adventurers until he came to Raudalog, where Gilsarr offered him the chance to become a part of his hird. Stormgrim took part in many campaigns and battles as a part of that hird. In his last battle, the hird had to fight a Troll, which is where Stormgrim got his knee smashed in, leaving him with a limp.

When Gilsarr died, Stormgrim remained with the hird, despite what many in the hird said about Geirhard. Stormgrim knew the young man, and knew that

Geirhard would make a fine Jarl, despite his lack of battle experience or hunger for power. Stormgrim was at a point in his life where he was tired of fighting, especially since he knew that after the Troll had destroyed his knee, his next battle could easily be his last.

Stormgrim has since then spent his days in Geirhard's hird. He is a confidant and advisor to the Jarl, not to mention a mentor to the children of the village, a role he loves.

### **Brinniara Hamran - Dyfir Rogue**

Brinniara runs the Three Wolves, the only inn in Raudalog. She is the only person in Raudalog with elven blood in her veins. Her mother came to Raudalog pregnant with Brinniara, and gave birth to her only a few days later. Brinniara grew up in the Three Wolves, and when Ulfr Hamran, her adoptive father, passed away, he left the business to her. Brinniara is generally well liked, and many young men in the village have tried to win her heart, but the Dyfir has so far declined every offer of marriage.

Brinniara is short, even for a Dyfir. Her eyes are the color of clear winter sky, and it is easy to get mesmerized by them. She is nimble and quick on her feet. Brinniara is slim and fit, yet her appearance can easily fool, for she is more than able to handle herself in a fight. Years of bar brawls have taught her a trick or two, and she knows where to land a punch to make it count.

Her white hair is cropped short, and when dealing with non-local customers, she is friendly yet makes it clear that under her roof she makes the rules.

Brinniara wears leather trousers and a long black woolen shirt, which contrasts with her pale skin. She wears a leather apron while in the Three Wolves. She has a scar on her neck, which she earned when a customer decided to bring a knife to a bar fight. That customer is buried in the woods not far from the gate.

Brinniara is a fun-loving and easy-going person. She has an inn to run in a small backwater town, and tries to make the most of it. She is eager to hear rumors and tales from afar, and even more interested in hearing gossip about Bryckers and Jarls.



She is likeable and nice to be around, but she has a more brooding side. Her elfen part calls to her, and she is hungry for learning more about that part of her. If there's an elf among the adventurers, she quickly takes interest in that player character.

Brinniara was raised in the Three Wolves. Her mother was offered work there by Ulfr, which she did until she caught a fever and died when Brinniara was six years old. Ulfr raised the Dyfir as his own. The innkeeper had never married and was more than happy to have someone to care for.

She quickly picked up many things from spending her time in the common room of the Three Wolves. Many guests and travelers liked the smiling girl, and spending time with the guests helped her develop her skills.

Before Ulfr died three years ago, he gave the Three Wolves to Brinniara, but asked his adopted daughter to marry and have children. His greatest regret in life was not to have made time to marry and have children. Brinniara promised her father on his deathbed to name her first boy Ulfr.

Every day, Brinniara reminds herself about the promise she made, but so far, she hasn't met anyone that stirs her heart. She is torn between her human and elfen heritage, which has made her restless, and she longs for something else, something more like going far from Raudalog.

### **Arnor Oathbreaker - Human Warrior**

Arnor Oathbreaker has been the Jarl's hirdman for the past five years. As a Wildlander, Arnor originally was a hirdman of Fylkjarl Uvail in Ailburg. He fell in love with Dagny, one of the fylkjarl's daughters, and she loved him back, which didn't sit well with Uvail. Arnor, terrified that the Fylkjarl would have him killed, fled Ailburg and came to Raudalog. The people of Raudalog didn't care much for this moody warrior, but after the Sálheles' attacks, they've come to appreciate him more.

Arnor is a towering man, over 2 meters tall, and strong as an ox. He has a flaming red beard, which he wears in a braid. His eyes are the color of the sea, blue on bright days, but have a green tint to them in winter.

Arnor wears scale plated armor and a skullcap. He uses a shield and a barda axi in fights. He is a capable warrior, and seems to enjoy fights, as he laughs and taunts his opponents.

Otherwise, Arnor is a moody and depressed man. He longs for Dagny and wants to return to Ailburg, but he fears that the Fylkjarl will one day send someone after him. Therefore, he is deeply distrustful of strangers and newcomers.

Arnor takes his responsibilities very seriously. He feels that he has brought shame upon himself by fleeing from Ailburg and breaking his oath to the Fylkjarl. He quickly turns angry, and is perhaps even more eager to prove his worth in battle and through sacrifices before Stormi. He desperately seeks the approval of Geirhard and Hagerdur, secretly hoping to atone for turning tail and fleeing from Ailburg.

Arnor sees the attacks of the Sálheles as a test from Stormi, a chance to redeem himself. He is more than willing to show the god that he is ready to atone for breaking his oath.

Arnor was born and raised in Ailgaard. He quickly caught the attention of the hirdmen of the Fylkjarl in Ailburg, for his powerful physique and battle prowess. The Fylkjarl invited him to join the glorious hird in Ailburg, and become a part of the cavalrymen of the hird.

He soon gained prestige and the respect of the other hirdmen. His fighting skills and strength were something that pleased the Jarl, but there were those who envied the huge man.

When Arnor had been in Ailburg for about a year he first met Dagny. It was love at first sight. They tried to keep their relationship secret, but Arnor had enemies within the castle, who were eager to tell the Fylkjarl about this. One night, Uvail happened upon Dagny and Arnor in a secret meeting, and his fury knew no bounds.

Arnor made a run for it and fled that night from Ailburg. He broke his oath and vows, and spent the next years wandering the Stormlands, fighting as a mercenary and caravan guard.

One day he stopped in Raudalog. Geirhard managed to convince Arnor to

join his hird and take charge of the militia. Seeing that the Jarl's other hirdmen were aging, he decided to stay and take the Jarl up on his offer.

Since he has stayed in Raudalog and tried to train the people of the village to fight as one, forming a skjoldborg, and knowing how to break the wall to let the warriors and Berserks enter melee. Until the Sálheles attacked, his attempts were met with carelessness and most villagers didn't care much about them. Now, however, the villagers are more than willing to learn how to swing a weapon.

### **Gisli, Windga & Ari - Human Children**

Gisli, Windga, and Ari are the children of Jarl Geirhard. Gisli is a 16 year old boy, the first born, a fact that he constantly reminds his siblings of. He is certain that he will make a great Jarl, and is convinced that he will be a far better Jarl than his father. Gisli is dark haired and wears it long. He talks boldly about how he can't wait till he has his skulljood. However, Gisli is more talk than action, and when push comes to shove, he hasn't got the guts to follow through.

Windga is a 13 year old girl, small and fragile. She bears a striking resemblance to her father. She is determined and intelligent, and has been learning about the gods, especially Sunwei and Windinna, whom she is named after. Windga cares deeply for the people of Raudalog, and fears that if Gisli becomes Jarl he will bring disaster upon the village, because of his thirst for proving himself. She fears her older brother, who is not afraid of showing her that he is physically stronger than her.

Ari is a 10 year old boy, and his father's favorite. He has his mother's brown eyes and dark hair. He is soft spoken and well mannered, intelligent and inquisitive. He knows that Windga has been learning about the Stormasirs from Hagerdur, something that she begged him not to tell the Jarl. Ari is brave and doesn't become frightened, he is Fearless (ignore 3 Fear Points as per Stormlands p. 130). There's one thing though that he does fear, and that is his older brother, who bullies him at every opportunity.



## Raudalog

About 100 people live in Raudalog, most of whom are farmers, and live in ten longhouses that huddle around a small town square. Some of the villagers have learned a thing or two about some craft that has some direct benefit to farming or hunting. A few are experienced hunters and rangers. Most of the villagers have had some formal weapon training, and can defend themselves.

There are a few noteworthy places in the village, which are detailed below. Feel free to add more places to Raudalog if needed.

Near the village are a few farms and fields. Around the village is a dark oak forest, which the road leading to the village goes through. There's a faint and little used trail that leads east to the field where the burial mounds are, but the villagers stay clear of it, since they dislike the barrow field, and think it is an evil place.

### Jarl's Hall

The largest longhouse in Raudalog is quite prominent. It stands on a small crest, overlooking the village square and the stave church. Made of wood and turf, the Jarl's hall appears to be rich and cozy. By the main entrance are beautiful Stormilogs, carved to represent Stormi and Windinna.

Geirhard and his family live in the largest longhouse in Raudalog. It also serves as a townhall, and the main hall is spacious. This is the only longhouse where there are separate rooms, since the Jarl has his own bedroom.

The doors and the frames are wooden and carved to show lindwurms and other dragons, along with runes and other symbols of the Great Faith. The roof is turfed, the walls are made of wood, and the foundation is of stone. Even though the Jarl's hall is the largest one in the village, it is by no means as large as the castles or longhouses of more prosperous and powerful Jarls, elsewhere in the Stormlands.

*The inside of the main hall is long and has ten powerful columns. A longfire separates the hall, on either side are benches covered with colorful blankets and furs of many different animals. The walls are decorated*

*with shields and weapons. At the far end is the Jarl's throne. The smell of cooked meat fills the hall.*

The main hall is 40 meters long and the roof is supported by ten large wooden columns, each carved to resemble one of the Stormasirs and a few mythical creatures. In the middle of the room and set in the floor is a longfire. At one end of the hall is the Jarl's throne on a low dais, which is carved of dark oak. The seat is covered with the fur of a brown bear, but the back is carved to portray entwining wurms, their heads inlaid with obsidian and jade. Beside the throne are two columns, both heavily carved with runes and holy symbols of the Gerbanis religion. Behind the throne is the room of Geirhard. It is not large, and has only his bed and a wooden stand holding his armor.

Along the paneled walls are benches, and the walls are decorated with shields and ceremonial weapons. The benches are covered with furs and woolen blankets. At the other end is a kitchen and a small area where food is prepared. There's a side door by the kitchen.

In the morning and after sundown, the adventurers can find Geirhard here, during the day he is usually busy with the farmers of the village. Stormgrim is either in the hall or sitting on a bench outside the main door.

### Stave Church

*A small square stave church stands not far from the town square. It has a single tower; the gables are carved to resemble wurm's and the roofs are steep. There are doors on each side, and just outside the east entrance is a tall Stormbarling, a few meters high, with an iron ring near the top. Beneath the Stormbarling is a cup made of stone.*

The Raudalog stave church is not the grandest stave church in the Stormlands, but the villagers are proud of it. The church has an entrance on all sides, and just by the eastern entrance is a Stormbarling, topped with an iron ring. Beneath the Stormbarling is a stone

cup, in which the Stormkelt collects the blood of the sacrifices, and the people of Raudalog call the cup "Hlautbolli" or bloodcup. Investigating the cup reveals that there is still a bit of blood in it.

*After your eyes get used to the dark inside and the strange metallic smell, you see that despite its small stature, the church is beautiful. There are ten wooden support posts that separate the middle room from the hall, each are carved with the runes of ancient Vrok. The walls are decorated with tapestries that depict the Stormasirs. In the middle room is an altar made of a single slab of stone. On the altar lie four rings, one large and three smaller.*

Inside the church is dark, and only lit by a few candles resting in a chandelier made from deer antlers. The doors are wooden, and each is adorned with a single iron ring. Just inside each door are two wooden columns, which are blackened with soot. The walls are clad with tapestries depicting the six Stormasirs, and Stormi is most prominent. In the middle room is an altar, upon which is one large iron ring and three smaller rings.

There are ten columns that separate the middle room from the hall itself. Each of the columns are carved with ancient runes, each telling a separate tale of the Stormasirs and the villagers. On one of the columns the adventurers can find the epic poem about Haraldr, though written in Ancient Vrok. By succeeding a Knowledge skill roll with the Reading and Writing (Ancient Vrok) specialty, the characters manage to translate the poem, as long as the characters know how to read.

The smell inside the church is mostly due to the many times that blood from sacrifices have been sprayed across it. Hagerdur fills the cup with the blood of the sacrifices, and brings it before the gods inside the middle room. The blood is spilled, both on the altar and the columns around the middle room.

The church has a single tower, which rises over the rest of the village, though only rising to about 5 meters. The whole building is well maintained, and has stood



there for a few hundred years, as is evident by the timber, black with soot, and wood inside.

Hagerdur can be found in the church, especially in the morning. Being the only Stormkelt in the area and the most learned person too, she also serves as a midwife, and regularly visits the households of women that are either pregnant or have recently given birth to babies.

## The Three Wolves

*Around the town square are a few longhouses, which are built using wood from the surrounding forest and with turfed roofs. Many of the gables show the heads of creatures and animals, and the door frames are carved. Above the door on one of these houses is an old wooden sign. The sign is carved and shows three majestic running wolves.*

The Three Wolves Inn is the only inn in Raudalog, and run by Brinniara Hamran, the only Dyfir in the village. The only thing that distinguishes the Three Wolves from the other longhouses in Raudalog is the fact that it has a sign above the door.

*Inside, the longhouse is welcoming and cozy. A fire is burning in a fireplace in the floor, and the smell of honey mead and roasted meat brings water to your mouth. After a few moments, a beautiful woman greets you from the other end of the hall. Her hair seems to be the color of purest silver, and her eyes as blue as a cold winter sky.*

Inside, as in an ordinary longhouse, a longfire burns in the middle of the floor, and benches with blankets and furs line the walls. Shields hang on the walls, along with weapons and a colorful tapestry depicting Stormlanders battling Trolls, Wurms and other mythical creatures.

The guests sleep on the benches. Brinniara has a closet at the far end of the longhouse, not far from the kitchen. By the entrance is a large trough with water.

Brinniara is good hostess, and caters her guests. She offers both good food, fresh game and vegetables, and the best honey mead available in Raudalog. A nights' stay costs 25 copper coins, though she is more than willing to barter. With a successful roll on the Care skill (Trader specialty applies), the characters manage to either convince Brinniara to lower her price, or accept items that have lower value than the price in exchange for the lodging.

## The Town Square

*The longhouses in Raudalog are built around a small square, where farmers, craftsmen, and hunters from the area set up stalls and sell their wares once a week. In the middle of the square is a stone statue, showing a proud warrior with a large round shield and a breid sverd. The warrior is tall and strong, his gaze fixed on the horizon, with a single braid in his beard. At the foot of the statue are ancient runes carved into the stone. Not far from the statue is the town well.*

The characters can purchase basic items and food on market day. The only armor available is made of leather, fur, and thick fabric. There are also a few weapons available, but only those that one would expect to find in a farming-hunting community. Most of the merchants do not have many coins on hand, and prefer to barter.

The statue shows Haraldr Wolveslayer. The runes at the foot of the statue spell his name in Ancient Vrok. With a successful roll on the Knowledge skill with the Reading and Writing (Ancient Vrok) specialty, the characters translate the runes.

If the characters ask about Haraldr, they are told to speak to Stormgrim, who can recite the epic poem about the warrior.

## Gate and Wall

*The wall that surrounds the village is made of wooden poles. Each pole is thick and powerful, obviously made from*

*the ancient oaks in the woods near the village. A shallow moat filled with foul water is a few meters from the walls. The gates are large enough to allow a wagon to enter the village. Beyond the gate is a wooden tower, overlooking the gate and the road leading toward the village.*

The gates are closed and locked at sundown. There are always a couple of guards at the gate, who are part of the town militia that Arnor Oathbreaker has trained. After sundown, ever since the first undead attack, Arnor stands guard at the gate along with four guards.

If the characters arrive at the gates after sundown when they come to Raudalog for the first time, they need to convince Arnor to open the gates. With a successful Situation roll with a Situation Value of 8 (Charisma modifiers apply), they manage to get Arnor to open the gates.

During daytime the gates are open. The guards don't bother stopping the locals, but strangers are stopped and questioned about their business. The guards remind any newcomers that Raudalog is a peaceful town, and any unruly or violent behavior is not tolerated. Also, the guards can tell the adventurers that vitner weavers are not welcome, and any sorcery is frowned upon. With a successful Situation roll with a Situation Value of 12 (Perception modifiers apply) the characters also get the feeling that the guards are more on edge than expected in this kind of town. By inquiring about the reason for this, the guards can tell the characters about the problem with the Sálheles.

If the characters arrive after sundown and manage to convince Arnor to let them in, he asks if they are able bodied men and willing to help the town. With a successful Situation roll with a Situation Value of 12 (Perception modifiers apply) the characters can tell that the guards are very afraid, and seem to be waiting for something. Arnor tells the characters about the undead plague, and ask for their help.



## The Runestone

The Runestone stands not far from the Jarl's Hall. It is about 1 meter high and just as wide. The runes were engraved into the stone centuries ago. With a successful roll on the Wilderness skill (Land Knowledge (Stormlands) specialty applies), the player characters know that the stone is not from these parts, since the rock isn't like the strata in the Trollridge Mountains and Nojd.

Through a series of coincidences, the Runestone ended up in Raudalog. When the Eysteroyans started moving the runestones that they found on Mt. Crowhome to use as foundations for their houses and docks, this stone was among them. Niall Skarpason, a Storm-Hansa from Redborg, found the runestone interesting, and he believed that the Dwarves of the Trollridge Mountains might be interested in buying one. He moved the runestone from Eliarn to Redborg. There he found a buyer, the Dwarf Broki Bloodhammer who saw that the runes were ancient and contained a riddle he found intriguing. He decided to have the runestone moved to Graystone. Before he completed his trek, he was attacked by Trolls, not far from Raudalog. Rangers from the village found the remains of Bloodhammer's caravan, and moved the stone to the village, where it has been ever since. Stormgrim the Skald only knows that Niall took the stone to Raudalog, no one else in the village knows much about the stone, though many have wondered where it came from.

Anyone who can read Furthak can read and interpret the runes on the Runestone.

*Face the sun when the rooster sings,  
where shadows fly on black wings,  
feel the spray where the white river falls,  
listen when the gray-streaked cliff calls.  
Enter, friend, enter the Dwarf's haven!  
Enter the glorious Home of the Raven.*

This is the riddle that Rookvi spoke of. It was to help travelers with finding the entrance to Voronoy-Kefas (see Act 2: To Mt. Crowhome). The riddle is not

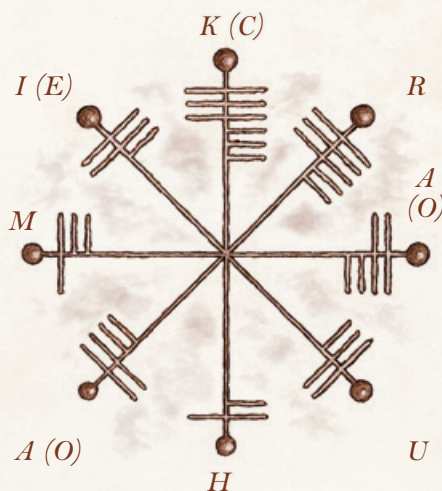
all that helpful, since it was supposed to lead travelers to the entrance from where the runestone once stood. There are, however, clues in the riddle which can help the player characters to find the entrance.

The Chosen of Téwaz sees more than the runic riddle. The Chosen can see a rune that holds the key to where to find Voronoy-Kefas.

The rune is a stav-rune, an ancient form of runes, from the time when the runic alphabet was divided into three families. Not many knew these types of runes, but the Thuuls in Voronoy-Kefas used them to convey secret messages, mark weapons, runestones, and other items. This type of stav-rune was called a "Guide Rune".

The marks on each arm presented numbers. The marks on the left side of the arm marked which family of runes the arm belonged to, and the marks on the right side marked the number of letters in the family.

The rune translates as follows:



The Thuuls of Voronoy-Kefas used K instead of C, A for O, U for V and W and I for E. The rune spells "Krauhami" in Dwarven, or "Crowhome", which refers to Mt. Crowhome. If the player characters manage to solve the stav-rune, they now have a name. With a successful roll on the Wilderness skill (Land Knowledge (Mittland) specialty applies), the player characters know that there is

a mountain on Eysteroy Island that is called Mt. Crowhome. If they fail the roll, Stormgrim the Skald can help them, since he is quite learned and has traveled to Eysteroy Island.

If the player characters can't solve the stav-rune, they can get help from Thuul Rookvi.

## Encounters in Raudalog

The following are encounters that take place in chronological order in Raudalog. Feel free to add more encounters and events.

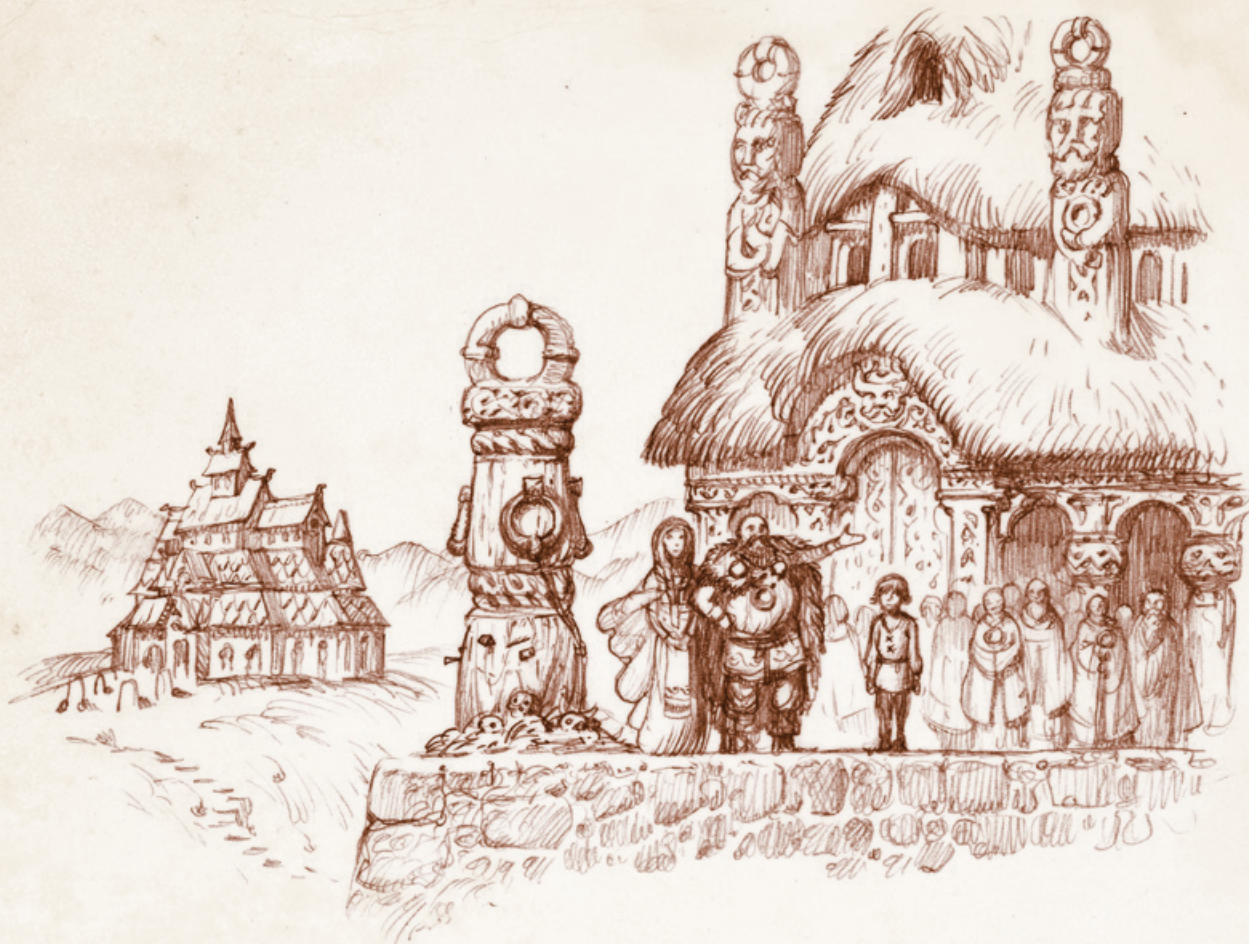
### The Sálheles Attack - first night after the characters arrive

*As night falls, the village becomes silent. Even the woods seem to fall silent, and the wind holds its breath. Every villager seems to be waiting for something. The guards at the gate hold their weapons and shields ready and wait for orders from Arnor, the veteran warrior from the north. As the moon rises into the sky, you hear it. A rattle of bones, old armor, and weapons being dragged along the ground. Then a strange fog slithers through the dark forest and toward the village walls. The guard in the tower brings out a horn and sounds the alarm. They are here. The undead are coming.*

Looking through the gate or climbing the tower, the characters can see that six Sálheles (See Jorgi's Bestiary p. 67) are coming from the east and slowly moving toward the gates. With a successful roll on the Knowledge skill (Spirit Lore specialty applies), the characters recognize the Sálheles for what they are. The undead were sent by the Barrow Wight (see below) to retrieve the sword stolen by Geirhard's children. They do not attack anyone, but defend themselves if attacked. The guards' instinct is to attack the undead and rain rocks and arrows upon them before they reach the gates.

If the characters instruct the villagers to not attack the Sálheles, the villagers look to Arnor for how to react. With a successful roll on the Care skill





(Commander specialty applies), the characters convince Arnor as to what the best course of action is in this fight.

If the Sálheles are left alone, they approach the walls and the gate and try to get inside. They do not attack the villagers, but go directly to where the sword is buried and start digging for it. If they manage to find it, they return it to the Barrow Wight.

If a battle starts, after a few minutes, Geirhard comes running in his chain mail, still strapping on a swordbelt. His face is flushed, and he is sweating. He tries to take part in the fight, if it is still ongoing, swearing loudly if it has ended. With a successful Situation roll with a Situation Value of 15 (Perception modifiers apply), the characters get the feeling that Geirhard is in fact quite relieved that the fight is over, and his help wasn't needed.

If the characters played an active part in defending the village, Geirhard thanks them, and invites them to drink mead with him in the Jarl's hall. Once there, he asks about their travels and what

has brought them to Raudalog. Along with the Jarl, Arnor and Stormgrim are there, eager to get to know the heroic adventurers. Hagerdur, who watched the fight from the church, will not join the Jarl since she and Geirhard had an argument earlier in the day about the cause of these attacks, and are not on good terms right now.

Once the Jarl has gotten to know every character, he informs them about these attacks, which have occurred every night for more than six days, and claimed two lives already. The Sálheles always come from the east, along with this mysterious fog, and though he himself would ride east to investigate, he unfortunately can't because he needs to be here and take care of the village. With a successful Situation roll with a Situation Value of 12 (Perception modifiers apply) the characters get the feeling that the Jarl might not be as brave as he is boisterous. Geirhard is however proud and does not ask the characters for their help.

### A Sacrifice for Stormi - the morning after

The morning after the attack, the Jarl brings Ari, his youngest son, to stand before the Stormbarling on the east side of the church. Beside him is Hagerdur, the Stormkelt. Geirhard asks Arnor to sound his horn and summon every villager to the Stave Church. With a successful Situation roll with a Situation Value of 15 (Perception modifiers apply) the characters notice a clear horn being sounded in the town square. If the adventurers decide to investigate, read or paraphrase the following for the players:

*As you enter the town square along with the other villagers, interested to see why the horn was sounded, you see four people by the Stormbarling, Jarl Geirhard, Hagerdur Stormkelt, the hirdman Arnor, and finally a dark-haired boy, maybe eight to ten years old. Geirhard calls for silence, and after a*



*few moments, the villagers settle down.*

*"Friends, kinsmen," he calls out before adding, eyeing you, "and prestigious guests. We are beset by monsters - monsters that only come out at night, when Sunvei doesn't grace us with her warmth and beauty. These attacks have taken a heavy toll on us.*

*"It seems that we've fallen out of grace with the Stormasirs. Jorn no longer stands watch over us at night, and Stormi seems to be displeased with us. We must make amends. We must pledge ourselves to the gods and appease them," he calls and places his hand on the head of the young boy.*

*"I, Jarl Geirhard, pledge my son, Ari. I will sacrifice him to Stormi. I shall spill the blood of my son to make the Stormasirs lift this curse. Join me, friends and kinsmen, join me when the sun settles here by the church, and take part in the sacrifice. The gods demand it."*

Ari is obviously terrified, and though he tries to maintain a proud posture before the villagers, his eyes are filled with tears. Hagerdur's face is ashen and hard. With a successful Situation roll with a Situation Value of 10 (Perception modifiers apply), the characters get the feeling that she does not agree with the Jarl.

The villagers are taken aback, but most of them are willing to go to almost any lengths to be rid of the undead attacks. Most of them, however, are relieved that the jarl didn't demand that every household make the same sacrifice.

If the characters speak to the Jarl, he is adamant that the gods must be appeased, and a major sacrifice must be made to regain their blessings. The only thing that might change his mind is if someone provides any evidence that the attacks have nothing to do with the gods.

If the characters speak to Hagerdur, she is furious with anger. She strongly disagrees with the Jarl, and begs the characters to help her, for she doesn't want to anger the Jarl and she doesn't want to take Ari's life. She asks the characters for help and begs them to stop the Sálheles attacks, if for no other reason than to stop the Jarl from sacrificing his son at sundown.

Arnor, if spoken to, trusts in the judgement of the Jarl. He is eager to get rid of the undead plague, and return to the days when his life was easier and the Jarl didn't demand that he stay up all night at the gate, waiting for the undead to come.

If the characters have not discovered that the sword is missing from Haraldr's barrow by sundown, Geirhard goes ahead with sacrificing Ari. Hagerdur refuses to have anything to do with it. If the characters intervene, only through serious negotiation and strong arguments, the characters manage to convince Geirhard to not sacrifice Ari to appease the Stormasirs.

### **Learning about Haraldr Wolveslayer - anytime**

If the characters wish to learn more about Haraldr Wolveslayer, they are told to speak to Stormgrim the Skald. The old man is wise, and knows many stories and poems from this area. Stormgrim can be found in or around the Jarl's Hall. With a successful roll on the Knowledge skill (Lore and Legends: Stormlanders specialty applies), the characters know that Haraldr was a local hero, famous for defending the village at a perilous time in Raudalog's history.

At first, he pretends to be busy and doesn't wish to be bothered by the adventurers. If the adventurers press him, treat him honorably, or are willing to give him ale, his mood changes, and he recites the epic poem about Haraldr Wolveslayer.

*The old man stands up and clears his throat. He closes his eyes for a moment, then he straightens his back and starts reciting a poem about Haraldr Wolveslayer. The words sound ancient and strange, the consonants roll off his tongue, and even the vowels sound strange.*

Stormgrim starts by reciting the poem in Ancient Vrok (see Players' Handbook p. 62-63). If the characters do not understand the poem, Stormgrim shakes his head and murmurs something about young people having no respect for history. Then he recites the poem and the story in modern Vrok.

*If the characters ask him further about the poem, he does his best to answer their questions. He knows where the burial mounds are, and can tell the adventurers where to find the trail that leads to them. Stormgrim hasn't been to the barrow field in years, but he knows that the largest burial mound is believed to be Haraldr's barrow. Stormgrim warns the player characters about going there, since the field is believed to be a cursed and evil place. He also knows that Sigurhvati Vansi, the author of the poem, was a bard in one of Geirhard's forefathers' hird. The Troll Hvassi was slain few years after killing Haraldr.*

### **Haraldr's Rhapsody**

Haraldr Wolveslayer was a chieftain in the area where the small village of Raudalog stands now. He was young when he became a seaman and a warrior, though he became most famous for defending Raudalog when wolves and Trolls from the mountains attacked. Many believed that the god Stormi had blessed Haraldr, who died fighting the Troll Hvassi.

Sigurhvati Vansi wrote an epic poem about Haraldr and his heroism. Sigurhvati says in the poem that one day he came upon the god Stormi, who in turn told Sigurhvati about Haraldr.

The poem was initially written in Ancient Vrok and though most of it has become lost, the bards of Raudalog still recite the 13 stanzas, and translate it as well as possible into modern Vrok.

### **Finding Harald's Barrow - after experiencing an attack**

If the characters decide to go search for or investigate where the Sálheles are coming from, they could follow their tracks. With a successful roll on the Wilderness skill (Tracker specialty applies), the characters manage to follow the trail that the undead left behind. The trail leads to the field where the burial mounds are. The same applies if the adventurers decide to search for Harald's barrow and they've already learned about the trail leading to the field beyond the forest, or have brought a ranger from the village along.



## Ancient Nordvok

## Modern Vrok

1.  
*Þar komk hvar fiska,  
 er renn flóði í,  
 hvar víga-askr vatn tróð.  
 "Hvat erinda rekið'ér  
 ok eigið að vinna,  
 hetja, í fljóti og forsi hvítum?"*

2.  
*"Förungr heiti ek,  
 Veröldr var faðir minn,  
 margan hefð fors of farit;  
 aumlig norn  
 skóp oss í árdaga  
 at ek skyldi í vatni vaða."*

3.  
*"Segðu þat, Förungr,  
 hví þú fors veður,  
 hvers þú leitar lænu í.  
 Hafði'ér blika týnt  
 handa eða vápna,  
 eða skjöldu und vatn skotið?"*

4.  
*"Himna gulli munu  
 hygg ek mik ráða,  
 svá lengi sem ek lifi;  
 Hetjur ok kapp,  
 sem Haraldr í Raudalögum,  
 finn ek snjallar fáar en leita."*

5.  
*Í hilmis ranni alinn  
 ok í eldi hertur,  
 í víkingu margra manns bani.  
 Frægð of mikla gat  
 sér til handa ok fræ  
 Fýrisvalla lýstu leið hans alla."*

6.  
*Er gumi til ranna  
 knörr-hlynr ríkstr  
 hingað óxinn í heiða sali;  
 Raudalög und oki  
 Urðar-freka hræðust.  
 Var þar vesöld ok myrkr djúpt."*

7.  
*Vopnum góðum bjóst,  
 vörn á herðar lagði,  
 vígamóðr réðst til varna.  
 Vargar úr launi  
 létu ísarn rigna,  
 flóu sverð ok draup úr svinna."*

8.  
*Er systir mána  
 að mararskör hneig  
 lágu vargar margir vali í.  
 Skók Viðrr eld benja,  
 víg helgaði Storma.  
 Veðr að slotum viðris komið."*

9.  
*Um marga vetr  
 vann svinni heima,  
 sumr í stafni knörru stóð.  
 Raudalög að góðu  
 naut af sínum regin.  
 Mildir vetrar ok grímur  
 mjúkar."*

10.  
*Er röðull stóð  
 í eykðar-stað,  
 reið landreki til viðar.  
 Tröll eggjar hersi,  
 þat er Hvassi nefnist,  
 Brá svinni sverði ok skaut upp  
 merki."*

11.  
*Lagatýr að velli,  
 gunnlogi brann heitt,  
 lagður bitrum hjörvi Hvassa.  
 Engr var fremri,  
 sá er fold ryði,  
 hilmis arfi ok huginn gladdi."*

12.  
*Haug í lagðr austan  
 vang fyrr Raudalögum  
 Haraldr vargsbani ok hersir.  
 Háði ungr við varga  
 Frægð ok sóma varði.  
 Hetju nefna höldar guma."*

1.  
*I came upon  
 a noble man  
 stood knee deep in water.  
 "What are you doing  
 and what is your plan,  
 hero, in this white river?"*

2.  
*"Forungr is my name,  
 Veroldr was my father,  
 I have traveled many rivers.  
 A wicked norn  
 foretold when I was young,  
 that I would wade many waters."*

3.  
*"Tell me, Forungr,  
 why are you in this river,  
 what are you searching for?  
 Have you lost your  
 ring or your weapons,  
 or did the river claim your  
 shield?"*

4.  
*"I am the one  
 that rules the sun  
 for as long as I live.  
 I seek heroes  
 as Haraldr of Raudalog.  
 I never find his likes these days."*

5.  
*"Raised in a king's hall,  
 forged in fire,  
 as seawolf, a slayer of men.  
 Earned the respect  
 of many men and kings  
 gold lit his every path."*

6.  
*"When the man came here,  
 the warrior was rich,  
 the warrior had grown.  
 Raudalog was set upon,  
 the people feared wolves.  
 It was a hard time."*

7.  
*"He grabbed his weapons,  
 donned his armor  
 the warrior attacked.  
 The wolves from cover  
 let arrows fly.  
 It was a hard battle."*

8.  
*"As the moon's sister  
 fell into the sea  
 many Trolls had been slain.  
 The warrior shook his sword,  
 praised and thanked Stormi.  
 The battle had ended."*

9.  
*"Many winters  
 the warrior spent at home,  
 sailed south in summer.  
 Raudalog knew good harvests  
 while he was chieftain.  
 Mild winters and soft nights."*

10.  
*"When the sun  
 was at equinox  
 the chieftain rode out to the  
 forest.  
 A Troll waylaid him  
 one named Hvassi.  
 The warrior drew his sword  
 and shield."*

11.  
*"The chieftain fell  
 the battle was bitter.  
 Hvassi's sword was sharp.  
 No better warrior's blood  
 has colored the earth,  
 noble hero and a friend to all."*

12.  
*"Laid in a barrow  
 east of Raudalog,  
 Haraldr Wolveslayer and  
 chieftain.  
 Young he fought seawolves,  
 mindful of his honor."*



It's about an hour's walk to the field. There are dozens of burial mounds there, many of which have been opened by the Sálheles. Harald's barrow is the largest one, and at the far end of the field.

*The forest opens in a large clearing, where you see many cairns and burial mounds, topped with green grass and dandelions. The dark entrances are like black holes in this otherwise pristine setting. A wind rustles the trees, and brings the sour stench of death.*

Investigating the barrows reveals that the doors of the smaller ones have all been kicked out. There's nothing of value in the burial mounds, since the weapons and armor that these persons were buried with have long since rusted and fallen into ruins.

