

DEADLY LEGALLY



A story of hatred in the icy wastes,
for ARS MAGICA™ 3rd Edition

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This supplement is designed for use with Ars Magica Third Edition, but can be used with the Second Edition with some adaptation.

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Deadly Legacy

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DEADLY ENVY

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INTRODUCTION

To the Storyguide

Deadly Legacy is a story supplement designed for use with *Ars Magica* Third Edition. This book tells a tale that plunges a new Covenant into the vicious and dangerous intrigues of Mythic Europe, as characters deal with a noteworthy and well-born scholar who asks them to launch an investigation on his behalf. However, the tale is not limited to interactions with and schemes of mundane folk. Rather, the characters' relationships with mundanes lead them to perilous confrontations with haunting spirits and dreadful creatures of magic and the inferno.

As a result of dubious interactions with the outside world, the characters soon find themselves in jeopardy from both the Church and the more unscrupulous branches of the Order of Hermes. The characters in their new Covenant must contend with all these forces and perils. In so doing they must also decide their policies in regard to the outside world, for the friendships and vendettas the characters establish now may endure for the lifetime of their Covenant, to their benefit or detriment.

Using This Book

It's true that this story is intended for characters in a newly-established Covenant, probably one in its Spring or early Summer Season. However, the story is easily adaptable to an

older and more powerful Covenant. In fact, the events of the story can remain as presented here. All you, as Storyguide, must do to make the tale more challenging is to increase the physical and magical threat that villains and enemies pose. In the end such adjustments are yours to make so this story remains true to the flavor and mood of your Saga and its participants.

It's also important to understand that *Deadly Legacy* makes no assumptions about the setting of your Saga (aside from the obvious Mythic Europe realm). The story requires that characters travel extensively, first to France, then Scotland, and finally to pagan lands to the north, in Greenland. However, characters can undertake these expeditions from anywhere in Europe, wherever their Covenant is located. Indeed, you may decide that the setting of the characters' Covenant is too close to one of the locales of this story, denying a serious journey and its appropriate perils. If this is the case, feel free to relocate events of this story to insure the characters earn their rewards, and appreciate the efforts they go to to fulfill their mission.

Understanding the Story

One of the important motifs of this story is travel. Characters in a young Covenant are often absorbed by their Covenant duties and local relations. Rarely do they have the interest or opportunity to travel to other lands, or to meet other people. *Deadly Legacy* forces the characters to do just that, thrusting them into a world they may not be ready to face, but

with which must ultimately contend. Their success in the endeavor may be indicative of their future success or failure as a Covenant.

Ultimately *Deadly Legacy* offers an indication of how characters and their Covenant measure up, as the story is a metaphor for the Covenant's existence. A beginning Covenant is often forced into situations as it becomes established and strives to become organized. For instance, if local nobles put pressure on inexperienced covenfolk, the characters are forced to contend with those nobles. Such contention is the only way to resolve relations with the nobles. Only when the Covenant is firmly established and has garnered a measure of respect may characters assert their own wills and behave on their own terms.

In *Deadly Legacy* a mundane patron motivates the characters into the events of the story. At this point the characters' activities and deeds are akin to those of a Covenant's early years; they're initiated by outside forces. However, as events of the story develop toward their climax, the characters may outgrow their relationship with this patron to determine the outcome of their own. The characters therefore decide the role their Covenant plays in the affairs of the world. The same may be said for Covenants as they mature, determining their own fates.

In this tale, characters determine their own fate by investigating the background of a pagan spirit and the related background of feuding clans. Do the characters embark on an expedition of plunder, to seize the spirit's wealth—knowledge, riches and vis? Do the characters use their influence on behalf of innocents, to attempt the thankless task of rescuing folk from the feud? Or do the characters vie for political power, taking sides in the feud for their own benefit? Each of these choices indicates how the characters choose to assert their own identities, and also indicates to what lengths they may go to to survive and succeed in the future. Indeed, when the tale of *Deadly Legacy* is complete, the Troupe should know a great deal more about the Covenant as a force in the world at large, and as an institution of self-determination.

TIME AND LOCATION

Deadly Legacy takes place in the early thirteenth century, shortly after the "official" *Ars Magica* Saga starting date of 1197, time enough for a Covenant to have become firmly established in its Spring Season. However, the story can easily be set at any time in the Middle Ages.

The locales of the story range from Cherbourg (France) to Glascarnoch (Scotland) to the glaciers of Greenland. Given these settings, at least one of the characters needs to speak several different languages, or the group must find an interpreter who can speak at least one of the locale languages. In general, you should treat language barriers leniently, allowing characters to get involved in local intrigues without excessive pitfalls of communication. However, the tongues of different countries present a realistic challenge for the characters to overcome.

As previously stated, little in this story depends on a particular Covenant locale. Therefore, you can use this story in any Saga set in Mythic Europe. The cultures of Cherbourg, Glascarnoch and Greenland play a large role in the plot, but you can even adapt these locations to similar places in other Saga settings.

SUMMARY OF THE PLOT

Deadly Legacy begins when the characters receive a summons from a noted nobleman and scholar known as Arnulf Norman. Norman requires the characters' aid in his studies, and offers pay in return. He wishes to find a spirit entity known as Beogart, which reputedly has an amazing trove of wisdom and lucre. The search for the spirit leads characters to Cherbourg, where a family of the minor gentry bears Beogart's name. The family head, Jacques Beogart, may know something about the spirit, but he dies just before the group's arrival, plunging the characters into a mortal murder mystery.

A bit of detective work reveals that Jacques Beogart ran afoul of some family enemies known as the Odcars. More research proves that the Odcars are merely a branch of the Odd-Karnors, a family which has fought the Beogarts since Viking times. The Odcars of Cherbourg obtained help in disposing of Jacques from a branch of their family in Scotland, whose lineage can also be traced back to Viking times.

By pursuing this familial lead to Scotland, the characters discover more about the Odd-Karnors and Beogarts. In the lonely village of Glascarnoch, sorceresses of the two families direct a bitter and futile war. Characters may find themselves forced to become involved in the fighting. However, if they can befriend or outwit the witches of Glascarnoch, the characters may gain the information they need to locate the spirit of Beogart himself.

Beogart was a Norse warrior, executed for his participation in the feud. He vowed that his spirit would remain in the world, keeping the feud alive. Beogart's sons buried him on a peninsula in Greenland, along with great riches. From the other relics of Beogart's life, characters can surmise that his tomb contains a great deal of vis as well.

Meanwhile, news of Arnulf Norman's occult studies reaches the Inquisition. The Church arrests him for dabbling in pagan practices. At this point, characters must decide where their own interests in the affair lie. By pursuing the business first proposed by Arnulf, the characters stand a chance of reaping large quantities of vis from the ancient enchantments of the Beogart spirit. They also have the opportunity to make valuable allies among the hedge wizards of the two rival Scottish families. However, the characters run the risk of attracting the Church's attention, bringing down Divine law upon themselves.

Thus, the characters are free to choose their own fate in the outcome of this story, by pursuing the spirit of Beogart or by avoiding clerical conflict, which could lead to future animosity with the influential Church. It's all a matter of priorities and gambles.

Allies and Enemies

Allies and enemies are one of the primary themes of this story. Most of the people in this tale can be either friendly or hostile to the characters, depending on the circumstances. You must constantly make judgments about whether characters, through their actions and promises, make allies or enemies. Ultimately these decisions are based on the players' roleplaying.

One can simplify ally/enemy decisions by applying a few simple principles. *Deadly Legacy* describes a family feud. Members of the feuding families do not forget or forgive. They also do not allow for neutrality. The friend of an enemy is an enemy. The enemy of an enemy is a friend. If the characters try to buck these rules and work with everyone, they quickly find both sides hunting them. If, on the other hand, characters make friends wisely, they can expand their network of contacts, especially by claiming allegiance to distant members of either family.

When necessary, you can even determine a person's reactions to the characters by requiring social Ability rolls from the players, or by making reactions rolls toward characters on behalf of the people they meet.

HISTORY OF THE FEUD

The feud between the Beogarts and Odd-Karnors began in the ninth century as a rivalry between two Viking seafarer clans. The clans had always clashed over position at their jarls' table and over booty from successful raids. When an Odd-Karnor boy slew the head Beogart's sons in a ball game, a full-scale blood feud erupted.

The ensuing murders eventually forced many Beogarts and Odd-Karnors into outlawry. Norse societies inflicted this penalty for extreme acts of antisocial behavior. The punishment involved placing a man outside the protection of the law, so that others could rob or kill him at will. Normally, an outlaw would flee into the wilderness. However, the warring clans had ships and extensive families. They sailed into exile throughout the Viking world, establishing or resorting to colonies in France and Scotland. Once settled in their new homes the exiles quickly resumed their fighting.

Eventually, the elder Beogart took the feud beyond any bounds which Viking society would allow. While staying as a guest in the hall of King Olaf of Norway, he discovered that another guest was an Odd-Karnor. At that time, the Thing, or parliament of Iceland, had ordered the two families to pay each other compensation and end their fighting. Nevertheless, the elder Beogart killed his rival and cut a "blood eagle" upon him (a heinous form of butchery that involves cutting two slits in the victim's back and drawing out the lungs to resemble wings.)

King Olaf ordered Beogart hanged. Beogart did not resist punishment. Instead, he vowed to return as an afterganger, or ghost, to forever pursue his feud with the Odd-Karnors. Beogart's sons buried him in distant Greenland, along with the bodies of other honored Beogarts who died in the feud.

The head Beogart also owned a fabulous treasure, not only of plundered gold, but of the enchanted charms of the pagan Norse. He commanded his sons to place these goods in his grave. The Viking promised that these things should eventually belong to his heirs. However, before he would release his legacy, he required that descendants annihilate the Odd-Karnors. Whether the ancient Beogart still exists, waiting to reward his victorious heirs, is a matter determined by those daring enough to visit the man's gravesite.

Over the centuries following the head Beogart's burial, the feud varied in intensity. At times it flared up. At others the families overlooked their enmity. Gradually, the Norse became Christian, and the Viking colonists blended into the population of their new lands. People forgot their identities as Beogarts and Odd-Karnors.

However, as memories of the feud now fade, new rivalries take the feud's place, maybe arising from a deep-seated hatred between the families that can never be forgotten. In Cherbourg, the Beogarts and Odcars (relations of the Odd-Karnors) struggle, not over family honor, but over property rights and titles of nobility. In Scotland, memories remain true and the old feud is maintained, but possibilities for peace exist. A Beogart girl in Scotland has actually fallen in love with the heir to the MacKars lands (the Mackars being another branch of the Odd-Karnor clan). Unfortunately the old ways seem to persist as the shock of pregnancy brings the girl to conclude that tradition, even that of enmity, must take precedence over love.

THEME

As previously stated, enemies and friends are the main theme in *Deadly Legacy*. The rivalry that once flared between the Beogarts and Odd-Karnors has ignited into the feud that now dominates this tale.

By pursuing their rivalry the two families determined their allies and enemies for generations to come. As characters from their novice Covenant choose a role in the feud, they determine their own foes and allies in Mythic Europe. The characters make an ally of the family they side with, and make an enemy of the family they oppose. As each family is quite extensive, these relationships have ramifications throughout Mythic Europe. Furthermore, characters may befriend or offend other Magi or churchmen, Magi or churchmen who have agendas similar or opposed to the characters'. Keep in mind as well that chosen friendships can become liabilities, especially if characters befriend the losing side in the feud.

It's also important to consider that the rivalries of this tale need not involve "good" and "evil." Characters who look into the matter find both noble motives and unworthy deeds among the feuding families. Covenant folk may find the same combination of motives behind their own acts, as they decide which acquaintances to help and which to turn upon. It's a general truth that folk in contention find themselves there because of circumstances which neither intended. Indeed, the realities of politics may force completely amicable people to fight each

Travel Stories

In the course of this story characters may have to make several treks across Europe. Though intrinsic to the story, these journeys have little direct effect on the story itself. The question arises, then, as to how much emphasis to put on storytelling during periods of transit. As the *Ars Magica* Third Edition rules point out, day-by-day accounts of a journey seldom add much to a tale. Furthermore, a book of this length could never include complete information on all the trade routes, ships, harbors and cities characters might encounter on their journeys. Thus, if encounters and stories on a journey are to your liking, feel free to integrate them into the main plot wherever you see fit.

Given its size, this book is also restricted from providing travel stories for you. Recommendations for such tales can be offered, though. Stories on the road or at sea should occur at points where unique locales or unusual personalities (including creatures) may be encountered. Such encounters spice up the trip and remind the players that the business of their characters is not always the most important in the world. Other people and beings are also abroad and have their own agendas, which may coincide or conflict with the characters'.

Travel stories added to this tale's plot should also be limited in scope. If you want the investigation into the Beogart spirit to be a priority for the characters, don't distract them with other earthshaking events. Your added stories should therefore be one- or two-session affairs which may or may not relate to other events occurring in *Deadly Legacy*. Ideally, small stories provide characters with people and places they may resort to or rely upon should events later in the main plot go awry.

Even if your Troupe doesn't make a big production of the journeys of this story, certain aspects of those journeys should at least be accounted for. Characters should make reasonable arrangements for voyages, acquiring food and securing ship passage. Even if the players don't voice an interest in such logistics, you at least should. You might explain how the characters arrange their travel and acquire ship passage, and might hint at some of the dangers that can be encountered along the way.

other. Such is the case in this story, and such may be the case for characters who become involved in the story.

Even if characters attempt to remain neutral and calm in the face of the feud, rationality is not always a safe haven in the face of deadly passion. Both hatred and friendship can overshadow pragmatism, driving people to completely irrational friendships and hatreds. For instance, the elder Beogart's vendetta against the Odd-Karnors borders upon absurdity. However, such passion may be compelling to characters who otherwise try to maintain an aura of sensibility in their lives; the intellect can only operate when it isn't clouded by emotion.

And, after all, can the characters honestly say that all their animosities in the world are devoid of irrationality?

FUTURE DEVELOPMENTS

Deadly Legacy offers more than just a simple story. You can use this tale to provide a new Covenant with connections throughout Mythic Europe. This book offers information on numerous people who might interest characters. Though some of these folk are only met in passing, or are only heard of, they may certainly appear in future stories or in future Sagas. Indeed, this story offers the means for several related stories, planting seeds in your Saga that you may later harvest as fully-developed tales.

Beginning the Story

There are innumerable ways in which to motivate characters to pursue the ancient spirit of Beogart, and enter into the events of this story. Magi could learn of the spirit through their researches, conjurings or mystical contacts. They may then pursue the being in an effort to gain its vis, to understand its unnatural existence, or simply to communicate with it on matters lost to history.

A character can also be of one of the Beogart or Odd-Karnor clans. The character may know of her familial origins, and thus might pursue the elder Beogart's spirit in order to free him and continue the feud, or to destroy him once and for all. Alternatively, the character may not know of her familial origins, but may be recognized by blood relatives still involved in the feud. The character may therefore be recruited into the feud or attacked, apparently without motive. Only investigation into the attack proves its inspiration, and may provide motivation for characters to perpetuate or end the feud, with either decision possibly involving a final encounter with the spirit of Beogart.

ARNULF'S INTRODUCTION

For the purposes of this story, it's assumed that characters become involved in the plot based on events described below. Naturally, you may use other means to draw characters into the story, but you may then have to suitably alter circumstances of events and encounters described in the pages that follow.

The characters are assumed to receive their introduction into *Deadly Legacy* when a noble-born scholar named Arnulf Norman visits their young Covenant. The man brings the Magi a silver case worth 100 silver pennies, which contains a flower petal. The petal has two pawns of *Herbam vis*. After offering this "insignificant token," Arnulf requests to speak with the Magi.

Arnulf introduces himself and his proposition with the following words:

"Greetings, honorable Magi. Allow me to introduce myself as Arnulf Norman, a baron's son by birth, a scholar by devotion. Although I possess only a limited Gift, I am enamored of learning, and am a friend unto the brethren of your Order. Recently, my studies have led me to a discovery which I would like to investigate further. If you assist in my investigation, the matter could prove highly profitable for both of us.

By examining a series of ancient texts, I have discovered the existence of a spirit entity known as Beogart. This being is variously called a man, a dreaded beast, and a spirit of the unquiet dead. All texts agree that whatever Beogart's nature, he possesses a considerable wealth of knowledge and such things as wizards value, in addition to mundane gold.

Arnulf Norman

Characteristics: Intelligence (scholarly) +2, Perception (astute) +3, Strength (small muscles) -1, Stamina (long-winded) +1, Presence 0, Communication (verbose) +2, Dexterity (light touch) +1, Quickness (hesitant) -2

Age: 30

Size: 0

Virtues and Flaws: None

Abilities: Dagger Attack (wild melee) 4, Dagger Parry (wild melee) 6, Guile (concealing truth) 6, Legend Lore (treasure) 3, Hermes Lore (politics) 3, Occult Lore (ghosts) 3, Scribe Latin (vocabulary) 6, Scribe Old Norse (vocabulary) 4, Speak English (vocabulary) 6, Speak French (vocabulary) 6, Speak German (vocabulary) 4, Speak Latin (vocabulary) 6

Confidence: 2

Reputation: Scholar (Order of Hermes) 2

Personality Traits: Brave -1/Cowardly +2, Lazy +2/Industrious -2, Evasive +2/Frank -1

Weapons and Armor:

Dagger Totals: First Strike +3, Attack +9, Damage +5, Parry Defense +7 (13 Action)

Encumbrance: 0

Other Combat Totals: Dodge Defense -2 (4 Action), Soak +1 (7 Action), Fatigue +1

Description: Arnulf's black silk tunic and golden brooch identify him as a lesser member of the nobility. His squinting, near-sighted eyes indicate a lifetime of scholarship. Although Arnulf has three elder brothers, his father owns several fruitful estates, which allow Arnulf to live in comfort. The scholar gains his familiarity with the Order of Hermes by sheltering Redcaps and traveling Magi. Arnulf has the mind of a student, but his innate laziness keeps him from completing arduous projects.

Roleplaying Tips: Arnulf Norman considers florid language a sign of intelligence and uses it at every opportunity. Arnulf feels that he, as a baron's son, should never have to do anything tiresome or unpleasant.



I propose a joint venture to study this matter. If powerful Magi such as yourselves can subjugate this Beogart, it seems likely that you and I could compel him to reveal unheard-of secrets. Furthermore, this would leave Beogart's wealth available for us to divide. You might desire the better part of the magical essences, while I might content myself with a few valuables of this world.

Alas, I do not know this Beogart's location. I know only that he is said to haunt the northern seas. However, I can inform you that a certain family of Beogarts dwell in Cherbourg, quite near my own estate. They live on a manor outside the city walls, called St. Cyr. You might begin your investigations there. When you find a way to Beogart himself, please contact me and we will grapple with this thing together."

If asked further questions, Arnulf remains courteous and long-winded. He can direct characters to his own estate, and to St. Cyr (Areas 1 and 7 of Chapter One, below). The scholar provides little other useful information. He can show characters three books which support his story. They are titled *Nine-Fold Heavenly Journeys*, *A Bestiary of The Ice* and *Family Histories*. If the characters examine these books, they gain a +3 bonus on rolls for background information. (See *What The Magi Know*, below, for more details on background information.)

Arnulf Norman is actually a greedy man, whose understanding of the Order of Hermes and the supernatural is rather callow. He takes his proposal to the characters' Covenant because he considers its members young and naive about such matters. Arnulf wants the characters to find the spirit of Beogart

THE FEUD-CROWS

As the characters are soon to learn, the spirit of the Beogart clan does live on in the distant north, and continues to perpetuate the old feud against the Odd-Karnors. He does not pursue this unholy devotion on his own, though. Rather, he solicits the aid of infernally corrupt birds known as Feud-Crows, which act as his servants in the enduring affair. Since these birds can virtually make their appearance from the outset of this story, it's important to present them here, at the tale's beginning.

Feud-Crows appear as dingy black birds with coppery-red eyes. The drab creatures can speak, understand the speech of others, and delight in spreading secrets which lead to death and chaos.

Wherever one finds Beogarts and Odd-Karnors, one finds these meddling black birds. Feud-Crows watch all those associated with the feud, hoping to eavesdrop on some event which can spark further killings. If the Crows see an Odd-Karnor insult a Beogart, they make sure all the Beogarts know. If the Crows see characters forming an alliance with the Beogarts, they warn the local Odd-Karnors that their enemies plan to use magic against them.



Though Feud-Crows incite violence, they are always subversive about their task, and constantly seek to draw more people into the feud. Feud-Crows never, for instance, reveal secret plans they hear, unless doing so would perpetuate the fighting. By revealing secret plans, the Crows fear disrupting the feud. If only a handful of Beogarts know of a plan to attack the Odd-Karnors, and the Odd-Karnors are to "somehow" learn of the plan, the Beogarts are more likely to search for a traitor among them than fight their familial enemy.

Instead of revealing secret plans, the birds prefer to let those plans be carried out, and then inform the victims of how the plan was carried out. This information "after the fact" allows the victimized family to organize a proper revenge, perpetuating the feud and its attacks.

The Feud-Crows also try to drag the characters into the feud to fuel its fire, even if the characters make conscious attempts to remain outside the dispute. It's easy enough for a Crow to speak to a Beogart or Odd-Karnor, hinting that the Magi are allied with the enemy. This, of course, turns the characters into the enemy, and the only safe haven from attack may be with the supposed allies of the characters, which only throws the characters further into the dispute.

Using the Feud-Crows

The Feud-Crows serve many functions in *Deadly Legacy*. Their primary job is to initiate greater and greater crimes in the feud. They also keep the Beogart spirit informed of developing events. The birds' network of information reaches as far as Beogart's "resting place," letting him know of his descendants' successes and defeats.

In storytelling terms, the Crows become a fixture in the characters' lives shortly after they meet Arnulf or otherwise become embroiled in the feud. Recognizing the bird's presence is at first dependent on the characters' perceptiveness. A Perception + Scan, Sense Holiness and Unholiness, or Second Sight roll of 10+ allows characters to realize they are being watched. Once this roll is made, the feeling is never lost, and the birds can be spotted at almost all times.

It's possible to kill a bird, but another takes its place (and that killed may put a death curse on its murderers, as explained below). It's almost impossible to shake the watchers, unless one goes into hiding deep indoors or underground. Even then information can still be learned. Many buildings have chimneys that carry voices, and information given to an acquaintance is only as safe as the acquaintance's tongue is firm.

Essentially, use the Crows to keep the characters embroiled in intrigue and innuendo. If the characters speak to a Beogart, the birds' Odd-Karnor friends hear of it and accuse the characters of conspiracy. If characters try to remain neutral in the feud, the Crows inform the characters that one family or the other plans to conspire against them.

Yes, the birds are willing to speak to characters, and can become spies on behalf of characters. In fact, the only time when characters can expect silence from the Crows is when someone really is engaged in skullduggery or betrayal

against them. Since the birds always speak the truth, those that listen to them often believe their word, even if they recognize the birds are trouble.

Some of the more significant sightings of Feud-Crows are discussed throughout the pages that follow. You may apply these encounters with the crows as you like, or may change those encounters to suit events at any given moment.

Feud-Crows

Infernal Might: 5

Vital Statistics: Size -3, Intelligence (crafty) +1, Perception (patient) +6, Strength (thin muscles) -1, Stamina (resilient) +1, Presence (disturbing) -1, Communication (honeyed voice) +3, Dexterity (graceful) +2, Quickness (swift) +2

Virtues and Flaws: None

Personality Traits: Malicious +5

Reputation: Helpful/Troublesome (feuders) 2

Confidence: 3

Combat Totals:

Peck Totals: First Strike +2, Attack +4, Damage +3

Body Levels: OK, -3, Incapacitated

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Dodge Defense +10 (16 Action), **Soak** +0 (6 Action), **Fatigue** +1

Encumbrance: 0

Abilities: None

Vis: None

Powers:

Piercing Eye, InIm 20, 0 points — Feud-Crows can see, but not hear, through up to five feet of stone, wood or other barrier material.

Dream Vision, ReMe 10, 1 point — A Feud-Crow can appear and speak in a person's dreams. This power allows a Crow to spread rumors without creating a sensation, by otherwise speaking aloud to waking listeners.

Death Curse, MuMe 25, 0 points — Anybody who kills a Feud-Crow must immediately attempt a Stamina roll with an Ease Factor of 10 or suffer a Death Curse from the bird (Magic Resistance rolls are also allowed). The curse leaves the victim with an overpowering terror of some nearby thing, chosen by the Feud-Crow. Treat the effect as the -2 Flaw, Common Fear. The curse victim might be able to bear the presence of the frightening thing. However, victims must pass a Brave stress roll with an Ease Factor of 8 to touch, approach or otherwise deal with the object of the fear. A Botch sends the victim running in terror.

The frightening object can be another person, even one of the victim's friends (though a Crow usually makes sure that the feud is perpetuated by this choice). If the subject of the fear is a person, the victim of the curse must pass a Brave stress roll with an Ease Factor of 8 to avoid fleeing the frightening person's presence.

Under this curse, even a character with the Valor Passion can know fear. Rather than make Brave rolls, however, the character's score in Valor modifies the die roll, and Confidence can be spent to modify die rolls for an entire scene involving the object of fear.

for him, so he can grow rich from the spirit's hoard. Furthermore, he knows more about the spirit's valuables than he reveals. Arnulf owns another book, *The Hanged Man's Saga*, which describes Beogart's treasure. A number of ordinary-looking items in the horde actually contain useful magic charms. Arnulf hopes to claim these devices for his own. (See Area 7 of Chapter One for more details on Arnulf's secret book.)

Arnulf does not yet know about the feud-related murders and other developments in Cherbourg (as described in Chapter One, below.) These things took place during his journey to the Covenant. If and when the characters confront Arnulf with these developments, he rightfully protests that he had no way of predicting them.

WHAT THE MAGI KNOW

Before the characters begin their own investigation into the spirit of Beogart, they may already know something about the entity, his existence as a mortal, or the background from whence he comes. Such knowledge may derive from characters' past research, familial relations, or past encounters with

feuding family members. You can use Intelligence + Occult Lore rolls to determine exactly what the characters know. Each of the following bits of information has an Ease Factor attached to it. If one rolls the Ease Factor or more, one knows that piece of lore, along with all tidbits which have lower Ease Factors. A higher roll does not necessarily indicate more accurate information, it simply implies a greater volume of knowledge.

Of course, if a character's background naturally precludes him or her from knowing anything about Beogart, you can skip these rolls. However, the following bits of information can certainly be garnered through scholarly or other investigations; the information gained is determined by an Intelligence + Scribe (or whatever other Ability applies) roll.

- 4+: The innate magic of creatures such as Beogart inevitably creates large volumes of vis.
- 8+: The Beogart family traces its ancestry back to the Viking raiders.
- 10+: The Beogarts once fought a bloody feud with a clan called the Odd-Karnors.
- 14+: A Germanic Covenant known as Fengheld has a strong interest in the Beogart/Odd-Karnor feud. Fengheld has an outpost in Cherbourg.



SONS OF VIKINGS

CHAPTER ONE

Jacques Beogart of Cherbourg did not make a habit of visiting common pothouses. He wandered into Le Jeune Armes strictly out of peevishness. Jacques avoided the tables where the merchants and laborers sat, and as a consequence, spent the first part of the evening in solitude. However, when four foreign fellows seated themselves at his table, he saw no point in ordering them away. After another few glasses of wine, Jacques even started talking to the strangers. Due to the fact that they almost never spoke in return, Jacques considered the strangers an ideal audience for his complaints.

"Vindictive is the word for Charles Odcar." Jacques stabbed the air with a finger. "Vindictive and importunate. He's a robber, as simple as that, with no respect for his betters."

The four men kept their eyes attentively upon Jacques's. Jacques took some satisfaction in their attention. True, the men looked like yokels, tall as trees and all afflicted with the same carrot-red hair. Nevertheless, they seemed to have some respect for their betters. That made them superior to other people Jacques could mention.

"Charles took my land." Jacques took a deep drink. "Took my own bit of soil, the ancestral property of the Beogarts. And his Lordship . . ." Here, the Beogart choked. "His Honor the Magistrate sided with the blackguard. The Baron recognized his claim over mine. He's dazzled by coins, I don't doubt. Dazzled."

The tallest of the red-headed strangers met Jacques's gaze. The man's hazel eyes glinted oddly in the dim light. "There be nae like munie, eh?" The man's heavy accent and grim voice made it

impossible to read his emotions. "Nothing like money?" Jacques choked down more wine. "That seems to be how these Odcars see it. Charles Odcar is common-born, you understand. He just happens to have come across a bit of lucre. That's the basest sort, don't you think? There are no creatures viler than these bourgeois who happen to have money. This Odcar hates me. He strives to shame me."

Jacques ran a finger around the top of his wineglass. "I shall take my case before the Baron. Then we shall see if a scrap of paper and some pieces of silver can usurp what my ancestors won with blood and steel."

"Bluid and stel, is it laddie?"

"Oui, blood and steel!" Jacques raised a bleary eye. "We Beogarts were warriors once, you know. We are Normans. 'Oh God, from the fury of the Norsemen protect us.' Would that those days might return. Would that civilized men could still settle these matters in mortal combat!"

"Wishes be funny things, laddie, sometimes they come true." The red-headed giant stared at Jacques so piercingly that Jacques looked away.

Jacques's hands felt clammy. Suddenly, he felt an acute desire to leave. "I've drunk too much and I've talked too much," he told himself, "I've made a fool of myself and know it." However, he also knew that he feared something far worse than a social blunder. He found the four foreigners somehow disquieting.



Jacques rose on unsteady legs. "I've spent long enough in this spot, I suppose. And so, adieu." He left the coins he owed, and walked toward the door.

"It be time for us to be leaving too, laddie." The tall stranger stepped in front of Jacques, while his companions came up behind.

Jacques emerged from the inn surrounded by the strangers. They smelled of oats and strong drink. The five of them filled the narrow street. However, this presented no difficulty, because the nighttime streets proved empty. Most folk did not emerge after dark. There were no lights anywhere.

Jacques turned down another street. The four strangers went too, bumping him and each other in a state of grunting confusion. Jacques trembled. He stopped still in the street, almost without knowing why.

One of the tall strangers reached beneath his weathered green cloak and drew out a sword.

Everywhere Jacques looked, he saw foreigners with weapons in hand. In the blackness, the men appeared featureless and identical. Jacques could not see their faces. Even their blades were like mere sticks, reflecting no light.

"My name be Colin MacKar, laddie." The huge man in front of Jacques advanced. "Charles here be my kin. We have a wee bit to settle twixt your family and mine."

Jacques hurled himself straight for Colin, panting, desperate to get past, to escape, to run. Colin simply stepped aside and impaled the Norman on his sword. Jacques felt icy agony rush through his chest. Then the other strangers closed in from all sides and stabbed him again and again.

Summary

In this Chapter, the characters can begin in earnest their investigation into the Beogart clan, and make allies and enemies on the way. Furthermore, they discover clues which may lead to the feud in Scotland, and eventually to the spirit of Beogart in his icy tomb.

