

Winter 1220 Adventure

Concept

Merchants approach the covenant looking for the lord of the land to settle a dispute with some local miners. The miners have cheated the merchants by selling them nickel that turned into cobalt overnight.

The mine is most of a winter day's travel away from the covenant. Marsh and forest make up much of the terrain.

Story Seed

Merchants, led by Berthold (his assistant, Conrad), come to covenant, mistaking the castle as the residence of the lord of the land. About a month ago they bought load of nickel ore to sell in Gdansk/Danzig (part of the proto-Hanseatic League) but by the time they got to market, the cargo had turned to cobalt. They feel cheated and want compensation for the deception.

1. If scanned, a magi will detect that the ore contains 1/12 of a year's Terram Vis for the covenant.
2. The merchants are angry and nervous around The Gift and aura of the covenant, but if treated well enough, they could be contacts for the covenant.

Adventure timeline

The merchants purchased the nickel about a month ago from the human miners. Unknown to the merchants, the miners had been employing kobolds as workers. A troll from Russia (fleeing the Mongol invasion) kills the human miners and intimidates the kobolds into working for him.

The PCs should try to find the mine.

Snow will begin to fall when the PCs are over halfway to the mine. It will threaten worsening weather.

The PCs will find the bodies of the human miners scattered on the approach to the mine (12 miners: 1 on road, 3 in lodge, 1 in mine yard). With some investigation the PCs will notice:

- The miners have been bludgeoned to death, usually with one powerful blow.
- Snow will have covered their tracks, but the miners appear to have been fleeing from the direction of the mine. The first body could be stumbled over, hidden in the snow.

At the mine, the PCs will be accosted by shouts (in German, or a Mythic Language?) from within the darkness of the mine. These are kobold sentries

Troll

Magic Might: 20

Might Pool (20): _____

Magic Resistance: (equals Might score): 20

Characteristics

Int:

Per:

Str: +5

Sta: +3

Pre:

Com:

Dex:

Qik:

Size: +3 (auruch-sized)

Age:

Decrepitude: 0

Warping: 0

Confidence Score: - (-)

Virtues

Troll vomit: Test Stamina 10 stress die, OR

1. Incapacitated while retching for a number of turns equal to number failed by
2. Feeling of skin dissolving
3. Blinded for duration

Flaws

Personality Traits:

Reputations:

Combat:

Soak:

Fatigue Levels:

Wound Penalties:

Abilities:

Equipment:

| Weapon | Init | Atk | Def | Dam | Rng | Load |
|------------|------|-----|-----|-----|-----|------|
| Giant club | 0 | +11 | 0 | +15 | - | 5 |
| Claws | 0 | +9 | 0 | +6 | - | 0 |
| Bite | 0 | +7 | 0 | +3 | - | 0 |

Encumbrance:

Powers:

Power Penetration: Might Score - (5 x Might Point cost of power) + Penetration Bonus

1) Power, X points, Y init, Form: Description...

Vis:

Troll's claws contain 1 pawn of Animal Vis

Kobolds

Nanto: the new kobold "boss" of the mine

Dwezil

Elezar

Otto

Engelbert

Kobold

Magic Might: 5

Might Pool (5): _____

Magic Resistance: (equals Might score): 5

Characteristics

Int:

Per:

Str: +1

Sta: +0

Pre:

Com:

Dex:

Qik:

Size: -1 (child-sized)

Age:

Decrepitude: 0

Warping: 0

Confidence Score: - (-)

Virtues

Flaws

Personality Traits:

Reputations:

Combat:

Soak:

Fatigue Levels:

Wound Penalties:

Abilities:

Equipment:

| Weapon | Init | Atk | Def | Dam | Rng | Load |
|-------------|------|-----|-----|-----|-----|------|
| Mining Tool | +1 | +5 | +1 | +5 | - | 2 |
| Crude Bow | -1 | +5 | 0 | +6 | 15 | 2 |
| Claws | 0 | +3 | 0 | +1 | - | 0 |

Encumbrance:

Powers:

Power Penetration: Might Score - (5 x Might Point cost of power) + Penetration Bonus

1) Power, X points, Y init, Form: Description...

Vis:

???

Play

17 March 2018

Vicki: Ružena Ardenois (Maga)

Tim G: Hakon the Swede (Grog)

Lisa: Philamena (Companion)

Marcy G: Ines Fane (Companion)

Mark P: Valten Tomain (Magi)

Kris: GM

Gates of castle have a rough, corroded ring knocker, 10" in diameter.

Merchants bring a wagonload of cobalt that contains 2 pawns of Terram Vis.

21 April 2018

Lisa: Philamena (Companion)

Mark P: Valten Tomain (Magi)

Kris: GM

Day 1

Hike to mine. Weather is cloudy, foggy, cold, and it starts to snow!

Winter: cold & weather.

Phee, Valten and Hakon head off to mine, taking the covenant's mangy mule, "Owen," to carry rations.

Day 2

Weather clears, cold, 2 feet of snow on ground

Phee identifies the monster in the mine as a Russian Swamp Troll! (This is unusual.)

Hakon suffers a heavy wound.

End of season:

Characters at castle (17 March game) can spend XP on: Folk Ken, Bargain, Area Lore (Silesia), Polish, German

Characters at mine (21 April game) can spend XP on: Language (Dark Fae), Mythic Lore, Great Weapon (Phee only), Russian Lore (Monsters), any Magical skills used.

Other characters get Exposure XP only in: Craft, Area Lore (Silesia), Language (Polish or German)