Finding Harald's barrow isn't hard, it is by far the largest one. The door to it, however, was kicked in, by Gisli, Geirhard's son. Though the wood in the door is rotten, a careful examination reveals that there's something carved into it. With a successful Situation roll with a Situation Value of 10 (Perception modifiers apply) the characters can make out letters. This is a powerful warding spell, meant to keep thieves and tomb robbers away. The spell is bound in Vitner Runes. With a successful roll on the Vitner Craft skill (Vitner Runes specialty applies), the characters can determine what the runes say, though they might need to translate it, since it was written hundreds of years ago. With a successful roll on the Knowledge skill (Reading and Writing (Ancient Vrok) specialty applies), the characters manage to translate into modern Vrok what the runes say.

#### **Ancient Vrok:**

*Sva hermila harma gjori,  
hne Storma i und orma,  
- baugs erum svipr at sveigi -  
sarlinns, kunnugt ek.  
Bannak svinna at brjota,  
- bjartr verdr alfródull svartr -  
fforlaus fregnir hersir  
frekabani, aptr flekin.*

#### **Modern Vrok:**

*I speak of the death  
of Stormi's chosen warrior.  
I deeply mourn him,  
he is missed by many.  
I forbid anyone  
to break this door.  
The undead lord Wolveslayer rises  
and the sun darkens.*

With a successful roll on the Vitner Craft skill (Call of Vitner specialty applies), the characters understand that a terrible Dimvitner spell was bound in these runes, most likely an ancient and a more powerful form of an Animate Undead spell.

Inside the barrow, the air is stale and reeks of decay and rot. Haraldr, now a Barrow Wight (see Jorgi's bestiary p. 39), sits on his throne, with an empty scabbard. If the characters enter the barrow, Haraldr demands his sword back, but does not attack. If the characters decide to attack, the Barrow Wight defends itself, though without his sword. This course of action could prove fatal for the characters.

With a successful Situation roll with a Situation Value of 10 (Constitution modifiers apply) the characters overcome the nausea and physical discomfort that follow entering the barrow.

*As you enter the barrow, the awful stench of death and decay becomes almost overpowering. The barrow is large, and at the far end you can see a throne fit for a king. A near-decomposed and skeletal creature sits on the throne, its strange eyes fixed on you. The corpse is dressed in old chainmail, and a large round shield lies by the throne. The scabbard resting in the corpse's lap is empty. Then a hollow voice fills the room, echoing from all around you: "My sword, I must have my sword!" A cold blue light flickers in the corpse's eyes.*

If the player characters fail the roll, they can't force themselves to enter the barrow.

Haraldr emits fear, even in this state. Roll 1d10 for fear, though since the undead is not attacking, the roll is not an open roll.

With a successful roll on the Knowledge skill (Spirit Lore specialty applies), the adventurers know that this is a Barrow Wight, an extremely dangerous undead.

If the characters try to speak with Haraldr, the corpse does not answer any questions asked by mundane means. Using spells like Speak to Undead is extremely difficult, not to mention dangerous.

Investigating the barrow reveals a pair of clues. With a successful roll on the Shadow Arts skill (Finding and Spotting specialty applies), the characters see that there's a small silver medallion lying on the floor, not far from the entrance. The medallion has the rune of Windinna inscribed on it. Windga dropped it when she entered the barrow. There are also a few tracks in the dirt on the floor. With a successful roll on the Wilderness skill (Tracker specialty applies), the characters can see the tracks and notice that they lead to the throne and back out. There are three different tracks, the largest ones are just by the entrance, the second largest ones only pass the entrance and few meters into the barrow, while the third tracks go directly to the throne and back. These were left by Ari, whom Gisli dared to fetch the sword, to prove he wasn't afraid of the corpse. It is obvious to a seasoned tracker that these footprints and tracks were made by children or teenagers.

#### **Finding the Sword - after investigating the barrow**

If the characters ask the children about the sword, Gisli takes the lead and answers the adventurer's questions. If asked if they took the sword he blatantly lies and say that they know nothing about it (Gisli has a silvertongue).

If the characters present the medallion that Windga dropped, she flushes and looks at her older brother, while trying to make up a story about a bird, but she hasn't got the skills Gisli has. If the characters press her to tell the truth, she eventually starts to cry, afraid that Gisli might hurt her if she tells the truth.



If the adventurers talk to Ari, at first, he holds his tongue and stays silent, trying hard to not look the characters in the eye. If he is present when the adventurers speak to Windga, he comes to her aid if he sees her crying and tells the truth, that Gisli dared him to get the sword, and that it is buried behind the Jarl's hall. If the characters press Ari and demand he tells them the truth, especially if they refer to the safety of Raudalog, Ari tells the truth with a successful Situation roll with a Situation Value of 12 (Charisma modifiers apply).

If the Jarl is present when the characters speak to the children, Gisli is even more adamant in keeping to his story, that they know nothing of the sword, and accuses the characters of trying to belittle him, the first born of Jarl Geirhard, in front of his father. Only with a successful Situation roll with a Situation Value of 8 (Charisma modifiers apply), can the characters manage to fend off the Jarl's anger at this. If Geirhard is convinced that the adventurers are antagonizing his children, he sends the children inside, before having a serious word with the adventurers, demanding that they leave Raudalog no later than at high sun the following day.

If the adventurers manage to persuade the children to show them where they buried the sword, read or paraphrase the following:

Ari leads you behind the Jarl's hall, where a couple of lonely trees stand. "My mother planted these," he says, before kneeling. By the roots of one of the trees is a cleverly hidden hole. In it you see the hilts of an old sword, judging by the design. The blade, however, is not rusty at all, though the leather bindings on the handle are rotten.

Haraldr's sword is a magical item. It is a Breid Sverd with IM -3, +1 to damage and PV/BV 9/90. It also has a special quality; it never loses its edge. If the characters run their finger along the edge, they discover that it is still sharp. Haraldr Wolvesbane took the sword from a fallen Mittlander, which he had

defeated in combat while he was still traveling with the seawolves from the Hartpike Isles.

If the characters decide to return the sword before the sun sets, Haraldr is still in his seat. Once the sword has been placed in the scabbard, the blue light in the undead's eyes flickers. The hollow voice echoes in the barrow chamber: "The sword has been returned. I can rest now." Then the blue light fades out from the eye sockets, and the corpse becomes limp.

**The Barrow King Comes for the Sword - the night after the first**

If the characters do not return the sword before sundown after returning from the burial mounds, the Barrow Wight comes for his sword, along with many Sálheles. The villagers, hearing the Barrow Wight's scream, become terrified, and the Jarl turns to the characters, begging for their help.

*As the sun sets, a chill wind blows from the east. The smell of decay and rot fills the air, as a fog starts creeping from the woods. Once again, you hear the rattle of bones and old weapons being dragged along the ground. Suddenly, a shrill scream pierces the night. Jarl Geirhard shudder, and the blood seems drained from Arnor's face. The Jarl turns to you and stutters: "Please help us. Please... don't let them take my children," his eyes are fearful. Arnor stares at the gates, seemingly transfixed, his hands tremble.*

The characters can see, from the tower, that Haraldr has arrived with 10 Sálheles. If the characters decide to return the sword, Haraldr simply takes it and return to his barrow. It doesn't matter how the characters return it, they might throw it over the walls or send out a delegation and present the weapon with all appropriate honors.

If they decide to keep the weapon for themselves, the undead attack with all their might. Should they try to keep the weapon, Ari (if he has not been sacrificed yet), who strangely enough doesn't seem

affected by the frightful presence of the undead, tries to convince the characters to return the weapon, for it is the right thing to do, as he says.

Resolution in Raudalog

If the characters manage to return the sword, they have saved Raudalog from the undead plague. The player characters have also gained a valuable clue to finding Voronoy-Kefas. All they need now is to figure out a way to reach Eysteroy Island.

Jarl Geirhard gives each of the characters a token item, roll on the table below. Stormgrim offers to write a poem about the characters' heroic deeds. Hagerdur writes a letter of recommendation for them, which they can present in any Stave Church and receive help (what kind of help and at what price is up to the Game Master).

**TOKEN ITEMS**

Roll 1d20	Item
1-3	Jarl'snaut - a golden ring with a red ruby, worth 3 gc.
4-6	Griffonhelm - iron helm with a horse mane, inlaid with bronze, worth 12 sc.
7-10	Chainmail - A good set of chainmail, with 6/60 PV/BV.
11-14	Shield of Raudalog - Large shield with the Raudalog emblem, which only the hirdmen of Raudalog may carry. +2 situation modifier to Charisma while in Raudalog.
15-18	Bearskin cape - a full cape made from a single bearskin, with a golden clasp. Worth 1 gc.
19	Land in Raudalog - A piece of land where the character may build his own longhouse. On inspection, the character discovers that the land is not that good for farming. Worth 2 sc.
20	Tapestry - A very well woven woolen tapestry depicting Jarl Geirhard, worth 2 sc in Raudalog.



## WHAT'S NEXT?

The player characters have now discovered where to find the ancient Dwarven kingdom of Voronoy-Kefas and know that it once held many riches and treasures. They have spent a few days investigating the Murgla, and know now that it is sacred and holds a Rune of Memory which is slowly bestowing the memories of Argothar

Téwaz to the Chosen of Téwaz. The Chosen feels ever more the call of Voronoy-Kefas, and the need to find the old kingdom is strong.

Getting to Eysteroy is not easy, and the player characters need to find a ship to get there. Finding one in Nojd is easiest in Fengsale, and it is also one of the cities that the merchant Arnulf, who awaits them in Vurdviik, plans to visit.

If the player characters wish to travel south to Redborg, which is just as good an option, in order to get a ride with a ship south to Eysteroy, they can. However, if they are riding Arnulf's horses, they are considered horse thieves by Arnulf, if they ever meet again. Being considered a thief is perhaps not something at least some of the player characters may wish.



## ADVENTURE POINTS FOR ACT 1

Below is a list of resources to help the Game Master allocate adventure points:

Player characters:	AP
Discovered the location of Voronoy-Kefas	+50
Passed the tests of Rookvi	+30
Returned the sword to the Barrow Wight	+30
Managed to get to Dustwall without any complication	+25
Managed to solve the mystery in Raudalog without using violence	+25
Treated the Dwarves of Dustwall with respect	+15
Treated the villagers in Raudalög with respect	+15
Convinced the children to return the sword without threatening them	+10
Discovered Ari's fearlessness	+5
Learned the poem about Haraldr	+5
Discovered the curse on Haraldr's barrow door	+5
Caused a death among the villagers in Raudalog	-50
Failed the tests of Rookvi	-30
Were only out for themselves	-25
Were rude to Rookvi	-15
Were rude to Jarl Geirhard	-15
Were rude to Bardur	-10
Were rude to Hagerdur	-10
Were rude to Isdor	-5
Were rude to Stormgrim	-5







## ACT 2

# ♦ TO EYSTEROY ISLAND ♦

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Mt. Crowhome is far away, on Eysteroy island, east of Sylvan in Mittland. Getting there is not easy. Luckily the player characters are in Fengsale, where they might get the help of a captain that knows the Oster Ocean and the dangers it holds.

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If the player characters decide to honor their agreement with Arnulf Goldtooth and his sons, they should reach Fengsale by midsummer, just in time for the Summer Market. The trek has been uneventful, but the merchant father and sons have made good profits and are in high spirits when they reach Fengsale. They pay the player characters what they had agreed on, and add 10 silver coins as a bonus for their luck on the road.

The city is bustling with life. Merchants from all over the Stormlands and Mittland are in the city, and many ships are anchored in the harbor. Fengsale is a lively place at this time of year, where people of many different cultures come together to trade.

The streets and bridges are full of people, the noise is deafening, and all sorts of smells, aromas, and stench assault the senses as the player characters enter the city. The sun shines, making the heat in the city almost unbearable, and exaggerating the stench of more than a thousand people trying to get by on the small islands where the city stands. Fengsale is a melting pot of many different political and cultural factions, where religion plays a huge role, and it's about to boil over!

If the player characters decided to go to another place to find a ship that could get them to Eysteroy Island, it is easy for the Game Master to adjust the storyline and replace Fengsale with another city.

### THE DREAMS OF THE CHOSEN OF TÉWAZ

The Chosen of Téwaz continues to see the memories of Argothar Téwaz, via the Rune of Memory. However, once the player characters arrive in Fengsale the dreams start to take a darker turn, and become more sinister. The presence of the Hunter in Dreams in Argothar's memory is getting stronger, and it is important to convey the feeling of impending doom through the dreams. The Chosen should be constantly reminded via the dreams that whatever lies ahead for the player characters, it is dangerous and perilous.

### IN FENGSALE

Fengsale is the largest city in Nojd (see Stormlands Sourcebook p. 86) and a bustling port, where merchants from all over the Stormlands and Mittland trade and engage in commerce. The city is built on many small islands that

are interconnected with bridges, in the Farengsfjord where the Vitterstream reaches the sea. People of Fengsale also use small boats and rafts to get from one end of the city to the other.

The bridges are built with wood, and many are heavily carved and decorated. During summer, many colored flags portraying both the dark circle of the Gerbanis faith and the many emblems of the ruling merchant families fly over the bridges.

The northern side of the city is bustling with trade, and merchants fighting for the attention of the people of the city. Just outside the harbor lie many Mittlander merchant vessels and Stormlander knarrs, hundreds of small boats ferry products and merchants ashore, eager to earn some silver coins.

On the western side of the largest island, where it rises steeply, are the houses of the wealthiest families, the Brycker, the Stormkelts, and most important people of Fengsale. These houses are large and old, many of them have intricate Stormihalls, where towers soar to the sky and fully display the wealth and status of those that live there.

The hirdsmen of Fengsale patrol the streets and watch over the gate to the



Vitterstream. The hirdsmen are grim looking, with shaved heads and carrying weapons. Merchants and travelers alike have come to respect their authority, knowing that it is better to have the hirdsmen of Fengsale on your side, than to oppose them.

The Stormkelts are also prominent in Fengsale, even more so than in other cities in Nojd, especially after the death of Jarl Digthorn. The current Jarl, Jorek Faneng, is quite religious, and has given the Stormkelts more voice in the city, which doesn't sit too well with many of the locals. It also means that most traveling merchants have come to understand that Gerbanis is the only accepted religion in Fengsale, and that it is better to not flaunt it, if they do not share the Great Faith with the Stormlanders. This applies even moreso to those who have accepted Gave in their lives and follow the Tenets of Nid, who are outright sought out and, if caught, being thrown out of the city is the most merciful thing that they could pray for.

Every tavern and inn are full of rumors about the death of late Jarl Digthorn and the rise of the Stormkelts. The Mittlanders are not happy with the current situation, and fear to practice the Eald Tradition openly, which means that they can't make any blood oaths in public. Those few that have turned to Gave are in fact terrified, and a few have refused altogether to come ashore.

## People in Fengsale

The following are the most important non-player characters. Feel free to add more to the people of Fengsale, the hird, or the traveling merchants as you see fit.

### Captain Wilfred Armstein - Human Warrior

Wilfred Armstein is in his thirties, and has for years been a sailor and a merchant. Wilfred is a towering man, almost 2 meters tall, and has a deep booming voice and a hearty laugh. He is strong as an ox, and is not shy about it. His face is tanned, and he wears a full beard, with a couple of braids in it, held together with a leather thong. His blond hair is long and rich,

almost golden. Wilfred has green eyes, that sometimes seem to change color and become dark blue green, the color of the sea in a raging summer storm. Wilfred usually wears a blue shirt and a weathered walrus-leather armor. His breidsverd, Gunnflame, is in a colorful scabbard on his belt, though Wilfred prefers wrestling, since he is an expert at Glima.

Wilfred is easy-going and mild mannered. He is quick with a smile, and enjoys most of all being at sea, with the wind in his hair and the taste of salt in his mouth. He doesn't like to stay for too long in the same place. He is a good trader and a shrewd businessman. Wilfred loves to drink, though he prefers the Mittlander ale to the Stormlander mead, and when drunk, Wilfred is happy, loud, and cheerful. When provoked, however, he often lacks the cunning and wisdom to know when to back down.

He grew up in Sylvan in Mittland, south of Dragonforest, and has ever since he was a boy had a strong urge to be a captain. When he was old enough, he left his parents' homestead and joined the crew of a ship. In few years, he had earned enough money to buy his own ship, Waverunner, and became a sailor-merchant. He built relationships with merchants in Sylvan and Eysteroy, and sailed along the shores of Mittland and the western shores of the Stormlands, where he quickly discovered that the Stormlanders are eager to buy whale oil and other Eysteroyan products.

Wilfred is in love with Ragnhild the fair, the daughter of Blot Lord Njorvi. They met when he first came to Fengsale, and he has often tried to get her to leave with him, so that they could sail away from her father. She has so far refused to bring dishonor to her father, though she loves Wilfred deeply.

### Blot Lord Njorvi "Old One-Eye" Nathranson - Human Stormkelt

Blot Lord Njorvi has recently become one of the most influential people in Fengsale, something he has dreamed of for years. He is an aging man; his face is weary and drawn. He lost his left eye in

a battle many years ago, but wears the scar proudly and sees it as a testament of his devotion to Stormi. Njorvi wears white robes, with a red belt holding a black iron ring. He carries a staff, that has a similar iron ring at the top. Njorvi shaves his head completely, but has a short cropped grey beard.

The Blot Lord is a cunning and conniving person. He hungers for more political power, and has been for years moving the pieces in Fengsale so that they fall the way he prefers. He is a very suspicious man, thinking that all must be as wicked and dark of mind as he is. Still, he does what he can to appear a just and noble Stormkelt, one that has earned his position as Blot Lord through diligence and strength of faith. He is determined in using the Great Faith to cement his position of power.

Njorvi grew up on a small farm up the Vitterstream. His parents were poor, and his father never earned his Skulljood, which made Njorvi despise him even more. His mother was a daughter of a Jarl, though she never told her son who her father was. All he knew was that his father, Nathran, had been a farmhand and they had fallen in love, and ran off together when her father forbade that she be with Nathran. When Njorvi was old enough, he too ran away and found an aging Stormkelt in Fengsale that took him in as a Blue Bloter. He was a quick learner, and when he was ready, he took over the responsibilities of a Stormkelt. Years have passed and Njorvi has fought many battles, both real and figuratively speaking, which have brought him to where he is now. While clawing his way to the top, he has married three times, his first wife died in labor, giving birth to Ragnhild. His second wife caught fever and passed away, but his third wife left Fengsale in a hurry one night and has never been seen in the city since.

Njorvi knows about the affection that his daughter shares with captain Wilfred and does not like it. He has other plans for Ragnhild. He knows that Jarl Jorek has shown interest in Ragnhild, and Njorvi believes it would ensure his political power forever if only he could make sure that Ragnhild and Jorek would marry.



## **Ynja Valdgrimsdottir - Human Storm Maiden**

Ynja is a part of the Hird that protects Fengsale, but most of all she is sworn to protect the Blot Lord, as she has been doing since she was fourteen years old. Ynja is an honorable woman, strong despite her small size, and a fierce combatant. She fights with two weapons, a staaf spjot and barda swerd. She wears a leather shirt and a fur cape, one given to her by Blot Lord Njorvi.

Ynja, though a fervent and pious Storm Maiden, is not eager to serve the Blot Lord. In recent years she has seen how power has corrupted the man, and she fears that his devotion to the Stormasirs is quickly fading, as his hunger for political esteem and power grows. Ynja doesn't speak much, and follows the orders of Njorvi the best she can, though she dislikes herself for doing his bidding, which is sometimes not honorable.

Ynja was given to Blot Lord Njorvi more than fifteen winters ago. He paid a hefty price to her parents and has trained Ynja to become a truly magnificent Storm Maiden. She has fulfilled her role many times over, both as a warrior for the Blot Lord and the hird of Fengsale.

Ynja has a soft spot for Ragnhild and has jealously watched her relationship with captain Wilfred. Njorvi has tasked Ynja with guarding Ragnhild, since Wilfred's ship is in harbor, and she has mixed feelings about that. She wants Ragnhild to be happy and she doesn't want her to be married to Jarl Jorek. But she also doesn't want Ragnhild to be with Wilfred, since she is enamored of Ragnhild.

## **Ragnhild the Fair - Human Dweller**

Ragnhild the fair is the daughter of Blot Lord Njorvi. She is tall and proud. Her eyes are the color of wet grass, and she wears her auburn hair long. She is considered by many people in Fengsale among the most beautiful women in the city, and many young men daydreaming about her.

Ragnhild is soft-spoken, and has been raised to live among the aristocrats and the richer part of the population of Fengsale. Secretly, she longs to escape and see the world, and in captain Wilfred she sees everything that she longs to be. Therefore, she still isn't sure if she truly loves him, or the just the lifestyle and ideology he represents. Because of this, and the fact that she is terrified of her father, she has been hesitant to leave with Wilfred.

Raised mostly by foster mothers, Ragnhild only got to know her father through his discipline and the times when he needed her for his political games. He has paraded her at many different social events, making sure that young men noticed her striking looks. If she didn't win their attention, he often got mad and punished her severely. Ragnhild is therefore mortally afraid of Njorvi, and hates him with every fiber of her body. However, he is the only family she has, and, in a way, he has always taken care of her, decided everything for her, and made sure that she never needed anything.

Ragnhild is torn between leaving with Wilfred and staying in Fengsale. But that is not the only problem she faces. Lately, her father has been trying to get her to agree to marry Jarl Jorek, but she finds the Jarl a rather dull and boring man, someone that she would never want to marry. Also, she has been discovering lately that not only men interest her.

## **Nasthal Windspeaker - Illmalaini Elf Vitner Weaver**

Nasthal is a middle-aged elf, one far away from Soj. He is tall, serious, and dark eyed. His hair is pearly white and his skin fair. He wears colorful clothes and usually wears a small seax with an ivory hilt in his belt.

To many people, Nasthal appears as a haughty, smug, and arrogant elf, but in fact, he is quite interested in learning about the Stormlanders. He is, however, an elf, and his arrogance is more an artifact of his culture rather than Nasthal actually believing he is better than everybody else. However, Nasthal is sly as a fox, and quick to see how he can

turn every situation to his advantage.

Nasthal runs the tavern The Walrus and The Harpy. However, the tavern is merely a front for his real operations. He is the center point for all contraband and smuggling that comes through the Fengsale harbor. Nasthal knows the underworld of the city like the back of his hand, and has many little birds that whisper into his ear. He trades in information as well as illegal products. Nasthal has a soft spot for those who come under fire for being different, something he can well relate to. Therefore, many Mittlanders and other foreigners have found a place in The Walrus and The Harpy, where they can hide from the Jarl's hirdsmen.

The elf is also a competent Vitner Weaver, though he tries to keep those skills secret.

## **Bryn Darkwing - Dyfir Warrior**

Bryn Darkwing doesn't appear to be one of the best archers in Fengsale. His small stature and slim build don't seem to imply that he could shoot a fly off the back of a running dog, but he has an uncanny skill with a bow. His dark hair, walnut brown eyes, and tanned skin make him stand out in Fengsale. He wears a simple green woolen cloak and beautiful leather armor. His Lang Bogi is usually slung over his shoulder, and a quiver of black feathered arrows rests at his hip.

There is more to Bryn than just being a master archer. He also serves as a leader among the hirdmen of Fengsale. He co-ordinates the hirdmen and their shifts, and makes sure that the Vitterstream is always guarded. When there is trouble in Fengsale, he is usually the one who takes the lead, and along with the hird, takes care of it, in accordance with the wishes of the Jarl and the leaders of society.

Bryn has a dark secret. He is a sadist who satisfies his urges by torturing the working girls of Fengsale, something that only Blot Lord Njorvi knows, along with his victims. Of course, the taverns are ripe with rumors, but no one would dare to say that to Bryn's face. These days, most prostitutes run and hide when they spot Bryn.



## Places in Fengsale

There are many noteworthy places in the city, a few of which are detailed below. Feel free to add more places to Fengsale if necessary.

### Harbor

Fengsale harbor is on the northern side of the largest island. Most Mittlander ships and Stormlander knarrs anchor just outside the city. Hundreds of small boats and rafts deliver goods and crews to shore, where wooden docks reach like clawed, crooked fingers out into the turquoise waters of the Farengfjord.

The wooden docks are long and winding, obviously made to serve smaller boats rather than large ships and knarrs. Outside the harbor are more than a dozen ships, some Mittlander, other bearing flags from the eastern parts of the Stormlands, while yet other ships fly either new colors or none at all. The harbor is bustling with life, many small boats and rafts ferry goods and people to the docks, where dockhands and merchants wait. The constant din of shouts, calls, and yells makes it nigh impossible to hear what the person next to you says. The smell of sweat, spices, fish, and fermented shark assaults your nose as you get closer. Not far, to the east, you can see the Great Gate, where the hirdmen of Jarl Jorek exact tolls on anyone wishing to sail a barge up the Vitterstream. To the west, the island rises, and on top of the bluff more than a dozen large longhouses and Stormihalls reach for the sky. Still, none rival the great Stave Church of Fengsale, that looms over the city, with its great wooden towers. Finding a ship to take the player characters to Eysteroy Island in the harbor can be a bit overwhelming, since the docks are crowded and the people there are preoccupied with their own jobs (see the "Finding a Captain" section).

There is always a group of hirdmen at the docks, and there's a 25% chance that it is led by Bryn Darkwing. The hirdmen are there to keep an eye out for any smugglers and contraband. Jarl Jorek is eager to make sure that the Storm-Hansa in Fengsale get a fair share of all trade in the city.

As the player characters walk through the harbor, they see the hirdmen rush forth to stop a small raft from moving goods from a Mittlander ship to the great gate, in hopes of getting to the Vitterstream estuary and upriver.

*Through all the commotion, you hear a loud and commanding shout. Dark haired hirdmen rush through the crowd and push people aside. Then, you see where a young man dressed in seal leather trousers and a white, short-sleeved shirt, frantically poles his raft towards the great gate east of the harbor, where the Vitterstream reaches the Farengfjord. The hirdmen grab ropes and grappling hooks and try to stop the raft. The people of the docks watch with interest and the occasional cheer, as the hirdmen finally catch the raft and apprehend the young man.*

If the player characters ask, the people at the dock tell the player characters that this happens almost daily. The hirdmen are there to investigate smuggling activity and make sure the Storm-Hansa get their share of almost all trade in Fengsale, which has made many captains and merchants not all that eager to come to the city to trade, especially if they have goods that are deemed unsavory by the local authorities.

### The Grand Square

The Grand Square is on the western side of the island, on Viewpoint Hill, where the largest and most luxurious houses and the Stave Church can be found. The square is in fact not large, but since the church with its three Stormbarlings is on the northern side of the square, it has for very long served an important role in the life of the people of Fengsale. On all other sides, the square is lined with great longhouses, each with their own Stormihalls and beautiful Stormilogs, representing the wealth and prestige of the families that live there.

*The Grand Square is at the top of Viewpoint Hill. After climbing the steep streets and many steps to*

*get there, eyeing the towers of the Gerbanis Stave Church and the many Stormihalls, passing many workshops of Stormlander craftsmen and booths with trays full of cured meat, ripe fruit, and dried fish, you finally reach the square. Three tall Stormbarlings, each decorated with blackened iron rings, stand before the church. The doors of the church are carved and show in detail the Stormasirs battling the Hvergelift. On all sides, great longhouses line the square, each with its own Stormihall, and entrances decorated with beautiful Stormilogs. The square itself is laid with cobblestones, and though it is only 200 steps from one corner to the next, it is easy to see why the square is called grand, if only for the grandeur of the church alone.*

To get to the Grand Square the player characters need to climb many steep narrow roads and flights of steps to get to the top of Viewpoint Hill. The streets and alleyways are in summer lined with booths and the workshops of craftsmen, many of which live in the villages close to Fengsale and along the Vitterstream. The roads leading to the Grand Square are a great place to find products from Nojd, be it weapons, armor, or other goods.

### Tower of the Night

On the south-western side of the island stand the ruins of a stone tower, erected hundreds of years ago. No one really knows when it was erected, nor when it fell, but the people of Fengsale claimed it and made use of the lower usable floors. They call it the "Tower of the Night" for two reasons. First, the top floor of the tower offers a great view of the Oster Ocean, which not only helps the hird in Fengsale keep an eye out for ships, but they also light a large brazier every night during winter, making it an excellent lighthouse.

The tower's second role is as a prison. The lower floors and the cellar beneath the tower hold a few small cells, which can be locked, and the hirdmen quickly saw the use of such a building, especially as Fengsale started to grow and prosper.



*The Tower of the Night is made of stone, which is unusual in Fengsale. The stones are grey, with dark mortar, and most of the stones have moss and lichens growing on them. In one place a small birch tree has managed to find purchase in a small crack. The Tower stands two-stories tall, and on top of it you can see hirdmen moving about. A single door faces the ocean, but there are no windows.*

Though the people of Fengsale do not know who built the tower, there are many different myths and legends regarding it. With a successful roll on the Knowledge skill (Lore and Legends: Stormlanders specialty applies), the player characters have heard some of the following legends.

One legend, one that many people from Djunghart tell, states that the Tower was there when the first Humans came to the Stormlands. It was seemingly erected by the same ancient Troll culture that built the Hrimsbridge (see Stormlands handbook p. 54).

Another myth states that the tower was built by an ancient darkhwitalja Vitner Weaver, that had been sentenced to death for his wickedness. He ran away from where he lived and came here to engage in his grizzly and dark arts. One night, the Vitner Weaver was taken by a demon, to never be seen again.

Yet another legend states that the tower was built by an angry chieftain. His daughter had run off from home but returned pregnant a few weeks later. He was so infuriated with her, that he had his hirdmen erect the tower and had his daughter imprisoned there. He then made a deal with a lindwurm to guard the tower and make sure that noone would ever see his grandchild. Some even whisper that the grandchild of this chieftain was not of this world, and that the Vedma of the tribe had foreseen it.

### **1st floor**

The 1st floor of the tower is mostly used by the guards, where they spend their hours while not on watch. There are always three guards (see Game Master's guide p. 122, Warrior, beginner) here, either resting, eating, or playing dice or

cards. There's also a 50% chance that a sergeant (see Game Master's Guide p. 122, Warrior, experienced), one that is a part of the Fengsale hird, stationed here.

### **1. ENTRY HALL**

The entry hall is a mere 3 meters long and 2 meters wide. The doors are iron-bound and strong. They are very hard to break, but the lock is simple. With a successful roll on the Shadow Arts skill (Locks and Traps specialty applies), with a -3 modifier, the player characters manage to pick it and open the door.

At the other end of the hall are stairs that lead up to the 2nd floor and down into the dungeon. There are also two doors on either wall, one leading to the guards' quarters and the other to the sergeant's room.

### **2. GUARDS' QUARTERS**

The guards' quarters are simple. There are three bunks in one corner and a small fireplace in the other. In the middle of the room is a table and four chairs. There are usually three guards here, sleeping or resting, eating or playing dice or cards. If the guards become aware of any intruders, they take up arms and try to call out for help from the guards positioned on the 2nd floor.

### **3. SERGEANT'S ROOM**

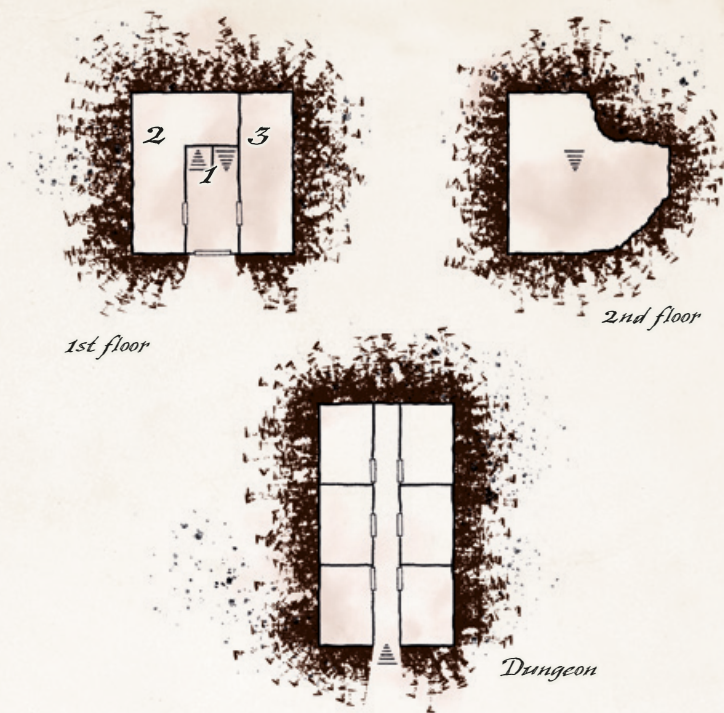
The sergeant of the Tower of the Night has a more comfortable room than the guards. The sergeant is a part of the Fengsale hird, and therefore the room has all the amenities needed. The bed is cozy and there's a bear skin rug on the floor. At the other end is a desk. If the player characters investigate it, they find a note from Blot Lord Njorvi, saying that the prisoner is to be sacrificed the following morning and that the sergeant is free to make the captain feel as much pain as there is on this side of Dimhall.

### **2nd floor**

There are always two guards on duty here (see Game Master's Guide p. 122, Warrior, beginner). The 2nd floor is only used as a guard station since it is partly in ruins, but offers a great view of Fengsale and the surrounding lands and sea.

One guard is tasked with watching the sea, to spot all incoming vessels and determine if there are any seawolves among them. Years have passed since the last seawolves' attack, and therefore the guards are often preoccupied with either their own thoughts, playing, or discussing amongst themselves.

The other guard is supposed to watch over the roads to the city. However, just





as with the seawolves, many years have passed since Trolls and the like attacked Fengsale and the guards often feel no need to stand vigilant all the time.

There's a very large brazier on this floor, though it doesn't need to be lit during the summer. In other seasons there's also a bucket of coal nearby, and the guards are tasked with keeping the fire going during the darkest hours.

### Dungeon

Below the Tower of the Night are the dungeons that serve as a prison for Fengsale, which is the tower's most important role these days. The dungeon was obviously not built by Dwarves, and the masonry could be improved. Water trickles between the stones in the walls in some places, making the dungeon a moist and miserable place.

The stairs down lead into a short hallway where there are six cells. The keys to the cells are on a hanger not far from the stairs. Due to the moisture down there, every hinge is rusted and gives off a loud screeching sound. With a successful roll on the Shadow Arts skill (Finding and Spotting specialty applies), the player characters notice this before trying to open any of the cell doors. If the player characters open any of the cells without oiling the hinges, any guard in the Tower of the Night becomes aware that the cells are being opened.

After his capture Captain Wilfred will be in the furthest cell from the stairs. The cell is wet and green with moss, the stench there is terrible, of mildew, urine, and feces, since there's no latrine there the prisoners need to relieve themselves in the cells. Wilfred is eager to get away from the Tower of the Night and Fengsale as soon as possible, and is very thankful to the player characters for rescuing him.

### Inns and Taverns in Fengsale

There are many inns and taverns in Fengsale and all around it. The few mentioned here relate to the storyline. Feel free to add more, as it fits your narrative.

### The Breakpoint

The Breakpoint is a small tavern half-way between the harbor and the river gate, by Fjordside street. It is run by the Dirgesong family, and they proudly only serve mead that is made by themselves. The name of the tavern derives from a small islet in the Farengfjord, visible from the tavern house. Many boats and small ships have stranded and crashed upon the islet in bad weather.

*Breakpoint tavern is a small house with a large roofed porch. There are a few tables and long benches on the porch where the customers sit and enjoy a mug of mead. The verandah is enclosed on all sides, save for the one facing the street. Maids serve food and mead in clay mugs. A Borjornika Bard plays a drone zither and sings, his voice deep and sad. The crowd in the Breakpoint is, however, merry, people laugh and drink and enjoy the bard's songs.*

Getting a seat at a table is at most times during the summer almost impossible, since the tavern is popular among the dockhands and seamen visiting Fengsale. There are many rumors circling among the clientele, and if the player characters speak to some of the guests, they could hear a few. Feel free to add more to the following list:

- ♦ Blot Lord Njorvi was instrumental in ensuring that Jorek Fanengs became a Jarl. The death of Dightorn Faneng was not as innocent as the authorities would like the people of Fengsale to believe.
- ♦ The ships coming from Fynnheim and Wildland are considerably fewer this summer. Many people talk about strange things brewing there and some say that large armies unknown creatures known as "Orkhir" have been seen on the march. (see the Snowsaga campaign)
- ♦ The working girls are steering clear of the Jarl's hird. They, however, are tight-lipped, and refuse to say anything about why. Many of them seem very afraid.
- ♦ The Jarl plans on rebuilding the Tower of the Night, which mean higher taxes, especially for the merchants.

- ♦ Ragnhild the fair and Jarl Jorek are supposed to get married soon, much to her father's pleasure. The word on the street is that she isn't all too keen on marrying the Jarl.
- ♦ The Stormkelts and the hird have been cracking down on anyone belittling the Great Faith or preaching other religions, especially on those few that have converted to the One Faith.

### The Shield and Sword

The Shield and Sword Inn is in a three-story wooden building with a tiled roof located west of the harbor, by Fareng Street. The common room is cozy and has a large fireplace at the far end. Four round tables with stools are in the middle of the room, and booths line the walls. The Shield and Sword is now run by Havek Jorntman, a former member of the Jarl's hird who decided to leave the hird when Jarl Dightorn passed away. He has a few helping hands around, mostly young people who are new to Fengsale and eager to prove their worth to the large, burly innkeeper. Havek was a great fighter, but as he grew older his thirst for battle dwindled, and when Dightorn died, he decided to leave the hird, while he was still alive, no matter what the other hirdmen said to him.

*The Shield and Sword is a cozy, little tavern with a warm common room and a welcoming aura. The guests seem respectable, and though some of them have the ruggedness of sailors, they seem courteous and honorable. Fire blazes in a large fireplace at the other end of the room, and serving lads bring ale and mead to the guests. The room is filled with the heavy scent of Sylvan tobacco. A large, bald man with a heavy red beard approaches you. "Welcome to the Shield and Sword, friends. Leave your sword by the door and shield on the wall, and enjoy the best ale in Fengsale that coins can buy."*

If the player characters wish to book a room for a night or two, see the Game Master's Guide p.85 on prices for services.

