

stjordvik's Doom

A domain adventure



Written by Witness1 AKA Witness3

Revision 2

The Birthright setting , The Rjurik Highlands, Player's secret of Stjordvik, Dungeons and Dragons, AD&D, Dungeon Master, DM, are registered trademarks owned by Wizard of The Coast. Birthright is owned by Wizard of the coast. Some areas of this book have been reproduced or paraphrased without permission from other Birthright products.

No Challenge to the copyright of the used terms is intended or implied.

no affiliation or claim with the birthright.net website or the birthright wiki is intended.

This adventure book is free for Internet download and is not for sale. If you are asked to purchase this book, DO NOT. It is a free item.

Keep Birthright Alive

table of contents

Introduction.....	3
A domain adventure.....	3
What do you need to play.....	3
Speaking Rjuven.....	4
Setting up the adventure.....	4
Political background.....	4
Setting up characters and roles.....	5
Handling the king.....	5
The sandbox time structure.....	6
Rule by athing.....	6
A year of turmoil.....	7
Spring.....	7
Summer.....	8
Autumn.....	10
Winter.....	12
Taking back the Kingdom.....	13
The silent solution.....	14
The steel solution.....	14
Fulgar the fox.....	14
Propaganda.....	14
How to read the province listing.....	14
Lofkirdik.....	15
Namverg.....	16
Arvaald.....	17
Hollenvik.....	18
Key players.....	19
The Rebel jarls.....	19
Guthrim Gauksson.....	20
Varri Haraldsson.....	21
The loyalists to the crown.....	21
Other regents.....	22
The realms.....	23
The White Witch.....	24
House Rules.....	24
The Agenda system.....	24
New action: Aviking.....	25
New asset: the oak wall.....	25
Appendix A. variants.....	25
Play without domain rules.....	25
Divided we fall.....	25
Appendix B: Tables.....	26
Stjordvik's doom domain table.....	26
Key players' domain power & taxes.....	26

quest index

To tame a dragon.....	8
Fires in the dark.....	10
Njalgrim's doom, redux.....	13
Eyes under the hills.....	15
Border manoeuvrers.....	16
The call of the frontier.....	17
The Lost Ship.....	19

introduction

Ljorrah Snorrisdottor, queen of Stjordvik, died at the end of winter from pneumonia. Before she died, she passed on his bloodline to his son **Varri Haraldsson**. This move was not liked by the jarls who rule the provinces of Stjordvik, because Varri has always been considered a weak man and unable to rule. Some jarls then **openly rebelled** and severed the link between their provinces and King Varri, accusing him of treason to the Stjordviker ideals. Other jarls, on the other hand, joined Varri, recognizing him as the legitimate king, and together they decided to **form an athing** in Hollingholmen, the capital town; a round table to decide the fate of the kingdom and reunite it under the golden axe.

Varri is very concerned by a **prophecy** received last year by the Lorri, a nomadic people of Stjordvik with mysterious origins who return to the kingdom every summer; one of the Lorri diviners, by tradition, goes to the capital where he predicts the future of the king. Last year, the mister predicted that Varri would wear the crown in the spring, but in the winter he would talk to the dead. Varri believes in doom, like all rjuriks, and does not seek to escape or avoid it, but longs to leave a united kingdom upon his departure.

A domain adventure

This is a sandbox domain adventure along the lines of adventures like *Kings of the giantdowns*. Unlike the latter, however, *Stjordvik's doom* is committed to allowing and encouraging the integration of classic adventure with domain actions. The players will have to be good politicians as well as good adventurers.

Players will be jarls in the service of newly crowned King Varri Haroldsson and must help him restore a kingdom that fractured after the king's coronation. With the

exception of wizards, they will be lords of a province and a group chosen by the king to form a council similar to king Arthur's round table, called **the athing**. Each month they will decide together what to do, pooling resources and managing a single domain.

A **sandbox domain adventure** is all about solving situations, scattered around the kingdom. Some of them have consequences over time, others resolve themselves. However, the world does not stop waiting for the players to solve the problems of the provinces: the **other rulers** make their moves and implement their political agendas. If they are not determined in their actions, players can find themselves surrounded by problems and unsolved quests everywhere!

They will have 3 game turns or seasons, starting from spring, as a prophecy says that Varri will speak with the dead by the end of winter. The king, played by the DM, will act as a facilitator: each season he will propose the themes to be addressed, and will give suggestions on how to solve them. Winter, the 4th turn, will be the moment of reckoning.

what do you need to play

- This adventure is system-less, but is based on the d20 system and D&D™ in general; we played it using *Castles & Crusades*;
- (A) Birthright™ Campaign Setting – check out birthright.net for a good source;
- This adventure is 90% compatible with *The Rjurik Highlands*™ (TRH) and *Player's Secrets of Stjordvik*™.
- This adventure is full of **house rules**, some simple, others more demanding like the agenda system. They were designed to help the DM in what are the critical challenges we are now familiar with at Birthright - especially managing the other realms. However,

they are not really mandatory to play the adventure, feel free to ignore them entirely.

speaking Rjuven

JARL: Also known as *Eorl* or *Earl* in anuirean lands, is the title of a province lord. The jarl manages the province as if he were his own clan, but is accountable to the king in terms of army and relations with other provinces.

ATHING: in the Rjurik lands a form of populist aristocratic oligarchy is experienced: the athing is a group of peers that govern a popular village. In this adventure, the athing will also be the King's council, where the jarls make decisions and the king acts as aide or arbiter in case of non-unanimous consent.

KEY PLAYERS: are the characters active in the domination mode. The regent NPCs.

setting up the adventure

The first thing to do is to study Stjordvik, its provinces, its neighbours well. When you have a good understanding of the realm, familiarize yourself with the timeline. The game requires that the situations characters will face appear one season at a time, but they can be dealt with in any order. A system is suggested, the agenda system, to manage npc realms, but you can use whatever you want.

QUEST PITCH Classic Adventures are presented here as tips for the DM to use to expand and build a full adventure on them. Birthright adventures should be short so as not to get in the way of the domination game but it's up to the DM to decide what his party enjoys the most!

political background

The rebellion

The rebellion is led by Hollenvik's Jarl, Guthrim Gauksson, who incited the other Jarls. It was not a difficult job, Stjordvik has long been a deeply divided kingdom. But Guthrim secretly hatches the idea of reuniting the rebels under his banner and becoming the new king, driving out Varri.

If that doesn't work, Guthrim already has a plan B in place: forge an alliance with Fulgar, and divide the kingdom with him, at least until he has enough power to get rid of the king of Rjuvik as well.

