

BLOTHDAG

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Four pillagers, standard.

Type: Cushion Encounter Hook: Scandinavia

EVENT 1: MAYPOLE CELEBRATION



Narration: It is that time of year. The entire village is buzzing in preparation. The women are cooking, the men are stocking mead, and the children are anticipating the festivities. Many a young lover will be betrothed this night. Everyone greets you with a smile.

The children soon begin their dance around the maypole, colorful ribbons being woven next to the village rune. The rune glows with Odin's approval.

As evening approaches, the women bring out the food and the feast before you is magnificent. As the banquet is slowly devoured, the mead is tapped and the real fun begins.

GAIN -- DRINKING CONTEST



Narration: Jens is boasting again about his drinking ability. He challenges any worthy Norseman among the crowd to a contest. He offers a prize if someone can beat him. An old man in the back whispers that someone better take Jens up on the offer before he comes to his senses.

Singular: Rush; Carousing vs. Difficulty 8. Success grants the Hero a **Category A Treasure**. If more than one Hero wants to try, they must jockey to be the first one in the seat. [p. 132, 157]

Points Earned: -10 (Category A Treasure);
+20 (Difficulty 8)

GAIN -- FREESTANDING SKALD



Narration: The people want a story. There is a small table being used as a stage where skalds are entertaining. The people know you as warriors and obviously want a tale of your adventures.

Freestanding Ability Roll; Skald vs. Difficulty 6. Success wows the crowd, while failure earns their laughter -- and maybe a tomato. [p.172]

Points Earned: -10



Narration: As night falls and villagers begin passing out into alcohol induced comas, the hearty continue the festivities well into morning. As the sun rises over the tree-line, the Jarl staggers over Jens' sleeping body into his Greathouse. Women begin cleaning up while young lovers depart from each other's company to be home before their parents' crawl out from under their hangovers.

Now is the time to rest; for tomorrow you may die.

EVENT 2: STOLEN



Narration: You awake to one of the Jarl's men shaking your big toe. "Come," he says, "you are needed."

It is already evening again as you are lead to the Jarl's Greathouse. Inside,

there is a weeping woman being consoled by her husband. They stand before the Jarl who sees you and waves you closer.

"Their son was taken in the night," the Jarl begins. "This was left in his bed." The Jarl gives a piece of parchment to one of his men who brings it to you. It reads:

We have the boy. Give us the Rune. You have until Torsdag (Thursday) to decide. The wrong answer will result in the boy's death and another child to take his place.

The Jarl looks to you gravely, "My decision is made. They will not have the village Rune. In two day's time they will expect an answer. Give it to them tonight."

GAIN -- WHERE TO BEGIN?

Singular: No-fault; Insight vs. Difficulty 7. Success yields the following: [p.132]



Closer Inspection: An enemy would need a staging point fairly close to undertake this kind of task. Someplace secluded and naturally fortified. There is a swamp to the East that fits that description, and an old, flooded farmhouse within. This is where to begin.

Points Spent: +10 (Difficulty 7)
Points Earned: -15 (No-fault)

GAIN -- GIVING HOPE

Freestanding Ability Roll: Demeanor vs. Difficulty 6. Success calms the worried parents. [p.172]

Points Earned: -10



Background: Whether or not the Heroes reason out where the boy is being held, the Jarl has an idea. He will tell the Heroes about the farmhouse in

the eastern swamp and send them on their way. He is deliberate and focused, angry at the fact this has happened in his village.

EVENT 3: THE FARMHOUSE



Narration: Through the swamp you tread. It is spring and the flood season passed, but you still sink to mid-shin. There is higher ground available, but sparsely, and travel is slow. It is not until almost morning when you find the farmhouse. Unfortunately, it is nigh impossible to sneak around in all this mud and water.

TRAP -- NETTING

Standard Roll; Awareness vs. Difficulty 8. Whoever fails the roll has accidentally stepped on the wrong twig. He, and everyone behind him, gets caught in a net and suspended above the ground and suffers the effects of a **Grabber Trap**. [p.133, 153]



Background: After determining if any heroes were caught in the Netting, read the Narration below. Combat will begin with the Elves pincushioning them with arrows while they try to cut their trapped companions (or themselves) down.

Standard Roll; ATK vs. 0 Modifier to Baseline. To get the caught Heroes down, someone will have to cut the rope holding the counterweight, or the caught heroes may cut the rope above them holding the net together. Doing this drops them to the ground, suffering no damage, and frees them from the trap. [p.135]

Points Spent: +20 (Difficulty 8);
+40 (Grabber Trap)



Narration: Several elves exit the farmhouse, stretching in the new morning's light, and instantly gawk at you. One runs back inside while the remaining two pull bows off their backs and begin firing.