Havek knows Fengsale well, whether it is the city, the hird, or the ruling elite. If the



player characters befriend him, he can help them along with a few tips and rumors.

The rooms at the Shield and Sword are small and clean, containing nothing more than a bed, a small chest, a candlestick with a candle, and a water basin. In the cellar is a tub, but taking a bath in hot water costs 2 cc. If the player characters ask for a bath in cold water they are politely told that a swim in the harbor is completely free of charge.

The guests at the Shield and Sword are mostly sailors, captains and first mates, and merchants. Since the clientele is more high-end than the guests at the Breakpoint, hearing rumors in the Shield and Sword is not as easy, since the guests are not as eager to spread gossip. However, the captains and first mates are concerned about the rise in activity by the sea wolves near the Hartpike isles. The merchants are more concerned about the new Jarl, since no one seems to know where he stands regarding taxes, though rumors abound.

**The Walrus and the Harpy**

This smoke-filled tavern by Baleen Alley is owned by the elf Nasthal Windspeaker, who is in fact a very influential person in Fengsale's underworld. The Walrus and the Harpy is a front for his operation. That doesn't stop people visiting the tavern, and most of the time it is full.

The common room is in the cellar. It has a low ceiling, with wooden beams and columns where many patrons have carved their names, runes, and glyphs. By the door post is a knife, so deeply buried in the wood that only the ivory handle is visible. The knife was left there by a rather angry Ogro, about to beat another guest senseless outside the tavern.

There are way too few bartenders and serving maids for this large common room, and getting a room is not for the impatient.

*After walking twice past the short and non-descript flight of steps, you finally spot the door to The Walrus and the Harpy. As you open the door you are greeted by a cacophony and pungent stench, one composed of vomit, urine, stale ale, and sweat. As you enter the dark, smoke-filled tavern, you see that almost every seat is taken.*

The guests are people of all sorts, from miserable drunks to players in the elite field eager to buy or sell information. The mead is of poor quality, but the bartenders spike it with moonshine made from potatoes. The regulars have learned to always keep a hand on their coin purse, since even the serving maids are competent pickpockets.

The rooms available are three shared rooms on the upper floors. The rooms each have three bunk beds and the doors can't be locked. Nasthal also has a secret room in the cellar, beneath a barrel in the storage room, where many wanted people in the past have lain low while they waited for a chance to flee the city.

The common room is ripe with gossip and rumors. Nasthal's main product, besides dealing in contraband and helping smugglers, is information and disinformation. Almost everyone in Fengsale knows this, though almost all have learned to keep that to themselves, or at least only whisper this to people they know and trust. Feel free to add more to the following list of rumors:

**Encounters in Fengsale**

The following are encounters that take place in chronological order in Fengsale. Feel free to add more encounters and events.

**Finding a Captain**

The main goal of the player characters in Fengsale is to find a ship and a captain that can transport them to Eysteroy Island. That isn't easy, since most Stormlander captains and merchants are either doing business along the coasts of the Stormlands or leaving for the Mittland summer markets. The Mittlander captains and merchants do not return to their homesteads until fall.

If the player characters ask around, they are told to speak to the dockhands in the harbor. Most people in Fengsale do not know the comings or goings of the merchant ships, especially those who are not local to Nojd. However, in the harbor district are many who are familiar with many captains and ships and can help the player characters.

**TAVERN RUMORS**

Roll 1d10	Rumor
1	The Stormkelts are divided, the Blue Bloters are not happy with prosecuting and seeking out everyone who is not a follower of the Stormasirs. (true)
2	The hird of Jorek is not behind the new jarl and plan to replace him. (false)
3	Jarl Jorek is but a puppet in the hands of Blot Lord Njorvi, who is the de facto ruler of Fengsale. (mostly true)
4	Members of the hird are feared by the prostitutes and the word on the street is that a few of them have disappeared after servicing them (true).
5	The Tower of the Night was once used by the Hel Sisters to venerate their evil gods. (false)
6	The Mittlander captains and merchants are not eager to return to Fengsale after the death of Jarl Dightorn and all the talk about new taxes deters them even further from taking part in the Summer Market. (true)
7	Those who are taken by the Stormkelts are imprisoned in the Tower of the Night, and most end up being sacrificed to Stormi. (true)
8	The Baleen Alley Rats, a gang of thieves known for their brutality and ferocity, have started to protect the working girls in the harbor district. Seemingly for free. Anyone who mistreats them is severely beaten up by the thugs. (true)
9	The death of Jarl Dighthorn was a carefully orchestrated assassination by poison. Many people blame the Blot Lord. (true)
10	Roll twice



If the player characters decide to speak to the dockhands and merchants at the docks, looking for a captain who can take them to Eysteroy Island, roll on the following table for their answer. Feel free to add more answers to this list.

If the player characters wish to seek out Captain Wilfred Armstein he is in one of the three taverns and inns mentioned by the dockhands. Feel free to use whichever of the taverns you like. Once the player characters find Captain Wilfred, he is a bit drunk but happy, for he plans to meet with Ragnhild the fair later this night.

If the player characters ask for a ride to Eysteroy Island, Wilfred is eager to take them there and speaks in exaggerated tones about the many qualities the island has, and what marvelous products they produce and

he happens to be selling. He is willing to take the player characters to the island for mere 10 silver coins per passenger, and states that that's the price, as long as the player characters are willing to lend the seamen a hand. With a successful Situation Roll on Situation Value 14 (Charisma modifiers apply) the player characters haggle the price down by 50% (Wilfred is quite drunk after all).

If the player characters at any time mention the Stormsirs, Wilfred smiles happily and starts to tease and goad the player characters about their gods, especially Stormi. He really enjoys doing this, since he knows how pious and sanctimonious many people in Fengsale are these days.

Once the player characters have agreed on a price Wilfred tells them that he sets

sail in two days, he has some business to attend to and a woman to make happy, as he claims, before leaving Fengsale. He tells them to find him at daybreak by the docks, so that he can have them transported to the Waverunner.

Religious Disputes

Fengsale is a boiling pot at the moment. The Stormkelts have been coming down hard on anyone not following the Gerbanis religion, especially those who have converted and follow the Tenets of Nid. Captain Wilfred, not a devout follower of Gave himself, really dislikes this and speaks freely, if for no other reason than to annoy the Stormkelts and Blot Lord Njorvi, whom he suspects of standing in the way of him and Ragnhild getting married.

After speaking with the player characters, Captain Wilfred goes to see Ragnhild. What he doesn't know is that her father knows about their meeting, after being told by Ynja. The Blot Lord sends Bryn Darkwing along with a few hirdmen, and they apprehend Wilfred and charge him with heresy.

The word quickly spreads from tavern to tavern, and the following day the rumors run high. Practically everybody is talking about this, and the locals know that at high sun the captain is to be brought before the Stormkelts to be sentenced for his heresy.

If the player characters wish to attend the hearing, it takes place in front of the great Stave Church in the Grand Square. Making the walk up the steep hill takes a few minutes.

*Once you've climbed up the narrow streets, past colorful tents, through the stench from the tannery and the smithy, you finally enter the crowded Grand Square. The hird has made a perimeter around the largest Stormbarling, just in front of the great Stave Church, where a wooden throne has been placed. The heat in the square is stifling, as more and more people enter the square.*

If the players wish to push through to get a better view or take any precautions

ANSWERS FROM THE DOCKHANDS AND MERCHANTS

Roll 1d10	Answer
1	"Wasn't there that Mittlander who comes here every other year or so that talked about being headed that way? I guess you might find him at the Breakpoint. I think I saw him there last night."
2	"Eysteroy Island, you say!? What a bunch of miserable sods they are, if you be asking me. I don't think I know any captain who travels to that wretched guano covered excuse of an island."
3	"I might, I might've heard of a lad who knows a captain. What's it worth to you?" If the player characters banter with the dockhand and decide to pay for information, roll again.
4	"There's that strapping lad, Wilfred I think they call him. He might be going that way. Wilfred Armstein I believe his name is. But where you might find him, I have no idea. I guess you could ask around."
5	"I think Baldur Berghall plans on sailing south soon. Oh, no, he left yesterday. Sorry, friends, I guess you are too late."
6	"There is always a bunch of captains in The Walrus and the Harpy, you might try your luck there."
7	"See that Mittlander ship over there, that's the Waverunner. I know she be sailing south in a week or two. Headed to that island, but I don't know who the captain is."
8	"Are you looking for Captain Armstein? He knows the waters around Mittland like the back of his hand and from what I'm told he knows the back of his hand really well. You might try and seek him out, if you are looking for a ride."
9	"Try the Shield and Sword, I saw some lads from that Mittlander ship head that way."
10	Roll twice on the table.



before the hearing begins, with a successful Situation Roll on Situation Value 8 (Dexterity, Strength or Charisma modifiers apply) they push, slide, or charm their way through the crowd.

*A one-eyed man, holding an oaken staff topped with an iron ring and dressed in the ceremonial robes of a Stormkelts, exits the church. By the murmur of the crowd you gather that the old man is Blot Lord Njorvi. Six Stormkelts follow him. A few heartbeats later, two hirdmen exit and hold between them Wilfred Armstein. He is almost naked, and his face is battered and bruised, his left eye swollen and black. The hirdmen tie the captain to the largest Stormbarling. As they finish tying the Mittlander, the door to the church opens once more, and a small man exits. He is dressed in black from head to toe, and has golden rings on his fingers. He carries a seax with a hilt made from walrus tusk in his belt.*

*"All hail Jarl Jorek," one of the hirdmen shouts. The hirdmen salute the Jarl, who waves his hand nonchalantly, and takes a seat on the throne.*

The crowd is silent and waits eagerly to see the proceedings. With a successful Situation Roll on Situation Value 8 (Perception modifiers apply), the player characters get the feeling that there's a tension in the crowd, like the build-up of energy before a thunderstorm. Even though the crowd obeys the commands of the hird, many people are not happy with the fanaticism of the Stormkelts and the new pious Jarl.

*"The man here before us," Blot Lord Njorvi says, and points a gnarled finger at Captain Wilfred, "is accused of heresy. He has belittled the Stormasirs, defaced them, and ridiculed them for everyone to hear. He has spoken openly about his false god, and has tried to convince others of his folly." The Blot Lord turns to the Jarl, a wry smile on his face. "If it pleases the Jarl, I shall bring forth witnesses."*

*Jarl Jorek nods his head. Before long, four different persons are called forth as witnesses, and tell the Jarl about their*

*encounters with the captain, how he taunted them and ridiculed the Stormasirs. Many people in the crowd boo and shout curses at Wilfred.*

*Once the witnesses have spoken, Blot Lord Njorvi turns again to the Jarl.*

*"As you can see, as Stormi is my witness, this man is guilty. The gods demand retribution. The Stormasirs demand his blood. What does the Jarl demand?" the old man asks, almost cackling with glee.*

*"Sacrifice him to Stormi," the Jarl answers after apparently giving this some thought, "and perhaps then he will see that his foreign god is a false one!"*

*The crowd cheers and the Stormkelts nod approvingly among themselves. The Blot Lord bows ceremoniously and turns to the crowd. He raises his hand and the crowd grows silent.*

*"At high sun tomorrow, we shall honor Stormi by spilling this wretched heretic's blood and hang him high on the highest Stormbarling, so all who visit our fair city shall see what fate awaits those who speak ill of, belittle, or ridicule the Great Faith."*

*The crowd cheers once again, even louder this time.*

The captain is taken by the hird and brought to the Tower of the Night. The word quickly spreads through the crowd where the captain is being held captive.

If the players decide to follow the hird, they discover where Wilfred is taken. If the player characters wish to follow the hird unnoticed, with a successful roll on the Shadow Arts skill (Walking in Shadows specialty applies), they are successful.

### Breaking the Captain Free

If the player characters wish to break Wilfred free, they need to figure out a way to get into the Tower of the Night. The Tower is guarded by 6 hirdmen of the Fengsale hird, led by Bryn Darkwing, all capable warriors. The captain is being held in the dungeon below the tower.

If the guards discover the player characters, they blow their horns and call for back-up. The guards also call for back-up if they at any time feel threatened

or in a dire situation. The hirdmen try at all costs to capture the player characters, to bring them before the Jarl and the Blot Lord, who orders them executed along with the captain.

If the player characters manage to find captain Wilfred in his cell, read or paraphrase the following:

*You finally figure out in which cell the captain is, and find him lying unconscious on the cold stone floor, blood on his face, shallow wounds on his knees, hands, and elbows. His breath is shallow and wheezing.*

With a successful roll on the Care skill (First Aid and Nursing specialty applies) the player characters can tell that Wilfred is not gravely wounded, mostly battered from beating, and needs time to heal. If the player characters heal Wilfred or manage to nurse him back to consciousness, he can walk, albeit a bit slow. However, due to his condition he is not able to help in any combat.

Wilfred is thankful for being rescued and is eager to get back to the Waverunner, though he is unable to run. He urges the player characters to help him get there. Due to both heavy drinking and a few blows to the head, he doesn't remember the characters in particular nor the fact that he promised them a ride to Eysteroy Island. Once the player characters have refreshed his memory, he honors their agreement and promises that if they get him safely back to the Waverunner, he will get them to the island free of charge.

If asked about Ragnhild the Fair, he tells the player characters of what transpired the night of his capture. He fears that Ragnhild has been imprisoned in the Blot Lord's great hall, guarded by Ynja, the Storm Maiden.

### At the Harbor

If the alarm is sounded at any time, 5 hirdmen are positioned at the harbor and, at the first sight of Captain Wilfred, blow their horns and call for help, before engaging the captain and the player characters.



When the player characters reach the harbor, they see where Ragnhild the Fair moves not so stealthily from one hiding place to the next, seemingly looking for something, but alarmingly close to the guards. Wilfred recognizes her and begs the player characters to get her, for he believes that she is looking for him.

*As you reach the harbor, you spot a few of the Jarl's hird patrolling the docks. Not far from the patrol, a small dark-clad figure crouches by a large crate, apparently doing a poor job of staying out of sight. Captain Wilfred gasps: "It is Ragnhild. She must've learned of my escape. By Gave, could you please help her and make sure she doesn't get into trouble?"*

If the players agree, with a successful roll on the Shadow Arts skill (Walking in Shadows specialty applies), they sneak to Ragnhild. She is startled to see the characters, and if told about Wilfred, she is happy to hear that he has been freed. Her business at the harbor was to find Wilfred's crew to let them have keys to the Tower of the Night, which she snatched from her father.

Escorting Ragnhild back to where the captain is waiting is not easy, since she is not used to going about using stealth. With a successful roll on the Shadow Arts skill (Walking in Shadows specialty applies), the player characters get her back without the patrol spotting them. If the patrol spots them, they question why Ragnhild is there. Only with a successful roll on the Knowledge skill (Silvertongue specialty applies), does the patrol leave them be.

Once the two lovers are reunited, they speak in hushed tones, seemingly discussing something. If the player characters wish to eavesdrop, they hear that Wilfred is trying to convince Ragnhild to leave with him, but she isn't too keen on leaving Fengsale. Just as they seem to reach a conclusion, Ynja finds them.

*As you are about the make a run for the Waverunner, you hear a sword being drawn, and someone uttering a prayer to Stormi. You look around to see a muscular, leather-clad, dark-haired woman, holding a staaf-spjot and a barda sword. Her eyes seem fixed upon Captain Wilfred and Ragnhild in his arms. Ragnhild seems startled, and shakes her head as she tears herself loose from Wilfred's arms. "No, Ragnhild," he pleads. The warrior woman takes a few steps closer. Ragnhild, still shaking her head, turns to the woman. "Ynja, let them go," she says softly, "let them go to never return." The warrior woman turns to Ragnhild and for a moment seems conflicted.*

If the player characters have drawn their weapons, Ynja fights them. If they try to convince the Storm Maiden to let them go, only with a successful Situation Roll on a Situation Value 6 (Charisma modifiers apply) does she let them go without a fight. If the player characters have not drawn their weapons, she sheaths her sword and takes Ragnhild into her arms. Then she turns to the player characters and with a single nod of her head tells the player characters to leave. If the player characters fight Ynja, in 5 rounds the hird patrol notices the commotion and comes running.

If the player characters manage to get to the Waverunner unseen, they can set sail and leave Fengsale without further trouble. If they fought their way through the harbor, the hirdmen launch small and fast boats to catch up with the Waverunner, 2 boats with 7 hirdmen each follow the ship out into the harbor. Since it takes some time to steer clear from the harbor, the hirdmen quickly catch up and try to board the Mittlander ship.

Due to his wounds, Captain Wilfred is not able to help them set sail. However, the crew (see "The Crew of the Waverunner") is all onboard, since it was conspiring and planning how to break the captain free from the Tower of the Night. They are all seasoned seamen and armed. There are 13 Mittlanders in the crew. The first mate

calls out orders, once he sees Wilfred with the player characters, and the crew immediately goes to work, getting the ship clear of the Fengsale harbor and out to open waters.

### Away from Fengsale

If the player characters choose to steal a ship and sail for themselves south to Eysteroy Island, they find the docks ripe with potential targets. There are many Mittlander ships and Stormlander knarrs in Fengsale during the Summer Market. Usually, each ship is only guarded by a single watchman, who tries to call for help at the first sign of trouble. Therefore, the player characters, if they steal a ship, are the only crew to man the stations onboard the ship. With a successful roll on the Wilderness skill (Seaman specialty applies), the player characters manage to steer the ship clear of the harbor and out to open waters.

## OF WOLVES AND WAVES

Navigating from Fengsale to Eysteroy Island is not an easy task, since there are not only perilous reefs and dark sea stacks, but also dangerous seawolves and monsters in the waters, not to mention the weather. For a seasoned captain with a good crew and favorable wind, sailing to Eysteroy Island takes 5 days.

If the players are on the Waverunner, Captain Wilfred knows these waters well enough to steer clear of the known dangers of the area, such as the Hartpike isles. If the player characters commandeered a ship, they need to find their own way to Eysteroy Island. With a daily successful roll on the Wilderness skill (Navigation specialty applies), the player characters find their way south across the Oster Ocean.

Any player character not accustomed to spending time at sea are likely to become seasick. With a successful Situation Roll on Situation Value 10 (Constitution modifiers apply) the player characters get accustomed to the constant rocking and plunging of the ship.

In case of failure, the victim suffer -5 SV for 2 days



## Dreams at Sea

While at sea, the dreams of the Wearer of the Murgla, take on yet a darker turn. As the wearer gets closer to Mt. Crowhome, the feeling of being watched becomes more tangible, as if some omnipresent but invisible being is constantly watching the wearer.

Getting a good night's sleep gets ever harder. With a successful Situation Roll on Situation Value 8 (Psyche modifiers apply) the wearer gets a full rest. If the roll fails, the wearer has a -2 situation modifier to all physical rolls for the remainder of the day.

## The Crew of the Waverunner

The following are the most important non-player characters aboard the Waverunner. Feel free to add more to the crew, as you see fit.

### First Mate Dromund Half-Man - Ogre Warrior

Dromund is a towering figure, standing more than 2.5 meters tall. His arms are as wide as tree trunks and his fists are as large as the average human head. Dromund is more akin to an ogre, and as his crewmates often jest and say, he has a face that only a mother could love. Sadly however, that wasn't the case for Dromund, his mother abandoned him when he was a baby, but he was raised by an old and blind hermit.

When Dromund was old enough, he left the hermit to find his mother, his need for her love was great. After years of searching he found out that she had died, alone and abandoned by everyone, just outside the walls of Windiborn. Dromund joined the Waverunner's crew shortly after that, and befriended Captain Wilfred. The two are close friends, and have been crewmates ever since.

Dromund, despite his ogre heritage, is smart and some might even call him sly and cunning. He seems to have a sixth sense and a peculiar insight into people. He is liked by the crew, both for the fact that he can do the work of two men and that he has the well-being of

the crew always at heart. In battle he is a force of nature, and as many of the crew like to say, his mere presence is enough to deter even the most vile and dangerous sea wolves from attacking the Waverunner.

### Aron Asmundson - Stormlander Human Dweller

Aron is young, only twenty years old, but has served as a cook onboard the Waverunner for more than five years. His tanned skin, shaved head, and blue eyes clearly mark him as a Stormlander, though he never speaks of his past.

He ran away from home when he was ten years old after years of sexual abuse by his father, leaving behind him his younger sister. If his past is ever mentioned, his eyes go dark and he tries to divert the attention of whoever is speaking to him towards something else. Only Captain Wilfred and Dromund know the troubled past of Aron, and have gone out of their way to help him and make him feel at home on the Waverunner. The young cook often has nightmares about his past, but hopes one day to return home and kill his father.

Aron is an excellent cook and takes his role very seriously. He is eager to have people like him, and often comes across as a bit awkward and clingy. Aron is also the ship's only doctor, though that role was something he did not choose. Though he can wield a sword and has done so several times in recent years, he prefers to stay back in fights.

### Irena Greenleaf - Barkbrule Warrior

Irena is a child of violence, unwanted and unloved for most of her youth. Her mother had been raped by a Korpikalli warrior, and though the woman gave birth to the child, she never cared much for Irena, nor did the rest of the village where she grew up. When her mother passed away, when Irena was 16 years old, she decided to leave her hometown to see the world.

After years of wandering from Westmark to Mittland, she met Captain

Wilfred, and they had a brief love affair. However, neither of them had any need to settle down and get married, but when Wilfred offered her a place on the Waverunner she said yes. Ever since, she has been a part of the crew. She doesn't like Ragnhild too much, she fears the Blot Lord's daughter is toying with Wilfred.

Irena has a rugged beauty to her. She has an elven figure; she is smaller than most of the men aboard the Waverunner, and seems almost tiny beside Dromund. She wears light clothes and is just as eager to tend to her chores while at sea bare chested as the men of the crew. She has a muscular body and is a master spearwoman.

### Thorgal Copperhorn - Mittlander Human Rogue

Thorgal was once an accomplished thief in Arje, but a series of unfortunate incidents led to him running for his life from an angry Dwarven clan, a group of bards, and the local authorities. Thorgal has always maintained that he was framed, but for what exactly is harder to discern, since the story changes every time he tells it, although it always involves an obsidian statue of a dog, a broomstick, and the undergarments of the local chieftain's wife.

Thorgal is a happy-go-lucky guy who habitually gets himself into trouble. For the most part, it is due to his flamboyant manner, and the fact that he is a womanizer through and through. His specialty is newlywed women, as he boisterously claims, especially those who have old and powerful husbands.

The rogue is charming in his roguish way, and has a magical smile. His teeth are white as pearls, and he keeps his golden hair trimmed. He wears open shirts and high leather boots. Beneath all the bravado however is a cunning and very skillful rogue. Thorgal is quite good with his seax, and many men have underestimated him, only to find his daggers poised dangerously close to vital organs in the flash of an eye.



### Weather

Roll on the weather table to see how the weather is each day. With a successful roll on the Wilderness skill (Weatherman specialty applies).

#### WEATHER

Roll d10	Weather
1-2	Storm!
3-4	Gale, cloudy
5-6	Windy but sunny
7-8	Windy and rain
9-10	Still and fog
11-12	Breeze and rain
12+	Breeze and sunny

### Storm

The sky darkens and the wind picks up. In a few moments, a storm rages across the sea, sending high waves at the ship. With a successful Situation Roll on Situation Value 6 (Constitution modifiers apply) the player characters manage to keep down their dinners and avoid becoming seasick. If a player character fails the roll, they suffer a -5 SV penalty for the rest of the day. The storm rages on for a day and a night, sending the ship way off course. The next couple of days, the player characters (or Captain Wilfred) need to make successful rolls on the Wilderness skill (Navigation specialty applies), to get the ship back on course. The player characters lose 2 days. A failed check means another day lost.

### Gale and Cloudy

The wind is strong and unfavorable, causing the ship to have to tack back and forth all day long. With a successful roll on the Wilderness skill (Seaman specialty applies), the player characters can help with securing the load of the ship, as well as securing the rigging. Due to the strong winds, the ship is sent off course, and the following day the player characters (or Captain Wilfred) need to make a successful roll on the Wilderness skill (Navigation specialty applies), to get back on course. A failure means that the player characters lose one day.

### Strong Wind and Sunny

The wind is strong today but favorable. The wind sprays saltwater over the crew while the sun shines mercilessly down upon them. With a successful roll on the Care skill (First Aid and Nursing specialty applies), the player characters know that these conditions can leave them with uncomfortable sunburns. With a successful roll on the Care skill (Extracts and Potions specialty applies), the player characters know how to create an ointment that can prevent the sunburn becoming a problem. If the player characters take no precautions, the following day they have a -2 situational modifier to all Situational rolls and skill rolls.

### Wind and Rain

Cold rain whips the ship, coming down hard and making the ride miserable. The wind, however, is favorable, and with a successful roll on the Wilderness skill (Seaman specialty applies), the player characters gain a day.

### Still and Fog

Early in the morning the wind dies down, making it impossible to sail. The player characters lose one day. This is however a good opportunity to go fishing. If the player characters have fishing gear, with a successful roll on the Wilderness skill (Hunting and Fishing specialty applies), the player characters catch fish (see Dungeon Master's Guide p. 31-33 for information about hunting).

### Breeze and Rain

The sea is almost still but there's enough breeze to keep the ship sailing. The ride is pleasant and enjoyable. A light drizzle falls, and the player characters can gather it to fill their water barrels.

### Breeze and Sunny

The day is very pleasant, with a light breeze and the sun high in the sky. The ride is easy, and with a successful roll on the Wilderness skill (Seaman specialty applies), the player characters gain one day.

### Complications at Sea

Roll on the Complications at Sea table once each day. Add +1 for every adventurer that partakes in the chores of the crew and rolls successfully on the Wilderness skill (Seaman specialty applies). Onboard the Waverunner, the day is divided into three watches, where 4 members of the crew take on different roles and handle the tasks needed to run a Mittlander ship. The player characters can also help and take part in manning the stations. If the player character stole a ship, they need to man each station by themselves.

#### COMPLICATIONS AT SEA

Roll d10	Complications
1-2	Seawolves attack!
3-4	Ghost knarr
5-6	Maelstrom
7-8	Out of fresh water
9-10	Loose sail
11-12	Pod of Narwhals
+12	Nothing happens

### Seawolves Attack!

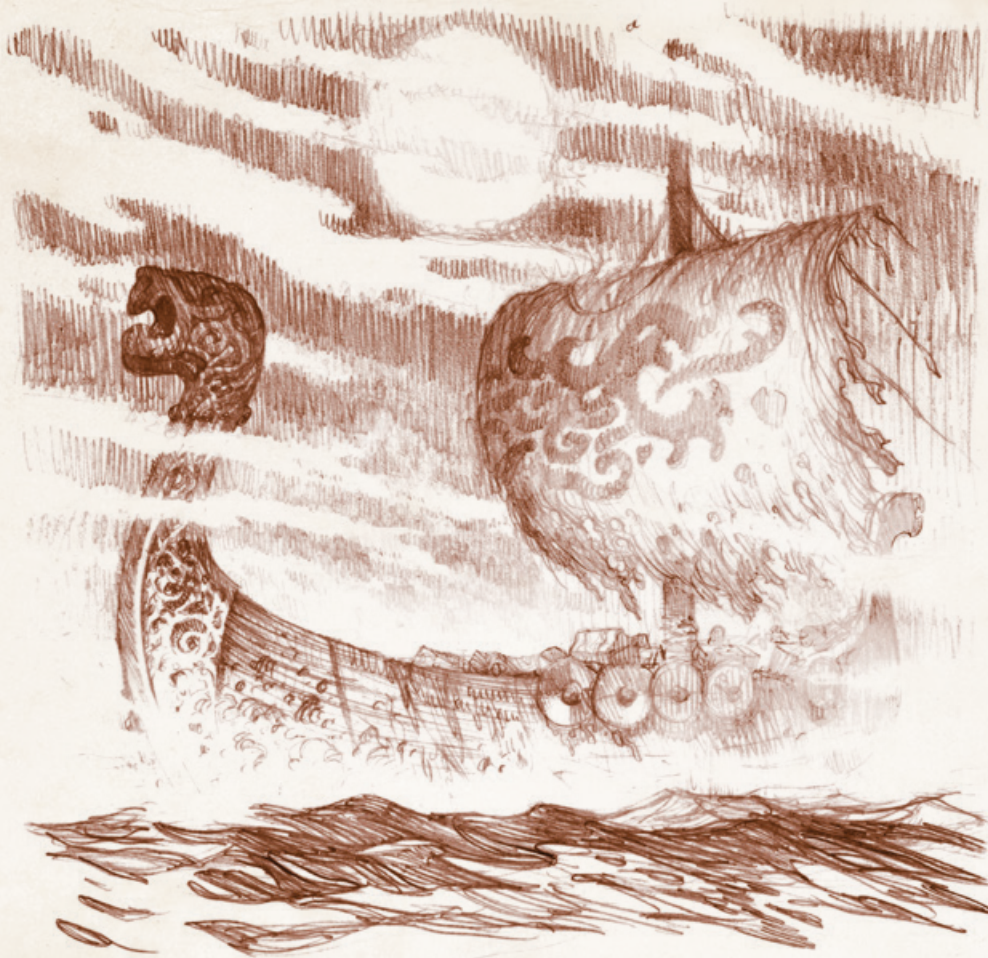
The player characters' ship is spotted by seawolves who give chase. The following ship, The Squall Queen, is crewed only by women. Their captain is the infamous and cruel Brynda the Gray. With a successful roll on the Wilderness skill (Sea Knowledge specialty applies), the player characters recognize the Squall Queen and have heard of her merciless and bloodthirsty crew.

Every crewmember is expected to man stations and Captain Wilfred tries to outrun the Squall Queen. The Squall Queen however is a much faster ship, and in a couple of hours it catches up to the Waverunner.

If the player characters are on their own ship, with four successful rolls on the Wilderness skill (Seaman specialty applies), they manage to outrun the Squall Queen.

Brynda the Gray (See Game Master's Guide p. 122, Warrior, experienced) and her crew (see Game Master's Guide p. 122, Warrior, beginner) board the player characters' ship and attack. Their goal is to strip the ship of valuables and capture





as many crewmembers as possible to sell as slaves. The attackers are 15 in number, but as soon as 5 of them have been defeated, Brynda and her crew flee.

If the player characters are on the Waverunner, each round a crew member falls in the melee, but every other round a member of the Squall Queen's crew is brought down. This, of course, does not apply if the player characters are in their own ship.

### **Ghost Knarr**

A strange, foul-smelling fog surrounds the ship late in the night. All sounds seem muffled, and an unearthly chill descends upon the crew. Around midnight, the lonely sound of a flapping sail breaks the silence. On the starboard side, the shadow of a Stormlander knarr, completely abandoned, appears. With a successful Situation Roll on Situation Value 12 (Perception modifiers apply), the player characters notice that the ship carries a few dead bodies. Their faces are frozen in

sheer terror and anguish. The knarr also appears to be loaded with open chests, displaying gold coins and other valuables.

With a successful roll on the Knowledge skill (Spirit Lore specialty applies), the player characters have heard the legend of the Ghost Knarr. The knarr is cursed. Anyone who dies aboard becomes a Sálhele and is trapped forever on the ship. The chests are there to lure gullible seamen into the knarr. For years the knarr has been seen in the waters around the Stormlands, though there are only a few who have boarded it and survived to tell the tale.

If the player characters decide to investigate this further and board the knarr, the bodies rise, their eyes white, and grab their weapons. There are 6 Sálheles in the knarr, who attack.

As soon as the last undead dies, the knarr starts to sink, and it sinks fast. With a successful roll on the Agility skill (Jumping, Climbing and Balancing specialty applies), the player characters manage to get back to their own ship. If

the ship sinks, with a successful roll on the Agility skill (Swimming specialty applies), the player characters manage to swim back to their own ship.

If the player characters take a single gold coin from the chests, they have a -4 modifier to all rolls, due to the weird and unexplainable weight of the coins.

### **Maelstrom**

Late in the night, a strong current catches hold of the player characters' ship. If the player characters are onboard the Waverunner, it is their turn to man the helm when this event occurs. The current is strong, making it almost impossible to steer the ship. With a successful Situation Roll on Situation Value 6 (Strength modifiers apply) the player characters at the helm manages to hold their course and avoid the ship spinning out of control in the maelstrom. With a successful roll on the Wilderness skill (Seaman specialty applies), the player characters manage to bring their ship out of the maelstrom.



If the roll fails, the ship is pulled further into the Maelstrom. With a successful Situation Roll on Situation Value 8 (Intelligence modifiers apply), the characters figure out a way to break free of the heavy current.

If the second roll fails, the ship begins to be pulled down. With a successful Situation Roll on Situation Value 8 (Psyche modifiers apply), the player characters manage to keep their cool. A failed roll means that the characters start to panic and have a -2 to all skill and situation rolls. With a successful roll on the Wilderness skill (Seaman specialty applies), the player characters eventually get the ship out of the maelstrom. If the roll fails, the ship is pulled under.

### Out of Fresh Water

The water barrel leaks and the crew runs out of water. Making a detour to shore to fill up the barrel once more makes the player characters lose one day.

### Loose Sail

In a strong wind, the sail becomes loose. With a successful roll on the Wilderness skill (Seaman specialty applies), the player characters manage to fasten the sail, but not having a sail for some time slows the player character down and they lose half a day. The sail, however, suffers a tear, and needs to be repaired. With a successful roll on the Care skill (Soft Materials specialty applies), the player characters manage to sew the sail back together.

### Pod of Narwhals

In the early morning, a pod of narwhals rushes past the ship. One of the narwhals, a large and powerful bull, rams the ship and becomes stuck. With a successful roll on the Wilderness skill (Animal friend specialty applies), the player characters manage to calm the beast down, so it can break free. If the roll fails, the whale becomes agitated and starts to wrestle itself violently free, making the hole even bigger, and causing water to flow freely in.

With a successful roll on the Care skill (Hard Materials specialty applies), the player characters manage to fix the broken boards. If the roll fails, the ship

starts to slowly sink. With a successful Situation Roll on Situation Value 10 (Intelligence modifiers apply), the player characters figure out how to use the spare sail to block the hole. If the later roll also fails, the ship sinks.

## EYSTEROY ISLAND

After traveling across the Oster Ocean, the player characters finally see Eysteroy Island on the horizon. But it is not the only thing on the horizon, because a storm is brewing. Dark clouds gather, lighting flashes, and thunder roars as they race toward the island.

The player characters approach the island from the north. Eysteroy Island's northern coastline is rocky and dangerous, where shallows and hidden reefs threaten to bring down any ship that comes to close. The local captains know to steer clear of the waters north of the island.

Mount Crowhome towers over the island and dominates the landscape. The mountain is over 3,000 meters high, and the summit is covered with a glacier.

On the eastern side of the island is Eliarn, a small village, where Mittlander merchants and Storm Hansas visit each summer. It is also where Skjoldr Karlberg, a Storm Hansa, has discovered a troubling thing about some of the people in Eliarn and is terrified.

### Dreams on Eysteroy Island

The dreams of the Chosen of Téwaz get dark and the malignant presence of the Hunter in Dreams is tangible (see Appendix A) on Eysteroy Island. Every night, the Chosen has nightmares, and it gets harder and harder to get a good night's sleep. With a successful Situation Roll on Situation Value 8 (Psyche modifiers apply), the Chosen manages to brush off the nightmare and go back to sleep. A failure means 1d5 fear points.

### Storm-Hansa in Trouble

A couple of weeks ago, the Storm-Hansa Skjoldr Karlberg came to Eliarn to buy whale fat, oil, and walrus teeth. After

spending a few days in the village, the ship, the Nightbreaker, he had been on left Eliarn, leaving him behind. For the most part, this was due to Skjoldr's thirst for the local mead, and the fact that he had lost the goodwill of the Nightbreaker's captain. Skjoldr woke up one day only to discover that the Nightbreaker had left Eliarn, and all he could do was to watch the knarr disappear beyond the Trolldrang sea stacks.

Skjoldr's situation only got worse when, after a day-long drinking binge, he saw Veigar Ulfvin, the youngest son of the Ulfvin family, change shape and become a warg. The young man, after noticing the Storm-Hansa, struck Skjoldr down and fled the village. This horrifying encounter was more than enough to sober Skjoldr up and make him so fearful for his life that he dares not to leave his room at Waldorf's Wooly Walrus.

The Ulfvin family fears what has happened to Veigar, and are eager to find him. Though they keep their family's curse a secret and wish it to remain so, they suspect that the crazed Storm-Hansa is speaking a bit too loudly about what he saw, and sooner or later someone will connect the dots, especially since the local wolf packs have been causing the local rangers and farmers some serious problems.

### People in Eliarn

The following are the most important non-player characters in Eliarn. Feel free to add more people in Eliarn as you see fit.

#### Skjoldr Karlberg - Human Rogue

The Stormlander merchant from Redborg is not what one would call a likable person. Skjoldr has always been obsessed with get-rich-quick schemes, and would sell his own grandmother, if he had ever known her, if it would help him earn a gold coin or so. Skjoldr was born and raised on the streets of Redborg. When a local Storm-Hansa, Serbin Karlberg, caught him stealing and listened to the young boy try to haggle his way out of trouble, he decided to take Skjoldr on as an apprentice and teach him his trade.



Skjoldr is a wiry little man, with quick fingers, dark eyes, and keeps his blond hair trimmed short. Serbin's wife, Jacobina, used to say that Skjoldr had the eyes of a thief, and they do have a fugitive look to them. Skjoldr, however, has a way with words, and seems to be able to read people and say whatever they wish to hear, in order to make a sale. His only fault is, he keeps forgetting what he said to whom, and keeps getting into trouble because of it.

After seeing Veigar Ulfvin change shape, Skjoldr nearly went insane. He locked himself up in his room and refuses to leave the room, unless he's being escorted by an armed group of capable warriors. He is eager to get away from Eliarn, so eager that he is willing to leave behind the products and merchandise he bought before the Nightbreaker left Eysteroy Island.