However, to acquire these leads the characters must first journey to Cherbourg, in northern Normandy, following Arnulf's lead on the Beogarts in the city. The bulk of this Chapter describes Cherbourg, along with the more interesting people who live there, and their relationships with the feuding families. As the characters investigate the feud, they may intentionally choose or inadvertently be forced to join a side in the conflict even at this early stage. You may determine how people respond to the characters' deeds by using common sense and by requiring appropriate social Ability rolls.

THE FEUD IN CHERBOURG

The Beogarts and Odd-Karnors of Cherbourg are the descendants of those Viking family members forced into outlawry years ago when the feud was at its height. After centuries the Beogarts and Odd-Karnors of the city have almost

forgotten the true origin of their feud. However, traces of the conflict still linger. There exists a rivalry between the Beogarts, a house of lesser nobility, and the Odcars, a prosperous merchant family descended from the Odd-Karnors. Their rivalry is over a property known as the St. Cyr estate, which both factions claim a right to. For most of memorable history, the Beogarts in Cherbourg, being of noble blood, have managed to keep the estate, to the frustration of their opponents.

In recent years, however, the fortune of the Beogarts has declined. Charles Odcar, who happened to be a merchant of some talent, managed to make a series of successful investments. Based on them he became Guildmaster in Cherbourg's Fraternity of Traders. With his newfound influence, Charles again raised the issue of St. Cyr and its rightful ownership. This time, given Charles's influence, the local magistrate sided with him. The dispossessed Beogart of the estate, Jacques, vowed to take his case before the local Baron.

However, Jacques had a more dangerous foe than he knew. Charles owed his success in business and in court to the ancient spirits of his family. Mary Jaquart, an herbalist cousin of his, introduced him to the old secrets of his kin. The two Odcars then contrived their plans with Marguerite, an ambitious Hermetic Magus who knew something of their family past.

Through Marguerite, the Odcars contacted relatives in Scotland, where the magical feud between the families persists on a more primal level. The schemers brought four of their kin, the MacKar brothers, to Cherbourg. The MacKar brothers promptly slew Jacques Beogart. Indeed, they caught him at a winehouse, *Le Jeune Armes*, and murdered him outside. The MacKars then treated the body in ancient Norse fashion, carving the "blood angel."

At present, the other Beogarts of Cherbourg search for the killers of their kin, and crave revenge. However, years of indolence, arising from their distance from the genuine feud and their past successes in Cherbourg, have left the Beogarts incapable of direct action. Indeed, only Jacques's eldest son, Odo, understands a little of the families' hatred and a little of what became of his father. Accordingly, he tries to use the characters in a plot against Charles and Marguerite.

CHARACTERS IN CHERBOURG

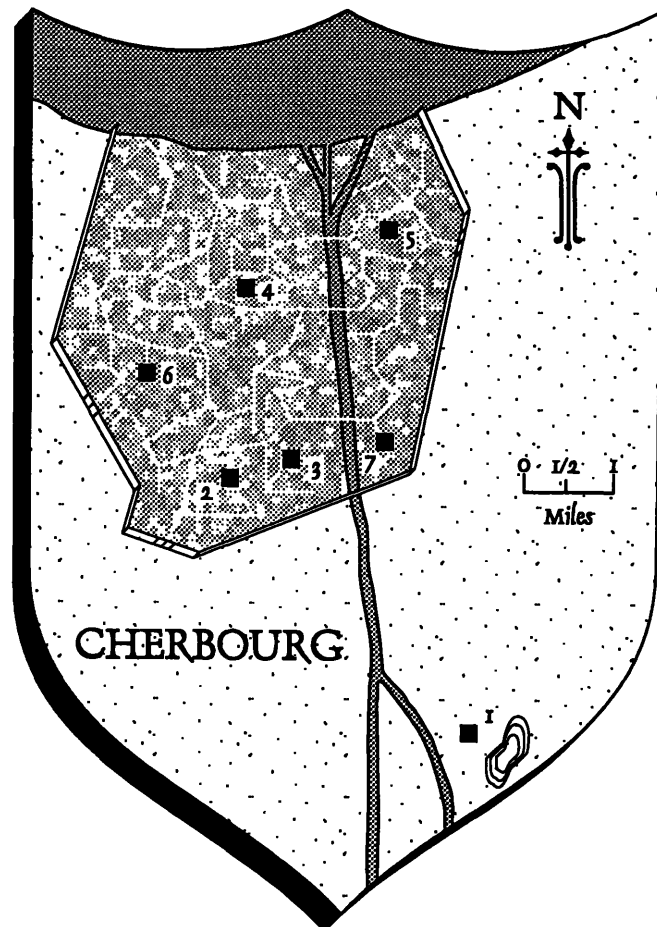
By spying, asking questions and interrogating suspects, characters may learn what has transpired between the Beogart and Odd-Karnor descendants in Cherbourg. Such investigations provide characters with leads to feuding family members in other parts of Mythic Europe, as well, and eventually to the Beogart spirit himself, who is the driving force behind the continuing feud.

Though the characters may want to learn about the families, and may want to get involved in their dispute for personal gain (i.e., the *vis* that the Beogart's tomb may hold), the characters must remember that they are outsiders and have

no real authority in the feud. Thus, if they want to get involved they must be wary of their own safety, for making trouble in Cherbourg can result in the characters' death, whether by the authorities or less legitimate parties. The characters should respect the laws and observances of Cherbourg's culture if they wish to succeed in their original venture, the locating of Beogart's spirit. Respect for and caution in a foreign culture is just one lesson characters from a novice Covenant can learn in this story.

Characters may also recognize that they are not constables, and need not investigate the killing of Jacques Beogart or deal with his murderers. However, they may gain information by doing so. They may also gain friends among the people of Cherbourg. Both are factors essential to the hunt for the Beogart spirit.

Even if characters in the city don't pursue knowledge of the feud and the spirit, their activities in Cherbourg can still be of benefit, particularly in later life. Cherbourg contains a number of herbalists, scholars and far-ranging merchants who may prove valuable allies to Magi. Relations can even be established with the local Church as some avenues of investigation lead characters to Cherbourg's clergy. Indeed, bizarre murders draw the attention of the Inquisition. (Churchmen consider the family feud a game of devils and wish to eliminate it, along with its associated sorcery.) Thus, characters' activities in Cherbourg, whether in relation to the feud or not, can lead to contacts with the Church and other parties, contacts which



may help characters pursue their goals in this story, and be influential in future stories.

If the characters investigate the feud at Cherbourg, as they probably do, let them interview the people of Cherbourg in whatever order they choose. Details on the responses of more important people are provided in the pages that follow. You may invent details on less important people and locales as necessary. The section on Cherbourg also describes the general history and atmosphere of the city, and may be called upon in a pinch. You may also consult *Gathering Rumors*, to determine what knowledge is commonly available from the city's inhabitants.

Cherbourg

Cherbourg sits on the Channel coast of Normandy (what is now northern France), at the mouth of the Divette River. The heavily-fortified town maintains one of the largest ports in Normandy. Even in Celtic-Roman times, the harbor served as a center for shipping between Britain and the Continent. British and French cultures mix freely here.

Roman colonists erected the first true city at Cherbourg, building a fortified outpost they called Corriallium. The fall of Rome and subsequent decline of trade left Corriallium in dire straits, though. When the Vikings arrived, they found the region easy prey. In fact, the Channel Coast became a wasteland due to the depredations of the armies raised to fight the Norse.

Ultimately, the exposed Norman coast could not resist the Vikings. Scandinavian warriors actually settled Normandy, and Cherbourg became a city of the invaders. Gradually, the Viking raids subsided. Once in France the Vikings acquired the customs of their neighbors, and the invaded Normandy became a more or less accepted European country. It was during the Viking occupation of Cherbourg that the outlawed Beogart and Odd-Karnor clans settled the region — one of many — to resume their old feud. And, like the other invaders of Cherbourg, the family members were assimilated into the surrounding European culture and forgot the origins behind their old feud.

The early Middle Ages saw a revival of Cherbourg. When William the Conqueror, Duke of Normandy, chose to press his claims on the English throne, he made heavy use of the Channel ports. After his victories in 1066, William built a church and hospital in Cherbourg. Throughout the rebellions that marked William's career, Cherbourg remained a center for military and economic activity.

At the time of this story, in the early thirteenth century, Cherbourg owes allegiance to the French nobility. However, both England and France lay claim to the city.

Although Cherbourg does not currently experience the mercantile boom of Venice or Flanders, it offers more trade and enlightenment than the medieval countryside. This has both advantages and disadvantages for Magi. On one hand, folk tend to be more tolerant of strange philosophies and people. On the other, money plays a greater role than in most places, and

people have less respect for social distinctions. Thus, without money to influence people, characters may carry little weight in the city, impeding their investigations.

DEPICTING CHERBOURG

When describing Cherbourg, emphasize the filth and crowding of a typical medieval city. Buildings lean against one another over the streets. Pigs and chickens roam freely, and people empty garbage and chamber pots into the open streets.

The city is unique in that its combination of English and French peoples leads to a disorderly mix of cultures. French-speakers find the Cherbourg dialect harsh and boorish. English-speakers have difficulty with French words. However, many people in the city understand both languages. Assuming characters speak one language but not the other, you may require the occasional Intelligence + Language roll (with an Ease Factor of six) for characters to understand the people they meet.

GATHERING RUMORS

Cherbourg is a large city, with all the usual sources of information. The streets are lined with wineshops, markets, docks, craft shops, shrines, garrisons, and hostleries too numerous to list by name. If the characters frequent such places seeking information, you may give out the following rumors. Do not simply pass out these statements at random. Instead, choose ones that are appropriate responses to characters' questions. Indeed, some people do not volunteer their knowledge but must be bribed or motivated into loosening their tongues.

Remember, the Feud-Crows watch the characters as they investigate Cherbourg. The birds are therefore likely to learn of the characters' progress, and may well get an indication of whose side of the feud the characters are on. Even if the characters behave in a neutral fashion, fraternization with or inquiries after a family virtually ally the characters to one family, the other, or both.

- *"Jacques Beogart just lost his life most horribly. Stabbed to death outside a tavern. It was Le Jeune Armes where he died." (If the characters investigate Le Jeune Armes, consult Area 2).*

- *"For centuries there's been hatred between the Beogarts, who're gentle folk, and the Odcars, who're tradesmen. The Beogarts always owned the St. Cyr estate, just out of town. The Odcars always claimed rights to the land, but coming from a common family, they had a pig's chance of claiming it."*

- *"When Charles Odcar became Guildmaster, he gained all the respect in the world. The magistrate even agreed to hear his case again. This time, he awarded the land to the Odcars!"*

- *"Beogart planned to appeal his lost case before the Baron d'Seval. Before he could get to the Baron, someone up and killed him. The tradesmen swear to a man that it wasn't the Odcars."*

- *"The killer who slew Jacques Beogart defiled the corpse before Heaven! They found the body slashed twice down the back, with each lung pulled out!"*

• “*Jacques Beogart brought his own death upon himself. After the Baron took his lands away, he went to the taverns. The man had no head for spirits, I tell you. First thing he does is pick a fight with some foreign sailors. It’s no wonder what happened to him. This all happened at Le Jeune Armes.*” (Area 2)

• “*Charles Odcarr harbors a witch at St. Cyr. Make no mistake about it.*”

• “*I hear the surviving Beogarts are dwelling with Odo, Jacques’s son. He’s a scholar, not a land-holder. It’s a real shame to see gentry in those straits.*” (Anyone who knows this rumor can direct the characters to Odo’s apartment, at Area 3).

• “*Curate Beauregard is a true man of God. He’s outraged about the murder of a gentleman. . . and what’s more, he’s going to see justice is done.*” (Curate Beauregard is the local Curate intent on investigating the murder of Jacques Beogart. The characters may solicit his aid or gain his antipathy, depending on what actions they take.)

• Anyone in the city can direct characters to the St. Cyr estate (Area 1), the Church of St. Augustine (Area 4) or the Guild Hall (Area 6); these edifices are more points of reference than of rumor.

MAJOR ENCOUNTERS

The material that follows details some of the more prominent and interesting places characters may visit in and around the city. The map of Cherbourg indicates the locations of these places. Of course, being free to investigate the feud and city by whatever means they please, the characters can visit locales in any order, and you should be prepared to depict each of them at any given time.

1. St. Cyr Estate

This patch of land lies outside Cherbourg’s fortifications but within the urban area. It combines the squalor of the city with that of a feudal manor. The estate consists of a villa of heavy wooden beams overlooking surrounding houses of paupers, many of which belong to servants and serfs. Scrubby trees stand on a nearby hill.

The villa itself appears clean, though the paint is faded with age. Although some sort of crest once hung above the door, today only a bright spot on the sign reveals where a shield-shaped coat of arms protected the paint from the sun. The stables behind the house are boarded up, apparently unused.

The St. Cyr estate used to be the manor of the local Beogart clan, but has recently been taken over by the Odcars, particularly by Charles Odcarr. This turn of ownership may prove startling to characters uninformed of Jacques Beogart’s death, particularly to those who visit the estate first in their investigations of Cherbourg.

The manor is occupied by Charles Odcarr, his trusted serving woman and cousin, Mary, and some porters/bodyguards. The manor house and lands are capable of supporting fifty tenants. Twenty of these folk used to work in the villa, but worked for the Beogarts. When the Odcars took over, Beogart

servants were promptly let go and replaced with only five Odcarr servants, albeit higher-paid servants.

Most of the old servants still live on the estate’s lands. If the characters invite themselves into the paupers’ house to discuss the Odcars and Beogarts, the recent hiring and firing dominates the conversation. Disgruntled servants can also tell characters that the city’s remaining Beogarts live at the apartment of Odo Beogart, Jacques’s eldest son (see Area 3).

Relations at the Estate

There are several reasons why characters might visit the St. Cyr estate. The most likely is to find Jacques Beogart, or to meet his supposed rival, Charles Odcarr. Characters may also return to the estate at a later time to gain more information about local events, particularly about the recent murder of Jacques.

The results of character inquiries depend on how the characters present themselves, behave, and react to Charles Odcarr and his servants. If the characters take the precaution of investigating local rumor before visiting the St. Cyr estate, they may be prepared for the family they find there. Such prior knowledge also allows the characters to approach the Odcars with the grace and etiquette required to learn information from the family itself. Mary and Charles each have their own ways of responding to characters.

Mary

Mary, the club-footed serving woman, and distant cousin to Charles, meets visitors at the villa door. She treats guests with the courtesy due their station, inviting decent-looking visitors to sit by the hearth, leaving others to stand just outside the door. Regardless of visitors’ social standing, Mary shows the same reaction if the Beogart name arises. Her long-suffering face darkens as she exclaims, “*No foul Beogart lives here. This house belongs to Monsieur Charles Odcarr, Guildmaster of Merchants.*”

The visitors’ reaction to this news colors all of their future dealings with Mary and the Odcars. The Odcars hate the Beogarts with a passion, and furthermore, have recently sullied their hands with a Beogart murder, so are wary of those interested in the Beogarts. If the characters profess an association with the Beogarts, they alienate the Odcarr family.

Characters who choose their words with caution may maintain shaky if not pleasant relations with Mary and the Odcars. Indeed, characters may learn general background information from Mary about the two families and their rivalry. Of course, Mary discusses the murder of Jacques Beogart in unfortunate terms, but says nothing more about it. Though Mary is willing to share publicly known information about the two families, she does not willingly reveal information that the Odcars hold dear.

Mary’s Machinations

In truth Mary is passionately involved in the Beogart-Odcarr rivalry, having garnered knowledge of the families’ age-old Viking quarrel through her supernatural investigations. As

an Odd-Karnor descendant, and intrigued by the chaos the feud embodies, Mary engineered the murder of Jacques Beogart, the most prominent Beogart around. Mary made contact with the Magus Marguerite of Fengheld (see Area 5, below), another relation met through supernatural means, and arranged to bring killers into Cherbourg.

Naturally, Mary refuses to tell visitors this information. If pressed for news or offered money in exchange for information, Mary panics and shouts that she knows nothing. Such commotion brings the porters (see their insert) to Mary's aid.

If necessary, Mary can arrange another murder, particularly if characters prove a threat to the Odcars. She can use the porters of the estate as assassins. If characters present a serious threat to the Odcars, Mary can even bring the MacKar brothers (see Area 5 of *Major Encounters*) into her plots. You may determine whether the characters' behavior makes them seem such a threat.

Attacks upon characters may take many forms, depending on how desperate Mary and Charles are. If the porters are sent out to quietly attack the characters in an alley, for instance, Mary needs an alibi to protect herself in case the assassins fail. She might justify the porters' actions as their own, completely unsolicited by herself or Charles. This excuse is most applicable if the characters are ever abusive or threatening at the estate, in which case Mary explains how the porters "must have taken it upon themselves to teach the strangers a lesson."

If the Odcars arrange an outright attack upon the characters, the assault is justified by accusations of conspiracy. Mary and Charles claim the characters are conspiring against them, stating that the characters were overheard plotting to avenge Jacques Beogart's death. A "witness" to such supposed plots is provided, a local drunk or merchant. The man has been paid to lie by the Odcars, and only changes his story if the characters seem more threatening than the brutal witch from Fengheld (whom Mary has intimidated the "witness").

Mary also uses poison freely in her plots. Anyone who searches her room at the villa finds three doses each of Black Bile and Fingerbane, as described in the boxed text. Mary might try to dispose of or scare characters out of Cherbourg by poisoning their food, drink, or possessions.

Meeting Charles Odcar

The characters may not find it easy to meet Charles Odcar. Under normal circumstances Charles has no objection to guests, but the characters may well not arrive under normal circumstances. They may hint at relations with the Beogarts or may be generally aloof about their business with the Guildmaster. In either case Mary denies requests to see Charles; people with uncertain intentions make Mary nervous.



Mary only lets visitors see her master if they seem honest, informed, and friendly. If you wish to resolve Mary's reactions to the characters in a manner other than roleplaying, social Ability rolls can be called for from players. An Ease Factor of 9 is required to dupe or win Mary over.

Visitors might also win entrance to the estate, and an audience with Charles, by presenting valid business. As Guildmaster of Merchants, Charles receives anyone who has business with local merchants. Covenfolk may also obtain a meeting by mentioning the Order of Hermes. Charles currently maintains close ties, legal business and illicit personal, with the Magi of Fengheld, and dares not ignore others of the Order. If Charles makes any references to Fengheld, he depicts its Magi as business associates and nothing more. He claims that the Magi, particularly Marguerite at the local Covenant stronghold, often refer to him when conducting business in Cherbourg.

If asked about Jacques Beogart, Charles acknowledges that, *"For many years the House Beogart occupied my property."* On the subject of Jacques's death, the Odcar says, *"A pity, the man made many enemies."* Under no circumstance, even if willing to, can Charles tell the characters more about the murder, largely because he did not personally supervise it. However, he knows his family was responsible.

Charles knows little about his family history. He's too busy a businessman to worry about the past and silly tradition, so lets Mary deal with family and tradition. Mary tells Charles that his



Mary Jaquart, Herbalist

Characteristics: Intelligence (strong memory) +2, Perception (wary) +1, Strength (weak arms) -2, Stamina (easily winded) -1, Presence (despairing expression) -3, Communication (sorrowful) -1, Dexterity (clumsy) -1, Quickness (club foot) -3

Age: 22

Size: 0

Virtues and Flaws: Exceptional Talent +1, Club Foot -1 (-3 to walking and balancing rolls; -1 to Defense scores, calculated below)

Abilities: Herbalism (poisons) 4, Intrigue (malicious plots) 2, Hermes Lore (rumors) 1, Legend Lore (feuds) 2, Occult Lore (witchcraft) 2, Medicine (herbal remedies) 2, Speak French (Cherbourg dialect) 4, Speak English (orders) 3

Confidence: 1

Reputation: Shifty (servants) 1

Personality Traits: Shy +2/Forward -1, Cunning +1/Honest -1, Lonely +1/Fulfilled -1

Weapons and Armor: None

Encumbrance: 0

Other Combat Totals: Dodge Defense -4 (2 Action), Soak -1 (5 Action), Fatigue -1

Description: Mary's bloated foot immediately attracts viewers' eyes. The rest of her features, however, are neither especially grotesque nor especially attractive. She has

shining eyes and slender, nimble hands. She wears her hair in two long braids, which double back upon themselves. She wears a continual expression of long suffering and tolerance.

As the crippled daughter of a journeyman weaver, Mary found herself with neither a husband nor a source of income. However, she could not bear the thought of becoming a nun. Fortunately for her, she had a strong memory, which allowed her to learn the arts of an herbalist. Charles Odcar hired her as a permanent retainer at the same time he became Guildmaster. He felt that a powerful man should support a large number of servants, and should be surrounded by family.

Mary's docile demeanor conceals a cunning mind. Scheming offers her a rare chance to exert power over others. Her inquiries into herbalism and the healing arts bring her in contact with the more superstitious sorts of hedge witches, and through these sources, she discovered the legends of her master's feud.

Mary has come to trust Charles Odcar as someone who listens to her. Mary offers to help her master with the task of pursuing the feud; she simply enjoys the machinations of it all.

Roleplaying Tips: Mary's handicap has left her somewhat timid. If strangers seem loud or aggressive, she tries to send them away. When pushed too hard, Mary may fall into a trembling fit, but nobody can cow her into collaborating with people she does not like. When treated with kindness, Mary relaxes, becoming almost friendly.

Mary's Poisons

Mary can brew two kinds of poisons for use against her foes.

Black Bile

The first poison, Black Bile, takes effect when swallowed. Victims notice nothing at first. However, the Bile corrupts the stomach, rendering all future nourishment poisonous. One hour after a person ingests Black Bile, the poison takes effect, awaiting further ingestion. Victims must pass a Stamina stress roll with an Ease Factor of 7 each time they attempt to eat or drink. People with the Healer Exceptional Talent may add Healer score to a Black Bile victim's Stamina rolls.

Those who fail their Stamina rolls vomit up whatever they ate, and lose two Long-Term Fatigue Levels (three if the roll is Botched). Victims who simply abstain from food and drink may die of thirst. Anyone attempting to live entirely without water must pass a Stamina stress roll with an Ease Factor of 5 every 12 hours to avoid losing another Long-Term Fatigue Level (two if the roll is Botched). If all Fatigue Levels are lost due to the Black Bile, the victim loses consciousness for three hours. If all Fatigue Levels are lost due to dehydration, Body Levels are lost instead. Once all Body Levels are gone, the victim is dead.

The effects of Black Bile subside after 48 hours, after which time Stamina rolls are no longer required. Any lost Fatigue or Body Levels can only be restored through nourishment and rest (one Level is restored per day of such recovery).

One can concoct an antidote for Black Bile by passing an Intelligence + Chirurgy, Alchemy or Herbalism simple roll with an Ease Factor of 9.

Fingerbane

Mary's second poison, Fingerbane, is a clear gel. When touched by bare skin, it sinks into the skin, numbing nearby muscles. Therefore, if one grasps an object coated with Fingerbane, one temporarily loses use of a hand. Mary finds this poison most useful when preparing an ambush for some victim. She places it on the hilt of a sword or on the sides of a Magus's staff, hoping to cripple her victim as weapons are grasped.

Anyone who touches Fingerbane must pass a Stamina roll with an Ease Factor of 9 or loses control over the appropriate appendage. One may attempt a new Stamina roll every hour to recover. If an arm is lost to Fingerbane, and a two-handed feat is attempted, the roll made suffers a -3 modifier. A numbed leg reduces travel by one-half.

If the initial Stamina roll is made to resist the poison, the intended victim is not affected by that application of the poison. Further contact with other doses of the poison still require Stamina resistance rolls, though.

If Fingerbane takes effect on a victim, and that person eventually makes a Stamina roll to overcome the poison's effects, the object originally touched can now be handled safely. Other items coated with the poison can still debilitate the person, though.

family has an ancient background steeped in witchcraft, which Charles finds disquieting but not of immediate significance.

If the characters ever threaten Charles, he calls on his porters to defend him. If faced with what seems a persistent enemy, Charles asks Mary to call upon help from the Magi of Fengheld, particularly Marguerite, from the local Fengheld stronghold (see below). Marguerite and Mary use the MacKar brothers and other magical resources against the Odcars' enemies, by whatever means you deem most devious.

The brothers can corner the characters as they did Jacques Beogart. Or, they can stage a scene in which the unwitting characters are accused of insulting the brothers, leading to a street battle. The MacKar brothers are described under Area 5, below.

Magic used against the characters by Mary and Marguerite must be subtle and difficult to trace. Otherwise the two women run the risk of incriminating themselves. This is particularly true for Marguerite who can be charged with breaking the Code of Hermes by acting against other Magi. Spells like *Posing the Silent Question* and *Confusion of the Numbed Will* are useful for keeping tabs on and interfering with characters' motives.

Magic at the Estate

The jewel of the St. Cyr estate is its bluff, a rocky hill behind the house. This high ground, once a far greater hill, served as a lookout point for Viking raiders. The blood of Beogarts and Odd-Karnors is mixed upon the hill. Its stones thus contain raw vis of the Perdo, Terram and Córpoem varieties. This vis can be recognized by the use of an appropriate spell, or by a character with the Magic Sensitivity Ability, on a simple roll of 10+. Anyone who searches for enchanted rock may attempt a roll of Perception + Magic Theory. Divide the result by 10 to determine the number of pawns found (fractions are rounded up). Assume searchers have equal chances of finding any of the three available types of vis.

Anyone who magically examines the hill's vis may discover another fact. A Magus using *Wizard's Subtle Touch*, *Sense the Nature of Vis*, *Perceive Magical Scent* or *Sense of the Lingering Magic* may attempt a simple roll of Perception + Magic Theory. If the roll surpasses an Ease Factor of 6, the Magus knows that somebody else has recently searched for vis here; there are

Charles Odcar

Characteristics: Intelligence (educated) +1, Perception (preoccupied) -1, Strength 0, Stamina (long-winded) +2, Presence (gangly) -1, Communication (quick speaker) +1, Dexterity 0, Quickness (hurried) +1

Age: 35

Size: 0

Virtues and Flaws: None

Abilities: Broadsword Attack (formal fencing) 3, Broadsword Parry (formal fencing) 3, Charisma (merchants) 4, Diplomacy (politics) 4, Evaluate (exotic wares) 4, Guile (bargaining) 4, Intrigue (guilds) 4, Leadership (merchants) 4, Speak French (Cherbourg dialect) 5, Speak English (business) 5, Bargain (duping) 4

Confidence: 2

Reputation: Ambitious (merchants) 2

Personality Traits: Hurried +2/Careful -2, Cheerful +1/Contemplative -1

Weapons and Armor:

Broadsword Totals: First Strike +7, Attack +7, Damage +9, Parry Defense +6 (12 Action)

Encumbrance: 0

Other Combat Totals: Dodge Defense +1 (7 Action), Soak +2 (8 Action), Fatigue +2

Description: Charles Odcar stands almost six feet tall, and has little flesh on his bones. His broad-brimmed hat emphasizes his gangliness. As Guildmaster, the merchant seldom has a spare moment. He relies on assistants for everything he requires. When he found his club-footed, scheming cousin Mary Jaquart willing to take over his rivalry with the Beogarts, he gladly allowed her to do what she wished.

Roleplaying Tips: Charles Odcar is friendly by nature but too busy to offer much time to anyone. He speaks in a cheerful, breathless voice and quickly draws conversations to a close.



the characters are unfounded in making accusations against him unless they have solid evidence. The characters also have little justification for offending Charles or his servants, but if they don't behave offensively, the characters may be taken for the allies of the Odcars, simply for being seen at the estate by Feud-Crows.

Conversation with Charles or Mary can also lead characters to other local places of interest, like *Le Jeune Armes* where Jacques was killed, the stronghold of Fengheld Covenant where brethren of the Order reside, or the apartment of those Beogarts surviving Jacques.

2. *Le Jeune Armes*

This tall, narrow building lists slightly, as if unsteady in its foundations. Its sign, hanging over the street, depicts a mace and sword. French, English, and various Low Country corruptions of German echo in the tavern room. Lodging costs half a silver penny per night; private rooms are unheard of and strangers often end up sharing a bed. If the Troupe wants to roleplay a tavern scene, *Le Jeune Armes* offers them plenty of opportunity.

magical scars left on the rock where vis has been extracted. The Magus performing the extraction was Marguerite of the Fengheld stronghold (see Area 5).

Results of Visits

Characters may leave the St. Cyr estate as enemies, allies, or simply friendly associates of Charles and his servants. Characters' actions determine residents' responses, but there are a few things you and the players should keep in mind. Though Charles is involved in the murder of Jacques Beogart,

Thomas Proudfoot

Characteristics: Intelligence (witty) +1, Perception (self-involved) -2, Strength (muscular shoulders) +3, Stamina (persevering) +4, Presence (arrogant) -1, Communication (eloquent) +1, Dexterity (quick-handed) +2, Quickness (light step) +1

Age: 24

Size: 0

Virtues and Flaws: None

Abilities: Brawl (wild melee) 6, Dodge (wild melee) 5, Mason (Fortifications) 4, Broadsword Attack (single combat) 3, Broadsword Parry (single combat) 3

Confidence: 3

Reputation: Beogart's killer (tavern patrons) 1

Personality Traits: Braggart +2/Humble -2, Bad Tempered +2/Tolerant -2

Weapons and Armor:

Broadsword Totals: First Strike +7, Attack +9, Damage +12, Parry Defense +6 (12 Action)

Encumbrance: 0

Other Combat Totals: Dodge Defense +6 (12 Action), Soak +4 (10 Action), Fatigue +4

Description: This man's carrot-red hair, low forehead and bulging muscles give him the appearance of a thug. However, he has more wits than most of the louts in the inn, and he's also a trained mason. Once Thomas finds work, he expects to do well for himself.

Characters uneducated in foreign cultures, and in search of red-headed foreigners, may mistake Thomas for one of the MacKar brothers.

Roleplaying Tips: Thomas Proudfoot never minds appearing stronger or more belligerent than he actually is. Most of the time he drinks amiably with his companions. However, if given a chance to tell stories about himself, he succumbs to temptation. He grows angry at the slightest suggestion that his tales might not be true. Stories about his fits of fury are not exaggerations.

Colleen Proudfoot

Characteristics: Intelligence (pragmatic) +2, Perception (attentive) +5, Strength (small frame) -1, Stamina 0, Presence (honest face) +3, Communication 0, Dexterity (can't dance) -1, Quickness 0

Age: 19

Size: 0

Virtues and Flaws: Exceptional Talents +1

Abilities: Alertness (everyday things) 4, Magic Sensitivity (Creo) 4, Scan (quick scan) 3, Search (indoors) 2, Second Sight (people) 4, Speak English (expressing senses) 5

Confidence: 3

Reputation: Cause of Jacques's Death (tavern patrons) 1

Personality Traits: Quiet +1/Outspoken -1

Weapons and Armor: None

Encumbrance: 0

Other Combat Totals: Dodge Defense +0 (6 Action), Soak +0 (6 Action), Fatigue +0

Description: Colleen has an oval face and clear skin. She wears a linen headpiece over long brown hair. The woman's serene expression conceals a rich sense of humor and a deeply-buried feeling of superiority over others. Nobody has ever told Colleen that she has supernatural talents, but she knows she has a sixth sense for the uncanny. At times she finds the ability terrifying but at other times her sense proves amusing and useful. Colleen becomes quite excited if someone tells her that her intuitions are genuine and possibly useful to Magi.