The moonlight treaties

The moonlight treaties are an agreement made between all the Rjurik kingdoms: should a jarl rebel or there is an attack by monstrous forces, the adjacent kingdoms will help the kings to quell the riots or repel the enemy. Varri has not yet asked Fulgar for anything, fearing that the Viking king could enter the kingdom and let himself go to raids - or worse - using the excuse of revolt.

The white witch

Unbeknownst to Varri and the players, the White Witch is taking an interest in Stjordvik. He wants to create some chaos on the borders with Dhoesone, to push the two kingdoms into a war and build new domains in the lands of the Jarls.

what future?

A deeply felt theme among the Rjuriks is that of progress - or rather the lack of it. Even the Viking king Fulgar the fearless would like to expand his trade to the south by signing deals with Stjordvik and Dhoesone, but the Druids do not look favourably on these ambitions. The guilds instead are ready to invest money to promote progress. The athing may have to side with one of the two guilds, and can rest assured that the other

Setting up the adventure

guild will try to pit the druids in order to oust the opponent from the king's favor.

The sons of Hjalsone

Dhosesone was once a Rjurik kingdom, called Hjalsone. Some tribes north of the kingdom have never accepted the Anuire conquest, and would like a formal return to Stjordvik. This sometimes causes incidents with the crown of Dhosesone, who believes Stjordvik is behind these fanatics.

The great oak wall

The **Great Oak Wall** is an artificial wall built in the Namverg, Hjorvaal, Lofkirdik and Udvika provinces. Its stability protects from invasions from Rjuvik and the Scarlet Baron. However, Queen Ljorrah neglected these fortifications, reducing their effectiveness. There is no doubt that the rise of a new king and the climate of instability may lead neighbouring kingdoms to think that Stjordvik is too weak to defend themselves, which is why the great oak wall should be rebuilt and restored to its former glory ...

setting up characters and roles

This adventure is designed for 4 - 6 players - the level is not really important, but we recommend that we are all 4th or 5th level. The DM will be King Varri, while each player will take on the role of a jarl or Ohlaak the dragon, a mysterious wizard who lives in a semi-deserted region of the kingdom. Should it be necessary to include more characters, it is possible to invest a player as a general and give him sole control of the army, or create an admiral to manage the ship.

Check out the *key players* section to find out pre-generated jarls.

PROVINCES Available provinces are Saerskaap, Hjorvaal and Udvika. If necessary, other members of the court can be added or

a jarl can be appointed for Ustkjuvil (the capital province), leaving the title of king to Varri.

ROLES wizards and druids are available, add Ohlaak the dragon's source holdings and Emerald Spiral's temple holdings to the domain if there are any such character in your group.

handling the king

If the players are not experienced with birthright, they will probably be confused about how to move. King Varri, or the Chamberlain, will be the avatar of the DM who will guide them through the complicated world of the domination game.

You will have to **explain the goal** to the players, alluding to the "standard" methods of birthright but without suggesting a solution: *my jarls, these are the rebel provinces. Feel free to ask me for information about them. We will have to demonstrate the benefits of the crown - or the cost of rebellion - by trying to persuade their hearts, with words, money or steel.*

Provide **familiar information**: *Olfjor is a well-known brawler, but is loved by his people; he often sided openly with Guthrim, but we don't know how much he believes in this rebellion ...*

If **they ask you**: *what can we do?* Answer more explicitly: explain the agenda system, suggest first of all to collect information (espionage) and then act on it.

Provide feedback on probabilities, consequences of actions, rjurik culture: attacking Olfjor with the army can be a solution, but remember that he can call on the men of the village as soldiers (muster troops), and that we risk then pass as bloodthirsty men (rjuriks don't like to fight each other).

Once **proposals** have been made, **turn** them into **domain** actions or adventures.

Help players distribute tasks and quests, so that everyone plays a small scene, rather than all flocking to one place.

Setting up the adventure

If they can't make up their minds, or are in conflict, **it's your birthright** (!) as a king to take decisions. Favor the policy you know will be most effective, or divide the quests for the players yourself. If they don't like it, they can always join the rebels!

The sandbox time structure

The adventure proposes **themes**, which are represented by a series of problems to be solved. Themes will be presented by the DM throughout the seasons, while players can freely choose which problems to solve, how and when.

For example, the theme of the **rebellion** will be presented in the spring. You will explain what happened, the key key players, and the provinces involved. Each province represents a piece of the problem, and the actions of the players will allow the province to be recovered. When all the rebel provinces capitulate, the theme of the rebellion is resolved.

In **Spring**, players will be presented with the opportunity to investigate and interact with the rebels, to regain their favour;

In **Summer**, Guilds and the White Witch will enter the scene. If they can take these new key players into account, they can use them to their advantage to help themselves with the rebels

In **Autumn**, players will be able to freely conclude all the actions started in spring and summer - no new themes will be introduced - and they will be able to reveal the plans of the white witch;

In **Winter** there will be the reckoning - players will have to face the consequences of what they have done and what they have not gotten to do.

rule by athing

This adventure is designed to be played by players as the managers of a single domain,

the “rule by council” or “rule by athing” version in this case. To avoid confusion, **all holdings are treated as one domain**, The loyal to the crown or **Loyalists (Ll)**.

More information on the *rule by council* can be found on chapter 5: *Components of a domain* of 3E BRCS.

Domain adjustment

LOYALTY each jarl rolls separately, and only once; If you have holdings but are not invested (i.e. temple holdings), roll once per foreign province;

REGENCY COLLECTION King Varri's scores are the only ones to be considered for the regency;

TAXES You can only consider King Varri's scores or individual jarls for tax collection. The treasury is one and it is shared between the players.

RANDOM EVENTS Everyone rolls to see if there are any random events; the DM then must eventually integrate them. There cannot be more than one random event per month or per season (depending on your rules).

Domain actions

The *athing* and the king act as a single ruler, so they have the same number of domain, free or court actions as a single monarch would. In addition, each jarl has **one extra domain action per season**, which can be **only** used in his/her province. A player can also be invested as a **lieutenant** and use the rules for extra lieutenant actions.

IMPORTANT: Don't be fixated on the number of actions. If players go in person to talk to jarls or investigate, you can decide that the value of an adventure is all in all equal to that of a domain action. But remember not to demean the domain system: a chat with an NPC should not always replace a diplomacy check, which represents days and days of negotiations.

starting domain attributes

SCORES Loyalists start with 20 GB (Gold Bars) and 30 RP (Regency Points);

COURT The crown spends 2GB to maintain his court (level 2 court in 3E);

ARMY: 1 scout, 2 huscarls, 2 infantry and 1 archers; have the general place them where he wants **on loyalist provinces only** at the begin;

DOMAIN SPELLS: druids start with *bless land*, wizards with *dispel realm magic*.