### **Gunnbjorn Ulfvin - Human Ranger**

The head of the Ulfvin family and the de-facto chieftain in Eliarn is Gunnbjorn, who is a large, burly man, a little short of two meters tall, and just as broad it seems. He has dark hair with gray streaks in it, a bushy beard, and thick eyebrows. His eyes are piercing, and at dusk they seem to glitter and gain a yellow shine to them.

Gunnbjorn is serious and down-to-earth. He has a large family to care for, and an even larger village that often looks to him for guidance. After all, he has been on the ruling council since his father passed away more than 20 winters ago. Gunnbjorn is, as his father was and his son is, afflicted with the warg-sickness. However, he knows this, and therefore he is never out and about during a full moon, but stays in the secret cave beneath the Ulfvin longhouse. Of course, rumors abound in Eliarn regarding the Ulfvin family, but since there has never been any proof and the Ulfvin family have always been leaders in the community, the rumors have never escalated beyond that.

Gunnbjorn has never traveled away from Eysteroy Island, and is content living in Eliarn, knowing well that if he ever left, his curse would be quickly discovered. He is wary of strangers, even

more so now since his son Veigar has gone missing and is not easy to deal with. With a successful Situation Roll on Situation Value 6 (Charisma modifiers apply) the player characters manage to win him over.

### **Nanna Raudseer - Dyfir Vitner Weaver**

The half-elf Nanna Raudseer was for years a slave in the Wildland in the Stormlands, kept as a seer for one of the Fylkjarls. Her gift of foresight is undoubted by the Eysteroyans, and many come to Nanna to have their fortune told, either by casting of the runes or by drinking a potent hallucinogenic tea brewed by Nanna.

Despite her wild and unkempt looks, Nanna stands proud, and would seem to be able to stare down an Ogro. Her blond hair is braided, and many braids contain bird bones, dry leaves, and flower petals. Her teeth are brown, and there's always a stark, earthy smell about her.

Nanna is a gifted fortune teller, but she is just as powerful a weaver of darkhwtalja. She can commune with the spirits of the dead, and the people of Eliarn speak of her as the "Witch of Eliarn" in hushed and fearful tones. Still, her advice and prophecies are heeded in Eliarn, partly because many of the people there have been raised in fear of her. Parents often chastise their children and say that the witch will claim them if they don't behave. Aside from this, her advice is very often sound and good.

Raudseer lives in a small hut and an adjoining cave just outside the village. The hut is surrounded by the bones of animals, and guarded by three ferocious dogs. Nanna does not care for foreigners, especially not Dwarves, for she knows that an evil stalks the mountain and she suspects that it has something to do with the Dwarven relics. Just as the Dwarves caused the evil, they might set it free to attack the people of Eliarn, and she will have none of that.

Nanna is an excellent potion and extract maker, and sells any kind of potion and extract available in the Game Master's Guide.

### **Izudin Brokenshield - Dwarf Bard**

Once clan Brokenshield was proud and well known amongst Dwarves, as skalds and epic poets. Now, all that remains of that bloodline is a dark and brooding Borjornikka, Izudin Brokenshield. After years of wandering in search of a runestone telling the "Fall of Grunkovorda" once belonging to his clan, Izudin ended up in Eliarn, and gave up his quest. Now, he serves as a court poet and sage for the council of Eliarn, a role he despises, but sees as means to be able to pay his bills at the Hound.

Izudin is downcast and gruff, ill-tempered and stubborn. He wears his graying beard in a single braid, stuffed down into his leather trousers, and is usually in a sleeveless white linen shirt, displaying many different runic tattoos on his arms.

Izudin has spotted many runestones in Eliarn and around the town, especially in the harbor. He can show the player characters where to find those which are most interesting. If the player characters wear the Murgla of Téwaz he understands its value.

Izudin can either be found around the Stone of Settlement or in the Hound, drinking his nights away, as he says, "Keegan only serves a rather sorry excuse for a mead."

### **Places in Eliarn**

The following are the most noteworthy places in Eliarn. Feel free to add more places to the village if necessary.

#### **Waldorf's Woolly Walrus**

The only inn in Eliarn is Waldorf's Woolly Walrus, a two-story wooden building only a short distance from the harbor. Though Waldorf has long since passed away, the name has never changed, and the old weathered signboard, which has long since lost its color, still swings in the salty breeze, with creaks and moans from the rusted chains that hold it fast.

*Not far from the docks, with a great view of the Trolldrang Sea Stacks, the inn Waldorf's Woolly Walrus stands. The house has a wooden frame and stone foundation,*



*with tall windows decorated with carved windowframes. The roof is steep and thatched. Just above the front is an old and weathered sign, displaying a burly man with a great beard, divided into two thick braids.*

The inn is run by Waldorf's great, great grandchild Olivia Olafson. She grew up listening to the stories about her forefather, how he bought his own freedom and came to Eysteroy in search of a better life, after toiling for years as a slave, to become one of the settlers that earned their name on the Stone of Settlement. Despite feeling her parent's stories were a bit over dramatic, she isn't too keen on changing the Wooly Walrus at all, so she wears Waldorf's leather apron every day.

The Walrus has a nice little common room where breakfast, lunch, and dinner are served. A small fireplace at one end allows the customer to get warm before going to bed, since the small bedrooms on the second floor are not heated. The front door leads to the common room, but to reach the bedrooms guests must find the backdoor, where there are steep stairs leading to the second floor.

Each bedroom has one bed and a single trunk, where guests can store their belongings. The wooden floorboards on the second floor, as well as the staircase, creak, making it hard for anyone trying to sneak into one of the rooms. Therefore, Olivia asks her guest to be in before midnight, when she locks the doors.

Olivia is in her forties and a widow. Her husband, Snowstein, was a seaman who was lost at sea a few years ago. They had five children, two of which died young. The other three all live in Sylvan in Mittland. Olivia's hair is turning gray, and years of running the inn have left their mark on her, not to mention her losses. She is cynical and has a wry sense of humor.

Accommodation is at normal prices, as per the Game Master's Guide, and comes with an oatmeal breakfast.

Skjoldr Karlberg has locked himself in one of the rooms at the inn. Olivia doesn't know what to do for him, and asks the PCs for help. She has asked Gunnbjorn to take care of the matter for her, but he seems preoccupied with something else. In fact,

he is searching for his son, Veigar, whom Skjoldr saw transform into a warg, due to the Warg Sickness. Skjoldr is not eager to open the door, but with a successful Situation Roll on Situation Value 12 (Charisma modifiers apply), the player characters manage to convince Skjoldr to let them in (see Skjoldr's Scare below).

**The Hound**

The local watering hole is the Hound, a small tavern run by the Harkenstones, an elderly couple who moved to Eysteroy Island only a couple of years ago, in the cellar of their house. The tap room isn't large, it can only accommodate about two dozen people at any given time. There are a few tables and two stalls, each fitted with a candelabra, which provide the meager lighting in the room, since the windows are small and stained with smoke.

*A small wooden post, one carved to resemble a howling hound, is the only thing that points to where to find the Hound, the local tavern. Few steps lead down to a dark door, from which you can smell tobacco, cheap ale, and sweat. As you open*

*the door you can see that the room is dark, lit by a few candles in iron candelabras and a couple of small windows. At the far end of the room is a bar, where an elderly man eyes you warily.*

After sunset, many of the locals come to the Hound to gossip, relax, and have a drink or two. This is a great place to meet some of them and get to know the Eysteroyans. One of them, Izudin Brokenshield, is there almost every night.

The locals are eager to gossip and get to know the player characters, especially if they seem likely to share stories and rumors from either the Stormlands or Mittland. There is always a captain or two in the Hound, so if someone wishes to get off Eysteroy Island, the Hound is a great place to start asking around. At this time there are two ships in harbor, the Dark Troll and the Star of the Eagle, the former captained by the Human Ilsa Blackhand and the latter captained by the Elf, Marthal Singspear.

The following are rumors and gossip that the player characters could learn from spending a night at the Hound. Feel free to add more.

**GOSSIP AND RUMORS**

1d10	Rumor
1	Veigar Ulfvin hasn't been seen for a few days. Gunnbjorn, though he doesn't speak of it, seems to be searching for his son. (true)
2	There's trouble in the Stormlands, a war is brewing in the north. (false)
3	The wiry and sly Storm-Hansa that came to the village has locked himself up in his room at Waldorf's Woolly Walrus, speaking nonsense about shapeshifting monsters. (true)
4	The Gavlians are sending waves of missionaries to Mittland, many of which have been murdered. (false)
5	The witch has been in particularly bad mood of late, and not willing to read anyone's fortune, saying only that change is in the air and she isn't at all happy about it, it seems. (true)
6	There are trolls about in the forest in the slopes of mt. Crowhome. Apparently they have developed a taste for sheep. (false)
7	The rangers have lately steered clear of the mountain, saying only that something wicked haunts the slopes and they constantly feel watched while staying there. (true)
8	A group of dwarves searching for a lost treasure stranded their ship on the northern side of the island a few weeks ago. Some say that they had already found their treasure. (false)
9	The wolves are more active this summer, they have come down from the mountains and are troubling the farmers, more this year than before. (true)
10	Roll twice



## Eliarn Stave Church

The Stave Church in Eliarn is neither large nor rich, and nowhere as grand as the Stave Church in Fengsale. The church was built by settlers from the Stormlands with more devotion than money. However, the years have gone by and now the church is in dire need of repairs and maintenance.

*On the outskirts of Eliarn is a small stave church, with a single Stormbarling and a low tower, that leans precariously over to one side. The wooden walls are gray and old and the ring on top of the Stormbarling is rusted. The doors, once carved to show Stormi, are now rotten. Inside the church is dark and smells of mildew.*

There hasn't been a Stormkelt in Eliarn for a few years and the church hasn't seen much repair. The roof is in dire need of maintenance, as is the tower. The interior is still good enough for a Stormkelt to carry out the services and the Stormbarling is strong enough to hold a human sized sacrifice, though the ring is rusted.

If there is a Stormkelt among the player characters the few locals who follow the Gerbanis religion are eager to have the priest hold services and help them with the Stave Church.

## Ulfvin Ernhaus

The Ulfvin family was among the first settlers on Eysteroy Island, and have been members of the ruling council ever since. The current head of the family, Gunnbjorn, has been on the council for more than two decades. Their house is prominent and stands by the small village square, where the Stone of Settlement was erected.

The Ulfvin Ernhaus, or family stead, is large and built of wood and stone, just as are most of the buildings in Eliarn, though the Ulfvin Ernhaus is much larger. The foundation is made of stone and mortar, the stones were taken from the slopes of Mt. Crowhome, and many of them have ancient Dwarven runes engraved in them. Deep within the foundation is a secret room leading to a small cave, known

only to the members of the Ulfvin family, where the men of the family go when they begin to feel the moon's call. There, they are shackled and locked up, until the Warg Sickness releases them from its grip.

The main floor is built of wood and plaster. The living quarters are mountainside in the house, but the stables and cowshed are seaside. The roof is thatched and steep, with many dormers, and on the gables are circular windows.

If the players decide to pay Gunnbjorn Ulfvin a visit, he is most likely to be outside his house, either helping his farm hands with getting the cows into the cowshed or speaking to some of the Eliarn rangers, in the hope of getting news of his son, Veigar. With a successful Situation Roll on Situation Value 10 (Charisma modifiers apply) the player characters convince his workers that they need to speak to the master of the house.

If the player characters mention Veigar, Gunnbjorn's mood darkens. With a successful Situation Roll on Situation Value 12 (Perception modifiers apply) the player characters get the feeling that this is a sensitive subject. If the player characters present themselves as honorable and trustworthy, Gunnbjorn asks for their help in finding Veigar, though he won't mention that Veigar is afflicted with the Warg Sickness. If the player characters agree, he asks them to look for his son on the slopes of Mt. Crowhome, but to keep their business to themselves. He hands them a flask potion made of Black Heather, which allows the werewolf to fall deep enough asleep so that the creature can relax and change shape again.

## The Stone of Settlement

In the village square is a stone column, engraved with the family names of the first Human settlers that came to Eysteroy Island and formed the community there. The stone, which in truth is made of a couple of slabs of stone, is more than two and a half meters high and triangular. Only one side of the column is engraved with the family names. During the daylight hours, Izudin can be found near

the Stone of Settlement, tasked with telling any interested newcomer about the Eysteroyan tradition of immortalizing the first settlers in this way.

*Dominating the town square is a triangular stone column, almost three meters high. Lichen and weeds have gained a foothold at the base of the column. The seaward side is engraved with more than a dozen family names.*

If the player characters decide to investigate the stone, with a successful roll on Shadow Arts skill (Finding and Spotting specialty applies), they find a poem written in Futhark at the base of the stone, hidden by lichen and moss. The poem is as follows:

*Go west as the raven flies,  
follow the silver stream,  
Before the sunlight dies  
Hear the mountain scream.  
Enter, friend, enter the Dwarf's haven!  
Enter the glorious Home of the Raven.*

If the player characters visit the Stone during the day, Izudin approaches them.

*"Beautiful, right?" a deep voice asks. You look around to find a dark-haired Dwarf walking slowly toward you. "You know why it's here? No? The settlers that came to Eysteroy erected this stone and carved their names on it. To remind themselves that they are a community. As one whole, and together, they'd govern this island better than the places where they came from." The Dwarf stops for a moment. "You see, most of the settlers were runaway slaves or poor folk from the Stormlands and Mittland. People who were downtrodden and belittled by others. Here, they got a second chance. At being somebody, I mean, and this stone was to make sure they did and were remembered," the Dwarf says somberly.*

*"Fields wither,  
and fowls die,  
stones turn to sand.  
Good honor  
and great art  
echo through eternity."*





Izudin introduces himself and is more than willing to answer any questions that the player characters might have, happy to have someone to help him pass the time a little faster. After three questions, however, he excuses himself and says he needs to find Gunnbjorn. He is more than happy to keep speaking with the player characters, and tells them to find him at the Hound later that night.

### The Witch's Hut

Just outside Eliarn, not far from the beach, is a small hut, leaning against black cliffs. The hut is assembled from driftwood, stones, and mud, and decorated with dried flower petals, bones of various animals, and seaweed. Not far from the front door is a round granite stone, with white veins. With a successful Situation Roll on Situation Value 12 (Perception modifiers apply),

the player characters can see that the stone has been used time and time again as some sort of sacrificial altar, for there are bones and gore around the stone. Three large dogs guard the house (use the stats for a wolf, see Jorgi's Bestiary p. 33).

*The Dyfir Witch, Nanna Raudseer, lives in a small hut just outside Eliarn. Her hut rests against black cliffs and is made*



*of round stones from the beach, mud, and grey, rotten driftwood. The walls are decorated with dried flower petals, dead plants, and the bones of dogs, cats, ravens, and other animals. As you get closer, three vicious dogs stand up and growl at you.*

With a successful roll on the Wilderness skill (Animal friend specialty applies), the player characters get past the dogs to the door. If the roll fails, the dogs start barking and try to scare the player characters away. If the player characters, despite the dogs' warning, keep approaching the hut, the dogs attack, which draws Nanna's attention. She leaves her hut 1 round after combat starts and commands her dogs to stop. If the player characters have killed one or more of her dogs, she doesn't want to have anything to do with the player characters, no matter what they say.

The inside of the hut is larger than it seems from the outside, since it offers access to a cave in the cliffs. Nanna has her bed deep in the cave, near a fireplace, hidden behind a curtain of dried fish skin and feathers. By the front door Nanna has a small round table, three wooden stools, and one large round stone. Every wall has shelves covered with assortments of strange herbs, glass jars filled with morbid things, dried plants, furs of animals, and many kinds of rocks. In the space between the round table and her sleeping quarters, Nanna has her distilling and extracting equipment, many different types of glass jars, buckets, and pots in which she concocts her potions and extracts.

## Events in Eliarn

The following are encounters that takesplace in chronological order in Eysteroy and Eliarn. Feel free to add more encounters and events.

### The Storm

As the player characters are getting closer to Eysteroy Island, still about a day out, a storm begins brewing in the east. Dark clouds form, and the waves get ever higher. With a successful roll on the

Wilderness skill (Weatherman specialty applies), the player characters know that a storm is heading their way. If they are on the Waverunner, Captain Wilfred tells everyone to start preparing the ship for rough waters, announcing that they will take in sail in a couple of hours.

*The waves are growing larger as the wind is picking up. Captain Wilfred has told his seamen to lower the sail, and orders all hands on deck. The Waverunner is tossed about by the huge, white-tipped waves. In the distance, lightning cracks and thunder roars across the sky. Far to the south, the summit of Mt. Crowhome comes into view, as the Waverunner reaches the crest of the highest waves.*

With a successful roll on the Wilderness skill (Seaman specialty applies), the player characters can tell that finding a good landing in a storm like this will be difficult. If the player characters are on their own ship or knarr, with a successful roll on the Wilderness skill (Seaman specialty applies), they manage to bring the ship close to the island. Captain Wilfred manages to get the Waverunner close to Eysteroy. As the player characters are coming close to shore, seeing the dark cliffs looming ever closer, the storm gets even more intense.

*As the sun sets, the storm seems to grow even stronger. The dark cliffs of northern Eysteroy Island are threateningly close. The waves crash upon the cliffs, sending sprays of seawater high into the air. The roar of the storm is deafening, and flashes of lightning cast quick shadows across the deck.*

The ship is in danger of running aground. Each player character must lend a hand, with a successful roll on the Wilderness skill (Seaman specialty applies), they make it easier for Captain Wilfred to steer the ship into Eliarn harbor. If more than half of the player characters make their roll, Captain Wilfred manages to get the

ship into safety. A failure means that the Waverunner runs aground. If the player characters are on their own ship, they need everyone to make a successful roll on the Wilderness skill (Seaman specialty applies), to succeed in bringing their ship safely into Eliarn harbor.

If the player character's ship or the Waverunner runs aground, the player characters need to get ashore. With a successful roll on the Agility skill (Swimming specialty applies), the characters manage to reach the rocky beach. A failed roll means that the player character starts drowning (see Player's Handbook p. 47). The skill roll can be repeated every round.

## Wolves in the Night

Run this encounter only if the player characters' ship ran aground on northern Eysteroy Island.

As the player characters reach the beach, they find out that Wilfred and most of the Waverunner's crew have gone missing. They are, however, not clear of danger, for in the night, a pack of wolves is on the hunt and seem desperate enough to attack the group.

*You reach the rocky shore and climb upon the dark rocks, catching your breath and thanking whatever gods were watching over you. In the flashes of light, you see that the woods begin not far from the shore. To the east, you can see where the lights of a village flicker. Somewhere a wolf howls, only to be answered by another. And then another. Out there, in the night, a pack of wolves is on the hunt.*

There are 7 wolves in the pack (see Jorgi's Bestiary p. 33), which has been driven from their hunting grounds by Veigar Ulfvin in the form of a Warg. The wolves are hungry and desperate, eager for a meal, and see the player characters as easy prey. The wolves attack until either half of the wolves are dead or they have managed to kill one character to be dragged away and eaten.

With a successful roll on the Wilderness skill (Zoology specialty



applies), the player characters know that wolves usually do not attack humans, unless hard pressed. With a successful roll on the Wilderness skill (Tracker specialty applies), the player characters find a trail that leads to Eliarn. If the player characters try to outrun the wolves, they can try by using their CPs.

If the player characters look for the other crewmembers of the Waverunner, they only find Aron and Irena alive, not far from them. Irena is dragging Aron, who is unconscious, ashore. Aron has suffered a heavy blow to the head, but Irena is unharmed, although exhausted after swimming ashore holding Aron.

### Skjoldr's Scare

This event may happen after the PCs got a room at the inn and Olivia asked them for help.

If the player characters manage to convince Skjoldr Karlberg to let them into his room, he is obviously teetering on the brink of madness. After seeing Veigar Ulfvin change shape, he has convinced himself that the people of Eliarn are all werewolves, and are after him. With a successful roll on the Care skill (First Aid and Nursing specialty applies), the player characters know that Skjoldr seriously needs to rest, and leaving Eliarn would probably help him recover more quickly.

The room is in complete disarray. The window has been blocked by the colorful woolen blanket, and the bed has been turned over, as if the Storm-Hansa is trying to create a defensive barrier between himself and the door. He, a small wiry man, stands beyond the bed, rubbing his hands nervously together. His eyes dart from side to side, and he motions you to close the door.

Skjoldr Karlberg waits for the player characters to close the door, but as soon as the door has been closed, he starts interrogating the player characters. Who are you? Where are you from? How did you come here? Do you know anyone in Eliarn? Are you werewolves? If the player character

answer truthfully, he relaxes, but only a little. He is still suspicious of the player characters.

If the player characters ask him questions, he tries to answer them as best he can, as much as his broken sanity allows.

Who are you?

*My name is ... what is my name, yes, oh, wait, ... my name is Skjoldr Karlberg. Yes, Skjoldr. Yes, that is my name.*

Where are you from?

*Oh, I came from Redborg. I was but a sewer rat, an urchin that no one cared for, but now I am a Storm-Hansa, yes, I am someone, and I am Skjoldr from Redborg, and I am a Storm-Hansa.*

Why did you lock yourself up?

*By Stormi, I locked my door, yes, for you know. No, you don't know, how could you know? You are new here. Here in this dreadful place. I locked my door, yes. Why you ask? But, of course the werewolves. They are everywhere. They can't get through the door. Not if I lock it.*

If the player characters ask about the werewolves at any time, he gets very nervous, and at first tries to change the subject. But if the player characters persist and keep asking him, he eventually gives in and tells the player characters what he saw.

*"That one night, was it last night? No, it was the night before that night. Or the night before that. I don't know. I don't know how many nights it has been. It might have been last night or the night before that. I was down at the Hound. It is an awful place, have you been there? It smells and the mead is simply dreadful. I had a few drinks and was heading back here. Yes, it was last night or the night before that. I just wanted to go to sleep. I haven't slept since... well, I haven't slept since last night. The moon was up, a full silver coin, and as I came by the standing*

*stone, I saw it. That boy. I did nothing mind you. I just wanted to go to sleep. To sleep. How long has it been? When did I last sleep? What moon is this? Perhaps it wasn't last night. The stone. It's been there since the first settlers, you know. By Stormi, there I was, as that boy came, he just stood there, I did nothing, he was just there and stared at the moon. Then his hands got longer and his face, dear Windinna save me, his face... his face grew elongated and sprouted fangs. I shouldn't have come here. I... just... if... his face, it was wolf-like. He changed shape and saw me. His eyes, his yellow eyes, stared right at me. Then wolves howled all around me. The night was filled with howling wolves. And they came for me.*

If the player characters inquire further into this matter, Skjoldr tells them in his own deranged way more about what happened. He describes the boy and where he came from, which is the Ulfvin family house. With a successful roll on the Knowledge skill (Monster lore specialty applies), the characters know that the boy Skjold saw must be afflicted with the Warg Sickness.

If the player characters decide to help Skjoldr, he is desperate to get away from Eliarn. Securing him a place on a knarr or ship headed out from the village ensures that he eventually gets better and regains his sanity.

If the player characters decide to speak to Gunnbjorn Ulfvin, he, if they manage to gain his audience, asks them to help him locate Veigar.

### The Prophecy

The day after the player characters arrive in Eliarn, Nanna Raudseer comes into the village, wild-eyed and in a trance. She stumbles to where the player characters are, and recites a prophecy, before falling down unconscious.

*A wild-eyed Dyfir stares at you. Her hair is dirty and unkempt, decorated with leather straps and small bones. She has used ash to draw dark and thick lines around her eyes. She mutters something to herself, froth and*



*saliva drip from her mouth, as she stumbles toward you. When she finally reaches you, a shudder rocks her body, and a sudden spasm make her back bend in an unnatural way. Her eyes turn white, and she throws her head back.*

*"The yellow-eyed hunter is waiting for you. In the dark of dreams it waits - waits for the soul of the binder." she gurgles, almost incoherently. Her fingers reach out, stretched and bent in an awkward way.*

*"It hunts in the nightmare, like an orca, feeds on your fears. It waits in the dark of dreams - waits for the soul of the binder," she pants out.*

*"The dark, the dark, only in the darkest dream, can you defeat the hunter. In the dark of dreams, it waits - fears the soul of the binder." A spasm rocks her body. "The lights, you must light them." Then the strange woman drops to the ground, unconscious.*

With a successful roll on the Care skill (First Aid and Nursing specialty applies), the player characters know that she is well but needs rest. If they decide to wait for her to wake up, she doesn't remember anything of this encounter, other than that she woke up feeling peculiar and light-headed.

The prophecy refers to the Hunter in Dreams, the demon that Téwaz summoned many years ago, and which is bound to Voronoy-Kefas. It also contains information about how the player characters can defeat the intangible demon, to enter the nightmare and fight it there.

The people in Eliarn can tell the player characters about Nanna Raudseer, and help her get back to her hut. If the player characters wish to pay her a visit, she isn't too keen on helping them, since the witch suspects that the player characters, especially any Dwarf, will set whatever evil that is in the mountain free.

### The Dirge of the Broken Shield

If the player characters decide to pay Izudin Brokenshield a visit at the Hound after meeting him at the Stone of Settlement, or if they are in the Hound

at the same time as the Dwarven bard is there, he is eager to hear their tales, and share some of his own. If the player characters pay for his mead and ask him about Eliarn, he is more than willing to share everything he knows about the village and the people in Eliarn.

As the night falls and Izudin has drunk more mead, his mood turns more somber, and he shares his story with the player characters. His face grows sour, and his voice darkens.

*"Many years ago, an ancient brother of my clan, Dervich Brokenshield, witnessed the fall of Grunkovorda. He was a bard like me, like so any others in our bloodline. He was old when he told my eldest brother, Lukaz, his story. Lukaz, eager to compose a poem, as great as the Dirge of the Broken Shield, as you might have heard, I presume, wrote a piece so great that it would ensure that our names would be remembered forever and ever more. But alas, my brother lukaz was a traveling bard, and one day he never returned home to Dvulgord. He never taught me the poem, since I was but a boy back then. All I have is this single passage:*

*"Oh, hear the boots call,  
heroes march on,  
towards the blood lit battlefield.  
Spears held high,  
shields and runes.*

*In darkness their doom was sealed."*

*I know that my brother was traveling with a group that was seeking the lost kingdom of Voronoy-Kefas, and I found out that they came to this wretched island. But here, I lost their trail. Decades have passed since Lukaz was here, and none of the elders in Eliarn seems to remember that particular band of adventurers. All I wanted was to find my brother's poem, so that his name and mine could live forever among the Dwarves of Dvulgord," Izudin slumps down into his seat and downs his mug. "Now, no one will remember us, we will become nameless and forgotten, just as the ancient brother Dervich predicted:*

*"Where no one ever goes, where no wildflower grows, where there are only crows, the broken shield rests, forever more, forever more, nameless and forgotten."*

With a successful roll on the Knowledge skill (Lore and Legends: Dvarcves specialty applies), the player characters know the Dirge of the Broken Shield, which was originally recited or sung at the funeral of King Dvalin Goodheart. Dervich is believed to have predicted his own death in the dirge, since he died alone in a barren moor, his shield cloven in half by a Troll's axe. Many Dwarven bards learn the dirge and cite it when they write their own dirges.

If the player characters tell Izudin at any point that they are seeking Voronoy-Kefas, they arouse his interest, and he becomes eager to hear what they know. He asks them to keep an eye out for his father, who carries an old shield that has been cloven in half. If they agree, Izudin does everything in his power to help the player characters while they are in Eliarn.

## To Mt. CROWHOME

*Once the player characters are ready to move on, they need to find their way to Mt. Crowhome. They have a few clues as to where to find the entrance to Voronoy-Kefas, both of which are part of riddles found in old poems. The sun has colored the clear sky, and the sea is still. Flies buzz around you as you leave Eliarn, the small village on the en shores on Eysteroy Island. As the sun climbs higher and you march on, it grows ever hotter, but soon you are in the shadows of the great oaks and ironwood trees that grow in the foothills of Mt. Crowhome. The forest trail winds ever higher, and you are thankful for the shadows the canopy provides. A game trail opens before you, leading deeper into the darkened woods.*

With a successful roll on the Wilderness skill (Orienteering and Cartography specialty applies), the player characters manage to follow the game trail. If the player characters fail the check, they lose one day searching for clues in the wrong places. Finding the entrance to Voronoy-Kefas is not easy.



The player characters need to be actively seeking the entrance and looking for clues. If they found the poems that hold clues to where to find the entrance, they get a +2 bonus to the rolls. Each roll represents a whole day searching and investigating the area.

Making a camp in the foothills is a good idea, with a successful roll on the Wilderness skill (Camper specialty applies), the player characters make a good camp in a nice clearing where they have access to water.

Each day a player character spends searching for the entrance, that player character can roll on the Wilderness skill, the following specialties apply: Orienteering and Cartography, Wilderness signs, Land Knowledge (Forest), and Terrain experience (Forest). Once the player characters have accumulated 10 successful rolls, they find the entrance.

Feel free to add encounters with rangers, hunting wolf packs, and flying predators. There's game on the slopes of Mt. Crowhome, making it easy for the player characters to hunt.

## Meeting Veigar

The first night after the player characters leave Eliarn, Veigar Ulfvin comes into the camp as a Warg (see Jorgi's Bestiary p. 33). The young lad is scared and hoping to find someone who can help him. Seeing the lights from the camp, he crawls closer and, if the player characters don't spot him, comes into the light from the campfire. With a successful roll on the Shadow Arts skill (Finding and Spotting specialty applies), the player characters spot the wolf.

*The moon is high in the blackened night sky, and a soft, cool breeze comes from the*

*sea. A black Warg comes into the light from your campfire, keeping its head low and its tail between its legs. It whimpers softly.*

With a successful roll on the Wilderness skill (Zoology specialty applies), the player characters get the feeling that there is more to this animal than meets the eye. If the player characters try to befriend the Warg, with a successful Situational Roll on Situational Value 10 (Charisma modifiers apply), the player characters manage to lure the Warg closer. If they talked to Skjoldr Karlberg, the player characters might recognize the wolf as a Were-warg.

If the player characters attack Veigar he runs away and tries to outrun the player characters into the woods.

If the player characters help Veigar to shapechange back into human form, he is very thankful. With a successful roll on the Knowledge skill (any Lore and Legends specialty applies), the player characters know that the Warg Sickness is terrible, and impossible to cure. However, once out of the moon's light and given time to relax, the Were-warg can transform back to human.

Once back in human form, Veigar tells the player characters what happened to him, and that he ran away, once he noticed Skjoldr watching him. If the player characters escort Veigar back to Gunnbjorn, the patriarch thanks them, and hands them 2 portions of Gavespring (Game Masters Guide p.91).

If the player characters tell Veigar that they are looking for the entrance to Voronoy-Kefas, he tells them that he saw strange stones not far from the Roaring Falls, three hours run (as a

Warg) north of the player character's camp. This information counts as 1 success. for finding the entrance

## Finding the Entrance

The entrance to Voronoy-Kefas is cleverly hidden in a gorge, where the Roaring Falls, vines, and ironwood trees hide it from sight.

*Finally, you spot the ancient entrance to Voronoy-Kefas. High in a gorge, near the silvered roaring falls and hidden by hanging vines and ironwood trees, the entrance is nigh impossible to spot. The entrance is spartan, the door frame decorated with runes that once must've been colored, and some dragon motifs. The door itself is simple and non-descript. In all, the entrance is nothing like the glorious great gates of Dustwall.*

Reaching the entrance is hard. With a successful roll on the Agility skill (Jumping, Climbing and Balancing specialty applies), the player characters reach the entrance. Using a rope can help those who are less agile. Reward clever thinking.

The door is not locked, but years of dust and dirt have made the door hard to open. With a successful Situational Roll on Situational Value 6 (Strength modifiers apply), the player characters manage to open the door. However, only one player character can try at a time, since the door is high in the gorge, with not much space around it, allowing no more than one player character a time to try.

*With a grinding sound, you finally manage to push open the door. Beyond, there's only darkness and deep, mournful silence. The lost kingdom of Voronoy-Kefas is open before you.*



## ADVENTURE POINTS FOR ACT II

Below is a list of resources to help the Game Master allocate adventure points:

Player characters:	AP
Enter Voronoy-Kefas	+100
Saving Captain Wilfred Armstein	+30
Crossing the Oster Ocean without incident	+20
Helping Skjoldr Karlberg leave Eliarn	+20
Saving Veigar Ulfvin	+30
Finding the runic poem on Stone of Settlement	+15
Treating Nasthal Windspeaker with respect	+5
Uncovering Bryn Darkwing as the molester	+10
Treating Ragnhild and Ynja with respect	+5
Treating the crew of Waverunner with respect	+5
Treating Gunnbjorn Ulfvin with respect	+5
Agreeing to help Izudin Brokenshield	+10
Not being able to save Captain Armstein	-15
Having an incident while crossing Oster Ocean	-10
Killing Veigar Ulfvin	-25
Killing Ynja	-15
Were rude to Blot Lord Njorvi	-5
Were rude to Nasthal	-5
Were rude to the crew of the Waverunner	-10
Were rude to Skjoldr	-5
Were rude to Gunnbjorn	-5
Were rude to Izudin	-5
Ignored or disregarded Veigar	-10







## ACT 3

# ◆ IN VORONOIY-KEFAS ◆

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The darkness in the abandoned dwarven complex is tangible and reeks of death and decay. Something terrible happened here. Something more terrifying and sinister than anything the player characters have ever faced before... .

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Voronoy-Kefas is a massive complex, and was a large Borjornikka kingdom, now fallen into ruin. Before Argothar Téwaz summoned the demon, the kingdom prospered, and the many smiths and craftsmen were renowned among Dwarfkin. The loss of Voronoy-Kefas is considered among the Dwarves as one of their greatest tragedies, since many incredible artifacts were among the treasures lost when the kingdom in Mt. Crowhome fell.

When the player characters enter the subterranean complex, it has been mostly abandoned for centuries. Only a handful of people have found and braved the maze-like dungeon, all save for a group of Goblins have perished in Voronoy-Kefas, become lost, or fallen prey to the Hunter in Darkness.

The moment the player characters enter Voronoy-Kefas, the demon becomes aware of them. Erixalar-Thiekle can sense the presence of the Chosen of Téwaz, and is eager to enact its revenge for being imprisoned for hundreds of years. The only way to defeat the demon is by entering the dreamstate of Voronoy-Kefas, lighting the holy braziers, and fighting the demon.

It is important to portray Voronoy-Kefas as a desolate and dismal place, a

place full of sorrow, where something horrible happened. But even more important is to emphasize the dreams and nightmares, while the demon is still there. The demon is not bound by reality, and can alter their dreams as it wishes.

### LEGEND OF VORONOIY-KEFAS

More than a thousand years ago, a group of Borjornikka Dwarves, from four different Glorkas (Copperbeards, Téwaz, Ironhearts, and Dhaman), from Tvologoya ventured from their homeland on a quest, seeking a new mountain. The expedition was led by Brunthor Copperbeard, a great ironsmith and a cunning warrior. For many years the Dwarves traveled with Ginnungagap above them, and found their way across the Oster Ocean, until they reached Mt. Crowhome. The expedition's oldest Thuul, Glothar Téwaz, listened to the rocks of the mountain, and after consulting with the other Thuuls, told Copperbeard that Mt. Crowhome was to be their new home.

In a matter of a few decades the four Glorkas had crafted themselves a great mountain home, a true kingdom. Only

thirty years after the Dwarves had crafted the birthplace (see Muspelheim p.8), the first Dwarf born in Voronoy-Kefas came from the depths, celebrated and claimed by the Copperbeard. Brunthor ruled as a king during the first decades, and the kingdom lived in solitude and peace.

The Dwarves of Voronoy-Kefas had ample time to master their crafts. They mined iron and copper, and their mines were rich with these metals. After two centuries, the Thuuls discovered a mitraka vein deep in one of the mines, a vein that would come to determine the kingdom's prosperity for years to come.

For more than five centuries, the Copperbeards ruled Voronoy-Kefas. The Téwaz Bloodline also had a huge say in the ruling of the kingdom, since the clan had the most gifted Thuuls. The Ironhearts and Dhaman clans finally lost patience, and rebelled against the ruling king, Brathgor Copperbeard, who was disliked by many, especially members of these two Bloodlines, since the king favored his own clan in every decision he made. The kingdom was split in two, as war raged for decades, both sides firmly entrenched in their own part of Mt. Crowhome, neither side willing to surrender. King Brathgor was furious and



solemnly vowed to eliminate both enemy Glorkas, and banished every Ironheart and Dhaman, effectively making them outcasts. However, and perhaps fortunately, king Brathgor Copperbeard died before he could break through the defense of his adversaries and throw the rebellious clans out of his kingdom.

As soon as king Brathgor had been laid to rest, Thuul Virgathar Téwaz approached the leaders of the Ironhearts and the Dhamans. The three of them agreed to a peace treaty and, along with Baylinn, brother of Brathgor, decided that the kingdom of Voronoy-Kefas should henceforth be ruled by a council of elders, one from each Glorka, and the oldest Thuul. This five-man council, which was aptly called the "Murder", and each member had the honorary title "Crow" (or "Krau" in Futhark), voted Rubert Dhaman as the King of Voronoy-Kefas.

Decades passed, and Voronoy-Kefas prospered once more. The Dwarves of Mt. Crowhome crafted many great artifacts, and their skills were celebrated among the Dwarfkin. Voronoy-Kefas had a standing relationship with Tvologoya, and the old kingdom had an acting emissary in Voronoy-Kefas when the disaster struck.

Argothar Téwaz was an ambitious Dwarf. He was destined to become a Thuul from an early age, and traveled to Tvologoya. He also traveled among Humans, and witnessed the power that many Vitner Weavers wielded. He hungered for such power, and after witnessing the incredible feats many Dimwalkers performed, he was determined to learn and master every rune existing in Trudvang.

