
Uncounted Worlds

the Magazine of Basic Role Playing

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Uncounted Worlds

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"A to B
Different degrees..."

Uncounted Worlds

an editorial

What makes a great role playing game? That is of course in a sense unanswerable, as it is too broad a question. We can only answer for ourselves, and usually with further qualifications of genre, setting and player group... But having said that, this hobby has been around long enough that for many of us there are systems that always seem to be a good fit - who ever is playing, whatever the setting and genre. For me the game that always seems to be a great fit is Chaosium's *Basic Role Playing*.

In the distant summer of 1979 I was blown away by a sepia tinted monochrome cover of a woman in a breast plate with sword and shield fighting a big lizard creature; and by the rule system I found inside. That game was RQI and within a few years BRP became the mainstay of my gaming - *Stormbringer*, *Call of Cthulhu*, *Hawkmoon*, *Worlds of Wonder*, *RQII*, *RQIII* (eventually...), even *Elfquest* I either ran or played them all. There have been other games, and other settings (albeit pretty much all my "home brew" settings seem to have used some version of BRP). But for a very long time now, BRP has been the grammar which underpins all my RPG thinking.

This magazine is a small way of reciprocating for all the great gaming I've enjoyed with BRP over the last thirty years or so, and hopefully a way of contributing to an equally prosperous, diverse and enjoyable future for my favourite role playing system.

It is my goal for *Uncounted Worlds* to be a well-rounded magazine, primarily focused on scenarios and pieces of immediate use, but also looking to expand the horizons of the *Basic Role Playing* system in ways of concrete assistance to gamemasters.

To that end I'm currently looking for material in the following categories:

- *A Tale of the Uncounted Worlds* - Basic Role Playing scenarios with full stats and in original and exciting settings.

- *A Device Most Wondrous and Strange* - Objects, places, organisations and phenomena for use in games, whether strange enchantments looted from ancient ruins, the remains from a lost civilisation, or simply the cunning artisanship of some unnamed craftsmen from distant lands.
- *Be easy and free when you're drinking with me...* - Interesting and intriguing non-player character's for any campaign; something more than simply a well formed set of BRP stats.
- *Foul Spawn!* - Well thought out creatures that are more substantial than a set of stats and typical combat tactics.
- *Tales of Blood and Doom*: inspired by Steve Hatherley's "Tales of Terror" for *Call of Cthulhu* - short, original scenario seeds.
- *One Realm Amongst Many* - ideas and rules dealing with the various artefacts, people, locations and cultures of alternate settings for BRP games.
- *Rules Were Made To Be Broken* - new rules or variations that genuinely enhances the BRP gaming system.
- *From Out of the Swirling Void* - the occasional "meta-game" pieces such interviews with well known BRP writers, convention reports, indices of published resources.

My broad inspiration for *Uncounted Worlds* is the early days of my own gaming - the heady days from the launch of *AD&D* through to *RQIII* when fan and professional magazines were bursting with creative ideas from gamers themselves, inspired by the great games being published and their own imaginations. I'd like *Uncounted Worlds* to recapture some of that sense of personal creativity, and share it with BRP gamers around the world.

Nick Middleton
City of the Warriors of the Yew,
Summer 2008
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Simple life paths for BRP character creation

by Nick Middleton

As an alternative to the simple skill point totals a player receives to divide amongst the skills of their characters chosen profession, I've developed this simple "life-path" system. My aim was to create a system that remained numerically compatible with the core BRP book, but introduced some of the flexibility of previous incarnations of BRP (such as the BRP monographs). Note that this system is not compatible with the use of the optional Education statistic, nor the use of Education for professional skill points. An earlier draft of this system is posted on line at basicroleplaying.net in the Rule Workshop section.

Where possible the same terms as in the core BRP book are used (based on the "Advanced Readers Copy" aka BRP Zero). The system should cope with characters intended for any of the four "levels" of campaign: **normal**, **heroic**, **epic** or **superhuman**. Whilst this system makes calculations based on the character's specific age, gamemaster's and players shouldn't feel dictated to by this. In general, a group of characters created for a game should be equally important to the unfolding story created during play, so everyone gets to feel fully involved in the game. One common way of ensuring this is to create all characters at the same power level, and thus in normal BRP players will have the same skill points to assign for each character. With this life path system however, skill points are a direct function of the characters age and if a player chooses to have a character of significantly different age to the other player characters it will give that character a different amount of professional skill points. In the end it is up to the gamemaster and players to decide whether this is an issue.

A character's life prior to entering play is divided in to two or three broad categories: **childhood**, **development** and optionally **maturity**. The player receives some skill points from each category to spend on appropriate professional skills, and also devises (with the

gamemaster's assistance and agreement) details related to their background appropriate to that phase of the characters life. This process substitutes for the professional skill point allocation in step 7 of character generation in the BRP core rule book (see page 22-23). All other steps of character generation, including personal skill point allocation, occur as outlined in the core rules although, as noted earlier, this system doesn't work with the optional Education statistic.

In general, characters who possess Powers should have the normal number of starting powers as appropriate to the campaign level. Gamemaster's might want to consider reducing the number of starting powers for characters that are starting play significantly younger than the BRP default of 18, especially for powers such as Magic and Sorcery that can involve a degree of learning or arcane knowledge. In contrast Mutations and Psychic Powers might only begin manifesting at puberty, but once beyond that point a character could reasonably have all their initial powers. Super Powers are, predictably, harder to generalise about – but since a character's POW is unaffected by ageing, and Super Heroes is the role playing genre most likely to suffer from significant imbalance between character power levels, it is probably best to build characters starting powers as per the rule book and then think about how to weave them in to the character history this system develops.

Players also choose one or more **Significant Element** for their characters for each period: an important piece of their background, related to that phase of their life somehow.

Starting Age

Standard BRP starting age is 17+1d6 years. Previous BRP game have used a wider spread of 15 +2d6. This variant assumes players can choose a starting age between eleven and twenty five, but that starting characters will usually be between eighteen and twenty five; or the player can roll 17 +1d8. Gamemaster's should consider carefully whether they want a wide spread of actual ages or not, and whether they (or their players) will be

bothered by the wide spread of character capability that will result. The number of skill points assigned per year in this system are calculated to produce *approximately* the same amount of total skill points as a character would receive in the core BRP rules.

Childhood

This phase of a character's life typically represents the years from their birth up to the age of about ten years. It is the period in which the character is categorically considered a minor and their well being is (or ought to be) the responsibility of others. They may be in some form of formal education in the later part of this period, and certainly much of this period will (consciously or otherwise) have been spent learning about the world in which the character lives and the roles that various people the character comes in to contact with undertake.

The character gets 150 skill points to spend in skills from a profession they agree with the gamemaster – this could represent their formal education in this period; exposure to a parent, relative or guardian's profession; or the characters own precocious exploration of skills that interest them or help them survive. The player should be guided by the setting and the power level the gamemaster has set – most eight year olds won't be international assassins, but could well innocently learn to manipulate word wheels and decode messages using books whilst chatting with "Uncle Yossil", thus acquiring the basis of a skill in Science (Cryptography).

The gamemaster should also be prepared to be flexible – if a player has a strong idea of what character they want to end up playing then it is not unreasonable to allow a player to select a profession despite the fact that it seems unlikely that the character would have been exposed to it at such a young age: the gamemaster should use this as an opportunity to challenge the player to expand the characters background to explain how exposure to these diverse skills occurred.

Once skill points have been assigned, the player should pick at least one **significant element** (see below). Gamemaster's may permit them to pick more, but even in a **superhuman** level campaign gamemaster's should be wary of packing too much in to a characters early life. As a rough guide, allow one significant element

from *childhood* for **normal** and **heroic** level campaigns, two for **epic** and three or possibly four for **superhuman** level campaigns.

Development

This period covers the characters development from a child to an adult, and in most settings will cover some portion of the years between eleven and up to twenty five years (splitting the difference between current BRP and "monograph" BRP's maximum starting ages of 23 and 27 respectively). Again, depending on setting, this may involve a period of formal education (school and college, an apprenticeship) or actual work in a profession. For some of the period, in some settings, the character would likely still be classified as a minor and thus legally or socially the responsibility of someone else. In most settings this period is also one of transition – by the end of it in pretty much any setting the character is likely to be formally recognised as an adult and to be treated by their society as entirely responsible for their own actions; in many settings this transition will occur quite early in this period.

The player should break down the years in this period and assign them to professions (from the list of those appropriate to the setting) agreed with the gamemaster in blocks of at least 1 year. It is entirely conceivable that the character will only have one or two blocks – a character growing up on the streets of the Island City might have their **childhood** and five years of **development** in Thief, and three remaining years of **development** (entering play at the age of eighteen) in Sailor, having been forced to flee the city because of their previous exploits. Gamemasters should encourage players to "build up" the character they want to enter play with by assigning blocks of years to appropriate professions and at the same time get the player to consider what the character was doing to acquire those skills: what does "five years from 11 to 15 as a thief" mean they were living through? As ever, flexibility is the watchword here: the gamemaster and player must be respectful of the continuity of the chosen setting, of the style and level of the campaign. Having said that, unusual choices should be seen as opportunities to develop interesting background rather than choices to be avoided or prohibited by the gamemaster. The gamemaster is the final arbiter and should be wary of permitting excessively baroque and exotic backgrounds.

Characters gets a certain number of skill points (dependent on campaign level) per year in a block to be distributed in the professions skills. So four

years in a profession in a **normal** campaign will give 28 skill points to divide between the

Campaign Level	Skill Points / Year
normal	7
heroic	12
epic	17
superhuman	22

professions listed skills, whereas the same period in an **epic** campaign will provide 68 skill points to be distributed between the skills.

For each *block of years* during the **development** period the player should create with the gamemaster's assistance and approval another **significant element**. As before, gamemaster's may permit the player more than one significant element per block, but again it is probably best not to over pack the character's background with these things: the focus of the game is the character's present, and that shouldn't be overshadowed by all the details the player has invented (and might struggle to remember) for their past.

Maturity

Some character concepts only work if the character is substantially older than the relatively youthful twenty five years old. The grizzled war veteran, the retired police detective, the colonist seeking a new life: these are character concepts that only make sense with ages of thirty, forty or more. Subject to the ageing rules and gamemaster permission, a character may choose to have a character significantly older than twenty five. They assign the years beyond twenty five in five year blocks to professions chosen as before and

Campaign Level	Skill Points / 5 Years
normal	5
heroic	10
epic	15
superhuman	20

skill points are assigned against those professions as before, as follows:

So a 33 year old character would get 20 extra skill points in a **superhuman** level game (one full five year block), and a 50 year old character in a **normal** level game would get 25 extra skill

points (five full five year blocks). As before, for each block of years, the player should develop a **significant element** of background detail with the gamemaster's assistance and agreement.

Significant Elements

For the characters **childhood**, and for each block of years in **development** (and **maturity**, if the character is older than twenty five) the player has been asked to devise at least one **significant element** – but what does this mean? The player should pick or create a person, place, object or event that resonates for the character. They may have no clear idea when they choose it as to what the significance is, and it can evolve in play: or they can have a specific element of their background tied to it. Here are a few suggestions to spark your imagination.

a) A person whom the character would remember, or whom would remember character, many years later. Not a contact or associate – simply a memorable encounter for one party or the other, or both.

- A local craftsman (cobbler, blacksmith, carpenter, sign painter, radio repairman, car mechanic) the character knew, pestered, stole from, helped, or employed.
- A local artist (painter, sculptor, poet, storyteller, composer, writer, dramatist) the character knew, was a subject of, inspired, annoyed, or was tutored by.
- A local priest, spiritual figure or source of wisdom the character befriended, spied on, tormented, was tutored by.
- An eccentric outsider to the characters community the character watched, was frightened off, spied on, learnt from.
- A family friend the character visited often.
- A respected figure (war veteran, retired leader, renowned figure) the character met, spied on, delivered to, befriended, argued with.

b) A place of significance to the character – somewhere the character visited or was forced to go or was prevented from reaching or upon which the character left a lasting impression or which impressed itself on the character's memory.

- One of the character's homes during this period of their life.
- A particular place the character went for recreational purposes (to play, think, be alone)

- A particular place the character visited (i.e. chose to go to): somewhere that shocked, frightened, inspired, horrified or enchanted them.
- A particular place the character was sent (i.e. had no choice but to go to): somewhere that shocked, frightened, inspired, horrified or enchanted them.
- A particular place the character wished to go to but never did.
- A particular place the character day dreamed about (possibly invented or fictional).

c) An object – a favoured toy or trinket lost; a gift from a relative, an object of desire obtained or lost – a physical object that (whether or not the character still owns it or it even still exists) left a strong memory with the character.

- A toy (yo-yo, stuffed animal, carved figure, toy weapon, puzzle).
- A memento (jewellery, locket, cane, rare book) of a person now deceased (or believed deceased).
- A statue, painting, book, recording device, or instrument (technical or musical) retrieved from destruction.
- A thing in a shop window, catalogue, museum or public display the character desired but never obtained.
- An natural object (stone, shell fragamemasterent, carving) from an exotic location the character has been, or has wanted to go to.
- A tool or instrument essential to a current or former interest or hobby of the characters or of a friend or relative (possibly deceased).

d) An Event: the character caused, participated in or was witness to an event that left a lasting impression on them. Could be a decisive moment in recent history (the death of a president) or something parochial (the death of the old cobbler in the character's home village) – but it should be an event that resonates in the character's life.

- A natural disaster – drought, earthquake, flood, storm, volcanic eruption – that the character witnessed, was caught up in, or that affected the character indirectly.
- A man made disaster – industrial or transport accident, act of terrorism, war – that the character witnessed, was caught up in, or that affected the character indirectly.

- A major public figure who died, was disgraced, or unexpectedly came back to public attention and whom the character despised, venerated, knew or had some connection to.
- A minor public figure (from the characters original home or current place of residence) who died, was disgraced, or unexpectedly came back to public attention and whom the character despised, venerated, knew or had some connection to.
- Closure, opening or radical change of facilities or landmark close to characters current or original home - a major road or bridge, a port, a public space or work of art.
- Trivial incident whilst travelling or socialising that the character has subsequently decided or discovered was more important than they realised at the time.

Significant elements are intended to flesh out the character's background by getting the player to think about concrete things in the character's life that matter to them before the game begins, and to provide the gamemaster with pointers for things or themes they can use to weave the characters in to the setting. Some might even suggest forward plot lines, but that isn't the primary goal: there are specific rules in the Super Powers section of the BRP Powers chapter about designing plot triggering elements of a character's background, this system is about background elements that provide colour and texture to the character.

Having said that, in high action, pulp games where the characters are absolutely centre stage as unambiguous heroes and viewpoint characters, gamemasters should think in terms of making specific use of **significant elements** from character backgrounds when developing the game – the sergeant a character hated during the war could turn out to be the villain (or the villain's main henchman); the mine in Kurado where the character was stationed for four years could be where the villains bomb is planted and so on.

In lower key games, where the character's are more inhabitants of the world, and the gamemaster's aim is more verisimilitude, the significant elements of background are more useful for texture and colour. The sergeant at the fort can be described as *reminding* the character of the one they hated during the war, the characters time at the Kurado mine is something they have in common with the foreman of the archaeological dig the characters need to get access to.

The difference is between melodrama in the first instance and drama in the second: in the former, coincidence and synchronicity are the norm; in the later whilst the character's past informs their present circumstances and actions to a degree, it should not do so to the point of incredulity or destroying player and gamemaster suspension of disbelief.

In exceptional circumstances, players may let the gamemaster choose the **significant elements** for their character, but the gamemaster should exercise caution in such circumstances. Whilst a player choosing to play an amnesiac might seem like carte blanche for the gamemaster to indulge themselves, some players can find it very hard to enjoy playing a character they don't know and which can be under cut at any moment by gamemaster revelations. In such circumstances the gamemaster should get a good idea of the parameters of character the player is happy with.

An option that groups may find more appealing is to pool or share their **significant elements** - if one player is creating a natural or man made disaster as part of their characters **childhood** it can be "shared" so that their is a common element in character backgrounds. This can help the players evolve the set of characters the group wishes to enter play with as a more cohesive unit.

Having described the system, lets show a couple of worked examples to give you a feel for how it would work in use:

Example One

Laura is creating a character for Nick's Confederate Worlds Alliance game - a **normal** power level pulp SF setting he's billed as being "like *Farscape*, or *Blake's Seven*". Laura's not sure the latter is a huge recommendation, but she likes *Farscape*. She has a basic set of stats rolled.

As seems inevitable when Laura picks up dice to create a BRP character, she's rolled a midget - but a very bright midget... More seriously, it's a strong set of basic stats and other than the high Intelligence and low Size there is nothing in the basic numbers to really guide her development of the character. Accordingly, Laura elects to seek further guidance from the dice and rolls the character's age randomly an 1D8+17, and

gets a starting age of 25. So the character will be an adult, with some years experience behind them when they enter play.

STR	14	Move	10
CON	12	Total HP	20
SIZ	8	Maj. WL	10
INT	16	Dmg Bonus	±0
POW	11	PP	11
DEX	13	Fatigue	26
APP	14		

Laura played a soldier in the last game so doesn't really want to go over that ground again (and the stats don't strongly suggest that to her), so she decides to aim for a technical character. She decides that the character is a spacer brat, who grew up on her parents space ship, a small free trader plying the trade routes of the Outworlds sector (as far away as possible from the war she knows is occurring in the setting). She picks the profession of Pilot, imagining that as a kid she spent most of her time pestering he mother about the intricacies of flying the ship, rather than watching her father haggle with local traders. She apportions her 150 points evenly between the following skills: Drive (Grave Vehicle), Heavy Machine, Listen, Navigate, Pilot (Starship), Spot, Knowledge (Outworlds Sector), Repair (Electrical), Science (Astronomy), Technical (Computer Use), adding 15 to her base score in each. She also decides that the significant element from her childhood is a shift in the fortunes of the CWA's war against the xantakia, which forced her parents deeper in to the outworlds sector - but she leaves the details open at this stage so she can adjust them later.

For the characters development years between 11 and 25 Laura has 14 "years" to assign (each worth 7 skill points) to professions that seem appropriate. Her initial instinct is to stick to her childhood choice, but she then realises that will almost inevitably make her the party's pilot. So she decides that her parents fell on hard times and lost their ship, forcing them to live planet bound for a period, during which her parents placed her in an academy, giving her five years as a Student (Language (Own) +3, Research +4, First Aid +5, Knowledge (Outworlds Sector) +3, Insight +3, Listen +3, Repair (Electrical) +3, Science (Astronomy) +3, Technical (Computer Use) +3,

Climb +5). However, she also decides that things didn't go well and assigns the remaining 9 years to the Criminal profession (Bargain +6, Hide +6, Stealth +6, Drive (Grav Vehicle) +6, Brawl +6, Climb +6, Fine Manipulation +6, Pistol +6, Listen +6, Spot +6). For the first of her two significant events she chooses an accident at the local starport that devastates the city, as a result of which her character ended up believed dead and living on the streets; thence falling in with bad company and becoming a criminal. For her second significant element Laura decides upon a medallion the characters mother made from an spare O-ring seal from their ship - it has an iridescent metallic blue sheen and is pretty but worthless, but it reminds the character of happy times aboard ship. Lauara still has to work out a name, but she at least has a sense of where the character has come from now.

The characters final professional skills are as follows: Bargain +6, Brawl +6, Climb +11, Drive (Grav Vehicle) +21, Fine Manipulation +6, First Aid +5, Heavy Machine +15, Hide +6, Insight +3, Knowledge (Outworlds Sector) +18, Language (Own) +3, Listen +24, Navigate +15, Pilot (Starship) +15, Pistol +6, Repair (Electrical) +18, Research +4, Science (Astronomy) +18, Spot +21, Stealth +6, Technical (Computer Use) +18.

Example Two

STR	16	Move	10
CON	16	Total HP	17
SIZ	18	Maj. WL	9
INT	10	Dmg Bonus	+1D6
POW	10	PP	11
DEX	15	Fatigue	26
APP	10		

Keith is preparing a character for Mark's sword and sorcery game - **heroic** power level characters in a somewhat larger than life setting inspired by classic Sword and Sorcery fiction, rather than modern, post Tolkien world building is the brief. He creates stats using the point buy system, since he has a fairly clear cut image of an archetypal "Northern barbarian warrior" he wants to play, called Alathan.

Keith is also fairly certain he wants character to be quite young, still full of the vim and vigour of youth, so he picks a starting age of 18.

For Alathan's childhood skills, Keith picks Hunter (Climb +15, Hide +15, Listen +15, Navigate +15, Spot +15, Stealth +15, Tack +15, Knowledge (Plains of Magare) +15, Melee Weapon (Sword) +15, Missile Weapon (Bow) +15), and picks as his significant event his initiation in to the Tribe as an adult hunter at age 11 (technically right at the end of his Childhood, but the gamemaster doesn't object), when a white raven followed his ritual hunt, much to the consternation of his shaman and tribe. For the seven years of Development, Keith chooses to split his years: two more as a hunter (giving him another 24 points in his hunter skills as follows: Climb +2, Hide +2, Listen +2, Navigate +2, Spot +2, Stealth +2, Track +2, Knowledge (Plains of Magare) +2, Melee Weapon (Sword) +2, Missile Weapon (Bow) +2) and then five years as a Warrior (Brawl +6, Grapple +6, Melee Weapon (sword) +6, Missile Weapon (bow) +6, Climb +6, Hide +6, Jump +6, Spot +6, Stealth +6, Track +6). For Alathan's significant events, Keith decides that he still has the antler of the stag he killed on the great hunt that lead him to the stone town of the Southlanders a year and a day after his initiation hunt, and the white raven feather he found outside the village on his return from that hunt. He also decides that the second significant for this period was the destruction of his village by Troll raiders from the north. Many of the villages best warriors were slain, and it fell to Alathan and some of the other young hunters to lead the survivors to safety in the stone town of the Southlanders. Ever since, Alathan has hunted trolls in the northern wastes.

The characters final professional skills are as follows: Brawl +6, Climb +23, Grapple +6, Hide +23, Jump +6, Knowledge (Plains of Magare) +17, Listen +17, Melee Weapon (sword) +23, Missile Weapon (bow) +23, Navigate +17, Spot +23, Stealth +23, Track +23.

Ulfland - the Land of Exile

a fantasy setting for BRP

by Nick Middleton

They say there were once other lands beyond the mists. Before the Exile. They say that once these shattered plateaux were the heartland's of the great and mighty Empire of the Dragon. Before the Exile. They say that once there was a great war in heaven between Cul-Salic The Unweaver, and the Gods and Dragons. Before the Exile. They say that all of creation quailed as the Unweaver's great champion, Ancalagon the Black, marched across the Plains of Fire wielding the Devourer and none could stand before him. Before the Exile. And they say that the Gods and Dragon's then took desperate council and bent and re-shaped the world, folding a portion of it around as a trap for Cul-Salic and hurling it beyond creation, so that Cul-Salic's bond to all his vassals and shapings, even the Devourer, was severed, and creation saved.

But that was before the Exile, and matters not, because now we live here, on this island in the eternal mists beyond creation, forever bound to and at war with the forces of Unweaving in this, the Land of Exile.

Ulfland is a sword and sorcery BRP fantasy setting. It is the setting for the scenario *a chance meeting in Tarinport* in this issue of *Uncounted Worlds* and is intended to make further appearances in later issues. It began as an RQIII campaign setting during my final year at University in the late 1980's and has been in use in various forms ever since. This article is an initial sketch, intended to provide players and Gamemaster's enough information to play

Ulfland grew out of a bizarre collision in my head of Ursula Le Guin's *Earthsea* and Larry Niven's *a Gift from Earth*, and was influenced by my favourite RPG's: early *D&D*, *Sky Realms of Jorune*, *RQ* and *Dragon Warriors*. I wanted somewhere that was at once familiar and accessible (like *Dragon Warriors*) but with some of the richness of *Jorune*, and the sense of cultural grounding in early *RQ*. It fairly rapidly headed off in its own direction however, and whilst some of those early influences are perhaps still discernible *Ulfland* has long been its own distinct entity.