Narration: Once the archers' blood stains the shallow swamp water, you are free to enter the farmhouse. As you do so, you find neither the other elf, nor the stolen boy. The back door swings freely however, and there are tracks leading out into the swamp.

TERRAIN -- TREESTUMPS

Half Cover. There are 4 stumps of dead, rotting trees that lead up to the farmhouse. They are a full movement apart and wide enough to conceal 1 person. [p.121]

Points Earned: -6

TERRAIN -- SWAMP MUD

Uneven Ground. Just behind the elves is a large patch of watery mud that the farmhouse is sinking into. The mud covers less than half of the area. [p.127]

Points Earned: -3

HAZARD -- SWAMP PITS

Drowning Hazard. To the right of the Heroes is a hole the size of a small pond, filled with swamp water. When engaged in melee combat, the elves will try to push the heroes in. To get out is **Swim vs. Difficulty 6**. It is tranquil waters, but full of logs, sticks, and plants that makes swimming somewhat difficult. [p.148]

There are also snakes in the water that will swarm on an unfortunate Hero doing 4 points of damage per round. [p.154]

Points Spent: +10 (Drowning Hazard);
+6 (Nuisance Animals)

GAIN -- TRACKING

Singular: No-fault; Pursuit vs. Difficulty 8. Success yields the following information and gains the Heroes an Ambush Opportunity. Failure means the Heroes will have to follow what tracks they can and catch up to the elves later. [p.132]



Closer Inspection: There are four sets of tracks in the mud and only one match a little boy's. Three more elves will be against you. Fortunately, the direction they are heading will guide them alongside Unns River which will then lead them to Odin's Grave. Not far from here would be a great place for an ambush...

Points Earned: -15 (No-fault)
Points Spent: +20 (Difficulty 8)

EVENT 4: JUSTICE



Narration: Not quite an hour later three elves pushing along a boy can be seen emerging from a copse of trees. The leader walks in the middle with a rope leading to the boy's tied hands. Now is the time.

EVENT 3 COMBAT OPPONENTS -- ELVEN ARCHERS



Name	Type	Mix	Move	Threat Category	Adjusts	Predictable/ Self-Willed
Sable	Mischief-maker	1.5	30	Equal	+3 INIT, -3 DAM	Predictable
LeBaron	Mischief-maker	0.7	30	Inferior	+3 INIT, -3 DAM	Self-Willed

Points Spent: +10 (Self-Willed Inferior foe)

GAIN -- AMBUSH OPPORTUNITY

Hiding Place. If the Heroes were successfully Tracking the elves, they gain this Ambush Opportunity at Difficulty 6 for Stealth rolls. [p.147]

Points Earned: -50 (Ambush Opportunity)

TERRAIN -- YOUNG JAIS

Hostage. The boy, Jais Kylesson, is the Courtier's hostage. [p.124]

Points Earned: -10

TERRAIN -- ODIN'S GRAVE

Sloped Surface. The hill at which the Heroes meet up with the elves is called Odin's Grave and covers half the area. [p.126]

Points Earned: -20

GAIN -- TREASURE

The Hero who searches the Courtier's body will find a 2 oz. of silver and a **Category A Treasure**. [p.157]

Points Earned: -2 (2 oz. Silver);
-10 (Category A Treasure)

EVENT 4 COMBAT OPPONENTS -- ELVEN CAPTORS



<u>Name</u>	<u>Type</u>	<u>Mix</u>	<u>Move</u>	<u>Threat Category</u>	<u>Adjusts</u>	<u>Predictable/ Self-Willed</u>
Vyric	Courtier	2	30	Superior	+3 INIT, -3 DAM	Self-Willed
Parun	Mischief-maker	1.5	30	Equal	+3 INIT, -3 DAM	Predictable
Lorric*	Mischief-maker	0.7	30	Inferior	+3 INIT, -3 DAM	Predictable

* Lorric will use a bow.

Points Spent: +25 (Superior, Self-Willed foe)

BLOTHDAG COST TABLE

<u>Item</u>	<u>Points Spent</u>	<u>Item</u>	<u>Points Earned</u>
Difficulty 8 Carouse	+20	Category A Treasure	-10
Difficulty 7 Insight	+10	Freestanding Skald	-10
Difficulty 8 Awareness	+20	No-fault Insight	-15
Grabber Trap	+40	Freestanding Demeanor	-10
Self-Willed Inferior foe	+10	Tree stumps	-6
Drowning Hazard	+10	Swamp Mud	-3
Nuisance Animals	+6	No-fault Pursuit	-15
Difficulty 8 Pursuit	+20	Ambush Opportunity	-50
Self-Willed Superior foe	+25	Hostage	-10
		Sloped Surface	-20
Encounter Points Spent	+161	2 oz. Silver	+2
		Category A Treasure	-10
		Encounter Points Gained	-161
		Balance	0