Roleplaying Tips: Colleen says little, but listens to other people with a half-smile on her face. She clasps her hands on one knee and leans back, making herself comfortable.



Porters

Characteristics: Intelligence (thoughtless) -1, Perception (careless) -1, Strength (brawny) +2, Stamina (hearty) +2, Presence 0, Communication (crude) -1, Dexterity (able-handed) +1, Quickness 0

Age: 20

Size: 0

Virtues and Flaws: None

Abilities: Brawl (ambushing) 3, Cudgel (wild melees) 3, Dodge (thrusts) 3, Speak French (Cherbourg dialect) 3

Confidence: 2

Reputation: None

Personality Traits: Brave +1/Cowardly -1

Weapons and Armor:

Club Totals (1h): First Strike +5, Attack +7, Damage +7

Encumbrance: 0

Other Combat Totals: Dodge Defense +3 (9 Action), Soak +2 (8 Action), Fatigue +2

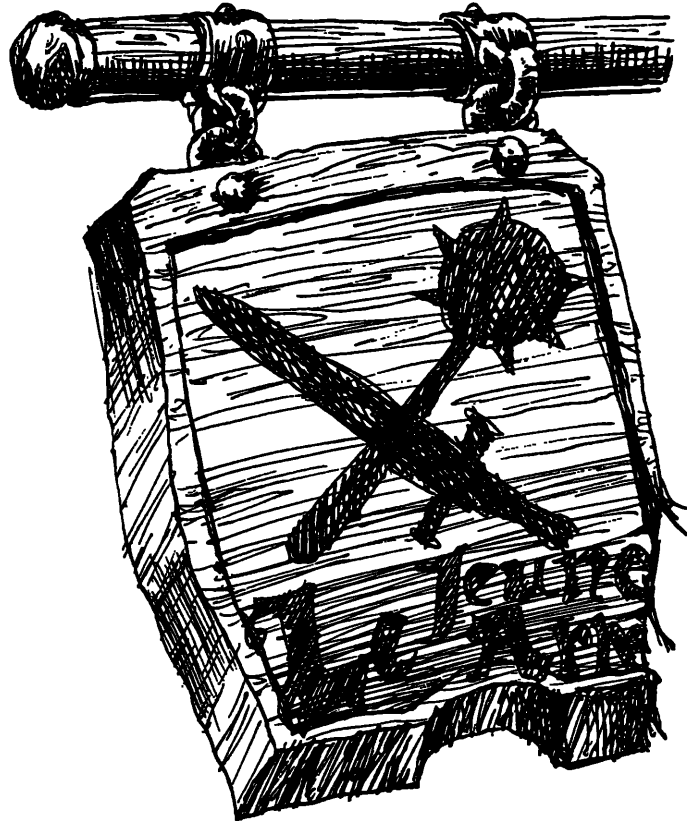
These men do heavy work for their master. The occasional rough encounter gives them a welcome bit of excitement. They know quite well that they are hirelings of a common merchant, not knights of the nobility. The porters therefore see no reason to fight fairly.

Well-muscled sailors and filthy tradesmen throng the tables of the inn. If asked about Beogart, the patrons respond with guffaws and speculation. A widely-circulated rumor holds that Jacques mistook an English duelist's wife for a prostitute and paid for the mistake with his life. This duelist, a brute of a fellow and inn regular named Thomas Proudfoot, does nothing to discourage the story, but wisely refuses to discuss the matter openly with strangers. However, Groggs and other rough-and-tumble sorts can get Thomas to boast about the "fight" in great detail.

Proudfoot's wife Colleen also stays at the inn. The story staining her virtue is not amusing to her. Colleen does not contradict her husband in public, but if anyone, particularly another woman, speaks with her in private, Colleen describes what she really knows about Jacques and his demise. Colleen saw Jacques moments before the murder, leaving the inn with four Scottish men.

Colleen Proudfoot knows the Scotsmen. When she and her husband came to France over a month ago, the couple and the Scotsmen traveled on the same ship. The four men frightened her, as she explains: *"From the moment I saw them, I read in their hearts that they planned to do murder. They had a glamour on them, that I know. They've been struck by the sword and by the sword shall they strike. I can feel them even now."*

Colleen's premonitions can lead the characters to the Fengheld stronghold (see Area 5). She believes *"the killers are there."* Colleen can also tell questioners that the assassins come from Glascarnoch, in Scotland. See Chapter Two for more details on the Scottish village.



Inn Patrons

Characteristics: Intelligence (simple) -1, Perception (bleary-eyed) -1, Strength (inflated self-perceptions) +2, Stamina (drunken vigor) +2, Presence (ugly) -1, Communication (slurred speech) -1, Dexterity (clumsy hands) -2, Quickness (plodding step) -2

Age: 17-50

Size: 0

Virtues and Flaws: None

Abilities: Drinking (volume) 4, Sing (drinking songs) 1, Brawl (drunk) 4, Dodge (drunk) 3, Improvised Weapon Attack (barroom brawls) 3

Confidence: 0

Reputation: None

Personality Traits: Brave +2/Cowardly -1

Weapons and Armor:

Improvised Weapon Totals: First Strike +2, Attack +3, Damage +7

Encumbrance: 0

Other Combat Totals: Dodge Defense +2 (8 Action), Soak +2 (8 Action), Fatigue +2

These sailors and petty tradesmen gladly pick a fight.



3. Odo Beogart

Odo Beogart lives in a third-story room of one of the town's dilapidated boarding-houses. He studies the Classics under priests at the nearby Church of St. Augustine, supporting himself on a family allowance. If the characters visit Odo, they find him locked in his apartment. The rest of the Beogart household squeezes into the apartment with Odo. The crowd includes Odo's simple-minded sister Anna, his mother Dame Florence, and a trusted manservant named Jean.

Odo receives guests and conducts discussions in a serious tone, especially those that involve the death of his father, Jacques. Indeed, Odo knows who's to blame for his father's death. His personal research has taught him about the feud between the Odd-Karnors and Beogarts. Furthermore, Odo's investigations have taught him about the Order of Hermes. He knows of the Magus, Marguerite, at the town's Fengheld stronghold and realizes she played a part in his father's murder.

Understandably, Odo wants revenge. Although he recognizes Charles Odcarr as the most prominent Odd-Karnor in Cherbourg, he reserves his true hatred for the Magus who lent his enemies aid. After all, he reasons, the feud was no affair of Marguerite's. According to Odo, Marguerite "played her part for the sheer malice of the thing."

After a lifetime of scholarship, Odo lacks the physical strength to forcibly avenge himself. He must therefore use cunning to punish Marguerite of Fengheld. When Odo meets other Magi, he attempts to stir up trouble between them and

Marguerite. Ideally, Odo would like to push other Magi into attacking the Fengheld stronghold, but failing that, he means to stir up as much dissension between wizards as possible. Odo is aware of some tenets of the Order's Code, and understands that Magi are committed to avoid mundane affairs. Fengheld's involvement in the feud, to Odo's mind, is reason for the characters to act against Marguerite, and Odo makes his feelings painfully clear.

If foreign Magi can't be reasoned into dealing with Marguerite, Odo panders to any paranoia they might have, hoping to trick them into helping him. He feigns innocence about Hermetic matters while trying to hint that Marguerite practices diabolism. He explains: "My father's death has to do with some sort of demonic ritual, I suppose. When he was found his lungs had been pulled free in some perverse ceremony. I've never made a study of such things, but demon-worship is commonplace among wizards, is it not?" In truth Odo doesn't believe Marguerite a diabolist, but justifies his half-truths to himself by asserting that the ancient Odd-Karnor family spirits are surely akin to demons.

Even if characters don't believe Odo's accusations against Marguerite and Charles Odcarr, the Feud-Crows affirm Odo's accusations, telling the characters as much. The Crows, on behalf of their distant master, want the characters to become caught up in the feud. This may mean convincing characters to strike against the Fengheld stronghold, or may mean warning Fengheld of the characters' arrival and investigations into

Odo Beogart

Characteristics: Intelligence (bookworm) +2, Perception (obsessed with revenge) -1, Strength (weak grip) -1, Stamina (nagging cough) -1, Presence (bad breath) -2, Communication (broad vocabulary) +1, Dexterity 0, Quickness 0

Age: 29

Size: 0

Virtues and Flaws: None

Abilities: Church Knowledge (theology) 2, Hermes Lore (history) 2, Occult Lore (family) 2, Scribe Latin (vocabulary) 4, Speak French (high culture) 5, Speak English (high culture) 4, Humanities (Classics) 4

Confidence: 2

Reputation: None

Personality Traits: Bitter +3/Resigned -2, Scheming +2/Honest -2

Weapons and Armor: None

Encumbrance: 0

Other Combat Totals: Dodge Defense +0 (6 Action), Soak -1 (5 Action), Fatigue -1

Description: Odo appears shorter than average, and is rather stocky.

Roleplaying Tips: Odo Beogart mutters and grumbles constantly. He punctuates his sentences by coughing.

the Covenant. In the latter case, the MacKar brothers may pay a visit to the characters one night, either at an inn room, tavern, or a back alley.

Odo may be unable to drag the characters into his plans against the Odcars and their allies. In this event, he broadens his hatred to include the characters as well, nursing his bitterness until he feels antipathy toward the whole Order of Hermes. Feeding on such hatred, Odo returns one day to get revenge on the characters. He may attack at some later part of this tale, or he may wait even longer, appearing in another story. The longer he waits, the more powerful he grows, and the more allies and cunning he brings to his final attack. Ultimately, Odo is a character to use as you will, as a persistent enemy of the characters, or as a simple annoyance. Regardless of the means of Odo's revenge, the Feud-Crows undoubtedly aid him, providing information to him about the characters and the Order of Hermes itself.

For more details on the Magus Marguerite and the Fengheld stronghold, see Area 5. For details on the Church of St. Augustine, where Odo receives his Classical training, see Area 4.

4. Church of St. Augustine

This church and accompanying abbey struggle for space with the tight-packed buildings of Cherbourg. The city walls loom behind them, and the sea thunders far beyond. A few black-robed friars wander the grounds. The church itself features finely-carved statues of the Virgin and an elegant cross



of red stained glass. The abbey is made of grey, worn stone. The map provided shows the layout of the church and abbey and their surrounding lands. Church lands have a Divine Aura rating of 5.

The buildings are occupied by Curate Beauregard and twenty monks and friars. The friars preach, work, and occasionally fight for their Curate. Ten of the friars have the training and physique for a scuffle.

Curate Beauregard

Curate Beauregard manages the church. His devout faith brings him great respect from the people of Cherbourg. He expanded the church of St. Augustine from a small abbey to its current size. At present Beauregard devotes his church's resources to tracking down the killer of Jacques Beogart. Beauregard considers the murder an outrage on two counts, one because it was committed against a nobleman of Cherbourg, and two because it seems a clear act of diabolism. To let the murder go unpunished could also spoil the purity of all Beauregard's works in Cherbourg, and could ruin his prestige in the Church.

If the characters ask to discuss Jacques Beogart's killing with Beauregard, they find him quite willing to talk. Beauregard receives characters in the scriptorium of his abbey. There, the Curate discusses the murder in grave tones. He speaks forcefully of the evil of the crime, "*a sin against nature and against man.*" He does not hesitate to add, "*This is a scandal which could ruin me.*"

If the characters ask questions about the murder and those who might be involved, Beauregard does not hesitate to answer truthfully. Beauregard knows the basic information on the Beogarts and Odcars. His student, Odo Beogart, hints that demons and wizards played a role in the crime.

Beauregard and the Murder

If the characters volunteer to help Beauregard apprehend the killers, they make a staunch friend. Curate Beauregard has enough pragmatism to accept the Order of Hermes, once he knows of the Order's prohibitions against dealings with infernal powers. Beauregard's influence in Cherbourg also helps characters make the connections and get the information they need to pursue their investigation. If the characters have Beauregard on their side, they may add +3 to all social Ability rolls that involve motivating others.

However, if characters inquire about the murder but refuse alliance with Beauregard, the Curate develops suspicions about the characters. After all, the characters are mysterious strangers inquiring after what seems a diabolical event. If the characters ask too many questions without obvious cause, Beauregard may even suspect them of committing the crime. In fact, if Beauregard's efforts to find the killer fail, he may blame the characters simply to have a scapegoat, and to preserve his standing in the city. Characters' public displays of magic during the story only add credence to any charges the Curate levels against them.

Curate Beauregard

Characteristics: Intelligence (shrewd) +2, Perception 0, Strength 0, Stamina (robust) +2, Presence (piercing gaze) +3, Communication (resonant voice) +3, Dexterity 0, Quickness (energetic) +1

Age: 45

Size: 0

Virtues and Flaws: True Faith +3

Abilities: Charisma (inspiration) 3, Church Knowledge (politics) 5, Diplomacy (politics) 3, Scribe Latin (vocabulary) 4, Speak Latin (vocabulary) 4, Quarterstaff Attack (wild melee) 4, Quarterstaff Parry (wild melee) 4, Speak French (Cherbourg dialect) 5, Speak English (scriptural terms) 4

Faith: 3

Reputation: Energetic (churchgoers) 3

Personality Traits: Ambitious +1/Relaxed -1, Pragmatic +1/Fanatic -2

Weapons and Armor:

Quilted Robes

Quarterstaff Totals (2h): First Strike +9, Attack +6, Damage +8, Parry Defense +10 (16 Action)

Encumbrance: 0

Other Combat Totals: Dodge Defense +1 (7 Action), Soak +3 (9 Action), Fatigue +2

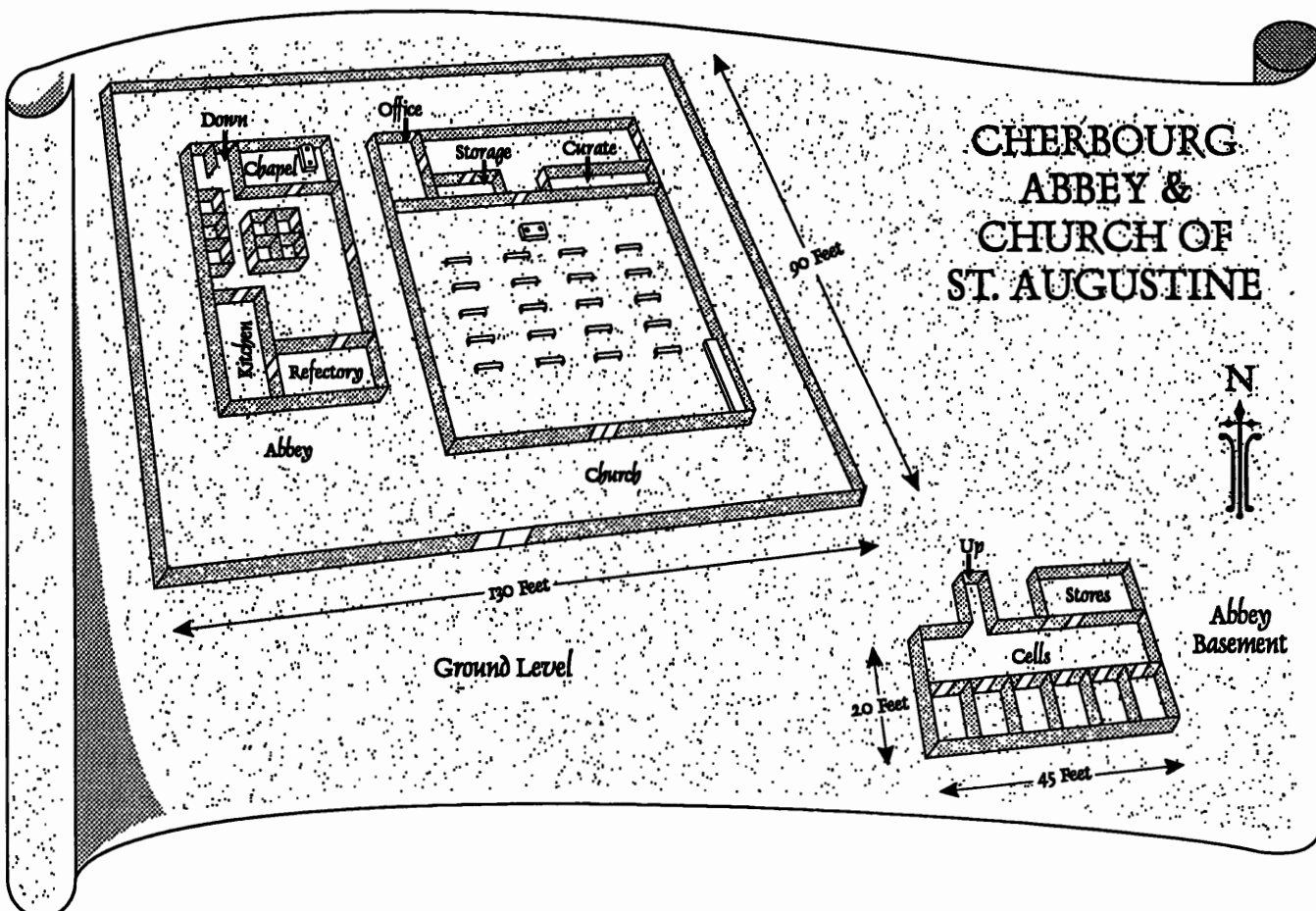
Description: Despite a lean frame and gray complexion, Beauregard looks robust and unshakable. He stands erect, and wears a monk's brown robes. The Curate has few personal ambitions, but burns with the desire to aggrandize the local church.

Roleplaying Tips: Beauregard speaks in a resonant voice. In conversation, he fixes people with a piercing gaze. Although Beauregard always seems quite friendly, he seldom makes promises or offers.

Truthfully, the Church would like to blame Jacques Beogart's death on wizards of the Order of Hermes. Fengheld poses a dangerous threat to the good acts Beauregard has conducted in Cherbourg, and he would like to see its local stronghold eliminated. Unfortunately for him, Fengheld has enough power and discretion to avoid suspicion, unless other

Magi can be convinced to find out the crimes of their brethren and testify against them.

The characters may try to help the Curate, leveling charges against Marguerite of Fengheld. However, the characters are members of a fledgling Covenant and have little power or authority, and thus endanger themselves by speaking publicly



against Fengheld. Marguerite can therefore turn accusations against the characters, charging the characters with trying to pin their own crime on others. In such a situation Curate Beauregard has little choice but to level charges against his guests.

You should note anything spoken by characters in Beauregard's presence. That information may be used by Beauregard against the characters in the future, either to pin the murder on them, or to appease Fengheld and its local influence.

Arresting the Characters

You make the final decision about whether or not Beauregard decides to prosecute the characters. As a guideline, assume that if characters make their interests in the murder conspicuous, the Curate ponders their guilt for two days. If the characters produce the MacKar brothers as the killers in this time, Beauregard honors the captors as heroes. Otherwise, the Curate decides to prosecute the new Covenant members.

Beauregard arrests suspected killers with the help of five men-at-arms from the Cherbourg watch. Beauregard's own Faith (see the Curate's boxed profile) helps the group resist magical attacks. And, if the characters defeat the priest and watchmen, they become outlaws. Squads of ten men-at-arms sweep Cherbourg searching for the strangers. If the characters fall under suspicion of murder, they can probably avoid most trouble by fleeing Cherbourg and by causing as little damage as

Fighting Monks and Friars (10)

Characteristics: Intelligence 0, Perception (biased) -2, Strength (strong grip) +3, Stamina (tough-minded) +4, Presence 0, Communication (accusing tone) -1, Dexterity (adept athlete) +2, Quickness 0

Age: 23-25

Size: 0

Virtues and Flaws: None

Abilities: Church Knowledge (refuting heresy) 2, Quarterstaff Attack (wild melee) 4, Quarterstaff Parry (wild melee) 4, Dodge (charges) 3, Brawl (punch) 1

Confidence: 2

Reputation: None

Personality Traits: Brave +2/Cowardly -2, Devout +2/Wavering -2

Weapons and Armor:

Quilted Robes

Quarterstaff Totals: First Strike +9, Attack +8, Damage +11, Parry Defense +10 (16 Action)

Encumbrance: 0

Other Combat Totals: Dodge Defense +3 (9 Action), Soak +5 (11 Action), Fatigue +4

These fellows are far stronger than one might expect for religious brothers. They have some combat experience, gained by arresting enemies of the faith.





possible in the process. At your option, the Church may commission detachments to hunt characters down long after this story is told.

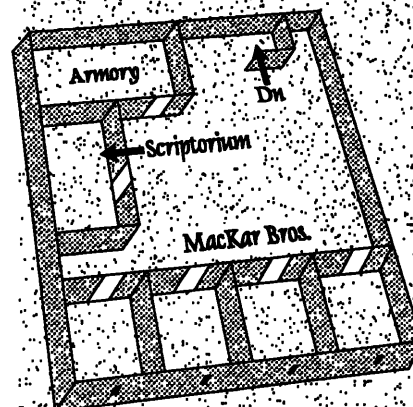
Characters who do escape may be wanted in Cherbourg for years. If they ever return they probably have to disguise themselves, or must keep a low profile, to avoid arrest.

If the characters fail to escape Cherbourg, or voluntarily choose to face trial, their fate may be grim. Baron d'Seval, Lord of Cherbourg, administers justice. In theory, a religious crime such as diabolism requires a special trial by the Church. However, since this case involves murder, that extra step is unnecessary. Contemporary concepts about the rights of the accused have no place in the Middle Ages. Baron d'Seval feels a duty to punish someone for the murder of Jacques Beogart, and considers itinerant magicians an obvious target. Unless the characters present what you consider an extraordinary defense, the Baron sentences all accused to decapitation.

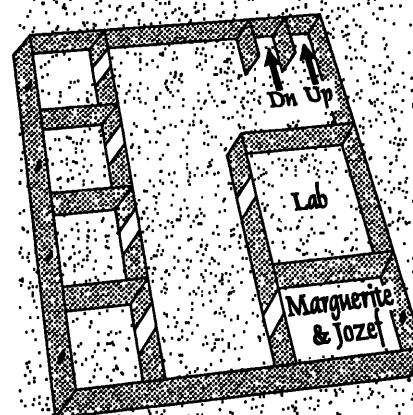
If convicted the characters have one day to escape punishment. Beauregard keeps them in cells beneath the church, guarded by five strong monks. The means of the characters' escape largely depends on what tactics the players decide on. It's advised that escape be relatively easy, though the players shouldn't know that. Indeed, Curate Beauregard takes no special precautions with imprisoned Magi, believing the Divinities will keep wizards from using their magicks. It's true that the church's Divine Aura interferes with spell casting, but

FENGHELD

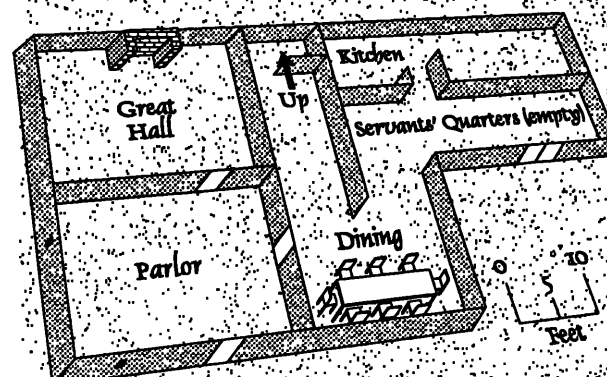
Third Floor



Second Floor



Ground Floor



spells are still possible. In general, if the characters can defeat the friars who guard them, they can escape from the church. If the characters can escape the church and capture the real culprits of the murder, they prove their innocence. Otherwise, all Cherbourg considers the characters murderers.

5. Fengheld Stronghold

The Fengheld stronghold is a Norman branch of the Germanic Fengheld Covenant. The stronghold represents a Hermetic contribution to the foreign occupation of Cherbourg. Some years ago the Magi of Fengheld established a branch of their Covenant in the city to insure better trade and communication with the surrounding world.

With its thick stone walls and narrow, barred windows, Fengheld mansion appears to be part of the fortifications of Cherbourg. If the characters inquire about Fengheld's occupants, they learn that the mansion belongs to Sir Jozef of Poznan, a Crusader of Polish birth. Following his battles in the Holy Land, Jozef returned, not to his home, but to France. He received a grant of city property and has lived here ever since.

On the inside the stronghold proves to be a typical medieval townhouse. A great hall dominates the lower floor, its air reeking with smoke and garbage. The upstairs contains a few connected bed chambers, which do not offer the occupants much privacy. An *Aegis of the Hearth* at Level 10 protects the building. The layout of the Fengheld stronghold is shown on the provided map.

Meeting the Inhabitants

If characters seek entry to the stronghold, Marguerite, a woman of stunning beauty, answers their knock. She wears the laced dress of a gentlewoman. Ringlets of blonde hair flow down her back. Her rosy complexion glows of health. The woman proves as rude as she is attractive, though, and orders guests away. A blonde man of impressive musculature, apparently Sir Jozef, appears silently by her side. If the visitors are Magi, or mention the murder of Jacques Beogart, Marguerite invites them in, but not without giving them a cold, measuring stare. Otherwise, to gain entrance to the stronghold one must use force or stealth.

In the event of a disturbance on the stronghold's doorstep, Marguerite plays the part of a scandalized goodwife. Her companion, Sir Jozef, attempts to expel intruders. Marguerite shrieks if anyone lays hands on her. However, she is hardly helpless, as her boxed profile reveals. Indeed, Marguerite is a Magus, and a fairly powerful one.

Once guests get inside the Fengheld stronghold, their reception depends upon their errand and Hermetic status. Since Marguerite and her followers (save the MacKar brothers) belong to the Order of Hermes, they are not allowed to attack other, self-declared followers of Hermes. Characters cannot legally attack stronghold residents either. However, Marguer-



Marguerite of House Flambeau

Characteristics: Intelligence (pragmatic) +3, Perception (astute) +3, Strength (rounded shoulders) -1, Stamina (forceful) +1, Presence (captivating gaze) +3, Communication (frank) +1, Dexterity 0, Quickness (sleek) +1

Age: 28

Size: 0

Virtues and Flaws: Gentle Gift (no -3 penalty when dealing with others) +1, Deleterious Circumstances (-5 to magic rolls when caught in rain) -1

Abilities: Speak Latin (vocabulary) 3, Speak German (vocabulary) 4, Speak French (vocabulary) 4, Speak Polish (vocabulary) 3, Speak English (vocabulary) 2, Scribe Latin (vocabulary) 4, Magic Theory (inventing spells) 4, Hermes Lore (politics) 3, *Parma Magica* (Mentem) 4, *Certámen* (Ignem) 5, Finesse (precision) 2, Concentration (long periods) 2, Dagger Attack (ambushes) 3

Confidence: 2

Reputation: Backstabbing (Order of Hermes) 3

Personality Traits: Cruel +2/Considerate -1, Ambitious +2/Content -1

Techniques and Forms: Creo 12, Intéllego 6, Muto 5, Perdo 6, Rego 13, Animál 5, Aquam 7, Auram 0, Córpoem 5, Herbam 0, Ignem 13, Imágonem 13, Mentem 14, Terram 4, Vim 10

Spell Casting Speed: 3

Twilight Points: 4

Effects of Twilight: None

Spells Known: *Ball of Abysmal Flame* (CrIg 30) +26, *Despair of the Quivering Manacles* (ReCo 10) +19, *Pilum* of

Fire (CrIg 20) +26, *Wizard's Sidestep* (ReIm 20) +27, *The Captive Voice* (ReIm 20) +27, *Posing the Silent Question* (InMe 25) +21, *Scent of Peaceful Slumber* (ReMe 20) +28, *The Surgeon's Healing Touch* (CrCo 20) +18, *Stone of the Hundred Shards* (CrTe 15) +17, *Confusion of the Numbed Will* (ReMe 15) +28, *Flash of the Scarlet Flames* (CrIg 15) +26, *Aegis of the Hearth* (ReVi 10) +24

Wizard's Sigil: Her beauty diminishes momentarily to show her cruel side

Weapons and Armor:

Dagger Totals: First Strike +5, Attack +7, Damage +4

Encumbrance: 0

Other Combat Totals: Dodge Defense +1 (7 Action), Soak +1 (7 Action), Fatigue +1

Description: Marguerite's golden curls and fine features give her the appearance of a beautiful doll. This demeanor belies her true nature. Marguerite belongs to House Flambeau, and lives to acquire power. She does not hesitate to use the destructive spells of her House. However, Marguerite prefers to let henchmen do her dangerous work, so she can preserve her resources for more important struggles. In mundane society, Marguerite almost always acts through proxies.

Roleplaying Tips: Marguerite considers mundane folk beneath her. As for her peers in the Order, she feels that Magi should be beyond the petty rules of etiquette. Therefore, she feels free to behave shockingly rude, and does not hesitate to make the most cutting remarks she can. Marguerite's high, mocking voice increases the effect of her insults. Nevertheless, the woman is cunning, and restrains her verbal cruelty when it suits her purposes.

Sir Jozef

Characteristics: Intelligence (educated) +1, Perception (trouble) +2, Strength (broad shoulders) +5, Stamina (vigorous) +4, Presence (commanding) +2, Communication (subservient attitude) -2, Dexterity (sure hand) +3, Quickness (great stride) +2

Age: 25

Size: 0

Virtues and Flaws: None

Abilities: Broadsword (bodyguarding) 5, Broadsword Parry (bodyguarding) 5, Self Bow (moving targets) 3, Speak French (vocabulary) 4, Speak German (vocabulary) 3, Speak Polish (vocabulary) 3

Confidence: 2

Reputation: Renowned Crusader 1

Personality Traits: Taciturn +2/Forward -2, Loyal +2/Treacherous -2, Brave +2/Cowardly -2

Weapons and Armor:

Chain Mail Cuirass

Broadsword Totals: First Strike +10, Attack +12, Damage +16, Parry Defense +8 (14 Action)

Self Bow Totals: Rate 1, Attack +5, Damage +8

Encumbrance: 0

Other Combat Totals: Dodge Defense +2 (8 Action), Soak +12 (18 Action), Fatigue +4

Description: Sir Jozef has the arrogant chin and well-defined muscles of a nobleman warrior. He dresses in loose clothes of dull linen, with no badges of rank. However, his chain mail vest identifies him as a man of influence. The warrior claims to be a Polish knight in order to maintain his mistress's facade. However, he grew up a child of Fengheld Covenant, where Magi trained him as a fanatical bodyguard for his mistress. Jozef feels utterly devoted to Marguerite. Although they may claim to be husband and wife, the two maintain a completely chaste relationship, and Sir Jozef cannot even imagine otherwise.

Roleplaying Tips: Sir Jozef speaks no more than necessary. One may interpret this as stupidity or as the bluff of an old warrior. In fact, Jozef has a keen enough mind, but does not wish to interpose his own opinions against those of his mistress. He stands quietly behind Marguerite, watching her guests with fierce, cunning eyes.

ite does consider herself senior to members of a new Covenant, and feels they should pay her homage, so immediately assumes a position of authority over novice Magi.