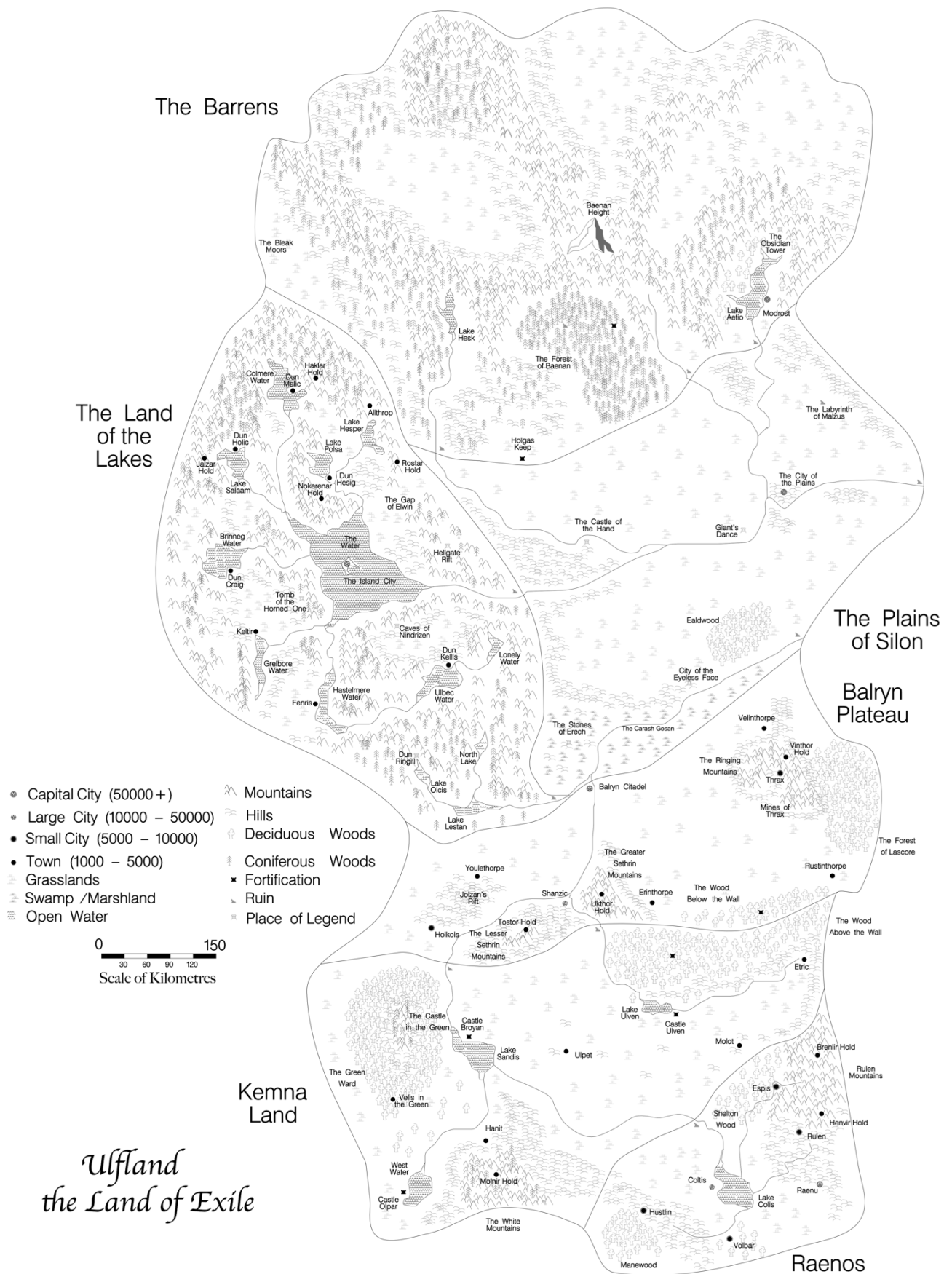
a chance meeting in Tarinport and is by no means exhaustive or comprehensive.

Physically Ulfland consists of a large island like land mass approximately 1650 kilometres north south and 1000 kilometres east west at its widest point. It "floats" in a swirling volume of mist that laps at the outer cliff edges of the land mass like a milky sea (and which occasionally floods, flowing inland over the edge, with dire consequences), but the skies above the land would look familiar to someone from Earth and are full of stars at night. There is even a moon that waxes and wanes in a familiar four week cycle that for most cultures defines a thirteen month calendar, divided in to four seasons. The day is marked by the rising of the sun in the east and its journey across the dome of the sky before it sets in the west. Day and night vary in length through the year, from short days and long dark nights in the coldest months, through days and nights of equal length to long days and short nights in the hottest months back through equal lengths to the cold short days again. Societies, to approximately medieval levels of organisation and technology, exists and there are nations and more primitive social groupings of various sentient races, usually divided in to Weavers (centaurs, dwarves, elves (high and low), halflings, humans, minotaurs and orcs) and Unweavers (white elves, giants, goblins, huldrefolk and trolls).

Geography

The land itself is divided in to several distinct plateaux by sheer cliffs, which vary from as low as 30m in some cases to as high as 250m in others. Typically they are between 50m and 100m, and the higher plateaux are found to the north, south and west. As one journeys to the centre and east of Ulfland, one moves generally down. There are six major plateaux in total, although the exact geography of the northern most plateau is unknown in civilised lands. From north to south the plateau are The Barrens, The Land of the Lakes, The Plains of Silon, Balryn plateau, Kemna Land and Raenos plateau.

The Barrens is a wild arctic and sub-arctic land of mountains, pine forest and tundra. At its centre



stands the baleful presence of Baenan Height, seat of Cul-Salic and the greatest mountain in the Land of Exile. Most of the Barrens has not been explored since the Exile. There are goblin, minotaur and orc tribes in large numbers, especially on the Bleak Moors in the west, but they tend not to spread eastwards being blocked by the brooding Forest of Baenan, a vast expanse of ancient woodland that obstructs the passes down from Baenan Height that legends say the armies of the Unweaver once marched. Legend also says that at the heart of the forest, guarding that dread road stands a mighty fortress and citadel, manned by a shining host of high elven warriors, maintaining an eternal watch on the Throne of the Unweaver. To the east, over the Baenae mountains, lies the hidden kingdom of Modrost, itself a legendary and exotic land to most of civilised Ulfland. The uttermost north beyond Baenan Height is completely unknown to the rest of civilised Ulfland.

Civilised Ulfland itself is generally considered to begin with the Land of the Lakes, the western most plateau, guarded from the Barrens in the north by the precipitous cliffs that rise over 100m to the Bleak Moors and from Balryn plateau in the south by the somewhat gentler cliffs that rise there, typically no more than 70m. To the west lies the void edge and the eternal mists, dwelling place of foul demons and the minions of the Unweaver. To the east the cliffs fall a hundred meters and more to the western hills of the wide pampas of the Plains of Silon. The Land of the Lakes plateau itself is a land of swift rivers and mighty lakes, tumbled mountain crags and fertile valleys. The Lakes has a diverse population – wild goblin and orc tribes in many areas, as well as the ubiquitous human folk of the many independent city states and kingdoms that thrive on the major rivers and lake shores and make up the squabbling fraternity known as the Land of the Lakes Confederacy, which has its notional capital as the great trading city known simply as The Island City. A number of low elf lords maintain fiefdoms in the wild woods of the Land of the Lakes and the high elves gather in (for them) remarkable numbers in the Upper Circle of the Island City. Khazar, the Great Kingdom of the North as the dwarves call it, has many holds throughout the plateau, including one in the Lower Circle of The Island City. The halflings are not common, but there are several

communities in the western parts of the plateau, where the nomadic centaurs, the tribes of the Free Folk, can also be found.

The remaining plateaux are described in brief below. Further details will be forthcoming in future articles and scenarios set in *Ulfland*.

The wide grass lands and rolling hills of the Plains Silon, lowest lying of all the plateau, is home to nomadic tribes of centaurs, low elves (regarded as primitive barbarians by their forest dwelling kin), humans, orcs and even a few minotaurs follow the herds of zebra, antelope and others. In the Carash Gosan marshlands there are also tribes of halflings. Silon is a wild, free country where civilisation has never rebuilt after the First Rising of Cul-Salic in 290STE.

Balryn plateau is a land of low mountains, rolling moorland and more fertile valleys, dominated by three mainly human and troubled nations: the Kingdoms of Holkois, the River Kingdom and Thrace; respectively currently subjugated, invaded by or under threat of invasion by the Empire of the Tiger from Raenos. Balryn Citadel, an independent city state that grew from a ruined fortress of the Empire of the Dragon from before the Exile, remains aloof from the current conflicts but its decadent ruling oligarchy fear being drawn in to the conflict. Khazor Great Hold, the dwarven “nation” on Balryn stands against the Empire of the Tiger, united for the first time in its tempestuous history since the Exile. The low elven kingdom of the Wood Below the Wall is apparently negotiating a peace treaty with the Empire of the Tiger, to the disdain of the elf king of Lascore and his vassal lords, who currently stands aloof from what they regard as petty human squabbles.

Kemna land is perhaps the most temperate and fertile plateau, hence its importance to the Empire of the Tiger's ambitions. Yet it is also in some ways the most diverse plateau, ranging from the settled farmsteads of the central plains to the wild woods of the low elven Kingdom of the Wood Above the Wall (implacably hostile to all outsiders), whilst in the west broods the forbidding wild forest known as the Greenward, a land as wild and unexplored as the Barrens, or Silon after the First Rising.

Southernmost and most isolated of the Plateaux is Raenos, home of the Raelian Empire, also known as the Empire of the Tiger. The empire is the longest surviving continuous civilisation in Ulfland

since the Exile and is ruled by the divinely anointed Son of the Tiger, chosen of Rael. The Empire has weathered many storms through the centuries, crises of usurpation (by mortals and in one case a God) and defeat, internal strife and external ill-will. Through it all the imperial bureaucracy has managed to maintain a continuity of power and administration even if the imperial family and nobility can't say the same.

Below the surface world is a mystery to most civilised races - only the dwarves take any pleasure in exploring below ground. The dwarven Great Holds are found in caves and mines throughout the mountainous parts of Ulfland, ever seeking for the bounties of Har'karan the Maker. Beyond the dwarven delving lie stranger regions, known as the Underlands, where noisome things dwell. It is said that the huldrefolk first emerged from these light-less depths, and that the elves who sided with Cul-Salic before the Exile dwell there now in eternal darkness, their skin and hair drained of all colour by their long absence from Hilme's blessing.

The Peoples of Ulfland

The high elves (Folk of the Stars) are usually encountered as itinerant wanderers throughout Ulfland. They only live in any significant numbers in the Island City, in what is known as the Upper Circle. They are also rumoured to maintain a presence in the Fortress of the Guard, which according to legend guards the way down from Baenan Height, in Baenan Forest in the Barrens. They are an aloof and mysterious people, yet always helpful to those opposed to the Unweavers. Low elves (Folk of the Woods) are found in most woodland regions and forests (save Ealdwood on Silon) and are notoriously insular, save for the anomalous plains tribe of low elves on the northern plains of Silon. Halflings (Folk of Skill) are found wherever humans are and usually dismissed as simple folk, yet they had their own nation on Kemna land (known simply as the Republic, and still they fight for its liberation), founded the hidden kingdom of Modrost in the Barrens and there is a halfling tribe in the Carash Gosan. Orcs (Folk of Might) are almost exclusively a wild, tribal people found on the Plains of Silon, the northern Land of the Lakes or the Bleak Moors at the western edge of the Barrens. Dwarves (the Folk of Craft) live in the mountains throughout

civilised Ulfland and whilst taciturn and inward looking they are not unfriendly but a great sadness lies over the surviving Great Holds that casts a shadow on dwarven hearts that the passing years cannot lift. The Bleak Moors and other wild regions are also home to barbaric tribes of minotaurs and there are nomadic tribes of centaurs (the Free Folk) in the valleys of the Land of the Lakes. Humans (Common Folk) are found everywhere, usually what we would describe as Han or black Africans, Caucasians are rare and pale (Northern European) Caucasians exceptionally so.

All these races are theoretically playable, albeit racial hostility, technological and cultural disparities and physical practicalities should be born in mind: if few people trust a savage orc (prone as they are to raiding civilised communities), **nobody** trusts a minotaur and low elves are notoriously xenophobic and hostile to outsiders (even towards their own plains dwelling kin from Silon), rarely leaving their woodland realms and defending their borders ferociously. And whilst centaurs (the Free Folk) are a gregarious and outgoing people, full of good humour and curiosity, they really don't get on with boats (integral to long distance travel in the Land of the Lakes and elsewhere), nor climbing (essential when traversing the cliffs that separate the plateau's that make up Ulfland), so tend not to travel very far the lands of their birth.

Of the races fundamentally hostile to civilisation, degenerate goblins (related to orcs) are common in most mountains and wilderness areas and whilst not intrinsically "evil" they are frequently bullied and coerced in to the service of giants and trolls, creatures entirely hostile to the civilised folk of the Weave, even if not true Unweavers themselves. Legends also speak of those races that have allied themselves irrevocably with the Unweaver: the huldrefolk, or shape-changers, who can steal a person's likeness for their own ends, and the sadistic white elves who lurk in the Underlands beyond the ken of even the dwarves. There are no dragons in all of Ulfland, but there were once.

In the first instance, players should limit themselves to playing dwarves (page 341), low elves (page 342), humans, halflings (page 344), or orcs (page 346). Subsequently notes to assist in playing centaurs, high elves, giants, goblins, huldrefolk, and minotaurs are planned for future issues of *Uncounted Worlds*.

Professions

Ufland is a sword and sorcery fantasy setting that falls somewhere between Dark Ages and High Medieval as described in the BRP chapter ten: Settings (page 299-300). For the most part, standard BRP professions listed for either of these settings can be used, albeit it's not possible to supply every detail in a brief setting sketch like this so gamemasters may need to improvise some information for themselves. The main optional rules in use in this setting (and thus assumed in the scenario, *a chance meeting in Tarinport*) are summarised in the nearby box.

BRP options assumed for Ufland

- Campaign Level is **normal**
- Higher Starting Characteristics
- EDUCATION is **not** used
- Cultural Modifiers are not used
- Non-human characters allowed.
- Step six in character generation is assumed.
- Hit Locations are used
- Increased Total hit points for characters and important non-player characters.
- Fatigue and Sanity are **not** used
- Skill categories are used
- Literacy
- Skill ratings over 100% are allowed.
- Powers – Magic and a customised form of Sorcery are available. Other powers to be described.
- Power Use in the Action Phase
- Attacks & Parries over 100%
- Splitting Attacks and Parries
- Allegiance (see Priests write up).

There are several knightly orders and guilds that exist across political boundaries in Ufland: the best known knightly orders, found throughout the Land of the Lakes and Balryn Plateau, are the Ordos, a combination of monastic scholars and knights sworn to discover and preserve the legacy of ancient knowledge of the pre-Exile world. There are three separate but allied orders; in order of size, current prestige and political influence they are the Ordos Mantic (the largest), the Ordos Gryph and the Ordos Drako (by far the smallest). There are also a number smaller orders, the most wide spread of which is the Knight Protectors of the Dragon Empire, seen by most as quixotic fools sworn to the memory of the now dead empire that ruled the lands before the Exile. Characters from one of the

Ordos can be either be warriors or scholars, where as characters associated with the lesser orders will usually be warriors. Only warriors from a knightly order have access to the Martial Arts skill. The most prominent guild is the Harpers Guild, which exists throughout civilised Ufland, and although technically the guild in each nation is an independent entity in practice almost all defer to some degree to the Grand Master of the Guild of Harpers in the Island City. Characters associated with the Harper's guild will typically be scholars or entertainers - the jongleur's who carry news throughout the civilised lands are typical harpers. Priests are common and will worship one of the many Gods of Ufland – see box nearby and the Powers section below.

Powers

There are two power types of supernatural powers commonly encountered in Ufland and that are available to starting characters. The first is known as Wizardry and is in all other respects the Magic system described in the BRP powers chapter. Note that in Ufland only Wizards have access to Magic, which requires the Literacy skill – they are thus generally mistrusted and feared and are a rarity in most cultures and nations.

The other common power system in Ufland is the gift of divine miracles, and is available only to priests, shamans and characters with a sworn devotion to a deity or other entity that the gamemaster agrees can grant miracles. The character must have an allegiance score for the specific deity or entity of at least 50, and be allied to that allegiance (i.e. that allegiance must be at least twenty points greater than any other and the character must have chosen to acknowledge the allegiance). If the character meets these criterion, their allegiance grants them divine miracles: this is a number (Allegiance/10, round down) spells allowed by their specific allegiance (each faith has different lists, see below), but all are subsets of the BRP Sorcery spells, and use the standard BRP Sorcery magic rules with the following exceptions:

- There is no characteristic POW requirement to access this system, this is replaced by the allegiance requirement.
- The characters (allegiance/10) substitutes for INT in the Sorcery rules – a priest has (allegiance/10) spells.
- Divine spells cannot be written down on scrolls or in grimoires – if a priest wishes to “dismiss” one spell and acquire another they must go to a

The Gods of Ulfland

The people of Ulfland worship a complex pantheon of deities, viewed as the personification, embodiment or guiding principle of the aspects of reality they are set over. They are conceived of as a loose knit and fractious family, with several estranged members who are largely hostile to the others, but still viewed by most as part of the family and as Protectors of the Weave (i.e. the fabric of reality), as opposed to the outsider, Cul-Salic who is seen as hostile to all creation. Cul-Salic and his allies are collectively referred to as the Unweavers or the Exiles and only the mad or most despicable and desperate individuals would ever offer them anything other than contempt. These dark deities are marked with an asterisk.

There are shadowy figures known as the Creators of Eternity who shaped all creation and gave existence to the Gods and everything else but they are not much worshipped or talked of in Ulfland. It is generally taught that it was these beings and the celestial dragons who shaped the Exile to defeat Cul-Salic, but in so doing it is believed they cut themselves off from Ulfland and its inhabitants.

The Elder Gods are the great powers of the pantheon, widely respected and usually worshipped by Kings and Lords. The tales of these deities are timeless and stretch back to unimaginably ancient times long before the Exile, but they chose not to abandon the mortals caught up in the Exile and thus bound themselves (or as some theologians in civilised lands maintain, a portion of themselves) to Ulfland and its people:

- Zaros, Lord of Air, Master of Thunder (Ruling Deity & Storm God)
- Mutanya, Lady of Earth, Mistress of Nature (known to elves as The Mother) (Earth Goddess)
- Har'karan, Lord of Fire, Master of Making (known to the dwarves as The All Father) (Fire God)
- Saelma, Lady of Waters, Mistress of Change (Sea / Water god)
- Quen, Lord of Sky, Master of the Stars (known to the elves as The Father) (God of Sky / Stars)
- Cul-Salic*, Lord of Mists, The Unweaver (NOT worshipped as part of the pantheon by civilised folk but is clearly a comparable power)
- Rael, the Tiger (aspects of War and Underworld God)

The Younger Gods are the lesser powers of the pantheon (and their antagonists) and are those most widely worshipped by the majority of people. In general, their stories and tales refer to the world as it is now, after the Exile and are thus viewed as the children / creations of the Elder Gods:

- Esharni the Huntress, Sister in the Hunt to the orcs and minotaurs (Hunting Goddess)
- Cro, the Dark One, Lord of the Dead (Underworld God)
- Esseá, the Matron, Herder and Farmer, Lady of the Herd to the centaurs (Agricultural Goddess)
- Paecarion, The Two-tongued, Prophet and Poet, Father of Wisdom to the centaurs (God of Knowledge)
- Yallion, the Jester (Trickster God)
- X'ynya, the Moon (Moon Goddess)
- Iniryn, the Trader (Trader God)
- Anir, the Warrior (War God)
- Hilme, the Sun (Sun God)
- Sil, the Night (Night Goddess)
- Magaesá*, Lady of Blood, Mistress Red Hand to the giants and trolls (Goddess of Savagery)
- Rerenje*, Lord of Corruption, Master Shaper to the huldrefolk (God of Corruption)

Magaesa and Rerenje are generally accepted to be allied with Cul-Salic and are, like the Unweaver, universally despised and reviled. Deities such as Sil, X'ynya and Yallion are placated rather than worshipped, as they are generally seen as fey and hostile to civilised life. Cro is the stern judge of the dead and treated with respect tinged with fear. Most of the others are well respected, but all have their moods and foibles – Saelma is as changeable as the waves and weather of the great fresh water sea The Water, Har'karan no more reliable and safe than a raging bonfire and so on.

A person usually offers reverence to the whole pantheon (excepting the “Exiles”), but upon becoming an adult typically dedicates themselves to a specific patron deity, normally one appropriate to their likely role in life.

quiet place they can dedicate to their allegiance and spend a number of turns equal to the point cost of either the spell to be suppressed or the spell to be acquired (which ever is greater) in prayer and contemplation of the object of their allegiance. At the end of this time, the spell to be suppressed is no longer available to the priest and the spell to be acquired is.

- All power points for casting divine miracles must be supplied by the character, either from themselves, items they hold that are acceptable to their allegiance or from the Circle of Faith spell. A priest can also lead a congregation in prayer and if they make an allegiance check then each congregation member that also makes the appropriate allegiance check can grant the priest one of their power points as a temporary power

point that can be used to power a divine miracle accessible to the priest.

Gamemasters might want to consider requiring allegiance checks in specific circumstances, for example if an appropriate location can't be found for changing spells, using a divine miracle in a fashion counter the deities interests or nature. Equally, they may consider waiving them in other circumstances e.g. the High Priest, in the Main Temple of Esharni, Goddess of the Hunt, doesn't need to make an allegiance check to change spells, but a junior priest of Esharni, attempting to petition the goddess for a change of spells in the back room of the Strangled Stroat tavern probably should.

Rather than provide detailed lists for every deity defining actions that will grant (or reduce) a characters allegiance score, gamemasters are encouraged to improvise awards and penalties as seems appropriate given the nature of the deity and the characters actions. Typically, allegiance should shift by no more than a few points per adventure ($\pm 1 - 3$ points), assuming there is no specific focus on the allegiance(s) of the characters: an adventure where the characters are defending their local temple is rather different to one where they are simply hunting bandits for a local lord.

Divine Spell Lists and Allegiance Examples.

Since in Ulfland these spells come from a God, many require renaming as shown in the nearby table. Each of the deities of Ulfland is listed below with their list of permitted spells. For each deity there are a few examples of actions with positive and negative affects on a characters allegiance in addition to the list on page 317 of the core rule book.

Zaros, Lord of Air

Armour of Faith, Calling to the Elders, Chains of Faith, Circle of Faith, Divine Blade, Divine Grace, Divine Guard, Divine Insight, Divine Leap, Fury of Faith, God's Vision, God's Wisdom, Gods Might, Grace of Zaros, Investiture of Faith, Righteous Wrath, Shield of Faith, Sight of Faith, Wings of Zaros.

Positive: Act of leadership, act of deference to a legitimate leader.

Negative: Disobedience to a legitimate order, actions taken against the express orders of a legitimate leader.