SHIPS: 1 longship, in Ustkjuvil

LOYALTY: All loyalist provinces are *friendly*.

front of you there is not the carefree and shy rabbit you met at the coronation, but a cunning and determined fox.

“My jarls, thank you for gathering here. Today the archdruid's auguries confirmed what the Lorri prophecy has already said: by the time winter comes again, I will speak with the dead. I am resigned to my fate, but I don't want to go towards the glory of Erik without a legacy for my people. It is my desire to correct my mother's foolish policy, to leave a united kingdom capable of standing against the hardships of the world. The old ways are leading us to ruin, I will do everything I can so that my successor, who will be one of you or all of you together, can bring serenity and security to our people”.

A year of turmoil

spring

The first othing

When the adventure starts, read the following to your players:

In the first days of spring, when the oaks begin to shed the winter snow, you, the Jarls who have remained loyal to the king gather in the ancient castle of Ravensroost, in the capital Hollingholmen. Once at the castle, the servants take off your heavy cloaks and allow you to warm up a bit in front of the fire, before being called by King Varri to the council chamber, on top of one of the castle's towers.

When entering, a round hall of about 60 square meters, surrounded by windows, there is a large round oak table. King Varri is seated on the throne, in front of the table, and next to him is Hjalmar Helder, the chamberlain, who greets you with a nod. Varri is thoughtful, with his arm resting on one knee and his clenched fist used to support his head. When he begins to speak, you are surprised by the clarity of his words - in

Varri will present players with a small summary of the jarls and lands, suggesting that they meet the rebels, with the exception of the evil Guthrim, to plumb their hearts.

He or the chamberlain will also present the issue of the **great oak wall repairs**, even if it is not possible to intervene in the rebel provinces (see *Politics* section).

What Varri **doesn't tell** the jarls is that he really has no intention of dying; secretly hopes that Ohlaak the dragon, the wizard, can help him defeat death with the forces of the shadow world. Varri wants to go to talk to the wizard in person to convince him to join his cause.

spring agendas

Note that other key players (guilds, church and kingdoms) **will not move** this turn. **Fulgar** is busy preparing the raids to raid Anuire, **Dhosesone** has his internal affairs to worry about, while the guilds wait to understand how the situation will stabilize. If players want to get into this right away, go to the *Summer* section.

A year of turmoil

Table 1: Spring ambitions for rebel Jarls. Other NPCs should not move. Exclude Ohlaak if is a player character.

Ruler	RP	GB	IHP	Ambitions
Arnora (Lofkirdik)	5	5	4	<i>Steal Stjordvik Trader's guilds</i>
Brand (Namverg)	5	5	3	<i>Espionage on Rjuvik and Guthrim</i>
Olfjor (Arvaald)	6	5	5	<i>Muster troops for raids</i>
Guthrim (Hollenvik)	8	5	5	<i>Try to ally with Oaken grove and Stj. Traders</i>
Ohlaak the dragon	7	1	10	<i>Expand source holdings</i>

Arnora and Olfjor have no big plans other than to secure an economic base. **Arnora** wants the guilds of his province, while **Olfjor**, following a more Viking model, wants to build a small army with which to raid the southern border of Dhoesone.

Guthrim's plan A is to strengthen the rebellion and create a new state, which will then be recognized as the real Stjordvik. To do so, he will need the support of the Stjordvik Traders but also the official recognition of Oaken Grove. Successful diplomacy actions will increase IHP by 1 and give 2 RP (from Oaken grove) or 2 GB (from Traders). The **official recognition of Guthrim as king** will be obtained only if he reaches 20 IHP (therefore at least 10 actions in his favor).

quest pitch: to tame a dragon

This quest can only be done if Ohlaak the dragon is not in the game and no one is a wizard. Varri will go with Hjorvaal's jarl to a mountain, the Disappearance of Isgerd. There seems to be a mysterious seer alive - in the rjuvik lands the difference between a true magician and a wizard is not known. Varri wants his services, at any price.

Ohlaak will agree to one of these two conditions (DM chooses): Varri will have to give him free access to RP and GB (ohlaak's domain will be integrated with that of the kingdom) or they will have to go to a valley in the pass east of the mountain where it extends a ravenous snow, of which ohlaak wants a sample.

Ravenous Snow is an ancient, voracious white jelly (12d4 / 107HP, 10d4 dmg) that sits at the bottom of an avalanche.

Ohlaak's presence as a court wizard will allow 1 additional standard action per month, but bounded exclusively to: domain spell research, spell casting, rule/contest holding (source) or create holding (source). Ohlaak is totally dependent on the crown when it comes to spell costs.

summer

The players had 3 months to try to understand how the game works and regain a province. If they played well, they may have recaptured two provinces, or are still figuring out how to move with the Jarls. Or maybe a well thought out and fortunate war has already allowed reunification. In any case, in summer, the **Rjuvik army moves south** to raid the Anuirean side of the Taelshore, and **new key players** enter the scene: the guilders, the church, and the White Witch.

IMPORTANT: If this seems to much, have the White Witch subplot to unfold on autumn. See "The White Witch plan" for that.

summer agendas

PREVIOUS AMBITIONS: Reset GBs and RPs spent on each ambition. If any of the rebel jarls have been successful in their actions, increase the pool available to them by 1 GB and 1 RP and raise the IHPs that have not received any reduction by 1 point.

A year of turmoil

After the spring ambitions, you may add the summer ambitions.

The white witch's plan

The white witch will **launch an attack** (a random event or an undead army in Saerskaap). He wants to keep some chaos to hide the way he is using the sons of Hjalstone, a tribe in Dhoesone that claims Stjordvik membership of the northern provinces, to foment a war between Dhoesone and Stjordvik. Crushed between the rebels and Dhoesone, Stjordvik will fall, and the witch plans to extend her rule over the rubble of the kingdom.

The **white witch's holdings are hidden** but can be easily discovered (espionage, DC 5). The witch will not retaliate for the eventual loss of her holdings - they are a red herring for the real prize, the civil war.

Hollenviker, the archdruid, will be Varri's ally in defeating the witch. Players will have 1 realm spell available this season between dispel realm magic, protect from realm magic and bless land. Hollenviker will then take care to preach against the white witch in the province, once discovered, to lower the loyalty of the (agitated) holding companies. Failures in these actions lower the druid's resolve (-1d2 + 1 points to his agenda).

siding with the guilds

Both Storm Holtson and Jan Hrustaad will visit the *athing* to further their agenda: Holtson is a progressive capitalist, he believes it is time for the Stjordvikers to give up old customs and open up new businesses. Hrustaad, on the other hand, is supported by

the archdruid and promotes a policy of parsimony, based on extending trade rather than intensifying it.