As the characters may guess, Marguerite plays a large role in recent Cherbourg events. She was contacted by Mary, the herbwife to Charles Odcar. Through this connection, Marguerite learned of the feud, and of the ongoing warfare in Scotland (see Chapter Two). Marguerite cares little for the family dispute, but realizes that the St. Cyr estate harbors a useful supply of vis, which Charles Odcar, being a mundane, has no use for. Thus, Marguerite and Mary developed a scheme to bring in killers from Glascarnoch to murder Charles's rival. In the process the Odcars were rid of Jacques Beogart, and Marguerite gained access to the St. Cyr vis.

Marguerite has no patience for those who condemn her activities in Cherbourg. Furthermore, she refuses to let visitors bring the MacKar brothers to justice. If younger Magi behave disrespectfully to Marguerite, she orders them to leave and refuses to have any further dealings with them. If anyone threatens her, she invokes the Peripheral Code of Hermes and orders other Magi not to interfere in her operations. If trouble persists, the MacKar brother are called upon. Failing that, Marguerite may try to dispose of troublesome characters on her own, later charging them with crimes against Hermes. If the characters defeat her in *Certámen*, Marguerite may make minor concessions, such as letting Magi meet the MacKar brothers. However, she does not fully respect a magical duel, considering it a poor substitute for actual combat.

MacKar Brothers (4)

The following profile may be applied to each of the brothers, all four being so similar.

Characteristics: Intelligence (brutal thoughts) -1, Perception (preoccupied with revenge) -1, Strength (furious) +2, Stamina (indomitable) +3, Presence (dour) -1, Communication (fatalistic tone) -2, Dexterity (fast reflexes) +3, Quickness 0

Age: 19-25

Size: 0

Virtues and Flaws: None

Abilities: Broadsword (wild melee) 4, Broadsword Parry (wild melee) 3, Speak Scottish Gaelic (vocabulary) 5, Speak English (vocabulary) 2, Dodge (thrusts) 4, Brawl (wild punches) 3

Confidence: 2

Reputation: None

Personality Traits: Dour +2/Cheerful -1, Fatalistic +1/Free-Spirited -1, Bloodthirsty +2/Temperate -1

Weapons and Armor:

Hard Leather Hauberk

Broadsword Totals: First Strike +6, Attack +11, Damage +12, Parry Defense +6 (12 Action)

Ravenfeeder Totals: First Strike +6, Attack +11, Damage +0*, Parry Defense +0 (6 Action)*

Encumbrance: 1

Other Combat Totals: Dodge Defense +4 (10 Action), Soak +6 (12 Action), Fatigue +2

*starting values; see *Ravenfeeder*, below.

These red-haired brothers have harsh voices and grim expressions. Their coal-black eyes speak of murder. The MacKar brothers came to France on behalf of their cousin, Angus MacKar, to punish the Beogarts in return for a recent MacKar death in Scotland (see Chapter Two for more details). The brothers see neither joy nor shame in their role as avengers. They accept killing as a fact of life.



If characters in Cherbourg become a real nuisance to Marguerite or otherwise disrupt her affairs, she may certainly become a long-standing enemy. In fact, a feud of the characters' own could arise, with Fengheld Covenant in Germany. The prospect of such a feud is a Saga possibility for you to develop depending on your tastes and plans for your Saga.

Making Allies

Keep in mind that the characters need not come to the stronghold as enemies. Marguerite may never accept them as equals, but she has no desire to fight. If other members of the Order of Hermes treat Marguerite with deference, inquiring about the situation in Cherbourg, she explains her views on the Odd-Karnors and Beogarts. Fengheld Covenant knows how the two families have pursued their feud in all lands taken by the Vikings. Marguerite elaborates, "*The supposed sorcery of*

Ravenfeeder

Colin MacKar, the eldest brother, wields a sword called Ravenfeeder. This heirloom of the Odd-Karnor family bears a series of runes and two emblems of a skull along its blade. Each time a blow from Ravenfeeder draws blood (i.e., causes damage in combat), the sword gains a +2 modifier to its Damage and Parry modifiers. This bonus is cumulative, so two consecutive hits leads to a +4 bonus, and three hits leads to a +6 bonus. However, if the wielder ever attempts a blow which fails to inflict damage, the sword loses one point from each of Damage and Parry modifiers, possibly lapsing into a penalty.

After one hour out of combat, the sword reverts to Damage and Parry modifiers of zero.

Ravenfeeder inspires an insidious bloodlust in its owner. Those who wield the sword in combat develop a fascination with killing, leading to a +2 score in the Personality Trait of Bloodthirsty.

The powers of Ravenfeeder have a magical nature and Level of Perdo C  rpore  m 30.

these families is largely a matter of hedge wizardry and superstition. However, their rituals produce vis, which makes them worthy of our attention."

Marguerite has a plan for exploiting the feud. "In family battles, the House Odd-Karnor has traditionally lost. Therefore,

the Odd-Karnors readily accept Magi as allies. By helping them, we put ourselves in a position to exploit their magical resources. Do I make myself clear?"

If the Magi accept what Marguerite tells them, and show interest in an alliance to exploit the families, she raises the subject of Glascarnoch, Scotland (see Chapter Two for details on the feud there). In Glascarnoch, the Beogarts and Odd-Karnors fight an almost open war. Marguerite wants to use other Magi against the Beogarts there. She offers to direct the Magi to the vis of Scotland in return for their assistance against the Beogarts, and a share of vis collected. If the Magi agree to the deal, the MacKar brothers travel to Scotland with the characters to insure their loyalty.

Such a deal puts the characters on good terms with Fengheld Covenant, and Marguerite in particular. The characters may not respect their end of the bargain, though, disposing of the MacKar brothers and taking whatever vis is found. Such a breach of trust makes the characters enemies of Fengheld, as discussed above.

Of course, the Magi of Fengheld may also turn on the characters at some point — if not in this story then in another. Maybe Fengheld brings the characters up on Hermetic charges for having become embroiled in Cherbourg's mundane events. The Fengheld Magi justify mundane dealings of their own by stating they were testing the young covenfolk and thus had to fit the role they wanted characters to believe in. By bringing the characters up on charges, the Fengheld Magi hope to be rewarded with the vis the characters acquire. Only desperate



investigation and solid proof save the characters and their Covenant from Hermetic punishment.

The MacKars

The four MacKar brothers dwell on the upper floor of the stronghold. They do not come down to greet guests. The characters might contact them by stealth, by pressuring Marguerite, by making trouble elsewhere in the city that the brothers try to silence, or by making enough noise to bring them downstairs for a battle. If anyone accuses the brothers of murder, they do not deny it. Instead, they challenge the accusers to defend their statements in trial by battle. This fight must have equal numbers on each side, and must be fought to the death.

6. Guild Hall

The Hall of the Traders' Guild in Cherbourg, of which Charles Odcarr is head, proves to be a long, low building at the center of town. Inside, characters find a dim, smoky chamber. The Traders of the city meet here to set prices and standards. If the characters try to speak with guild members, they meet a thick-headed merchant named Eric LeBarre. If asked, Eric confirms that Charles Odcarr, the Guildmaster, spent the evening of Jacques Beogart's murder here. The traders generally favor their Guildmaster Odcarr over the "old foxes," the Beogarts.

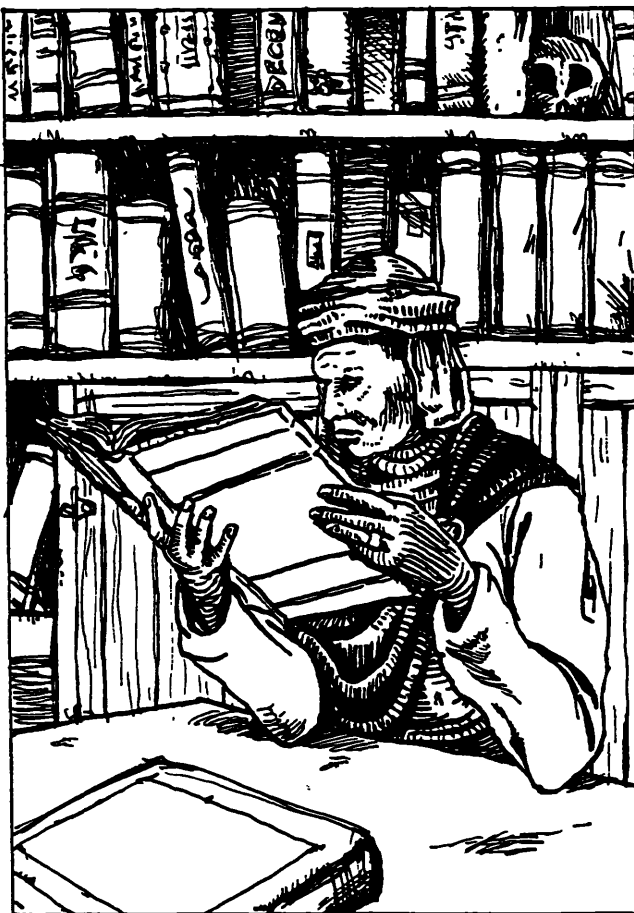
Characters may also meet Charles Odcarr here, or may obtain an introduction to him. In the afternoon or evening, there is a 50% chance that Charles is present. He talks with anyone who seems to have guild business. (See Area 1 for details on Charles.) If Charles is not here, Eric may help the Magi contact him. By presenting a reason for seeing Charles and passing a roll of Communication + Guile, Fast-Talk or whatever else happens to be appropriate, one can convince Eric to arrange a meeting within one day. The Ease Factor for such rolls is 6.

7. Arnulf's Estate

After he "hires" the characters to help him find the Beogart spirit, Arnulf Norman returns to Cherbourg and his home. He may accompany the characters to the city, as the characters desire, but Arnulf does not want the locals to associate him with the foreigners. He therefore requests that the characters avoid him in town, unless he is absolutely needed. Of course, characters may not trust Norman, and may investigate him as well as the city.

The Home

Arnulf dwells in a compact stone house with a slanted roof. Other city buildings press in on all sides around his home. Those who knock upon the door meet Francois, a tall serving-boy of about fourteen. Francois may actually turn and bolt if approached by a Magus, unless the Magus has the Gentle Gift. The boy talks normally with more mundane guests. However, Francois is both quite religious and quite superstitious. He crosses himself at any mention of the supernatural.



For the most part Francois knows very little of his master's business. He is not allowed into his master's study, and is under the impression that his master is a devout churchgoer. Francois is also ignorant of Arnulf's recent journey to the characters' Covenant. The boy believes his master simply went away on business, and has recently returned.

Francois's role in the story and the characters' investigation changes, though, when he gets a look at Arnulf's books. See *Arnulf's Arrest*, below, for the details of this unprecedented course of events.

Inside Arnulf's home, the characters find tiny rooms with narrow windows. Even at midday, the house is dark within. Arnulf seldom uses candles for fear of fires. The house includes a great hall, dining room, and a shadowy library. This final room contains books with library ratings of 3 each in Occult Lore, Magic Theory, Hermetic History and Church Lore. One book on Hermetic History, *Enlightened Societies of the Contemporary Age*, contains a section in Arnulf's own hand. The section describes, in complimentary terms, the characters' own Covenant.

Investigating Arnulf

Though the characters may investigate Cherbourg, they may also look into Arnulf and any secrets he may have. Arnulf keeps several secrets from the characters. His secret knowledge



appears in the vellum manuscript, *The Hanged Man's Saga*. Arnulf keeps the book hidden within his feather-bed, knowing that Magi might at some point ask to peruse his library.

The Hanged Man's Saga is written in Norwegian. To read the book, a character must pass an Intelligence + Norwegian Scribe check with an Ease Factor of 6. The book contains the following bits of information:

- "And the sons of Beogart laid their father in a great barrow. Then they built lesser mounds in a ring around him. Beneath these hills they placed his kinfolk, choosing the ones who died at the hands of the Odd-Karnors."

- "Within each tomb, the sons of Beogart lit fires to Freya. And it is said that the ashes of those fires still hold the essence of magic, even to this day."

- "Upon every stone of the Great Barrow they did inscribe the rune Gift To The Dead. Thus it is that every man who strains to move these stones shall grant Beogart the greater strength. And it is believed among the wise kind that these stones are infused with magnificent power."

- "Within their father's grave they did lay treasures three. First there was the cloth which brought the feast. Second, a cloak which made the wearer as shadows. Last came Freya's Oven, which could produce all that men bake from Frodi's Flour."

If a player recognizes the reference to Frodi's Flour, the player's character automatically know what it means. If the players are not familiar with the term, anyone who wishes to research may attempt a roll of Intelligence + Legend Lore with an Ease Factor of 8. Frodi's Flour means gold.

If characters get their hands on this book, Arnulf justifies having overlooked its mention. He claims to have believed the characters already learned in such matters. Of course, once the characters know the information of *The Hanged Man's Saga*, there's nothing Arnulf can do to stop them from demanding a greater share of the Beogart spirit's loot. In fact, characters may even deny Arnulf a cut. That's their prerogative. The action is testament to the characters' growing independence in this story, and increasing power as a Covenant. Of course, cutting Arnulf out of the loot makes him a terrible enemy in stories to come, but this assumes Arnulf survives his arrest.

ARNULF'S ARREST

A few days into this story, when the characters are still in Cherbourg, the servant Francois sees Arnulf's books on pagan spirits. Although Francois cannot read, the illustrations frighten him. He reports what he sees at confession. The attending priest launches an investigation, and within a few hours, Curate Beauregard issues an order for Arnulf's arrest as a warlock.

The characters may not immediately learn of their employer's arrest. If they are in contact with Curate Beauregard, the characters learn of the arrest at once. They may also discover their patron's fate by listening to the city's rumors. The arrest becomes common gossip after one day. Even if local rumor doesn't keep characters apprised of recent events, the

Feud-Crows can inform characters of events, insuring that characters are able to act on Arnulf's arrest and maintain the hostility of the feud.

Assuming that the characters and Beauregard are on good terms, the Curate may allow covenfolk to speak with Arnulf. He pleads with them to somehow get him out, and promises that if they can release him, he will reveal more about Beogart and the defenses of the spirit's trove. If characters ask why Arnulf did not reveal those secrets in the first place, he again whines that he assumed the Magi already knew them. Arnulf can reveal the information in *The Hanged Man's Saga* (see Area 7 of the *Major Encounters*). If the Magi still seem reluctant to help, Arnulf warns that he may condemn them as fellow heretics. "*Men say many things upon the rack.*"

Curate Beauregard holds Arnulf in a monk's punishment cell beneath the abbey. The description of the abbey and church (Area 4) indicates what resistance characters can find there. Particularly brutal characters may kill Arnulf rather than free him. The choice is the characters' after all, and though there may not be any apparent shortcomings in killing Arnulf, his secret information is valuable and can only be imparted if Arnulf is still alive (unless characters somehow find the hidden book). Still, acquiring the book is not essential for the continuance of this story, so characters' murderous actions do not bring the tale to the end. Those actions only increase the difficulty of the characters' mission, to find the resting place of the ancient Beogart.

If the characters attempt to negotiate Arnulf's fate with Beauregard, Beauregard agrees to speak with them. However, Arnulf's book discusses ways of calling up spirits from the dead, along with rituals which honor pagan gods. No Magus can deny that this is heresy. Beauregard might listen to the argument that Arnulf should be allowed to live and repent. However, the Curate heeds this suggestion only if Magi earn his great favor, either by delivering him the killers of Jacques Beogart or by promising some great service to the Church. If Magi agree to a holy quest, you may use their agreement as the starting point for some future story.

Ultimately characters need not interfere with Arnulf's fate. If they do not, the Church does indeed condemn him as a heretic, and hands him over to the Cherbourg secular authorities for execution. Owing to Arnulf's rank, the city of Cherbourg allows him the mercy of strangulation before burning. The execution takes place ten days into the story. Arnulf does indeed name the characters as his accomplices, and unless the covenfolk leave Cherbourg, Curate Beauregard orders their arrest as well.

The pursuit of criminal characters is discussed under Area 4, above. This pursuit may well extend beyond the walls of Cherbourg, and may persist into future stories. Maybe characters have to ingratiate themselves with the Church at some point to put an end to their persecution as diabolists. Such contention with the Church is bound to color the fate of the characters' young Covenant in some way. Hostility with the Church also drags the young Covenant further into worldly affairs, forcing its members to deal with the mundane world.



WOMAN'S COLD COUNCIL CHAPTER TWO

Kate Beogart went to meet Angus MacKar one final time. She scaled the slopes of the Ben Dearg, clambering over its great stones. The boulders and ridgelines broke the terrain into countless ravines and exposed crags. Each time Kate bent her waist, she could feel Angus's child moving inside her. In a few weeks, she would scarcely be able to make the climb.

Kate stopped at the place she and Angus always met. They had a rendezvous upon the crown of the hill, atop a broad, rounded stone, dark as coal, and warm in the autumn sun. Kate squatted, making herself as comfortable as she could. She did not think of the past or the future.

Angus appeared presently, poking his head up from a narrow gorge. He was almost too stocky to fit through the ravine. When his blue eyes met Kate's, he seemed to perceive something was wrong. He recoiled, then hung his head, although she had not yet so much as frowned.

When the two were together, Kate stroked her stomach. "I am with child." She looked at her lap. "Do you understand what I am telling you?"

Angus shrugged his broad shoulders. "I'm the father."

Kate could only smile fondly at the innocent remark. "Yes... that's one thing. But there's something else you have to understand. We can never see each other again."

Angus's eyes dropped. He made no response. He did not appear unduly shocked, but it did appear that the situation had never occurred to him.

"We're enemies, Angus. We were enemies before we were born, centuries before, when our people first came to this blasted heath. Your people have robbed mine. My people have killed yours. There's blood between us, Angus. We used to ignore that. But we won't be able to anymore."

Kate spoke in a clear, unhurried voice, "There's something else you have to understand. People are going to kill each other because of us. You are going to lose kin. So am I."

Angus MacKar stared into space, wrinkling his heavy brow. "So what... what do you want me to do?"

"There's nothing you can do. Nothing at all."

Angus shrugged and grunted something incomprehensible. Kate said nothing more. He reached for her hand but she did not extend it. Finally, Angus rose and shuffled away. He squeezed between two stones and was out of sight.

Kate sat alone on the rock, her eyes upon the gray-green wastelands below. She leaned forward, cradling her belly against the icy wind.

Summary

In order to pursue the legends of the Beogart spirit and its supposed magical treasures, the characters must travel from Cherbourg to Glascarnoch, in Scotland. Here the feud continues, and clues are provided for further journeys to other lands.

There are several means by which the characters may be convinced to travel to Scotland. They may make a deal with Marguerite of the Fengheld stronghold, and travel here with the MacKar brothers in pursuit of feud-related vis. The



characters may also learn about further familial conflicts in Glascarnoch through the MacKar brothers, whom the characters may defeat and turn over to the authorities. Arnulf Norman or other sources of information, like the rumormill in Cherbourg, may also prompt characters to continue their investigations in Scotland. There are many means by which the characters may be motivated to travel to Glascarnoch, all of which arise from their own investigative efforts.

When the characters arrive in Glascarnoch, they find the feud taking place at a low level of intensity — that is, conflicts arise, but none leads to all-out war. Beogarts and MacKars regularly assault one another in town and murders take place fairly frequently. Indeed, the characters should not be here long before they see a corpse from one family or the other. However, only distant relatives and idle youths currently indulge in the fighting. More powerful members of the families wait for a truly opportune moment to do battle, for a great hatred burns between the two families given recent events (which are discussed below). A visit by the characters may well prove to be the catalyst which triggers a final battle.

In this Chapter the characters are bound to join the feud, unless they are extremely careful, and can overcome the subversive efforts of the Feud-Crows. Generally speaking, if the characters want a share of the vis and lore available in Scotland, they probably take a side between the Beogarts and local Odd-Karnors. Entering the battle gives the characters allies who help them in their cause (in return for support in

battle). The characters may choose either side of the feud. The choice of alignment is a matter of personality and political opportunism.

This Chapter also provides details on the Scottish town of Glascarnoch, the MacKars (Odd-Karnor descendants) and the Scottish Beogarts. The sections on the MacKars and Beogarts each consist of two parts. Both begin by describing the people and resources of the respective clans. Then, clan reactions to likely character actions are discussed.

CHAPTER EVENTS AND OUTCOMES

The action of *Woman's Cold Counsel* takes place in three phases. First, the characters make acquaintances with the key people of the Heath. You must use the entire Chapter during this phase, referring to whatever person the characters want to talk to at the moment. Having met local people of significance, the characters can take stock of the situation in Glascarnoch and may act on their impressions. That is, the characters choose their course of action, so you must be prepared for any contingency. Finally, the people of the Heath react to the characters. After all, the characters' presence and actions have an impact on the locals, an impact which can't be ignored. This Chapter therefore provides details on the locals' resources and plans. Of course, you may supplement these responses with those of your own imagination.

Big Battles

When the characters become involved in the Scottish feud, they may also find themselves involved in major battles between the clans. This does not mean you must play out fully detailed battles for dozens of people. Instead, resolve battles using one of the following systems, whichever suits your needs and tastes:

- The characters face only a limited portion of the enemy force. The exact number depends on the number of foes on the battlefield. For example, if the enemy outnumber the characters' side by 3 to 1, each character should fight three enemies. However, the ratio of characters to enemies should not exceed 4 to 1, unless you want to overwhelm the characters or the characters will not be challenged by a smaller force.

- If characters want to fight more opponents, they may attempt to hurl themselves into the forefront of the battle. Each character may attempt a stress roll of Weapon Skill + Bravery, Valor, or whatever Personality Trait or Passion applies. Divide the result by three and round up to determine the number of opponents the character may engage. If the roll Botches, the character ends up facing a dozen opponents!

- Play out a battle involving characters in a normal fashion. That is, if characters face 30 enemies, they must dispatch nearly all of them, and those enemies try to attack

all at once (or as space permits). Of course, Magi can use spells or other tactics to dispose of several enemies at once.

- You need not play out the full details of battles between feuding clan members. Indeed, the winner of a battle can be determined by the relative success of the characters in their individual fights. If the characters defeat all or most of their individual opponents, the characters' side of the battle wins. If the characters are largely defeated in their individual battles, their opponents win the battle.

This option at least makes the characters seem important to the battle, and makes players more intent on victory.

- Keep in mind that characters can greatly affect the outcome of a battle in two ways. First, they can use their reconnaissance and planning abilities to insure that their side has a superior force. Second, by conducting guerrilla raids before the battle proper, characters can weaken their opponents, improving the odds of final victory.

- When a battle is over, you may need to determine who survives. Assume that 10% of the winning combatants and 30% of the losers die. To decide whether a particular person survives, roll a ten-sided die. Winners must roll a two or higher to live (but on a roll of four or lower still suffer some wounds, to be determined by you). Losers must roll over a three to survive and over an eight to be uninjured. If you want an important person to survive a battle, he or she simply may, ignoring die rolls.

Also keep in mind that the Beogarts and MacKars (Odd-Karnors) may exist in your Saga well after the events of *Deadly Legacy*, so even if the families don't get revenge on or pay debts to characters right away, they may do so in later stories.

Note, too, that the Beogarts of Glascarnoch know the way to their ancient ancestors' lair. Characters may get this information from them by force, subterfuge or alliance. Barring unforeseen accidents or mishaps, the characters can use information gained to travel to Greenland, in Chapter Three.

Finally, note that by making the right arrangements with the right people, characters can gain access to a reliable source of vis in Scotland, a source that lasts throughout the Saga. See *Ben Dearg*, below, for more details on this vis.

THE FEUD TODAY

As stated above, the feud between the Beogarts and Odd-Karnors never died out in Glascarnoch. In fact, in the past month a trio of incidents has fanned the fires of both families. The trouble began when Kate Beogart, a strong-willed descendant of Norse sorceresses, found herself pregnant. Angus MacKar was the father. Upon discovering her pregnancy Kate abandoned all relations with Angus. She had the independence to enjoy a brief affair, but when faced with the reality of pregnancy, she discovered that her loyalty to family and tradition was far stronger than her loyalty to one man.

By ancient custom, Kate's pregnancy obliged her brothers to punish her lover's family. And, just as all predicted, a MacKar promptly died. The murder took place on a hunting trip, when Angus MacKar and his cousin, William, sought deer in the Ben Dearg hills. Angus returned lightly wounded, carrying the corpse of his kinsman. He claimed that a group of masked men waylaid them and ran his cousin through. Every MacKar presumed the Beogarts were guilty.

In truth, the Beogarts did not kill William. Angus himself committed the crime. The young MacKar fell victim to the curse that afflicts the feuding families. Angus carried an antique blade, the Bluidhand, plundered in ancient times from Beogart longships. The Bluidhand contained a wisp of the ancient Beogart spirit. The sword possessed Angus's body and forced him to kill his cousin, William, for the purpose of both killing a MacKar and extending the feud. Now that Angus has committed the crime, he must fight the Beogarts relentlessly to waylay suspicion from himself. Bluidhand sees this vengeful zeal as a way of fanning the feud, and takes no action to stop it, even though the sword is being used to kill "related" Beogarts.

MacKar revenge for the recently-slain kinsman has only just begun. Its first manifestation arose when Marguerite of Cherbourg offered the MacKars a chance to slay a Beogart, Jacques Beogart, in Normandy. Angus MacKar sent several of his cousins on the errand and word of the successful killing



soon reached Scotland. However, passions in Scotland still run high, and the death of a distant Beogart is not enough to placate most MacKars. Thus, the feud in Scotland continues to boil.

THE SCOTTISH BATTLEFIELD

The town of Glascarnoch huddles against the Black Water River, in northern Scotland. Cold winds sweep over the barren land. No trees grow here. Heath and bracken cover the lowlands, where local people raise sheep. To the northwest, the rocks of the Ben Dearg highlands lurch upward from the turf. The Beogarts and MacKars of Scotland fight over this denuded, bitter land.

A bloody feud is nothing new in Glascarnoch's history. The savage Picts of Scotland deterred even Rome from venturing this far north. However, in the early centuries of the millennium, the Picts succumbed to a double invasion. The Scots of Ireland came from the east, and the Vikings attacked from the north. The Norse often proved stronger in battle, although the Scots kept a more enduring grip on the land.

Some of the Odd-Karnor clan first came to Glascarnoch seeking a place to loot without interference from other Vikings on the coast. Wherever they went, the Beogarts followed. The two clans fought bitterly on the Glascarnoch Heath. When

King Olaf of Norway outlawed the feud and its antagonists, the two enemy clans found themselves trapped together here, with other family members arriving to perpetuate the battle.

Currently, the houses of Thomas Beogart, leader of his clan, lie southeast of Glascarnoch. MacKars dominate the land to the northwest of the town. The Black Water River separates them. Nobody fully controls the Ben Dearg highlands, and rumors tell of wisewomen from both sides practicing hair-raising sorcery there. Nobody knows exactly what these rituals entail. What people do know is that the Ben Dearg offers a haven for fugitives and an ideal route for raiders from one family to use when sneaking up on the other.

The Heath

The information that follows details the important locales of the Glascarnoch area. Refer to the map of the town and its lands for the locations of these places.

1. GLASCARNOCH

The town of Glascarnoch isn't much to look at. It consists of several dozen drab huts; the thrifty populace waste little money on decoration or paint. The droning Black Water River that runs through town doesn't add much to the atmosphere.

Most people in Glascarnoch live by raising sheep and oats. A few craftsmen also practice their trade in town. These folk include Ian MacBannon, the smith, Bruce Campbell, the miller, and Bill Donalds, the tinker. Those who visit their shops find the keepers taciturn, unless those visitors have some business which piques individual interests. The professionals charge fair rates for their work, but do not normally waste time talking with strangers.

Meeting the Locals

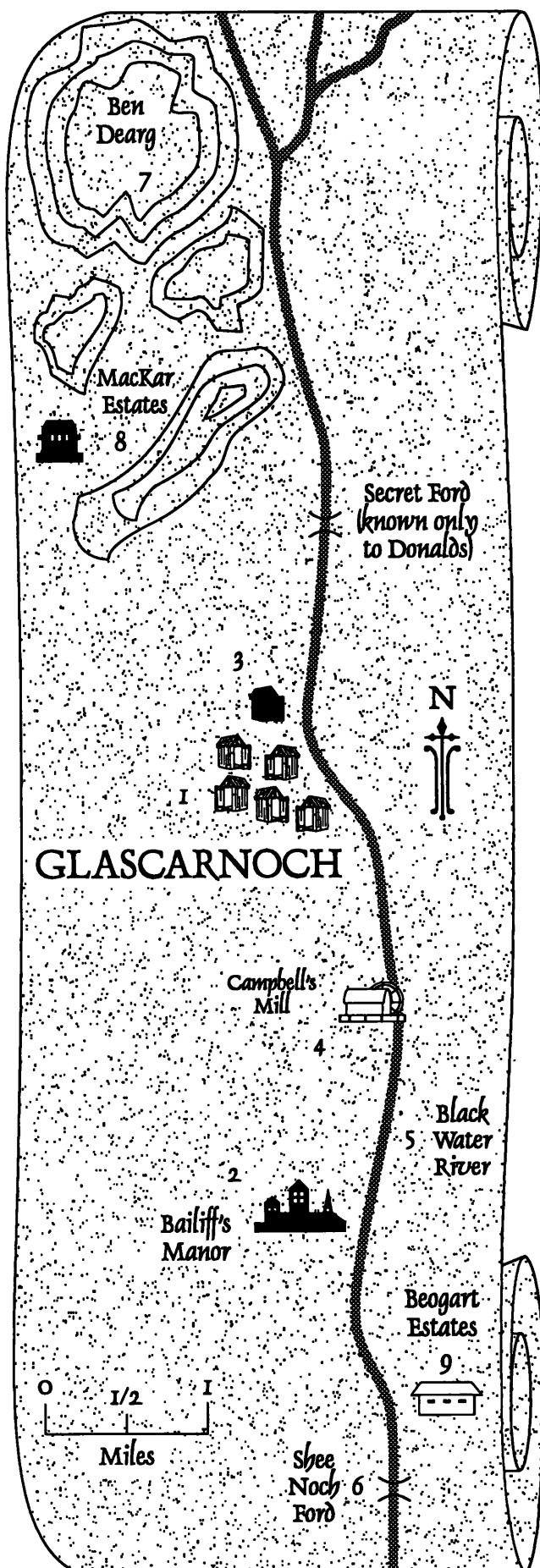
Hospitality in Glascarnoch leaves much to be desired. Such standard amenities as inns do not exist. Indeed, those who pursue hospitality must actively seek it from the townspeople. A simple roll of Communication plus some appropriate Social Ability, with an Ease Factor of 7, is required to obtain lodging. Furthermore, those showing hospitality often require more than simple payment; strangers customarily thank their hosts with some sort of gift. An Intelligence + appropriate Area Lore simple roll of 6+ is required for characters to know of this tradition.