One night, Argothar dreamt a strange sigil drawn in blood upon an obsidian slab. Convinced that this was a rune of incredible importance, he set his mind to mastering it. After toiling ceaselessly for weeks, he finally managed to scribe it perfectly, but only then did he understand his folly. As the demon emerged and manifested in the deepest reaches of Voronoy-Kefas, though only insubstantial, the old Thuul, near mad

from seeing the true form of the demon, fled from it.

The demon, Erixalar-Thiekle, or the Hunter in Dreams, started haunting the dreams of the Dwarves of Voronoy-Kefas. The Dwarves slowly went mad, slaughtering each other, killed themselves, or died from sheer terror and madness from the nightmares inflicted by the demon, who taunted and tormented Thuul Téwaz, but never pushing the old Dwarf too far.

Seeing what disaster his hunger for power had brought upon his brothers, Téwaz set to work. He secretly crafted many stones and inscribed them with mighty Runes of Binding unknown to Dwarves today, ensnaring the demon in the lowest reaches of the complex and making sure that it would never escape Voronoy-Kefas. As he set the final stone in place, the demon realized what Téwaz had done, and its own folly for not killing the Thuul.

Téwaz, who was among the very few Dwarves left alive or sane in Voronoy-Kefas, decided to create a Murgla in which he would store his own memories, in the hope that one day a hero would come along who could defeat the demon.

The Hunter in Dreams saw this and understood that this could be the only chance for it to escape. It decided to plant a single flaw in the Murgla, which makes the wearer susceptible to the demon's terror (see Introduction).

The night following the completion of the Murgla of Téwaz, the demon unleashed his full fury on the remaining Dwarves in Voronoy-Kefas, killing them all, but Téwaz threw himself into lava deep in the heart of the mountain. The next day, when the sun's first rays hit the snowclad summit of Mt. Crowhome, the kingdom of Voronoy-Kefas was as silent as a tomb.

## DREAMING VORONOI-KEFAS

Once the player characters enter Voronoy-Kefas they all start to have vivid dreams and nightmares, as the demon senses their presence and attacks their minds (see the "Dead but Dreaming" event).

In their dreams, the player characters see Voronoy-Kefas, full of Dwarves, but a very dark and horrible version of it. Their own fears also manifest in the nightmares, making each nightmare personal and terrible. In this state they have no control over the dream and are completely under the sway of the demon.

However, to fight the demon, the player characters must find a way to take control of themselves during the nightmares. In many places in Voronoy-Kefas grows a strange fungus called "Sleepwalker". With a successful roll on the Wilderness skill (Botany specialty applies), the player characters recognize the fungus. It has special properties when boiled down into an extract. With a successful roll on the Care skill (Extracts and Potions specialty applies), the player characters manage to create an extract from the Sleepwalker fungus. Only by ingesting the extract can the player characters take control of their dreamselves, and enter Dreaming Voronoy-Kefas.

If the PCs fails Botany rolls, they may get hints about this potion and the brazers (see below) by speaking with ghosts in Level 2 (Hall of the Ancients and Hall of the Helms), in the "Dead but Dreaming" and "Nameless Dead" events, or, as a last chance (if the GM prefers so), by visions revealed to the Chosen of Téwaz.

## SLEEPWALKER FUNGUS - DREAMPOTION

- ♦ **Type:** Altering
- ♦ **Strength:** 4
- ♦ **Appearance:** Sleepwalker fungus is gray, dry, and dusty. Crushing it creates an ash-like dust which smells like spoiled fruit.
- ♦ **Preparation:** The fungus must be pulverized and boiled in water. The liquid must be drunk while still hot.
- ♦ **Application:** Drink.
- ♦ **Effect:** Sleepwalker allows a sleeper to participate in her own dream.
- ♦ **Value:** 30 sc



## EFFECTS OF SLEEPWALKER FUNGUS

- ♦ **Mild effect:** The sleeper takes control of her dreamself for 15 minutes.
- ♦ **Moderate effect:** The sleeper takes control of her dreamself for 30 minutes.
- ♦ **Substantial effect:** The sleeper takes control of her dreamself for 45 minutes.
- ♦ **Complete effect:** The sleeper takes control of her dreamself for 60 minutes.

## Defeating the Hunter in Dreams

When the player characters have discovered how to take control of their dreamself, they are ready to take on the demon. However, to battle the demon in Dream Voronoy-Kefas is very hard, nigh impossible, since the dreamstate is governed and ruled by the demon.

Still, there's hope. Erixalar-Thiekle can be harmed by holy light, and by lighting the five holy braziers around the obsidian pedestal in the summoning chamber, the demon is forced to leave the dream and enter the real world, as a physical demon, though in a weakened state.

### The Holy Braziers

The five holy braziers are ancient braziers brought to Voronoy-Kefas by the Thuuls of the four Bloodlines. Each brazier is about 30 cm high, made of blackened wrought iron and inlaid with copper and silver. The braziers have been engraved with sacred runes, that empower the light of the braziers so that it creates no shadow, and illuminates everything in a 10-meter radius with a warm yellow light. The light doesn't harm the living, but undead and demons fear it and shy away from it. Only with a successful Situation Roll on Situation Value 4 (Psyche modifiers apply), can the undead and demons stay within the holy light. A failed roll means that the undead or demon must flee.

The origins of the braziers are unknown, but they held significant importance to the Dwarves of Voronoy-Kefas, and were lit on all ceremonial occasions.

The Thuuls of Voronoy-Kefas had discovered, too late, that by using the light of the holy braziers they could force the demon out of the nightmare. Madness had already taken its toll on the Dwarves, and they were unable to put their plan into motion. What they didn't know was that only by lighting the braziers in the dream, could the demon be forced out.

The holy braziers need to be found in dream and placed within the Demon's Prison. Once lit there, the Hunter in Dreams is forced to take physical form, and the player characters can defeat it.

The holy braziers can be found in the dreaming versions of the following locations:

- ♦ Hall of Crows
- ♦ Craftsman shops in Level 2
- ♦ Treasury (two pieces)
- ♦ Mines in Level 3

## The Chosen of Téwaz in the Dream of Voronoy-Kefas

While in Dream-version of Voronoy-Kefas, the Chosen of Téwaz appears as Argothar Téwaz, a gray-haired Dwarf with a thick beard worn in two braids, dressed in a leather apron over a chain shirt, with a heavy tool belt and in iron-toed boots. His voice is hoarse and deep, every time he speaks, his lips and words don't seem to be in sync, the words sound as if they are an echo of themselves.

This only affects the appearance of the Chosen of Téwaz, not the skills or abilities of the player character in question. However, the player character has in the dreamstate full access to Argothar's memories, and knows the Dwarven complex inside out. The player characters also know all the ancient runes and many secrets of the Thuuls. Feel free to use this to help the player characters along as you see fit.

## KEY TO VORONOI-KEFAS

Voronoy-Kefas is a large, many tiered complex, that was for almost a millennia constantly being added to. The Dwarves were master masons and builders, and the grandeur of Voronoy-Kefas is rivalled only by the richest and largest Dwarven kingdoms of Trudvang.

After being abandoned for many years, the kingdom has fallen into ruins. It is unearthly silent, and the faded glory is but a reminiscence of what once was. Dust and cobwebs cover everything, and even the faintest sounds echo, lonely, in empty halls and hallways.

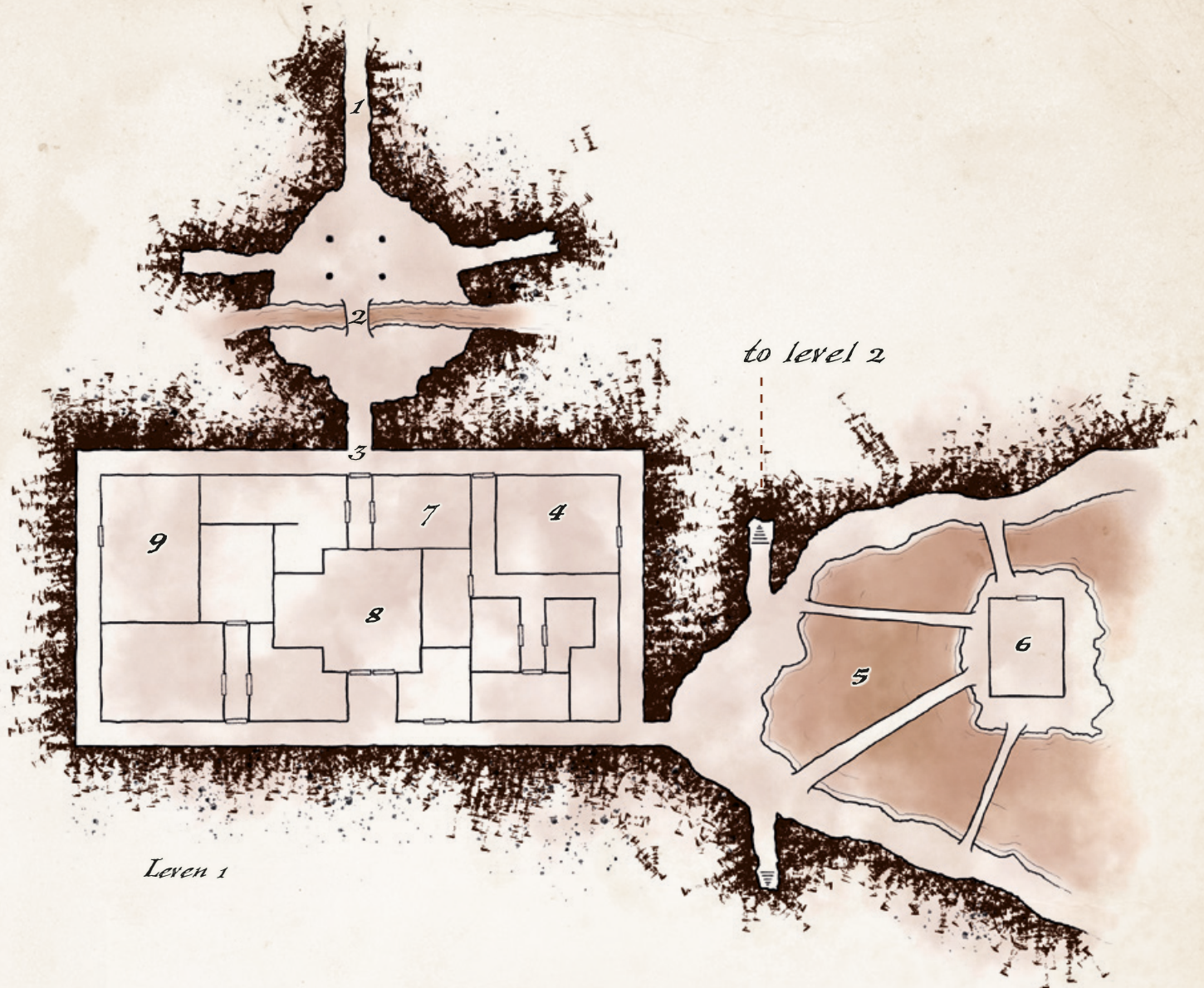
As the player characters go ever deeper into the kingdom, they start to discover terrible scenes, where someone has committed a multiple fratricide, a Dwarf has gruesomely taken his own life, or where the madness has turned beautiful artworks into horrible things. The scenery itself literally screams out the insanity that gripped the Dwarves in this place. The deeper the player characters go, the more horrible the place becomes.

Every room and hallway are bathed in pitch-black darkness. A single torch has about a 10-meter radius, everything beyond that is covered in darkness. All doors are unlocked, and made of oak, bound with iron, unless otherwise noted. All hallways are 2.5 meters high, and there are sconces on the walls, where torches can be mounted.

The rooms and halls described here are not a complete description of Voronoy-Kefas. Feel free to add more rooms and halls to the complex as you see fit.

For each location there is also a short description of how the same place appears in the dream, and what entities are present and visible only for those who are in a dream status.





## Level 1

The first level in Voronoy-Kefas is the oldest part of the complex, and the largest one. The Dwarves decorated and redecorated the hallways and the many halls, making this part of the kingdom the most glorious one. This is also where the Murder held their councils, and where the kings of Voronoy-Kefas held their court.

The glory of the kingdom is omnipresent and evident almost everywhere. The walls in the hallways are carved and decorated with bas-reliefs, inlaid with silver, copper, and iron. Many halls have

immobile Stonefylgis, in the likeness of Dwarven warriors, or large rune-encrusted columns, strategically placed to support the roof and keep the Ginnungagap away. Door frames are carved to resemble mythical creatures. The Dwarves of Voronoy-Kefas spared no expense, and built the first level to impress and invoke pride among themselves and awe among guests.

### In Dream

Body Points losses and Fear Points got in the Dream are usually ignored in the waking world (Levels 2 and 3 will work

differently). To die in the Dream world here, means to wake up.

### 1. First Defense

*The dark hall is almost 100 meters long, and slopes gently downwards. Every now and then, narrow openings appear on either wall, obviously used as slits for crossbowmen. Your footsteps echo lonely down the darkened hallway. The air is stale and foul.*

The First Defense is a long corridor, where the Dwarves of Voronoy-Kefas



planned to meet any intruders in full force. There are pathways along the hallway, where crossbowmen were positioned in full cover. The hallway is three meters wide, but in the middle, it is narrower, forcing the player characters to walk in a single file. This was a strategic defensive point, since the Dwarven warriors could force intruders to fight at a disadvantage.

Beyond the narrow opening is a single Dwarven skeleton lying on the floor, still wearing iron tipped boots and an iron helmet which is in remarkably good condition. With a successful Situational Roll on Situation Value 8 (Intelligence modifiers apply), the player characters realize that any skeleton from the time of Voronoy-Kefas should be in worse condition, and more decayed. This is the skeleton of a Dwarf that was a part of the group that Izudin Brokenshield's older brother was in, who went searching for Voronoy-Kefas. Investigating the skeleton reveals, with a successful roll on the Care Skill (First Aid and Nursing specialty applies), that this Dwarf was killed by a heavy blow on the back of the neck.

At the other end of the hallway is a stone statue, depicting a regal Dwarf holding a snake in his left hand and a hammer in his right. With a successful roll on the Knowledge skill (Lore and Legends: Dwarves specialty applies), the player characters recognize this statue as a part of the old Dwarven faith, the snake stands for the evil god Yukk, and the hammer is the symbol of Borjorn, the creator god of the Dwarves.

### **In Dream**

*The hallway is covered with red lichen, and the rotten stench is overwhelming. The narrow openings are like eyes, staring at you from the depths of the abyss.*

If the player characters enter the First Defense while in dream, they find it crawling with 10 Dwarven Skjelletts, armed with crossbows and clad in ancient armor. The undead attack anyone trying to leave Voronoy-Kefas.

## **2. Guests' Square and Brunthor's Bridge**

The Guests' Square is situated in a large natural cavern, one that was once covered with stalagmites and stalactites, some of which were interconnected and formed massive columns. An underground river passes through the cave, splitting it in half. The Dwarves of Voronoy-Kefas formed and reformed the stalagmites and stalactites, creating great statues of Dwarven warriors holding the ceiling. With a successful roll on the Knowledge skill (Lore and Legends: Dwarves specialty applies), the player characters know that these Dwarves are a part of the Stonefylgis of the complex, holding the cave ceiling fast and keeping the Ginnungagap safely away. A stone bridge spans the river, built by Dwarven masons, and is a true testament to their superior craftsmanship. With a successful roll on the Care skill (Hard Materials specialty applies), the player characters can tell that the bridge was built to be safe for anyone crossing the river, but it can be easily brought down from the other side.

*You find your way into a large cavern. At first it seems natural, with stalactites hanging from the ceiling and stalagmites rise from the floor, almost like the teeth of some long-gone predator. The air is moist, and somewhere in the darkness you can hear the soft echo of water rushing. As you walk further, you see where mighty stalactites reach from ceiling to floor, forming large columns. Investigating the columns, you see that they are carved to resemble Zvorda Dwarves in plate armor, holding the ceiling aloft. A little further on is a large tilestone laid square, where four massive stone Zvorda's stand guard, each facing the First Defense.*

The square was once where merchants and craftsmen of Voronoy-Kefas met with non-Dwarven emissaries and buyers. Most never got past the Guest's Square, and slept in tents and makeshift huts while negotiating with the Dwarves.

When the player characters reach

the bridge, they find it guarded by two Dwarven Nezhit'yu (see Appendix C). These Nezhit'yu were initially a part of the same group as Izudin's older brother, killed by the Hunter in Darkness, and the evil aura of the demon turned the corpses into Nezhit'yu. The Nezhit'yu fight until they have been destroyed.

*An arching stone bridge, about 10 meters long, crosses the underground white-water river, with no rail on either side, although the bridge looks sturdy enough to hold a fully loaded wagon. High above the bridge hangs, on a massive chain, an iron chandelier, which seems to have been made by welding at least two dozen axes and swords. The air here smells of rotting meat and decay. In the dim light of your torches, you spot movement on the other bank.*

The Nezhit'yu stumble across the bridge. Their goal is to throw the player characters off the bridge and keep them from entering the keep proper. If the player characters fall off the bridge, with a successful roll on the Agility skill (Jumping, Swimming and Balancing specialty applies), the player characters manage to swim to shore. See the rules on drowning (Game Masters Guide p.57-58; Player's Handbook p.47-48).

### **In Dream**

In dream, all the Stonefylgis have dreadful visages, evil grins, and long teeth. Their eyes seem to follow the player characters wherever they go. The river is slower, and has a red hue to it, and there are many Dwarven corpses hanging from the bridge.

## **3. Second Defense - Promenade of Iron**

A short hallway, 10 meters long, extends from the Guest's Square to the heart of Voronoy-Kefas and the main complex. The walls and doors are clad with blackened iron, making the hallway look dark and forbidding. There are eight holes in the ceiling, four on each side, that the Dwarves used to pour burning hot oil on any intruders. Both doors



are open and unlocked. The holes are not easy to spot, with a successful roll on the Shadow Arts skill (Finding and Spotting specialty applies), the player characters see the holes.

Just beyond the second set of doors are the skeletal remains of three Dwarven craftsmen. The remains all show evidence of violent death. With a successful roll on the Care skill (First Aid and Nursing specialty applies), the player characters can see that the Dwarves were all murdered, all the skulls are crushed on the back of the head.

The Promenade of Iron is a long hallway connecting the many halls and rooms on the first floor. The Promenade was once decorated with large tapestries and statues, and lined with benches, where Dwarves went about their business. Now, it is no more than the ghost of its former self, desolate and barren.

*You enter a wide hallway, which is littered with broken statues, ruined tapestries, and the skeletal remains of Dwarves. Still, there's an uneasy feeling that comes with walking along the desolate hallway, as if something out there, in the dark corners, is watching you, something hungry, something evil.*

No matter how hard the player characters search, they do not find anyone watching them. The presence of the Hunter in Dreams is omnipresent, and a constant reminder of the evil that lies within Voronoy-Kefas.

#### ***In Dream***

If the player characters approach the Second Defense, they find it teeming with armor clad Dwarven Skjeletts, though none of the undead seem to pay them any mind. All carry large clay urns, filled with burning oil. Each skeleton finds its way to the stations above the Promenade of Iron and pours the oil down, without any regard to whom is below. Each undead Dwarf has 14 CP for the attack. The oil does 1d10 (OR 8-10) damage.

#### **4. Hall of Memory - Library of the Sage**

The Hall of Memory was an immense hall dedicated to scribes and librarians, where Human books and Dwarven stone tablets were both created and kept. In the middle of this large circular room stood twelve desks, where inscribers recorded histories, legends, and sagas. Surrounding the desks were twelve long hallways, with massive bookcases that stand three meters tall, lined with manuscripts and books, bound in leather, gold, silver, and even some in mittraka. Each line of bookshelves is divided into twelve segments, and has six shelves.

*This darkened hall is filled with silence, that has never been disturbed. Bookcases, filled with books, scrolls, tomes, libres, and manuscripts stand in complete order, forming over 30 meters long hallways that lead to the center of this massive hall. The air is dusty and smells of decay and sorrow.*

At the dead center of the hall is a podium where a large tome rests, bound in wurmscales and gold. The skeleton of a Dwarf stands by the tome, one bony finger resting on the name of Argothar Téwaz. Investigating the tome reveals that by the name of the Thuul are three numbers, IX-VI-IV. This refers to the ninth hallway, sixth bookcase, and fourth shelf.

There are a few books and tomes there, most of them are stories of notable Human Vitner Weavers and their craft. However, the player characters can find one interesting small book, bound in black leather with pages made of calfskin, the book that intrigued Argothar centuries ago. This is the story of the Darkhwalja Vitner Weaver Julkia Thrallia, who was obsessed with the glyphs and sigils of Bloodheim.

Since the book is ancient, the text is not easy to read, and is mostly ruined. With a successful Situation Roll on Situation Value 8 (Intelligence modifiers apply), and 10 hours spent reading the book, the player characters manage to decipher the few good pages (see Handout 1).

Finding this clue helps the player characters realize how they can defeat the Hunter in Darkness, by finding and lighting the five holy braziers.

#### ***In Dream***

The library is dead silent, but there are tablet-inscribers sitting by each desk, their visages grim and hollow. If the player characters make any sound while in the library, the inscribers (use Dwarven Skjeletts, see Appendix C) attack, using their scalpels (use Seax stats) as a one-handed heavy weapon.

#### **5. Darklake and the Bridges of the Glorkavolds**

Not far from the Guests' Square is Darklake, a large subterranean lake, the waters of which are dark for reasons unknown. The lake is dotted with a few islands, the largest one was called "Laupr" (which means "Crow's Nest" in Futhark), and holds a large domed building, which is the Hall of Crows (see below).

Four massive stone bridges, each different than the other, connect Laupr to the shore. The bridges, which are called Bridges of the Bloodlines, were each made by one of the founding Bloodlines after the founding of the Murder.

The lake itself is shallow, at its deepest point it is merely 5 meters deep, and devoid of any life. Wading through the lake however reveals many Dwarven skeletons, since many Dwarves threw themselves off the bridges once the madness of the Hunter in Darkness took them.

#### ***In Dream***

If the player characters visit the Darklake in dream, they find the lake infinitely deep and dark as a blackhole. The air is constantly filled with the echoes of something falling into the lake, though the player characters never actually see anyone there. If the player characters investigate the bridges, they get the sudden urge to throw themselves off and into the lake. Only with a successful Situation Roll on Situation Value 6 (Psyche modifiers



apply), do they manage to suppress the urge. If a player character fails the roll, they throw themselves off the bridge and die in dream, only to wake up screaming, and are unable to go to sleep again for 12 hours, feeling exhausted all day (-2 SV to every roll).

## 6. Hall of Crows - Council Chambers

The circular domed stone building is simple, yet elegant. It is made of white marble, with grey and black veins. Inside there's but one hall, with five spartan stone seats, each marked with a separate single rune. The floor holds an engraved map of Eysteroy Island and Mt. Crowhome. The domed ceiling is painted black, and held aloft by eight columns, shaped like hammers.

If the player characters investigate the engraved map, with a successful roll on the Knowledge skill (Lore and Legends: Dwarves specialty applies), they might discover that Voronoy-Kefas had three different entrances, which all lead to the Guests' Square. Two of the entrances caved in shortly after the madness took hold of the population of the kingdom.

### In Dream

If the player characters make it across Darklake to Laupr Island, they find each seat in the Hall of Crows occupied by regal and noble Dwarves. These Dwarves are stoic and thoughtful. Hanging above the hall is a small silver brazier, adorned with golden runes. This is one of the five holy braziers.

*As you enter the hall you see five noble Dwarves, each dressed in ceremonial armor and carrying a master-crafted weapon, seated in the stone seats. Each of the Dwarves watch you enter the hall, a cold blue fire burning in their eyes. "Why have you come here, Téwaz?" the Dwarves ask in unison, their voices cold and lifeless, echoing off the stone walls. "What have you done? Are you here to wake us up from this nightmare?"*

If the player characters do not answer the Dwarves repeat their questions over and over again. If

someone other than the Chosen of Téwaz answers, all the Dwarves rise and point at the speaker, before repeating their questions again. If the Chosen of Téwaz answers, the council is willing to share their knowledge.

The council members were among the last to succumb to the madness of the Hunter in Dreams. They discovered that the kingdom had been invaded by a demon and that Téwaz was responsible. They also found out that to fight the demon, it needed to be cast out of the darkness of the dreamworld and into the brilliant light of the real world.

If the player characters investigate the silver brazier, they see that it is masterfully crafted and holds ancient runes. With a successful roll on the Faith skill (Thuul Forging specialty applies), the player characters recognize the runes as holy runes of power, that enable the brazier to give off a holy light.

## 7. Craftsmen's Shops

There are many hallways lined with different kinds of craftsmen's shops. The craftsmen of Voronoy-Kefas were of all sorts, candlemakers, toymakers, blacksmiths, tanners, and so on. Investigating these, the player characters discover that none of the shops were abandoned, and all the artisans' tools are still there. In many shops the player characters can find the decomposing bodies of the Dwarves, skeletons and skulls that all visibly suffered terribly before dying.

In one smithy, the player characters discover three skeletons that have fallen over the body of a Dwarf. The doors have obviously been broken in. The dead Dwarf is Izudin's elder brother, Lukaz Brokenshield. The skeletons attacked the bard, who couldn't fight them off. If the player characters investigate the body, they, with a successful roll on the Care skill (First Aid and Nursing specialty applies), notice that it has multiple stab wounds. Lukaz's broken shield and hammer are lying on the floor, the

shield is inscribed with the same stanza as Izudin recited in Eliarn. Lukaz's poem died with him in Voronoy-Kefas.

*The doors to this smithy have been smashed down by a considerable force. Inside, everything is in ruins. Broken tools lie scattered about the floor, and the massive anvil has been toppled over. Beyond it, you see three broken skeletons, and beneath them you glimpse a decomposing hand clutching an ivory flute.*

None of Lukaz's things are of value to anyone other than Izudin. Bringing these items back to the Dwarf Bard makes him feel forever indebted to the player characters, and if they manage to defeat the Hunter in Dreams and restore Voronoy-Kefas to its former glory, he immortalizes them by writing an epic poem about their bravery and heroic deeds.

## 8. Royal Hall

*This long hall was once the epitome of grandeur in Voronoy-Kefas, as the king received his visitors here. The hall is over 100 meters long, lined with massive columns shaped in the likeness of Dwarven warriors, and the walls were decorated with colorful tapestries, which are now crumbling and decayed. On the other end, a simple throne, made of pure silver, stands on a dais.*

Once the Murder had been formed, the Royal Hall was mostly used as a ceremonial chamber, where the Dwarves received dignitaries or other important guests. The tapestries are mostly in ruins and worthless.

The walk across the hall toward the throne is strange, and the player characters have the feeling that they are being watched. With a successful Situation Roll on Situation Value 10 (Perception modifiers apply), the player characters notice that no matter where they stand in the hall, the eyes of the Dwarven warriors in the columns seem to follow them. This



is due to the incredible craftsmanship of the columns, and was meant to impress guests and visitors, as well as to remind them that the Dwarves of Voronoy-Kefas were no fools, eager to trust anyone.

The throne, The Silver Chair of Voronoy-Kefas, is stunning, and made from pure silver. The throne has a high back, and is inlaid with runes and sigils. The runes still hold considerable power. Any non-Dwarf taking a seat on the throne is overcome with horror. With a successful Situation Roll on Situation Value 4 (Psyche modifiers apply), the player character manages to overcome the horror. A failed roll means 1d10 (OR 6-10) Fear Points. A Dwarf taking a seat on the throne can see in his mind's eye a single event in the history of Voronoy-Kefas, but only once per day. With a successful Situation Roll on Situation Value 10 (Intelligence modifiers apply), the player character can focus his mind and call forth the images of a single event in the history of Voronoy-Kefas.

The Silver Chair is not a sentient being, but a holy item. It is important to make sure that the players understand that this is not a tool to enter the minds of long-gone inhabitants of Voronoy-Kefas, but the players can get fleeting, chaotic images of events that occurred within the walls of Voronoy-Kefas. If the player characters wish to see when the Murgla of Téwaz was created they see Thuul Argothar Téwaz at work, as if in a fast forward slide show. If the player characters wish to see any event that relates to the time after the Hunter in Dreams had been set loose in Voronoy-Kefas, all the fleeting images end in horrible and violent scenes. Feel free to make these as vivid and terrible as suited to your group.

### ***In Dream***

The Royal Hall is a place of pure nightmare. There are hundreds of Dwarves in the hall, eating and feasting upon each other. All the dwarves are naked and have cut deep

marks into their skin, and many have gouged their eyes out. With a successful Situation Roll on Situation Value 6 (Psyche modifiers apply), the player characters overcome the fear induced by entering the hall. A failed roll means that the player characters received 1d10 (OR 8-10) Fear Points. The Dwarves do not show much interest in the player characters.

The Silver Chair is blackened and bloody, a perverse resemblance of itself. If the player characters decide to have a seat in it, they see visions of gore and mayhem, their worst nightmares taking place before their very eyes, followed by a vision of darkness filled with pure malice and hatred, where the last thing the player characters see are yellow, wicked eyes. Only with a successful Situation Roll on Situation Value 6 (Psyche modifiers apply) they manage to overcome the sheer volume of horror. A failure means 2d10 (OR 7-10) Fear Points and they are cast out of the dream.

If the player characters withstand the horror of the nightmarish vision, they discover that the Dwarves of the hall have all turned toward them, pointing their fingers (or what is left of them) at them in silence. Once the player characters act, the horde attacks, the Dwarves throw themselves mindlessly at the player characters and start eating them, which forces the player characters out of the dream.

## **9. Living Quarters**

The living quarters of the dwarves are complex and difficult to navigate. The narrow hallways are dark, and many are littered with skeletons, broken weapons, and shields. Many doors have been broken through, and obvious signs of violence are everywhere.

### **Level 2**

The lower levels of Voronoy-Kefas are nowhere near as fancy or elegant as the top level. Here, the Dwarves mined and toiled, worked and sweated in the

roaring heat from the Logi Furnaces. Also, here the influence of the demon is even more tangible and evident. Many walls are covered with red lichen, which, if cut, bleeds red, foul, stinking fluids. The same might be said about the dreamside of the lower levels, they are nightmarish and full of malice, making it hard for even the bravest warriors to linger long.

All the undead on this level are under the influence of the demon, and it uses every tactic possible to draw strength and spirit from the player characters. It is fully aware of the player characters, and once they enter the lower levels, it understands that these people might be dangerous, but also figures that it could use any of them to break Téwaz's curse and set it loose in the outside world.

### ***In Dream***

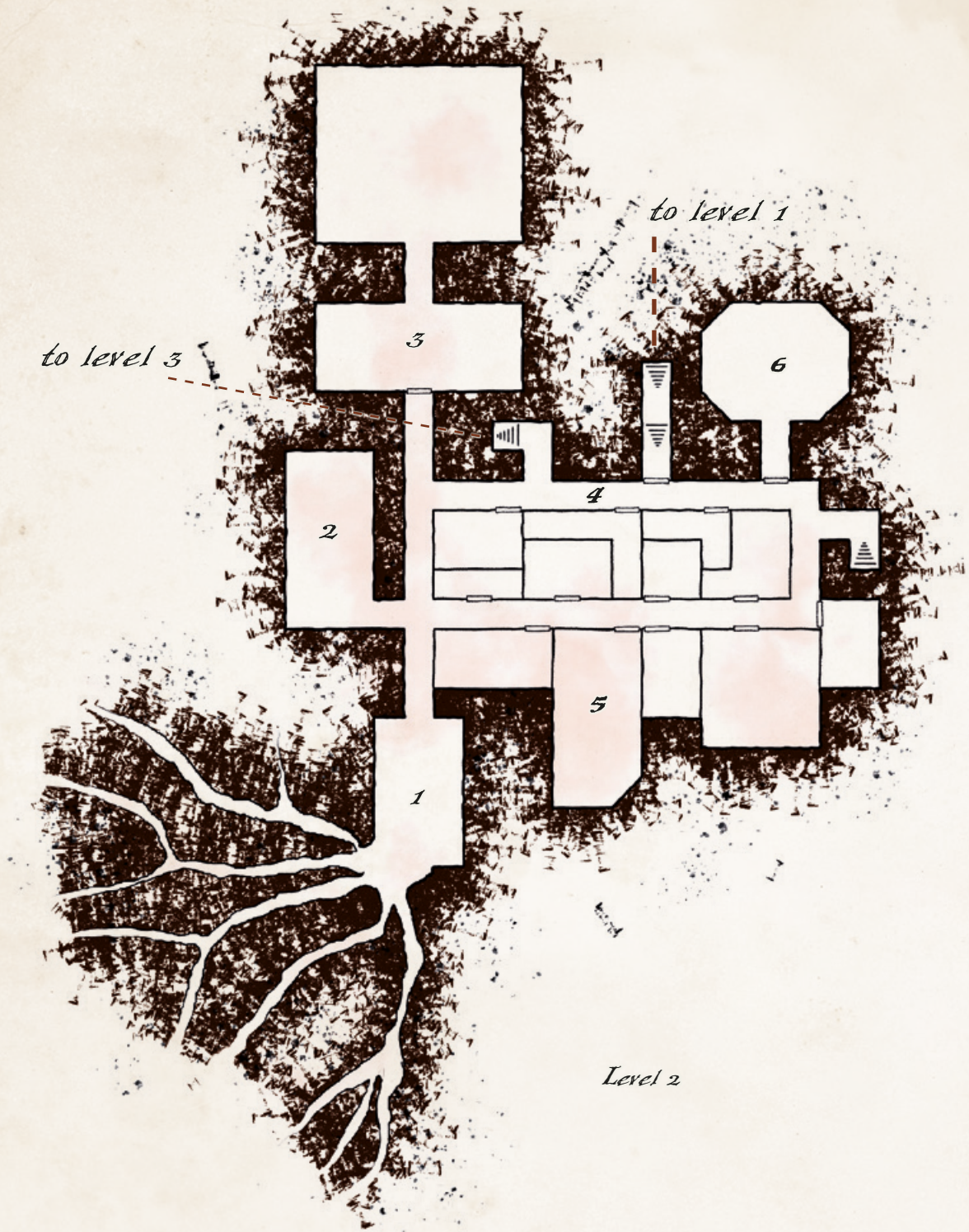
As the player characters delve deeper into Voronoy-Kefas the grip of the Hunter in Dreams becomes stronger. Every Fear Point received in dream carries over into the waking world.

## **1. Mines**

The mines of Voronoy-Kefas were rich with minerals, and contained some of the greatest veins of Mitraka in the whole of Trudvang. Therefore, the Dwarves of Voronoy-Kefas, took great pride in making the most of the mines, and worked hard to further them as much as possible. The mines are complex, and it is not easy to find your way around them. With a successful Situation Roll on Situation Value 8 (Intelligence modifiers apply), the player characters manage to memorize all the twists and turns to find their way back. A failure means that the player characters get lost.

*The mines of Voronoy-Kefas run deep and long, the walls are covered with red and horrible lichen. The shafts are dark and silent, no longer filled with the calls and the echoes of hammers and pikes. Not far from the mine entrance*





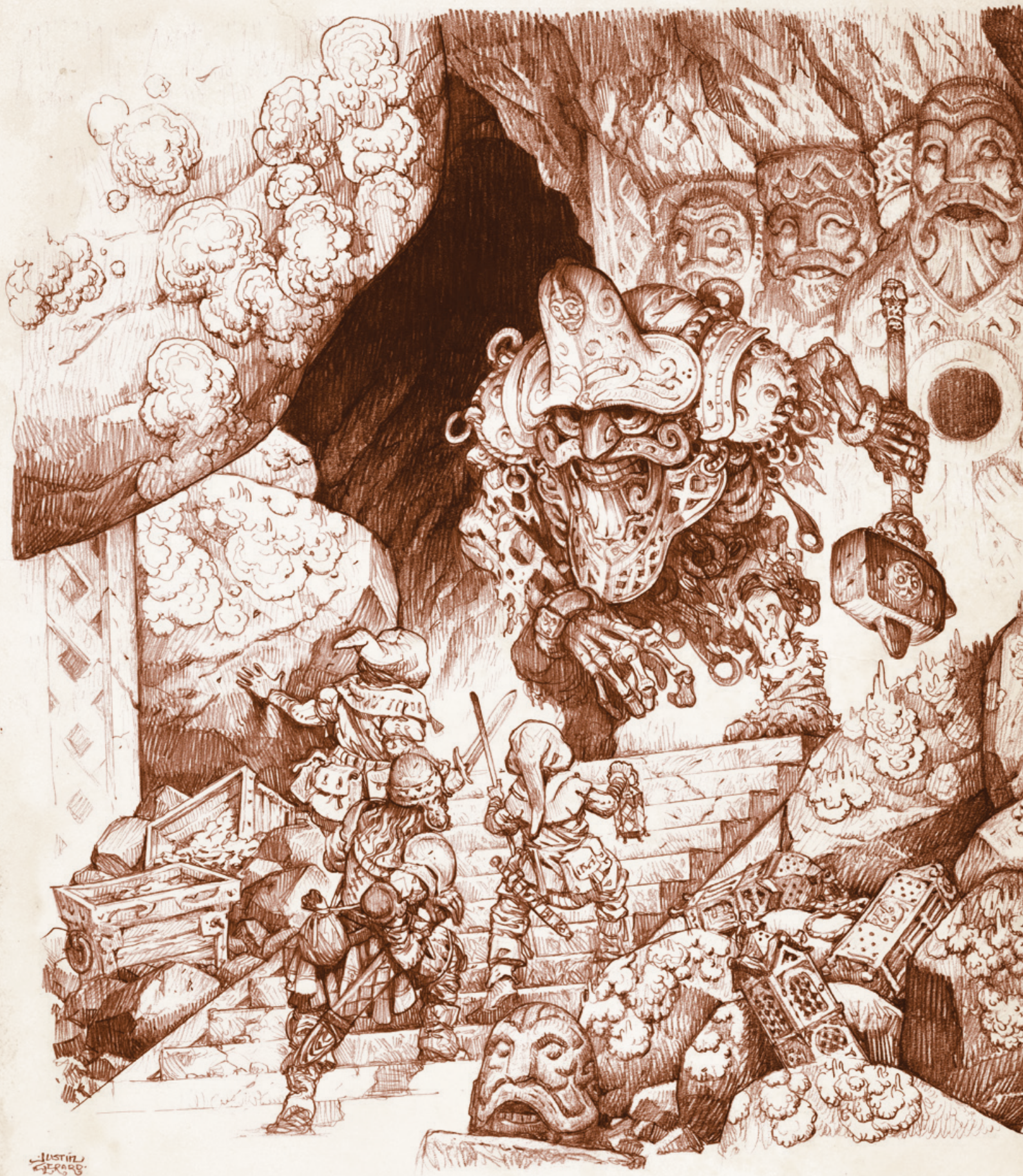
lie three bird cages, all broken and bent. A barrel, full of decomposing wooden sticks, presumably old torches, stands by the entrance. In the entrance hall are four forges, their roaring fire long gone cold, and the ore lies in and around overturned carts.