Holtson will bring 1 GB as a gift while Hrustaad will bring 2 GB (he plays away after all). Varri will have to return one of the two gifts, symbolizing an important political decision. **Which one will the players choose?**

If they choose Holtson, the guilders will spend 2 GB or RP when bidding where possible. Same thing Hrustaad will do. **Hollenviker**, if Holtson is chosen, will lose 1d3 points on his agenda.

The guilds will not go to open war with each other, but will try to buy each other's holding companies (diplomacy, DC 15), at the rate of one level at a time.

The trade route

This is used as a preamble for the *Fires in the dark* quest pitch.

Holtson, regardless of the *siding with the guilds* (he's a businessman) will be the spokesperson for an idea that has already seduced Fulgar: **create a trade route** that connects Yvarre to Hollingholmen down to Dhoesone. Holtson has already promoted the idea and will guarantee everyone a good income (1 GB each), but Baroness Fhiele Dhoesone must be convinced. For this he will ask that **a couple of Jarls go south with him** to convince the Baroness of the goodness of his actions.

If anyone other than the Jarls is sent, they will not come back and Holtson will be reported missing. Researches (espionage, 10)

Table 2: Summer ambitions for new npcs. Repeat jarl ambitions started in spring.

Ruler	RP	GB	IHP	Ambitions
Stjordvik Traders	10	7	5	<i>Extend in Saerskaap – protect holdings in Lofkirdik</i>
3 Trees Traders	5	5	3	<i>Extend in Saerskaap</i>
Oaken Grove	6	5	5	<i>Ensure safety of Stjordvikers</i>
White Witch	8	5	5	<i>Random events or secret counter-bidding</i>
Dhoesone	7	1	10	<i>Create a trade route from Rjuvik to Dhoesone</i>

A year of turmoil

will see that he was captured by the sons of Hjalstone. Freeing him without bringing the army (and starting a war) is essential (see rule of 30). This leads to the Fires in the Dark quest.

If players go to the south, **Baroness Dhoesone** will express her concerns about Hjalstone's children, and wants proof that Stjordvik is not behind. When the characters are on the way to return home, they will be attacked by one of the tribes of the sons of Hjalstone – see *Fires in the dark*.

quest pitch: fires in the dark

The quest is set in a northern province of Dhoesone, possibly in **Dharilien**. The white witch has sent her shamans to lead the chieftains in an insurrection against Dhoesone, to lead the restitution of the Anuireian kingdom to the Rjurik peoples. At the same time, he has provided Dhoesone with false information to suggest that **Stjordvik is fomenting them** and that the rjurik kingdom is on the verge of a war of conquest.

Characters can make contact with Dhoesone either through the domain quest *The trade route*, or by discovering the plans of the white witch by exacerbating her from Saerskaap, or by spying on Dhoesone (The Baroness is already preparing to invade Stjordvik).

Attempts at diplomacy will have no response - diplomats will not come back alive. If the characters go there, the baroness will explain the problem of Hjalstone's children, believing the Jarls if they tell her that Stjordvik is not behind all this, but will ask them to speak to the tribal leaders of Dharilien.

Dharilien is a set of mountain trails, which lead to two main places: towards the 3 Sisters, Udвика Mountains, and a plateau where the Sons of Hjalstone camp is located.

As they travel towards the plateau, they will be ambushed by the clansmen of Dharilien (10 berserkers, 5 archers from a height 6

meters higher). They carry the insignia of the sons of Hjalstone.

If they characters survive they may reach the plateau in half a day, where they will see the camp fires in the distance. Hjalstone's sons are in the centre of the camp, gathered by the shaman who talks about the fact that "the traitors have let slip" and we must immediately set out to hunt them. The insignia of the white witch is placed at the top together with the old symbol of Hjalstone, a golden bear on a green background and alone suggests what is happening (the characters know the emblem well, like all the Rjuriks). If Storm Holtson went alone to talk to the Baroness (see The Trade Route), he will be a prisoner here.

The characters will then be chased by about fifty clansmen. They will have to decide whether to attempt a sortie, hide in the numerous caves in the mountains or attempt to escape. If they send someone to warn the king while they do something else, the messenger will have a 90% chance of escaping.

If/When Varri and the *athing* are warned of the witch's plot, they can work in diplomacy (DC 15) with Dhoesone to ensure neutrality; if they return to the baroness: with the Witch's insignia they can prove without further doubt that Stjordvik has no ill intentions with Dhoesone.

If diplomacy succeeds, **Dhoesone will become an ally** of Stjordvik. Olfjor will lose 2 IHPs to his independence ambition, due to his dream of raiding south, and Dhoesone will send **1 unit of knights and 1 unit of archers** in support of any Stjordvik wars.

Autumn

At the first athing of autumn, Varri will say this:

My Jarls, the time of reckoning is approaching. The rebels will soon reveal their plan, and our neighbours, while

showing friendly smiles, are buzzing around us like vultures waiting for battle. The winter will be hard and cold, perhaps it will be my last: I ask you to help me make sure that the name of Varri remains in the mouths of the skalds at least for a while longer.

Autumn agendas

There will be **no new key player** in fall, but the rebel provinces will begin organizing for a military battle. This season will be the time when players will have to complete all the plans they have used so far.

Add 1 RP and 1 GB to all rebels, and give these new ambitions to the rebels. Jarls who have joined the crown are not counted.

Stjordvik Traders, Jan Hrustaad and Oaken Grove keep their summer ambitions. If the *Fires in the Dark* quest has been completed, **Dhoesone** is out of the game, otherwise it will prepare for war (create an army of 7 units and move it to the border).

The **White Witch**, if the *Fires in the Dark* quest has been completed, will add the new ambition as revenge. Otherwise, add the new ambition only if the players have already unified the kingdom.

Fulgar is preparing for the return of the ships from Anuire, and will have no particular ambitions.

The **rebels** who have not yet bowed the knee to the crown will have new ones, which replace the old ones. They will begin to prepare for war, fearing that Varri might move against them.

The Oaken Grove must take a stand: will he support Varri? Or declare him unworthy? Decide using province loyalty to the crown.

Ohlaak the dragon will offer his service to the crown. If he is refused, he is likely to join the rebels and will aid with battle magick in the next skirmish.

A kingdom divided

If the kingdom is not united, Varri will begin to see **the military solution** as the quickest solution. He is in a hurry and wants to take back the kingdom before winter. In particular, he is convinced that **killing Guthrim** will make it easier to convince the other Jarls. This is not necessarily true, but the other Jarls, killed Guthrim, will not go to war together. He will even prefer to put aside his problems with the white witch in order not to go down in history as the king of a divided kingdom. To Varri the best solution is to cut off Guthrim's head and hope it will be enough.