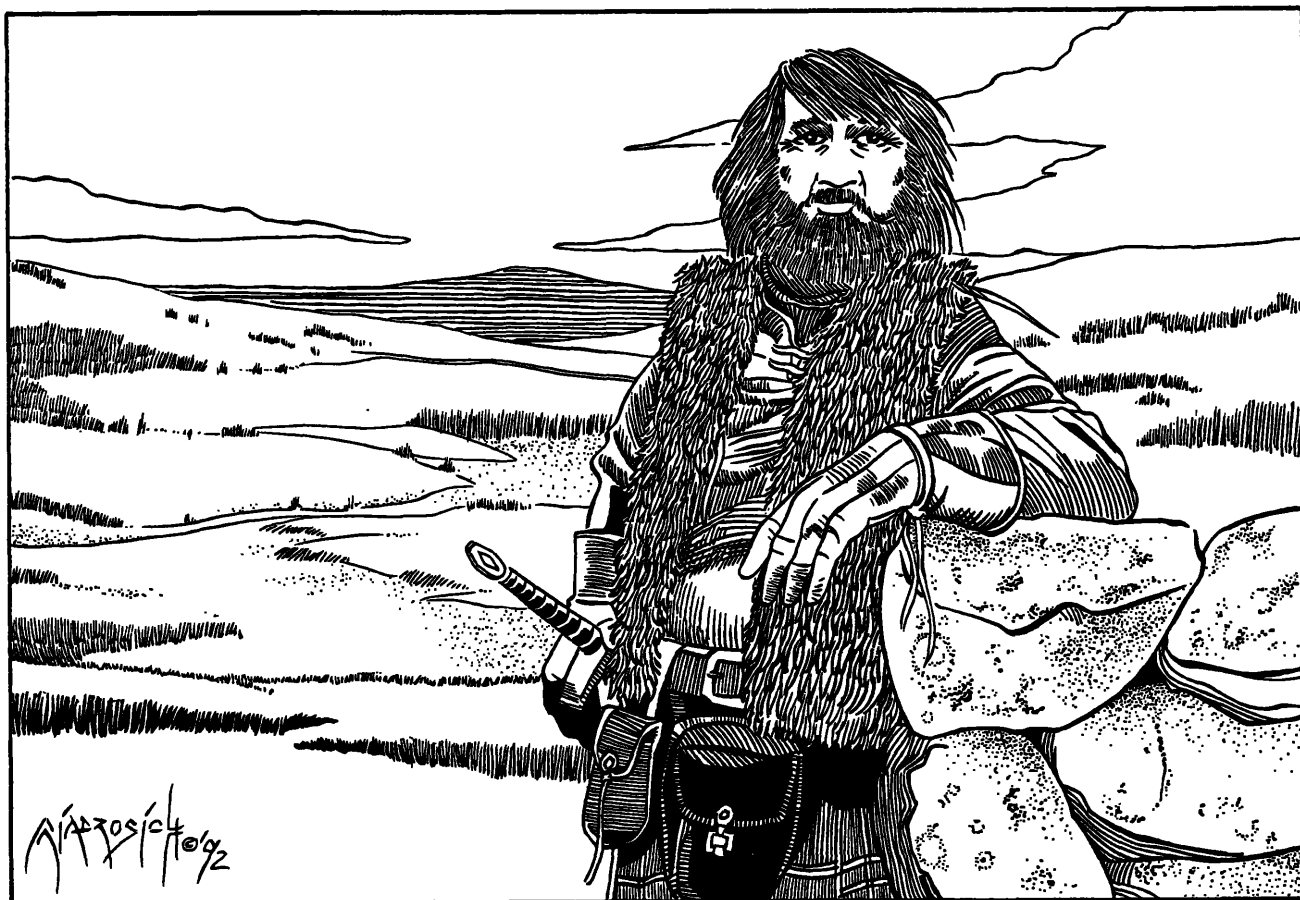
The citizens of Glascarnoch are largely cold to strangers, and largely hold their tongues. To start up a conversation, characters need to use a combination of charm, patience and coin. Loosening a tongue requires a Communication + appropriate Social Ability simple roll with an Ease Factor of 9. The Ease Factor rises to 11 if characters insist on talking about the local feud. Indeed, even if a conversation about the feud arises, local folk claim that most of the town's problems stem from the local Donalds family, not the Beogarts or MacKars (it's safer not to bad-mouth a feuding family, to avoid retribution). The Donalds (who are described under Area 3, below) are the town's scapegoats. In fact, as the Beogarts and MacKars continue to attack each other, the Donalds are blamed for the others' deeds.

Those who persist in striking up conversations, and pass their Social Ability rolls, may learn further facts about the town and its inhabitants. Among tidbits learned are whispered rumors of Kate Beogart's pregnancy. Everyone in town believes the Beogarts slew William MacKar at Ben Dearg, to avenge the affair between Kate and Angus MacKar. William's killing is particularly controversial, though, because most consider the Ben Dearg wilderness MacKar territory, in which no outsider could hope to lay a successful trap. This bit of information may, in itself, make characters question the stories of William's death. However, if any townsfolk are skeptical of Angus MacKar's tale of hooded killers, they make no mention of it.

Witnessing the Feud

As mentioned above, only the more remote cousins of the Beogarts and MacKars currently maintain the feud. They regularly attack and kill one another while family heads await some event that will trigger an all-out war between the families.





The pregnancy of Kate Beogart and resulting death of William MacKar bring the feud close to a boil, but some other event is still required, an event that probably involves the characters.

Until war breaks out, while characters are busy in Glascarnoch, they may witness the feud as it brews. Young family members often travel around in gangs, occasionally congregating to attack lone shepherds from the rival family. The characters should see the occasional corpse. People find bodies in the fields and carry them into town for burial. Bystanders avert their eyes and say little, for fear of being drawn into the feud.

If the Magi or their company disturb the peace in Glascarnoch, maybe threatening to unleash the full fury of the feud, Bailiff John Moore arrives to set matters aright.

2. THE BAILIFF'S MANOR

This stone house clearly does not belong to a peasant. Its walls are a combination of colored stones and mortar. A low stone wall surrounds the building. The house belongs to John Moore, the Bailiff of Glascarnoch. John also owns the only horse in town and rides among his people on a daily basis.

The bailiff is the youngest son of the local nobleman, Laird Moore, whom Glascarnoch pays passing tribute to. Laird Moore's castle lies some ten leagues to the south of the town.

Men-At-Arms (20)

Characteristics: Intelligence (dim) -1, Perception 0, Strength (brawny) +2, Stamina (tenacious) +1, Presence 0, Communication 0, Dexterity (athletic) +1, Quickness 0

Age: 21-24

Size: 0

Virtues and Flaws: None

Abilities: Long Bow (distance shooting) 3, Long Spear (formation fighting) 5, Dodge (thrusts) 4, Speak Gaelic (commands) 4

Confidence: 2

Reputation: None

Personality Traits: Brave +2/Cowardly -2

Weapons and Armor:

Full Hard Leather

Long Spear Totals (2h): First Strike +12, Attack +8, Damage +13

Long Bow Totals: Rate 1, Attack +3, Damage +14

Encumbrance: 1

Other Combat Totals: Dodge Defense +3 (9 Action), Soak +7 (13 Action), Fatigue +0

John Moore

Characteristics: Intelligence 0, Perception (overlooks feud) -1, Strength (able-bodied) +1, Stamina (large-hearted) +2, Presence (unassuming) -1, Communication (authoritative drawl) -1, Dexterity (good eye) +2, Quickness 0

Age: 27

Size: 0

Virtues and Flaws: None

Abilities: Long Bow Attack (distance shooting) 3, Broadsword Attack (wild melee) 5, Broadsword Parry (thrusts) 4, Diplomacy (feud) 3, Alertness (minor crimes) 2, Dodge (sucker punches) 2, Pretend (false investigations) 4, Folk Ken (lynch mobs) 4, Ride (casual jaunts) 3, Intimidation (minor criminals) 2, Speak Gaelic (orders) 5, Speak English (compromises) 3

Confidence: 2

Reputation: Weak (peasants) 3

Personality Traits: Brave +2/Cowardly -2, Ineffectual +2, Petty +2

Weapons and Armor:

Full Hard Leather

Long Bow Totals: Rate 1, Attack +2, Damage +14

Broadsword Totals: First Strike +6, Attack +11, Damage +12, Parry Defense +7 (13 Action)

Encumbrance: 2

Other Combat Totals: Dodge Defense +0 (6 Action), Soak +8 (14 Action), Fatigue +0

Description: This dark-haired man has a slight paunch. He attempts to portray the role of overseer in every way he can, even though he is incapable of stopping the feuding.

Roleplaying Tips: John Moore speaks with an authoritative drawl. He lowers his eyebrows to express displeasure.

Administering the town through his son, Laird Moore would ordinarily be assured of seeing his local laws passed and judgments observed. However, the bailiff's influence, and even that of Laird Moore, in Glascarnoch is curtailed by the bullying Beogart and MacKar clans. Indeed, the clans own most of the land in the area, and thus have say over what happens there (though the Moores would never admit to allowing the families such authority). Certainly the local people recognize the two clans as the true powers of the region.

The feud is therefore both an advantage and a curse for John Moore and his father. Most locals dread becoming involved in the fighting, and gladly accept their Laird as a neutral ruler whom all may safely obey. The Moores therefore gain some authority by being an alternative power to the families. However, continual fighting makes it impossible for the Moores to impose much order in Glascarnoch, making what power they have of little consequence.

Upholding the Law

Law and order in Glascarnoch are very tenuous things. To maintain what order he can Bailiff Moore must ignore the frequent murders and raids perpetrated by the feuding clans. He pretends to investigate the crimes, but takes care never to arrest anyone involved. To punish a Beogart or MacKar would risk the vengeance of either family. If the characters act on behalf of either clan, they can expect similar immunity from the law.

Though he has limited power, John still welcomes any chance to demonstrate his authority. The less significant a disturbance of the peace, the greater a role John plays in suppressing it. After all, minor infractions are the only ones he can oversee without angering the families. Thus, if Grogs get drunk and raise havoc in the town, the bailiff suppresses them with the harshest of measures. He can order offenders flogged or put to the stocks. Keep in mind, though, that the bailiff does not have the power to impose death.

When Beogarts or MacKars commit crimes which cannot be ignored, John must find a scapegoat. If you feel that characters have made themselves extremely unpopular, John may place the blame on them. Otherwise, under most circumstances, John punishes members of the unfortunate Donalds family. See Area 3, below, for details on the Donalds.

If strangers commit serious crimes in Glascarnoch, John attempts to bring them to justice. Only affiliation with one of the clans can shield criminals from punishment. John can form a posse of 20 local youths to assist in an arrest. If characters

Posse (20)

Characteristics: Intelligence (uninspired) -1, Perception (disinterested) -1, Strength (brutal) +1, Stamina (tough) +1, Presence 0, Communication (simple speech) -1, Dexterity 0, Quickness 0

Age: 17-20

Size: 0

Virtues and Flaws: None

Abilities: Cudgel Attack (wild melee) 1, Dodge (thrusts) 1, Speak Gaelic (slang) 4, Search (lawbreakers) 2, Brawl (immobilizing) 3

Confidence: 2

Reputation: None

Personality Traits: Brave +1/Cowardly +0

Weapons and Armor:

Club Totals (1h): First Strike +3, Attack +4, Damage +4

Encumbrance: 0

Other Combat Totals: Dodge Defense +1 (7 Action), Soak +1 (7 Action), Fatigue +1

Hard work on the Glascarnoch Heath has toughened these youths. They eagerly go about the business of arresting outsiders.

defeat or escape the bailiff's men, men-at-arms from the Laird's castle can be sent to Glascarnoch to deal with lawbreakers. Whether such a band is necessary depends on how offensive or abusive characters are, and on whether they can form familial alliances quickly enough to save their hides.

If the characters kill or overthrow John Moore and his local posse, they upset the entire social consensus preventing anarchy in Glascarnoch. MacKars and Beogarts now have nothing to fear in going to war, immediately attacking both the characters and one another. If such all-out war breaks out, you should consult the descriptions of the Beogarts and MacKars, below, to understand their assault plans. Only two days after such an outbreak of war do Laird Moore's men-at-arms arrive to restore order. By then Glascarnoch is undoubtedly in ruins.

3. THE DONALDS' HUTS

These huts stand in random order at the edge of town. In contrast to the rest of Glascarnoch, this district seems particularly dirty and poorly kept. Indeed, piles of refuse molder behind the lodgings. Nevertheless, the huts appear sturdy, and several have the brick chimneys of wealthy commoners. The foremost of the buildings belongs to Bill Donalds, a doggedly good-spirited fellow who fixes pots, repairs wagons, sharpens blades, and performs any local craftsmanship outside Ian, the smith's, abilities.

The Donalds came to Glascarnoch only two generations ago. They have neither friends nor farmland nor ties with the dominant families. Until recently, they have also lived in unspeakable squalor. The people of Glascarnoch therefore



Bill Donalds

Characteristics: Intelligence (sneaky) +1, Perception (careful) +1, Strength (thin arms) -1, Stamina (small frame) -1, Presence (dirty) -1, Communication (bawdy language) -1, Dexterity (nimble) +3, Quickness (lithe) +3

Age: 40

Size: 0

Virtues and Flaws: None

Abilities: Alertness (traps) 4, Climb (walls) 3, Dagger Attack (sneak attacks) 2, Dodge (thrusters) 3, Scan (quick scan) 4, Search (in the dark) 3, Stealth (hide) 5, Tinker and Mender (pots and pans) 4, Speak Gaelic (plotting) 4, Speak English (travel plans) 3.

Confidence: 2

Reputation: Criminal (villagers) 2

Personality Traits: Bawdy +1/Proper -1, Sly +1/Honest -1

Weapons and Armor:

Dagger Totals: First Strike +6, Attack +9, Damage +3

Encumbrance: 0

Other Combat Totals: Dodge Defense +6 (12 Action), Soak -1 (5 Action), Fatigue -1

Description: This skinny, nearsighted man is starting to go bald. He dresses in close-fitting dark rags, which help him in his profession.

Roleplaying Tips: Bill has learned to keep his mouth shut around possible enemies. However, he is actually loud and fond of bawdy jokes.

despise them. In the past few years, however, Bill Donalds has substantially improved his family's lot, with no obvious source of funds. This only causes people to suspect him of thievery.

All of these strikes against the family make its members easy targets, to be blamed for local crimes committed by influential families. In fact, the Donalds are ideal scapegoats given their lack of familial ties in Glascarnoch. Universally despised and ostracized, no one ever thinks to defend the rights of the unfortunate clan.

Bill Donalds

Bill Donalds is a robber. He may use his talents to the characters' advantage or distress. If the covenfolk approach him kindly, he doesn't hesitate to become their ally. Bill's family has no friends in Glascarnoch, so he has nothing to lose by associating with Magi.

The characters quickly discover that Bill has a rogue's genius for sneaking about and around Glascarnoch. He even knows a hidden ford for crossing the Black Water (located on the map of Glascarnoch). Bill can also show friendly thieves secret ways of sneaking through any area of Glascarnoch. Characters gain a +3 bonus on all Stealth rolls when Bill serves as a guide.

Bruce Campbell

Characteristics: Intelligence (clever) +1, Perception (covetous) +1, Strength 0, Stamina (enduring) +1, Presence (genial) +1, Communication (business speech) +1, Dexterity 0, Quickness (slow step) -1

Age: 36

Size: 0

Virtues and Flaws: None

Abilities: Evaluate (grain) 2, Miller (water wheels) 2, Speak Gaelic (business) 4, Speak English (business) 3

Confidence: 3

Reputation: Crafty Businessman (villagers) 1

Personality Traits: Thrifty +1/Generous -1, Opportunistic +2/Principled -2

Weapons and Armor: None

Encumbrance: 0

Other Combat Totals: Dodge Defense -1 (5 Action), Soak +1 (7 Action), Fatigue +1

Description: This stocky, red-bearded fellow has always acted as a genial tyrant in his household. Although the mill makes him wealthy, Bruce has a constant obsession with thrift. He occasionally resorts to cheating the farmers who bring him oats, keeping some of their grain for himself. However, he never cheats the Laird.

Roleplaying Tips: Bruce speaks in a deep, hearty voice. He clasps his hands behind his back as he talks.



If the characters join the locals in blaming the crimes of the region on the Donalds, Bill retaliates. He steals a jeweled goblet from the bailiff (see above) and plants it amongst the characters' possessions. You may assume the theft of the goblet automatically succeeds. Bill's success at framing the characters depends on their defenses. You should play out Bill's secretive penetration of the characters' camp, using his abilities as efficiently as possible. You should also make guards' Perception rolls on the players' behalf, so players aren't tipped off to trouble before the characters are. Once having planted the goblet, Bill claims innocence against the charges leveled against him, and claims he recently saw the strangers acting suspiciously. If he can get Bailiff Moore to search the characters' possessions, Bill is able to turn the tables on the characters.

Depending of relations established with Bill, he can return in future stories as an ally or enemy. Sooner or later Bill is going to grow tired of the abuse his family suffers at Glascarnoch. When that time comes he moves on to pursue his criminal career elsewhere. Maybe he chooses to settle near the characters' Covenant, either knowing that they have wealth worth stealing, or with the hope that characters will hire him. In the latter case Bill could become a Companion character.

4. CAMPBELL'S MILL

This high building leans over the Black Water River. The din of millstones and rushing water fills the air. Bruce Campbell, the miller, lives well by the standards of the Glascarnoch peasants. If characters speak with him, they find him urbane by country standards. Bruce readily listens to outsiders who have a business proposition and does not hesitate to accept a profitable bargain.

Campbell recently abandoned his comfortable neutrality in feud politics. When Angus MacKar expressed an interest in Campbell's daughter, Charlotte, the miller obliged him. (Angus is partially attracted to Charlotte in reaction to rejection by Kate Beogart, and partially by his sword Bluidhand, which wants more people drawn into the feud.) Campbell hopes to earn a profit from his alliance with the young MacKar. Of course, he risks entrapping himself in a battle, but is willing to accept that risk given the possible monetary rewards.

Charlotte is not a gossip, but if characters befriend or dominate her, she may reveal some information. First, Angus only sees Charlotte secretly, so as to seem strong and not in need of companionship. Second, as Angus's new lover, Charlotte has learned a great deal about the MacKar's personality. She knows that the death of Angus's cousin, William, torments him with a grief akin to terror (because Angus killed William). Once, she tried to console Angus by saying how much his slain cousin must have admired him. In response, Angus went pale, choked for a few moments, and then beat Charlotte senseless. Charlotte has since learned that Angus cannot bear to discuss any detail of life with his cousin.

Bruce Campbell's role in the story depends on how characters decide to use him. They can ask him for an introduction to the MacKars, or use his daughter as a weapon against them.

Charlotte Campbell

Characteristics: Intelligence (discerning) +1, Perception (intuitive) +1, Strength 0, Stamina (weak-willed) -1, Presence (alluring) +3, Communication (insubstantial topics) -1, Dexterity (smooth motions) +1, Quickness 0

Age: 18

Size: 0

Virtues and Flaws: None

Abilities: Charm (men) 2, Diplomacy (tact) 2, Pretend (emotions) 3, Speak Gaelic (small talk) 4

Confidence: 1

Reputation: None

Personality Traits: Friendly +2/Abrupt -1, Yielding +2/Assertive -2

Weapons and Armor: None

Encumbrance: 0

Other Combat Totals: Dodge Defense +0 (6 Action), Soak -1 (5 Action), Fatigue -1

Description: The sun bleaches Charlotte's red hair to the point where it's almost blonde. Charlotte spent her youth obeying her father. Now, Angus dominates her as well, and with her father's complicity. Charlotte responds by cultivating a cheerful, submissive attitude. She never reveals her resentment of her treatment. The idea of rebellion does not occur to her.

Roleplaying Tips: Charlotte smiles and talks happily with everyone. However, she almost never expresses an opinion or converses about anything important.

Angus MacKar visits Charlotte in secret, so their trysts offer an opportunity for characters to ambush Angus, though Charlotte and Bruce refuse involvement in such a plot if told of it. In fact, if any such plot is revealed to the Campbells, they get word to Angus (Charlotte seeks him out in private).

5. THE BLACK WATER RIVER

This pristine river flows over a bed of dark stones, from which comes the river's name. The stream is two hundred feet wide and almost twenty feet deep at the center. One must pass a Strength + Swim stress roll with an Ease Factor of 8 to cross the icy current. Those who fail must pass a second roll with an Ease Factor of 6 to get back to the shore they started from. Anyone who fails both rolls or Botches either flounders helplessly downstream. The victim must make a Strength + Stamina + Swim stress roll each Round with an Ease Factor of 9. Each time a roll fails, the victim loses a Short-Term Fatigue Level. Those who fall Unconscious drown.

6. SHEE NOCH FORD

Wide flagstones from the Black Water River rise here, offering footholds for travelers. Sheep chew the grass on either side of the ford, tended by unusually large groups of husbandmen. Roughly ten shepherds congregate on each side of the ford.

The ford bridges the gap between Beogart and MacKar lands. It is therefore the scene of frequent clashes. Anyone recognized as a partisan of one family may cross only under a hail of stones and curses from the opposing shepherds. The shepherds descend upon strangers, curious about their business and intent. They conduct guests directly to leaders of their respective clans. If strangers refuse to obey the shepherds' commands, the shepherds openly follow the strangers until those folk leave clan territory.

7. BEN DEARG

Mist lingers in the crevices of these black hills. The Ben Dearg consists of a series of ridgelines, which jut abruptly from the heather. Within the hills, one finds oneself lost in a maze of cliffs and thorns. Safe travel through the Ben Dearg requires a successful Perception + Survival stress roll with an Ease Factor of 8. On a failed roll, travelers become lost for a number of days equal to the difference between the roll and 8. If a group's guide rolls below a 6 on this Perception + Survival roll, the lead traveler tumbles into an unexpected ravine, suffering 1d10+10 Damage (Armor Protection is halved for determining Soak).

Shepherds (10)

Characteristics: Intelligence 0, Perception (keen-eyed) +1, Strength (muscular legs) +1, Stamina (hearty) +2, Presence 0, Communication (insulting language) -1, Dexterity 0, Quickness (fleet-footed) +1

Age: 16-40

Size: 0

Virtues and Flaws: None

Abilities: Club Attack (animals) 4, Thrown Rock Attack (small targets) 3, Dodge (missiles) 3, Intimidate (commoners) 2, Alertness (enemies) 3, Scan (animals) 3, Track (intruders) 3, Speak Gaelic (insults) 4

Confidence: 2

Reputation: None

Personality Traits: Brave +1/Cowardly +0

Weapons and Armor:

Club Totals (1h): First Strike +7, Attack +7, Damage +7

Stone Totals: Rate 1, Attack +4, Damage +3

Encumbrance: 0

Other Combat Totals: Dodge Defense +4 (10 Action), Soak +2 (8 Action), Fatigue +2

If travelers in the Ben Dearg ever Botch a Perception + Survival travel roll, an avalanche is triggered. Once set off, the avalanche sweeps the area around and below the travelers, knocking all creatures off their feet and inflicting 1d10+15 Damage (Armor Protection again counts as half).

The Ben Dearg contains numerous blind ravines and hidden ledges, making it the ideal spot for an ambush. Not surprisingly, members of the rival families do battle here. Outsiders may locate one of the local, natural traps by passing an Intelligence + Survival, Scan, or Search simple roll with an Ease Factor of 8. MacKars, not Beogarts (who live on the far side of the river), can locate these spots whenever they desire.

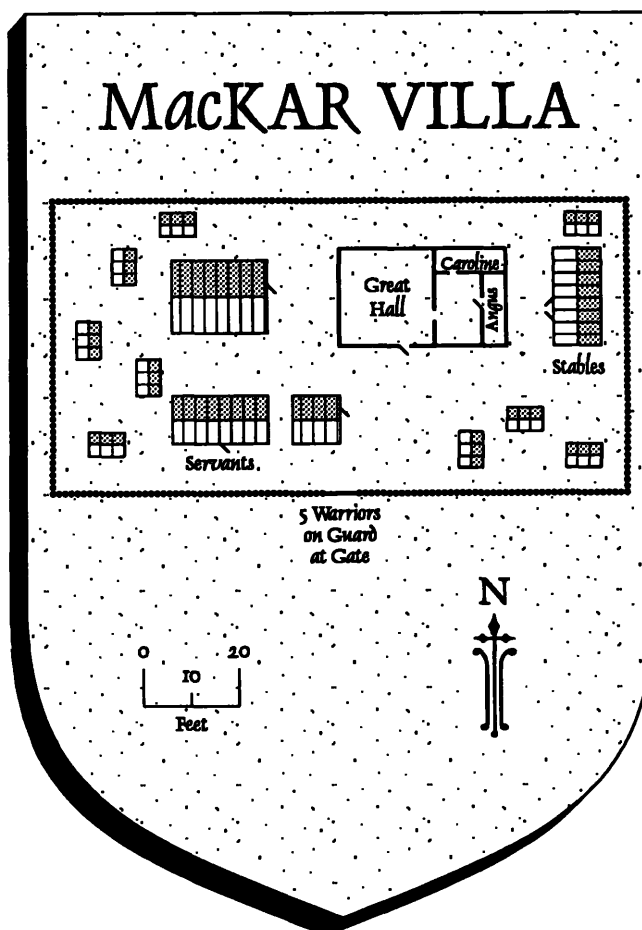
Anyone traveling in the Ben Dearg may meet a MacKar hunting party. Roll a ten-sided die for every four hours that characters spend here. On a result of one, two, or three, MacKars are encountered. These bands do not automatically attack strangers, but view outsiders in the hills as trespassers, unless intruders are known associates of the Beogarts (which all MacKars quickly learn given the activity of the Feud-Crows). If characters are neutral in the feud, hunters accost them and ask their business on MacKar lands. Hunters may even take strangers back to the MacKar estate (Area 8). If characters have known connections with the Beogarts, encounters with MacKars involve ambushes. Characters can be alert to such ambushes with successful Perception + Alertness or other related Ability rolls of 7+. Characters defeated in an ambush are taken back to the MacKar estate for interrogation.

MacKar hunting parties consist of 15 MacKar warriors (see the boxed profiles under *MacKar Estates*, below).

Magic in the Hills

The Ben Dearg hills contain vis of many sorts. Terram vis accumulates in the stones. Aquam vis gathers in assorted rivulets. One can also collect Herbam vis from the hills' thorny bushes. Magi who search this region for the first time may attempt a Perception + Magic Theory roll with an Ease Factor of 10 to find a source of raw vis. This first windfall contains five pawns of one of the three types listed above; you may pick the exact type.

Those who do not know these hills have little hope of finding a second deposit of vis by blind chance. Such discovery requires weeks of study in the hills. However, both Caroline MacKar and Kate Beogart (see their descriptions under applicable estate discussions) can obtain vis on a regular basis. Currently, the feud keeps both from taking advantage of the resource, though. If the Magi manage to defeat one family or the other, the surviving sorceress can collect 15 pawns of vis per year, maybe to be shared with the characters. Or, characters can set up an outpost at the Ben Dearg as Fengheld has at Cherbourg. Characters at the outpost can collect their own annual vis. Such an arrangement also allows for further stories involving the feuding families and other locals. You may decide if and when the Ben Dearg's vis supply runs out.



8. MACKAR ESTATES

A fence of hewn trees, their cracks filled with mud daubing, surrounds the MacKar estates. Inside this fortification, the leaders of the MacKar clan dwell in a sturdy hall of timber. The young Angus MacKar is the acting head of the household. His aging mother, Caroline, instructs him on policy, but she no longer wields power in the family.

Outside the estates' great hall cluster MacKar cottages. These homes support over 200 members of the MacKar extended family. MacKars largely support themselves by raising sheep, although hunting in the Ben Dearg is an important means of sustenance as well. If MacKar shepherds, who roam the hills surrounding the estate, ever spot outsiders, they bring them to Angus. Treat such shepherds as those at the river ford, above.

A map of the MacKar villa is provided here. Note that five young MacKar warriors remain just inside the villa gate, ready to shut it against any foe. When freely socializing, and in times of trouble, most family members congregate in the great hall. This area also serves as sleeping quarters, except for Caroline, Angus and a few of the family elders, who have private quarters.

Angus MacKar

Characteristics: Intelligence (simple) -1, Perception (blundering) -2, Strength (broad chest) +2, Stamina (durable) +1, Presence (imposing) +2, Communication (naïve) -2, Dexterity (deft hand) +3, Quickness 0

Age: 23

Size: 0

Virtues and Flaws: None

Abilities: Broadsword Attack (wild melee) 5, Broadsword Parry (wild melee) 4, Charm (opposite sex) 2, Speak



Gaelic (wooing women) 4, Dodge (bash attacks) 4, Athletics (climbing) 4, Survival (hills) 4, Track (Ben Dearg) 4, Brawl (throws) 3

Confidence: 1

Reputation: Clan Leader (Glascarnoch) 4

Personality Traits: Brave +2/Cowardly +2, Simple +1/Clever -1, Selfish +2/Compassionate -1

Weapons and Armor:

Full Hard Leather

Broadsword (Bluidhand) Totals: First Strike +7, Attack +15, Damage +16, Parry Defense +7 (13 Action)

Encumbrance: 1

Other Combat Totals: Dodge Defense +3 (9 Action), Soak +7 (13 Action), Fatigue +0

Description: Angus has a finely-chiseled face and wide blue eyes. His light-blond hair and beard give him the look of a young hero. Angus carries himself proudly, and considers himself a great charmer of women. However, Angus cannot quite grasp the weight of his role as heir to the MacKar household. He is an insipid leader, a shallow thinker, and has no real understanding of honor or purpose.

Angus made easy prey for Bluidhand, his sword. Selfish by nature, he lacked the moral foundation to resist the sword's power. Angus therefore killed his cousin William, as the sword commanded. Now, however, Angus understands the full horror of what he has done. He feels intense remorse, combined with an even greater fear of his own fate if found out. Angus therefore continues the fiction that Beogart murderers slew his cousin.

Roleplaying Tips: The shock of killing his own cousin has left Angus morose, suspicious, and hostile. He tries to seem hospitable and gallant, but suspects everyone of knowing his secret. Accordingly, the most innocent questions send him into a rage. If pressed about William's death, Angus may begin raving. Angus speaks in a halting voice, and seldom maintains an interest in people other than himself.

Dealing with the MacKars

Strangers receive cold hospitality at the MacKar dwellings. Although the MacKars do not turn wayfarers away, they do not have the resources or the interest to lavishly entertain outsiders. Common guests receive oatmeal porridge and a place to sleep on the floor of the hall, but little more.

Strangers' reception changes if they identify themselves as Magi. Caroline MacKar, the matriarch of the estate, wants to develop an alliance with the Order of Hermes. She and her distant cousin, Charles Odcarr, have already united with Fengheld Covenant to assassinate Beogarts in Cherbourg. Magi who

offer Caroline a similar bargain in Glascarnoch can expect roast meat and private apartments at Caroline's estate. Caroline is glad to negotiate business with wizards.

For her part of any deal with Magi, Caroline offers the vis from the Ben Dearg and loot from successful raids. If given control over the Ben Dearg after the feud, Caroline provides her benefactors with seven points of vis each year thereafter.