Ulfland Divine Name	BRP Sorcery Name
Armour of Faith	Sorcerer's Armour
Binding of Faith	Make Fast
Blessing of Faith	Sorcerer's Soul
Bounty of Saelma	Bounty of the Sea
Calling to the Elders	Summon Elemental
Calling to the Mist	Summon Demon
Chains of Faith	Unbreakable Bonds
Circle of Faith	Chain of Being
Cloak of Faith	Cloak of Night
Divine Blade	Sorcerer's Razor
Divine Confusion	Muddle
Divine Glamour	Liken Shape
Divine Grace	Sorcerer's Beauty
Divine Guard	Ward
Divine Insight	Witch Sight
Divine Leap	Sorcerer's Leap
Divine Malediction	Curse of Sorcery
Divine Restoration	Make Whole
Divine Surety	Sorcerer's Sureness
Flames of Har'karan	Flames of the Sun
Fury of Faith	Fury
Gift of Mutanya	Gift of the Earth
God's Shadow	Midnight
God's Suppleness	Sorcerer's Suppleness
God's Vision ¹	Bird's Vision
God's Vision ²	Rat's Vision
God's Vitality	Sorcerer's Vitality
God's Wisdom	Sorcerer's Wisom
Gods Might	Sorcerer's Strength
Grace of Zaros	Breath of Life
Hammer of God	Sorcerer's Hammer
Investiture of Faith	Brazier of Power

Ulfland Divine Name	BRP Sorcery Name
Light of Faith	Moonrise
Mercy of God	Heal
Plasticity of Faith	Sorcerer's Plasticity
Righteous Wrath	Pox
Shield of Faith	Sorcerer's Bulwark
Sight of Faith	Sorcerer's Eye
Speed of Faith	Sorcerer's Speed
Talon's of God	Sorcerer's Talons
Thrust of Faith	Sorcerer's Sharp Flame
Undo Enchantment ³	Undo Sorcery
Warding of Faith	Refutation
Wings of Zaros	Wings of the Sky
Words of Faith	Sorcerer's Ear

¹ Rather than applying specifically to Birds, the spell God's Vision allows the caster to usurp the vision of a creature appropriate to the Deity granting the spell - So a Bird for Zaros, a domestic herd animal for Essea, a nocturnal creature for Sil etc.

² Given the adaptation of the God's Vision vision spell (see above), there is no need for a separate equivalent of Rat's Vision.

³ Undo Enchantment works against Wizardry spells as well - suppressing one level of any active Wizardry spell for each level of Undo Enchantment.

Mutanya, Lady of Earth

Armour of Faith, Binding of Faith, Blessing of Faith, Calling to the Elders, Chains of Faith, Circle of Faith, Divine Guard, Divine Insight, Divine Malediction, Divine Restoration, Gift of Mutanya, God's Vitality, Gods Might, Hammer of God, Investiture of Faith, Mercy of God, Plasticity of Faith, Righteous Wrath, Shield of Faith, Talon's of God.

Positive: action that knowingly benefits the fertility of animals or plants without thought of personal benefit.

Negative: any action that knowingly impairs the fertility of plants or animals, Summoning Demons.

Har'karan, Lord of Fire

Armour of Faith, Binding of Faith, Blessing of Faith, Calling to the Elders, Circle of Faith, Divine Confusion, Divine Guard, Divine

Insight, Divine Leap, Divine Restoration, Flames of Har'karan, Fury of Faith, God's Suppleness, God's Vitality, Investiture of Faith, Light of Faith, Righteous Wrath, Shield of Faith, Speed of Faith, Thrust of Faith.

Positive: exercising skill and craftsmanship for the joy of creation, not material reward.

Negative: the destruction of anything well made.

Saelma, Lady of Waters

Armour of Faith, Bounty of Saelma, Calling to the Elders, Circle of Faith, Divine Confusion, Divine Guard, Divine Insight, Divine Leap, Divine Surety, Fury of Faith, God's Suppleness, God's Vision, God's Wisdom, Grace of Zaros, Investiture of Faith, Plasticity of Faith, Shield of Faith, Speed of Faith, Talon's of God, Thrust of Faith.

Positive: Any act of trust or faith in water.

Negative: refusal to change.

Quen, Lord of Sky

Armour of Faith, Blessing of Faith, Calling to the Elders, Chains of Faith, Circle of Faith, Cloak of Faith, Divine Blade, Divine Guard, Divine Insight, Divine Leap, Divine Surety, God's Shadow, God's Suppleness, God's Wisdom, Investiture of Faith, Light of Faith, Shield of Faith, Undo Enchantment, Warding of Faith, Words of Faith.

Positive: Any act that promotes civilized life (defending a community, helping a caravan arrive safely)

Negative: Any act that hastens the disintegration of society (piracy, banditry etc).

Rael, The Tiger

Armour of Faith, Binding of Faith, Calling to the Elders, Calling to the Mist, Circle of Faith, Divine Blade, Divine Grace, Divine Leap, Divine Malediction, Fury of Faith, God's Suppleness, God's Vitality, Gods Might, Investiture of Faith, Light of Faith, Plasticity of Faith, Shield of Faith, Speed of Faith, Talon's of God, Thrust of Faith.

Positive: Fight with honour or allow another to die with honour.

Negative: Fight dishonourably or cause another's death to be dishonourable.

Cul-Salic, The Unweaver

Armour of Faith, Binding of Faith, Blessing of Faith, Calling to the Mist, Chains of Faith, Circle of Faith, Cloak of Faith, Divine Insight, Divine Malediction, Divine Surety, God's Shadow, God's Vision, God's Vitality, Hammer of God, Investiture of Faith, Light of Faith, Righteous Wrath, Shield of Faith, Talon's of God, Undo Enchantment.

Positive: weaken the hold of civilisation.

negative: promote civilised values.

Esharni the Huntress

Armour of Faith, Binding of Faith, Cloak of Faith, Divine Leap, Divine Surety, God's Suppleness, God's Vision, God's Vitality, Shield of Faith, Sight of Faith, Speed of Faith, Thrust of Faith.

Positive: show respect for the prey (during or after the hunt).

Negative: kill prey animals for reasons other than the need for food; showing disrespect for prey animals during or after the hunt.

Cro, Lord of the Dead

Blessing of Faith, Cloak of Faith, Divine Grace, Divine Insight, Divine Surety, God's Shadow, God's Vitality, Hammer of God, Mercy of God, Sight of Faith, Undo Enchantment, Words of Faith.

Positive: Suffer personal inconvenience to honour the dead.

Negative: Show active disrespect for the dead.

Esseá, the Matron

Chains of Faith, Divine Insight, Divine Leap, Divine Restoration, Gift of Mutanya, God's Vision, God's Vitality, Gods Might, Grace of Zaros, Hammer of God, Light of Faith, Mercy of God.

Positive: promoting good crops or successful breeding of livestock.

Negative: harming crops or livestock.

Paecarion, The Two-tongued

Blessing of Faith, Circle of Faith, Divine Blade, Divine Grace, Divine Insight, God's Shadow, God's Suppleness, God's Vision, God's Wisdom, Investiture of Faith, Light of Faith, Undo Enchantment.

Positive: preservation, discovery or rediscovery of knowledge or wisdom.

Negative: deliberate destruction or withholding of knowledge or wisdom.

Yallion, the Jester

Binding of Faith, Divine Confusion, Divine Glamour, Divine Malediction, Divine Restoration, Fury of Faith, God's Suppleness, Plasticity of Faith, Righteous Wrath, Speed of Faith, Talon's of God, Undo Enchantment.

Positive: undermining the established order

Negative: Following the letter and spirit of an order or law.

X'ynya, the Moon

Blessing of Faith, Circle of Faith, Cloak of Faith, Divine Confusion, Divine Grace, Divine Insight, Divine Surety, God's Shadow, Investiture of Faith, Light of Faith, Righteous Wrath, Undo Enchantment.

Positive: knowing something no one else does; changing someone's mind without them realising.

Negative: Telling secrets.

Iniryn, the Trader

Divine Confusion, Divine Grace, Divine Guard, Divine Insight, Divine Leap, Divine Restoration, God's Vision, God's Vitality, God's Wisdom, Sight of Faith, Speed of Faith, Words of Faith.

Positive: Making a trade both parties are happy with.

Negative: Selling someone something they didn't want, buying something you don't want or need.

Anir, the Warrior

Armour of Faith, Divine Blade, Divine Leap, Fury of Faith, God's Suppleness, God's Vitality, Gods Might, Hammer of God, Plasticity of Faith, Shield of Faith, Talon's of God, Thrust of Faith.

Positive: Fight with honour, protect the weak.

Negative: Fight dishonourably, harm the weak.

Hilme, the Sun

Armour of Faith, Blessing of Faith, Divine Grace, Flames of Har'karan, Fury of Faith, God's Vitality, Investiture of Faith, Light of Faith, Shield of Faith, Sight of Faith, Thrust of Faith, Undo Enchantment.

Positive: Telling the truth, uncovering secrets (no matter the cost).

Negative: Lying, concealing or distorting the truth.

Sil, the Night

Binding of Faith, Blessing of Faith, Calling to the Mist, Cloak of Faith, Divine Insight, Divine Restoration, Divine Surety, God's Shadow, God's Suppleness, God's Vision, God's Wisdom, Righteous Wrath.

Positive: Doing something without anyone else knowing, hiding things from those who seeks it.

Negative: Letting others know what is happening, giving things away.

Magaesa, Lady of Blood

Calling to the Mist, Circle of Faith, Divine Confusion, Divine Grace, Divine Insight, Divine Malediction, Fury of Faith, Gods Might, Investiture of Faith, Righteous Wrath, Speed of Faith, Talon's of God.

Positive: Killing sentient creatures, torture.

Negative: Saving someone's life, showing mercy or compassion.

Rerenje, Lord of Corruption

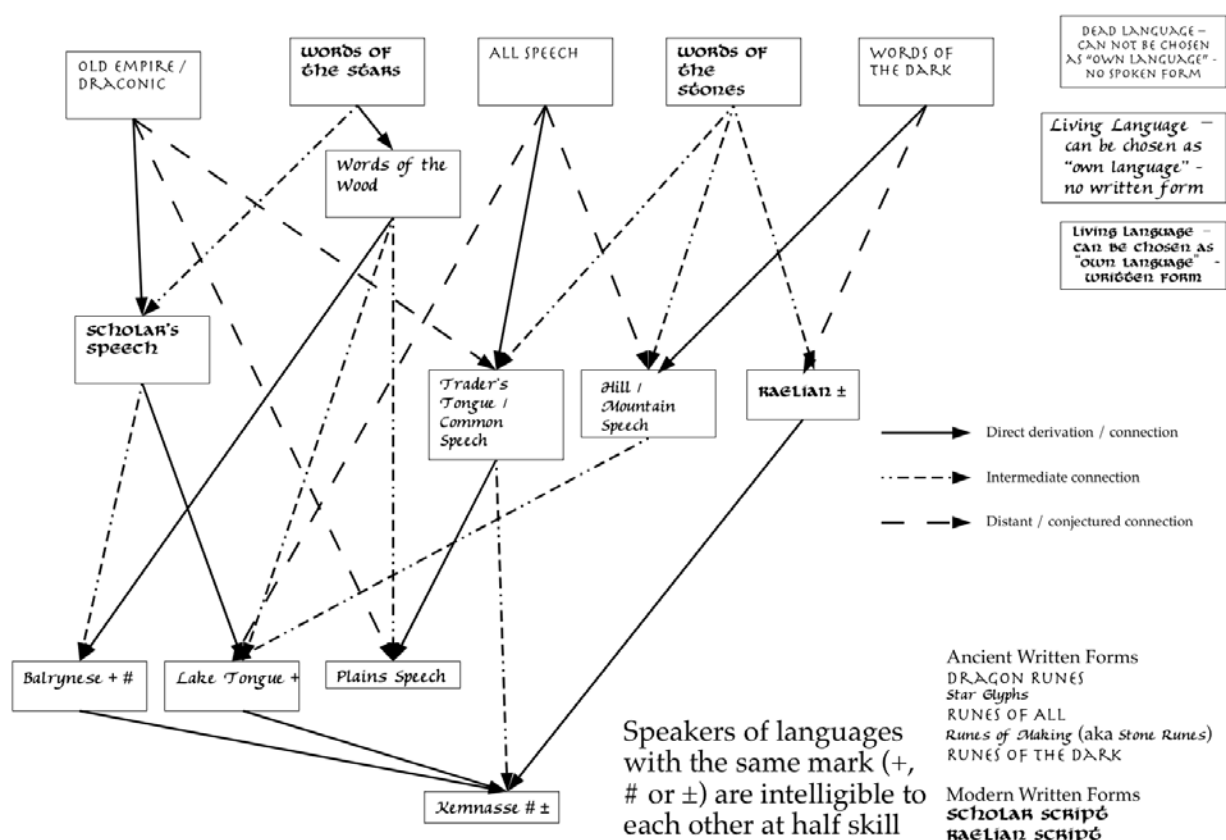
Calling to the Mist, Circle of Faith, Divine Confusion, Divine Glamour, Divine Grace, Divine Malediction, God's Shadow, God's Wisdom, Investiture of Faith, Plasticity of Faith, Righteous Wrath, Talon's of God.

Positive: deceiving someone into breaking a promise, trust or oath; fooling someone in to taking an incorrect, dangerous or wrong course of action.

Negative: helping people make correct, informed or safe choices.

Note that it is possible for a priest to obtain spells other than those on the permitted list for their God or Goddess - but to do so requires a specific ceremony requesting permission from the priest's deity, performed at a properly sanctified holy place, lasting as many hours as the desired spell costs in power points and usually requiring a successful allegiance check. The gamemaster should vary the difficulty of this allegiance check based on the characters reasons for requesting the spell - a clear benefit to the deity's sphere of influence will make the roll easy, but if the character intends something outside the deity's area of concern (or worse, counter to their patron's interests) it will make the roll hard, or possibly even impossible.

Further powers are present in Ulfland - creature write ups make use of the Super powers system to describe how certain special abilities work for example, and Mutations can be used to describe in game terms the effect of magical curses. There are no Psychics in Ulfland however. The Ordos, Harpers and some other groups have access to a unique form of power known as Disciplines which are based on the existing Martial Arts skill rules and the *ki* skills rules in a previous BRP game. There is also a form of extended magical undertaking available to both Priests and Wizards known as Rituals. Both of these will be described in a subsequent article in *Uncounted Worlds*. Some rituals can be performed by anyone acting in good faith and following the correct procedure - the various cultural and racial variants of the naming / adulthood ceremony, the words of thanks for food received from hunt or harvest, the ceremony of honouring the dead that lays the departed spirit to rest and formally marks a community's grief at their passing. All have some actual power, but in general it is best that the gamemaster administer these things according to their own personal judgement, rather than hard and fast rules. Explicit game mechanics for these "every day fabric of life" rituals and ceremonies can very easily be abused and render the setting unconvincing.



Languages of Ulfland

Languages in modern Ulfland are more a matter of geography than race or culture for most people. Each plateau typically has its own dominant language, usually a local blend of the five ancient languages known from before the Exile: Old Empire (also known as Draconic), Words of the Stars (language of the high elves, also known as Starspeech, or Startongue), All Speech (the universal language, gift of Iniryn and Paecarion to mortals), Words of the Stones (gift of Har'Karan and Mutanya to the Dwarves) and Words of the Dark (gift of Sil to her children the trolls and giants). Only Starspeech and Words of the Stones are still living languages, and only Starspeech is still in daily use by the High Elves. Dwarves now reserve the Words of the Stones for ceremonial occasions, of which they have many. Most dwarves also speak Hill Speech.

Only scholars truly care that in the modern languages of Ulfland one can discern the original ancient languages from which they arose. Gamemasters should consider allowing scholarly characters to decipher directly derived or intermediate connection languages they don't know if they have time and suitable resources. For example, if a character speaks Trader's Tongue and Words of the Wood, they should have a chance to puzzle out what someone is saying in Plains Speech. Languages that are mutually intelligible are marked on the diagram. Low elves only speak Words of the Wood amongst themselves, resent learning any other language and deeply resent any non-elf who learns their tongue. The elf tribes of Silon use the Words of the Wood as a ceremonial language only. Each plateau shows considerable regional variation in accent and dialect as well of course - a perceptive listener can tell a speaker from Youlethorpe from a freeman of Balryn Citadel quite easily.

All the ancient languages have written forms known as runes, although few but scholars can now read them. Most scholars who can write can of course transcribed the various modern languages without a written form in to a script they know - but reading another scholars attempt requires familiarity with the Scholar script, the language transcribed AND one or more *Idea* rolls, as each scholar will have to puzzle out the transcribers unique take on spelling, punctuation and grammar. The Harpers guild has been working on a common

lexicon and framework for modern languages, but as yet there is very little standardisation. The Harpers and the Ordos for the most part rely on scholar Speech and its written form, as do priests to a lesser extent, except where specific their specific Allegiance dictates otherwise. The only modern languages with consistent and widely used written forms are Scholar's Speech and Raelian.

Some Notes on Life, Weather and Ecology

As mentioned in the introduction, Ulfland has a moon (visually fairly similar to our own), that goes through a regular 28 day cycle of waxing to full and then waning to fully dark. Quite why X'ynya constantly turns her face away from the world is the subject of endless tales - some say she weeps for what is lost, others that she turns away to conceal her laughter at the pitiful fate of mortals. Whatever the truth, her constant turning divides the year in to 13 equal portions known for most civilised lands as moons or months. Each moon is further divided in to four weeks, each of seven days named for one of the greater gods: Airday (Zaros), Earthday (Mutanya), Fireday (Har'karan), Waterday (Saelma), Starday (Quen), Sunday (Hilme), Darkday (Cro). In general, Cro's day is a day of rest, the only work performed this day is the honouring of the dead. The other six days folk work, according to their station in life (dawn until dusk for common farmers, as their lord commands for servants of a noble, as best serves their interests and guild commitments for an artisan in one of the great cities of the land).

The year of thirteen moons is divide into four seasons: Sowing, Growing, Harvest and Rest. These vary in length depending on the prevailing weather, but generally Sowing begins when the ground is workable to prepare for the sowing of early crops (around the equivalent of mid to late March); Growing commences at the middle of the year (in what we would call late June). Harvest coincides with the later part of the year (late September on Earth) when the final crops are harvested, and stores for the oncoming season of Rest are built up. Rest is the season of snow and storms, when little grows and the stores from Harvest must be eked out until Sowing and the new year.

In general, even in the far south of Raenos, snow falls during much of Rest, and may have appeared on higher ground during Harvest and will linger there until Sowing the following year is well underway. Frosts are a risk to early sown crops

throughout Ulfland until well in to Sowing typically. In Ulfland the weather tends to come from the north and west, so the Barrens, the Land of the Lakes and western Balryn and Kemna Land see the heaviest of the rainfall throughout the year, with rivers generally draining towards Silon and the eastern void edge.

In many ways, the bestiary of Ulfland resembles that of our world. Farmers on the Land of the Lakes maintain flocks of sheep on the fells, and keep a few pigs in the yard. On Kemna Land there is extensive agriculture growing familiar crops like wheat, barley and rye. Hawks of various sorts spiral on the air above all the plateaux, hunting squirrels, rabbits, racoons, rock doves, trout and salmon, as their nature dictates and according to local conditions. Herds of antelope, buffalo, zebra and other ungulates migrate across the wide grasslands of Silon. But there are also unusual creatures - mythic beasts such as manticores and gryphons; hostile sentient species such as giants, trolls and huldrefolk.

The maps provided are sketchy, showing points of interest and trying to give a rough idea of the character of the land, rather than a precise depiction of actually dominant terrain or flora. Typically, if the map bothers to have a symbol, take that as an indication that the feature is very noticeable - there are trees throughout Ulfland for example, but where the maps shows them in number represents extensive, dense forestation. More detailed maps can be devised by the gamemaster as they require, and where appropriate will accompany future Ulfland material in *Uncounted Worlds*

A Timeline for the Land of Exile

??? – 0STE. Before the Exile:

The empire of the ancients ruled all of Ulfland and lands beyond. Generally referred to as the Dragon Empire, because the iconography is draconic, this empire and period is generally romanticised in popular tales as a golden age of peace and prosperity for all concerned. In popular myth it was brought to an end by the greed and corruption of mortals, turning away from the gods and the dragons and allowing the forces of Unweaving a foothold. In the end, there was a great war between the gods and dragons on one side and the forces of the Unweaver on the other. The dragons were driven off or destroyed and the forces of Cul-Salic contained, barely. In desperation, to prevent Cul-Salic from threatening all of creation, the centre of his power (Baenan Height) was cast out of the world, in to the endless mists. Unfortunately a significant area around it, and the population there on, was taken with it.

0 – 70STE Years of Chaos

All civilisation collapses throughout Ulfland, great destruction of life and learning. Rael sends his son to guide his faithful followers on Raenos.

70 – 250STE Time of the Petty Kingdoms

Small kingdoms and principalities spring up through out Ulfland and begin trading with each other. Much lost knowledge is painstakingly reconstructed. Raelian crusades eventual unite Raenos under the rule of the Son of the Tiger. The Raelian Empire is declared in 112STE.

250 – 285STE The Wars of Silon

Several of the petty kingdoms on and off Silon fall-out and warfare spreads almost as though it has a mind of its own, engulfing most civilised lands.

285 – 290STE The First Rising

Cul-Salic declares himself and several armies sweep down from Baenan Height. Too late it is realised that the Silon Wars were fomented by Cul-Salic's agents. Civilisation is largely destroyed on Silon, the Lakes, and Balryn, but Cul-Salic is turned back at the Battle of Shenris Field on Kemna Land. At the same time, a mighty ritual at the Giants Dance severs Cul-Salics link to Ulfland and he is forced back into the mists.

290 – 500STE The Plateaux Princes

Civilisation slowly rebuilds in the war-ravaged areas. Silon remains a barbarian culture hereafter. In most cases, the small kingdoms

that arise (or survived) band together under single leadership, usually of one of the surviving generals who fought against the Rising. As time passes, trade routes are tentatively re-opened.

500 – 550STE the Time of Lies

Economic interests and conflicting political ambitions bog down negotiations to establish a government for all of Ulfland and recreate the Dragon Empire from before the Exile. Several competing claims are entertained with lesser players manoeuvring for personal advantage on the edge.

550 – 570STE The Plateau Wars

The Time of Lies degenerates into open warfare between the claimants from Raenos, the Lakes and Modrost. The fighting is mainly contained on Silon and Balryn.

570 – 580STE The Second Rising

Cul-Salic's forces storm down from Baenan Height again and simultaneously it is revealed that the Son of the Tiger is possessed by Cul-Salic, triggering a civil war in the Empire. In the end, the forces from Baenan are beaten back, but Modrost and the Lakes are shattered and Balryn is severely beaten. The Empire of the Tiger is in shock after a slave assassinates the Son of the Tiger and proclaims himself the new Son of the Tiger and withdraws all imperial forces from beyond Raenos.

580 – 795STE the Restoration

After the defeat of Cul-Salic, civilisation passes through another period of near collapse. Recovery is more rapid this time however and the various kingdoms in their modern forms arise. Only the Lakes and Raenos retain any form of single authority, although the Conclave of Lords of the Land of the Lakes Confederacy is a very loose association and Raenos is very insular throughout this period, conducting limited trade with the nations of Kemna land and permitting no outsiders on to Raenos. Modrost is believed to have collapsed entirely and the tribes' folk of Silon are very hostile to foreigners for the early part of this period. In the last century or so they mellow somewhat and contact is re-established with Modrost, which had survived (barely).

795 – 844STE the Time of the Tiger

The Raelian Empire awakens from its sleep of two centuries and decides it is hungry. Kemna Land is invaded by the then Son of the Tiger in 805 STE and pacified (save for

the Free Commot Rebels) over the next fifteen years. The death of the Son of the Tiger whilst his heir is but an infant slows down the Imperial onslaught, but when the new emperor reaches his majority in 830 STE he renews the imperial commitment, first crushing a rebellion amongst the City League of Hanit on Kemna Land and then, in 837 STE, invading Balryn. The kingdoms of Balryn are better prepared than those of Kemna Land were and offer fierce resistance. Holkois officially surrenders in 843 but is still a troublesome possession and the River Kingdom is occupied but still has not surrendered. Thrace is defiantly free and Balryn desperately tries to remain neutral, obviously in the hope of preserving its status as a centre of trade and commerce (and vice and corruption in many people's opinions...)