If players go towards this option, take into account Fulgar's response. If the Viking King's plans have been revealed (see *The Lost Ship* quest) Varri will order the Jarls to **create a strategy** that distracts Fulgar - perhaps sending him against another province. Fulgar, like a good chaotic villain, could also decide to raid the province before leaving.

The witch hunt

If the kingdom is unified, Varri will focus on the white witch. She must be fought with a joint effort of all key players. The witch can

Table 3: Autumn ambitions for remaining rebels and the White witch. *+1 to value if previous ambition was successful.

Ruler	RP	GB	IHP	Ambitions
Arnora (Lofkirdik)	6*	6*	2	Muster 1 archers, Military espionage on Udsvika
Brand (Namverg)	6*	6*	2	Muster 2 Infantry, Military espionage on Saerskaap
Olfjor (Arvaald)	6*	6*	8	Muster 1 Light cavalry and 1 Huscarl unit, Military espionage on Ustkjuvil
Guthrim (Hollenvik)	6*	6*	10	Raise 2 Infantry, Espionage (murder attempt) on 1 player
The White Witch	10	10	2	Contest Law & Guild in Saerskaap or random event

A year of turmoil

also try to establish source holdings (even level 0) and then through a ley line cast a domain spell against the kingdom. This will require 2 standard actions and the full budget of 10 RP and GB (don't worry about counting the cost of the ley line). She could also raise an *army of the undead* or try to establish his cult at the expense of druid player's worship or the Oaken Grove of Erik. Ultimately, it could unleash something dangerous (and by *dangerous* I mean *standard d&d adventure*) against the Jarls, to continue wreaking havoc.

Leave no unfinished business

If the two previous issues have been completed, **the theme of survival** can be addressed. The **great oak wall** must be repaired, the army fleshed out. Players can go for dungeons beyond the oak wall in the Blood Skull forest, or they could take their ship and go aviking south to do a quick raid on Talinie before winter.

The time also comes to **generate many beautiful garden walks**, *Game of thrones style*, with Varri, because the king, aware of his death, would rather **leave the crown to just one of the Jarls** – democracy is not well regarded in Cerilia, after all. Furthermore, if any of the rebel jarls is dead, it might be necessary to decide, who will take his place. Players may want more provinces or place relatives in provinces – their success will depend on what they can offer to the crown. Varri's main interest is a fair ruler, with good lineage of blood, and without ties to the church.

winter

Winter will not be played as a domain, but will see the **automatic conclusion** of the adventure themes.

Let steel do the talking

- If there are **2 rebel jarls left**, the provinces will go to war, spawning

levies if necessary. Go directly to the "war" mode of your domain system.

- If only **Guthrim** is left, Fulgar will invade Hollenvik with 1 huscarl and 2 infantry and 1 archer, kill Guthrim and try to invest himself as lord of Hollenvik;
- If there is **only one rebel left** and it is not Guthrim, he will give up and bend the knee;
- If **the white witch's plans are not revealed**, Dhoesone will attack Saerskaap. It will stay a month, it will rocket the province by eliminating the law and guild holding companies and then it will come back.
- If Dhoesone is an ally, he will send 1 archers and 1 knights to help Varri in the battles;
- If **all the themes have been carried out**, and the **oak wall has not been repaired**, a horde of 2 orog lizardriders and 1 irregular goblin will invade Lofkirdik. Fulgar and Dhoesone will help with 1 unit each, but this time Fulgar will not rocket Stjordvik.
- If the players have **unified Stjordvik and revealed the witch's plans** (even if they haven't driven her away), you can go to the *end of Varri*.

The end of varri

Regardless of the players' choice, the DM will have to decide how to interpret Varri's fate.

- Varri may die of disease or in a hunting accident, or murdered by Guthrim, fulfilling the prophecy;
- You could play the adventure *Njalgrim's doom*, in The Rjurik Highlands™ manual, where a ghost appears to the king and gives him a quest in the province of Udvika. In that case, technically, Varri would

Speak to the dead and the quest would be carried out.

quest pitch: Njalgrim's doom, redux

This version of the adventure of the TRH manual is an ultra-concise and modified version in respect of the original creation.

During a feast of a winter holiday, the ghost of Njalgrim will appear. If Varri has the *blood history* trait he will recognize it, otherwise no one will know who he is: he belongs to a remote period of centuries ago.

Note: You can make Njalgrim the ancestor of one of the other characters if you want to exclude Varri from the adventure.

Njalgrim will announce to Varri that it is his destiny that he goes north, in the province of **Valkheim**, in Hogunmark, to redeem his destiny. Given the Rjurik's fixation on destiny, not going there would lose the king his reputation.

Traveling in the winter means going overland - the seas freeze and are very dangerous - and going through the Blood Skull Barony forest, unless you want to arrive in spring.

Each province crossed the characters will have to contend with snow, storms, wolves, Fomori (half giants) and similar dangers. Traveling with more than 30 people doubles the travel time required. The equipment will be essential, including tents, sleds, and so on.

During the journey Varri will have a new dream: Njalgrim will tell him that he has to retrieve a sword, in tighmaevril, the silver blood that steals the divine power. This sword was from Njalgrim but a warlord stole it from him in combat and killed him with it.

Once in Valkheim, the group will find themselves in a **small tribal camp** where the men of the Queen of Hogunmark are preparing to face an invasion by orogs and goblins. A small mass battle ensues between 1 orog infantry and 1 goblin infantry vs levies and 2 Rjurik infantry.

After the battle, the survivors will point out some **nearby mounds**. You can choose to have a dungeon found in the mounds or skirmish with skeletons. They will still have to collide with a **maxi-skeleton** (size L) that wields Njalgrim's claymore (and therefore there is a risk of losing blood points).

If they defeat the beast, a platoon of orogs (about 25) whose captain claims the sword in the name of the Scarlet Baron. If they risk dying during the fight or Varri gives up, Njalgrim will take away his sword and kill all the orogs, *Mary Sue* style.

If they beat the orogs, they will have to decide: return the sword to the ghost, fulfilling their destiny and gaining rich fame, or take the sword to the kingdom, and still gain fame but for the price of a doom (see TRH for more information on dooms).

conclusion

If Varri lives, and the prophecy concerned only one quest, he will dissolve the *athing*. This means that the Jarls will have to decide, during the final quest, whether to kill Varri or submit to his wish.

You can of course also have a less gloomy ending: maybe Varri will decide that *athing* is a good idea, or he will decide to retire, or he will leave the crown to one of the characters or marry one and this will become the de facto regent.

Taking back the kingdom

Each province can be recaptured through diplomacy, a political compromise, a quest, an invasion or an attempt to kill the jarl.