Caroline also assures characters that by helping her thwart the Beogarts, they will learn, from prisoners, what they need to know to pursue any further personal missions (like the search

Bluidhand

Bluidhand is a blade of coppery metal. The sword once belonged to a warrior of the Beogarts, one of those who fought alongside the ancient leader of the Beogarts. The spirit of the sword's former bearer still lives in the blade, pursuing the feud as his old captain commanded him to in life. Although the ghost in the sword cannot speak, it has a driving desire to perpetuate the blood feud. The sword hates the MacKar family but allows a MacKar to wield it to continue the violence, no matter which family dies.

Bluidhand must perform its magical functions for any warrior who wields it. The blade cannot even refuse to function for a MacKar. The weapon cleaves through flesh and steel, giving the wielder a +3 bonus to Attack and Damage scores. In addition, its edge delivers a fear of death. Whenever a victim suffers damage from Bluidhand, a Brave stress roll of 8+ must be made or the victim stands, terrified, for one Round (Magi can also make Magic Resistance rolls). During that time the victim can do nothing but defend herself, dodging or parrying, but not running. If the victim's

Brave roll Botches, she stands motionless for a Round and cannot even defend herself (attacks hit automatically and do double Damage after Soak is accounted for).

Even characters with the Valor Passion can know fear from this sword's blows. The victim's score in Valor becomes her roll modifier against the fear, and a point of Confidence can be spent to use Valor as a scene bonus to resist the sword's fear power.

As long as Bluidhand's wielder satisfies the sword's lust for blood, the foul blade must serve mutely. However, if the owner allows six months to pass without killing a foe, the spirit in the sword demands its due. Bluidhand may force the owner to attack any single victim he happens to meet. When the sword issues this compulsion, its wielder suddenly hears a voice in his head, commanding him to commit murder. A Stamina roll of 10+ is required to resist Bluidhand's command (Magic Resistance does not apply to this mind control).

Bluidhand's powers have a magical nature and Level of Perdo Córpoem 30.

Caroline MacKar

Characteristics: Intelligence (quick-witted) +2, Perception (astute) +4, Strength (decrepit) -3, Stamina (tremulous) -1, Presence 0, Communication (orator) +2, Dexterity (arthritic) -1, Quickness 0

Age: 82

Size: 0

Virtues and Flaws: Exceptional Talents +1

Abilities: Intrigue (small-town) 3, Leadership (family) 3, Second Sight (ghosts) 3, Visions (enemies) 5, Intimidation (Angus) 1, Speak Gaelic (battle planning) 5, Speak English (deals) 4

Confidence: 2

Reputation: Brain of the Family (Glascarnoch) 4

Personality Traits: Depressed +3, Scheming +3, Patient +2

Weapons and Armor: None

Encumbrance: 0

Other Combat Totals: Dodge Defense +0 (6 Action), Soak -1 (5 Action), Fatigue -1

Description: Caroline MacKar walks with a black cane, although her step remains sure. Black eyes burn from her withered face. She wears her white hair loosely.

This matriarch once wielded enormous influence in Glascarnoch. Now, her son Angus has doubly shamed the family, first by consorting with Kate Beogart and second by allowing William's death. Caroline's age leaves her unable to set these matters aright. She yearns for her old power, but no longer commands it. Caroline therefore grasps at any chance to exert her will.

Caroline suspects that Angus slew William. However, she refuses to admit the notion. She conceals her fears by pressing Angus to punish the Beogarts for the outrage.

Roleplaying Tips: Caroline MacKar often finds herself wheezing, and licking her lips between sentences. She grows nervous and angry if anybody mentions her current lack of power.



for the ancient Beogart spirit). Furthermore, Caroline knows that Kate Beogart owns "*ancient writings of her people*," which may be helpful in the characters' mission.

Caroline also knows certain lore of the Beogarts. She can tell characters the entire history of the ancient Beogart's death and vow to continue the feud. The woman also knows a little of the Beogart's barrow. "*His ghost still lingers there, no fear. He appears as a great, walking corpse, with four bony arms, all bearing blades. His kin fight by his side, but the images you see can nae be harmed. To hurt those wights, you must hurt not the specters, but the corpses which give birth to them.*"

Personally, Caroline isn't really interested in the Beogart spirit, aside from wanting the characters to destroy it. Caroline is more interested in a victory over local Beogarts. Maybe one day, when she is firmly in control of Glascarnoch, she will more fully involve herself with distant enemies.

The MacKars in Battle

The MacKar household has 30 spirited warriors. However, their tactics tend to be insipid and their supernatural resources are often inadequate. Angus lacks the resolution valued in a commander, and Caroline's age hampers her ability to change the course of battles. Therefore, encounters with the MacKars tend to be bloody affairs of numbers against skill.

The MacKars have one tactical advantage, though. They know the terrain and they often know their enemies' location, particularly in the Ben Dearg where many battles between the families take place. Caroline also retains her skill at calling up visions and can usually foresee attacks before they begin. These elements combine to make the MacKars a deadly threat, particularly with regard to ambushes.

You should simulate the MacKars' strengths by making Vision Ability rolls for Caroline before any battle. If the rolls succeed, you may assume that the MacKars know their enemy's location and general plans well enough in advance to prepare for them.

Likely MacKar battle tactics include the following:

- If the characters fight on the MacKars' behalf, the family leaves the characters to choose their own tactics. Caroline can, however, give allies useful tips by using her visions. You must decide what these tips are based on the characters' questions and the Beogart tactics shown below (see *Beogart Estates*). If characters want to play a passive role in any battle, Caroline advises them to position themselves where she believes enemy forces will be strong. Caroline doesn't believe in a passive alliance and expects characters to fight on her behalf, even if it means tricking them into it.

- If an enemy force is expected to cross the open heath, a force of young MacKars lies in waiting for them, armed with long bows and hunting spears. The ambushers are sure to outnumber their victims, and, given the surrounding lack of cover, are likely to slaughter their prey. Caroline's visions allow the MacKars to locate victims at such an opportune moment.

MacKar Warriors (30)

Characteristics: Intelligence (dumb) -2, Perception (unobservant) -1, Strength (powerful build) +2, Stamina (resilient) +2, Presence 0, Communication (simple speech) -1, Dexterity (ready hand) +1, Quickness 0

Age: 16-40

Size: 0

Virtues and Flaws: None

Abilities: Long Bow (distance shooting) 4, Long Spear (formation fighting) 3, Dodge (thrusts) 4, Speak Gaelic (war terms) 4

Confidence: 2

Reputation: None

Personality Traits: Brave +2/Cowardly -2

Weapons and Armor:

Full Hard Leather

Long Bow Totals: Rate 1, Attack +3, Damage +14

Long Spear Totals: First Strike +10, Attack +6, Damage +11

Encumbrance: 1

Other Combat Totals: Dodge Defense +3 (Action), Soak +8 (14 Action), Fatigue +1

- If an enemy force splits up to attack or surround the MacKars, the MacKars use Caroline's visions to locate and attack the smaller of the two approaching parties. Such a surprise attack turns the tables on the Beogarts who now lack a substantial portion of their fighting force.

- In a pitched battle, the MacKars open the fighting by sending forward three-quarters of their force in a line. The remaining warriors scout around the main battle, pouncing on stray or weak enemies.

- If attacked at their own homestead, the MacKars pour arrows down upon their foes.

9. BEOGART ESTATES

The Beogarts dwell in a low hall of grey stone, with a surrounding wall also constructed from grey stone. Fields of oats lie to either side of the manor, tossing in random winds, and a few sullen young men guard the outside of the building. The estate is owned by a weathered farmer named Thomas Beogart. His daughter, Katherine, is responsible for the family's magical tradition, and for the feud.

A map of the Beogart villa is provided here. Note the symbols indicating places where intruders encounter Beogart sons and guards. If sounds of battle are heard in the villa, guards posted at other locations rush to the scene of the commotion.

Kate Beogart

Characteristics: Intelligence (knowledgeable) +3, Perception (apprehensive) +2, Strength (rounded shoulders) -1, Stamina (iron-willed) +4, Presence (honest demeanor) +2, Communication (forward) +1, Dexterity (graceful) +1, Quickness (surefooted) +2

Age: 22

Size: 0

Virtues and Flaws: Extraordinary Talents +1

Abilities: Alertness (ambushes) 2, Chirurgy (bind wounds) 3, Dodge (thrusts) 4, Healer (wounds) 4, Hex (family enemies) 5, Legend Lore (Norse) 3, Medicine (herbal apothecary) 3, Occult Lore (Norse) 3, Scribe Old Norse (vocabulary) 2, Speak Old Norse (slang) 2, Shortsword Attack (wild melee) 3, Shortsword Parry (wild melee) 3, Spin Swathing (see *Beogart Heirlooms*) 3, Speak Gaelic (commands) 5, Speak English (deals) 5

Confidence: 3

Reputation: Shrewd (Glascarnoch) 4

Personality Traits: Dedicated +2/Wavering -2, Adventurous +2/Timid -2, Efficient +1/Waffling -1

Weapons and Armor:

Shortsword Totals: First Strike +7, Attack +8, Damage +6, Parry Defense +5 (11 Action)

Encumbrance: 0

Other Combat Totals: Dodge Defense +6 (12 Action), Soak +4 (10 Action), Fatigue +4

Description: Kate's sharp green eyes glint of efficiency. She wears her light brown hair tied back, with loose bangs framing her shapely face. Her pregnancy has just begun to show. The woman manages the Beogart household in all but name.

Kate feels a strong duty to her relations and family tradition. At one time she indulged herself by consorting with her hereditary enemy, Angus, half for the excitement of the affair itself. However, Kate has now put that episode behind her without a second thought. She does not feel any personal hatred for the MacKars, but is ready to pursue her family honor to the point of murder.

Kate has strong magical gifts. With the right training she might be able to learn Hermetic Arts. Her magic is currently limited to hexes, healing, and the use of family relics.

Roleplaying Tips: Kate has a cheerful voice and a quick wit. She makes no pretense about her intentions or opinions.

Meals and most social activity takes place in the villa's great hall. The great hall also provides sleeping quarters for most family members. Thomas Beogart and his kin dwell in the upstairs bedrooms. The villa contains a small chapel on the second floor.



The Family Magician

Kate Beogart's room contains an ornate stone shelf, which rises from the floor to a height of five feet. Two gilded crosses lie upon the shelf. Anyone who pulls this shelf to the left discovers that it slides away from the wall, revealing an opening. The passage beyond leads to Kate's chamber of sorcery.

Characters may find the secret passage in three ways. First, characters may inadvertently move the shelf, maybe when involved in a scuffle at the villa. Second, characters can spot unusual cracks around the mantle by making a Perception + Search or Scan roll of 12+ (made by you on the players' behalf). Finally, if Magi somehow keep a watch on Kate's room, they one day see her open the secret passage.

Kate's secret chamber appears dark and barren. Its only piece of furniture is a slab of stone. This table holds the tools of a Norse sorceress. Kate owns a set of runes engraved on clay chits, a wooden staff carved with the falcon symbol of Freya, and a single book. The book is a written account of the Beogart family history, called *The Hanged Man's Saga*. The work contains the history of the feud, along with a map showing the Greenland location of the ancient Beogart's barrow. Any other

Thomas Beogart

Characteristics: Intelligence (pragmatic) +1, Perception (intuitive) +2, Strength (strong arms) +2, Stamina (enduring) +2, Presence 0, Communication 0, Dexterity (able-bodied) +3, Quickness (long stride) +2

Age: 52

Size: 0

Virtues and Flaws: None

Abilities: Alertness (ambushes) 3, Long Bow (distance shooting) 5, Broadsword Attack (wild melee) 5, Broadsword Parry (wild melee) 5, Farmer (sheep) 5, Speak Gaelic (domestic terms) 4

Confidence: 2

Reputation: None

Personality Traits: Brave +2/Cowardly -2

Weapons and Armor:

Full Hard Leather

Broadsword Totals: First Strike +9, Attack +12, Damage +13, Parry Defense +8 (14 Action)

Long Bow Totals: Rate 2, Attack +7, Damage +14

Encumbrance: 1

Other Combat Totals: Dodge Defense +1 (7 Action), Soak +8 (14 Action), Fatigue +1

Description: This sturdy farmer has a brown beard and a strong right arm. He knows his family history, and feels a powerful sense of pride in the Beogart name. Since the death of his wife, Thomas has loved his strong-willed daughter Kate more than anyone or anything. Furthermore, Thomas knows she understands the family's mystical secrets in ways he never could. He therefore allows Kate to dominate family policy on such matters. Indeed, he simply continues to farm his lands, which he does quite well.

Roleplaying Tips: Thomas Beogart smiles readily. He is an intelligent, articulate landholder, but directs matters of family politics to his daughter.

information gained is the same as that contained in Arnulf Norman's book of the same name (see Chapter One, Area 7 of the Cherbourg description).

The runic chits encapsulate vis which Kate has gathered from the Ben Dearg. She has a total of 20 pawns of this magical essence. Kate owns four points each of the following types: Aquam, Auram, Terram, Ignem and Animál. One may distinguish them either by using magic or by reading the runes. To read the runes, one must pass an Intelligence + Occult Lore simple roll with an Ease Factor of 8.

Kate's chamber also contains three family heirlooms: the War Harp, The Blessed Swathing, and the Horn of the Boon-Fellows. These items each have special enchantments. The boxed text provides details on them.

Kate Beogart welcomes guests. Indeed, she treats Magi with due respect. However, the woman has no desire to make herself dependent upon the assistance of the Order. Accordingly, Magi who seek an alliance with her must make a truly tempting offer, as discussed below.

If characters speak with Kate they discover she knows a wealth of useful information. She has mastered the art of a skald — Viking poetry — and knows the history of her people. The woman can therefore direct characters to the tomb of her ancestor, in Greenland. Kate can also answer most questions about her family's past, within your discretion. However, characters must either earn or compel Kate's cooperation to learn any of this information. To do so, characters must help the Beogarts in the feud.

If the Magi can agree to and succeed at single-handedly crippling the MacKars, Katherine rewards them with what information they desire. However, to fully satisfy Kate, the characters not only have to publicly punish Angus and Caroline MacKar, but must render the MacKar's 30 warriors incapable of taking revenge. Kate doesn't care what methods the characters use, nor does she require that all the MacKars be killed.

If characters require the use of Kate's warriors to defeat the MacKars, she refuses to reward the characters with information, and makes this clear from the outset. She understands that

Beogart Warriors (12)

Characteristics: Intelligence (clever) +1, Perception (wary) +2, Strength (brawny) +2, Stamina (resilient) +2, Presence 0, Communication 0, Dexterity (athletic) +3, Quickness (swift) +2

Age: 17-35

Size: 0

Virtues and Flaws: None

Abilities: Alertness (ambushes) 3, Long Bow (distance shooting) 5, Broadsword Attack (wild melee) 5, Broadsword Parry (wild melee) 5, Dodge (missiles) 3, Speak Gaelic (war terms) 5

Confidence: 3

Reputation: None

Personality Traits: Brave +2/Cowardly -2

Weapons and Armor:

Full Hard Leather

Long Bow Totals: Rate 2, Attack +7, Damage +14

Broadsword Totals: First Strike +9, Attack +12, Damage +13, Parry Defense +8 (14 Action)

Encumbrance: 1

Other Combat Totals: Dodge Defense +4 (Action), Soak +8 (14 Action), Fatigue +1

the ancient Beogart is buried with great treasures. Though these treasures aren't of interest to Kate, she won't have her people die simply to satisfy the greed of outsiders. For characters to win Kate's alliance and help, they must deal with the MacKars on their own, with no backup from the Beogarts.

The Beogarts In Battle

Those who fight against the Beogarts discover that Kate has a genius for tactics and abilities. Only a dozen of her brothers and cousins are fit for battle. However, their skill makes up for their lack of number. Kate's enchanted salves also allow these fighters to survive battle after battle, remaining ready to fight again. Furthermore, Beogart warriors know when and how to attack. They enter battle at the time and place where their weapons can do the most good, and concentrate their attacks on the most promising targets. Some suggested Beogart tactics appear below.

- If enemies attack the Beogart estate, Kate can bring all her magic to bear. The walls should hold off the enemy long enough for the War Harp to have its effects. Meanwhile, six warriors fire arrows from the tower atop the villa. The other six ready spears to repel the first incursion of attackers. If foes manage to force a breach, Kate blows her Horn of the Boon-Fellows, summoning ten Viking warriors to appear behind the invaders. If Kate is lucky, this counterattack divides the enemy force, leaving some enemies inside and some outside the villa.

If characters manage to bluff their way into the villa, and then prove hostile, the warriors on guard face them, to be backed up by the remaining Beogarts capable of a fight. Beogart warriors may not be able to use their bows inside the villa, but stand firm while Kate uses her magic to assist them.

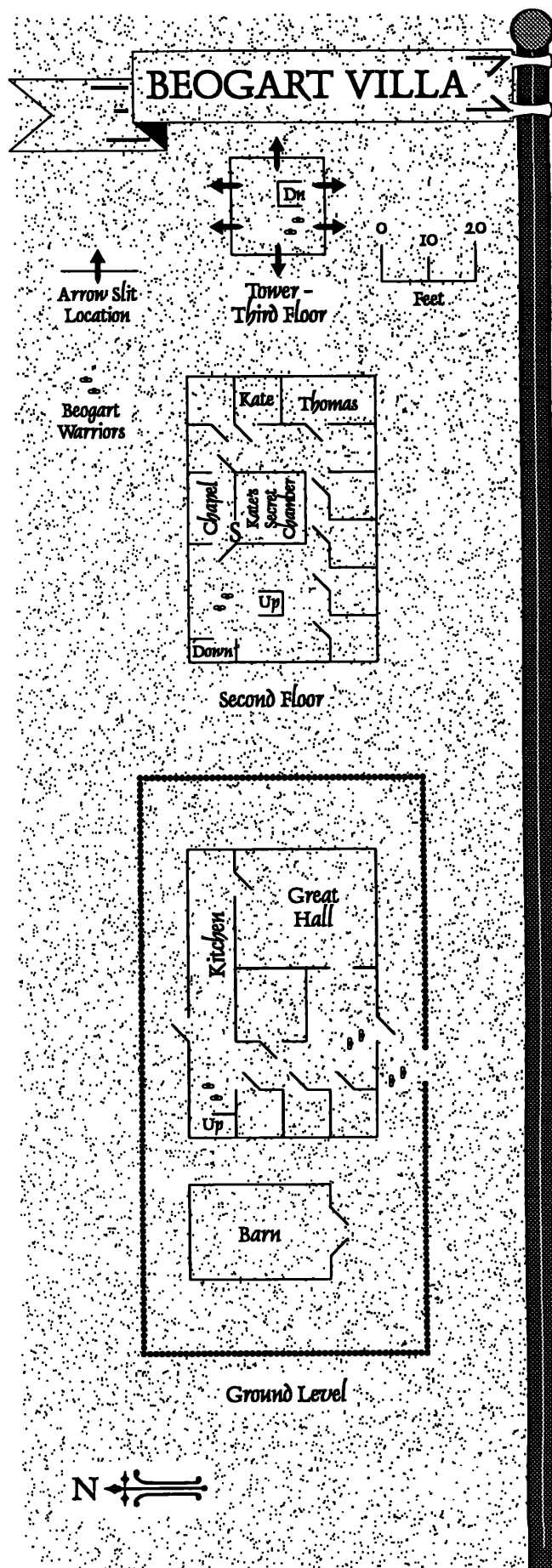
- When Kate must fight an enemy on the field, she uses the Horn of the Boon-Fellows to summon ten Viking warriors. Five of these warriors attack the enemy, attempting to inflict some sort of lasting wound before escaping. The retreating Vikings fall back to a nearby wooded or hilly area where the other summoned warriors wait to stage an ambush for pursuers. Ambushers are archers who stand in a semicircle, awaiting their targets. Remaining Beogart warriors stage several guerrilla attacks on enemies trying to flee the Viking ambush.

- After a series of successful guerrilla attacks, Kate finishes her enemies off with an assault by all her forces, magic included.

- If Kate sees no certain way to defeat an enemy, she refrains from attacking. She holds her position or retreats to a more defensible one, hoping that the MacKars will play their hand, expose themselves, or do something rash as is their way.

- Kate never hesitates to hex her enemies. She may use this power in conjunction with a physical attack, causing a victim's weapons or mount to fail at a particularly unfortunate time.

- Kate makes full use of her family heirlooms in any battle.



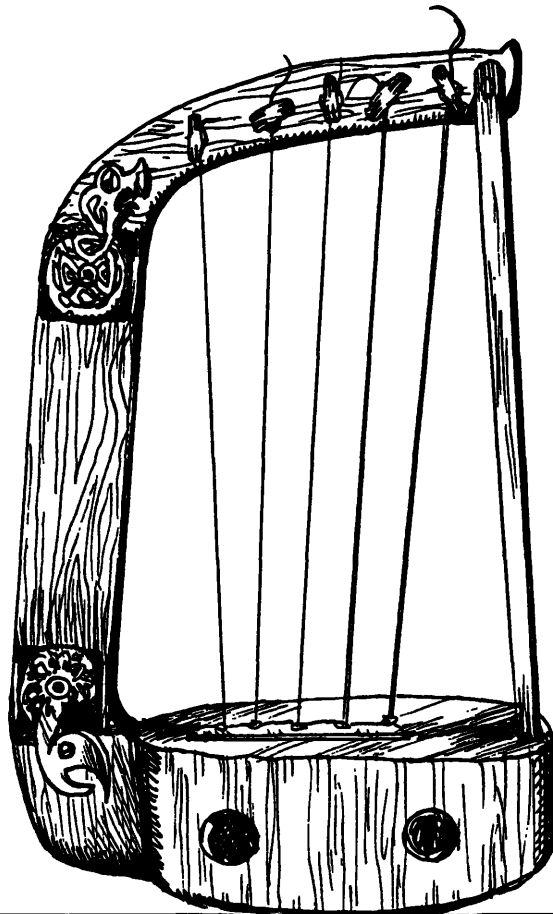
BEOGART HEIRLOOMS

War Harp (ReMe 30)

The Beogarts captured the War Harp from the native defenders of Glascarnoch. The War Harp is an enormous wooden instrument with gut strings. It weighs two hundred pounds. When the breeze blows through this weapon's strings, it makes a ghastly sound calculated to terrify enemies, sapping their will to fight.

To use the War Harp, the owner must place it in the breeze. The owner may then name which foes she wants the harp to affect. One may specify a particular person, or a general class of enemies. As long as the breeze blows, the harp issues a random series of groans and keening sounds. Whenever one of the previously-mentioned enemies comes within 300 feet, the harp's magic takes effect.

The named enemy must pass a Stamina stress roll with an Ease Factor of 5 or flee in panic (Magic Resistance rolls are also allowed). Those who flee may stop running after making another successful Stamina roll, made every Round against a value of 10. If a roll is ever Botched, the victim runs for at least three miles before collapsing in an state of emotional exhaustion. Even those who succeed at their initial Stamina roll suffer some effect of the harp's song, losing a Short-Term Fatigue Level to despair.



Horn of the Boon-Fellows (ReVi 40)

This spiral trumpet seems to be the horn of a mighty ram. A mesh of golden wire covers its sides. The device has a mouthpiece of carved wood. Anybody who blows the horn summons ten Beogart warriors from Valhalla. They have the statistics of living Beogart warriors, as provided in another boxed profile. These men obey the blower of the horn for up to one day before returning to Valhalla. You should remember that these men are not magical creations. They are real (if deceased) Norse heroes. Roleplay them accordingly.

The Horn of the Boon-Fellows has two drawbacks. First, the warriors speak Old Norse and cannot obey commands in any other language. Second, they expect a feast in return for their services. This meal must include mead, roast meat, and music. Hosts can provide further food and entertainment of their choosing. If any of the boon-fellows actually "dies" in battle, the others demand a *weregild* (compensation) in the form of "*Freya's Breath*." Freya's breath means the magical essence Hermetic Magi refer to as *vis*. One pawn must be paid for every warrior slain.

If somebody blows the horn and refuses to or cannot pay the warriors, the boon-fellows respond according to their nature and the situation. If the horn's owner makes an honest effort to treat them well, the warriors may not hold a grudge. In all other cases, the warriors stay in the world seeking revenge in true Viking style. They need not immediately attack the blower of the horn. Instead, they gather friends, make plans, and strike at the most advantageous moment. Such revenge can form the basis of many stories in the future of your Saga.

The Horn of the Boon-Fellows may be blown once per week, no matter who blows it. Successive attempts to blow it produce only a weak, echoing sound, while the summoning tone is nearly deafening.

Blessed Swathing (CrCo 20)

This soft, absorbent cloth resembles a roll of bandages. Anyone binding a wound with Blessed Swathing may attempt a Dexterity + Chirurgy roll with an Ease Factor of 9. If the roll succeeds, the treated wound heals completely. The injury no longer hinders the victim's actions, nor does it present any danger to the victim's life. Kate Beogart currently has enough Blessed Swathing to treat eight wounds.

To create more bandages, Kate must save one, weaving linen into it, spreading the magic of the original piece. The large, finished bandage may then be cut into smaller ones for use. Kate can produce two useful bandages per week of work, but must pass a Dexterity + Spin Swathing simple roll of 6+ to do so. If this check fails, the week's work is wasted.

If all bandages are used, no more can be created. One piece of magical cloth has been passed down through the Beogart family for generations, spawning many other bandages.

Kate preserves the technique of weaving bandages as a family secret. A Magus with a sample of Blessed Swathing can attempt to discover the secret through laboratory work. Each Season the researcher must pass a stress roll of Magic Theory + Intelligence + Creo + Córpoem. On a roll of 21+,

the Magus discovers the secret of weaving the bandages. Someone must then learn the technique. Treat learning the Ability in the same fashion as learning any other mundane skill.

If an investigative roll in the lab Botches, the cloth studied loses its magical powers. Furthermore, unskilled people who attempt to spin more cloth into a Blessed Swathing only ruin the piece they begin with, wasting its magic.



THE PRIZE OF BLOOD

CHAPTER THREE



he tribesmen found a pale corpse on the beach. As long as its corrupt spirit remained there, they did not dare hunt. Marjuk listened to their story in silence, allowing them to wonder what he would do. He ate a large meal of seal meat. Then he took his brother's dogs and went to see the body.

Marjuk found the corpse exactly where the hunters had reported it. Its head lolled against a jagged lump of gray ice. Marjuk immediately recognized the golden hair, enormous knife, and vest of shining scales. The body was one of the Lemming People, who had come to Marjuk's country long ago. The Lemming People dressed in the scales of fish and in a soft cloth that came from no animal. The Elder people had given them their name because they came in throngs to cross the ice and die.

Before approaching the Lemming Man, Marjuk drew out a flat piece of bone, secured by a long thong. This was his bull-roarer, a gift from the spirit world. It was his power. Marjuk whirled the bull-roarer above his head. The bone whirled as it cut through the air, its noise gradually building to a choppy roar. Marjuk knew that no evil spirit could stand against the sound. It was his gift. It was his power.

Having driven off the spirit of the corpse, Marjuk felt free to satisfy his curiosity. He approached the body, grunted, and poked the man's vest of fish-scales. The rings felt cold, smooth and hard. They clinked as they moved. Then Marjuk examined the Lemming Man's knife. The tribesman pulled it from the dead man's belt and held it to the light.

The Lemming Man's knife was not made of stone or bone. It seemed to be of the same hard, shiny substance as his vest. Marjuk did not understand why the man wanted such a big knife. The blade was almost as long as Marjuk's arm. It would be difficult to use cutting meat or bone. Marjuk concluded that the knife must be a spirit totem.

Marjuk carefully wrapped the long blade in sealskin. Then, he lashed the item to his brother's sled. Although the implement was clearly useless as a tool, he would keep it for its spiritual properties. Marjuk considered it likely that the long knife was a talisman of evil, but even evil spirits can be useful if one knew how to control them.

Summary

By making contacts, threats, or allies, or by defeating enemies in Glascarnoch, the characters can learn more about the ancient Beogart spirit. In fact, the characters learn some of the dangers that lurk at the barrow, and learn the barrow's location. With this knowledge they may journey to the barrow in Greenland, in pursuit of that which first initiated their venture, whether it be magic, wealth or knowledge.

Whereas previous Chapters are rather fluid in design, as characters have several options they may follow up at any time, this Chapter is more straightforward. After all, the characters now have their goal in sight, and the only barriers that block their way are on a direct route to the barrow.



This does not mean to say that characters are limited in their actions. Rather, they may take any actions they please in overcoming the obstacles that interfere with their mission. In fact, imagination may be essential to defeating these hindrances. The traditions of the Norse did not involve the playfulness of faeries or the abstract games of demons. Creature of Norse mythology and reality are monsters, pure and simple. If imagination is not applied to defeating these monsters, death may well result.

This Chapter is not so much a climax to *Deadly Legacy* as a denouement. Thus far the characters have discovered and interacted with the Beogart and Odd-Karnor families, who are locked in their intractable feud. One way or another, the characters have found their own role in the affair, determining their own fate in it, and as a result of it. Consequently, the characters are able to transcend the petty affairs of the feud to fulfill their own agenda. As members of a young Covenant, they characters are finally able to put their mark on the world. This self-determination is the characters' greatest feat and is achieved throughout the tale, not just here at the end.

Thus, by journeying in this Chapter to the barrows of Greenland, the characters capitalize on their previous triumphs. The riches to be won at the ancient Beogart's barrow

are the rewards of maturation, a maturation which arises from no single event or encounter, but from a subtle growth of character and identity. In a sense, this new sense of identity is far greater reward than any amount of silver or vis.

Arriving at Greenland

As discussed in the introduction of this story, there are many means by which the characters may travel to and arrive at Greenland. The means of their transport is not as important to this section as the places characters can visit once they arrive. The locales described below are located on the *Greenland Peninsula* map.

The areas characters encounter near the Greenland coast certainly have some bearing on the success and safety of their arrival, before they even touch the relative safety of ground. If you want characters to arrive in moderate safety, you may have their ship approach the Greenland peninsula along the southern coast (Area 1 on the *Greenland Peninsula* map).

However, if you want characters to appreciate the danger of their journey, you may have them approach Greenland along the glacier coast (Area 2), which offers no safe landing points, and wracks passing ships with harsh weather. If the characters can endure this environment, they may travel beyond the

glacier coast to land on the southern coast of the peninsula. This latter option is probably the best if you like characters to earn their rewards.

THE FEUD-CROWS

Keep in mind that even in Greenland the characters are followed by the dreaded Feud-Crows. During the journey north one or more birds trails the characters, and appears intent on hounding them all the way to Greenland. When the bird disappears midway through the journey, it seems the characters have shaken the creatures forever. However, that hope dies in a matter of days when a flock of birds arrives from the north and resumes the pursuit. These birds come directly from the barrow of the ancient Beogart, where they make their home. The talkative birds are certainly willing to discuss their home, and warn that tomb robbers are bound to meet their death there.

1. THE SOUTHERN COAST

Snow covers the southern beaches of the Greenland peninsula, in the vicinity of the Beogart barrows. The aging frost stretched across the shoreline is not white, but ivory, with streaks of pallid gray. Icy tides lap at the edges of the coastal snow, as if trying to reach and drag it into the depths. The

occasional rocky promontory offers shelter for a small boat, but seagoing vessels must remain anchored farther out, to hover above a frozen ocean floor.