If the player characters wish to enter the mines, they find, not far from the main entrance, an overturned cart in which there are three Dwarven skeletons. If the player characters decide to investigate, they quickly notice that all the skulls are missing.

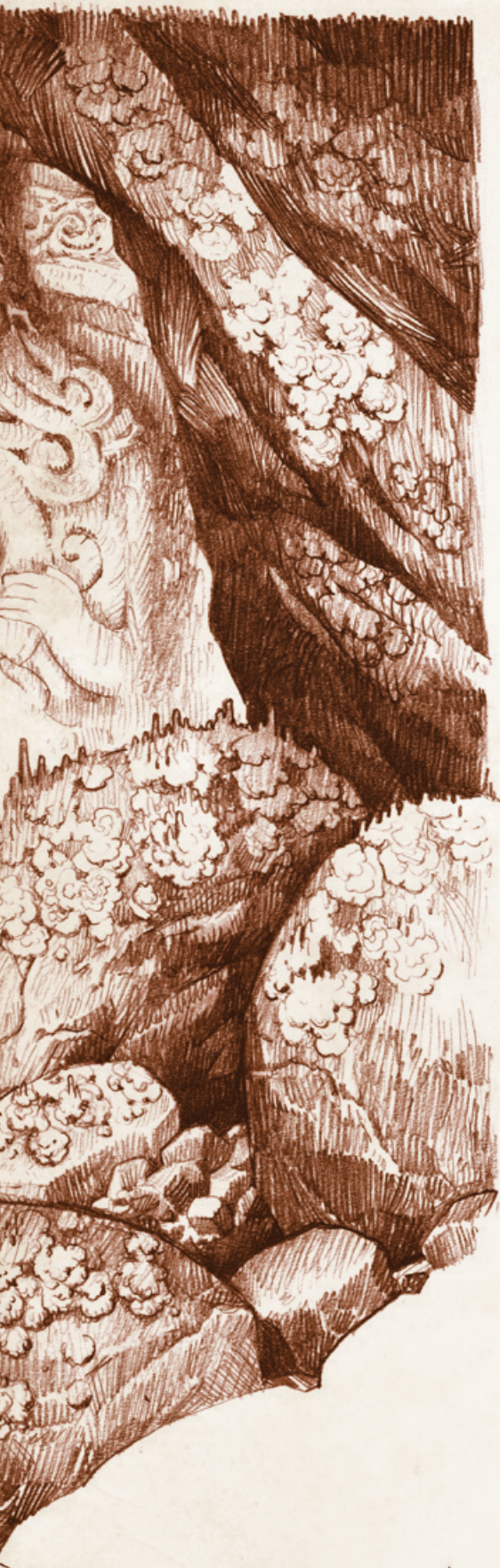
As the player characters are investigating the cart, a Zvorda Skjelett (see appendix) attacks. It comes running down a mine shaft, eager for the kill.

*A rustle of bones catches your attention. As you look up you see where an iron-*









*clad monstrosity charges down one mine shaft at you. From beneath a large Murgla, you can see two ember eyes, fixed on you, the hunger for blood burning in them.*

The undead attacks any Vitner Weaver first, before responding to the attacks of any warriors.

#### ***In Dream***

If the player characters visit the mines in dream, they find them guarded by three mad Dwarves, all capable warriors. Each of the Dwarves have red lichen on their skin, and attack the player characters on sight.

*As you reach the mine's main entrance, you see three Dwarves turn their heads to you. Their eyes are bloodshot, and their skin is covered with sores and red lichen. Each of them holds a cudgel. They shout a battle cry that echoes in the mines, which seem to answer their call.*

One of the Dwarves is wearing a golden medallion with a yellow gemstone. This medallion is very expensive, and could easily be sold for more than 100 gold coins. However, this medallion is not what it seems, for if any player character puts this medallion on in dream, he or she wakes up wearing the medallion, feeling a strong impulse to leave Voronoy-Kefas, with the medallion. Only with a daily successful Situation Roll on Situation Value 12 (Psyche modifiers apply), can the player character resist this impulse. Even if the player character removes the medallion, it always hangs around his or her neck when they wake up, which in turn forces the player character to make the Situation Roll.

The medallion is in fact a part of the demon's will, and an attempt to escape Voronoy-Kefas. Since it can't leave the Dwarven kingdom, it forced a part of itself into the medallion, and hopes that the player characters will fall for this and leave Voronoy-Kefas, carrying the demon into freedom. Only by destroying the demon can the player characters free themselves of the medallion and its curse.

## **2. Craftsmen's Shops**

The craftsmen's shops on the lower levels are not as tidy or fancy as on the upper level. These shops are more practical, and are connected to the mines. This is where spades, hammers, picks, and axes were made, tools for mining, and carts assembled. The shops contain little to nothing of value save for tools.

In many of these shops the player characters see the skeletal remains of the Dwarves that worked there. The horror of the madness that plagued the Dwarves of Voronoy-Kefas is overwhelming, and everywhere the player characters look, scenes of violence, torture, and murder should meet them.

*The craftsmen's shops were simple and spartan. Anvils, tools, and workbenches provide evidence of the work the Dwarves once did here, supplying tools and equipment for the miners. What catches your attention, however, is not the tools, furnaces, or the work that was done here, but the mangled and broken skeletons you find. By one anvil is a broken skull, with a hammer lodged in its face. One craftsman was chained to a workbench, with a spiked chain. In one corner you can see a skull fastened to a wall with two picks in its eye sockets, the remains of the skeleton lie beneath the skull.*

If the player characters investigate the shops, with a successful roll on the Shadow Arts skill (Finding and Spotting specialty applies), the player characters find a hidden compartment in one of the workbenches, which contains a rune stick (see Handout 2). The rune stick was hastily made by Yonthor Copperbeard, and he intended to have it sent to Tvologya, so that the old kingdom would know what madness befell Voronoy-Kefas, but Yonthor never got the opportunity to complete the rune stick and send it.

#### ***In Dream***

In dream the craftsmen's shops are a place of pure nightmare. The Dwarves there are working on tools and equipment, but



these are made from the remains of other dead Dwarves. Leather aprons are made of Dwarf skin, tools are made of bones, and trinkets are made from Dwarven teeth. The Dwarves here toil under the harsh rulership of Kirral Téwaz, a truly sadistic Dwarven Barrow Wight (see Jorgi's Bestiary p. 36). Kirral does everything in its power to trap and capture the player characters, so that the undead can perform whatever monstrosity imaginable upon their dream-bodies.

If attacked, Kirral uses every method available to him to cause the player characters as much pain as possible, e.g. cutting their eyes out, pouring hot oil on them, etc. Every attack made by Kirral may cause the player characters to wake up. With a successful Situation Roll on Situation Value 12 (Psyche modifiers apply), the player characters manage to stay within the dream.

Hidden in the craftsmen's shops is one of the holy braziers. It is buried deep under layers of Dwarf skin. If the player characters manage to deal with Kirral and defeat the sadistic Barrow Wight, they can find the brazier, if they have the stomach to go searching through the piles of gore and skin.

### 3. Hall of Helms and Bridge of the Dead

The Hall of Helms was used as a place to commemorate the fallen brothers of Voronoy-Kefas. As soon as a Dwarf emerged from the deep and had been given name and accepted into one of the Glorkas, a helmet was created for him. Many of these helmets were never used, but saved for the day when the Dwarf passed away and hung up in the Hall of Helms. Each helmet is unique, be it in design, usage of runes, or the combination of hard materials. The helms are hung from the low ceiling, approximately at the same height as the owner of the helm was in life.

To reach the Hall of Helms, the player characters must cross the Bridge of the Dead, which spans a dark chasm of unknown depth. The bridge is natural, though the floor has been leveled. Beside the entrance to the bridge is a stand, where the living Dwarves left their helmets, if they were wearing them,

before entering the Hall of Helms, since they believed it would bring bad luck to enter the Hall wearing a helm.

*The long, winding, dark hallway ends in a small antechamber, where you can see an opening right across the chamber. Beside the opening is a stand that holds three rusted iron helmets. The air is moist and smells of geothermal activity.*

The helmets are ruined and not useable. With a successful roll on the Wilderness skill (Terrain experience (Mountains or Muspelheim) specialty applies), the player characters know that the smell of sulphur and the moist air indicates that there's geothermal heat nearby.

*As you investigate the opening, you see a narrow bridge ascending into white mist. The smell of sulphur is alarming and pungent.*

The Bridge of the Dead is not easy to navigate, since the mist blocks all sight and the pungent stench from the geothermal vents deep in the chasm make it hard to breathe. With a successful roll on the Agility skill (Jumping, Climbing and Balancing specialty applies), the player characters cross the bridge without a problem. Reward clever thinking. Failure means that a player character loses his or her footing and starts to fall. With a successful Situation Roll on Situation Value 14 (Dexterity modifiers apply), the player character manages to grab hold on the ledge. Without help, it can be hard to get back up on the bridge, and only with a successful Situation Roll on Situation Value 10 (Strength or Dexterity modifiers apply, whichever are higher), the player character manages to get back up. If a player character fails the roll, they fall to their death.

*As you manage to get across the chasm, you find a strange silent hall. It has a low, natural ceiling free of stalactites. All sorts of Dwarven helmets hang from the ceiling from thin chains as far as you can see. In the middle of the hall is a large stalactite, that has been engraved with hundreds of runes.*

Investigating the hall, the player characters discover that it is more than a hundred meters across and holds more than a thousand helmets, each different from the other. None of the helmets bear any insignia or give away who once wore them. The stalactite is a Stonefylgis, with a successful roll on the Knowledge skill (Lore and Legends: Dwarves specialty applies), the player characters recognize it. A Dwarven player character instantly knows what this is, no roll needed.

There are a few helmets that are grander than others, and if the player characters take time to investigate the whole hall, they find the helmet of Brunthor Copperbeard, which is made of copper, inlaid with rubies and golden runes. The helmet is still usable, and if brought back to Tvologya, it could be sold for as much as 250 gold coins.

#### In Dream

If the player characters visit the Hall of Helms in dream, they find the antechamber guarded by three Dwarven Skjeletts, who attack them on sight. Crossing the Bridge of the Dead is harder in dream, since the chasm is ferociously guarded by shadow bats (use the stats for Falcons, see Game Master's Guide p. 99) posted there by the Hunter in Dreams.

If the player characters make it across, they find the Hall of Helms surprisingly calm and peaceful. The Hall is sacred, and the spirits there have not allowed the demon to taint it with its presence.

*As you reach the Hall of Helms you find it serene and peaceful. The malignant presence you constantly feel while investigating Voronoy-Kefas is gone, for the moment.*

If the player characters investigate the hall, they find that beneath many of the helms are ghostly figures, solemn Dwarves staring into nothingness, who do not pay any attention to the player characters. If the player characters have not removed the helm of Brunthor Copperbeard, they find him standing



holding his axe and shield. He, however, does acknowledge their presence, and tells them to state their business.

If the player characters speak to Brunthor and treat him with respect, he gladly tells them about the exodus from Tvologoya, the discovery of Voronoy-Kefas, and the early history of the Dwarven kingdom. He knows that a demon has invaded the complex, and that it has brought doom to Voronoy-Kefas. Brunthor also knows that the demon fears the holy light, and can tell the player characters that the Glorkavolds brought five holy braziers from Tvologoya when they migrated to Eysteroy Island. Brunthor does not know where the braziers are hidden.

#### 4. Promenade of Copper

As the Promenade of Iron, the Promenade of Copper interlinked the many halls and rooms of the second level. The Promenade was just as marvelous as the Promenade of Iron, though not as long. There are, however, six Dwarven Skjeletts (see Appendix C) and a Zvorda Skjelett (see Appendix C) guarding the Promenade of Copper.

*As you enter the wide hallway, you notice that is must've been just as grand as the long hallway on the higher level. There are broken statues, ruined tapestries, and skeletal remains of Dwarves everywhere. You get the strange sensation that someone is watching you, something hungry, something evil. As you turn around, you see where six Dwarven Skjeletts grab their weapons and raise them. Behind them, a hulking figure looms, wearing a dark murgla, malignant eyes staring at you.*

The undead always attack the nearest player character. If the player characters defeat the Skjeletts, they discover that the equipment carried by the Skjeletts is useless, even the Murgla is broken.

#### In Dream

The Promenade of Copper is dark and almost endless in dream. The statues loom over the hallway, creating an environment of oppression and despair.

#### 5. Hall of the Ancients

The Dwarves of Voronoy-Kefas were fanatical in their pursuit of the perfect craftsmanship. The Hall of the Ancients was dedicated to the many master craftsmen that lived and worked in Voronoy-Kefas. This grand hall holds not only many inscribed tablets on how to work metal, leather, and other hard materials, but also hundreds of rare and unique items on display, ranging from weapons and armor to toys and tools.

*You enter a wondrous hall. The walls are lined with all sorts of weapons, shields, armor, helmets, tools, toys and other equipment. Beneath each item is a simple plaque, displaying a single name. In the center of the hall stand eight bookcases, holding all sorts of manuals and documents. The air is stale and dry, the stench of rot and decay is pungent and overwhelming.*

If the player characters investigate the items, they find that the metal parts are in good order, though swords and axes need sharpening, but wood and leather is ruined and non-salvageable.

In the center of the hall lie the remains of the Custodian of the Ancients. The skeleton sits by a large round table, a master crafted Glaaf has been thrust through its head, fastening it to the table. The Glaaf is still in good order, and is of masterful quality (see the Game Master's Guide p. 64 and 69). In its hands is a single sheet of calfskin, holding the recipe for the Dreampotion, that uses the Sleepwalker fungus.

The Custodian, if disturbed, wakes up and addresses the player characters, asking them for their business. He was one of the few Dwarves who did not succumb to the madness induced by the demon, but was killed by his apprentice. The Custodian, who was given the name Mordur of Dhaman in his youth, was a respected and wise Dwarf, older than most in Voronoy-Kefas, and knew the stronghold and its history well. If the player characters show him proper respect, he answers their questions, but kindly asks them

to "return him to the mountain", for he wishes to have a proper Dwarven burial.

#### In Dream

If visited in dream, the Custodian of the Ancients greets them solemnly, but silently, in his ceremonial robes. If the player characters touch or take any of the items, he instantly attacks (use the stats for a Dwarven Skjelett).

#### 6. Treasury

The Treasury of Voronoy-Kefas was not as large as one might think. The Dwarves did, as many Dwarves do, hoard gold and other precious metals and gemstones, but instead of letting the metals store up in the treasury, they used it to create new items. However, the treasury still holds a fortune, and many great and valuable items.

Getting into the Treasury is not easy. The doors are locked with three different locks, each of them complex and difficult to pick open. Each lock can be opened with a successful roll on the Shadow Arts skill (Locks and Traps specialty applies). The first lock has a difficulty level -3, the second lock -6, and the third lock -10. Only by opening all the locks can the heavy double doors be opened. The doors can't be kicked in.

*As you finally manage to open the door, you see a room filled with chests, barrels, bags, and other containers. The walls are lined with shelves, each holding great treasures. The containers hold coins of all sorts, gold, silver, copper, and even valuable gemstones.*

The room holds 800 gold coins, 2,300 silver coins, 6,700 copper coins and 670 gold coins worth in precious stones. There are master-crafted weapons and armors, all perfectly sized for Dwarves. The treasure also holds artifacts and art pieces worth 1,200 gold coins. However, carrying all this is nigh impossible, due to the immense weight of all the items, coins, and gemstones. Feel free to award the player characters weapons of masterful quality of their own choosing.



### ***In Dream***

If the Treasury is visited in dream, the locks are just as hard to pick, but the player characters also must deal with the Treasurer (see Appendix C). If the player characters defeat the Treasurer, they can investigate the Treasury, but find the items there nowhere near as good as in the waking world. However, there are two holy braziers stored in the Treasury.

### **Level 3**

The deepest part of Voronoy-Kefas is the darkest one. This is where the Thuuls worked, and the oldest Dwarves felt comfortable. This is also where the darkest deeds were done, where the Hunter in Dreams was summoned by Argothar Téwaz. This is where the nightmare takes full control, and reality becomes blurred. Feel free to make this as horrifying as you possibly can for your players, and let them feel the true power that the demon holds in Voronoy-Kefas. The Chosen of Téwaz starts every day here with 1d10 (OR 8-10) fear points.

### ***In Dream***

The border between reality and nightmare is thin here. Every point of damage suffered and every Fear Point received while in the lowest level of Voronoy-Kefas carries over into the waking world.

### **1. Mines**

The deep mines are dark and narrow, so narrow and small that the miners often had to crawl, following veins of mitraka. The entrance hall is nowhere as large as the one on the second level, but the deep mines were richer in mitraka and gold. There is only one forge here, large and dark.

*The mine entrance hall is small but efficient. There are more than a dozen small mine entrances, which stare silently at you, dark eyes on the grey stone wall. A large forge stands near the door to the hall, its maw open, ready to devour anything that approaches. Everything is silent. Even the echoes of your footsteps seem muffled and distant. The air smells of soot and rot.*

If the player characters investigate the mines, they find the tunnels narrow and hard to navigate. Many of the tunnels are blocked up by the skeletal remains of the miners. If the player characters remove the skeletons from the mines and investigate them closely, they find many of the bones have been chewed on. With a successful Situation Roll on Situation Value 10 (Intelligence modifiers apply), the player characters suspect that the teeth marks were not left by rodent teeth, but Dwarven teeth. The fact is that one of the miners hid away in the mines and attacked anyone coming close to him. The only nourishment he had access to were the carcasses and bodies of those he slew, so he took to cannibalism as his mind sank deeper and deeper into madness.

If the player characters investigate the forge, they find it full of burnt bones. Many miners were thrown into the forge, as some of the miners, in their madness, believed that the forge was a godlike beast that needed flesh to be appeased. There are many small offerings, e.g. silver coins, finger bones, trinkets, and precious gems, around the forge. Seeing these offerings, with a successful roll on the Faith skill, the player characters realize that the forge must have been worshipped like a god at some time.

### ***In Dream***

If the player characters visit the mines in dream, they find it buzzing with life. The forge is roaring, like a large, ever-hungry beast, and eight miners (use Dwarven Skjelett stats, see Appendix C) shuffle about, eager to appease their god. Once the player characters enter the mine entrance hall, the miners turn their attention to the player characters, attacking and trying to drag them to the forge, to be thrown into the fire.

The entrance hall is lit, and you see many miners at work. The large forge towers over them, opening its fiery maw every now and then, spewing soot and embers into the hall. As soon as you enter the hall, you see that these miners are not alive. There's an eerie glow in

their eye sockets, and once they notice you, they grab their picks, hammers and axes.

The miners attack the player characters and try to pull them toward the forge. If the Skjeletts manage to grab a player character (with a successful roll on Wrestling), they try to drag the character toward the forge, spending all their combat points. For every CP spent, the player character is dragged half the maximum movement of the Skjelett (to break free of the grapple, see the Game Master's Guide p. 44).

If the player characters manage to defeat the miners and search the entrance hall, they find one of the holy braziers near one of the mine entrances.

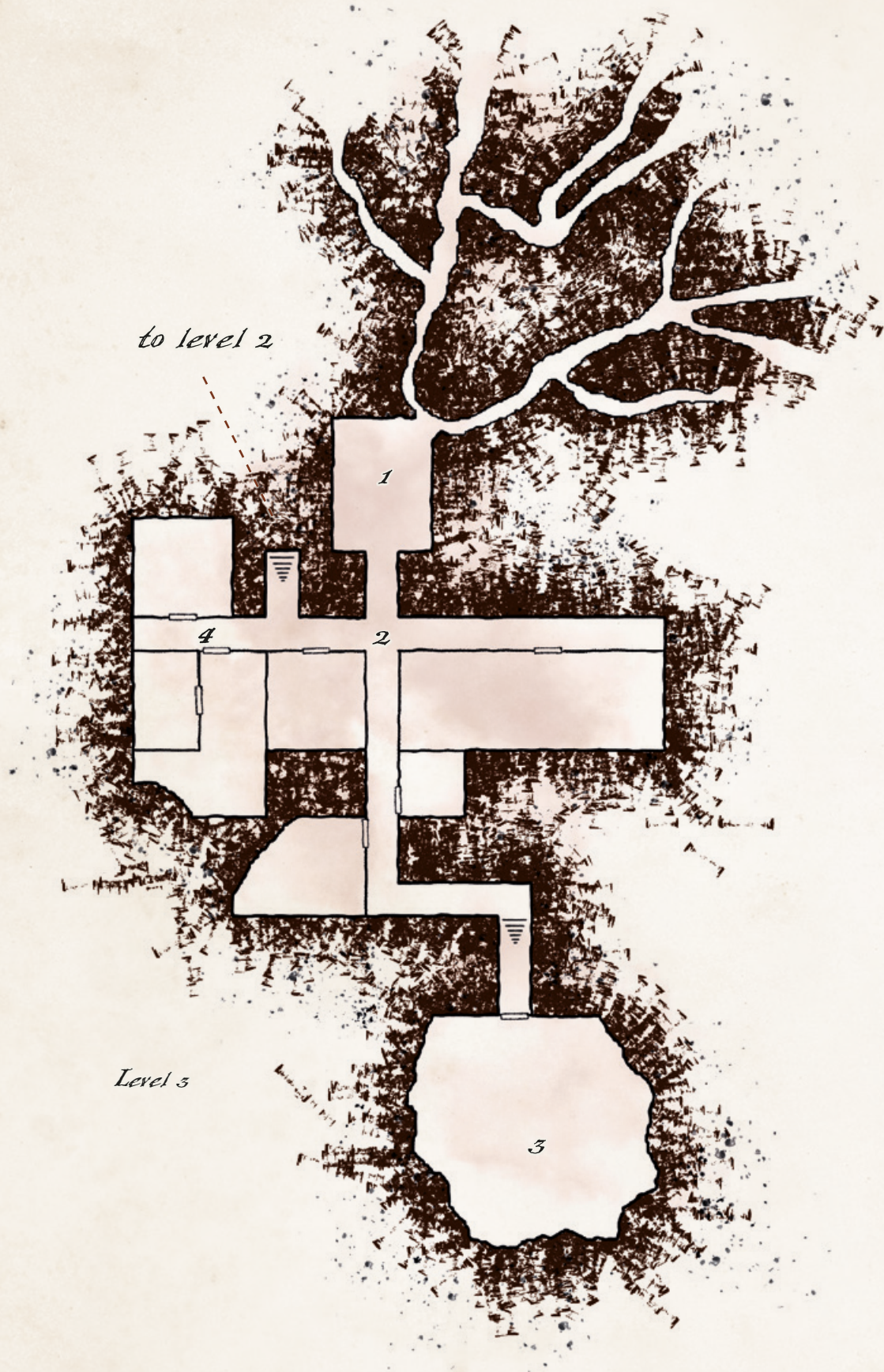
### **2. Promenade of Runes**

The Promenade of Runes is a simple hallway that connects the halls and rooms of the third level. It served a specific purpose. Since the deeper levels were mostly used by the oldest Dwarves in Voronoy-Kefas and the Thuuls, the walls have been decorated with runes and murals showing prominent Dwarves and leaders from the history of Voronoy-Kefas, and statues of the gods of the Dwarves. The holy runes and the many murals made the Promenade of Runes almost sacred to many Dwarves in the kingdom, who often came here to contemplate or get advice from the Thuuls. With a successful roll on the Faith skill (Thuul Forging specialty applies), the player characters recognize statues showing Borjorn and other legendary beings, hailing from the Dwarven faith.

### ***In Dream***

The Promenade of Runes has been desecrated. The statue showing Borjorn has been ruined, and shows a perverse version of the creator god of the Dwarves. The malignant presence is very strong here. When entering the Promenade, with a successful Situation Roll on Situation Value 8 (Psyche modifiers apply), the player characters can push through the evil aura of the place. A failed roll means that the player characters receive 1d10 (OR 8-10) Fear points.









### 3. The Demon's Prison - The Dark

The Hunter in Darkness was summoned by Argothar Téwaz in one of the darkest corners of Voronoy-Kefas, a natural obsidian cave, that the Dwarves formed into a simple but elegant hall. The Dwarves used to call this hall the "Dark", due to the obsidian. The Thuuls of Voronoy-Kefas stored one of the kingdom's greatest treasures here, a large uncut ruby, which they named the "Heart of the Raven". The ruby once stood on a small dais, and for some unknown reason, it gave off a dim red light, illuminating the Dark with a strange, eerie glow. A few decades before Téwaz summoned the Hunter in Darkness, the Heart of the Raven was

stolen, and it was believed lost, hence the the Dark had stood empty for years.

When Argothar realized what he had done, he managed to bind the physical part of the demon to this hall. The Hunter in Darkness has been able to enter the dreams of anyone within a 5 kilometers radius of Mt. Crowhome, but the Dark has been its prison for centuries, and it desperately wants to break free.

The hall is 20 meters across and has a domed ceiling. There's a heavy and oppressive aura of evil here, which douses all normal flames and light. This is where the demon's influence is the greatest, and if the player characters enter this hall without having lit the holy braziers in dream version of the hall, they enter

their own nightmare, fueled by their own greatest fears. Feel free to make their nightmare as horrible, maddening, and violent as possible. With a successful Situation Roll on Situation Value 6 (Psyche modifiers apply), the player characters manage to pull themselves free from the nightmare and wake up outside the hall, shaken and terrified. A failed roll means that the player characters receive 1d10 (OR 6-10) Fear points, and wake up at a location of your own choosing.

If the player characters have lit the holy braziers in dream, and placed them within The Dark, they find the place lit, and the demon furious within it, eager to escape and devour whoever cast it out of the dream.



*The hall is incredibly beautiful and made entirely out of an immense block of obsidian. The shining black walls are polished and smooth. A small empty pedestal stands in the middle of the room. Despite its beauty, the hall seems perverted and desecrated by the presence of the terrible being standing at the far end of the hall. It has black skin with a purple sheen to it, and bat-like wings that seem to ooze with shadows. It has four eyes, two of which are large and insect-like, while the smaller ones are yellow and burn with hatred. The creature has four arms that end in long claws, and a gaping maw, dripping with green saliva. This must be a demon from Bloodheim, the demon that Argothar Téwaz summoned centuries ago and which laid waste to Voronoy-Kefas.*

The demon attacks the player character, bent on destroying them and devouring their bodies. Erixalar is intelligent, and attacks the Vitner Weavers and Dimwalkers first, since he fears their magic. If the Chosen of Téwaz is wearing the Murgla, the demon goes mad with rage and focus all its attacks on the Chosen.

#### **In Dream**

The Demon's Prison appears to be a black hole, a place where no light escapes. If the player characters enter the hall without the holy braziers, they are covered in darkness and feel the full effect of the nightmare induced by the demon. If the player characters have the holy braziers and place them within the Demon's Prison, they find that the light creates no shadows, illuminating the whole hall, and forcing the demon into physical form.

*As you enter the dark hall carrying the holy braziers, you see that the walls, floors, and domed ceiling are black as night. An inhuman roar fills your ears, and before you can react, you feel yourself cast out of the dream and abruptly awake in front of the entrance to the hall.*

If the player characters have managed to force the Hunter in Darkness to take physical form inside the demon's Prison, they have a chance to defeat it.

#### **4. Thuuls' Complex**

The Thuuls of Voronoy-Kefas had their own rooms and halls within the kingdom, where they could undertake their own studies. Finding Argothar's room isn't hard, the Chosen seems to know where it is. The room itself is small and simple, containing a workbench, a small forge, and a desk. The desk has Argothar's notebook, a leather-bound manual where the old Thuul noted his thoughts (as per a Human custom that the Thuul learned from Vitner Weavers. The pages are made of calfskin, and though most of them are rotten and ruined, the last two pages are still intact (see Handout 3).

The Thuul's rooms do not contain much of interest to others than Thuuls. The tools that can be found there are masterfully crafted and still useable.

#### **In Dream**

If the player characters enter the Thuul's complex in dream, they find it a maze of twisting turns and narrow spaces. There are 12 Dwarven Skjeletts in it, that sense the presence of the player characters and attack. Finding Argothar's room in dream is impossible, since no matter what turn they take, it always seems to be the wrong one.

### **EVENTS IN VORONOI-KEFAS**

The following are key events that take place in Voronoy-Kefas. Feel free to add more to create an atmosphere of horror and suspense. Where and when these events take place is up to you. Choose those that fit your group the most.

#### **Dead but Dreaming**

This event needs the player characters to have stumbled upon the remains of a former inhabitant of Voronoy-Kefas.

*"Harken, Thuul, and hear the Requiem of the Raven, night has fallen on the Kingdom, and we long for the dawn," a voice says. The lips of the ghostly figure move out of sync with the words that echo through the walls.*

*As you come closer to the skeletal body, you see that the finger bones shudder. Then the skull shakes and floats up, blue light flickering in its eyes. The ghostly outline of a regal Dwarf Bard appears, that stares at something beyond you. A cold voice echoes from somewhere deep within the complex.*

*"In the cold embrace of winter's night  
Borjorn's children  
toiled in light  
of forges and lamps.*

*A brother of stone,  
the binder of runes,  
walks in darkness  
paths unheren,  
in search of lost wisdom.*

*The dark came, it came  
darker than a raven's eye  
It maddened, it saddened,  
one by one the crafters die.*

*Terror on dark wings  
spread through the halls.  
Shadows flew, shadows slew,  
heeding the madness' calls.*

*In dark was born  
In dark recites  
In dark, it broods  
fearing holy lights,  
bound by sacred words.*

*In halls we wait  
In halls we lie  
dead but dreaming*

*In mines we wait  
In mines we lie  
dead but dreaming*

*The dawn is coming.  
Find the holy light  
Face the mare of night.  
Free the Kingdom of the Raven.  
Thuul, this is your calling."*



As soon as the skull has recited the dirge, it falls to the floor and breaks into hundreds of pieces. Despite all efforts, like the use of Vitner Weaver or Dimwalker spells, the player characters can't bring back the spirit of the bard.

The Requiem of the Raven holds a few clues for the player characters. It tells the story of what happened in Voronoy-Kefas, and hints that the demon fears the light from the holy braziers.

The Requiem of the Raven is not a known poem, and was created by Bekim Copperbeard shortly before he died. He witnessed the madness that took hold in Voronoy-Kefas and, since he was the court skald for the Murder, he heard the old Thuuls discuss amongst themselves what could possibly harm the demon. The Thuuls, however, never got the chance to put their plan into motion, since madness overtook them all.

## Into Darkness

This event takes place every time the player characters have rested.

After the player characters have entered Voronoy-Kefas the Hunter in Dreams tries to enter their dreams. With a successful Situation Roll (Psyche modifiers apply), the player characters manage to thwart the demon's attempts. The Situation Value for the 1st Level is 16. The Situation Value for the 2nd Level is 10, and the Situation Value for the 3rd Level is 6, since the demon's influence gets stronger as the player characters go deeper into the Dwarven complex.

On a failed roll, the demon enters the dream of the player character and starts to turn it into maddening nightmares. A player characters that has failed this roll takes 1d10 (OR 9-10) Fear Points after every rest, and can no longer make a Situation Roll to resist the demon's influence.

It is important to not tell the players why the player characters need to make these Situation Rolls. However, once a player character fails this roll, pull the player aside and read or paraphrase the following:

*You wake up, but everything is dark. At first you try to feel if your friends are close by, but your fingers only grasp thin air and the hard, cold stone floor. Then you realize that you are not alone. Somewhere out in the dark something moves on clawed feet. Suddenly, yellow, malicious eyes open before you and stare at you. Foul stench fills your nose. A dark, hollow voice echoes in your head. "I see you!"*

The demon has entered the mind of the player character and is able to turn his or her dreams into the worst kind of nightmares imaginable, terrible enough to drive even the wisest of men insane. Only by taking control of their dream selves, like by brewing the Dreampotion from Sleepwalker fungus, can the player character start to regain some control of their dreams.

All the nightmares that the player characters suffer after failing the Situation Roll and until they discover the Dreampotion are characterized by whatever fears they might have, and the demon's yellow eyes.

## To the Nameless Dead

Run this event at any time the player characters are investigating Voronoy-Kefas in dream.

Once the player characters have discovered the powers of the Sleepwalker fungus, they can investigate the stronghold. Seeing Voronoy-Kefas in such a state is nightmarish and terrible, everything is dark and bleak, a hollow resemblance of the grandeur of the old Dwarven kingdom.

As the player characters are walking between halls, they suddenly become surrounded by hundreds of Dwarves, all are dressed and armed, but their eyes are as white as milk, no pupil or iris, just plain white. The Dwarves do nothing but recite the Calling of the Nameless Dead.

*As you round a corner, you suddenly find many Dwarves in front of you. You turn around and find that the Dwarves have you cornered. Each is dressed in*

*Murgla armor, holding a round shield, and armed with swords and spears. Their helmets are made of iron, and many wear rune-encrusted murglas. Their eyes, however, are white as snow. They stare at you.*

The player characters are cornered. If they decide to attack the mob, the Dwarves do not fight back, but allow the player characters to attack and kill a few of them, as other Dwarves step up to take their place. If the player characters try to use spells to communicate with the Dwarves, the Dwarves answer only by reciting the "Calling of the Nameless Dead". If the player characters try to speak to the Dwarves, they also only answer by reciting the Calling of the Nameless Dead.

*"Brother, there is no peace here, no forgiveness, no remorse. Just a moonless night and cold that knows no end.*

*Brother, where have your days lost their colour, their lust? You have left and lost your ways, no stone left to turn.*

*Brother, our spears are broken, splintered are our shields. Our feet cold, hands not moving in dark stalagmite fields.*

*Brother, our banners are ruined, our Glorka have fled. Come to our aid, heed the calling of the Nameless Dead.*

*Brother, our eyes stare cold into the dreamless night. We long for the warmth of the forge's burning light.*

*Brother, no jorglasemsk for us, still the Mountain calls. Please, return our weary bones to the fiery falls.*

*Brother, the dead hold sway, and they are dreamin'. Only in the worst nightmare*





*You defeat the demon.*

*Brother, raise your shield,  
the dawn is red.  
We stand by your side,  
the Nameless Dead."*

With a successful roll on the Entertainment skill, the player characters know the poem called the "Calling of the Nameless Dead". Originally, it was written by Orvar Fellhanded, a Dwarven bard who had come upon a battlefield in the

Trollridge Mountains, strewn with bodies left for the carrion birds to feed on. The bard created a dirge for all who died in battle, without being given a proper burial.

The Nameless Dead of Voronoy-Kefas, however, have added a single stanza to the poem, the part about the demon. It holds a clue, that the player characters need to defeat the demon within the dream.

Once the Dwarven mob have recited the poem, their bodies wither and turn to dust before the player characters' eyes.

## Unearthly Kingdom

Run this event when the player characters enter one of the promenades.

*The great hall is dark, and your torchlight creates flickering shadows that dance along the walls. The walls are covered with strange red lichen, and the air has a metallic taste. On the walls, sconces reach out, like disfigured hands.*



The lichen is not something that grows anywhere else, it is thick, hard, and blood red. If the player characters investigate it, they discover, by cutting it, that it bleeds. The fluid is burgundy in color, and has a peculiar stench. If the player characters decide to taste the fluid, they find it very poisonous and deadly. If the player characters ingest the fluid, they suffer from terrible hallucinations and paranoia, in which the victim sees everyone and every place as a threat.

#### BLEEDING LICHEN

- ♦ **Type:** Poisonous
- ♦ **Strength:** 2
- ♦ **Appearance:** Bleeding lichen has a hard crust, but when cut, it bleeds a deep red and thick fluid, which could be easily mistaken for blood.
- ♦ **Preparation:** The lichen must be opened and the fluid ingested.
- ♦ **Applicarion:** Drink.
- ♦ **Duration:** 24 hours.
- ♦ **Effect:** The victim suffers from hallucinations and paranoia for hours before falling into a deep sleep, where the body slowly stops working, finally resulting in death. Armor and natural protection do nothing to protect against this.
- ♦ **Value:** 50 sc

#### EFFECTS OF BLEEDING LICHEN

- ♦ **Mild effect:** The victim suffers from hallucinations and paranoia for 6 hours, after that they fall asleep and take 1 point of damage per hour.
- ♦ **Moderate effect:** The victim suffers from hallucinations and paranoia for 6 hours, after that they fall asleep and take 2 points of damage per hour.
- ♦ **Substantial effect:** The victim suffers from hallucinations and paranoia for 6 hours, after that they fall asleep and take 3 points of damage per hour.
- ♦ **Complete effect:** The victim suffers from hallucinations and paranoia for 6 hours, after that they fall asleep and take 4 points of damage per hour.

Further down the hall, the player characters find a wall where futhark runes have been etched upon the wall, not with the same artistry as one would expect from Dwarven craftsmen. The runes are childish, and engraved by forced rather than craftsmanship. With a successful roll on the Knowledge skill (Read & Write (Futhark) specialty applies), the player characters can read the runes.