If you use the *Agenda* system, each step forward will reduce the ambition of the jarls. When the ambition reaches 0, it will be the jarls themselves who will ask King Varri to

join the *athing*. If you don't use the agenda system, keep in mind that **it takes two between domain actions or quests** in favor of a jarl to win him back, with the exception of Guthrim.

The silent solution

It is possible to kill a jarl with an espionage action DC 25 + the holding level law of the regent - the guild level, but only if Stom Holtson agrees to help you (diplomacy action) or you have guild holdings there. At that point, a level 1d4 assassin will successfully make contact with the committent. You can use the system you prefer to decide if the killer is successful, one method can be 50% chance + 5% for each level of the killer and -5% for each level of the jarl. So a 3rd level assassin against a 4th level jarl has $(3 - 4) * 5\% = (50 - 5) 45\%$ chance of killing the jarl.

Killing a rebellious jarl will immediately strengthen all other "independence" ambitions by 2 IHPs. The *athing* that will succeed the murdered jarl will not automatically be in Varri's favour, but it will certainly be easier to persuade.

The steel solution

When war is called, the province to which war is made will put up levies as soon as it can, the others, if they still have the possibility, will create 1 infantry unit each and march to help.

In case of **defeat**, Arnora and Guthrim will flee immediately, Olfjor will remain to fight to the death, Brand and the conspirators will fight but will be open to the possibility of a surrender.

The month following the conquest, the rebels will form as a single domain (add all their RPs and GBs) and prepare for a war campaign. A successful diplomatic roll or the good word of Erik's temple will persuade them that it was a "showdown" and that

hostilities can cease, allowing them to resume their original ambitions and split again.

fulgar the fox

An important role is played by the Rjuvik King. If they go to war right away, **the Viking king will invade Hollenvik**, saying he wants to help, but then he will try to keep her to himself. *The Lost Ship* quest prevents this move, but nothing prevents the Rjuvik King from invading, raiding and then returning north, if in the meantime he kills the rebel jarls "to help out".

In spring Fulgar will remain with 1 huscarl unit, 1 infantry unit and 1 irregular unit. From summer until autumn it will go down with only 1 unit of huscarl. In winter he will not move.

propaganda

In the BRCS, the *agitate* action makes it possible to resolve rebellions. In this case, a successful propaganda action in favour of peace or the king lowers the target jarl's ambition for independence by 1 IHP. If, on the other hand, it is Erik's temple to do so, through a diplomatic request, ambition loses 2 IHP.

How to read the province listing

Each province contains a brief description of the Jarl and his ambitions;

- **EVENT:** suggestions for a random event (or specifically called by Varri) that makes it easier for players to find a way to recapture the province
- **INTELLIGENCE:** When players want to find out information about a province, have them use the espionage action or the scry province spell. There is a list of information to

Taking back the Kingdom

disclose to the players based on the results of the shot.

- **DIPLOMACY:** tips on how to handle the jarl in diplomacy. If the characters can grasp what they really want, they should have diplomacy bonuses or spend the action and succeed automatically. If diplomacy succeeds, the ambition "to maintain independence" of the jarl one is lowered by $1d2 + 1$.
- **POLITICS:** These actions, while not diplomatic, could push the province to the side of the players. Succeeding in one of these actions lowers the ambition "to maintain independence" of the jarl by $1d2 + 1$.
- **QUEST PITCH:** suggestions for small quests. If the characters complete the quest, the jarl's interest in independence can drop by $1d3 + 1$.

Lofkirdik

Ruler: Jarless Arnora Hadrimssdotter

Agenda: make Lofkirdik financially independent

event: the oak festmachen

Every year between Lofkirdik and Udvika there is a party based on group games such as log throwing or tug of war. It is also an opportunity to have a chat with the regent and test the ground on what the price is to go back under the crown. Note: since this year is celebrated in Udvika, the Udvika jarl can take advantage of it to carry out his seasonal action as diplomacy.

intelligence

[10] The jarless is not interested in really supporting anyone, but she wants to guarantee her people sustenance.

[15] The jarless intends to take control of the trade in the province away from traders;

[20] like 15, he also wants to find a gold vein in the mountain that would guarantee a good income for the province (see the eyes under the hills);

[20+] like 20, the more the jarless will support anyone who demonstrates that they carry wealth policies, like a *bless land* spell, over mere gifts.

diplomacy

The jarless cares about the welfare of her province and her clan, but she is also a strong woman who will never respect a seemingly weak man like Varri. A role of greater importance in the kingdom, or an extra title, can move it to make the king "bearable".

politics

The jarless will accept a show of strength as a demonstration of security – be it military manoeuvrers, a challenge between champions or a spell of domination in her province, positive or negative – as long as the strength of the clan is in question, not the clan's authority.

quest pitch: eyes under the hills

There is a hill full of caves called **The Forge of Ottar**, where it is said that sometimes gold nuggets are found in the streams! There are several packs of winter wolves here, whose skins are worth 1,000gp. If you venture into a cave on a tree-covered hillside, you will not find dwarf mines, but an orog outpost, who have not made their move for fear of the wolves. The outpost has 30 orogs, with a leader of 4 HDs. The orogs arrived over the oak wall and stationed there, waiting for the best time to raid the village and return laden with loot to the forest. They do not expect an attack but they mount a guard of 2 orogs in case of sighting wolves.

Namverg

Jarl: none. Brand Fyrsson is Geardholder of an athing of the 6 conspirators who killed the jarl.

The Athing of the conspirators: Brand Fyrsson (pro-Varri), Glammad Sjolfsson (pro-Varri), Awiergan Sorlisson (pro-Guthrim), Hleid Ottardottir (pro-Guthrim), Rainer Tryfingsson (pro-Fulgar), Inga Harekdottir (pro -Fulgar).

event: conspiracy

One of the village's 6 athing members may be tired of Brand's democratic experiment and want to rise to Jarl's rank. He could agree to act as the inside man for the crown, for example by opening the village doors at night to allow the men to invade, or act as an intermediary for the rest of the council.

intelligence

[5] The act of rebellion was born from a democratic decision of the council, there is no definitive consensus;

[10] Brand fears that the athing will split between loyalists and rebels, and no longer thinks about the health of the village;

[15] Brand has learned that Fulgar would like to teach the province an important lesson, and would like to prepare for the worst

[20] the *athing* is torn between asking Fulgar for help and recognizing Varri as a ruler. A symbolic gesture, such as the recognition of Jarl's title and forgiveness for the murder of the previous Jarl, would guarantee the support of the people;

[21+] 2 councillors of the athing want to bind to Guthrim hoping that he will maintain the status quo, another two to Fulgar hoping to be rewarded like Jarl or captains of fortune. Brand would be more than happy to get rid of them and return to the crown.