As soon as travelers land and explore the shore, they may make a discovery. With a Perception + Scan, Search, or other related Ability simple roll of 4+, characters realize they are not alone. A trail of footprints runs the length of the beach, occasionally meandering to the water's edge. Anyone with a positive Perception score can follow the trail. At several points along the trail, signs of camps may be found. The camps are deserted now, but appear to have been used regularly by a handful of people. And, at one point along the trail, investigators find a patch of snow dyed red with blood (Perception + Scan, Search or Track roll of 4+ to find). A seal was skinned here by the local inhabitants. Any Intelligence + Survival simple roll of 4+ tells characters that this was not the scene of a battle, but of a hunting rite.

At the end of the snowy coast trail lies a village of twenty Greenland natives, all heathens in the eyes of Mythic Europe's Church. The village huts, made of stretched skin and long animal bones, nestle into the side of a hill. Snow and dead grass alternate upon the ground, indicating that fires are often kept here, and that life does lie beneath the icy wastes.

Life and prosperity at the village are apparent by the great strips of frozen meat strung outside each hut. However, these strips seem composed more from fat than genuine meat. Under some hanging racks pools of frozen blood have formed on the snow, as seen on the trail.

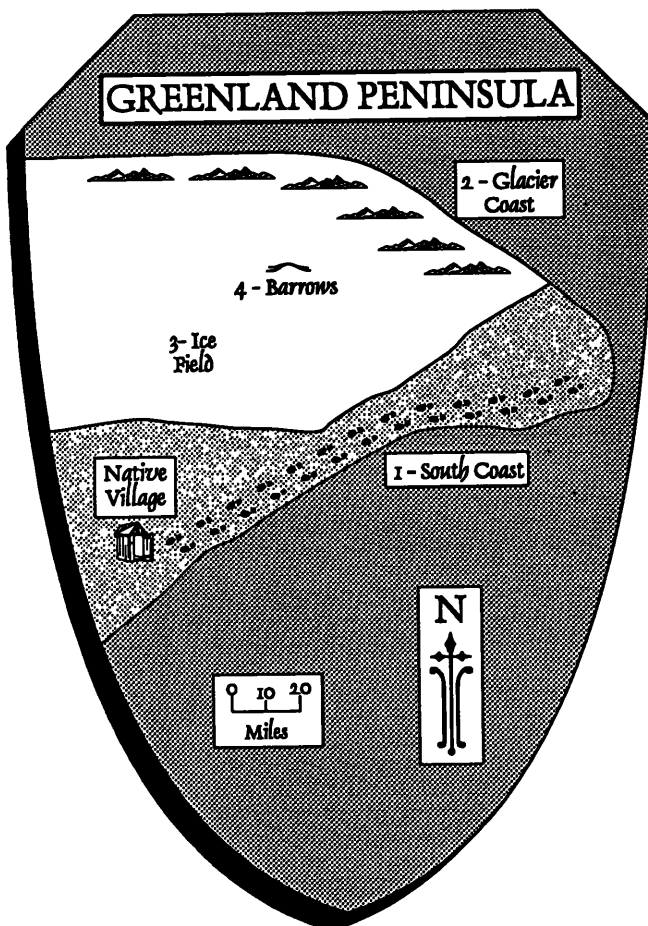
Further signs of life are apparent given the odd people going about their chores and duties in the village.

The Natives

The native tribesmen dress in white and grey furs, skins, and leggings. Their clothes are of a texture unlike any seen by the characters. The furs are exceptionally thick and coarse, while the skins range from exceedingly wrinkled to silky smooth. All are exceptionally warm and protective. These strange lands breed strange animals indeed.

To Mythic Europeans, the natives may appear frightening, with sunburnt skin, portly figures, and slanted eyes reminiscent of the eastern barbarians'. Most men carry javelins with bone points. Though these weapons don't look as strong as steel, they are certainly deadly. Unless characters take undeniably hostile action, they need not test the virtue of the natives' weapons; the tribesmen are friendly. In fact, if characters make their presence known but are not aggressive, villagers quickly summon their shaman, who deals with the strangers. In the meantime, the villagers kindly welcome strangers.

Barring the remote possibility that some member of the Covenant has previously encountered Greenland's natives, the characters can only communicate by use of magic or pantomime. If the travelers attempt to use sign language, you should roleplay conversations for maximum comic value. Keep in mind that the characters and natives belong to two completely separate cultures, so even apparently obvious signs may mean



different things to the different peoples. You must decide how easily things go for the characters. It's advised that initial communication problems give way to a rudimentary dialogue that lets participants get their ideas across. Established dialogue also allows the story to progress without unduly bogging down the narrative or frustrating the players.

Ultimately, a universal sign understood by all is that of food, the hand raised to the mouth. The natives use this sign first in their "dialogue" with the characters, as an indication of peace and hospitality. If the characters respond approvingly, they are offered juicy slabs of blubber, to be eaten with the fingers.

The Village Shaman

The natives have no leader. However, a powerfully-built man named Marjuk acts as their shaman. Marjuk knows of Europeans and calls them, "*the Lemming People*." He views outsiders as fey, inscrutable, and suicidal. Nevertheless, the shaman has no objections to telling characters how to find the barrows on the glacier. However, he cannot spare any of his people as guides since all have important roles in keeping the tribe alive.

Marjuk also warns characters that "*hollow men*" haunt the "*lemming mounds*." According to the shaman these creatures attempt to kill everyone who approaches them. Furthermore, he explains that "*knives cannot cut them and harpoons do not*



Marjuk

Characteristics: Intelligence (wise) +2, Perception (intuitive) +2, Strength (large hands) +1, Stamina (unyielding) +3, Presence (wrinkled) -2, Communication (cryptic terms) -1, Dexterity 0, Quickness (stooping walk) -1

Age: 56

Size: 0

Virtues and Flaws: Exceptional Talent +1, Valor Passion +2

Abilities: Boating (kayak) 2, Charisma (inspirational) 2, Leadership (tribe) 2, Survival (arctic) 4, Short Spear Attack (hunting) 3, Visions (future) 2, Track (arctic) 4, Surgery (animal attacks) 3, Legend Lore ("*Lemming People*") 1

Confidence: 3

Reputation: Reliable (natives) 1

Personality Traits: Forceful +1/Retiring -2, Enigmatic +1/Open -1

Weapons and Armor:

Full Fur

Short Spear Totals (1h): First Strike +6, Attack +5, Damage +7

Encumbrance: 1

Other Combat Totals: Dodge Defense -2 (4 Action), Soak +7 (13 Action), Fatigue +2

Description: A hulking, powerful man, Marjuk dresses and lives like the other natives. He wears a steel broadsword sword, not as a weapon but as a totem. The object was taken from an invader of Greenland found dead at the sea's side.

Roleplaying Tips: Marjuk is slightly more forward than the other natives, and feels no fear of anything. He attempts to maintain a mysterious demeanor by speaking in riddles.

Bull-Roader: Marjuk carries a spirit totem composed of a bone plank attached to a long leather thong. When swung the totem makes a chopping sound supposed to frighten off evil spirits. However, the swinging totem also affects Magi's spell casting abilities. When Magi are within earshot of the bull-roarer, their magic rolls suffer a -5 modifier.

There's no apparent reason why the bull-roarer interferes with Hermetic magic, but it might have to do with a collision of supernatural realms, a collision of the native's beliefs and the characters'. Characters come to this conclusion with an Intelligence + Magic Theory simple roll of 8+.

Marjuk is not willing to part with his totem, and even if he did, characters could not discover the means of its powers in the lab. The power of the totem is too esoteric for Hermetic investigations to decipher.

bite. Marjuk believes there is some person, object, or totem which summons the hollow men from the spirit world, and that by destroying that thing, the apparitions can be destroyed.

Marjuk also provides travelers with eye protectors made from bone to prevent snow blindness. See *The Ice Field* (Area 3), on the hazards of glacier travel, for more information on these protectors.

Native Relations

As long as the characters are genial and friendly with the natives, they are invited to stay at the village for as long as they please. Indeed, the characters are virtually accepted as members of the tribe overnight.

The natives tend to be somewhat nomadic. When one place no longer suits their needs or cannot sustain them, they move on. In the process they often encounter other tribes and welcome other travelers. One of the necessities of survival in this harsh environment is cooperation and community. The villagers therefore have few enemies, and immediately trust the characters.

If the characters stay with the villagers for more than a few days, however, they are expected to pull their own weight. This means cooperative hunting trips, and a general sharing of skills and abilities. If characters spend a week studying a particular native skill, they can even learn the rudiments of that skill, acquiring new Abilities. Having acquired the rudiments of the Ability, characters can practice and improve upon the Ability back at the Covenant.

It goes without saying that the natives have never seen magic before, particularly Hermetic magic. The tribesmen perceive magic through subtle spirits, so an exotic display takes them completely by surprise. Depending on the circumstances, the natives may dive for cover, attack the image, or run from the display. The natives do not understand that Magi are creating these displays, but believe angry spirits are about.

The best way to explain characters' magic is by calling Magi spirit masters. Only then can the tribesmen understand that the strangers are responsible for the shows. The tribesmen also interpret Magi to be powerful spirit masters, certainly more so than their resident Marjuk. Marjuk is not offended if the strangers are seen as more powerful than he. Marjuk is even willing to step down from his village position in deference to Magi. He also asks that they teach him their ways. Of course this is impossible given cultural and philosophical differences between the Europeans and the Greenland native. (However, in the long run characters could teach Marjuk their magic if they establish a Covenant outpost in Greenland, or travel here often in later stages of the Saga.)

Indeed, if characters maintain good relations with the natives, they may return at any time. Though the villagers might have moved on, they may make arrangements with characters to leave signs of their passing, and the direction in which they went. Marjuk and his people may appear at any time in your Saga, and may be one of the most reliable allies that young Covenant members make.

If, however, the characters abuse the natives' hospitality, relations between the groups are quickly severed. The natives uphold no particular customs or beliefs that the characters may break, angering the tribesmen. Rather, the characters may anger the locals simply by being rude and ungrateful. If this is the case, Marjuk demands that strangers leave the village and never return. If necessary, villagers armed with spears back the shaman up, though fighting is reserved as a last resort. Hope-

fully characters belonging to a young Covenant aren't foolish enough to offend the natives, particularly when in a hostile land. Even if rude characters can survive on their own in the north, alienation of potential allies can only mean hardship in the future, whether in the north or elsewhere.

2. THE GLACIER COAST

Glacial mountains rise from the sea along the northern coast of the peninsula. Channels of water flow between the glistening peaks. On the shore, the ice becomes a solid mass of white, stretching to the horizon. Gray, lazy clouds drift over the white expanse. A chilly breeze blows first from one direction, then from another. Ice floes and changing winds combine to make landing on this coast impossible. The only place to land is further down shore, on the southern coast of the peninsula.

The Impending Storm

If anyone with the characters has the Weather Sense Exceptional Talent, you may allow that person a simple roll of Perception + Weather Sense, with an Ease Factor of 6. A successful roll informs the character that some supernatural entity has taken control of the weather. In fact, the Beogart

Native Hunters (6)

Characteristics: Intelligence 0, Perception (keen-eyed) +1, Strength (brawny) +2, Stamina (resilient) +3, Presence 0, Communication (aloof) -2, Dexterity (patient) +2, Quickness (ponderous) -2

Age: 16-40

Size: 0

Virtues and Flaws: None

Abilities: Track (arctic) 5, Scan (animals) 4, Alertness (storms) 3, Survival (setting traps) 5, Track (animals) 4, Short Spear Attack (animals) 4, Thrown Harpoon Attack (charging opponents) 4, Dodge (charging opponents) 4

Confidence: 2

Reputation: None

Personality Traits: Brave +4, Patient +2, Outgoing -1

Weapons and Armor:

Full Fur

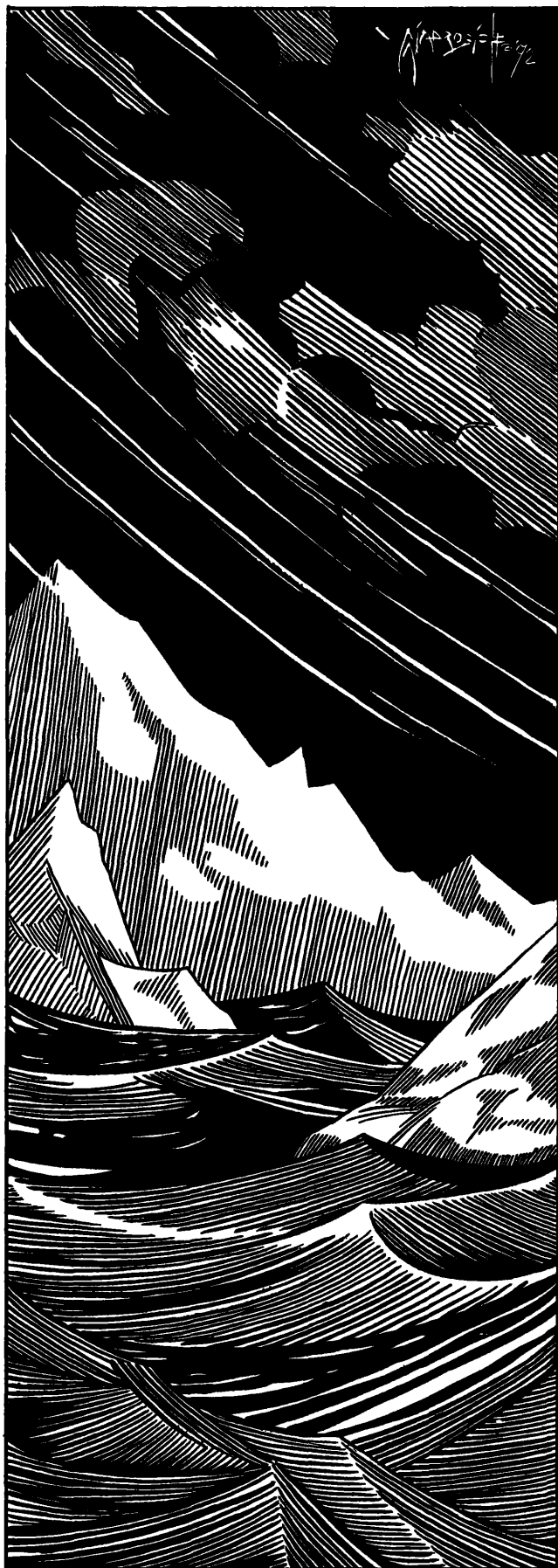
Short Spear Totals (1h): First Strike +7, Attack +8, Damage +11

Harpoon Totals: First Strike +7, Attack +8, Damage +11

Encumbrance: 0

Other Combat Totals: Dodge Defense +2 (8 Action), Soak +7 (13 Action), Fatigue +3

These men are more accustomed to fighting animals, like polar bears and seals, than they are other men. However, they do so if characters prove dangerous to the tribe, and the hunters fight to the last man if necessary.



spirit is in control of the atmosphere. If the Perception + Weather Sense roll totals 10 or higher, the characters realize a gale is about to strike — within minutes. Divinatory spells, such as *Sailor's Foretaste of the Morrow*, reveal the same information.

Boaters have roughly fifteen minutes to take action. Those who attempt to head back to open sea must pass a stress roll of Intelligence + Boating, with an Ease Factor of 10. Those who wish to press down shore to the south coast must pass a similar roll. Success on either roll means the sailors reach their destination before foul weather strikes, so are relatively safe. Failure leaves the characters' boat caught among the ice floes during the gale, just short of their destination. A Botch on either roll leaves the characters marooned where their attempt to make distance begins. They are completely exposed before the storm and rolls made for the ship to endure or escape the storm (described below) suffer a -3 modifier.

Magi may also spend the few minutes before the storm attempting spells of weather control. However, for such magic to work, a Magus must overcome the pagan sorcery of the ancient Beogart. Magically combatting the spirit for control of the weather adds 10 to the Level of any spell cast by Magi. For example, *Quiet the Raging Winds*, normally a Level 25 spell, becomes a Level 35 spell. If the Magi are still able to cast a spell at this inflated Level, their spell takes effect over the storm that the Beogart spirit brews.

If the Duration of the characters' spell is less than an hour, the storm sets in again, at the stage it would normally be if the characters' spell had never been cast. This probably means the storm is at full strength. Still, even if the characters' spell only lasts an hour, that may be enough time for them to move back out to the safety of sea, or further down the shore to the south coast where they may land a small boat. An Intelligence + Boating simple roll of 8+ is required by the pilot to make it to either destination.

Weathering the Storm

Assuming Magi fail to prevent the storm and helmsmen fail to reach safety, boaters find themselves caught in a maelstrom. Clouds race across the sky. Icebergs groan and shift. Winds whip across the deck.

When it strikes the gale is powerful enough to sweep sailors from the ship. All exposed people who are not lashed down must pass Strength stress rolls, with an Ease Factor of 6, to keep from falling overboard. Strength rolls are made every few Rounds or until characters on deck take shelter. If a Strength roll Botches the character not only falls overboard, but suffers 1d10+5 damage due to collisions and abrasions (Armor Protection is halved for determining Soak against this damage). The effects of being overboard are discussed below.

To keep the boat under control during the storm, the pilot must pass an Intelligence + Boating stress roll, with an Ease Factor of 12, to avoid a ruinous collision with an ice floe. These rolls are made every few minutes; the storm lasts as long as you like, but it's suggested that at least three Boating rolls be

Sinking the Ship

It's possible that the characters' ship sinks during the storm off the glacier coast. Assuming characters can find each other on different ice floes, in the water, and on shore, they may have no means to escape the Greenland peninsula. One possibility to at least insure the characters' survival is to have the natives (see Area 1) discover them and bring them to the southern coast. The natives can collect the characters in kayaks, or a hunting party may come across the characters, who are undoubtedly exhausted, on shore.

As previously discussed, the characters can stay with the natives for as long as the characters pull their own weight. In fact, if the characters have no means by which to contact their fellows back home, and left no instructions for a potential rescue party, the characters may have to make do with arctic life.

A Saga set in Greenland would certainly be unique. The natives could become the characters' covenfolk, and the characters may assume the nomadic lifestyle of their hosts, seeing the remainder of Greenland, and maybe reaching civilization one day. This Saga option is open only if you choose to pursue it. If you really want the characters to return home again, they may find some magical means to get in touch with their fellow covenfolk, and thereby arrange for a return home. Maybe Marjuk teaches the characters some spirit magic and they are able to communicate with their fellow characters through the spirit world.

Of course, if the characters' ship sinks, its crew must be dealt with. To make things easy on you, the crew can go down with the ship. Or, to make problems for the characters, some crew can survive. The surviving crew may not want to follow the characters, and may make trouble with the local natives, endangering the characters' chances of survival in the north. The problems surviving crewmen pose are ones you may develop, depending on how much more trouble you want characters to deal with in the north.

required to avoid crashing. Pilots who succeed in a roll to avoid crashing may then attempt another roll, to escape the storm and reach either the open sea or the southern coast. If this escape attempt fails, the boat remains in the storm, with further rolls to avoid crashing required.

If a roll to avoid an ice floe fails, the ship is beached on the floe and remains there throughout the remainder of the storm. Once the storm blows over, repairs on the ship must be effected before it is seaworthy again. These repairs take a week's time, during which characters may make their way ashore in smaller boats, or by magic.

If a roll to avoid collision or a roll to escape the storm Botches the ship starts sinking. It takes about ten minutes for the ship to sink completely, barring characters' efforts to keep it afloat. Magi can use spells to shore up the ship's leaks, keeping it afloat until reaching safety, or until the ship can be

beached on an ice floe. It's up to you to determine how effective the Magi's spells are in this situation, based on what spells are used and how they're used.

All passengers on a sinking ship find themselves in the water. Here they face the perils of drowning, hypothermia, and attacking draugs (see below).

To avoid drowning, characters must pass Strength + Swimming stress rolls (subtracting any Encumbrance), with an Ease Factor of 9. A single successful roll allows one to tread water or reach an ice floe. Two successful rolls allow a swimmer to swim the half mile to shore. For every failed roll a swimmer loses a Short-Term Fatigue Level. A swimmer is entitled to as many swimming rolls as he can make before drowning or making it to safety. If Unconsciousness is reached before one or two successful Swimming rolls are made, the character drowns.

If a roll to make it to safety Botches, the swimmer suffers from hypothermia. All successive Swimming rolls to make it to safety therefore suffer a -3 modifier. Thus, a person suffering from hypothermia has a harder time of making it ashore and is more likely to drown. Note that repeated swimming Botches each impose another -1 penalty to swimming rolls.

Even if swimmers make it to safety, they may not survive combined exposure to the sea and icy northern air. Once out of the water, characters must make Intelligence + Survival stress rolls of 8+ to resist freezing. If any kind of heavy clothes can be salvaged a +2 modifier applies to this roll. Building a fire, if at all possible, adds +3 to the roll. If the roll to resist freezing fails, the victim loses a Body Level. If the roll Botches, the character dies.

The Draugs

As if the characters don't have enough to deal with in escaping and battling the storm, they also have to face supernatural creatures rallied against them by the Beogart spirit. These creatures are called draugs, spirits of the drowned. They are the bulbous corpses of men lost at sea. Their skin is a sickening grey, and their hair and nails are long and blackened. They seek nothing more than to kill those who still sail the seas and breathe the air.

Ideally, the draugs wait for the characters' ship to capsize, or its sailors to fall into the water before attacking. However, if neither of these things happen, the draugs attempt to board the ship. Their long nails and insane strength allow them to climb the bulkheads with frightening speed (they scale the ship inside a combat Round).

Anyone near the edge of the ship is alerted to the attacking draugs on a Perception + Alertness, Scan or other related Ability roll of 6+. Characters can fire missiles at the climbing draugs. They can also shoot at those in the water (though missile Attacks made against draugs in the water suffer a -4 penalty due to the draugs' skill at diving beneath the rolling sea). If necessary, the draugs dive completely underwater to escape missile fire and wait for another opportunity to attack, maybe when the ship is beached on an ice floe.

Draugs (8)

Infernal Might: 5

Vital Statistics: Size 0, Intelligence (instinctive) -2, Perception (bleary-eyed) -2, Strength (insane strength) +2, Stamina (feel no pain) +2, Presence (bloated) -5, Communication (gurgling voice) -2, Dexterity (thick hands) -1, Quickness (waterlogged) -3

Virtues and Flaws: None

Personality Traits: Brave +3, Stupid +4, Vengeful +3

Reputation: None

Confidence: 0

Combat Totals:

Claws Totals: First Strike +8, Attack +10, Damage +6

Bite: First Strike +3, Attack +8, Damage +9

Body Levels: OK, 0/0, -1, -3, -5, Destroyed

Dodge Defense -3 (3 Action), **Soak** +6 (12 Action),

Fatigue n/a

Encumbrance: 0

Abilities: None

Powers: None

Vis: 2 Aquam, body

These pale, rotting creatures appear where folk die by drowning. They think only of dragging others down to a watery death as well. Draugs seize every opportunity to grapple with their foes and fight underwater.

Characters battling draugs in the water suffer a -3 penalty to First Strike, Attack, Parry and Dodge scores. Spell casting rolls also suffer a -5 penalty as Magi need their hands to cast spells and swim at the same time. Weapons usable in the water are also limited; only thrusting weapons are effective. Shields cannot be used to Parry, either. Finally, Soak remains the same as armor and toughness continue to protect characters, even in water.

Also keep in mind that characters fighting in water need to continue swimming. While fighting, the swimming rolls discussed above are made once per Round. However, distance cannot be covered while fighting. A successful swimming roll simply indicates that the character remains afloat. Swimming rolls to get to safety are only possible once a character's opponents are defeated.

Characters in the water who are defeated by the draugs are dragged down to the icy ocean floor. They then become draugs themselves, to attack oceangoers in the future, and maybe any characters who pass through these waters again.

3. THE ICE FIELD

A glacier covers the shoulder of the peninsula. No matter where they look, travelers see a mind-numbing expanse of pure white. The sun glares upon the snow, making the ground look almost hazy in the distance. The sky overhead appears unrelentingly blue, and the sun looks, not yellow, but white in its

brightness. Gray clouds hover around the horizon, hanging over the water that looms beyond. On the glacier, then, one seems to be in the clear center of a cloudy ring.

Travel over the glacier is restricted to foot, unless some magical means of transport is devised; the natives cannot spare their or dogs. Gear that cannot be carried must be pulled on sleds that are dragged behind travelers. On a good day, travelers cover ten to fifteen miles. Travel from the native village to the Beogart spirit's barrow takes about six days.

Dangers of the Glacier

There are several threats posed to characters on the ice field. Some threats can be prepared for with foresight, but others strike with sudden, unforeseeable fury.

Snow Blindness

Mere sunlight presents the first peril on this glacier. All those who fail to protect their eyes may go blind. This threat is quite insidious, as one may not notice the onset of snow blindness. You should not give travelers any special warning about the dangers of snow and sun. The glare inflicts a -2 penalty to all rolls involving vision, and this penalty worsens by -1 for every half day of light spent in travel (i.e., at midday and dusk). Penalties incurred from snow blindness are not alleviated overnight; blindness persists at former levels in the morning. When a character's blindness penalty reaches -5, all sight is lost. Treat blindness victims as sufferers of the Blind Flaw (p.78 of the *Ars Magica* Third Edition rules).

For characters to realize that they are going blind, you might make secret simple rolls of Perception + Alertness, with an Ease Factor of 6, on players' behalf. These rolls are made

Polar Bear

Vital Statistics: Size +2, Intelligence (simple) -2, Perception (curious) +3, Strength (massive chest) +6, Stamina (enduring) +8, Presence n/a, Communication n/a, Dexterity (clumsy) -3, Quickness (long stride) +1

Virtues and Flaws: None

Personality Traits: Ferocious +5

Reputation: None

Confidence: 3

Combat Totals:

Maul Totals: First Strike +6, Attack +13, Damage +18

Tackle Totals: First Strike +6, Attack +7, Damage +16

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Fatigue Levels: OK, 0/0, -1/-1, -3/-3, -5, Unconscious

Dodge Defense +6 (12 Action), **Soak** +12 (18 Action), **Fatigue** +6

Encumbrance: 0

Abilities: None

Powers: None

Vis: None

every time characters perform actions that rely on sight. A battle or similar test of skill that relies heavily on sight reveals the problem at once.

Victims of snow blindness do not automatically recover their sight once the problem is discovered. Once off the glacier a person's vision penalty decreases at a rate of one point per day (the native camp at Area 1 is off the glacier). Victims who rest their eyes in total darkness may regain a point every hour by passing an hourly Stamina stress roll with an Ease Factor of 6. Those who Botch such a roll can never rid themselves of the image of a red sun on their retinas. They suffer a permanent -1 modifier to vision-related rolls.

Eyes can be protected by covering them with cloth or some opaque material, with narrow slits cut for vision. However, such protection does not preclude the initial -2 penalty to vision rolls that all glacial travelers suffer. As previously stated, if characters don't provide eye protection of their own, Marjuk offers them bone eye protectors.

Winds

Winds torment travelers on the glacier. Every half day (i.e., at midday and dusk), you should roll a ten-sided die. On a roll of 1-3, a storm sweeps through the area occupied by the characters. These gales are never accompanied by clouds, although they do send whirlwinds of snow careening over the landscape. No matter what direction the characters progress in, they always find the storms blowing from their front. Those who attempt to proceed through a gale must each pass a Stamina stress roll with an Ease Factor of 6. Those who fail lose a Long-Term Fatigue Level. Those that Botch lose two Long-Term Fatigue Levels.

These winds are only partially natural. They are largely driven by the Beogart spirit, who seeks to drive intruders from his barrow. Characters who make a Perception + Second Sight, Weather Sense, or other related Ability roll of 8+ recognize the supernatural force at work behind the winds.

Cold

Temperatures on the glacier, and throughout the peninsula for that matter, often fall well below freezing. Travelers therefore have to wear heavy, protective clothing, or must maintain protective spells against the cold. If characters go about without proper protection, they may suffer from exposure. A Stamina + Survival stress roll of 9+ is required for every half day of exposure (i.e., again rolled at midday and dusk). If any of these rolls fail, a Body Level is lost. If a roll Botches, two Body Levels are lost.

Wildlife

Assorted wildlife lives on the glacier. Brown lemmings dart across the snow. Characters may see a seal basking near the ocean. And, polar bears often search the wastes for food.

Hunters may deliberately locate animals by passing a simple roll of Perception + Survival, Track, or whatever Ability applies, with an Ease Factor of 4. Such a roll is made once per

day by characters out hunting. If such a roll fails, and characters are not provisioned with plenty of food, they may go hungry. For every day that game is not found, the characters each lose a Long-Term Fatigue Level.

Whereas characters can go in search of animals to hunt, they may be hunted by polar bears. You may always introduce a curious bear to quicken the pace of the game, especially if the characters' arctic journey is proving a little dull. Anyone who makes camp near the site of a kill automatically meets a bear.

Polar bears devour anything edible they find. These animals do not kill people for food. However, they are far more fierce than ordinary bears, and have not learned to fear humans. If threatened, polar bears do not hesitate to fight.

Twelve Feud-Crows circle the glacier, appearing only as specks against the sky. Characters can spot the birds as described in the introduction of this book, but by now characters may be so used to seeing the birds that they spot them automatically. If any characters venture away from the main band, or do anything else which seems unusual, one of the birds makes a closer pass to investigate. Depending on what characters are up to, and depending on how well characters disguise illicit acts, word of their activity gets back to the Beogart spirit. Generally speaking, the birds simply keep the spirit apprised of the characters' progress on the peninsula. Unusual behavior may call for the sending of special messages.