It is the season of Harvest of the Year 844STE. Balryn plateau is engulfed in war – the Citadel itself is free but rumour is rife that an army is on the way, and Holkois and the River Kingdom are occupied by the tiger legions. Youlethorpe is in open rebellion and under siege by the army of the Second Claw. The army of the Fourth Claw has recently been repulsed from Erinthorpe with the aid of Ukthor Hold and is licking its wounds at Shanzic, where the army of the Third Claw is also bivouacked. Rumour is that it is preparing to march either on Balryn or Thrax. The Free Commot rebels have recently scored some seminal victories and there are stories of a general uprising by the Halfling farmers of the Kemna plain. Talk in the taverns say that there is civil war amongst the great holds of Khazir and everyone has a tale to tell about unusual troll raids, orc tribes pressing further than usual out of the Barrens and giantish war bands on the prowl. Scholars look to history and fear that a third rising is at hand, but few outside the Harpers and Ordos are prepared to listen.

A Puzzle, a Lute and a Stone Tablet

Items that promise the secrets of the past, but at what price?

by Bo Rosén and Nick Middleton

The Puzzle Of Rior Sar Myrn by Bo Rosén

This small cube is 5cm to a side and made of 20 wonderfully fashioned and interlocking pieces, each of a different shape and type of wood. To pull apart or reassemble the puzzle requires five successful **hard** Idea rolls. A special success counts as two successful rolls, and a critical counts as three success, while a fumble would force the character to start from the beginning again. The puzzle cube is magic and grants a bonus of +15% to any skill rolls dealing with small mechanical devices, such as locks or clockworks, to the owner who has successfully solved the puzzle. This affects Fine Manipulation, and sub categories of Repair and Technical as the GM deems appropriate.

There are also rumours of other similar toys of different shapes and sizes, and that together they are the individual pieces of a greater puzzle. What the reward of solving this greater puzzle would be is unknown, though some scholars have suggested it would allow the owner to summon Rior sar Myrn, the infamous toy-maker himself.

STORY SEED

The characters have come in possession of one of these puzzles, the only problem is it is missing a few pieces. These items are sought after by collectors, but no-one will pay much for an incomplete toy. It is possible for a skilled woodworker to make new pieces to replace the lost ones, but they must be made from the correct type of wood to even pass as legitimate and the skill bonus will not work with anything but the original pieces. Alternatively, the characters could be hired to steal one of the puzzles, or to retrieve the pieces to repair a broken one.

The Haunted Lute by Bo Rosén

This is an ordinary looking lute, worn but in good condition. It was made and used by a

famous bard two decades ago, Virana Sarvera. The fine craftsmanship grants a +5% bonus to anyone playing it.



Virana was an unfortunate woman who died a few days before she was to perform her life's work for the first time. She had been labouring on the Ballad of Riordi and Bialla for the previous fifteen years and had committed to perform it even though a few passages were still not finished to her satisfaction. Alas, fate robbed her of her chance and the ill health that had dogged her for many years finally took her life mere days before she would finally have been able to perform the piece. Her frustration was such that she now haunts her old lute hoping to be able to perform her masterpiece at least once before an audience. Virana is now a ghost, unliving in her lute.

Whenever someone uses the lute before an audience, Virana will try to make him or her play her ballad. This is a simple use of her Mind Control power, which if she wins allows her to interrupt whatever the lute player is performing and force them to play her own piece - alas not fully completed, so the possession will end when Virana

reaches the passage she had not finished. The character remembers nothing of this brief possession, but that something odd happened will be clearly evident to witnesses with a modicum of musical talent, as the character will have broken off from whatever they were performing and performed a portion of a great work before suddenly returning the piece they commenced with.

As Virana hadn't quite finished composing her great work before she died, the ballad lacks a few passages at the end that need to be written before she is satisfied, and her spirit finally know piece. If she is approached by some means allowing someone to speak with ghosts, she can be bargained with. In exchange for finishing the piece and performing it successfully, she will act as a teacher for two months. Finishing the ballad requires she possesses the character (who should voluntarily allow it) and a successful compose roll and then a play lute roll to perform. A critical on the compose roll assures the ballad is not only competently written, but destined to become a hit (+10% to Play Lute). If the audience is satisfied, Virana remains with the character for the two months of teaching and then leaves for the afterlife.

Virana Sarvera, a Ghost

INT 13 POW 15 APP 16

Move 15

Hit Points: none

Damage Bonus: none

Armour: none (immaterial - see rule book)

Attacks: Ghostly Combat POW vs. POW, 1D3 power points (see rule book)

Powers: Ghostly Combat, Mind Control, with the variations noted above.

Skills: Sing 75%, Play Lute 95%, Compose 90%

The Stone of Ancient Tongues

by Nick Middleton

This is what appears to be an ancient tablet incised with tiny script that hints at great secrets and knowledge, but is in fact a demon, sent to the mortal realm by the Lords of Hell to use its powers to seduce overly inquisitive mortal scholars to dabble with arcane powers.

The tablet initially appears as an ancient tablet of some mysterious and unidentifiable stone, cunningly crafted by inhuman hands with

finely shaped writing that appears to be three passages of approximately equal length in three languages. The first two passages appear to be in exotic and unusual ancient languages, whilst the third is unknown (or possibly even a script that is known but as yet un-translated). The demon can alter the script of all three passages and use its abilities and spells to obscure what is written to entice attentive scholars in to further study, whence it can reveal hints of deeper knowledge that requires a little bravery, a little courage on the scholars part... its aim (and delight) is to seduce well meaning humans in to using dark arts in the pursuit of knowledge. It can also absorb power points willingly presented to it, so it can persuade a character that the tablet can show them a vision of the future, then use the "gifted" power points to perform Precognition for them - although the demon will always subtly manipulate the account of what it sees to further it's own agenda.

The demon's true name is Alfarouzarlk, a secret it will guard very carefully. It can also appear as a tall, fit and healthy human of indeterminate gender (it is actually hermaphrodite) and pleasant appearance with jet black, straight hair and vibrant, almost unnatural, green eyes. It delights in the slow, delicate seduction of well meaning scholars and is quite happy to spend months or years on such a project.

STR 14 CON 14 SIZ 1/14 INT 28

POW 28 DEX 14 APP 14 HP 14

Move 0 / 10

Damage Bonus: 1D4

Weapons: Shortsword 60%, 1D6+1+db (slashing)

Self Bow 55%, 1D6+½db (impaling)

Armour: 2 point skin

Psychic Powers: Divination 40%, Emotion Control 40%, Eidetic Memory 55%, Precognition 45%, Telepathy 40%

Sorcery Spells: Muddle, Witch Sight, others as GM deems appropriate.

Super Powers: Alternate Form (can only switch between human and tablet form). Accept Gift (Can absorb and store for 24H magic points "sacrificed" to it)

Skills: Arcane Language 56%, Demon Realms 15%, World Lore 60%, Oratory 60%, Fast Talk 60%, Seduce to ways of Evil 80%, Potions 110%, Common Tongue 84%

Huldrefolk and Drownedmen

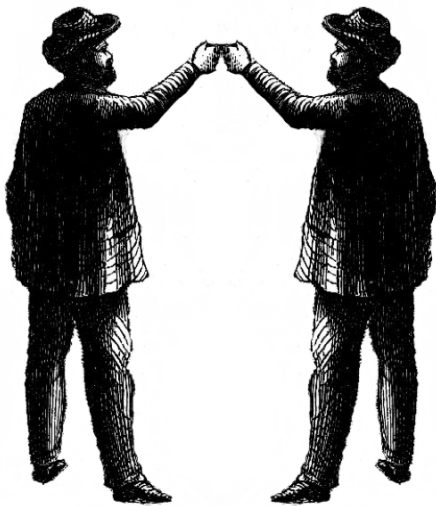
Foul Spawn from Ulfland

by Nick Middleton

Huldrefolk - Children of Corruption

Huldrefolk are a folk of shadows and deceit. Their true form is repugnant to all decent creatures that dwell in the light of Hilmes' blessing and they in turn detest most other races, delighting in spreading confusion and distress amongst the hated surface folk.

Huldrefolk in their natural form are human sized and shaped creatures with weirdly flexible knee and elbow joints and a curiously nauseating, translucent and gelatinous blue-tinged flesh. They have long talon like claws and oval, hairless heads with pitted eyes and mouths that can open unnaturally wide to display their sharp, carnivores teeth. They delight in devouring sentient creatures and in all forms of cruelty – a favoured trick is to steal the form of a family member and then devour other members of the family whilst maintaining the stolen form.



Huldrefolk are as a race dedicated to Rerenje, Lord of Corruption, who has granted them an innate power to clothe their foulness in the shape of others – and much of their culture is founded on their self-loathing and anger at being ostracised from civilised life far below in the Underlands: and as a consequence, they have a cultural imperative to despise all those of the surface lands and desire only to do them harm. They delight in infiltrating surface

communities and setting them against themselves, stirring up resentment and conflict through lies and deceit, only revealing themselves once the surface folk have torn their own community apart.

It is said that there are communities of huldrefolk in the Underlands - kingdoms and principalities in a twisted echo of the surface lands where faceless nobles lord over faceless serfs in light-less caverns far from Hilmes' blessing. Huldrefolk and dwarves have a particular loathing for each other.

STR	2D6+6	13
CON	2D6+12	19
SIZ	2D6+6	13
INT	2D6+6	13
POW	2D6+6	13
DEX	3D6+3	13-14
APP	1D6	3-4

Move: 10

Hit Points: 16

Armour: As worn (e.g. 3 cuirboilli)

Attacks: Bite 30%, 1D4+ ½db (bleeding)

Claws 25%, 1D4+db (bleeding)

Weapons as appropriate

Skills: Climb 55%, Dodge 55%, First Aid 45%, Hide 55%, Jump 45%, Knowledge (Huldrefolk Lore) 45%, Language (Common Speech) 65%, Language (Mountain Speech) 65%, Scholar's Speech) 55%, Listen 75%, Sense (Touch & Smell) 50%, Spot 45%, Stealth 65%, Swim 35%, Disguise 45%, Persuade 55%. Huldrefolk can have a profession.

Powers: All huldrefolk have an innate bonus of +20% to their Stealth, Hide, Listen and Sense (Touch & Smell) skills.

All huldrefolk have an innate ability to use Divine Glamour (Liken Shape) at will, as per the Wizardry (Sorcery) spell with the following variations:

- the huldrefolk can vary their apparent SIZ by ±3 points.
- The effect remains in place as long as the huldrefolk wishes it.

- They do not have to concentrate or supply power points – but they must have had a clear sight of the person they wish to impersonate and ideally have had intimate contact with them (eating them counts... but so does firmly shaking hands or embracing them).
- They cannot have available more likenesses than half their INT, so if a huldrefolk with 14 INT already has 7 likenesses it can assume and desires to add the Lord's favourite concubine, it will have to "forget" one of the seven likenesses it currently has.
- The effect does NOT change their shadow - gamemasters should adjudicate how obvious the discrepancy is and allow Spot rolls with appropriate modifiers for characters to notice.

Huldrefolk possess the ability to see in absolute darkness, equivalent to the power Super Sense (Dark Vision), at a level equal to half their POW.

Huldrefolk are known to study Wizardry (Sorcery).

Drowned Men

Drowned Men are the corpses of sailors or other unfortunates lost overboard and for whom the rights of the dead have not been said promptly enough. If the corpse of such an unfortunate falls under the sway of one versed in the black lore of Unweaving, the corpse can be animated by grim Wizardry. The soul which was once housed in the dead flesh is snatched by the dark magic from its journey to Cro's embrace and forced to return to the mortal world where it is shackled within its own corpse. The captured soul is bound by enchantments that remove its free will and bind it to the will of the Wizard who performed the enchantment. A Drowned Man's fate is utterly horrible – the soul is held back from whatever divinely appointed fate awaited it beyond Cro's embrace and instead forced to serve the will of the sort of dark Wizard happy to so disrespect the dead and the natural order of the world.

The process of creating a Drowned Man requires the corpse of a drowning victim for whom the rights of the dead have not been said. The ritual halts putrefaction and decay, so the body remains in whatever state it was when the ritual was performed – typically drowned men are wizened, pickled things, with a pallid, gelid appearance to the flesh. A Drowned Man cannot speak, and its POW is suppressed, and although its consciousness and awareness remains bound inside it is treated as having half its former INT and as though it were fixed INT, as the enchantment suppresses its free will. Unlike conventional Zombies, Drowned Men are quite as fast and agile as they were in life, and will have access to a few of the skills they had as living creatures - Combat, Manipulation and Physical full value, and Communication, Mental and Perception skills at half their original value (but never lower than base). Provided a Drowned Man is not reduced to less than zero total hit points, the powerful binding magic will restore it if it is completely submersed in water - each full day submersed restores 1 total hit point (and one point to a location if locational hit points are used).

After its creation, if a Drowned Man is correctly named and the rights of the dead are performed upon an item of genuine personal significance to the Drowned Man in life, or the upon the body of the Drowned Man, the enchantment can be broken: add the POW of the priest or other individual performing the rights of the dead and that of the Drowned man in life and match that



total against the POW of the Wizard who has bound the Drowned Man; if the enchantment is broken the Drowned Man dies again, and irrevocably this time. Cro and Salema's attention is inevitably drawn in such cases and they ward the soul on its journey to Cro's embrace. The body collapses and sheds all its moisture in a great outpouring of noisome water which leaves the mortal remains quite desiccated, like an air dried mummy. If a Drowned Man is physically destroyed, at the next dark of the moon the soul manifests in the binding Wizard's presence as a Wraith - a Ghost bound to the Wizard's will and unable to move further than the Wizard's POW in kilometres from the Wizard. In such cases only the death of the binding Wizard can free the bound soul.

STR	x 1.5	15-17
CON	x 1.5	15-17
SIZ	-	13
INT	x ½	6 (fixed)
POW	suppressed	(10-11)
DEX	3D6	10-11
APP	1D6	3-4

Move: 10

Hit Points: 15

Armour: As worn (e.g. 2 hard leather)

Attacks: Brawl 30%, 1D3+ db (crushing)
 Weapons as appropriate (e.g. Cutlass 55%) –
 Drowned Men display great cunning in combat, making full use of their abilities to Dodge and Parry, as well as exploiting their innate qualities (no need to breathe etc).

Skills: as in life (see above), plus Sense 50%,
 Swim 75%, Climb 60%

Powers: Most crushing weapons do only half damage to Drowned Men, although slashing and impaling weapons are normally effective. Drowned men are immune to bleeding special effects, and are basically fire proof, being exceptionally hard to ignite and taking only half damage from fire effects. They do not breath and whilst they are not immune to extreme cold such as a Frost spell, they do not suffer from Exposure, Hunger or Thirst. Drowned Men do not need light to see by, possessing a form of Super Sense (Dark Vision and Infrared Vision) with levels equal to their Intelligence.

"Be easy and free when you're drinking with me..."

A harbour master with a secret past
and a disgraced soldier with a past he cannot regret

by Nick Middleton

Imlis Bragona

Harbour Master at the Port of Tegoli

STR	11	Move	10	R Leg	2/6
CON	15	THP	17	L Leg	6/12*
SIZ	18	MWL	9	Abdomen	2/6
INT	13	DB	+1D4	Chest	2/7
POW	16	PP	16	R Arm	2/4
DEX	6	TFP	26	L Arm	2/4
APP	8			Head	2/6

*Imlis's left leg was severed mid thigh and he wears a strap on hard wood prosthetic that has 6 AP and 12 hit points - hit points lost from the wooden leg are NOT deducted from his total hit points.

Weapon	SR	Att%	damage	P%	Pts
Staff (Crutch)	10	45	1D6+db	45	15

Armour: sailor's leathers (1D6)

Skills: Bargain 25%, Climb 40%, Command 25%, Craft (Sailmaking) 25%, Dodge 32%, Etiquette 25%, Fast Talk 25%, Grapple 45%, Insight 25%, Knowledge (Law) 20%, Knowledge (Region) 25%, Language (Westspeech) 20%, Language (Own - Arechi) 65%, Listen 45%, Navigate 30%, Perform (Oratory) 25%, Persuade 35%, Pilot (Boat) 20%, Spot 45, Status 35%, Swim 45%

Harbour Master Imlis Bragona is a tall stout man with a fine beard, in his early 50's. His hair and beard are white, his face red, and he sports a wooden leg where his left leg should be. He supports his weight on a crutch of finely carved kuntassa wood, and usually wears a set of battered but finely made Sailor's leather armour. Bragona owes his position as harbour master of the Port of Tegoli to Prince Holbart, with whom he served with as second mate many years ago, and he will hear no ill of the prince. He is also a close friend of Captain Jato of the Tegoli city guard. Bragona is a familiar site in the docks district, hopping about the streets with his peg leg and a crutch. He is an able administrator and well liked in the docks.

What Imlis has for many years concealed from everyone in the city is that he originally shipped out, aged fifteen, from the port of Prench, a den of pirates on the wild south western tip of Arech. By his mid twenties Imlis was a hard-bitten scoundrel of the oceans when he fell in with Captain Ashran of the *Gull's Razor*. Ashran was more than a little mad, but a skilled captain, and his first mate Rodrin of Gharine was a fine leader of men, that rare thing the story tellers like to invent – a pirate and a decent man.

Alas, times were hard for those who lived on the wrong side of the law, as the merchants complained and persuaded the nations of the circle sea to take action against the pirates. Bounty became scarce, prizes hard to find and too often guarded by warships, or worse were disguised warships themselves. One day Ashran gambled on taking an exceptional prize to quell the rising threat of unrest amongst his crew. Unfortunately, the *Star of Hinarl* proved to a disguised warship and beyond the talents of his ship and crew. Rather than risk capture by the crew of the *Star*, Imlis abandoned the ship when all was lost (as did some others). A school of sharks were in the vicinity and as the *Star* drifted away lashed to its prize and the captured crew were lead below, the laughter and taunting of the *Star's* victorious crew was a weird accompaniment to the thrashing water and screams as the rest of the *Gull's* crew were devoured by sharks.

Imlis was fortunate that he only lost a leg and that the sharks sated themselves rapidly. He found a broken segment of the boat from the *Gull's Razor* (smashed off the deck by a catapult) and clung to that, fearing death and praying to the God of the Oceans to preserve him from The Demons of the Watery Depths. Three days later, delirious and on the brink of death from dehydration, starvation and blood loss, a vessel picked him up and took pity on him - ironically, assuming he was the lone survivor of a pirate attack. Whilst convalescing in port, he fell in with the young adventurer Prince Holbart of Tegoli who was formulating a plan to

attempt to sail to unknown waters. Desperate to get back on the water again, Imlis sailed with Holbart and, like so many whose lives were touched by the future Lord of Tegoli City, found within himself a better person than he had believed. Holbart's exploits are legendary, and when he returned to take up the reigns of duty ruling his father's city, he found a place for his shipmate Bragona.

Story Seed: A Chance Meeting On the Docks

The PC's are in the docks district of Tegoli city when a passing sailor stops them and asks directions to the Harbour Master's office. By his dress he is from the western lands, although there is something about his accent that may give the PC's pause (he is in fact a fanatical pirate and cultist). The sailor makes his way to the Harbour Master's office and attempts to murder him - if the PC's (concerned by his accent and obscure origins) follow him, their intervention can save the Harbour Master (Imlis Bragona), and otherwise City Guard's will happen to be on the scene and the PC's will become involved when the guard back track the assassin's movements. The sailor is in the service of a notorious pirate and cultist, known only as the Blade of Gharine: in fact, Imlis' old first mate from his pirate days, Rodrin of Gharine, driven mad by his years of torment as a slave. Rodrin has discovered his erstwhile shipmate is alive and living a quiet, prosperous life in Tegoli, and seeks revenge. He has the resources of a renegade pirate vessel to call upon and whilst quite mad is clever, and will use his resources intelligently to achieve his revenge.

Jolish Hurlis

Personal Security Advisor

Jolish Hurlis is a disgraced Ilfaran noble, third son of the Baron of Jarell, a border world in the core-ward fringe of the Ilfaran Star Kingdom. Born in to luxury amidst the penury of drought and starvation of the core-ward fringe fiefdoms, Jolish's pampered and expensive upbringing as the third son of the Baron of Jarell left him torn between rebellion and duty. He threw himself idealistically in to an officers posting in the Ilfaran Defence Force, hoping to bury his own uncertainty behind the surety of orders. That all came crashing down on the recently conquered planet Tyriol two years ago. A band of noble born thugs in Lieutenant

Jarell's Company presumed on their shared social background that he would turn a blind eye to their abuse of Tyriolian civilians during a rowdy protest in the city of Jandar. Despite their common status, Jolish tried to stop the noble born Ilfaran's from abusing the locals but before he could get them under control, the civilian crowd (already at fever pitch thanks to the rabble rousing of various seditious speakers) reacted and all hell broke loose.

Jolish eventually restored order, located the noble-borns responsible and publicly executed them – a request for his “resignation” from the Defence Force was dispatched with remarkable haste as soon as his report was received, along with a vicious tirade from his father.

Jolish ekes out a frugal living in Tyriol's second city Trendissary, acting as a bodyguard or security advisor for merchants in Trendissary's chancy back streets. He is known and has some grudging respect from the local police (he's clearly ex-military, and unfailing polite and respectful, despite being an off-worlder). He shares a small lodgings in Trendissary with Eliar Khand, a commoner he rescued from the massacre whom has become his one constant companion since Tyriol.

Jolish is a robust young man with short cropped (one might almost say military cut) brown hair and dark eyes. He sports a neatly trimmed goatee and mustache, and clearly keeps himself in good physical condition. He looks to be in his late twenties but a successful Insight roll will place his age nearer the true figure of 22.

STR	15	Move	10	R Leg	6/10
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CON	16	THP	30	L Leg	6/10
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SIZ	14	MWL	15	Abdomen	6/10
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INT	13	DB	+1D4	Chest	6/12
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POW	13	PP	13	R Arm	6/8
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DEX	15	TFP	31	L Arm	6/8
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APP	15			Head	6/10
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Weapon	SR	Att %	damage	Rng	Pts
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Blaster Rifle	3	75	2D8+3	60	20
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Blaster Pistol	3	65	1D8+2	15	14
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Stun Rifle	3	65	2D8 stun	50	22
Vibro Knife	8	55	2D4+2+db	S	16
Brawl	8	65	1D3+db	C	n/a
Grapple	8	75	special	C	n/a

Armour: Adaptive Mesh (6/1D4+2)

Skills: Bargain, Climb, Command, Dodge, Drive, Etiquette, First Aid, Language (Own), Language (Other), Listen, Literacy, Navigate, Spot, Status, Stealth

Story Seeds: A Revengers Tragedy

Olcan Khand is one of the survivors of the Jandar Massacre on Tyriol, where troops from the Ilfaran Defence Force garrison disobeyed orders and attacked and massacred a civilian crowd, protesting at the shipment of food from Tyriol off world to feed the Ilfaran home world.

A devoutly religious man, Olcan has been deceived by his "friend" Vestrian (a rabble rouser and agent of Ilfar's enemy the Jantis League) in to seeking elaborate revenge on Jolish Hurlis, the young noble officer in command of the troops responsible for the massacre at the time, whom he blames for the atrocity and specifically the death of Olcan's beloved sister Eliar, who disappeared at the time of the massacre and whom he believes to be dead.

Olcan's grief (and Vestrian's manipulation) blinds him to the fact that there were many victims of the massacre: Jolish Hurlis (third son of the Baron of Jarell), a young idealistic officer lacking experience but not morals lost control of his company and in the ensuing chaos did his best to rescue people (including Eliar), and subsequently (and against his superiors wishes) prosecuted those within the company as far as he could. If Vestrian had let Olcan return to Jandar, Olcan might have discovered that Jolish is now held in grudging respect by the citizens after he had both ruthlessly rooted out the instigators of the massacre (a cabal of dissolute junior officers, frustrated at their posting to the "backwater colony" of Tyriol) and then imposed the death penalty on the ring leaders; but Olcan did not and now plots to kidnap Jolish and take him back to Jandar for "justice".

Jolish, still haunted by his own feelings of guilt over the Tyriol Massacre, didn't resist when more orthodox and conservative forces

maneuvered him out of the Ilfaran Defence Force and has 'retired' to Trendissary on Tyriol's second continent, avoiding returning to his family estates in Jarell and the inevitable confrontation with his father: not least over his relationship with the commoner Eliar Khand, with whom he has formed a deep and lasting relationship that shows every sign of blossoming in to love on both sides; if, that is, it is not cut cruelly short along with Jolish's life...