Diplomacy

Namverg is supported by a political form very similar to democracy, so convincing at least the majority of the athing, by hook or by crook, to go over to Varri's side makes it very easy to change the opinion of the council.

politics

Namverg needs a push in the right direction to decide which side to take. They don't trust Fulgar and they don't trust the rebels completely. Obtaining information about the intentions of the Rjuviks or dangerous allies like Olfjor can help them decide one way or another.

If these intentions do not exist, they can always be simulated, for example by having brigands carry the insignia of Olfjor to attack the fields near the village ...

quest pitch: border manoeuvres

There has always been fear linked to the Rjuvik province bordering the north, **the Dankmaar swamp**: leaderless, apparently uninhabited, lately in the night, however, torches can be glimpsed beyond the great oak wall. Some head of cattle have disappeared, but it could be the result of quarrels between farmers or some members of the tribes who do not respect the laws.

The torches are actually visible at night, and a ranger will be able to trace human and goblinoid footprints from the oak wall up to 20km inside the swamp, where there is a mysterious, square, 60mx60m fort. Inside, a small garrison of 20 humans and 20 goblinoids works in the pay of **Adriala The Dark** to raise and train, on behalf of Fulgar, a team of assault Trolls. The experiments have not gone too well for now because the trolls, as soon as they are released, turn to the goblins to devour them. By the time a team arrives to examine the situation, only 5 trolls remained alive and Adriala left, discouraged, towards Yvarre, leaving behind 1 GB of

treasures and magical objects kept in her shed by her lieutenant, a half elf wizard / warrior of equal level to the characters.

Arvaald

Jarl: Olfjor Ylvarrik

Ambition: to return to Viking customs, to follow Rjuvik's example

Event: Brigandage / Matter of Justice

Encouraged by the words of his Jarl, a group of Rjuriks got into a fight with some clansmen of the Rjkar tribe. The tribe, stationed in Hjordvaal, threatens retaliation. Olfjor will never accept outside meddling, but helping the chieftain Rjkar to forgive the wayward jarl's impudence could be seen as an act of responsibility and respect. Or, alternatively, a good excuse to enter the region and protect the tribe as they try to travel to the woods of the Red Skull Barony.

Intelligence

[5] - Since the separation, Olfjor talks more and more about the ancient traditions and warrior spirit of the Rjuven, the ancestors.

[10] - Olfjor wants to build a small army with which to raid the lands to the south.

[15] - like 10, plus the fact that he sent men south to the lands of Dhoesone to contact the tribes in search of allies among the sons of Hjalsone.

[20+] - like 15, plus the fact that the messengers never returned from Dhoesone

Diplomacy

Olfjor only understands strength. This can be used to your advantage: a direct challenge from jarl, or between jarl champions, could return the province to the king or lose it forever in an afternoon.

Olfjor is a great friend of Guthrim, and will help him at the first hint of difficulty, however he will never bend his knee to him.

He can easily be persuaded to remain neutral if he is presented with the opportunity to keep face.

Politics

Olfjor is eager to make a personal reputation rather than reign. If he indulges his wishes, financing his bloodlust with ships or soldiers, he may even retrace his steps: after all Varri is not the incapable tyrant that Guthrim painted!

Nothing like a common enemy cements alliances: Should the orogs invade Stjordvik, Olfjor would have no problem joining forces with Varri to fight them. And who knows, maybe the Jarls could demonstrate the courage to earn the Jarl's respect.

Quest pitch: The call of the frontier

A deal disturbs the nights of Olfjor. In the latest orog assault on the eastern border, he and his men were ambushed, and miraculously escaped. However, his clan's sword has been lost. Olfjor, a man of divine blood, has a special bond with that sword, and he knows that it is not too far, somewhere in the forest beyond the oak wall, in the province of Lofkirdik.

If Arnora is not yet on the side of the loyalists, Olfjor will have a pass prepared or accompany the characters to the oak wall.

When they are at the oak wall, use the espionage game mechanic (reduce the cost by 1/10) to find the spot where Olfjor was attacked: the rangers will find it in 1 week (result from 1 to 5), 3 days (5 – 10) or 2 days (11+).

Traces of the battle will lead to the discovery of a tunnel, dug by the orogs to enter Stjordvik without being noticed. The tunnel is 10 kilometres (about 6 miles) long and leads into a forest just beyond the oak wall. An Orog Outpost, inside a cave, contains a small patrol (20 orogs). Inside the cave there are 4 sections: where the orogs sleep, a command and collection centre for men, a

place where supplies are piled up and a place where weapons and treasures are stored. The sword of Olfjor, recognizable by the gold runic ornaments, is there, along with any treasure you want to find.

If Arnora is already a loyalist, his men will surround Olfjor before he leaves the province, and Arnora will suggest hanging him rather than letting him go. This would have the same effects as an assassination attempt (see "the silent solution").

Solving this quest reduces Olfjor's ambition by 1d4.

Hollenvik

Jarl: Guthrim Gauksson

Agenda: Maintain the alliance with the rebels and Rjuvik until winter

Hollenvik is the province of **Guthrim Gauksson**, the one who fomented the rebellion. Guthrim's plan was to gain independence and become the king of the rebel provinces, but Varri's prophecy made him greedy: why not wait for winter and become king of Stjordvik? Guthrim is convinced that he has bought the support of Fulgar the fearless, who will guarantee him military strength to defend himself in case of aggression: better servant of Rjuvik than prisoner of Stjordvik

event: occupation

It is possible that the situation will escalate to the point that Guthrim's plans are put into action sooner. If Fulgar, is still interested, he could actually invade Hollenvik under the guise of helping Varri. When it becomes clear that the Viking king has no intention of returning the province, it will be necessary to reconquer it. Guthrim could be held captive or killed by Fulgar (much more likely).

event: assassination attempt

If Guthrim manages to establish an alliance with Storm Holtson, he will try to kill one of

the characters with an assassination attempt, before or during trips to a province or during an athing in Hollingholmen.

intelligence

[auto] A rjuvik ship with a nice treasure seems to have been wrecked on the beach of Havjem (house of the sea), on the edge of the wood. It seems that the crew did not survive and that the loot has disappeared. Note: Characters should automatically discover this news, which leads to *the Lost Ship* quest.

[5] Guthrim has decided to strengthen his alliances in anticipation of winter, he hopes to become the successor by acclamation

[10] Guthrim has made deals with Fulgar, it is not known what type. He tries to keep them hidden from Olfjor who instead hates Fulgar and would disapprove.

[15] 10 + Guthrim has granted a vassalage with Fulgar in case of a military invasion.

[20] Guthrim is amassing a small fortune to bribe Fulgar and finance an army, in the winter he will move with the rebels to take the throne.

[25] Like 20, plus the knowledge that Guthrim is using the loot from Fulgar's ship to buy Fulgar's help.