4. THE BARROWS

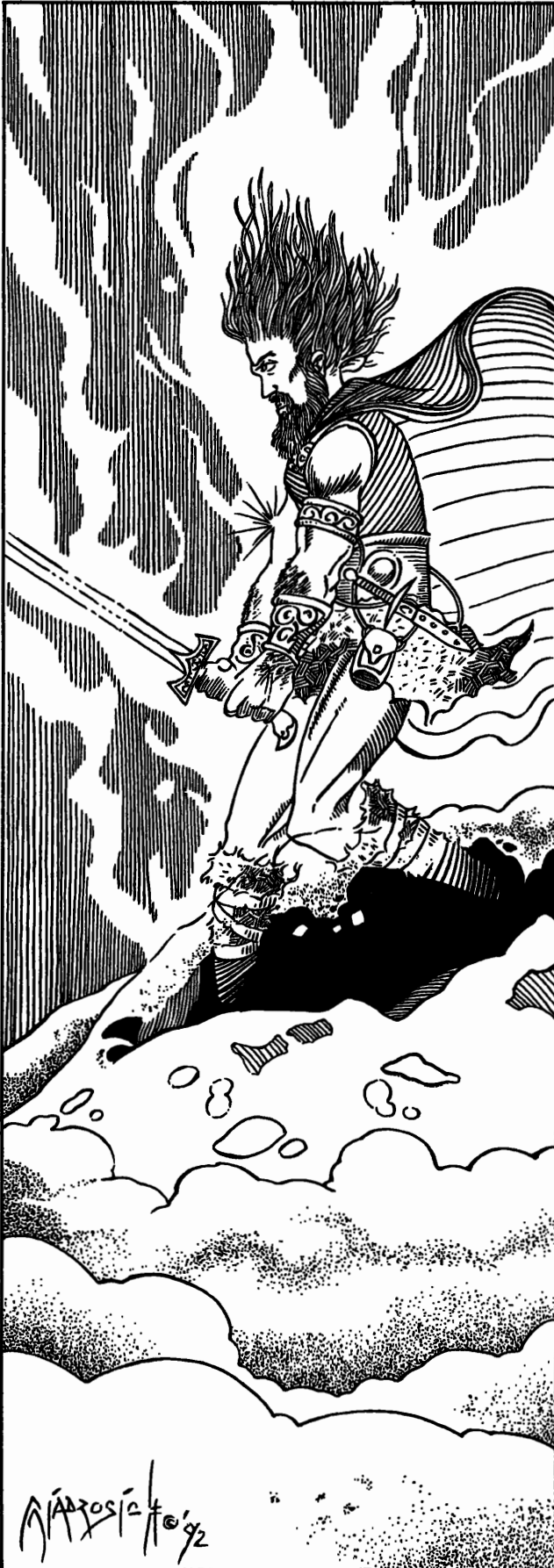
There are several burial mounds located here, that of the Beogart spirit included. For the exact positioning of each mound see *The Barrows* map.

Lesser Barrows

These nine burial mounds rise gently from the glacial plain. They, like their surroundings, are covered with snow. A Perception + Scan simple roll, with an Ease Factor of 8, is required to see a burial mound at a range greater than 100 paces. Each mound, except one (as discussed below), contains the afterganger, or spirit, of a Beogart warrior. The aftergangers fight to defend the plain from all living folk. Not even members of the Beogart clan are immune to attack.

When strangers walk toward a tomb, the afterganger within emerges to fight them. When one afterganger rises, all others also emerge from their barrows to oppose intruders. When an afterganger rises the snows upon its tomb crumble and black rifts open along the summit of the mound. After an instant of silence, the afterganger's spectral form rises from the rift, with the body crawling out a moment later. The boxed profile describes what an afterganger can do.

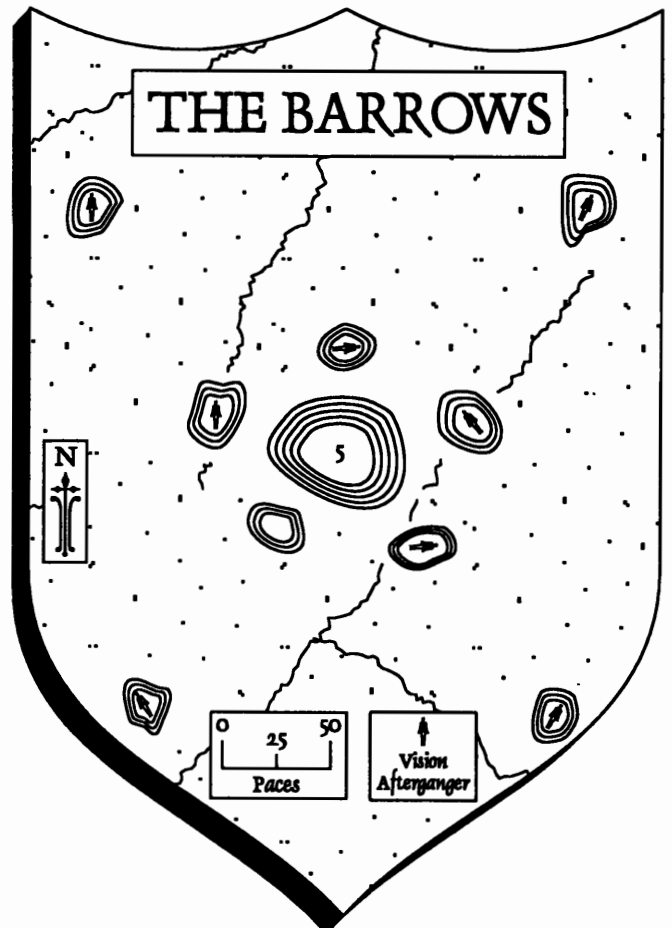
Travelers may choose to go around barrows instead of advancing on them. Aftergangers allow people who do so to proceed into the system of barrows. But, once intruders are surrounded by barrows, the creatures attack from all sides.



Characters defeated by the aftergangers are taken by the creatures' physical forms into the barrows, to join the monstrosities in their vigil over the Beogart's tomb. Dead characters therefore become aftergangers themselves, with all the powers and scores of normal aftergangers. Characters who are simply knocked Unconscious or Incapacitated awake to find themselves trapped in a moldy tomb, surrounded by Viking artifacts and a rotted body. Trapped characters may escape by forcing their way out, or by means of magic. Barrow walls have a Soak score of 8 and three resistance or "Body" levels. Attacks directed against walls hit automatically. If weapons are not used to escape, brute force can be, requiring a Strength + Size stress roll of 12+. A Botched roll results in the character's loss of a Short-Term Fatigue Level.

If magic is used to break free, you must determine the success of the effort based on the spell used. Generally speaking, a Perdo or Rego Terram spell of Level 10 or higher frees a trapped Magus.

Of course, the afterganger that a character is entombed with does not appreciate any destructive activities of its roommate. Accordingly, the afterganger attacks the character, hoping to finish the job begun above.



Vision Aftergangers (8)

Vision Aftergangers have two forms, a spirit and physical body. Both are the opponents of characters, and both have separate powers and scores. The physical body of an afterganger attacks and can be attacked by conventional means. The spirit is immune to physical attacks, nor can it inflict them (except with its bow). A spirit can be affected by certain spells, not ones which affect the physical world, but ones which affect the spirit world, like certain *Imágonem* and *Mentem* spells. Also note that body and spirit can both be destroyed if separated by a long distance (as discussed below)

Spirit Might: 10

Vital Statistics: Size 0, Intelligence (unimaginative) -2, Perception (intruders) +3, Strength (unnatural vigor) +3, Stamina (indomitable) +2, Presence (decayed) -3, Communication (words alternate from body and spirit) -3, Dexterity (gross movements) -2, Quickness 0

Virtues and Flaws: None

Personality Traits: Devoted +5, Patient +4, Brave +3, Angry +4

Reputation: None

Confidence: 2

Combat Totals:

Rusted Chain Mail Cuirass

Broadsword Totals (corpse): First Strike +4, Attack +6, Damage +13, Parry Defense +7 (13 Action)

Body Levels: OK, -3, -5, Destroyed

Dodge Defense -3 (3 Action), **Soak** +10 (16 Action), **Fatigue** n/a

Encumbrance: 3 (corpse)

Abilities: Broadsword Attack (Odd-Karnors) 4, Broadsword Parry (thrusts) 4

Powers:

Spectral Bow, Crlg 30, 0 points — The spectral form of a vision afterganger carries a Viking short bow. This device fires translucent, fiery arrows to a range of 150 paces. Treat this as a missile weapon with: Rate 1, Attack +8, and Damage +10.

The arrows of a *Spectral Bow* remain in their target. All those with at least one arrow in them must pass a Stamina stress roll, with an Ease Factor of 6, each Round. Victims who fail this roll lose a Body Level. Victims who Botch this roll lose two Body Levels. Those who die from such wounds become vision aftergangers on the first new moon after death. To remove a single spectral arrow from a victim requires an Intelligence + Healer or Chirurgy stress roll of 7+. If the roll fails the victim loses another Body Level, unless a Stamina simple roll of 4+ is made. If the person pulling the arrow Botches the attempt, the victim automatically loses a Body Level.

Vis: None

Description: A vision afterganger is the unquiet spirit of a slain warrior. These beings generally attack all living things they find, both out of hatred for mortal creatures and in defense of their tombs. Each vision afterganger consists of two parts, a physical corpse, and a spectral, misty form. The former appears as a shriveled, blackened body. The spectral form resembles a translucent version of the warrior in life. A vision afterganger's forms may not separate themselves by more than ten paces. If they are so separated, both are destroyed. If characters make this discovery they may find an easier means of defeating the creatures than by sword and spell.

Barrow Treasures

Inside each barrow is a carved chair, the skeleton of a horse, and a mound of coins mixed with personal items. Each tomb also has a fireplace. The ashes in each fireplace contain three pawns of Rego vis.

The barrows hold treasure left for use by the dead. Although gold may mean little to Magi, Grogs and others with a use for them find precious items worth roughly 200 silver pennies in each barrow. This wealth consists mostly of coins, all centuries old, and minted in countries from Norway to Egypt. Additionally, the barrows contain bone lamps, drinking horns, cauldrons and gridirons. Note that to dispose of any valuables taken from the barrows, looters must find customers. Few medieval people have much use for antiquities, and the search for a market could be the basis for another story.

Note that one barrow has no afterganger and no treasure. The barrow was looted years ago by foreign invaders who came to the land.

5. BEOGART'S BARROW

The ancient Beogart's barrow (5) is depicted on *The Barrows* map. Here, a vast barrow rises from the glacier. At its center, the mound rises as high as the greatest trees of the forest. Snows once covered the monument, but the winds have beaten them to grey, fractured ice. The air feels unnaturally cold, even for Greenland. Three sleek birds circle over the hill. They swoop over travelers' heads, staring at strangers with coppery eyes.

This barrow contains the corpse of the Beogart ancestor, along with the riches buried for his use. Needless to say, the three birds are Feud-Crows, who tell their master the characters have arrived. The corpse within the barrow is an afterganger, like the others the characters face, but without the usual two forms. This afterganger has a single physical form, and a very powerful one. Furthermore, the being does not emerge to challenge strangers as the other aftergangers do. Rather, it waits on outsiders to enter its tomb.



Anyone who pushes away the ice covering the barrow finds a rune inscribed on each of its stones. Those who pass Intelligence + Occult Lore simple rolls, with an Ease Factor of 8, know that these symbols mean "*Offering to the Dead*," in the old Norse language. A simple roll of Intelligence + Magic Theory or Occult Lore of 10+ tells characters that the runes have magical properties, as discussed below, under *Entering the Barrow*.

Pagan sorcery pervades the ancient Beogart's tomb and its surroundings. Thus, the barrow has a Magic Aura, not one attuned to Hermetic magic, but to Norse shamanism and the feud. Magic rolls in the vicinity of the Beogart spirit's tomb therefore suffer a -5 penalty. Furthermore, rolls involving Divine power suffer a -10 modifier, given the Infernally-fueled hatred that fires the spirit within the tomb. Faerie power used around and in the barrow is unaffected by the environment, while use of Infernal magic by characters results in a +5 bonus to magic rolls.

Entering the Barrow

Characters can use several different means to enter the barrow of the Beogart spirit. Rocks can be physically removed from the barrow wall, though this tactic proves problematic. Magic is probably the most efficient manner of moving stones, but not necessarily the easiest, given the strange Aura that surrounds the barrow.

Characters can physically pull away the great flagstones which form the barrow's roof, after wresting them free of the frost. You should casually ask players where characters wish to remove stones. Put on your poker face at this point, for the players' decision determines the degree of danger they face in entering the tomb. If the explorers climb to the top of the barrow and remove stones there, they have a 50-foot drop to the barrow floor below. Those who pull out rocks along the sides of the tomb do not face this problem. In general, the tomb is built well enough that its walls do not collapse with the removal of a few stones.

Each stone removed from the barrow wall opens a hole five feet in diameter. To move a roof stone by brute force, characters must pass a Strength stress roll with an Ease Factor of 20. Along the sides of the structure, one must wrestle with heavier foundation stones, stones that have the weight of other stones atop them. The Ease Factor for moving these stones is 25. Up to eight people may combine their strength to lift a single stone. The Strength roll is made by the player whose character has the lowest Strength score. If the roll Botches, that character loses a Short-Term Fatigue Level from overexertion. The effort requires five minutes of time per stone moved.

Spontaneous magic used to move the barrow's stones requires a Rego Terram or Perdo Terram spell. The required Level of the spell equals the Ease Factor of moving the same rock by hand. For example, moving a roof stone requires a spell of Level 20.

The force characters apply to the barrow stones is magically transferred to the Beogart spirit, making him stronger. The runes carved on the stones, as described above, are what absorb and transfer this force. If characters move the stones by brute force, total their Strength scores. The Beogart afterganger adds half that sum to its own Strength score, increasing damage done in attacks by the same amount. If someone with a negative Strength score attempts to open the tomb, the afterganger neither gains nor loses anything. If Magi cast spells upon the rocks, take note of the magic roll used to cast the spell (i.e., for a Formulaic spell, its die + Form + Technique + Stamina - Encumbrance total). Divide the result by four, rounding down. Add the result to Beogart's Infernal Might score.

Characters who have learned the secret of the barrow runes, either through their investigations, an Ability roll, or an Intéllego Vis spell, may try to reduce the amount of force used to open the tomb. There are several means by which characters may reduce the force they apply. A lever can be used to move the stones with a minimum expenditure of strength. A lever doubles the effective Strength score of its user, but only half the character's normal Strength score is transferred to the Beogart afterganger. When characters attempt to find a lever or similar tool, keep in mind that there are no trees available on the glacial plane. Characters may improvise levers from mundane gear, if their explanation of the procedure seems valid to you. Tools can also be conjured by means of magic. The creation of a

suitable implement requires a Creo spell at Level 25. The material of the intended lever determines the Form of the spell, probably Herbam (wood) or Terram (metal).

Characters can also try to avoid empowering the Beogart afterganger by defacing the runes on stones that are moved. Simply scraping off the runes with a sharp object fails to eliminate their power. However, a Spontaneous Perdo Vim spell of Level 10 can erase a single rune. A Spontaneous Perdo Vim spell of Level 30 can destroy all the runes on the barrow. Keep in mind, though, that even these destructive spells increase the power of the Beogart spirit, transferring him power before the runes are destroyed. The spirit's Infernal Might score is boosted by this magic, as usual.

Magi who have studied the runes in Kate Beogart's books may develop spells which do not grant powers to the afterganger, but these spells need to be of double the Levels listed above. Such spells must be created using the standard spell invention rules (see *Ars Magica* Third Edition, p.239).

Note that Magi can also extract vis from the stones of the barrow. Details on this process appear in the boxed text. Any Magus who examines the stones, and passes an Intelligence + Magic Theory simple roll of 6+, recognizes the raw vis in the stones.

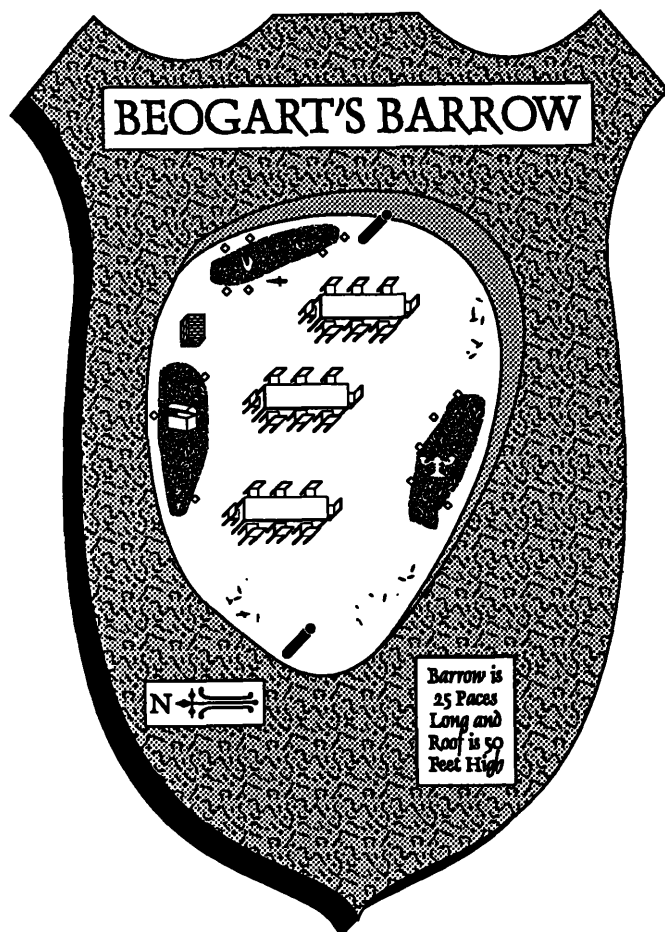
Inside the Barrow

When characters finally pry away a stone from the barrow wall, they create an opening into the blackness of the tomb. Depending on where along the barrow wall the characters' entrance is, they may enter the tomb in different ways. If the entrance is on the roof of the barrow, a rope must be lowered to the floor, 50 feet below. Alternately, magic can be used to lower characters. If characters make their entrance on the ground level of the barrow, they are able to step into the barrow. The map of Beogart's Barrow shows the interior of the tomb.

The Beogart afterganger awaits the entrance of intruders, aware of their arrival thanks to information relayed by the Feud-Crows.

If any of the characters are descendants of the Odd-Karnor clan, or any member of that clan accompanies the characters, the Beogart spirit senses the enemy's presence. He therefore allows the intruders to enter his tomb, and attacks when they, particularly the Odd-Karnor, are most vulnerable. This may mean when characters slide down a rope to the barrow floor, or when characters set foot in the barrow and are just getting their bearings.

If no Odd-Karnors accompany the characters, the Beogart spirit is much more hospitable. He does not immediately attack, but greets strangers in the Old Norse, welcoming them to his hall. Visitors probably hear his voice long before they see his skeletal form — the afterganger appears as a giant made of bone, grown to twice the height of a man. Beogart has also mingled other skeletons with his own, acquiring a second pair of arms, placed backward on his body. Four blades hang in scabbards from his pelvic bone.



The Beogart Afterganger

Infernal Might: 30

Vital Statistics: Size +2, Intelligence (cunning) +3, Perception (informed) +3, Strength (supernatural might) +5, Stamina (towering build) +5, Presence (skeletal) -3, Communication (booming voice) +2, Dexterity (many-armed) +2, Quickness (swift) +2

Virtues and Flaws: None

Personality Traits: Vengeful +4, Wary +2, Trusting +2

Reputation: Sire of the Beogarts (Beogarts) 5

Confidence: 5

Combat Totals:

Broadsword Totals (two in front, two in back): First Strike +10, Attack +11, Damage +16, Parry Defense +8

Body Levels: OK, 0/0/0, -1/-1, -3, -5, Destroyed

Dodge Defense +3 (9 Action), **Soak** +20 (26 Action), **Fatigue** n/a

Encumbrance: 0

Abilities: Broadsword Attack (multiple opponents) 5, Broadsword Parry ("blind side") 5, Alertness (intruders) 5, Dodge (bash attacks) 3, Folk Ken (feuders) 4, Intrigue (feuders) 4, Sing (war songs) 3, Stealth (barrow) 2, Etiquette (Viking) 2, Hermes Lore (intrigues) 6, Church Lore (Cherbourg) 3, Cherbourg Lore (intrigues) 4, Glascarnoch Lore (intrigues) 4, Legend Lore (Viking legends) 6, Occult Lore (Viking magic) 6

Powers:

Sense of Impending Doom, *InCo* 15, 0 points — The Beogart afterganger knows when opponents are within

mere feet of him and approaching his back. He can fight people behind him, using his two attached arms that face that way, without actually facing those opponents.

Will of the Air, *ReAu* 50, 5 points — The Beogart spirit can control the weather for miles around, but must prepare for such a task an hour in advance of when the weather is to be conjured.

Vis: 10 Muto, extra arms

Description: The Beogart spirit lives on through an infernal, maniacal desire, not only to avenge himself upon the Odd-Karnors, but to keep his own kin eternally committed to the war against their traditional foe.

Following his burial, the Beogart's unquiet spirit returned to its corpse. However, the spirit of the old Viking possessed far more strength than was required to animate the body. That extra power was therefore devoted to making the body more formidable. The Beogart spirit caused his body to expand, and, discarding the limitations of human form, made himself new arms with which to wield swords. The ancient Beogart can now fight enemies to both the front and the rear, and eagerly thrusts himself into the midst of his foes.

Roleplaying Tips: The ancient Beogart enjoys gloating over the success he's had in maintaining the feud, and often calls upon others' impressions of his venture, expecting flattery. If criticized for his efforts, the spirit goes into a rage and attacks his offender. The spirit talks in a deep, booming voice, and is prone to waxing nostalgic about the "good old days of the Vikings."

If the characters do not understand Old Norse, the Beogart spirit attempts to communicate in another language. In his travels and conquests as a living person, the ancient Beogart learned many languages, some of which may be more familiar to characters (or characters may know more modern versions of those languages). In general, assume characters speaking different languages can understand one of the spirit's on an Intelligence + Language simple roll of 6+.

After establishing communications, the Beogart afterganger speaks the following: "*Mead is sweet.*" This is the first half of a Norse aphorism which runs, "*Mead is sweet but bitter when paid for.*" The line refers to the mead a chieftain gives his warriors. A man "pays" for the mead by fighting and dying in his lord's battles. One may attempt an Intelligence + appropriate Legend Lore simple roll, with an Ease Factor of 7, to recognize and complete the saying. Anyone who supplies the missing half of the proverb wins a roar of approval from the afterganger, and also wins his confidence. All social Ability rolls made toward the spirit thereafter receive a +3 bonus. Otherwise, the spirit continues to be hospitable to the characters, but remains wary of their intentions.

In treating characters with hospitality, the Beogart afterganger shouts out an offer of ale and meat. If the visitors accept, the afterganger uses his magical tablecloth to produce

refreshments (see the boxed text for details on the tablecloth). The food appears from nowhere upon the long tables of the barrow. Beogart's feast includes pea porridge, venison, whey and black rye bread. None of the food has any special magical properties.

Ultimately the Beogart spirit wants to know if the characters intend to help him in the feud against the Odd-Karnors. It's up to you to determine whether the characters are convincing in their desire to perpetuate the feud. If they roleplay a hatred for the Odd-Karnors in a dramatic or realistic fashion, the Beogart spirit is convinced of their conviction. If you still aren't certain of how the spirit receives the characters' claim, you may call for social Ability or Personality Trait rolls from the players or the spirit.

If characters seem willing to help in the feud, the spirit plots conspiracies and negotiates terms with them. After all, he is the driving force behind the feud, keeping it alive through his Feud-Crow agents. If characters make a believable case that they are enemies of the Odd-Karnors, and intend to ignite more trouble in the future, the Beogart spirit may even give them some of his burial treasures (as chosen by him — you).

If characters are not convincing in their desire to perpetuate the feud, attack the Beogart afterganger, attempt to rob his tomb, or talk as if they might, the ancient Beogart assaults the characters. Even in life, the ancient Beogart had a short temper and a prickly sense of honor.

In a fight the afterganger attempts to thrust himself into the center of his foes, where he can fight with all four arms at once. The Beogart relies on his brute force to slay foes, and his Infernal Might to avoid damage from spells. Also remember the pagan Aura of the barrow, which interferes with Magi's spells (-5 to spell casting rolls). To beat the afterganger, tomb robbers undoubtedly have to come up with some stratagem to prevent a fair fight; the skeleton may be too powerful to deal with on even terms.

If the characters are defeated by the Beogart spirit, he tosses their bodies out into the cold from whence they came. The bodies are then collected by the vision aftergangers, who dwell outside the large barrow, and are kept in the smaller tombs. Characters so entombed in vision aftergangers' barrows may try to escape as described under Area 4, above. If characters are killed by the Beogart spirit, or the vision aftergangers, those characters become vision aftergangers themselves, committed to protecting the great barrow.

If characters manage to defeat the Beogart spirit, they are free to loot his barrow. However, see *The Conclusion*, below for repercussions of the characters' defeat of the ancient Beogart.

BEOGART'S MAGICAL TREASURES

Cloth of the Feast (CrHe 20, Animal Requisite)

This linen tablecloth can produce a Norse feast, complete with mead, ale, fish, meat and wine from Byzantium. The Cloth can feed up to 20 people each day.

The Oven of Freya (CrHe 50, Terram Requisite)

This item appears to be a large stone oven, for use in a fireplace. The instrument, however, can bake any object its owner desires, providing the object can fit through the oven's two foot square door. Clothes, weapons and treasure can appear in the oven.

The Oven of Freya can produce total goods up to the equivalent value of a Norse farm, a good Viking ship, or equipment for fifty warriors. In terms of medieval money, this equals 8,000 silver pennies worth of items. You may keep track of these "funds" as closely or loosely as your Saga requires. If characters content themselves with creating modest items, their Oven can virtually last forever. If they prefer, characters can make a single valuable device. The Oven cannot create living animals or people, and once all its "wealth" is expended, the Oven's fire grows cold.

To use the Oven of Freya, one must know the Old Norse names of items asked for. Furthermore, the Oven probably has to be used at the Beogart spirit's barrow. The Oven is far too heavy to move, and is fixed to the ground. Only a Rego Terram spell of Level 30 or higher can free the Oven from its moorings, and even then the Oven must be made portable (i.e., smaller and lighter).

Cloak of Shadows (MuCo 40)

This dull cloak allows the wearer to become one with the shadows. Upon speaking the word, "*Anfhal*," the wearer becomes a mere darkened form, able to flit across any surface and through the tiniest of cracks. The trigger word of the cloak may be discovered with a successful enchantment investigation in a Magus's lab.

A person in shadow form may see and hear, but not touch, any material object. The shadowy person is not invisible, but assumes the appearance of the shadow of any object located nearby. Thus, in a darkened, jumbled area, a person in shadow form can go completely unnoticed. In open spaces, such an apparition may be spotted on a Perception + Scan, Search, Alertness (or whatever other Ability is appropriate) simple roll of 6+. The user of the cloak may materialize at any time, but cannot resume shadow form until after the next sundown.

Barrow Stones

The runic stones that form the outer wall of the Beogart spirit's tomb have certain magical properties that can be harvested by Magi. The stones each contain one pawn of Terram, Rego and Vim vis. The barrow walls are composed of 15 such stones.

Unfortunately for Magi, the stones each weigh an average of 100 pounds. Furthermore, one cannot extract the vis on the scene. The means of extracting the vis may be found with an appropriate Intéllego Vim spell of Level 20 or higher, with a successful Intelligence + Magic Theory simple roll of 12+, or with enchantment investigation in the lab (treat the stones as Level 25 magic). The means of extracting the vis involves inscribing the stones with appropriate symbols, and bathing them in liquified cinnabar. The procedure requires a fully equipped Magus's laboratory. The process requires one day per stone, and a successful simple roll of Muto + Terram + Intelligence + Magic Theory, with an Ease Factor of 30. If the roll fails, the vis cannot be extracted in that attempt, but further attempts are possible.

The Barrow Treasure

Beogart's burial treasures include rubies, sapphires and pearls worth over 5,000 silver pennies. Golden platters, silver-bound mead horns, and gold coins from Byzantium add another 3,000 to the total. Those who plunder this hoard can consider themselves rich. Of course, as the *Ars Magica* Third Edition rules point out, simple wealth does not mean unlimited purchasing power in the medieval world. Beogart's burial hoard also contains 10 clay tablets marked with runes. These each contain one point of *Intéllego vis*.

Pillars standing to the ceiling are located at either end of the barrow's interior. Runes of Old Norse run up and down these pillars. Anyone who can decipher the runes may treat the pillars as mundane texts with values of 6 in Occult Lore (Viking legends), 3 in Magic Theory, and 8 in Area Lore (Viking Lands). A simple roll of Intelligence + Old Norse, with an Ease Factor of 10, is required to read the writings.

Finally, the Beogart's sons buried a great number of mundane items with their father. Entombed is an assortment of gridirons, plows, rotting rope, sailcloth, needles, weapons, shields and other equipment. Three of these items, a tablecloth, an oven, and a cloak, contain valuable enchantments. However, if Magi do not bother to examine these items, they may never know what they're missing. If characters have access to the manuscript, *The Hanged Man's Saga*, they may know of the magical natures of these items. Descriptions of the magic items are provided in the boxed inserts.

Keep in mind that Magi cannot use these magic items simply because they find them. To understand the workings of the magic items in the barrow, characters may consult the lore of Caroline MacKar, Kate Beogart or Arnulf Norman. Without such aid, Magi must study these magic items in their laboratories (see rules for investigating an enchantment, *Ars Magica* Third Edition, p.254).

The Conclusion

There are specific outcomes and there are general outcomes which may result from the telling of *Deadly Legacy*. Both are worthy of note in consideration of Covenant and Saga futures.

SPECIFIC OUTCOMES

If the characters fight and defeat the ancient Beogart, they are free to loot his barrow. Their victory might seem complete, but can actually mean a lot of trouble in the future. Word of the characters' actions is heard by those involved in the feud. The Feud-Crows of the barrow fly south to report the ancient Beogart's defeat, and the plunder of his tomb. The characters therefore become wanted throughout Mythic Europe by the Beogart clan. The clan plots against the characters constantly,

and may become the greatest enemy of the characters' young Covenant. This turn of events even occurs if the characters have previously been allies of the Beogarts; the Beogarts now perceive the characters as traitors. The lengths that the vengeful Beogarts go to in your Saga are left to your tastes.

However, by defeating the Beogart spirit, the characters gain renown amongst the Odd-Karnor clan, and are well received by those folk wherever they go. If the characters were previously the enemies of the Odd-Karnors, the clan overlooks their former hatred in light of recent events.

Normally the destruction of the Beogart spirit would mean the eventual end of the Beogart—Odd-Karnor feud. Without the spirit continuing to incite trouble, the families would eventually forget their old ways. However, the characters become the new onus of the feud, as the destroyers of the Beogart afterganger. Feud-Crows therefore begin haunting the characters and their Covenant, keeping family members all over the world informed of the characters' activities, particularly their more dubious activities.

Again, the continuance and fate of the feud through the characters is a Saga motif you may want to pursue, or decline, based on your storytelling tastes.

GENERAL OUTCOMES

Having dealt with the feuding families and their greatest motivator, the Beogart spirit, the characters and their young Covenant may be richer, wiser and a little more worldly at the close of this story. They can now compare their own experiences to the adventures of legend. Indeed, the characters have fought ancient monsters in terrible wilds. However, the characters have also seen the human suffering legends can bring about, particularly through the feud which is perpetuated by legends of the past. All of these discoveries prove to the characters how deceptive, dangerous and convoluted legends can be. All of these discoveries make the characters more aware of the world, therefore more capable of dealing with the world, and ultimately more capable of existing as a mature Covenant.

Having been thrust into the tumult of the world by the events of this story, characters and their Covenant also emerge with a wide array of friends, enemies, and general acquaintances. There are numerous people in *Deadly Legacy* whom characters can meet again in the future, people who may become significant figures in the life of the Covenant. Indeed, the feuding families alone have relations in all lands where the Vikings traveled — Scandinavia, Russia, Lapland, Ireland, England, Lisbon, Germany and even Baghdad. Relationships with people met and people heard of make this story a foundation for the young Covenant's development, for associations established here can determine much of the Covenant's future in the Saga to come.