Player Characters could be hired by Olcan to aid him in taking Jolish; by Baron Hurlis to bring his son to heel (and thus Olcan would become a complication); by Eliar to trace Jolish, or to defend him if Olcan's first attempt has gone awry. Vestrian's mission is to stir up trouble between the Tyriolian and Ilfaran's, by whatever means.

A chance meeting in Tarinport *an Ulfland adventure for BRP*

By Nick Middleton

A chance meeting in Tarinport is a BRP adventure suitable for a party of three to six newly created adventurers. The gamemaster should have no difficulty scaling the adventure to adapt for differing campaign levels, and whilst fewer than three or greater than six characters will make running the adventure challenging, skilled gamemasters should be able to adapt the details presented here to cope.

This adventure takes place in the unique fantasy world of Ulfland, sometimes referred to in the language of the Dragon Empire of old as Alberrazan: literally, “the land or place of exile”. Brief details are provided to assist the gamemaster in using this setting in the accompanying article in this issue. The setting will be further documented in future issues of *Uncounted Worlds*. The gamemaster is also of course free to adapt this scenario to their own preferred settings: to assist gamemasters who wish to do so the scenario sticks as closely as possible to the core BRP rules, explicitly stating any variations or additions where used.

Preparation

The gamemaster should ensure that they are fully familiar with the scenario, setting, non-player characters, events and all pertinent rules that apply before commencing play. The players should likewise be familiar with the rules, and have a character appropriate to the setting and chosen “level” of the campaign (assumed to be **normal**).

This scenario doesn't contain any “read aloud” text, or other such specific direction for the gamemaster or players. The circumstances and environs the adventure will take place in are described, along with the key non-player characters and their agenda's and motives and a likely sequence of events is suggested. But it is assumed that the gamemaster will adapt these details to suit their play group's preferred style and approach, and in light of player character activities.

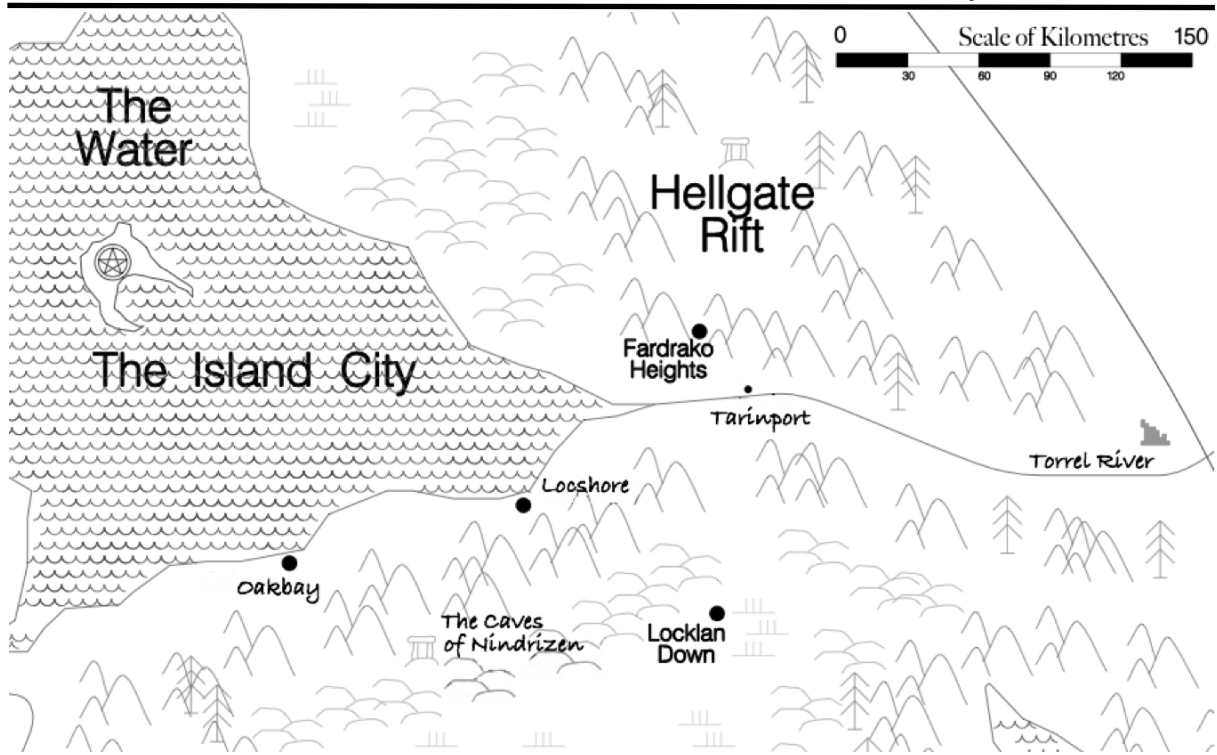
Adventure Background

The Harper's Guild of the Island City (lynch pin and de facto capital of the loose alliance of city states and small kingdoms that is the largest political power on the plateau known as Land of the Lakes) and their allied guild in Balryn Citadel have jointly been investigating a recently uncovered cache of artefacts collected by Parasan Mitosh, a Harper of some repute who travelled Ulfland extensively during the Time of Lies (500STE to 550STE). A consignment of the Mitosh findings are being escorted to the Island City by Albrus Shand, a Harper scholar. Master Saran, the Harper Guildmaster who brokered the deal for the artefacts, has accompanied the shipment as far as the small trading post of Tarinport, where he intends to leave Shand to complete the remaining journey via ship to the Island City, whilst he visits the monastery of the Ordos Drako in Fardrako Heights, north of Tarinport for reasons of his own. Unknown to Saran and Shand, the discovery of the Mitosh artefacts has become known to the Dweller in the Depths, a servant of Cul-Salic the Unweaver that lives in the sunless depths of the Water. The Dweller believes that amongst the Mitosh artefacts there is a tablet of writings from the time of Cul-Salic's First Rising. The Dweller in the Depths has thus dispatched an agent to steal the consignment of artefacts before it reaches the Island City.

Adventure Synopsis

The characters meet in a bar... Well, they may well have met before, but the adventure begins when the characters, Albrus Shand, Master Saran and Captain Hansett Tredayne of the mixed cargo and passenger ship the *Pride of Brinneg* meet in the Eastgate tavern in Tarinport. Some (possibly all) the player characters are to join the ship as passengers when it sails the following day, and are invited to dine with the captain and Harpers before Master Saran departs in the early evening for Fardrako Heights.

Later in the evening, after Saran's departure, a band of orcs assault the east gate and the player characters will be expected to join in the defence



of the village. It may or may not come to light at this point that the orcs were duped in to staging the raid: and it is highly unlikely at this stage that the characters will realise that the raid is a diversion, arranged by the huldrefolk wizard Felkith Gree, the agent of the Dweller in the Depths. Under cover of the confusion caused by the attack Gree breaks in to the Eastgate tavern, kills Albrus Shand, disposes of the body and takes his form using his innate ability to mimic human appearances.

The following morning the *Pride of Brinneg* departs Tarinport with all the characters onboard and Gree, disguised as Shand. As Shand, Gree feigns illness (e.g. chronic sea sickness) and retires to his cabin as soon as possible – certainly when the ship reaches the open expanse of the Water. The other ships passengers (the player characters) are invited to dine with Captain Tredayne that evening. During the meal, Gree summons his allies (a band of Drowned Men in the service of the Dweller in the Depths) and proceeds to extract the Mitosh finds from the hold whilst the Drowned Men commence killing everyone on board. Gree, once he has the water proof chest the artefacts are sealed in, will return to the deck and drop over the side, taking the items to his master. The Dweller itself supports Gree's operation by summoning a storm to dash the wreck of the *Pride of Brinneg* once Gree has retrieved the items, in addition to sending him the Drowned Men. Neither Gree nor the Dweller have any interest in jeopardising the

retrieval of the items by indulging in protracted combat with the player characters, and the Dweller is confident that the storm will destroy the *Pride* and everyone on it. If Gree and the Drowned men ARE foiled, it will thus still summon the storm and wreck the ship, in the hope that it can send Drowned Men to scour the wreckage for the items after the storm. This is NOT the Dweller's preferred option as the items could well be destroyed in such a storm.

The adventure concludes when the characters make shore – either having entirely defeated Gree and his master's nefarious plans which frankly seems unlikely or, more plausibly, having been shipwrecked on the wild southern shore of the Water after a bloody fight on the deck of the *Pride* which may or may not have concluded in Gree's death and or the characters retrieving the artefacts. What happens to the characters at this point is left for the gamemaster to determine.

Character Hooks

This adventure is written on the assumption that it will form the opening instalment of an ongoing Ulfland campaign. As such, it is deliberately written to be as open as possible to starting characters. The only requirements the scenario imposes specifically is that they must all be in Tarinport, staying at the Eastgate Tavern because they are booked to depart on the *Pride of Brinneg* the morning after the adventure begins for the Island City, and that they are likely to pitch in to attempt to solve the challenges thrown at them, not simply flee or cower in terror. The characters

may have come from the independent cities north of the Torrel river (such as Fardrako Heights), or from the kingdom of Kelis that lies on the southern shore (the nearest town in that kingdom being Locklan Down), they might be barbarian folk from the Plains of Silon below the Wall, or travellers from Balryn Citadel or even further afield.

Ideally the gamemaster should be familiar with the setting and scenario before the players commence character generation so they can guide the players to create an interesting, playable group of characters.

Part One – At the Eastgate Tavern

It is first Starday of tenth moon, early in the tenth month of the year 844STE and the player characters have met, by chance or design, in the Eastgate tavern in the village of Tarinport, a small way station on the Torrel river, some three days sail up river from the Torrel falls where the river cascades down from the Land of the Lakes plateau into the Carash Hills of western Silon.

The Torrel is a mighty river, broad, deep and fast flowing, draining as it does most the central and northern Land of the lakes via the largest open body of water in Ulfland: the huge freshwater lake known as the Water. The Water itself is perhaps better described as a sea – but strictly speaking there are no seas in all Ulfland. It is certainly the largest body of open water in the known world, and is a natural cross roads for all waterborne traffic on the plateau. The open Water is an intimidating place for most sailors, being several times larger (and thus the shore much further away) than any other lake on the plateau. Sailors, always fond of wrapping their own fears in tall tales, love to regale landlubbers with stories of the Dweller in the Depths, a many-tentacled cunning horror that dwells in the depths of the Water and on occasion wrecks whole ships, leaving no survivors and dooming the crew of such vessels to eternal service in his legion of Drowned Men. Experienced hands know that alas these tales actually have some basis in fact; albeit the Dweller (generally assumed to be a large predatory beast) avoids the day light and is only ever sighted on heavily overcast days or at night, in deep waters. Few amongst even the wise know or will admit that the Dweller is a cunning servant of the Unweaver, long

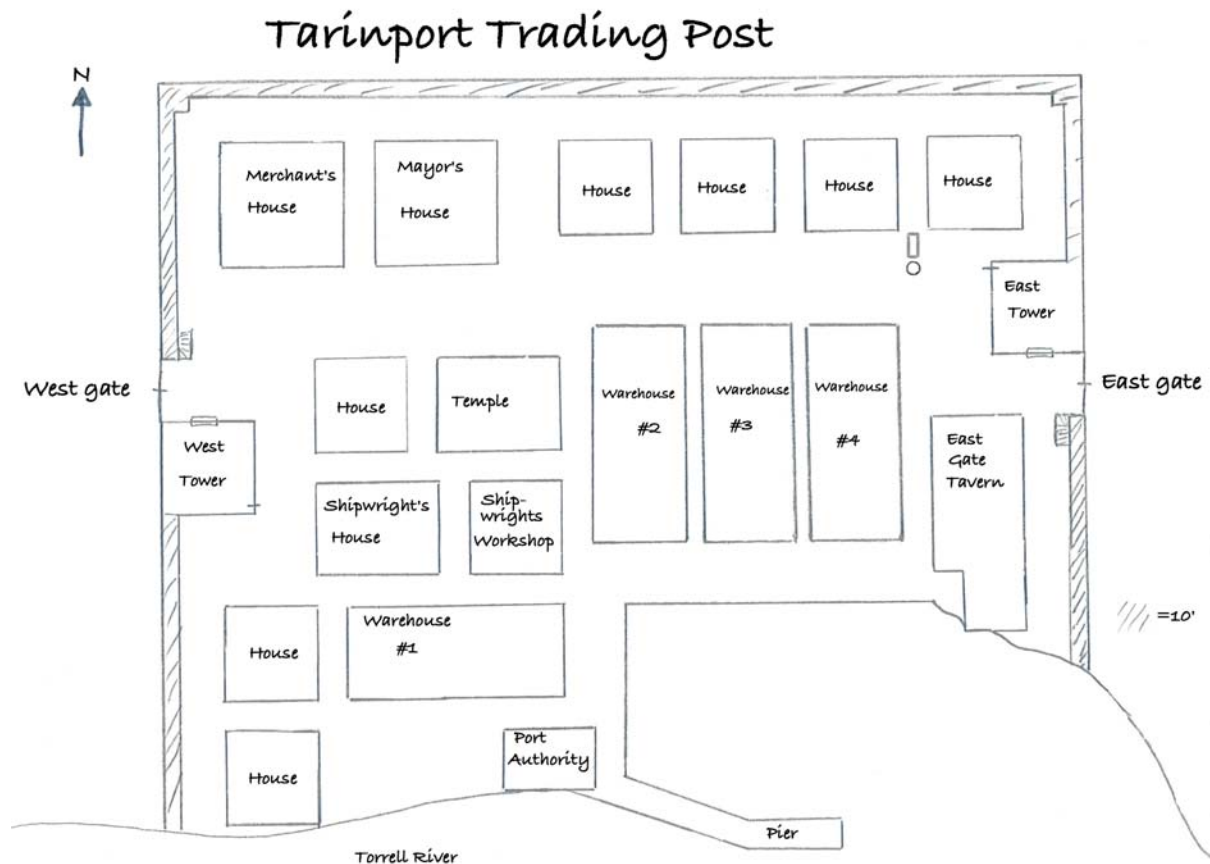
dedicated to its dark masters' purposes and with more than just the legions of the Drowned Men in its service.

The north bank of the Torrel river is quite wild. Due north of Tarinport there is a narrow strip of settled country of narrow valleys and steep hills building towards the mountains, consisting of small farming and mining communities that look to the city of Fardrako Heights for protection. To the east is unsettled wilderness, wild fell land and mountainous woodland as far as the cliff edge above the Plains of Silon. Westward the mountains fall away in to gentler hills on the eastern shores of the Water which is widely if not heavily settled by independent settlers in small fortified communities. The southern shore of the Water is sparsely populated - Locshore to the west is the nearest shore community, and beyond that only Oakbay. South of Tarinport however there is a wide valley between the Loc mountains to the west and the Kelis mountains to the east, and there is an easy route south to the Kingdom of Kelis that claims all the land from Ulbec Water in the south to the Loc mountains in the north. The kingdom patrols the trade-way from Tarinport's ferry station on the south bank of the river to its northern most town Locklan Down from sowing to harvest, albeit not as regularly as most merchants would like.

Tarinport Trading Post and Way Station

Tarinport is a small community on the north bank of the Torrel river built some eighty years ago to provide shelter for the north-south trade across the river from Far Drako Heights to Locklan Down and the other northern towns of the Kingdom of Kellis. It lies on the north shore of the river roughly three days sail from the Torrel falls and the head of the stairs that run down the cliff face adjacent to the falls to the ancient road that crosses the Carash hills below.

Tarinport is ruled by a Mayor, jointly appointed by the King's Reeve of the Northern Marches of Kelis, and the city elders of Fardrako Heights, from both of whom the mayor receives a small stipend and whom they are charged with representing in all matters in Tarinport. The mayor is the local magistrate and also appoints the port authority who manages the port and ferry. In practice, the village is run as an informal consultative dictatorship under the current mayor Antos Elec, in so far as for most major decisions he will call a village meeting and canvas everyone's opinion before making his decision. Antos is well



liked in Tarinport, and despite his openness to consultation, he can be decisive and forceful when necessary. The biggest issue facing the Mayor at present is the need for expansion – there is no room inside Tarinport's existing walls for more building, and most locals aren't happy about expanding the community, but the volume of trade makes it clear to Antos that the village needs to grow – and that requires money and man power from Fardrako and Kelis, and with it the likelihood of their taking a greater interest in the affairs of the village.

Tarinport was created where a small stream flowed in to a natural bay in the north bank of the river. The bay has been cleared and protected by a pier and a small fortified stockade built around space for a hamlet of a dozen or so houses. The walls are some eighteen feet high with 3 foot crenellations and an interior walkway some ten feet off the ground. The two gates, at the east and west of the community, are protected by thirty foot towers of two stories apiece (plus an open fighting platform forming the roof). A large tavern stands just inside the eastern gate and is the only true three story building in Tarinport (the four warehouses are as tall, but are open single storey buildings inside). The buildings are generally constructed from local stone, at

least for the ground floor, with wood used for the floors and upper storeys. Light and ventilation when the weather is clement are provided by double shutters for the most part (internal and external), although some of the northern houses (including those of the mayor and the master merchant) have horn plates in a frame set in to the openings, rather than an interior shutter, although they still have exterior shutters.

As a planned community, Tarinport boasts some unusual luxuries and amenities, especially for a community of its size. The original small stream that flowed in to the Torrel here has been channelled through a system of underground culverts and provides fresh water directly to all the northern houses, as well as feeding a communal well and water trough not far from the east tower. The waste water from all the current buildings (and the over spill from the water trough) is channelled through a different set of culverts that take the waste in to the Torrel river some way down stream of Tarinport itself. The streets of the village are cobbled throughout, and the quayside is a stout construction of hard wood piles, planking, dressed stone paving and mortared brickwork foundations.

The villagers are all free holders, their families owning their homes in exchange for undertaking

to help in the defence and upkeep of the village, ferry and the interests of Far Drako and Kelis in the immediate vicinity; all these details are laid down in the villages founding charter, a copy of which the mayor has (Far Drako and Kelis also have copies).

The villagers of Tarinport are proud of their community and look after each other: whilst there is no formal full time watch besides Olon Marak (a former soldier from Fardrako Heights appointed by the mayor to oversee the defence of the village), there is a part time militia (trained by Marak every Waterday) which provides one or two shifts of guards every night from dusk through to dawn of six able bodied people, depending on the time of year. Two are stationed “on call” in each tower, whilst a further two are “on shift” and patrol the curtain wall between the towers. Each gate and the wall patrol carry a bell with which to sound the alarm, and the whole community responds to an alarm bell as best they can – children going to places of safety with non-combatant adult family members, the rest congregating at whichever tower seems appropriate to assist in the defence of their community.

Olon Marak also acts as a constable if required – generally lawbreakers will be apprehended by the populace at large after a “hue & cry” is raised. There is a cellar in the west gate tower where prisoners can be held – typically drunks who've got too rowdy at the Eastgate Tavern. Next to the water trough there is a set of stocks which are also occasionally used for public punishment of minor offences. Capital crimes the Mayor would send to Locklan Down or Fardrako Heights for assistance. As a matter of course weapons of war cannot be carried openly in Tarinport except by the Watch or the sworn forces of the Kingdom of Kelis or Fardrako heights – bows should be unstrung, two handed weapons of war secured out of use, and one handed weapons “peace bonded” (tied off to one's belt so they can't be quickly drawn); wearing any significant amount of armour is likewise not allowed (and will attract a lot of comment). As a matter of course the Amith's will assume characters will want to store any weapons or armour in the tavern strong box, located in the kitchen.

Tarinport is thriving. In addition to the north-south trade across the river it also provides a

welcome stop over point for ships sailing between the Torrel falls, where the river tumbles down to the Plains of Silon, and the Water, the great fresh water lake at the heart of the Land of the lakes. River sailing is generally a daytime business (night sailing on the river is too risky so ships usually moor against the north or south bank at night) and Tarinport is roughly three days sailing with the river to the Torrell Falls, but only a day's sail west will put a ship on to the open lake, where there is no need to tie up at night. There is also a fair amount of trade with the small independent communities of the wild southern shore of the Water – the towns of Locshore and Oakbay and the outlying communities that look to them for protection.

People of Tarinport:

Antos Elec, current mayor of tarinport.

Human Man, 54 years old.

STR	16	Move	10	R Leg	5/8
CON	10	THP	22	L Leg	5/8
SIZ	12	MWL	11	Abdomen	5/8
INT	15	DB	+1D4	Chest	5/9
POW	9	PP	9	R Arm	5/6
DEX	11	TFP	28	L Arm	5/6
APP	15			Head	5/8

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	35	1D6+1+½db	60	20
Battle Axe	8	45	1D8+2+db	S	16
Heater Shield	8	40	1D3+db	C	20
Brawl	8	40	1D3+db	C	n/a
Grapple	8	35	special	C	n/a

Armour: Ring mail (5/1D6) - rarely worn

Skills: Bargain 40%, Dodge 30%, Etiquette 40%, Fast Talk 40%, Insight 40%, Knowledge (Law) 35%, Knowledge (Region: Land of the lakes) 45%, Language (Trader's Tongue) 35%, Language (Own: Lake Tongue) 65%, Perform (Oratory) 40%, Persuade 50%, Status 50%

Powers: none.

Possessions / Wealth: Affluent

Notes: Antos Elec is an affable, slim built but exceptionally fit middle aged man of slightly below average height. He is usually well, but never ostentatiously, dressed with flowing mostly grey hair and a full but neatly trimmed beard. His grand parents were amongst the first settlers in Tarinport and Antos remains fiercely devoted to this community.

Masir Soldath, priest of Iniryn.
Human Male, 32 years old.

STR	12	Move	10	R Leg	5/10
CON	14	THP	29	L Leg	5/10
SIZ	15	MWL	15	Abdomen	5/10
INT	13	DB	+1D4	Chest	5/12
POW	17	PP	17	R Arm	5/8
DEX	9	TFP	26	L Arm	5/8
APP	14			Head	5/10

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	4	35	1D6+1+½db	60	20
Battle Axe	8	45	1D8+2+db	M	16
Half Shield	9	40	1D3+db	C	15
Brawl	9	40	1D3+db	C	n/a
Grapple	9	35	special	C	n/a

Armour: Ring mail (5/1D6) - rarely worn

Skills: Bargain 40%, Dodge 30%, Fast Talk 40%, Insight 40%, Knowledge (Law) 35%, Knowledge (Region: Land of the Lakes) 45%, Language (Trader's Tongue) 35%, Language (Own: Lake Tongue) 65%, Perform (Oratory) 40%, Perform (Ritual) 40%, Persuade 50%, Status 45%

Powers: Allegiance Iniryn 63%

Spells: Divine Confusion, Divine Grace, Divine restoration, God's Wisdom, Sight of Faith, Words of Faith

Possessions / Wealth: Affluent

Notes: Masir Soldath is a load, cheery ox of a man. He is slightly ostentatiously (but shabbily) dressed with an unruly mop of brown hair. Whilst normally clean shaven, late in the day he will have a noticeable re-growth of beard and moustache. The rest of the village find gentle amusement in his obsessive shaving and his clumsiness, but he is genuinely well liked. He moved to the village some six years ago from Locklan Down in Kelis and thoroughly enjoys his life here.