*Visions of darkness  
Walls of blood  
Dead before the throne of might  
Unearthly kingdom  
Shadows of Dimhall  
This realm no longer knows light.*

The runes were engraved by a dwarf called Halldor Copperbeard, in his last days, while he was still sane enough to see what was happening in Voronoy-Kefas. There are, however, no clues left for the player characters to discern who wrote these runes.

If the player characters ever pass by the runes while in dream, they will find Halldor by the runes, in skeletal form, reciting what the runes say. If the player characters talk to the skeletal Dwarf, he can speak, though only in Futhark. If the player characters do not have Futhark as their mother tongue, with a successful roll on the Knowledge skill (Foreign Language (Futhark) specialty applies), they understand Halldor.

*"I was but a guard, tasked with guarding the Old Gates. When the plague struck, it drove my brother mad. A few days later, these halls ran with blood, brother killed brother. Rune-encrusted axes, swords, and hammers, weapons that hadn't seen battle in years, sung as they had never sung before. The kingdom of the Raven had opened its gates to darkness, the "Ravendark" we called it, the dark within ourselves."*

If the player characters try and ask Halldor questions, he is unable to answer them. He only recites the poem or repeats himself. The Old Gates are

no longer accessible, the hall leading to them is caved in.

Once the player characters have finished talking to Halldor, his bones rattle, and he falls against the wall. The red lichen quickly spreads over his body, covers it, and eats away at the bones, until there's nothing left.

#### The Crimson Crown

Run this event at any time when the player characters enter one of the Craftsmen's shops.

*At first this seems to be like most of the other craftsmen's shops, a workbench, many different tools, and an assortment of either hard or soft materials. The skeleton of a Dwarven craftsman lies in a heap by the workbench. Upon the workbench is a single Dwarven skull, white as snow. A strange crimson engraving encircles the top of the skull.*

If the player characters investigate the skull, they find that the strange line seems to form a sort of a crown. With a successful roll on the Knowledge skill (Spirit Lore specialty applies), the player characters recognize this as a Crimson Crown, a vulgar and barbaric tradition practiced in the Mittlander Darkwoods, where the deceased's head is left out in the sun for weeks until the skull is completely clean. A crown is engraved into the skull, to remind the living of the travesties and monstrosities that the deceased performed in life.

If the player characters touch the skull, it comes alive, and rises from the workbench, addressing them.

*Blue light flickers in the eye sockets and the skull shudders. It rises from the workbench as a hollow voice fills the small room.*

*"I have murdered. I took the life of my brother. Forever I will suffer for the wrongs I did," the skull says, the words echoing from wall to wall. "The Hunter called, and we answered. Forever we shall suffer in Bloodheim." A sudden wave of melancholy washes over you, as the skull continues. "The Hunter called, and we answered..."*



*The light in the skull's eye sockets fades out, and the skull slowly falls back to the workbench.*

No matter what the player characters do, they cannot wake the skull again.

## A Skeletal Domain

This event can be run at any given time after the player characters have discovered the Sleepwalker fungus.

*As you leave the room, you find that the hall beyond has changed. It is filled with the skeletal remains of Dwarves. Some have their legs broken, others have had their hands crushed, while yet others had their face smashed in by hammers. Their forms are mutilated and misshapen, even in death their agony and pain are tangible.*

As the player characters enter the hall, the walls seem to transform and become skeletal, as if the stones are made of stacked bones and skulls stare blankly at them, leaving them with the feeling that they are being watched.

Each player character hears a voice in their head, saying bad things about the other player characters. Feel free to use

both the fears of the player characters and every fallout and conflict between the characters to sow seeds of distrust and hate among them. This is the demon at work, trying to get the player characters to fight among themselves, and turn them against each other, just as it did with the Dwarves.

If the player characters try to touch the walls or the remains, the bones disappear, and the walls return to normal.

The more the player characters use the Sleepwalker fungus to investigate Voronoy-Kefas, the more influence the demon has on their minds. The wall between reality and dream becomes muddled, and the player characters have a hard time discerning whether they are asleep or awake.

## CONCLUSION

If the player characters manage to defeat the Hunter in Dreams, they have freed Voronoy-Kefas of its evil influence. The consciousness of Argothar Téwaz leaves the Murgla of Téwaz, having achieved its goal, leaving the Chosen of Téwaz feeling a bit empty. The player characters have managed a great feat, and soon, the news of their heroic action spreads in Eliarn, and from there to Mittland and the

Stormlands. The Dwarves of Dustwall hear the news the next summer, and send a large delegation, a whole Glorka, to take over the kingdom and restore it to its former glory.

The player characters can, of course, claim whatever treasure they like from the kingdom's treasury. If they bargain with the Glorka from Dustwall, they can get a handsome reward for freeing the kingdom and handing it over to the Dwarves, not to mention, having a good political connection with the new king of Voronoy-Kefas is vital for Eliarn, and the leaders of that community would be immensely grateful to the player characters if they can arrange such a relationship.

If the player characters fail to free Voronoy-Kefas, the demon still holds the stronghold in its nightmarish grasp, and antagonizes the rangers of Eliarn when they fall asleep too close to the mountain.

## Adventure Points

Freeing Voronoy Kefas should earn the player characters 200 adventure points. Feel free to award the player characters adventure points for heroic actions, clever thinking, and good roleplaying (see the Game Master's Guide p. 39).



# ◆ APPENDICES ◆

## APPENDIX A - DREAMS

The following are examples of dreams that the Chosen of Téwaz dreams, while away from Eysteroy Island and Mt. Crowhome. Feel free to elaborate and create your own.

### Act 1

The dreams in Act 1 are first and foremost meant to foreshadow what is to come and the treasures of Voronoy-Kefas, to make the Chosen of Téwaz interested in finding Voronoy-Kefas. Emphasize and augment that part of the Chosen's dreams, and try to show only what Téwaz might have seen. The dreams in Act 1 are also meant to let the Chosen know that something happened, something worth investigating.

The following dreams are examples that you can use as you see fit. The dreams are in no particular order, feel free to have the Chosen of Téwaz dream them in any order you think fits the pace of your game.

#### A

*The large hall is empty, and your footsteps echo from the great walls. You've seen these walls, walked these halls, a hundred times before. You've seen the colorful tapestries, showing how Borjorn created the Dwarves and the god Yukk enacting its wrath upon the unfortunate. You've read these runes and listened to the stones many times before. Still, it all seems so unfamiliar. There are no skalds singing, no craftsmen toiling away, and no guards. It's the silence.*

#### B

*The miners push a cart full of ore your way. The smelting forges spew soot into the large cavern, and you can't help but smile. The sight of toiling Dwarves, digging through the earth and seeking out the metal veins hidden within, all is as it should be. As Borjorn decreed it would be and should be. You reach for a rock from the cart and smell it. The grey rock has red veins in it and it smells of iron. This is good ore. This iron will make a good sword.*

#### C

*You stand upon a bridge crossing a dark lake. There is a small island in the center of the lake, where a single domed building stands. You know that it is there. As you draw nearer to the island, you see a Dwarf lying by the base of the bridge, its body motionless.*



## D

*The feather pen in your hand shakes. You stare at your small notebook, this is probably the final entry. As you close the book and place it in the drawer of your desk, you spot the ring you were given when you were accepted as Thuul for the Glorka. The red stone gleams, as if powered by some unknown source, and you run your fingers across it. Yes, this was your final entry. You feel it in your weary bones.*

## E

*The bard strums the final note. The assembled Dwarves applaud, and after a few moments, most of them turn their attention back to their discussions. You slip unseen among them until you reach the steps leading to the silvered throne, where the leader of the Murder sits, Rubert of the Dhaman Glorka, his beard decorated with silver and golden rings. He holds the rod of the mountain, a simple staff made of pure mittraka topped with a single, fist-sized diamond. You can't help but smile. Even Tvologoya's kings were not as regal or mighty as Rubert of Dhaman.*

## F

*The guards stare at the Human merchant. The rings in their mail make a rustling sound as they shuffle uncertainly, and await your answer. You study the precious stones in the small coffer before you. Rubies, jades, opazes, garnets, amethysts, and sapphires, you could name these stones simply by touching them. Each of them has their own hum, their own song. The Human stares at you and wipes sweat from his forehead. These people, who have come to live in that small village by the shore, are not fit to live under a mountain. They prefer the Ginnungap over their head all the time. You turn towards the guards and nod your head.*

## G

*The steady rhythm of hammers echoing in the stone walls sound familiar and the smell of soot is comforting. As you open your eyes and see the Murgla lying on your workbench, you know that it is ready. The futhark runes, sacred and bound with power, gleam in the light from the furnace. Yes, it is ready, and yet you feel sad, as you study this masterfully crafted piece of armour. It is your finest work. Yes, by far, this is your finest work..*

## H

*The fire from the Logi Furnace is immensely hot, and you use the pliers to pull the smelting pot from it. The Mitraka is white hot, and smells just about right. Gently, you pour the molten metal into the mold. Once it cools and assumes its form, you only need to anneal it and engrave it. Then this sword blade should be ready. Still, you feel restless, as you had hoped that this work would help you relax. You stare at the book on your desk, that simple black libre holding the secret you've been longing for, the power of runes long forgotten to the Thuuls.*

## Act 2

In Act 2 the dreams take a darker and more sinister turn. Their nature seems to change and become more nightmarish, showing the Chosen the consequences of the Thuul's actions. But the dreams should also pull the Chosen toward Mt. Crowhome and Eysteroy Island.

## I

*The dark hallway is silent, and you try as hard as you can to make no sound. When you reach the iron-bound doors at the other end, you find a bloody handprint on the door frame. You push open the door, the smithy is empty. You breathe a sigh of relief and close the door behind you. You move closer to the furnace. It is cold and dark.*

## J

*Grimgor, your old mentor, stands on the bridge spanning the darklake. His grey beard is wild and his eyes bloodshot and red. You start to run but you are too late. Grimgor steps over the rail and throws himself into the lake. You scream and call out his name, which echoes in the large cavern, over and over again.*

## K

*The shadows grow longer and reach out to you. Their black fingers are like claws. You gather the ore needed for the Murgla from the cart as quickly as you can, before anyone notices you. Dwarven miners, their skin covered in red lichen-like sores, run with maddened stares from mine to mine, holding bloody hammers and picks.*

## L

*The Royal Hall is silent. You stare at the silvered throne, and when you close your eyes, you can almost hear Rubert of Dhaman tap his rod on the floor, eager to make an announcement. As you open your eyes, you realize that these echoes are real. Fear grips you. The dead make no sound.*

## M

*You are alone in your workshop. The Murgla is ready. You run your fingers across the Mittraka runes, feeling the power they hold. The power you bestowed upon them. Your finest work. You close your eyes, feeling the darkness take hold of you. It is time. Hopefully someone comes along. One day someone will come along.*



## N

*The halls are lined with manuals, librens, manuscripts, scrolls, and books. It is here, the book you know will appease this hunger, this thirst for the rune you've seen in your dreams. The scribes pay you no attention, they are too busy with their work. After some time, you finally find an old book containing the rune, a sigil of immense power. And it is yours.*

## O

*The rune, the secret rune you've seen numerous times in your dreams, is perfectly engraved on the black skin. You invoke it powers without hesitation. Darkness pours from the skin, but that is not what you expected. The darkness forms around you, and suddenly you see the yellow eyes. "I see you!"*

## P

*The warrior stares wildly at you, holding his broken shield and bloody sword. His face is twisted by madness, and it is evident that he has no grasp on what is really happening. You throw yourself back and dodge his wild swing. You thrust your spear forward, feeling it rip through his chain shirt and into his abdomen. The Dwarf, your brother, once a valiant warrior, now a crazed, tormented being, stares at the spear, as if suddenly realizing what has happened. He turns his attention to you: "Brother, what are you doing!?" His blood pours down from the wound you inflicted, covering the floor, enclosing you.*

## APPENDIX B - HANDOUTS

### Handout 1 - Julkia's Manual on Sigils and Arcane Symbols

Julkia's Manual on Sigils and Arcane Symbols is a treatise on the sigils and symbols of Bloodheim.

The following text is to be found on the final two pages of the manual, but the rest of the book is too old and ruined to be read.

*...the age-old traditions among the weavers of Vitner. I, Julkia of Darken Woods, have seen the true power held within this glyph and I have felt its calling. There are those who would say that wielding such power is not for mere mortals, but in my vision, I held the power, it coursed through my body and enlightened my mind. I have seen the veil of the world crumble and I have seen the worlds that lie within.*

*To attain the wisdom of the ancients, to become one of the enlightened, one must know the final glyph, the sigil of sigils, the key to thousand locks. One must know how to draw it, to invoke it and to harness its power. Glyphs are the keys to understanding, sigils are the foundation of enlightenment and runes are the seal of wisdom. By the three-knotted root and the world-tree, I say unto thee; master the rune of runes and see the truth for what it is.*

*Invoke the sigil in darkness, only then you see the light.*

*Empower the glyph with sanguine offering, only then you understand.*

*Engrave the rune on unyielding surface, only then you gain the knowledge.*

*Intone the words of might, only then you see.*

*Be one of the enlightened. Become one of the wise. Earned your place among the learned. See the world for what it is, bathe in the warmth of enlightenment and true understanding.*

*Thus writes Julkia Thrallia, enlightened.*

### Handout 2 - Yonthor's Runestick

Yonthor's runestick is a simple 30 cm long wooden stick, with runes hastily carved on it. Yet, even hastily carved runes by Dwarves are delicate and beautiful to behold. Yonthor never got the chance to finish the runestick, or have it sent.

*Brother, madness has ensued and taken hold in the Mountain. The thuuls are to blame, yet they are trying to solve this. We are all but....*



### Handout 3 - Argothar's notebook

The Thuul's notebook doesn't hold much of interest and is mostly in ruins, save for the last two pages. Argothar never got the chance to fully finish it, since the demon could sense that the Thuul had planned to throw himself into the lava pit deep under the mountain.

*The Murgla is finished. I engraved the Runes of Memory on them. Hopefully one day, someone will come along and know what happened here.*

---

*Grimgor killed himself yesterday. Threw himself off one of the bridges across Darklake. The madness is all consuming.*

---

*I've tried to face the demon, but it is too powerful, even if I use the potion. I know it fears the light, but I fear that I do not have enough time to investigate how to banish it back to Bloodheim.*

*How foolish I was! If only I had known what I was doing. In one way, Julkia was right, I feel enlightened and therefore I know now what a fool I was.*

---

*They are coming for me. I've barricaded the door, but I hear them hammering on the walls. This might be my final entry.*

---

*As much as I feared the sound of booted feet and hammer blows in the last few weeks, the dead of silence is maddening. I am the only one left. The demon has taken everyone, every brother in Voronoy-Kefas.*

*It is coming for me. I see it in my dreams. It has shown me how it will end my life.*

---

*This is my final entry to this notebook. The Mountain is silent like a tomb. Every step I take seems to echo through eternity and I have, through my endless pursuit of knowledge of the runes, brought doom up Voronoy-Kefas.*

*I will not allow the demon to have my soul nor my body. I shall give myself to the Mountain. I shall never become a tool in the demon's work.*

*The Murgla shall await the champion. Only darkness resides in Voronoy-Kefas, the glorious kingdom my ancestors raised. One day light will warmth these halls and songs of hammers echo. One day...*

---



## APPENDIX C - NEW MONSTERS

Following are stats and descriptions for new monsters. Description for feats can be found in Jorgi's Bestiary unless otherwise noted.

### Dwarven Nezhit'yu

The Nezhit'yu are abomination to dwarves, and a stark reminder of their connection to the Mountain. The Nezhit'yu are dwarves who have died in violence and not received a proper dwarven burial. These undead creatures rise to become the walking dead, eager to devour the flesh of the living and they hunger for the flesh of dwarves. From afar the Nezhit'yu appear to be living, but up close their flesh is rotten and the aura of stench is awful and disgusting. The stumble mindlessly towards the nearest living creature, eager to eat their flesh.

#### Mindless

Since Nezhit'yu is an undead creature it feels no pain and takes no notice of damage. The Nezhit'yu might lose a hand or even have its head cut off yet keep on fighting with ferocity. The Nezhit'yu also keep on fighting even against all odds and until it has been slain.

**Stats:** Dwarven Nezhit'yu

**Type:** Undead

**Age:** Varies

**Size:** 1t

**Movement:** Land 2 cp per 1 m (Max 6 m).

**Initiative:** -4 (Dexterity), -1 (armor) +1 (Battle Experience)

**Fear Factor:** 1d10 (OR 10, (OR 8-10) vs dwarves)

**Body Points:** 34-47

**Character Traits:** Charisma -4, Constitution +2, Dexterity -4, Intelligence -4

**Feats:** Durable, Night Sight, Sense living (Jorgi's B. p. 66-67), Mindless (see above).

**Skills:** Care SV 1, Entertainment SV 1, Faith SV 1, Knowledge SV 1, Shadow arts SV 1, Vitner Craft SV 1, Wilderness SV 1

Agility SV 7      Battle Maneuver 1 (Ironclad 2)

Fighting SV 8      Armed fighting 2 (One handed light weapons 2, One handed heavy weapons 2), Battle Experience 1 (Armor Bearer 2, Fighter 2), Unarmed fighting 1 (Brawling 2)

#### Weapons:

Unarmed / 1d5 / 0

Dwarven Iron Seax, WA 4, IM -1, dmg 1d10 (OR 10), PV/BV 6/60.

Dwarven Iron Breid Sword, WA 3, IM -4, dmg 1d10 (OR 9-10), PV/BV 9/90.

**Armor:** Full Skjalfmurgla (PV/BV 5/50; Heft 2 reduced to 0 due to Ironclad)

**Combat Points:** Free 9 / Attacks & Parries 4 / Armed 4 (one handed light weapons 4, one handed heavy weapons 4) / Unarmed 1 (Brawling 4)

#### Samples of attacks:

Unarmed SV 10, SV 8

(IM -7) Seax SV 11, SV 10 (Shield SV 13)

(IM -9) Staaf Spjót SV 14, SV 8 (Shield SV 13)

(IM -11) Tvei Hammri SV 12, SV 9

### Dwarven Skjelett

Dwarven skjeletts are a rare sight, since dwarves tend to give their fallen proper burials by lowering the dead bodies into the lava of their home mountain. Skjeletts are little more than skeletons, dressed in whatever armor they wore when they died and armed with whatever weapon is at hand. The skjelett's eye sockets gleam with unholy light.

In Voronoy-Kefas are, however, many skjeletts, who attack the living on sight. The dwarven skjeletts have fossilized bones, making them even harder to kill than many undead creatures.

#### Skjelett resilience

Since the skjeletts are undead creatures they feel no pain and keeps on fighting with the same ferocity, even if it loses a limp. The skjeletts body is mostly skeletal, therefore it takes different damage depending on the type of weapon used in the attack. Skjeletts take no damage from arrows, piercing weapons or thrust weapons and they only take half damage from cutting weapons. However, they take double damage from crushing weapons.

**Stats:** Dwarven Skjelett

**Type:** Undead

**Age:** Varies

**Size:** 1t

**Movement:** Land 2 cp per 1 m (Max 6 m)

**Initiative:** -4 (Dexterity), -1 (armor), +1 (Battle Experience)

**Fear Factor:** 1d10 (OR 10)

**Body Points:** 40-50

**Character Traits:** Charisma -4, Constitution +2, Dexterity -4, Intelligence -6

**Feats:** Durable, Night Sight, Sense living (Jorgi's B. p. 66-67), Skjelett Resilience (see above)

**Skills:** Care SV 1, Entertainment SV 1, Faith SV 1, Knowledge SV 1, Shadow arts SV 1, Vitner Craft SV 1, Wilderness SV 1

Agility SV 7

Battle Maneuver 1 (Ironclad 2)

Fighting SV 8

Armed fighting 2 (One handed light weapons 2, One handed heavy weapons 2, Shieldbearer 2, Two-handed weapons 2), Battle Experience 1 (Armor Bearer 2, Fighter 2), Unarmed fighting 1 (Brawling 2)

#### Weapons:

Unarmed / 1d5 / 0

Dwarven Iron Seax, WA 4, IM -1, dmg 1d10 (OR 10), PV/BV 6/60.

Dwarven Iron Staaf Spjót, WA 3, IM -3, dmg 1d10 (OR 9-10), PV/BV 5/50.

Dwarven Iron Tvei Hammri, WA 2, IM -7, dmg 1d10 (OR 8-10), PV/BV 11/110.

Dwarven Iron Reinforced Medium Shield, WA 2, IM -2, PV/BV 9/90

**Armor:** Full Skjalfmurgla (PV/BV 5/50; Heft 2 reduced to 0 due to Ironclad)

**Combat Points:** Free 9 / Attacks & Parries 4 / Armed 4 (One handed light weapons 4, One handed heavy weapons 4, Two-handed weapons 4, Shields 4) / Unarmed 1 (Brawling 4)

#### Samples of attacks:

Unarmed SV 10, SV 8

(IM -7) Seax SV 11, SV 10 (Shield SV 13)

(IM -9) Staaf Spjót SV 14, SV 8 (Shield SV 13)

(IM -11) Tvei Hammri SV 12, SV 9



## Zvorda Skjelett

The Zvorda skjeletts are a horrible sight, armor clad skeletons of the hulking zvorda dwarves, who are a force to be reckoned with in combat, whom even veteran warriors know better than to fight them unnecessarily. As a further note these Undead Zvorda are slightly larger than what they were in life.

### FRENZY

When the Zvorda skjelett has taken half its Body Points in damage, it fights with a greater frenzy. In this state, it has +4 on all attacks. This also means that the zvorda skjelett does not parry.

**Stats:** Zvorda skjelett

**Type:** Undead

**Age:** Varies

**Size:** 1.5t

**Movement:** Land 2cp per 3 m (Max 8 m,)

**Initiative:** -4 (Dexterity), -1 (armor), +1 (Battle Experience)

**Fear Factor:** 1d10 (OR 9-10)

**Body Points:** 60-85

**Character Traits:** Charisma -4, Constitution +4, Dexterity -4, Intelligence -4, Strength +4

**Feats:** Durable, Night Sight, Sense living (Jorgi's B. p. 66-67), Skjelett Resilience, Frenzy (see above)

**Skills:** Care SV 1, Entertainment SV 1, Faith SV 1, Knowledge SV 1

Shadow arts SV 1, Vitner Craft SV 1, Wilderness SV 1

Agility SV 7

Battle Maneuver 1 (Ironclad 2)

Fighting SV 8

Armed fighting 2 (One handed light weapons 2, One handed heavy weapons 2, Shield bearer 2, Two-handed weapons 2), Battle Experience 1 (Armor Bearer 2, Fighter 2), Unarmed fighting 1 (Brawling 2)

### Weapons:

Unarmed Dmg 1d10+4 Strength

Dwarven Iron 1.5t Seax, WA 4, IM -1, dmg 1d10 (OR 9-10)+4 Strength, PV/BV 6/60.

Dwarven Iron 1.5t Staaf Spjót, WA 3, IM -3, dmg 2d10 (OR 9-10)+4 Strength, PV/BV 5/50.

Dwarven Iron 1.5t Tvei Hammri, WA 2, IM -7, dmg 2d10 (OR 8-10)+4 Strength, PV/BV 11/110.

Dwarven Iron Reinforced Medium Shield, WA 2, IM -2, PV/BV 9/90

**Armor:** Leather armor / PV 3-BV 30 / -1

**Combat Points:** Free 9 / Attacks & Parries 4 / Armed 4 (One handed light weapons 4, One handed heavy weapons 4, Two-handed weapons 4, Shields 4) / Unarmed 1 (Brawling 4)

### Samples of attacks:

Unarmed SV 10, SV 8

(IM -7) Seax SV 11, SV 10 (Shield SV 13)

(IM -9) Staaf Spjót SV 14, SV 8 (Shield SV 13)

(IM -11) Tvei Hammri SV 12, SV 9

## The Treasurer - Storozh

The treasurer was a honorable dwarf, named Oleg "One-Eye" Copperbeard, and took his role as a treasurer for Voronoy-Kefas to the extreme. Even in death he still fulfills his role and allows no one to enter the treasury without the permit of either the Murder or the king.

The treasurer is a type of dwarven undead called "Storozh". These are dwarves who have died feeling their tasks incomplete and not been given a proper dwarven funeral. The Storozh are bound to a single place or a single item and do what they can to complete their task and gain eternal rest. The Storozh appear as they did in life, yet their eyes gleam with unholy light of the undead.

### Command

The Storozh can, as an action, issue a command to a single person that compels those who hear to comply and join the Storozh in completing the task it failed to accomplish in life. With a successful Situation Roll on Situation Value 10 (Psyche modifiers apply). If the roll fails, the player characters joins the Storozh for 1d5 rounds and does whatever it can to help the Storozh to complete its task.

**Stats:** Storozh

**Type:** Undead

**Age:** Varies

**Size:** 1t

**Movement:** Land 2 cp per 1 m (Max 8 m, 6 m if wearing armor)

**Initiative:** -2 (Armor) +2 (Battle Experience)

**Fear Factor:** 1d10 (OR 10, (OR 8-10) vs dwarves)

**Body Points:** 50-65

**Character Traits:** Strength +4

**Feats:** Durable, Night Sight (Jorgi's B. p. 66-67), Command (see above).

**Skills:** The same skills are when the Storozh was alive.

Care SV 1, Entertainment SV 1, Faith SV 1 Knowledge SV 6, Shadow arts SV 1, Vitner Craft SV 1, Wilderness SV 1

Agility SV 7

Battle Maneuver 1 (Ironclad 2)

Fighting SV 10

Armed fighting 2 (One handed heavy weapons 3, Shield bearer 4), Battle Experience 2 (Armor Bearer 3, Fighter 4), Unarmed fighting 1 (Brawling 2)

### Weapons:

Unarmed Dmg 1d5 IM 0.

Dwarven Iron Masterful Breid Sword, WA3, IM -4, dmg 1d10 (OR 9-10), PV/BV 10/100.

Dwarven Iron Reinforced Medium Shield, WA 2, IM -2, PV/BV 9/90

**Armor:** Full Bogemurgla (PV/BV 8/80; Heft 8 reduced to 6 due to Ironclad, MM -2m, IM -2)

**Combat Points:** Free 12 / Attacks & Parries 8 / Armed 2 (One handed heavy weapons 6, Shield 8), Unarmed 1 (Brawling 4) / Masterful Breid Sword 2

**Samples of attacks:** 2 actions in 1 round

(IM 0) Unarmed SV 15, SV 10

(IM -6) Masterful Breid Sword SV16, SV 14 (Shield SV 15, SV 5).



## The Hunter in Dreams

The Hunter in Dreams, Erixalar-Thiekle, was summoned as intangible demon to Voronoy-Kefas by Argothar Têwaz, who foolishly believed that by engraving the rune he saw in his dreams he would gain more wisdom and knowledge of the power of holy and magical sigils. The demon instantly began to perverse and twist the dreams of the dwarves in the kingdom, but Argothar, when he realized what he had done, managed to bind the Hunter in Dreams to the obsidian pedestal in the Dark, turning the majestic obsidian hall into The Demon's Prison.

As an intangible demon, the Hunter in Dreams is impossible to destroy. It can twist, bend and alter the dreams of any living creature within 5 kilometers. It especially enjoys turning the dreams into nightmares and seeing the minds of the dreamers slowly crumble beneath the weight of the horrible visages created by the demon. The demon can be banished back to Bloodheim, but only through very powerful magic.

The Hunter in Dreams is vulnerable to light and steers away from being in light. Only by lighting the five holy braziers inside the Demon's Prison, while in dream, the demon is forced to leave it's intangible form and assume a physical form within Voronoy-Kefas.

**Stats:** The Hunter in Dreams - Physical Demon

**Type:** Demon

**Age:** Unknown

**Size:** 2t

**Movement:** Land 2 cp per 2 m (Max 16 m), Fly 2 cp per 1 m (Max 8 m)

**Initiative:** +2

**Fear Factor:** 1d10 (6-10)

**Body Points:** 141-155

**Character Traits:** Constitution +4, Intelligence +2, Strength +4, Psyche +4

**Feats:** Night Sight, Extra body parts (Arms), Armored body, Durable, Speed, Winged (see Jorgi's B. p.48-49).

**Skills:** Agility SV 10, Care SV 10, Entertainment SV 10, Faith SV 1, Knowledge SV 10, Shadow arts SV 10, Vitner Craft SV 1, Wilderness SV 10  
Fighting SV 10      Armed fighting 3, Battle Experience 2 (Armor Bearer 3, Fighter 4), Unarmed fighting 1 (Brawling 1).

**Weapons:**

Claws / 2d10 (OR 10) +4 / 0

**Armor:** Armored body 5

**Combat Points:** Free 12 / Attacks & Parries 8 / Natural Weapons 8 / Unarmed 1 (Brawling 2)

**Samples of attacks:** 3 actions per round

(IM +2) SV 14, SV 8, SV 8

(IM +2) SV 10, SV 10, SV 10

## APPENDIX D - NPC STATS

### The Caravan

#### Arnulf goldtooth - Human dweller and merchant

**Age:** 45

**Movement:** 2 CP per 1 m (Max 11 m, 10 m with armor)

**Body Points:** 34

**Damage levels:**

1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / >34 (dying)

**Character Traits:** Charisma +1, Dexterity +1, Perception -1, Intelligence -1, Strength +2

**Skills:** Faith SV 3, Shadow arts SV 4, Vitner Craft SV 1

Agility SV 5      Battle maneuver 1 (Combat Movement 2, Ironclad 2) Horsemanship 1 (Driving Wagon 2)

Care SV 7      Tradesman 3 (Trader 3)

Entertainment SV 7      Gambling 3 (Great Gambler 1)

Fighting SV 7      Armed fighting 2 (R one handed weapons 3, Shield bearer 2), Battle Experience 1 (Armor Bearer 2)

Knowledge SV 4      Culture Knowledge 1, Language 2 (Calculate 1, Mother Tongue 3)

Wilderness SV 5      Geography 3 (Land Knowledge (Stormlands) 2), Survival 2 (Pathwalker 1, Camper 1)

**Equipment:**

Battle Sword (WA 3, IM -5, PV/BV 9/90, Dmg 1d10 (OR 9-10) +2 Strength), Medium Shield (WA 2, IM -2, PV/BV 5/50, Metal-reinforced leather (PV/BV 4/40, Heft 4 reduced to 2 due to Ironclad, MM -1 m, IM -1)

**Initiative:** Dex +1, Battle Experience +1, Armor -1, Battle Sword -5, Shield -2

**Combat Points:** Free 7 / Armed 2 (Right One Handed Weapons 6, Shields 4) / Unarmed 0

**Samples of attacks:**

(IM -6) Battle Sword SV 15, Shield SV 11



**Evran and Illwig - Human dwellers (Arnulf's Children)**

**Age:** 12 and 10  
**Movement:** 2 CP per 1 m (Max 10 m)  
**Body Points:** 16  
**Damage levels:**  
1-4 (0) / 5-8 (-1) / 9-12 (-3) / 13-16 (-7) / > 16 (dying)  
**Character Traits:** Charisma +1, Intelligence +1  
**Skills:** Agility SV 6, Care SV 8, Faith SV 2, Vitner Craft SV 1  
Entertainment SV 2    Storytelling 1 (Libel 1)  
Fighting SV 4        Armed fighting 1 (Bows and Slings 1)  
Knowledge SV 3      Culture Knowledge 1, Language 1 (Mother  
                                 Tongue 3, Silvertongue 1)  
Shadow arts SV 3     Shadowing 1 (Walking in Shadows 1)  
Wilderness SV 2      Survival 1 (Pathwalker 1)  
**Equipment:**  
Slingu (WA 2, IM -2, PV/BV 1/10, Dmg 1d10, Short 2-15,  
Long 15-35)  
**Initiative:** Sling -2  
**Combat Points:** Free 4 / Armed 1 (Bows and Slings 2)  
**Samples of attacks:**  
(IM -2) Sling SV 7

**In Vuurdvik**

**Brynhilda and Domhilda - Human Dwellers (Twin Sisters of Waterview Inn)**

**Age:** 29  
**Movement:** 2 CP per 1m (Max 10 m)  
**Body Points:** 32  
**Damage levels:**  
1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 Dying)  
**Character Traits:** Charisma +2, Perception +1, Psyche +2  
**Skills:** Agility SV 6, Faith SV 3, Fighting SV 5, Shadow arts SV 5,  
Vitner Craft SV 1  
Care SV 9                Tradesman 2 (Brewer 2, Cook 3)  
Entertainment SV 7    Music and Dance 2 (Dance 3)  
Knowledge SV 7        Culture Knowledge (Stormlands) 3, Language 3  
                                 (Bribery 2, Foreign tongue (Rona) 2, Mother  
                                 Tongue (Vrok) 3, Silvertongue 2)  
Wilderness SV 4        Geography (Stormlands) 2 (City Knowledge  
                                 (Vuurdvik) 2)  
**Equipment:**  
Leather apron



**Vedun Thrandell - Human Vedun**

**Age:** 69

**Movement:** 2 CP per 1m (Max 8 m)

**Body Points:** 31

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-31 (-7) / > 31 Dying)

**Character Traits:** Constitution -1, Dexterity -2, Intelligence +4, Psyche +1

**Skills:** Agility SV 6, Entertainment SV 4, Faith SV 1, Fighting SV 4, Shadow arts SV 5

Care SV 7 Healing & Drugs 2 (Extracts & Potions 3)

Knowledge SV 7      Culture Knowledge (Stormlands) 3 (Religion (Gerbanis) 2), Race Knowledge (Trollkin) 2 (Monster Lore (Trolls) 2), Language 3 (Mother Tongue (Vrok) 3)

Vitner Craft SV 10      Call of Vitner 4 (Vaagritjalja 4, Vitner habit 3), Vitner Focus 2 (Safeweaving 2), Vitner Shaping 4 (Galding 3, Sejding 4, Vitner Tablet 4 - Animal Vitner, Vitner Tablet 2 - Soil Craft, Vitner Tablet 1 - Water Craft, Vitner Tablet 1 - Wind Craft, Vyrding 2)

Wilderness SV 10      Nature Knowledge 4 (Animal Friend 2, Botany 3, Zoology 3), Survival 3 (Weathered 1, Terrain Experience (Woods) 2)

**Equipment:**

Stafur (WA 3, IM -3, Dmg 1d10 (OR 10), PV/BV 4/40)

**Initiative:** Dexterity -2

**Combat Points:** Free 4

**Samples of attacks:**

(IM -3) Staff SV 4

**Chieftain Ygris - Human Warrior**

**Age:** 48

**Movement:** 2 CP per 1m (Max 10 m)

**Body Points:** 34

**Damage levels:**

1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / >34 (dying)

**Character Traits:** Charisma +2, Constitution +2, Intelligence +2, Perception +2, Psyche +1

**Skills:**

Agility SV 8, Faith SV 2, Vitner Craft SV 1

Care SV 8,                      Handler 3 (Commander 3)

Entertainment SV 5      Tradesman 2 (Trader 3)

Fighting SV 5              Armed fighting 2 (One Handed Light Weapons 2), Battle Experience 2 (Combat Actions 1, Combat Reaction 1, Fighter 2)

Knowledge SV 5              Culture Knowledge (Stormlands) 2 (Customs & Laws 2), Language 3 (Bribery 1, Calculate 1, Mother Tongue (Vrok) 3, Read & Write 1)

Shadow arts SV 5              Shadowing 2 (Finding and Spotting 2, Sneak Attack 2, Walking in Shadows 2)

Wilderness SV 5,              Geography (Stormlands) 2 (City Knowledge (Vuurdvik) 2, Land Knowledge (Stormlands) 2

**Equipment:**

Seax (WA 4, IM -1, dmg 1d10 (OR 10), PV/BV 5/50)

**Initiative:** Combat Reaction +2, Battle Experience +1

**Combat Points:** Free 9 / Attacks & Parries 2 / Armed 2 (One Handed Light Weapons 4) / Combat Actions 3

**Samples of attacks:**

(IM +2) Seax SV 10, Seax SV 7

(IM +2) Seax SV 17



## Dragnar half-foot - Human Bard

**Age:** 28

**Movement:** 2 CP per 1m (Max 10 m)

**Body Points:** 30

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-23 (-3) / 24-30 (-7) / > 30 (dying)

**Character Traits:** Charisma +2, Constitution -1, Psyche +2, Strength -1

**Skills:** Faith SV 2, Fighting SV 4, Vitner Craft SV 2

Agility SV 4

Body Control 2 (Jestering 2)

Care SV 3

Handicraft 1 (Counterfeiting 2)

Entertainment SV 7

Gambling 2 (Cheater 2, Great gambler 3),  
Storytelling 2 (Libel 3)

Knowledge SV 7

Culture Knowledge (Stormlands) 1, Language 3  
(Foreign Tongue (Rona) 2, Mother tongue  
(Vrok) 3, Reading and Writing 1, Silvertongue 3)

Shadow arts SV 8

Shadowing 2 (Finding and Spotting 2, Walking  
in Shadows 2), Thievery 2 (Locks and Traps 2,  
Shadow Arts 1, Stealing 1, Thief Signs 1)

Wilderness SV 7

Geography (Stormlands) 1 (City knowledge  
(Vuurdvik) 3)

**Equipment:**

Thief Kit, Folk Musician Kit

**Combat Points:** Free 4

**Samples of attacks:**

(IM 0) Unarmed SV 4

## In Dustwall

### Rookvi Nerjata - Dwarf Thuul

**Age:** 138

**Movement:** 2 CP per 1m (Max 8 m)

**Body Points:** 31

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-31 (-7) / > 31 (Dying)

**Character Traits:** Charisma +2, Constitution +1, Intelligence +2,  
Psyche +2

**Skills:** Entertainment SV 3, Shadow arts SV 5, Vitner Craft SV 1,  
Wilderness SV 6

Agility SV 7

Battle Maneuver 2 (Ironclad 3)

Care SV 10

Handicraft 4 (Hard Materials 4, Soft Materials 3)

Faith SV 10

Divine Power 4 (Powerful 2), Invoke 4 (Thuul  
forging 5, Aall Runes)

Fighting SV 7

Armed Fighting 3 (One Handed Heavy  
Weapons 3, Shield Bearer 3), Battle Experience 2  
(Armor Bearer 3).