Shiol Arnath, priest of Cro.
Human Male 62 years old

STR	13	Move	10	R Leg	3/8
CON	10	THP	22	L Leg	3/8
SIZ	12	MWL	11	Abdomen	3/8
INT	15	DB	+1D4	Chest	3/9
POW	19	PP	19	R Arm	3/6
DEX	11	TFP	25	L Arm	3/6
APP	15			Head	3/8

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	25	1D6+1+½db	60	20
Warhammer	7	40	1D6+2+db	M	16
Half Shield	8	45	1D3+db	C	15
Brawl	8	35	1D3+db	C	n/a
Grapple	8	40	special	C	n/a

Armour: Leather, Cuirbouilli (3/2D3) - rarely worn

Skills: Bargain 40%, Dodge 30%, Etiquette 40%, Fast Talk 40%, Insight 40%, Knowledge (Law) 35%, Knowledge (Region: Land of the Lakes) 45%, Language (Trader's Tongue) 35%, Language (Own: Lake Tongue) 65%, Perform (Oratory) 40%, Persuade 50%, Status 60%

Powers: Allegiance Cro 81%

Spells: Blessing of Faith, Cloak of Faith, Divine Insight, God's Shadow, Hammer of God, Mercy of God, Undo Enchantment, Words of Faith.

Possessions / Wealth: Affluent

Notes: Shiol Arnath is a small, severe looking man of considerable age. He is completely bald, apart from a pair of bushy white eyebrows and a well trimmed white beard that reaches to the middle of his chest. He dresses in exceptionally plain but sturdy clothes, and the villagers joke that he never smiles or laughs – this is not entirely true, but it is not much of an exaggeration. His father settled in Tarinport some ten years after the settlement was founded, and Arnath has lived here his entire life.

Jeren Tolcar, shipwright and port authority
(Harbourmaster)

Human Male 28 years old

STR	12	Move	10	R Leg	5/9
CON	13	THP	26	L Leg	5/9
SIZ	13	MWL	13	Abdomen	5/9
INT	12	DB	+1D4	Chest	5/11
POW	11	PP	11	R Arm	5/7
DEX	14	TFP	25	L Arm	5/7
APP	10			Head	5/9

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	30	1D6+1+½db	60	20
Broad Sword	7	35	1D8+1+db	M	16
Heater Shield	8	30	1D3+db	C	20
Brawl	8	30	1D3+db	C	n/a
Grapple	8	35	special	C	n/a

Armour: Ring mail (5/1D6) - rarely worn

Skills: Art (Shipwright) 65%, Bargain 40%, Craft (Carpentry) 55%, Craft (Sailmaking) 50%, Dodge 30%, Etiquette 40%, Fine Manipulation 35%, Knowledge (Law) 45%, Knowledge

(Region: Land of the lakes) 35%, Language (Trader's Tongue) 35%, Language (Own: Lake Tongue) 60%, Repair (Structural) 60%, Status 45%

Powers: none.

Possessions / Wealth: Wealthy

Notes: Jeren Tolcar is a plain, unassuming looking man with close cropped hair and a well trimmed moustache and goatee beard. He is also a pompous, arrogant man, full of his own importance and power as the port authority and harbourmaster, a post he inherited from his father (Pelen Tolcar) three years ago after Pelen passed away. Pelen was well liked in the village, but Jeren is regarded as a bit of a fool. He is a skilled shipwright however, and most folk wish he'd stick to that and let someone else deal with administering the docks.

Molin Serenten, Master Merchant

Human male 46 years old.

STR	11	Move	10	R Leg	5/9
CON	14	THP	27	L Leg	5/9
SIZ	13	MWL	14	Abdomen	5/9
INT	14	DB	none	Chest	5/11
POW	13	PP	9	R Arm	5/7
DEX	11	TFP	25	L Arm	5/7
APP	13			Head	5/9

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	35	1D6+1+½db	60	20
Battle Axe	7	45	1D8+2+db	M	16
Heater Shield	8	40	1D3+db	C	20
Brawl	8	40	1D3+db	C	n/a
Grapple	8	35	special	C	n/a

Armour: Ring mail (5/1D6) - rarely worn

Skills: Appraise 55%, Bargain 50%, Dodge 30%, Etiquette 45%, Fast Talk 55%, Insight 40%, Knowledge (Trade) 55%, Knowledge (Region: Land of the lakes) 45%, Language (Trader's Tongue) 45%, Language (Own: Lake Tongue) 65%, Persuade 50%, Status 48%

Powers: none.

Possessions / Wealth: Wealthy

Notes: Molin Serenten is a hale and hearty middle aged man originally from the Island City. He dresses well (ostentatiously by Tarinport standards), wears his hair long and is meticulously clean shaven. A shrewd judge of character and a canny negotiator, he relocated himself and his family to Tarinport ten years ago in order to profit from the growing trade both along and across the river. Whilst he is not entirely trusted, the villagers are coming to realise that whilst he is a merchant through and through, he does seem to hold Tarinport's interests a close second to his own profit.

Olon Marak, Senior Guardsman

Human Male 48 years old.

STR	16	Move	10	R Leg	7/9
CON	12	THP	26	L Leg	7/9
SIZ	14	MWL	13	Abdomen	7/9
INT	11	DB	+1D4	Chest	7/11
POW	15	PP	15	R Arm	7/7
DEX	11	TFP	28	L Arm	7/7
APP	15			Head	7/9

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	55	1D6+1+½db	60	20
Bastard Sword	7	60	1D10+1+db	M	20
Battle Axe	7	65	1D8+2+db	M	16
Heater Shield	8	70	1D3+db	C	20
Brawl	8	55	1D3+db	C	n/a
Grapple	8	55	special	C	n/a

Armour: Chain (7/1D8-1)

Skills: Climb 40%, Command 40%, Dodge 40%, First Aid 35%, Hide 35%, Jump 35%, Knowledge (Region: Land of the lakes) 45%, Language (Trader's Tongue) 30%, Language (Own: Lake Tongue) 55%, Listen 35%, Navigate 40%, Ride (Horse) 50%, Spot 40%, Status 40%, Stealth 40%

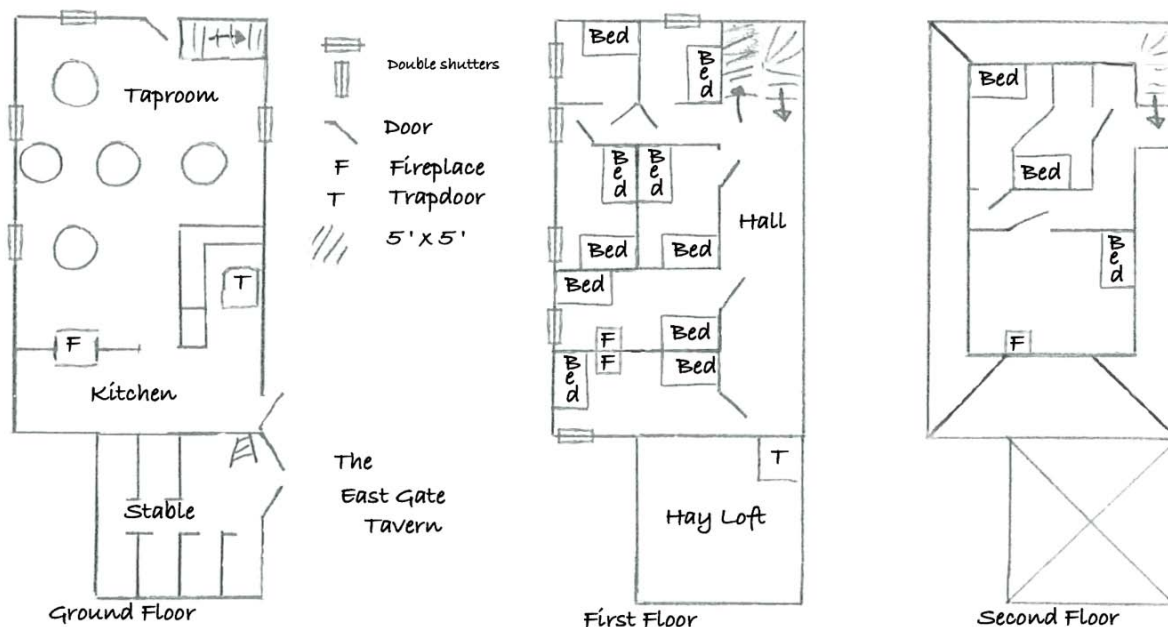
Powers: none.

Possessions / Wealth: Affluent

Notes: Olon Marak is heavy set athletic man, still strong and agile despite his years. He wears his hair and beard close cropped and dresses practically rather than for show, but is a commanding presence in any gathering. An experienced soldier from the city of Fardrako Heights he was "invited" by the city to take up residence in Tarinport to assist in running the local militia. Exactly what scandal was involved is unknown in the village and since the villagers are somewhat in awe of Marak's combat prowess, no one has dared pry too much. Marak himself is a reasonably able commander but lacks imagination and flair.

Typical Villagers

STR	12	Move	10	R Leg	5/9
CON	12	THP	25	L Leg	5/9
SIZ	13	MWL	13	Abdomen	5/9
INT	13	DB	+1D4	Chest	5/10
POW	11	PP	11	R Arm	5/7
DEX	11	TFP	24	L Arm	5/7
APP	11			Head	5/9



Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	35	1D6+1½db	60	20
Battle Axe	7	45	1D8+2+db	M	16
Heater Shield	8	40	1D3+db	C	20
Brawl	8	40	1D3+db	C	n/a
Grapple	8	35	special	C	n/a

Armour: Heavy Quilted (2/1D3-1) – worn on militia duty

Skills: Bargain 30%, Craft (As appropriate) 30%, Dodge 25%, Fast Talk 25%, Knowledge (Region: Land of the lakes) 25%, Language (Trader's Tongue) 30%, Language (Own: Lake Tongue) 65%, two others as appropriate.

Powers: none.

Possessions / Wealth: Poor

Notes: All able bodied villagers considered adults are expected to train with the militia and assist in the defence of the village and are drilled monthly on Starday by Olan Marak. The militia has had some experience – a large Orc raid was fended off early last year, and three years ago the militia successfully defended Tarinport against a (rather desperate) attack by a ship of aspiring pirates. But Olon Marak has no illusions as to the capabilities of the village militia and will not agree to anything he believes is beyond their reach.

The Eastgate Tavern

The Eastgate Tavern is a large, welcoming place run by Tobin and Jocasta Amith and their unruly mob of five children (Josh 8, Alicia 10, Merin 12, Orin 14 and Bantar 15), who live in the building and run the place as both a guest house for travellers passing through Tarinport and the main social centre for the local community.

The ground floor consists of a large taproom with five round tables and plenty of seating (a mixture of chairs, stools, and long benches against some walls). The main door is in the north wall with the stairs to the floors above immediately on your left as you enter. A large fire place stands in the southern wall, sharing its chimney with the kitchen beyond, which is reached through a door in the same wall. There is also a bar / counter area in the south east corner from where the Amith's serve dark ale and hearty, simple food (pot luck mostly, but less fish than one might expect). Special meals can be cooked to order (an advanced deposit is required) and there is a trapdoor in the floor that leads to the small cellar where the Amith's store non-perishable supplies, including a limited stock of bottled wines. Water is drawn every morning from the communal well in to large buckets carried on a barrow and stored in a large cistern in the kitchen, and topped up as needed during the day by sending one of the kids back to the well. There is a large copper bath stored in the kitchen, available on request, and a huge iron bound chest with a remarkably complex lock that serves as the tavern's strongbox. A door from the kitchen leads outside. To the rear of the building is a stable with space for six horses and a hayloft above (reached by a ladder to a light trapdoor) with a pitched roof.

The first floor has a long hall running from north to south on the east side with a short corridor running east west leading to a double shuttered window (no glass) in the western wall. Off the hall and corridor lie six guest rooms providing beds for 10 people: two single rooms, two twins and two twins with fire places, again sharing the

chimney. All bar one of the twin rooms have a double shuttered window of their own, all without glass or horn. All beds are wooden frames with rope supports and well stuffed mattresses of clean straw.

The family sleeps in rooms under the eaves on the second floor, where there are three rooms: two small cubby holes with bunk beds (shared between the children) and a larger bedroom cum sitting room that Jocasta and Tobin use.

People in the Eastgate Tavern:

Tobin Amith, Proprietor of the Eastgate Tavern
Human Male 34 years old

STR	14	Move	10	R Leg	6/9
CON	12	THP	27	L Leg	6/9
SIZ	15	MWL	14	Abdomen	6/9
INT	13	DB	+1D4	Chest	6/11
POW	11	PP	11	R Arm	6/7
DEX	12	TFP	26	L Arm	6/7
APP	13			Head	6/9

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	35	1D6+1+½db	60	20
Battle Axe	7	45	1D8+2+db	M	16
Heater Shield	8	40	1D3+db	C	20
Brawl	8	45	1D3+db	C	n/a
Grapple	8	50	special	C	n/a

Armour: Scale mail (6/2D4-1) - rarely worn

Skills: Appraise 35%, Bargain 40%, Craft (Cooking) 45%, Craft (Brewing) 45%, Dodge 40%, Etiquette 40%, Insight 40%, Knowledge (Region: Land of the lakes) 45%, Language (Trader's Tongue) 35%, Language (Own: Lake Tongue) 65%, Persuade 30%, Status 40%

Powers: none.

Possessions / Wealth: Affluent

Notes: Tobin Amith a shy, bear like man, tall and heavily built with a shock of dark hair and a thick full beard. A skilled brewer and cook he has worked at the Eastgate tavern with his wife Jocasta for many years, even before Jocasta's parents (the previous proprietors) passed away in the Great Plague of 835STE. Tobin is well liked in the village – not least because his ale and food is excellent, but the villagers also admire the hard work he and his family put in to the Eastgate Tavern. He is originally from Locklan Down but was apprenticed to Jocasta's father by his family when he was 8, since when he has lived in Tarinport.

Jocasta Amith, Proprietor of the Eastgate tavern
Human Woman 32 years old

STR	11	Move	10	R Leg	5/9
CON	15	THP	25	L Leg	5/9
SIZ	10	MWL	13	Abdomen	5/9
INT	16	DB	none	Chest	5/10
POW	12	PP	12	R Arm	5/7
DEX	13	TFP	26	L Arm	5/7
APP	17			Head	5/9

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	30	1D6+1+½db	60	20
Hammer	7	40	1D6+1+db	M	15
Half Shield	8	35	1D3+db	C	15
Brawl	8	35	1D3+db	C	n/a
Grapple	8	30	special	C	n/a

Armour: Leather, Cuirbouilli (3/2D3) - rarely worn

Skills: Bargain 40%, Dodge 30%, Etiquette 40%, Fast Talk 40%, Insight 40%, Knowledge (Law) 35%, Knowledge (Region: Land of the lakes) 45%, Language (Trader's Tongue) 35%, Language (Own: Lake Tongue) 65%, Perform (Oratory) 40%, Persuade 50%, Status 45%

Powers: none.

Possessions / Wealth: Affluent

Notes: Jocasta Amith is Tobin Amith's slender, elegant and charming wife. Acclaimed as the most beautiful woman north of the river and south of Far Drako Heights, Jocasta as a petite woman of roughly the same age as her husband. She was born in Tarinport (in the Eastgate Tavern) and has run the business since her parents were claimed by the plague in 835STE. She has been known to joke that she will never equal her father's business acumen when he took on an apprentice to ease his work load, and found an excellent brewer, cook and son in law.

Bantar Amith, Eldest Son
Human Male 15 years old

STR	14	Move	10	R Leg	2/8
CON	12	THP	23	L Leg	2/8
SIZ	11	MWL	12	Abdomen	2/8
INT	13	DB	+1D4	Chest	2/10
POW	13	PP	13	R Arm	2/6
DEX	13	TFP	26	L Arm	2/6
APP	15			Head	2/8

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	35	1D6+1+½db	60	20
Battle Axe	7	45	1D8+2+db	M	16
Heater Shield	8	40	1D3+db	C	20
Brawl	8	40	1D3+db	C	n/a
Grapple	8	35	special	C	n/a

Armour: Hard leather (2/1D6) - rarely worn

Skills: Bargain 30%, Craft (Brewing) 25%, Craft (Cooking) 30%, Dodge 30%, Etiquette 20%, Fast Talk 25%, Insight 25%, Knowledge (Region: Land of the lakes) 25%, Language (Trader's Tongue) 25%, Language (Own: Lake Tongue) 65%, Persuade 20%, Status 20%

Powers: none.

Possessions / Wealth: Affluent

Notes: Bantar Amith is the Amith's eldest son – a likeable lad, just this last mid-year passed through his naming and coming of age ceremony. Whilst he shows some of his father's skill and has some of his mother's gift for communicating with people and shows every sign of happily knuckling down to working in the family business and eventually taking it over, he still has occasional romantic dreams of taking to the open water as a dashing sailor, or the high road as a wandering freebooter and hero. Jocasta has encouraged Olon Marak to tell the boy the truth about a soldier's life, and Bantar himself is too smart to not to realise that the reality of life on the ships that ply the waters of the Land of the Lakes isn't going to match his day dreams – but he is young, and still dreams.

Merin and Orin Amith - "the terrible two"

Human Children 12 and 14 years old

STR	10	Move	10	R Leg	1/7
CON	12	THP	20	L Leg	1/7
SIZ	8	MWL	10	Abdomen	1/7
INT	12	DB	none	Chest	1/8
POW	11	PP	11	R Arm	1/5
DEX	13	TFP	22	L Arm	1/5
APP	12			Head	1/7

Weapon	SR	Att%	damage	Rng	Pts
Sling	3	35	1D8+1+½db	60	20
Dagger	8	45	1D4+db	S	15
Brawl	8	40	1D3+db	C	n/a
Grapple	8	35	special	C	n/a

Armour: Soft Leathers (1/1D6-1) - constantly worn

Skills: Climb 40%, Dodge 30%, Fast Talk 40%, Fine Manipulation 45%, Hide 40%, Insight 40%, Jump 40%, Listen 35%, Language (Trader's Tongue) 25%,

Language (Own: Lake Tongue) 60%, Persuade 50%, Sneak 50%, Spot 45%, Throw 45%, Track 35%

Powers: none.

Possessions / Wealth: Affluent

Notes: Merin is a boy, Orin his elder sister: despite the two (actually nearly three) years between them one would have to dunk both of them in the river several times to be sure which was which, as they are eerily similar in build and general appearance – and in the layers of dirt from their daily adventures. They are known throughout the village as the Terrible Two. Both are sweet kids when they can be stopped long enough to talk to, and when they are not engaged in some adult vexing escapade: up to and including petty pilfering – albeit they have as far as those who know are aware returned everything they've stolen and have never pilfered from guests at the tavern, to date. Tobin and Jocasta are increasingly concerned as to what they are to do about Orin, with her naming less than a year away. Merin and Orin themselves are constantly looking for new challenges and opportunities to test their courage – in the next year or two they will either come to their senses and settle down in the village, or stow away on a ship bound for the Island City to seek adventure.

Alicia and Josh Amith

Human Girl and Boy aged 10 and 8 years old

The youngest kids have no significant skills or stats. Unlike the Terrible Two, Alicia and Josh are chalk and cheese – Alicia is devoted to her father and takes every opportunity to work with him in the brewing and cooking of the Tavern's fair, whereas Josh loves the buzz of the taproom and whilst ostensibly assisting his mother serving spends most evenings listening to traveller's tales of the wider world beyond Tarinport. He is particularly enamoured of Harper's, and is firm friends with Talith Handry, the jongleur (itinerant news-monger and entertainer, a member of the Harper's guild) who travels the Locklan Down to Far Drako trade route and is a regular visitor to Tarinport.

Typical local traders from Fardrako Heights

STR	12	Move	10	R Leg	5/8
CON	11	THP	24	L Leg	5/8
SIZ	13	MWL	12	Abdomen	5/8
INT	13	DB	+1D4	Chest	5/10
POW	11	PP	11	R Arm	5/6
DEX	10	TFP	23	L Arm	5/6
APP	12			Head	5/8

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	35	1D6+1+½db	60	20
Battle Axe	7	45	1D8+2+db	M	16
Heater Shield	8	40	1D3+db	C	20
Brawl	8	40	1D3+db	C	n/a
Grapple	8	35	special	C	n/a

Armour: Ring mail (5/1D6)

Skills: Appraise 45%, Bargain 40%, Dodge 30%, Etiquette 35%, Fast Talk 35%, Insight 30%, Knowledge (Region: Land of the lakes) 35%, Language (Trader's Tongue) 35%, Language (Own: Lake Tongue) 65%, Perform (Oratory) 30%,

Powers: none.

Possessions / Wealth: Affluent

Notes: Whilst it is late in the year for river traffic and for long haul caravans between Far Drako and Locklan Down, short haul trade caravans on the north shore are still running, just. On the southern shore there are too few people between the shore and Locklan Down, but north and westwards of Tarinport towards Far Drako there are a fair number of small communities that are easily reached from the trade way between the two and where a canny trader can turn a tidy profit at this time of year. Even so, this team of half a dozen traders will likely not be back to Tarinport this side of Sowing. An affable, approachable bunch these fellows travel well armed and armoured, with pack animals carrying trade goods, rather than risk slowing moving wagons or carts that would make them an easier target for bandits or raiding Orcs.

On the Pride of Brinneg

The characters are in Tarinport to become passengers on the Pride of Brinneg, sailing from the Torrell falls to the Island City and due in Tarinport mid afternoon on the day the adventure begins. The Pride of Brinneg is probably one of the last mixed load vessels to make this journey this year: in the next few weeks the weather will close in and only cargo haulers will make the run from the Torrell falls back west. Another month from then and even the cargo haulers will lay up for the winter and will not be putting out again until the spring. Even the fishing boats will miss the worst and stay closer to home until the weather turns again in spring.

The pride is a single-mast, fore and after rigged sailing ship with single story forecandle and sterncastle's providing accommodation for the captain and paying passengers in the sterncastle and the ship's mate, ships food stores and the galley in the forecandle. Below the main deck there is a large communal quarters for the crew, the main cargo space, and two more cabins for paying passengers. The bilge lies beneath, accessible from a hatch in the cargo area when the crew need to add or remove ballast. She operates with a full crew (including officers) of fifteen, and can manage some forty tons of cargo. A more detailed description of the ship is given in part two.

Captain Hansett Tredayne commands the Pride of Brinneg. He is a stout but somewhat grizzled human male of some fifty years of age (he can't

quite remember when he was born) with iron grey hair and beard speckled white and intense blue eyes. Hansett has sailed the waterways of the Land of the Lakes all his life. Dun Craig on Brinneg Water is the closest thing to a homeport he has, but the Pride of Brinneg is his true love. He is a talented sailor and well respected by his crew, a taciturn, superstitious bunch of a dozen lake men, plus the tight-lipped and taciturn First Mate Josun of Keltir and the garrulous and foul mouthed orc known simply as Cook.

As to passengers, there are two NPC's in addition to any player characters on the Pride.

Albrus Shand is a scholar in the Harper's Guild. He is transporting a consignment of journals of historic interest back to the Island City. He is a plump, neurotic little man, slightly repellant because of his narrow minded obsession with scholarly matters. He dies and is replaced by the shape-shifting agent of the Dweller in the Depths during the night.

The other NPC passenger is a called Saran and is a high ranking member of the Harper's Guild. He has accompanied Shand (and his consignment) from Balryn Citadel as far as Tarinport, but is now leaving to pursue a private matter at the Monastery of the Ordos Drako in Fardrako Heights. He has a final meal with Albrus Shand in the Eastgate Tavern and will invite all the ships passengers (existing and those booked to join the following day) and Captain Tredayne to join them: having booked in advance, the Amith's are providing a veritable feast of roast goose. Afterwards Saran will retrieve his horse left at the Eastgate Tavern for him two days earlier by lay brothers from the monastery, and ride away in the early evening twilight. Sharp eyed characters (Spot rolls) may notice if they see the beast that it is an unusually beautiful and well proportioned chestnut mare: knowledgeable characters (Appraise, Ride (Horse) or suitable knowledge skills or character background) will realise it is in fact an elven steed; which may give them pause but is not further touched upon in this scenario.

It is possible that player characters may have journeyed with Shand and Saran from the Torrell Falls (or even Balryn Citadel) to Tarinport on the Pride of Brinneg – in which case the gamemaster should make sure the players are thoroughly briefed on the Pride of Brinneg and its passenger and crew, as they will have spent at least three days in close company with them.

People on the Pride of Brinneg:

Hansett Tredayne, captain of the Pride of Brinneg

Human Male 56 years old Sailor

STR	14	Move	10	R Leg	2/10
CON	16	THP	29	L Leg	2/10
SIZ	13	MWL	15	Abdomen	2/10
INT	14	DB	+1D4	Chest	2/12
POW	16	PP	9	R Arm	2/8
DEX	13	TFP	30	L Arm	2/8
APP	12			Head	2/10

Weapon	SR	Att%	damage	Rng	Pts
Medium Crossbow	3	45	2D4+2	50	20
Scimitar	7	55	1D8+1+db	S	19
Buckler	8	50	1D2+db	C	15
Brawl	8	45	1D3+db	C	n/a
Grapple	8	40	special	C	n/a

Armour: Leather, Cuirbouiilli (3/2D3) - rarely worn**Skills:** Climb 40%, Command 45%, Bargain 40%, Dodge 30%, Fast Talk 40%, Insight 40%, Knowledge (Region: Land of the lakes) 45%, Language (Trader's Tongue) 35%, Language (Own: Lake Tongue) 65%, Listen 40%, Navigate 40%, Repair (Structural) 50%, Spot 40%**Powers:** Alleigance Saelma 65%.**Possessions / Wealth:** Affluent

Notes: Hansett Tredayne is a stout man in late middle age – his weathered face and iron grey hair and beard (speckled with flecks of white) make it hard to guess his age, but not his long life on the rivers and lakes of the Land of the Lakes. Hansett himself can't clearly remember a time before he was aboard ship. He loves his ship, the Pride of Brinneg, and is devoted to her crew – but most of all he loves sailing and the changing mood of the water. Whilst he has never had any formal schooling in any priest hood and, like most sailors, presents the typical exterior of superstitious ignorance, he has Saelma's favour – all other factors being equal, and if it suits the fickle Lady of Waters, things related to water, weather and sailing tend to go Captain Tredayne's way – and if he survives the Lurker's attentions in this scenario, he will offer a generous sacrifice to Salema, further cementing her affections. This will most likely have no immediate impact on play in this scenario, but might provide gamemasters with a hook for future scenarios, depending on events, and also provides the gamemaster with a further avenue to affect the outcome of the storm sequence.

Albrus Shand Harper Scholar

Human male 45 years old Scolar

The real Shand is killed in Tarinport and replaced by Felkith Gree in disguise, no stats required. Shand is a rather

unpleasant man – not actually obnoxious but self absorbed and narrowly focused on his own scholarly concerns and a poor communicator. It's a bit of a relief to everyone that he goes to bed early.

Master Saran, Master Harper Prefecti Ordos Drako

Human male 48 years old

Saran disembarks at Tarinport and departs for Fardrako Heights the same evening so no stats are required. Master Saran is a senior member of the Harper's Guild who sponsored the recovery of the Mitosh artefacts Shand is escorting back to the Island City – as far Shand is currently aware, the artefacts are of academic interest only. Saran however is also a member of the Ordos Drako, and had hoped that the artefacts might provide clues to the location of an heirloom of the Odos Drako – as planned he has already inspected the artefacts and his departure to Fardrako heights is actually to report his findings to the Ordos. What they are is beyond the scope of the current scenario.

Cook, Ships Cook on the Pride of Brinneg

Orc male 30? years old

STR	20	Move	10	R Leg	1/8
CON	14	THP	24	L Leg	1/8
SIZ	10	MWL	12	Abdomen	1/8
INT	12	DB	+1D4	Chest	1/10
POW	10	PP	10	R Arm	1/6
DEX	16	TFP	34	L Arm	1/6
APP	6			Head	1/8

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	2	45	1D6+1+½db	60	20
Dagger	7	55	1D4+db	S	15
Brawl	7	40	1D3+db	C	n/a
Grapple	7	35	special	C	n/a

Armour: Soft leathers (1/1D6-1) - rarely worn**Skills:** Craft (Cooking) 60%, Climb 55%, Dodge 45%, Hide 40%, Insight 45%, Knowledge (Orc Lore) 45%, Knowledge (Region: Land of the lakes) 45%, Language (Trader's Tongue) 25%, Language (Own: Mountain Speech) 60%, Listen 40%, Navigate 35%, Spot 40%, Stealth 25%**Powers:** none.**Possessions / Wealth:** Poor

Notes: Cook is belligerent, foul mouthed and surly – everything one might expect of an orc. The crew of the Pride of Brinneg curse him and his food at every opportunity – and yet a glimpse inside the galley will reveal the cleanest and best ordered such small kitchen the PC's are ever likely to see, the food is the best they have tasted on any ship and careful attention to the by play between Cook and the Crew will reveal there is real affection hidden in the foul language. Cook is always as polite as he can manage with First Mate Josun and Captain Tredayne, who in turn treat Cook with clear respect.

And woes betide any passengers who mistreat or malign Cook in front of the crew.

First Mate Josun of Keltir
Human male 26 years old.

STR	15	Move	10	R Leg	3/9
CON	15	THP	27	L Leg	3/9
SIZ	12	MWL	14	Abdomen	3/11
INT	13	DB	+1D4	Chest	3/9
POW	12	PP	12	R Arm	3/7
DEX	11	TFP	30	L Arm	3/7
APP	15			Head	3/9

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	35	1D6+1+½db	60	20
Scimitar	7	45	1D8+1+db	M	19
Heater Shield	8	40	1D3+db	C	20
Brawl	8	40	1D3+db	C	n/a
Grapple	8	35	special	C	n/a

Armour: Leather, Cuirbouilli (3/2D3) - rarely worn
Skills: Climb 40%, Command 30%, Craft (Sailmaking) 35%, Dodge 30%, Insight 40%, Knowledge (Region: Land of the lakes) 45%, Language (Trader's Tongue) 35%, Language (Own: Lake Tongue) 65%, Listen 35%, Navigate 40%, Pilot (Boat) 40%, Repair (Structural) 40%, Spot 35%, Swim 40%
Powers: none.

Possessions / Wealth: Poor

Notes: Josun of Keltir is a stern, uncommunicative sailor with typical sailor's close cropped hair and beard. Like his captain, he has spent his whole life on sailing ships of one sort or another. Originally born in to a fishing family of Keltir on Grelbore Water, he shipped out with the Keltiran navy as a cabin boy from the age of 8. By the time of his majority he was heartily sick of the authoritarian regime maintained in the Keltiran Navy, so jump shipped at the Island City shortly after his naming and not long after joined the Star of Colmere, where he met then first mate Hansett Tredayne. The two got on, and when two years later Hansett left the Star to take command of the Pride of Brinneg, Josun happily followed him and has served on the Pride ever since.

Typical Sailor on the Pride of Brinneg
Human male, early twenties

STR	14	Move	10	R Leg	2/9
CON	12	THP	25	L Leg	2/9
SIZ	13	MWL	13	Abdomen	2/9
INT	13	DB	+1D4	Chest	2/10
POW	11	PP	11	R Arm	2/7

DEX	12	TFP	26	L Arm	2/7
APP	9			Head	2/9

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	35	1D6+1+½db	60	20
Battle Axe	8	45	1D8+2+db	S	16
Heater Shield	8	40	1D3+db	C	20
Brawl	8	40	1D3+db	C	n/a
Grapple	8	35	special	C	n/a

Armour: Leather, Hard (2/1D6) – rarely worn
Skills: Climb 35%, Craft (Sailmaking) 30%, Dodge 30%, Knowledge (Region: Land of the lakes) 40%, Language (Trader's Tongue) 35%, Language (Own: Lake Tongue) 65%, Listen 35%, Navigate 35%, Pilot (Boat) 35%, Repair (Structural) 35%, Spot 35%, Swim 40%

Powers: none.

Possessions / Wealth: poor

Notes: From Colmere water in the North to Ulbec water in the South, from Grelbore Water in the west to Lake Hesper in the East, the navigable rivers and lakes of the Land of the Lakes are the arteries of trade and communication that bind the kingdoms and principalities together. The sailors of the Pride of Brinneg are typical of the ships crews of the hundreds of vessels that make that possible – hard working, superstitious, poorly educated, taciturn with strangers, belligerent on shore leave and fiercely loyal to their ship and captain: whilst he's paying, one would normally say, but in fact Hansett Tredayne has a good reputation as a captain and inspires a high degree of loyalty amongst his crew.

Arrivals and Introductions

The Pride of Brinneg puts in to Tarinport a watch or so before sunset (at about 3PM). Saran invites his fellow passengers and Captain Tredayne to dine with him at the Eastgate tavern at sun down (about 5PM), as he has already arrange a fine meal and the Amith's have a brace of goose already roasting.

Any characters not on the ship will already be in Tarinport waiting to sail with the Pride of Brinneg the following morning, having arranged passage through the Port Authority (who acts as a broker for the vessels that ply the Torrel Falls run). As part of this arrangement they have a discounted room at the Eastgate Tavern. Saran, upon learning that they will be taking ship tomorrow will insist these characters join his dinner party.

Characters on the ship will also have rooms reserved at the Eastgate at a discount rate. Since Saran doesn't need his bed (he's leaving this evening) and he and Albrus were booked to share one of the rooms with a fire there are three double

rooms and one single room spare for player characters.

The meal will commence at 5PM (as the sun is disappearing behind the distant mountains west across the Water) in the tap room of the Eastgate Tavern. The Amiths have moved a couple of their usual round tables to one side and put up a trestle table with a cloth and the best (albeit not entirely matched) chairs for Saran and his guests. The locals congregate in a slightly surly fashion at the far side of the room, but Saran has a quiet word with the Amiths, and the atmosphere much improves when the locals receive a free round of drinks (as recompense for the disruption) – and become positively jolly when, after a thoroughly satisfying meal, Saran regales the entire room with a few songs and stories from far off Balryn Citadel and points beyond.

Saran is a genial and adaptable host, deflecting serious enquiries about Shand's mission or his own interests, and keeping his guests entertained during dinner, and putting the whole tap room in a good mood afterwards. Saran departs about a watch after the meal commences (about 7PM) and the trestle table is cleared down and the round tables restored. Albrus Shand retires almost immediately, such gatherings clearly not to his taste. Groups that enjoy social diversions will want to explore the role playing possibilities here, and the gamemaster should make sure he has a full command of the various NPC's as the taproom will be packed – this is the last such occasion Tarinport will see this side of Sowing, so the locals will make the most of the opportunity to hear (and spin) tall tales, learn and spread gossip and generally feel connected to the wider world.

It is assumed the characters remain in the common room socialising with the villagers until the attack on the gate commences and groups that don't enjoy this sort of social diversion can of course skip over the socialising with a few descriptive words from the gamemaster.

The Murder at the Gate

At the start of the mid-evening watch or a little later (about 9PM) a band of half a dozen orcs (Grinak's Gang) will attack the east gate: two will sneak over the east wall between the gate and the river and open the gates for their

companions outside. Grinak's gang have been hired by the huldrefolk wizard Felkith Gree to provide a distraction whilst he slips in to the village and “replaces” Albrus Shand. Events develop as follows:

Round 1

Two orcs, having successfully climbed the east wall unnoticed attempt to open the gates for their companions outside. One of the gate guards spots them as they are lifting the bar that normally holds the gate shut.

Round 2

Guard 1 in the east tower starts to ring the alarm bell, whilst guard 2 grabs a loaded medium crossbow and shoots at the orcs. The orcs drop the bar and charge the guard tower window. PC's get hard listen rolls to hear the alarm. Felkith casts Lift and goes over the west wall. Guards 3-6 (on the walls and in the West tower) turn their attention eastwards. The orcs outside push the gate open.

Round 3

Guard 1 keeps ringing the alarm bell and yelling. Guard 2 reloads his medium crossbow. One orc is dead, the other (now by the tower window) lights an alchemical fire pot and throws it through the window. Felkith Gree crosses the village. The gate is opened. Characters get a routine Listen roll to hear the alarm. Guards 3 and 4 (on the walls) start sprinting towards the east gate. Guards 5 and 6 double check the west gate is secure.

Round 4

Guard's 3 and 4 arrive (from the walls), Guard 2 is on fire, Guard 1 flees the tower, still ringing the bell. Characters get an easy Listen roll to hear the alarm (as does everyone else in the Eastgate Tavern...). Guards 5 and 6 take their medium crossbows up to the fighting platform on the West tower and scan the countryside beyond for potential attackers.

Round 5 (and beyond)

Matters develop according to player action and gamemaster adjudication. Bear in mind that characters bows, two handed weapons of war and heavy personal armour will have all been stored in the strong box in the Eastgate tavern.

The orcs have been hired by Felkith Gree (a huldrefolk Wizard in the service of the Dweller in the Lake) to provide a distraction whilst he sneaks in and takes the place of the Harper's Guild

messenger in the Eastgate Tavern (Albrus Shand). Gree outlined the orcs assault plan for them, and supplied the fire pot, as well as paying the orcs handsomely (he spun them a tale about being a disgruntled homesteader and plied them with ale, as well as giving Grinak a steel sword and a cache of further supplies of ale), but **did** not explain his own plans or intentions. The orcs have been told that a consignment of livestock has been delivered to the docks at Tarinport today and that they should find them not far from the gate – when they realise they have been lied to they will be very annoyed, but will also at that point probably retreat. Whilst the characters and towns folk deal with the attack and resultant fire, Gree uses his Lift and other spells to enter the village from the opposite side to the commotion, break into Albrus Shand's room in the Eastgate Tavern and murder him. He then uses his innate gift of Divine Glamour to make himself look like Shand.

The characters will need to help the towns folk out if there isn't to be a major problem with the fire. However, if the characters deal with the orcs quickly, then the townsfolk will be able to get the fire under control reasonably quickly. This is intended to be a fun and action packed sequence – GM's should make the most of the challenging conditions, without penalising the players excessively, and reward player inventiveness. Grinak's gang is notionally half a dozen orcs with a fair degree of resolve and determination. Gamemasters who need to vary the challenge the attack represents for the player characters should consider adding more orcs, or varying their skill levels or courage, but whatever happens the orcs should **not** fight to the death – they are wild savages, not stupid or fanatical. Spot rules that might prove relevant include Cover, Darkness (it is definitely semidarkness when the fight starts), Disarming, Fire & Heat (if gamemasters want the characters to have a chance of rescuing Guard 2, and for the spread of the fire), Stunning or Subduing (if the characters go for prisoners) or possibly Volley Fire.

Grinak, aspiring Warlord
Orc male, 26 years old

STR	22	Move	10	R Leg	5/8
CON	12	THP	24	L Leg	5/8
SIZ	12	MWL	12	Abdomen	5/8

INT	11	DB	+1D6	Chest	5/10
POW	11	PP	11	R Arm	5/6
DEX	16	TFP	34	L Arm	5/6
APP	7			Head	5/8

Weapon	SR	Att%	damage	Rng	Pts
Composite Bow	2	35	1D8+1+½db	120	12
Bastard Sword	6	45	1D10+1+db	S	20
Spiked Shield	7	40	1D3+db	C	20
Short Spear	7	35	1D6+1+db	C	15
Short Spear (thr.)	2	35	1D6+1+ ½db	15	15
Brawl	7	40	1D3+db	C	n/a
Grapple	7	35	special	C	n/a

Armour: Ring mail (5/1D6)

Skills: Climb 55%, Dodge 40%, Hide 35%, Knowledge (Orc-lore) 35%, Language (Lake Tongue) 25%, Language (Mountain Speech) 60%, Listen 50%, Ride (wolf) 50%, Sense 35%, Spot 45%, Stealth 40%, Track 30%, Status 45%

Powers: none.

Possessions / Wealth: Poor. However, the fine steel bastard sword he wields is clearly an anomaly in the hands of a wild orc.

Notes: Grinak likes to think of himself as a cunning warlord – he's actually a jumped up thug who was cast out of his own tribe for staging an ill-advised coup whilst his uncle, the Chief, was away raiding. A few lads stayed loyal and he's eked out a living for his band over the last couple of years raiding the fringes of civilisation and weaker tribes where they can. Grinak still dreams of glory and plunder and returning in triumph to his tribe, so was easily swayed by Felkith Gree's honeyed words of an easy prize for the taking at Tarinport and the gift of the fine sword.

Grinak's gang (typical orc *unjaat* war band)

STR	16	Move	10	R Leg	5/7
CON	11	THP	21	L Leg	5/7
SIZ	10	MWL	11	Abdomen	5/7
INT	10	DB	+1D4	Chest	5/9
POW	10	PP	10	R Arm	5/6
DEX	14	TFP	27	L Arm	5/6
APP	6			Head	5/7

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	3	35	1D6+1+½db	60	20
Battle Axe	8	45	1D8+2+db	S	16

Heater Shield	8	40	1D3+db	C	20
Brawl	8	40	1D3+db	C	1/a
Grapple	8	35	special	C	1/a

Armour: Ring mail (5/1D6)

Skills: Climb 50%, Dodge 35%, Hide 30%, Knowledge (Orc-lore) 30%, Language (Lake Tongue) 25%, Language (Mountain Speech) 50%, Listen 45%, Ride (wolf) 45%, Sense 30%, Spot 40%, Stealth 35%, Track 30%

Powers: none.

Possessions / Wealth: Poor

Notes: Typical wild orc. Most young orcs have to leave their tribes for a time on *unjaat* – a form of “holy wandering” during which they test themselves before the Sister in the Hunt (Esharni) and the Brother in the Bleeding (Anir) – once they have achieved enough experience hunting and raiding for themselves, they can approach a tribe (their own birth tribe or another) and ask leave of the Chieftain to join. Their claim is then evaluated in a *junaat* – a ceremonial feast is held and all the applicants (there are often several, as young orcs will band together whilst on *unjaat* for safety) recount their successful and unsuccessful hunts and combats under the scrutiny of the Chieftain and his council. Orcs who have shown skill and cunning (in both victory AND defeat) are accepted in to the tribe – those who lie about their exploits are refused entry, and it is said the Shaman will always know if a supplicant lies. The easiest way to insult an orc is to call them *ulti tinjaat* – teller of a false journey. The results will almost always be a mortal combat.

Aftermath

Both Antos Elec (the current mayor of Tarinport) and Masir Soldath (the resident priest of Iniryn) will be very effusive in their thanks for decisive, positive action by the characters. Shiol Arnath, the local Priest of Cro, will be far less effusive, but **will** offer healing to any injured characters who clearly assisted with the defence of the village and Antos and Masir will reimburse the PC's the cost of their journey on the Pride of Brinneg as a gesture of thanks from the village. The Amith's will insist the PC's have their room and board at the Eastgate for free.

Unless the characters are excessively paranoid, very thorough and exceptionally lucky, they won't discover Gree's presence tonight. If they think to check up on Albrus Shand, his door is locked and it will take repeated knocking to “rouse” Shand – who will initially be extremely annoyed at being “woken up”, but will be very contrite as soon as the circumstances are made clear to him. He will offer to assist binding wounds, or wherever the characters think best. Felkith Gree is, being huldrefolk, particularly adept at passing himself off as someone else, and fortunately, Shand had no arcane or divine

power. As per the description of huldrefolk special Divine Glamour ability, Gree's shadow remains in his own huldrefolk form – but since that's not too dissimilar to a human one, there is no chance anyone will detect him via this means at night, and Gree will be careful to feign illness the next day to avoid spending any length of time above decks in direct sunlight that might allow people a chance to notice his anomalous shadow.

Part Two – On The Water

The following day dawns cold and misty and the characters hurriedly pack and depart the Eastgate tavern, as to Captain Tredayne's genuine regret he cannot spare time to stay and assist the folk of Tarinport in repairing the damage from the nights raid. If no one checked on him or woke him last night, “Albrus Shand” (Felkith Gree) will be apparently appalled at the previous nights events, but claim to have slept through the commotion.

The Pride of Brinneg sets out a full watch after dawn (about 8AM) and makes good progress, reaching the vast open expanse of the Water by late morning. The ship transitions easily from the relatively smooth running of the river to the rolling, wind driven swell of the Water, but some of the passengers may not: gamemasters should decide whether Stamina rolls are in order for characters to cope. “Albrus Shand” is certainly one who finds it all a bit much and retreats to his cabin if he hasn't already. The captain will invite the characters to dine with him that evening. The PC's have a days worth of role-playing with the ships crew, and the evening meal with Tredayne (a late supper that won't commence until well after sundown – about 7PM).

On Board the Pride of Brinneg

The Pride is about 27.5m long and some 8m across at its widest. The ship requires water of at least 2.5m depth to sail in safely (its draught) and the main deck guard rails are some 2.75m above the waterline, and a little under twice that on the single storey flying decks (fore- and stern-castles). All doors on the ship are 1.8m high and 0.6m wide and of stout wooden construction; all are normally shut and several are locked: from the below deck cabins to the hold, from cabin #1 to the secure stores and from the main stores to the secure stores. Captain Tredayne and First Mate Josun both have keys that will open all the doors, and the locks frankly aren't that impressive if characters attempt to pick them – given characters attempting to do so a +15% to Fine Manipulation

if attempting to pick the locks. There are portholes in all the cabins, the galley and crew area (two for the deck cabins and the crew area, one in each of the other areas). All portholes are 0.6m square and are square openings cut into the ship's hull which can be closed and fastened from the inside by hinged and bolted wooden shutters on both the outside and inside – both the outer and inner shutters are lined with rope gaskets to help keep water out in high seas or stormy weather. Crawling through an open porthole can be managed by any creature of SIZ 9 or less, but only those of SIZ 6 or less can do so easily; anyone of SIZ 7, 8 or 9 must rid themselves of any large extraneous carried (weapons etc) or worn items (armour or heavy clothing). Creatures of SIZ 10 or greater cannot get through. There is a hatch in the floor of the cargo space that leads down in to the bilges at the bottom of the ship to allow for manual adding of ballast, and also so sailors can clear the intakes for the bilge pumps if they get blocked – possibly the least popular job on the ship.

The *Pride of Brinneg* is a wooden ship so fire is a potential hazard. However the vessel will not burn readily since everything is fairly damp, and whilst afloat there is plenty of water to hand to damp down fires. Apart from Cook's supply of coal for the galley fire the *Pride* carries no accelerants. Two lever operated bilge-pumps are situated on the main deck amid ships and connected to the bilges via lead pipes that run down through the cargo space. They must be constantly manned if the ship is taking on water due to high seas or storm conditions, and are ideally operated by two people each, although a single person can operate one at a pinch.

The Pride of Brinneg

Currently, there are no BRP sailing rules available, although previous incarnations of the game have had them. They were last in print in the *Elric!* supplement *Sailing on the Seas of Fate* and the BRP Gamemaster Book monograph. The former was, as of writing this, still available from Chaosium. The *Pride of Brinneg* is presented here in stats compatible with those sources.

Hull Type: merchant

Hull Quality: 9

Seaworthiness: 22

Structure Points: 45

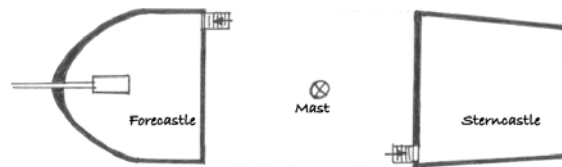
Length: 27.5m Beam: 8m

Freeboard: 2.75m Draft: 2.5m

Capacity: 40 tons

Crew: 15 (captain, mate, Cook & a dozen crew)

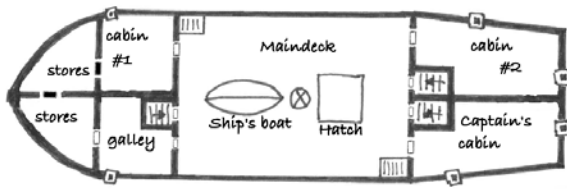
The ship has a capstan on the forecandle deck for raising and lowering the ships anchor. The *Pride* is a “fore and aft rigged” ship with a bow sprit and one main mast, being steered from the stern-castle by a tiller bar controlling the ships rudder. Persons on the foreward half of the sterncastle deck therefore need to be alert to avoid being swept over board by the boom during tacking.