Knowledge SV 7

Culture knowledge (Dwarves) 3 (Lore and  
legends: Dwarves 3), Learning (Runes) 2  
(Insight 2), Language 3 (Foreign tongue (Vrok) 3,  
Mother Tongue (Futhark) 3, Read & Write 3)

**Equipment:**

Masterful Barda Hammri (WA 3, IM -4, Dmg 1d10 (OR 9-10) -1  
Strength, PV/BV 8/80, 2 locked CP), Masterful Scale Reinforced  
Chain Mail (PV/BV 7/70, (Heft 5 reduced to 2 due to Ironclad,  
MM -1 m, IM -1), Capital medium shield (WA 2, IM -2, PV/BV  
6/60, 1 locked CP), Craft kit

**Initiative:** Battle Experience +2, Masterful Scale Reinforced Chain  
Mail -1, Capital Medium Shield -2, Barda Hammri -4

**Combat Points:** Free 9 / Armed 3 (One Handed Heavy Weapons 6,  
Shields 6) / Masterful Barda Hammri 2 / Capital Shield 1

**Samples of attacks:**

IM -1) Masterful Barda Hammri SV 18

(IM -5) Masterful Barda Hammri SV 18, Shield SV 10



**Bardur Ironhammer - Dwarf Warrior**

**Age:** 59  
**Movement:** 2 CP per 1m (Max 8 m, max 6 m in armor)  
**Body Points:** 36  
**Damage levels:**  
1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / > 36 (Dying)  
**Character Traits:** Charisma -1, Constitution +2, Strength +4  
**Skills:** Care SV 5, Entertainment SV 3, Faith SV 1, Shadow arts SV 5, Vitner Craft SV 1, Wilderness SV 6  
Agility SV 10      Battle Maneuver 3 (Ironclad 3), Body Control 3 (Ambidexterity 3)  
Fighting SV 10    Armed fighting 4 (One Handed Heavy Heapons (Right) 3, One Handed Light Weapons (left) 4), Battle Experience 4 (Armor Bearer 3, Combat Actions 2, Combat Reaction 2, Fighter 3)  
Knowledge SV 3    Culture Knowledge (Dwarves) 1, Language 1 (Foreign Tongue (Vrok) 1, Mother tongue (Futhark) 3)  
**Equipment:**  
Hakk (WA 3, IM -4, Dmg 1d10 (OR 9-10) +4 Strength, PV/BV 8/80), Split Axi (WA 4, IM -3, Dmg 1d10 (OR 10) +4 Strength, PV/BV 6/60), Full Bogemurgla (PV/BV 8/80, Heft 8 reduced to 5 due to Ironclad: MM -2, IM -2)  
**Initiative:** Battle Experience +4, Combat Reaction +4, Full Bogemurgla -2, Hakk -4, Split Axi -3  
**Combat Points:** Free 14 / Attacks & Parries 6 / Armed 4 (One Handed Heavy Weapons 6, One Handed Light Weapons 8) / Combat Actions 4  
**Samples of attacks:**  
(IM -1) Hakk SV 16,SV 14 Split Axi SV 12  
(IM -1) Hakk SV 12, Hakk SV 12, Split Axi SV 9, SV 9

**Isdor Wyrmsong - Dwarf Bard**

**Age:** 79  
**Movement:** 2 CP per 1m (Max 8 m)  
**Body Points:** 28  
**Damage levels:**  
1-7 (0) / 8-14 (-1) / 15-21 (-3) / 22-28 (-7) / >28 (dying)  
**Character Traits:** Charisma +2, Intelligence +2, Psyche +2  
**Skills:** Agility SV 5, Care SV 4, Faith SV 2, Shadow arts SV 4, Vitner Craft SV 1  
Entertainment SV 8    Storytelling 4  
Fighting SV 7      Armed Fighting 3 (Crossbows 3)  
Knowledge SV 10    Culture Knowledge (Dwarves) 4 (Lore & Legends (Dwarves) 5), Race Knowledge (Wurms) 3 (Monster Lore (Wurms) 2), Race Knowledge (Undead) 2 (Spirit Lore (Undead) 2), Language 3 (Foreign Tongue 3 (Vrok), Mother Tongue (Futhark) 3)  
Wilderness SV 7      Geography (Trollridge Mountains) 3 (Land Knowledge (Trollridge Mountains) 3), Survival 2 (Terrain Experience (Mountains) 2, Weathered 2)  
**Equipment:**  
Tunkur Krossbogur (WA ½, IM -7, Dmg 1d10 (OR 7-10), PV/BV 6/60, Short 1-100, Long 101-200), Thick Fabric (PV/BV 1/10, MM 0, IM 0)  
**Initiative:** Thick Fabric (0)  
**Combat Points:** Free 7 / Armed 3 (Crossbows 6)  
**Samples of attacks:**  
(IM -7) Tunkur Krossbogur SV 16



## In Raudalog

### Jarl Geirhard Grani - Human dweller

**Age:** 42

**Movement:** 2 CP per 1m (Max 10 m, max 9 m in armor)

**Body Points:** 33

**Damage levels:**

1-9 (0) / 10-17 (-1) / 18-25 (-3) / 26-33 (-7) / > 33 (dying)

**Character Traits:** Constitution +1, Intelligence -1, Psyche +1

**Skills:** Entertainment SV 4, Faith SV 2, Shadow arts SV 5, Vitner Craft SV 1

Agility SV 5      Battle Maneuver 2 (Ironclad 2), Horsemanship 1 (Riding 2)

Care SV 7      Handicraft 2 (Soft Material 1), Tradesman 3

Fighting SV 7      Armedfighting2(OneHandedHeavyWeapons2), Battle Experience 2 (Armor Bearer 2)

Knowledge SV 7,      Culture Knowledge (Stormlands) 2 (Religion (Gerbanis) 3, Customs & Laws (Stormlands) 1, Lore & Legends (Raudalog) 2), Language 1 (Mother Tongue (Vrok) 3)

Wilderness SV 4      Geography (Stormlands) 1 (Land Knowledge (Stormlands) 1), Nature knowledge 1 (Botany 1, Weatherman 1)

**Equipment:**

Metal-Reinforced Leather (PV/BV 4/40, Heft 4 recuded to 2 due to Ironclad, MM-1 m, IM -1), Barda swerd (WA 3, IM -5, Dmg 1d10 (OR 9-10), PV/BV 9/90), rich clothes.

**Initiative:** Battle Experience +2, Metal-Reinforced Leather -1

**Combat Points:** Free 7 / 7Armed 2 (One Handed Heavy Weapons 4) 7

**Samples of attacks:**

(IM -4) Barda Swerd SV 13

(IM -4) Barda Swerd SV 7, Bardasverd SV 6

### Hagerdur Norn - Human Stormkelt

**Age:** 28

**Movement:** 2 CP per 1m (Max 10 m)

**Body Points:** 32

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (dying)

**Character Traits:** Charisma -1, Intelligence +4, Psyche +1

**Skills:** Agility SV 5, Entertainment SV 4, Fighting SV 6, Shadow arts SV 4, Vitner Craft SV 1

Care SV 8      Healing & Drugs 4 (First Aid & Nursing 3, Extracts & Potions 2)

Faith SV 8      Divine Power 2 (Faithful 1), God Focus 1 (Composed 1), Invoke 2 (Stormkelt 3), Holy Tablet (Warmth of Sunvei 2, Wisdom of Windinna 3))

Knowledge SV 7      Culture Knowledge (Stormlands) 3 (Religion (Gerbanis) 3, Lore & Legends (Raudalog) 1), Language 3 (Mother tongue (Vrok) 3, Read & Write 3)

Wilderness SV 5      Nature Knowledge 2 (Botany 3)

**Equipment:**

Clerical Vestments, Healing Kit

**Combat Points:** Free 6

**Samples of attacks:**

(IM 0) Unarmed SV 6



## Stormgrim the Skald - Human bard

Age: 77

Movement: 2 CP per 1m (Max 8 m)

Body Points: 30

Damage levels:

1-8 (0) / 9-16 (-1) / 17-23 (-3) / 24-30 (-7) / > 30 (dying)

**Character Traits:** Dexterity -2, Charisma +1, Constitution -1, Intelligence +2, Psyche +2, Strength -1, Vitner Craft SV 1

**Skills:** Agility SV 5, Faith SV 2

Care SV 8 Handler 3 (Sage 3)

Entertainment SV 10 Storytelling 4 (Acting 3, Libel 3)

Fighting SV 4 Armed Fighting 2 (Right One-Handed Light Weapons 2)

Knowledge SV 10 Culture Knowledge (Stormlands) 3 (Religion (Gerbanis) 2, Customs & Laws (Stormlands) 1, Lore & Legends (Raudalog) 4), Learning (History of Raudalog) 2 (Insight (History of Raudalog) 1), Language 3 (Foreign tongue (Ancient Vrok) 2, Foreign Tongue (Rona) 2, Mother tongue (Vrok) 4, Read & Write: Vrok 3, Read & Write: Ancient Vrok 3, Silvertongue 2)

Shadow arts SV 4 Shadowing 1 (Finding and Spotting 1)

Wilderness SV 5 Geography (Stormlands) 2 (Land Knowledge (Stormlands) 1, Land Knowledge (Mittland) 1)

**Equipment:**

Seax (WA 4, IM -1, Dmg 1d10 (OR 10), PV/BV 5/50)

**Combat Points:** Free 4 / Armed 2 (One-Handed Light Weapons 4)

**Samples of attacks:**

(IM -1) Seax SV 10

## Brinniara Hamran - Dyfir rogue & Innkeeper of the Three Wolves

Age: 27

Body Points: 30

Movement: 2 CP per 1m (Max 13 m)

Damage levels:

1-8 (0) / 9-16 (-1) / 17-23 (-3) / 24-30 (-7) / > 30 (dying)

**Character Traits:** Charisma +1, Dexterity +2, Intelligence +1, Psyche -1

**Skills:** Entertainment SV 4, Faith SV 2, Vitner Craft SV 1

Agility SV 7 Body Control 3 (Ambidexterity 1, Jumping, Climbing and Balancing 2)

Care SV 5 Tradesman 2 (Brewer 1, Cook 2), Healing & drugs 1 (First Aid & Nursing 1)

Fighting SV 5 Armed fighting 1 (One-Handed Light Weapons 2), Unarmed Fighting 2 (Brawling 2)

Knowledge SV 4 Culture Knowledge (Stormlands) 1, Language 1 (Mother Tongue (Vrok) 3)

Shadow arts SV 8 Shadowing 2 (Finding and Spotting 2, Sneak Attack 2, Walking in Shadows 2)

Wilderness SV 3 Survival 1

**Equipment:**

Seax (WA 4, IM -4, Dmg 1d10 (OR 9-10) +4 Strength, PV/BV 5/50)

**Initiative:** Dexterity +2

**Combat Points:** Free 5 / Armed 1 (One-Handed Light Weapons 4) / Unarmed 2 (Brawling 4)

**Samples of attacks:**

(IM +1) Seax SV 10



## Arnor Oathbreaker - Human Warrior & Wildlander Hirdman

Age: 31

Movement: 2 CP per 1m (Max 10 m, max 8 m in armor)

Body Points: 38

Damage levels:

1-10 (0) / 11-20 (-1) / 21-29 (-3) / 30-38 (-7) / > 38 (dying)

Character Traits: Constitution +2, Intelligence -1, Strength +4

Skills: Faith SV 1, Shadow arts SV 4, Vitner Craft SV 1

Agility SV 7      Battle Maneuver 3 (Combat Movement 2, Evade 1, Ironclad 3)

Care SV 3      Handler 1 (Commander 1), Entertainment SV 1

Fighting SV 8      Armed fighting 3 (One Handed Heavy Weapons 3, Shield Bearer 3), Battle Experience 2 (Armor bearer 3, Combat Actions 2, Fighter 2), Unarmed 2 (Brawling 1, Wrestling 1)

Knowledge SV 3      Culture Knowledge (Stormlands) 1, Language 1 (Mother Tongue (Vrok) 3)

Wilderness SV 4, Survival 1

Equipment:

Barda Axi (WA 3, IM -4, Dmg 1d10 (OR 9-10) +4 Strength, PV/BV 7/70), Medium Shield (WA 2, IM -2, PV/BV 5/50), Scale Plating (PV/BV 7/70, Heft 7 reduced to 4 due to Ironclad, MM -1 m, IM -1)

Initiative: Battle Experience +2, Armor -1, Barda Axi -4, Shield -2

Combat Points: Free 10 / Attacks & Parries 4 / Armed 3 (One Handed Heavy Weapons 6, Shields 6) / Combat Actions 6 / Unarmed 2 (Brawling 2, Wrestling 2)

Samples of attacks:

(IM -5) Barda Axi SV 13, SV 10, Shield SV 16

(IM -5) Barda Axi SV 15, SV 8, Shield SV 10, SV 6

## In Fengsale

### Captain Wilfred Armstein

Age: 31

Movement: 2 CP per 1m (Max 10 m)

Body Points: 34

Damage levels:

1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / >34 (dying)

Character Traits: Charisma +1, Constitution +1, Psyche -1, Intelligence -1, Strength +1

Skills: Entertainment SV 4, Faith SV 1, Shadow arts SV 3, Vitner Craft SV 1

Agility SV 7      Body Control 2 (Jumping, Climbing and Balancing 2, Swimming 3)

Care SV 6      Tradesman 3 (Trader 2)

Fighting SV 8      Armed Fighting 2 (One Handed Heavy Weapons 3), Battle Experience 2 (Combat Actions 2, Combat Reaction 2, Fighter 2), Unarmed Fighting 3 (Wrestling 3)

Knowledge SV 7      Culture Knowledge (Mittland) 1, Language 3 (Foreign Language (Vrok) 2, Mother Tongue (Rona) 3)

Wilderness SV 7      Geography 2 (Sea Knowledge 2), Seafarer 3 (Navigation 2, Seaman 3), Survival 2 (Weathered 2)

Equipment:

Gunnflame Masterful Breid Sword (WA 3, IM -4, Dmg 1d10 (OR 9-10) +1 Strength, PV/BV 9/90), Rich Clothes

Initiative: Battle Experience +2, Combat reaction +4, Breid Sword -4

Combat Points: Free 10 / Attacks & Parries 4 / Armed 2 (One Handed Heavy Weapons 6) / Combat Actions 4 / Unarmed 3 (Wrestling 6) / 1 cp locked to Masterful Breid Sword

Samples of attacks:

(IM +2) Breid Sword SV 12, SV 10

(IM +2) Breid Sword SV 8, SV 8, SV 6



## Blot Lord Njorvi

**Age:** 66

**Movement:** 2 CP per 1m (Max 10 m. Max 9 m. wearing armor)

**Body Points:** 32

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (dying)

**Character Traits:** Charisma -1, Intelligence +4, Perception +1, Psyche +1

**Skills:** Entertainment SV 2, Shadow arts SV 4, Vitner Craft SV 1

Agility SV 5	Battle Maneuver 2 (Ironclad 1)
Care SV 8	Handler 3 (Commander 2)
Faith SV 10	Divine Power 4 (Faithful 4, Powerful 3), God Focus 2 (Composed 1, Rigorous 3), Invoke 5 (Stormkelt 5), Holy Tablet (Influence of Jorin 4, Strength of Stormi 5, Wrath of Tyrd 2)
Fighting SV 8	Armed fighting 3 (One Handed Heavy Weapons 2, Shield Bearer 2), Battle Experience 2 (Armor Bearer 2, Fighter 1)
Knowledge SV 8	Culture Knowledge (Stormlands) 3 (Religion (Gerbanis) 3, Customs & Laws (Stormlands) 2, Lore & Legends (Stormlands) 2), Race Knowledge (Trollkin) 2 (Monster lore (Trolls) 1, Spirit Lore (Demons) 1), Language 2 (Bribery 1, Mother Tongue (Vrok) 3, Read & Write 2, Silvertongue 2)
Wilderness SV 7	Geography (Stormlands) 2 (City Knowledge (Fengsale) 3)

### Equipment:

Staaf (WA 3, IM -3, Dmg 1d10 (OR 10), PV/BV 4/40), Barda Axi (WA 3, IM -4, Dmg 1d10 (OR 9-10), PV/BV 7/70), Medium Shield (WA 2, IM -2, PV/BV 5/50), Leather Armor (PV/BV 2/20, MM -1, IM -1)

**Initiative:** Battle Experience +2, Staaf -3, Barda Axi -4, Armor -1, Shield -2

**Combat Points:** Free 10 / Attacks & Parries 2 / Armed 3 (One Handed Heavy Weapons 4, Shields 4)

### Samples of attacks:

(IM -2) Staaf SV 10, SV 19

(IM -5) Barda Axi SV 15, SV 4, Shield SV 14

## Ynja Valdgrimsdottir the Storm Maiden

**Age:** 23

**Body Points:** 36

**Movement:** 2 CP per 1m (Max 10 m)

**Damage levels:**

1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / > 37 (dying)

**Character Traits:** Constitution +2, Perception -1, Strength +2

**Skills:** Care SV 1, Entertainment SV 4, Faith SV 2, Vitner Craft SV 1, Wilderness SV 4

Agility SV 10	Battle Maneuver 3 (Combat Movement 3, Ironclad 3), Body Control 4 (Ambidexterity 4), Horsemanship 2 (Riding 2)
Fighting SV 10	Armed fighting 5 (One Handed Heavy Weapon R 4, One Handed Heavy Weapons L 4), Battle Experience 3 (Armor Bearer 3, Combat Actions 2, Fighter 3), Unarmed Fighting 2 (Brawling 2)
Knowledge SV 3	Culture Knowledge (Stormland) 1 (Religion (Gerbanis) 1), Language 2 (Mother Tongue (Vrok) 3, Read & Write 2)
Shadow arts SV 7.5	Shadowing 3 (Finding and Spotting 2, Walking in Shadows 3)

### Equipment:

Staaf Spjot (WA 3, IM -3, Dmg 1d10 OR -10+2 Strength, PV/BV 4/40), Barda Swerd (WA 3, IM -5, Dmg 1d10 (OR 9-10) +2 Strength, PV/BV 9/90), Fur/Leather (PV/BV 2/20, MM -1, IM -1), Wildhorn (see Stormlands sourcebook p. 139)

**Initiative:** Battle Experience +3, Fur/Leather -1, Staaf spjot -3, Barda Swerd -5

**Other Combat Details:** SMP 5 (see Stormlands sourcebook p. 128-129), Powers: Storm Armor, Troll Strength, Battle Cry

**Combat Points:** Free 13 / Attacks and Parries 6 / Armed 5 (One Handed Heavy Weapons R 8, One Handed Heavy Weapons L 8) / Unarmed 2 (Brawling 4)

### Samples of attacks:

(IM -6) Barda Swerd SV 16, SV 16, Staaf Spjot SV 10, SV 8.



**Ragnhild the fair, daughter of Njorvi**

**Age:** 24

**Movement:** 2 CP per 1m (Max 10 m)

**Body Points:** 32

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (dying)

**Character Traits:** Charisma +4, Intelligence -1, Perception +1, Psyche +1

**Skills:** Faith SV 2, Fighting SV 3, Vitner Craft SV 1

Agility SV 5                      Horsemanship 2 (Riding 2)

Care SV 7                        Handler 2 (Sage 3), Tradesman 2 (Trader 2)

Entertainment SV 7   Music and Dancing 3 (Singing and Playing Instrument 3), Storytelling 2 (Acting 2)

Knowledge SV 7            Culture Knowledge (Stormlands) 3 (Religion (Gerbanis) 2, Customs & Laws (Stormlands) 2, Lore & Legends (Stormlands) 1), Language 3 (Calculate 2, Foreign Tongue (Rona) 2, Mother Tongue (Vrok) 3, Read & Write 2)

Shadow arts SV 5            Shadowing 2 (Walking in Shadows 2)

Wilderness SV 7            Geography (Stormlands) 3 (Land Knowledge (Stormlands) 2, City Knowledge (Fengsale) 2), Nature Knowledge 2 (Botany 1, Zoology 1)

**Equipment:**

Rich Clothes

**Combat Points:** Free 3

**Samples of attacks:**

(IM 0) Unarmed SV 3

**Nasthal Windspeaker, Ilmalaini Vitner Weaver & Innkeeper of the Walrus & the Harpy**

**Age:** 89

**Body Points:** 29

**Movement:** 2 CP per 1m (Max 12 m)

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-22 (-3) / 23-29 (-7) / > 29 (dying)

**Character Traits:** Constitution -1, Intelligence +4, Perception +1, Psyche +1

**Skills:** Entertainment SV 3, Faith SV 1, Fighting SV 4

Agility SV 7                      BattleManeuver2(CombatMovement2,Evade3), Body Control 2 (Ambidexterity 2)

Care SV 7                        Handicraft 3 (Counterfeiting 3)

Knowledge SV 7            Culture Knowledge (Elves) 2, Culture Knowledge (Stormlands) 2 (Customs & Laws (Stormlands) 2), Language 3 (Bribery 3, Foreign Tongue (Vrok) 3, Mother Tongue (Eika) 3, Read & Write 3, Silvertongue 3)

Shadow arts SV 9            Shadowing 3 (Camouflage and Hiding 2, Finding and Spotting 2, Walking in Shadows 2), Thievery 3 (Shadow Arts 3, Stealing 3, Thief Signs 3)

Vitner Craft SV 7            Call of Vitner 3 (Darkhwitalja 3, Vitner habit 2), Vitner Focus 2 (Safeweaving 2), Vitner Shaping 3 (Vyrding 3, Vitner Tablet - Delusion Vitner 3)

Wilderness SV 7            Geography (Stormlands) 2 (City Knowledge (Fengsale 3)

**Equipment:**

Rich Clothes, Thief Kit

**Combat Points:** Free 4

**Samples of attacks:**

(IM 0) Unarmed SV 4



## Bryn Darkwing, Dyfir Warrior and Leader of the Fengsale Hird

**Age:** 34

**Movement:** 2 CP per 1m (Max 12 m, 11 m when in armor)

**Body Points:** 32

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (dying)

**Character Traits:** Constitution -1, Perception +2, Psyche -1, Strength +1

**Skills:** Care SV 3, Faith SV 2, Vitner Craft SV 1

Agility SV 6      Battle Maneuver 2 (Combat Movement 2, Ironclad 1)

Entertainment SV 4      Storytelling 2 (Libel 2)

Fighting SV 7      Armed, fighting 3 (Bows and Slings 3), Battle Experience 3 (Combat Actions 2, Combat Reaction 2, Fighter 2)

Knowledge SV 3      Culture Knowledge (Stormlands) 1, Language 1 (Mother Tongue (Vrok) 3)

Shadow arts SV 7      Shadowing 3 (Camouflage and Hiding 2, Walking in Shadows 2)

Wilderness SV 7,      Geography (Stormlands) 3 (City Knowledge (Fengsale) 3)

**Equipment:**

Lang Bogi (WA 2, IM -3, Dmg 1d10 (OR 9-10), PV/BV 3/30),  
Leather Armor (PV/BV 2/20, Heft 2 reduced to 1 due to Ironclad,  
MM -1 m, IM -1)

**Initiative:** Battle Experience 3, Combat Reactions +2, Lang Bogi -3,  
Leather armor -1 **Combat Points:** Free 10 / Attacks & Parries 4 /  
Armed 3 (Bows and Slings 6) / Combat actions 4

**Samples of attacks:**

(IM +1) Bow SV 12, SV 11.

(IM -2) Bow SV 18, SV 5

## The Crew of the Waverunner

### First mate Dromund half-man, Ogro

**Age:** 27

**Movement:** 2 CP per 1m (Max 12 m)

**Body Points:** 44

**Damage levels:**

1-11 (0) / 12-22 (-1) / 23-33 (-3) / 34-44 (-7) / > 44 (dying)

**Character Traits:** Charisma -2, Constitution +2, Perception +2,  
Intelligence +2, Strength +4

**Skills:** Entertainment SV 4, Faith SV 1, Shadow arts SV 4, Vitner  
Craft SV 1

Agility SV 7      Battle Maneuver 2 (Combat Movement 2,  
Evade 1), Body Control 3 (Jumping, Climbing  
and Balancing 2, Swimming 3)

Care SV 5      Handler 2 (Commander 1)

Fighting SV 8      Armed Fighting 3 (Two Handed Weapons 3),  
Battle Experience 2 (Combat Actions 2, Fighter 3),  
Unarmed 3 (Brawling 3, Wrestling 2)

Knowledge SV 7      Culture Knowledge (Mittland) 1, Language 3  
(Foreign Language (Rona) 2, Mother Tongue  
(Vrok) 3)

Wilderness SV 10      Geography 2 (Sea Knowledge (Oster Ocean) 2),  
Huning Experience 2 (Hunting & Fishing 2),  
Nature Knowledge 2 (Weatherman 2), Seafarer 4  
(Navigation 3, Seaman 3)

**Equipment:**

Tvei Sverd (WA 2, IM -6, Dmg 1d10 (OR 8-10) +4 Strength, PV/  
BV 10/100)

**Initiative:** Battle Experience +2, Tvei Sverd -6

**Combat Points:** Free 10 / Attacks & Parries 6 / Armed 3 (Two Handed  
Weapons 6) / Combat Actions 4 / Unarmed 3 (Brawling 6, Wrestling 4)

**Samples of attacks:**

(IM -4) Tvei Sverd SV 15, SV 10

(IM -4) Tvei Sverd SV 18, SV 7



**Aron Asmundson the Cook**

**Age:** 21

**Movement:** 2 CP per 1m (Max 10 m)

**Body Points:** 32

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (dying)

**Character Traits:** Charisma +2, Intelligence +1

**Skills:** Entertainment SV 3, Faith SV 1, Shadow arts SV 4, Vitner Craft SV 1

Agility SV 5            Body Control 1 (Swimming 2)  
Care SV 8              Tradesman 3 (Cook 3), Healing & Drugs 2  
                              (First Aid & Nursing 3)  
Fighting SV 7        Armed 3 (One Handed Heavy Weapons 2),  
                              Battle Experience 1 (Fighter 1)  
Knowledge SV 3     Culture Knowledge (Stormlands) 1, Language 3  
                              (Foreign Tongue (Rona) 2, Mother Tongue  
                              (Vrok) 3)  
Wilderness SV 7     Geography (Stormlands) 2 (Sea Knowledge  
                              (Oster Ocean) 2), Seafarer 3 (Seaman 3)

**Equipment:**

Barda Swerd (WA 3, IM -5, Dmg 1d10 (OR 9-10), PV/BV 9/90)

**Initiative:** Battle Experience +1, Barda Swerd -5

**Combat Points:** Free 8 / Attacks & Parries 2 / Armed 3 (One Handed Heavy Weapons 4)

**Samples of attacks:**

(IM -4) Barda Swerd SV 17

(IM -4) Barda Swerd SV 10, SV 7

**Irena Greenleaf, Barkbrule Warrior**

**Age:** 36

**Movement:** 2 CP per 1m (Max 15 m)

**Body Points:** 32

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (dying)

**Character Traits:** Dexterity +4, Intelligence -1, Strength +2

**Skills:** Care SV 3, Faith SV 1, Shadow arts SV 3, Vitner Craft SV 1

Agility SV 8            Battle Maneuver 3 (Combat Movement 3, Evade  
                              3), Body Control 4 (Jumping, Climbing and  
                              Balancing 2, Swimming 4)  
Entertainment SV 4    Gambling 1 (Game Strategist 2)  
Fighting SV 10        Armed fighting 4 (Two Handed Weapons 3),  
                              Battle Experience 3 (Combat Actions 2, Combat  
                              Reactions 4, Fighter 4), Unarmed 1 (Brawling 2)  
Knowledge SV 7        Culture Knowledge (Westmark) 2 (Lore &  
                              Legends (Westmark) 2), Language 3 (Foreign  
                              Tongue (Vrok) 2, Mother Tongue (Rona) 4,  
                              Read & Write 1)  
Wilderness SV 7        Geography (Westmark) 2 (Land Knowledge  
                              (Westmark) 2, Sea Knowledge (Oster Ocean) 2),  
                              Seafarer 4 (Navigation 1, Seaman 3)

**Equipment:**

Spjót (WA 2, IM -5, Dmg 1d10 (OR 8-10)+2 Strength, PV/BV 5/50)

**Initiative:** Dex +4, Battle Experience +3, Combat Reaction +8, Spjot -5

**Combat Points:** Free 13 / Attacks & Parries 8 / Armed 4 (Two Handed Weapons 6) / Combat actions 4 / Unarmed 1 (Brawling 4)

**Samples of attacks:**

(IM +10) Spjót SV 16, SV 15

(IM +10) Spjót SV 19, SV 12



## Thorgal Copperhorn, Mittlander Rogue

**Age:** 38

**Movement:** 2 CP per 1m (Max 10 m)

**Body Points:** 31

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-31 (-7) / > 31 (dying)

**Character Traits:** Charisma +2, Constitution -1, Dexterity +4, Intelligence +2, Psyche +1

**Skills:** Faith SV 2, Vitner Craft SV 1

Agility SV 8      Body Control 2 (Jestering 2, Jumping, Climbing & Balancing 3, Swimming 1)

Care SV 7      Handicraft 2 (Counterfeiting 3), Tradesman 3 (Trader 2), Healing & Drugs 1 (Extract & Potions 3)

Entertainment SV 7      Storytelling 2 (Libel 3)

Fighting SV 8      Armed Fighting 3 (1 H Light Weapons 3), Battle Experience 1 (Combat Reactions 2, Fighter 1)

Knowledge SV 3      Culture Knowledge (Mittland) 1, Language 2 (Mother Tongue (Vrok) 3, Silvertongue 2)

Shadow arts SV 9      Shadowing 3 (Sneak Attack 3, Walking in Shadows 2), Thievery 3 (Locks and Traps 3, Shadow Arts 2, Stealing 3, Thief Signs 1)

Wilderness SV 4      Seafarer 2 (Seaman 2)

**Equipment:**

Seax (WA 4, IM -1, Dmg 1d10 (OR 10), PV/BV 5/50)

**Initiative:** Dex +4, Battle Experience +1, Combat Reactions +4, Seax -1

**Combat Points:** Free 9 / Attacks & Parries 2 / Armed 3 (One Handed Light Weapons 6)

**Samples of attacks:**

(IM +8) Seax SV 15, SV 5

(IM +8) Seax SV 10, SV 10

## In Eliarn

### Cheiftain Gunnbjorn Ulfvin (human form)

**Age:** 56

**Movement:** 2 CP per 1m (Max 10 m, max 8 m wearing armor)

**Body Points:** 38

**Damage levels:**

1-10 (0) / 11-20 (-1) / 21-29 (-3) / 30-38 (-7) / > 38 (Dying)

**Character Traits:** Charisma +1, Constitution +2, Perception -1, Strength +4

**Skills:** Faith SV 1, Vitner Craft SV 1

Agility SV 7      Battle Maneuver 2 (Combat Movement 1, Ironclad 2), Body Control 2 (Ambidexterity 2)

Care SV 5      Handicraft 2 (Hard Material 1, Soft Material 1), Tradesman 2 (Peasant 2)

Entertainment SV 6      Music and Dancing 2 (Singing and Playing Instrument 2), Storytelling 2

Fighting SV 9      Armed fighting 3 (One Handed Heavy Weapons (left) 3, Shield Bearer 2, Throwing Weapons (left) 2), Battle Experience 2 (Armor Bearer 3, Combat Actions 2, Fighter 3), Unarmed Fighting 3 (Brawling 3, Wrestling 2)

Knowledge SV 7      Culture Knowledge (Eysteroy island) 4 (Customs & Law 4 Lore & Legends 2), Language 3 (Foreign Tongue (Vrok) 3, Mother Tongue (Rona) 3)

Shadow arts SV 5      Shadowing 2 (Walking in Shadows 3)

Wilderness SV 10      Geography 3 (Land Knowledge (Eysteroy island) 4), Hunting Experience 3 (Carve & Butcher 3, Hunting & Fishing 2, Tracker 3, Wilderness Signs 1), Nature Knowledge 3 (Animal Friend 2, Botany 1, Weatherman 2, Zoology 1), Survival 3 (Camper 1, Pathwalker 3, Terrain Experience (Mountains) 2, Weathered 3)

**Equipment:**

Staaf Spjót (WA 3, IM -3, Dmg 1d10 (OR 9-10)+4 Strength, PV/BV 4/40), Small Shield (WA 3, IM -1, PV/BV 4/40), Chain Mail (PV/BV 5/50, MM -2, IM -2)

**Initiative:** Battle Experience +2, Staaf Spjót -3, Shield -1, Chain Mail -2

**Combat Points:** Free 11 / Attacks & Parries 6 / Armed 3 (One Handed Heavy Weapons 6, Shields 4, Throwing 4) / Combat Actions 4 / Unarmed 3 (Brawling 6, Wrestling 4)

**Samples of attacks:**

(IM -4) Staaf Spjót SV 16, SV 10, Shield SV 15

(IM -4) Staaf Spjót SV 13, SV 13, Shield SV 8, SV 7



**Skjoldr Karlberg, victim of werewarg attack**

**Age:** 43  
**Movement:** 2 CP per 1m (Max 12 m)  
**Body Points:** 30  
**Damage levels:**  
1-8 (0) / 9-16 (-1) / 17-23 (-3) / 24-30 (-7) / > 30 (dying)  
**Character Traits:** Charisma -1, Constitution -1, Dexterity +2, Perception +2, Intelligence -1, Strength -1  
**Skills:** Faith SV 2, Fighting SV 7, Vitner Craft SV 1, Wilderness SV 1  
Agility SV 5      Horsemanship 2 (Driving Wagon 2)  
Care SV 8      Handicraft 1 (Counterfeiting 2), Tradesman 2 (Trader 2)  
Entertainment SV 7      Storytelling 3 (Libel 3)  
Knowledge SV 7      Culture Knowledge (Stormlands) 2 (Religion (Gerbanis) 2, Lore & Legends (Stormlands) 1), Language 3 (Bribery 2, Calculate 1, Foreign Tongue (Futhark) 1, Foreign Tongue (Rona) 2, Mother Tongue (Vrok) 3, Silvertongue 3)  
Shadow arts SV 7      Shadowing 2 (Finding and Spotting 2, Walking in Shadows 3), Thievery 4 (Disguise 1, Locks and Traps 3, Stealing 2)  
**Initiative:** Dexterity +2  
**Equipment:**  
Assortment of goods and valuables to sell.  
**Combat Points:** Free 7  
**Samples of attacks:**  
(IM +2) Unarmed SV 7

**Nanna Raudseer, the Dyfir Witch of Eliarn**

**Age:** Unknown  
**Body Points:** 29  
**Movement:** 2 CP per 1m (Max 11 m)  
**Damage levels:**  
1-8 (0) / 9-16 (-1) / 17-22 (-3) / 23-29 (-7) / > 29 (dying)  
**Character Traits:** Charisma -1, Constitution -1, Perception +2, Intelligence +4, Psyche +2  
**Skills:** Agility SV 1, Faith SV 1, Fighting SV 1, Shadow arts SV 1, Wilderness SV 1  
Care SV 10      Healing & Drugs 4 (Extracts & Potions 5, First Aid & Nursing 2)  
Entertainment SV 7      Music and Dance 2 (Dance 2, Singing and Playing Instrument 3)  
Knowledge SV 8      Culture Knowledge (Stormlands) 3, (Lore & Legends (Stormlands) 2), Race Knowledge (Undead) 2 (Spirit Lore 3), Language 3 (Bribery 1, Mother Tongue (Vrok) 3)  
Vitner Craft SV 10      Vitner Focus (Darkhwitalja) 4 (Vitner habit 2), Vitner Focus 3 (Strenuous 3), Vitner Shaping 4 (Galding 4, Sejding 2, Vitner Tablet - Dimvitner 3, Vitner Tablet 4 - Power of Vision, Vitner Tablet - Witchcraft 3)  
**Equipment:**  
All potions and extracts  
**Combat Points:** Free 1  
**Samples of attacks:**  
(IM 0) Unarmed SV 1



## Izudin Brokenshield , Dwarf Bard looking for his lost heritage

**Age:** 62

**Movement:** 2 CP per 1m (Max 8 m)

**Body Points:** 30

**Damage levels:**

1-8 (0) / 9-16 (-1) / 17-23 (-3) / 24-30 (-7) / > 30 (dying)

**Character Traits:** Charisma +1, Perception +1, Psyche +1

**Skills:** Agility SV 5, Faith SV 1, Shadow arts SV 4

Care SV 8

Handicraft 2 (Hard Materials 2)

Entertainment SV 10 Music & Dancing 4 (Singing & Playing

Instrument 3), Storytelling 3 (Acting 2)

Fighting SV 7 Armed Fighting 2 (Crossbow 2), Battle

Experience 2 (Crossbow loader 2)

Knowledge SV 10 Culture Knowledge (Dwarves) 4 (Customs &

Laws 3, Lore & Legends 3), Culture knowledge

(Eysteroy Island) 2 (Customs & Laws 2),

Language 4 (Foreign Tongue (Vrok) 3, Mother

Tongue (Futhark) 4, Read & Write 2)

Vitner Craft SV 7 Vitner Focus (Hwitalja) 2, Vitner Focus 1

(Safeweaving 2), Vitner Shaping 3 (Galding 2,

Vyrding 1, Vitner Tablet - Delusion Vitner 2)

Wilderness SV 5 Geography (Eysteroy Island) 2 (Land

Knowledge (Eysteroy Island) 2)

**Equipment:**

Krossbogur (WA 1/4, IM -5, Dmg 1d10 8-10 , PV/BV 5/50)

**Initiative:** Battle Experience +2, Krossbogur -5

**Combat Points:** Free 7 / Armed 2 (Crossbows 4)

**Samples of attacks:**

(IM -3) Krossbogur SV 13