The main deck has the ships boat stowed forward of the main mast, lashed upside down to the deck. To the rear of the mast is the large hatch that gives loading and unloading access to the cargo space. The hatch can in fact be opened in sections, and a man sized hatchway on the port side nearest the mast gives access to a stairway leading down in to the hold. Stairs to the front on the starboard side of the main deck lead up to the forecandle deck, and in the centre down to the crew's quarters. To the rear of the main deck stairs on the port side lead up to the stern-castle deck, whilst two sets of stairs in the centre lead separately to the below deck cabins in the stern of the ship.

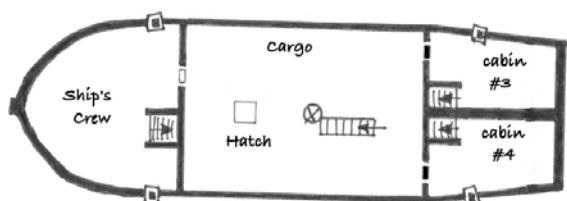
The forecandle contains two storage areas for ships supplies in the front two compartments, the starboard one being kept locked and containing valuable ships items (perishable food stuffs, pitch and tar for ships repairs, valuable tools etc.) and the port one used for less valuable or more frequently used items. Immediately in rear of these stores and with access to both lie on the port side the ship's galley (domain of Cook – he even sleeps in a hammock in the galley at night) and Cabin #1. The later is smaller than the other cabin's and usually used by First Mate Josan – if however the *Pride* is carrying sufficient passengers to warrant it, Josan will bunk with the crew below decks and this cabin will be made available to a paying passenger. It is small however, with only room for one such passenger.

The stern-castle contains two cabins. On the port side lies Captain Tredayne's cabin, and to the starboard side lies cabin #2, usually reserved for the highest status paying passengers – Master Saran and Albrus Shand were in this cabin for the journey to Tarinport, but “Albrus Shand” will “generously” relinquish his claim on the larger cabin and offer to move in to cabin #3 or 4 rather



than share with a player character upon the ships departure from Tarinport. Tredayne's cabin has a small cot tucked against the central bulkhead and a surprisingly large table that doubles as the captain's desk, chart table and dining table as needed. The other cabin is more cramped, having two beds and storage – at a pinch a hammock could be slung to accommodate a third person.

Below decks things are a little more cramped. At the front of the ship is a large compartment in which most of the crew (including possibly the first mate but excluding Captain Tredayne and Cook) sleep communally – it is a web of hammocks with little privacy and, despite the portholes to port and starboard usually rank with the smell of unwashed bodies. The main cargo space takes up the middle of the ship, with the mast running down through the centre. The *Pride* is currently carrying a mixed cargo – mainly preserved animal hides from the plains of Silon, some bolts of cloth and barrels of wine from Balryn, plus a consignment of Khazor steel intended for the dwarven hold at the Island City. There is also a large padlocked (a fine quality lock, -15% to Fine manipulation) and water proof sea chest that contains the artefacts “Albrus” is escorting back to the Island City, and which Gree is here to steal. In front of the mast on the floor lies the hatch to the bilges. To the rear of the mast there is a stairway that leads to the main cargo hatch on the main deck, and there are doors in the rear bulkhead from the cargo space to the below deck cabins. These are normally kept locked when there are passengers occupying the cabins, such as on this trip. Cabin's #3 and 4 are similar to cabin #2 but somewhat more cramped – there is no room for a hammock and third occupant.



The Last Supper...

At between 9 and 10PM Gree will set his dastardly plan to retrieve the journals and destroy the *Pride* with all hands aboard in motion.

Rounds 1 - 8

Depending on which cabin Albrus/Gree is in, he may have to talk his way past the night watch to get from his cabin to the starboard below deck cabin (#3). With luck, he will have already arranged to move in to this cabin, but either way, once in Cabin #3, Gree lets a rope down from there. The rope allows the Drowned Men to come aboard and once they are all aboard Gree sneaks in to the forward crew compartment and casts Control on the sleeping crew. The Drowned Men climb aboard at the rate of one per round; assume there are six in total. The chance of characters noticing anything amiss during this initial phase is vanishingly remote.

Round 9

Once he's sure all of the crew are under the effects of the Control spell (assume he is successful with the spell), Gree will use the remainder of the magic points in his focus to cast Speak To Mind to contact the Dweller in the Lake and inform it that the plan has commenced. The Drowned Men enter the crew compartment and start murdering the Controlled crew.

Round 10

Gree communes with his master. The Drowned Men finish killing the crew.

Round 11

Gree re-enters the hold with one of the Drowned Men and attempts to secure the chest contain the artefacts. The rest of the Drowned Men make their way stealthily on to the main deck up the stairs from the Crew Quarters - one is tasked by Gree to deal with Cook, the others to strike at the night-watch on the stern-castle deck. The Dweller summons a storm – this will build slowly over the next few minutes, as the GM requires to provide a dramatic back drop to unfolding events, but its full fury is at least fifteen minutes away. Exceptional success at *hard* Listen rolls will draw characters attention to the fact that something is up on deck this round (odd sounds of stealthy movement).

Round 12

The Drowned Men cross the main deck stealthily, the Drowned man tasked with dealing with Cook positions itself outside the galley and waits.

Normal successes at *hard* Listen rolls allow characters to hear the sounds of stealthy movement on deck. Gree and the Drowned Man assisting him move the chest in to the Crew Quarters. Cook hears something outside and arms himself.

Round 13

The Drowned Men rush up the stairs to the stern-castle deck and attack the night-watch, and one bursts in to the galley. One of the two sailors on night-watch dies with a piercing scream – *easy* Listen rolls mean characters hear this, the sound of running feet or Cook's bellow from the galley. Gree reaches the top of the stairs from the Crew Quarters, the Drowned Man is behind him with the sealed chest. Cook cleaves the skull of the Drowned man in the Galley.

Round 14

Gree and the Drowned Man move to the guard rail on the starboard side of the main deck, nearest the stairs to the fore-castle deck. There are four Drowned Men on the stern-castle fighting with the surviving night-watchman, one with Gree and one dead in the galley. Gree and the Drowned Man are lifting a large sea chest to throw it over the side.

Round 15

Gree drops the chest over the side, and follows himself immediately afterwards. The Drowned man with him (if not already engaged with Cook), attacks the nearest surviving non Drowned Man. The other night-watch will die this round unless the characters have intervened.

Round 16

From as early as round 11 or 12 (depending on the characters success at Listen rolls) but certainly from this point matters will unfold entirely depending on character actions.

Gree's only interest is to get the chest, and himself, off the ship before the storm his master has called hits. The Drowned Men are expendable and he will happily let the characters butcher them all if it permits his escape with the sea chest. Cook is ferociously loyal to Tredayne and the ship, so he will likely try to prevent Gree and the Drowned Man escaping with whatever it is they have stolen. Characters may however have difficulties in assisting Cook (and thus preventing his death)

as there are four Drowned Men on the stern-castle deck tasked with preventing anyone interfering with Gree's departure who will attack characters as they emerge from the captains cabin. Tredayne is less bothered about material wealth than his crew, so will be keen to prevent Cook's death – but he will also rapidly realise the implication of the absence of the First mate and crew from the decks and will then fly in to a towering rage and recklessly attacks Gree and any remaining Drowned Men on the deck as though under the effects of a Fury spell.

Gamemasters should bear in mind that this fight occurs at night, with the only illumination initially being that spilling from Tredayne's cabin, the galley and the storm lantern on the stern-castle deck – whilst the Darkness spot rule may again be relevant, gamemasters might want to consider whether instead the combination of swell rolling the ship and low, unsteady light, makes the deck an Unstable Surface for fighting, instead of imposing the semi-darkness penalties.

It seems likely that Gree will escape, leaving the characters, Cook and Captain Tredayne to deal with the Drowned Men, who will fight fanatically until hacked to pieces. This should be a hard, dramatic fight and since no major immediate combat scenes follow, don't be too concerned about injuring characters at this point: but bear in mind that the storm is building through the later part of this fight. Tredayne at least will, once out of combat, realise fairly rapidly that there is something very awry with the weather. Whatever has happened to Gree and the chest he stole is now irrelevant – a severe, unnatural storm is bearing down on the Pride of Brinneg and as the grisly scene in the crew quarters attests the characters and whoever out of Tredayne and Cook survived will have to crew the Pride themselves through this crisis if any of them are to have any hope of survival.

Drowned Men, Undead Servants

STR	17	Move	10	R Leg	2/10
CON	15	THP	28	L Leg	2/10
SIZ	13	MWL	14	Abdomen	2/10
INT	6	DB	+1D4	Chest	2/12
POW	-(9)	PP	-(9)	R Arm	2/7
DEX	11	TFP	32	L Arm	2/7
APP	3			Head	2/10

Weapon	SR	Att%	damage	Rng	Pts
Short Spear	8	35	1D6+1+db	C	15
Short Spear (Thr.)	8	35	1D6+1+½db	15	15
Scimitar	8	45	1D8+1+db	S	19
Buckler Shield	9	45	1D2+db	C	15
Brawl	9	35	1D3+db	C	n/a
Grapple	9	35	special	C	n/a

Armour: Hard Leather (2/1D6)

Skills: Climb 60%, Dodge 50%, Sense 50%, Swim 75%

Powers: Half damage from crushing weapons. Immune to Bleeding special effects. Non-flammable: half damage from fire effects. Immune to suffocation / strangulation, Exposure, Hunger or Thirst. Super Sense (Dark Vision) and Super Sense (Infrared Vision) both at level 6.

Possessions / Wealth: n/a

Notes: These poor unfortunates died at various times in the last fifty or so years on the Water and the Rights of the Dead were not said for them – unshriven, they were left vulnerable to the Dweller's dark calling, and now serve their dark master and through him the Unweaver.

Felkith Gree, Servant of the Dweller
Huldrefolk Wizard, 135 years old

STR	19	Move	10	R Leg	5/13
CON	24	THP	37	L Leg	5/13
SIZ	13	MWL	19	Abdomen	5/13
INT	16	DB	+1D6	Chest	5/15
POW	18	PP	18	R Arm	5/10
DEX	19	TFP	43	L Arm	5/10
APP	1			Head	5/13

Weapon	SR	Att%	damage	Rng	Pts
Self Bow	2	35	1D6+1+½db	60	20
Battle Axe	7	45	1D8+2+db	S	16
Heater Shield	8	40	1D3+db	C	20
Brawl	8	40	1D3+db	C	n/a
Grapple	8	35	special	C	n/a

Armour: Ring mail (5/1D6) - rarely worn

Skills: Bargain 40%, Dodge 30%, Etiquette 40%, Fast Talk 40%, Insight 40%, Knowledge (Law) 35%, Knowledge (Region: Land of the lakes) 45%, Language (Trader's Tongue) 35%, Language (Own: Lake Tongue) 65%, Perform (Oratory) 40%, Persuade 50%, Status 50%

Powers: Huldrefolk powers: Innate Skill bonuses (factored in above); Divine Glamour at will (8 likenesses, SIZ 10 – 16, does not change shadow); Super Sense (Dark Vision) 9

Wizardry Spells: Control 60%, Counter magic 45%, Dark 50%, Diminish 35%, Dispel 50%, Dull 60%, Heal 45%, Illusion 45%, Invisibility 35%, Lift 55%, Perception 40%, Protection 50%, Seal 45%, Speak to Mind 60%, Unseal 55%, Vision 45%, Wound 55%
Possessions / Wealth: Affluent. Wizard's Staff – Felkith's staff takes the form of a short carved white rod with rounded ends – close examination will reveal that it is a human humerus, from a child of approximately ten years of age. It stores 16 power points and Felkith would never use it for physical combat.

Notes: Felkith Gree is a typical huldrefolk: a suave, subtle and utterly compassionless devotee of Corruption, deceit and Unmaking. He delights in cruel deceptions and tormenting surface folk, but is capable of iron hard discipline and the folk of Tarinport are fortunate, as he devotes all his energies in the current adventure to obtaining the basket of Mitosh artefacts and leaves the villagers unmolested (bar his diversion with Grinak's gang of thugs). The passengers and crew of the Pride are equally fortunate, in that his masters timetable precludes and of the sort of "playfulness" Felkith would normally prefer – but gamemasters should bear it in mind if they choose to have Felkith make a subsequent appearance.

The Storm

The storm summoned by the Dweller in the Depths will build up quite rapidly and the characters have a crisis on their hands – the ship needs to either batten down to attempt to ride out the storm or try and run before it: but the characters will have to crew the ship themselves, and they may well NOT have the expertise. The gamemaster is advised to manipulate events to ensure that at least one Captain Tredayne or Cook DO survive the fight with the Drowned Men if the characters have no sailing expertise, so they can act as advisors in the crisis.

Currently, there are no in print BRP rules for sailing ships as noted earlier – GM's may have access to the *BRP Gamemaster Book* monograph which contains such rules from an earlier iteration of the game, and the entirely BRP compatible supplement *Sailing on the Seas of Fate* is at the time of writing still available from Chaosium's website. The following notes on running the storm are directly derived from those in the *BRP Gamemaster Book*.

Captain Tredayne, or any character with an appropriate profession (e.g. Sailor) and even rudimentary skills in Pilot (Ship) or Navigation will quickly realise that the storm is too big and powerful for the Pride to ride out – the characters only option is to run ahead of the storm for the southern shore of the Water. Tredayne, Cook, or suitable Knowledge or Navigation skill rolls for characters with the right background will warn them however that they need to be careful of the reefs and sand banks between Locshore and Oakbay – the storm is likely to push them west as

well as south, throwing them towards what are known as the “southern teeth of the Water.”

Ideally one character who has the Command skill should be put in charge – they may know nothing about ships and sailing, but it is important that all orders come from a single recognised source, and the Command skill is the one that allows a characters to co-ordinate a team or crew; alternatively gamemasters should allow a characters with no Command skill but a good Pilot (Ship) skill to take this role if that's what the characters decide – but substitute **half** the characters Charisma roll for Command if this is the case. Tredayne has Command, as well as the suitable knowledge and experience, but typically the gamemaster will prefer to put a player character in the hot seat – Tredayne should be too injured to take command, but can if necessary be up to offering advice to the character in command. Whoever is in charge must however have access to **someone** with Pilot (Ship) skill if they don't possess the skill themselves. Rolls against Pilot (Ship), whether it is the commanding characters own skill or that of a non-player character, will be limited to the commanding characters Command skill as their own or someone else's expert seamanship will be limited by how well the crew understand and execute their allotted tasks. Other characters will have to follow the directions of the character in charge and attempt to do three things – keep the ship seaworthy during the storm (pumping out the bilges, keeping hatches and portholes secured etc.); keep the ship running ahead of the storm at best possible speed without the sails, rigging or masts failing; and keeping themselves and their ship mates alive. Have the characters (or the commander) divide themselves amongst these three roles as they deem suitable.

The full fury of the storm arrives some fifteen minutes after the Dweller was contacted by Gree and commenced the summoning. It drives before it a thunderous squall of rain that renders the decks swimming with water, and will wash anything unsecured (corpses left from the fight for example) off the deck. If Tredayne, Cook or one of the characters hasn't already thought of it, someone should realise (*easy* Idea rolls) that the hatches all need sealing, and that the bilge pumps need manning. Plus the mainsail needs reefing in (lowering and reducing in area).

What follows is a proposed schedule for the storm – the gamemaster is encouraged to adapt this to suit the dramatic opportunities and necessities of their specific game. The storm strikes in the first hour as a fresh gale and lasts for four or five hours in total. Each hour, if the wind strength is greater than the ship's seaworthiness, the gamemaster should require the person in command of the ship to make a Pilot (Ship) roll (limited by their Command skill as previously discussed) and penalised by the wind strength, in order to manage the ship through the hour. If they succeed, the storm has no adverse affect on the ship – the captain's skill and command of the crew has enabled the ship to survive the danger for another hour. The crew can make normal Stamina rolls (for those on the bilge pumps) or Agility rolls (for those deployed elsewhere), or appropriate Repair skills to repair damage to the ship's Structure Points. Treat these rolls like using the First Aid skill on a character – i.e. Fumble reduces structure points by 1, failure has no effect, success repairs 1D3 structure points, special repairs 2D3 structure points, critical repairs 1D3+3 structure points. Note that the ship's structure points cannot exceed their starting value. If the person in command fails their Pilot (Ship) roll, the ships seaworthiness is reduced by 1 and the wind deals damage to the ship's structure points determined by the wind's strength (Hull Quality acts as armour). Characters in the crew can still perform their tasks to counteract damage, but all such rolls are one category harder.

In general, the only safe thing for the ship to do is to run ahead of the storm as best it can – if the person in command makes a **special** success on their Pilot (Ship) skill they get the opportunity to attempt a **hard** Navigation skill roll to determine whether they are headed for Locshore, Oakbay or the coast between. A **critical** success at the Pilot (Ship) makes the Navigation roll to determine the ship's heading routine. However, until the storm force drops to Moderate Wind or less, they cannot actually make course corrections, and even then actual course corrections require an **additional** Pilot (Ship) skill (again penalised by the current wind strength) to successfully run across the storm on the new heading – and doing so makes the rest of the crews' characteristic rolls or skill checks to repair storm damage one category harder.

First Hour: The storm strikes with Fresh Gale force (Strength 32), necessitating a Pilot (Ship) skill

check with a 32 point penalty. If this roll is failed the *Pride of Brinneg* will take 6D6+12 points of structure damage (less the hull quality of 9), and its seaworthiness drops to 21. Because of the force of the wind, the rest of the character skill checks and characteristic rolls are one category harder.

Second Hour: the wind drops to Strong Wind force (strength 28), necessitating a Pilot (Ship) roll with a 28 point penalty. Failure reduces the *Pride's* seaworthiness another point and inflicts a further 4D6+6 structure points damage (less the hull quality of 9). Character rolls are at not penalised by the wind.

Third Hour: the wind drops again, to Moderate Wind (strength 21). This may or may not necessitate a Pilot (Ship) skill roll (at -21), depending on how the ship has fared in the previous two hours. If it does, and the roll is failed, the ship takes a further reduction in Seaworthiness and 2D6+3 structure points damage (less the hull quality of 9). Unfortunately the rain becomes torrential again in this hour, so the character rolls are one category harder this hour.

Fourth Hour: the rain disperses but the wind picks back up to Strong Wind force (strength 25) necessitating a Pilot (Ship) roll with a 25 point penalty. Failure reduces the *Pride's* seaworthiness another point and inflicts a further 4D6+6 structure points damage (less the hull quality of 9). Crew rolls are at not penalised by the wind.

Fifth Hour: this is optional, so if the gamemaster feels the characters are already on the ragged edge and the ship on the brink of destruction they can skip to the landfall. The winds eases slightly to Moderate Wind force (just, strength 24) necessitating a Pilot (Ship) roll with a 24 point penalty. Failure reduces the *Pride's* seaworthiness another point and inflicts a further 2D6+3 structure points damage (less the hull quality of 9). Crew rolls are at not penalised by the wind.

If the ships structure points ever reach zero it is useless as a ship: whilst there may be significant portions of the structure left, it can no longer carry its rated crew and cargo,

nor sail effectively. Survivors can cling to a major portion of the wreckage, and improvise oars or paddles to row the wreckage at ½ knot in calm conditions, or simply cling to the wreckage and let it go where the winds blow it in storm conditions.

Feel free to have a really bad sequence of rolls result in the loss of surviving NPC's (Tredayne or Cook), or to put characters in direct jeopardy: e.g. a fumbled Agility roll whilst reefing the mainsail could mean the character was caught out by an unexpected gybe and has been hit and injured by the boom swinging across the sterncastle (1d6 seems appropriate) or is possibly even clinging to the boom whilst it swings over the side of the ship. But the gamemaster should generally avoid killing characters during this storm sequence unless they do something exceptionally and obviously stupid (e.g. climbing up to the crows nest).

Landfall

The gamemaster should judge overall how effectively the characters manage the ship and keep it seaworthy and running ahead of the storm and if possible in navigating towards a relatively safe harbour or possible landing site over the course of the storm. As a result of that judgement the gamemaster should narrate the characters experience during the hours in the driving wind and rain. Ultimately, after four or five hours in the storm, the *Pride* will reach the southern shore. If the characters have made all of the required Pilot (Ship) and Navigation skill checks, all of the required Command, Repair, Agility and Stamina checks such that the *Pride* is essentially undamaged after the hours of the storm they will limp in to port at either Locshore or Oakbay (whichever suits the GM's purposes more), as the worst of the storm rolls away behind the on to the shore – and abruptly and utterly unnaturally ceases.

It is far more likely however the characters have failed some rolls and made others. The worst case scenario the gamemaster should inflict (if they've failed or fumbled every roll), is that the ship gets overwhelmed by a big wave and the characters only (any NPC's get washed overboard in this case) end up clinging to wreckage being pushed towards shore on the storm surge and by pure luck get washed up on a shingle beach somewhere between Locshore and Oakbay. Gamemasters should devise suitably less or more egregious

outcomes depending on how well or poorly the characters did between these two extremes.

Conclusions

The crew, or at least most of the crew, of the *Pride of Brinneg* are dead, and the characters journey to the Island City has been interrupted by a savage and unnatural storm. If the characters are fortunate they will be in one of the southern shore towns where they can over winter – certainly Captain Tredayne will (if he survives and the *Pride* survives) be intending to over winter and see to repairing (or possibly replacing) his ship. At worst, the characters are stranded without gear or food amidst the wreckage of their ship somewhere between Locshore and Oakbay in the dying days of autumn – they have a hard, cold and dangerous trek ahead of them to return to civilisation.

And it's possible that they have a sea chest that the Dweller in the Depths wants very much...

Future Possibilities

- the Dweller sends other forces after the characters, especially if they have the chest.
- The characters have to earn their keep in whatever community they end up over wintering – Locshore is terrorised come Harvest end by a faceless ghost that steals the towns Children and Oakbay is rife with rumours of a mist demon stalking the fells between the Oakbay and Locshore.
- If the characters wander in land from a landing between Locshore and Oakbay they could stumbled in to the village of Helbeth and be mistaken for the aid promised the terrified villagers by their benefactor, the merchant Tersun of Oakbay, against the beast that's been stalking their sheep and has now graduated to taking villagers (apparently...).

Closing Thoughts...

Bloody hell - that was hard work... The original idea for *Uncounted Worlds* grew out of the ashes of the failed *Stormbringer* fanzine project *a million spheres* and my personal nostalgia for RPGs and RPG magazines as they used to be when I started gaming in the late seventies and early eighties - full of ideas and creativity, unrestricted by the ponderous weight of specific settings, the paraphernalia of genre emulation and continuity and all the baggage modern games seem laden with. To quote a recent post of mine at Tom Zunder's Tavern forum:

I want a rebirth of glory, a renaissance of imagination. I want to stop running through my games, like a man late for an appointment afraid to look back or to look forward. I want them to be what they used to be. I want ... I want it all back, the way that it was. Does that answer your question?

...albeit I'm not sure anyone spotted that it was a paraphrase from a favourite TV show of mine; ah well.

I dug out a load of old home brew material that I've been using off and on for twenty odd years and tweaked it for BRP, reworked a few *Stormbringer* pieces original intended for *ams* and hoiked a piece from the BasicRolePlaying.Net site. Think of this as a sampler if you will - I definitely want to do more issues, more rapidly and with substantially more material from other people. My thanks to Bo for his contribution to this issue.

Next issue will thus I hope be a more varied selection of material. I'm working on a small Ulfland scenario that could be adapted as a sequel to "a chance meeting in Tarinport", albeit it is set on Balryn Plateau (and is in fact a reworking of an old *Stormbringer* scenario), as well as a few pieces for "Foul Spawn" and "...easy and free..." but I would very much like to see material from other people, so please get in touch if you have material of your own you'd like to contribute:

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A final thanks to my eldest daughter for helping me with the cover photo and to Jacqui, Keith, Laura, Helen, Alan, Kieron, Mark, Clare, Ed, Ian, Dan, Megan and Mike from the Wednesday and Thursday groups.

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