[28] Like 25, he is also trying to ally with Storm Holtson, giving him control of the trees in the forest, in exchange for financial funding for the rebellion. Holtson, it seems, is still undecided on which side to support.

diplomacy

Any attempt at diplomacy with Guthrim will be doomed to failure, until he is left alone as a rebel. In this case, a result of 25+ could subdue him as a vassal, but he will try to kill the king with an espionage action the following season (he will spend the GB earned with the diplomacy action on it). Guthrim is cunning, but arrogant: he will never accept surrender.

politics

Guthrim controls the first of Stjordvik's two important trades (the second is the Saerskaap weissbier), the Hollenvik forest timber. Anyone who tries to settle or destabilize his business dominance will be thwarted immediately – a good technique to distract him from other business. Guthrim is not afraid of magic of any kind, his past has culturally elevated him above his superstitious compatriots.

quest pitch: The lost ship

A month ago, a Rjuvik ship, coming from a raid in Anuire, was returning home, but it was wrecked on the coasts of Hollenvik. The men all died at sea. Guthrim's guard found 5 GB of cinnamon spice inside the ship, in crates of the Port of Call Exchange, a guild from southern Anuire Guthrim kept everyone a secret and hid the crates in an old farmhouse where the woodcutters pile up the logs. 20 men guard him, 10 rangers and 10 Jarl guards. They don't expect an assault, unless the players stay too long in the forest, in which case the rangers could spot their tracks.

An assault of up to 30 people will not attract the jarl's attention. The enemies will give up very easily: they don't really want to face the Rjurik brothers, Stjordvikers mostly.

If players leave the Spice Crates there, Guthrim will hide them somewhere else, making it impossible to prove that he has stolen the Rjuvik loot.

If they bring back the loot, Varri will insist that it be returned to Fulgar, as proof of the king's good faith and to use this affront against Guthrim. However, he will agree not to return it if players vote against it.

If they agree to bring it back, the hard part will be moving the cargo to Yvarre, the capital. If they pass through a rebel province or a Rjuvik province other than the capital, they will be automatically attacked by bandits paid by the jarl (at least 20), who will

run away when they see themselves outnumbered but will return to attack at every next province, becoming more and more astute (ambushes, archers, javelins discharge before the melee, up to a charge of 5 riders). If, on the other hand, they only pass through loyalist provinces go to reach the king, the rebels will first have to carry out a (one-off) *espionage* action on the capital Hollingholmen to see if they can discover the route. If they fail, they won't be able to catch them. Use any precautions taken by the players to raise the difficulty of the shot. If they finally use the longship, the rebels won't be able to stop them.

If the loot reaches Fulgar, the Viking king will be happy and will unveil the agreements with Guthrim without problems: At the first declaration of war against the rebels, he would have come down to occupy Hollenvik and help Guthrim, pretending to respect the agreements of the moonlight. Fulgar will add that he would have hanged Guthrim and take the province for himself but, given the gesture of the characters, he renounces his claims on Stjordvik.

key players

The rebel jarls

olfjor rlvarrik

Jarl of Arvaald, Fighter (9), CN

Abilities:

STR 19 (18/76)	DEX 10	CON 15
INT 12	WIS 13	CHA 10

Blood: Masela, major, 23

Blood Abilities: Divine aura

Special Items: gauntlets of ogre power

Personality: proud, warmonger, autarchic

Quoting from the [BRCS](#):

Jarl Olfjor has a thick red beard and long golden braids, this combination being the

Key players

mark of Masela in the line of Ylvarrik. His manner is exiting, loud, and boisterous. His appearance among his people, before his troops, or in his longhouse creates a palpable enthusiasm. He is regarded as among the best single combatants in the Taelshore, with his incredible strength augmented by his gauntlets of ogre power. As a display of his physical power, he performs feats of great strength at feasts and celebrations. He is 5' 9" and over 300 pounds, a result of much ale consumed. Still, he remains strong and hearty, able as ever. [...] Olfjor prefers that the jarls, especially himself, have the autonomy to do as they please in their domains. [...] Olfjor is a popular jarl, and no one commands the love of the people in Arvaald as he does. He is very much the image of a jarl which the people desire, and his frequent festivals are especially anticipated. Any other person seeking influence in Arvaald must first seek the favour of Jarl Olfjor.

Arnora Hadrimsdotter

Jarless of Lofkirdik, Fighter (3), LN

Abilities:

STR 9	DEX 12	CON 9
INT 16	WIS 16	CHA 13

Blood: Reynir, major, 38

Blood Abilities: Long Life (minor), Enhanced Sense (major), Major Regeneration

Special Items: masterwork chain mail, masterwork leather armour, six masterwork short spears

Personality: well mannered, autarchic, superb

Quoting from the [BRCS](#):

Arnora Hadrimsdotter is the Jarless of Lofkirdik. She is the daughter of the hero, Hadrim Androsson, who defeated Schuvekko, the previous Scarlet Baron.

Her father saw to it that his daughter was raised in a most pious manner, finding a druid to tutor her in her formative years. She is well known to walk the path of Reynir, and it is said that she has augmented her family's line by such devotion and her defence of her

people. She regards the people, the land, and her rights as possessions and will not rest while any one of them endures attack. Her view is that these things are the same as she is, that she is the personification of the land and people in Lofkirdik.

Her cousin, Hrafnhild Djursunsdotter is the jarless of Udvika. Her cousin, Vertico Dhariel, is the Count of Dharilein.

Bran Fyrisson

Geardholder of Namverg, Fighter (3), NG

Abilities:

STR 16	DEX 11	CON 13
INT 12	WIS 9	CHA 15

Blood: Anduiras, major, 12

Blood Abilities: Alertness

Personality: diplomat, idealist, brave

Bran Fyrisson is a practical person. He comes from humble beginnings, although it is rumoured that he is actually the bastard son of a Dhoesone noble travelling to Stjordvik. He has won the trust of his fellow villagers by always taking it upon himself to help them carry out their demands to the tyrannical jarl of Namverg, **Hljim Namvik**. When the jarl tried to overthrow the Loddi, visiting that province, the province rebelled, and Bran was leading the rebellion.

Defeated the evil jarl, Bran immediately seemed the most suitable and loved choice by the people to guide him. He has never been named Jarl by the queen, nor does he wish to become one, but his coolness and tendency to reason before taking his spears off the wall have made him an excellent mediator.

Guthrim Gauksson

Jarl of Hollenvik, Fighter/Thief 6, NE

Abilities:

STR 16	DEX 9	CON 14
INT 12	WIS 10	CHA 14

Blood: Reynir, major, 25

Blood Abilities: Animal affinity

Personality: arrogant, sneaky, treacherous

Key players

Guthrim Gauksson was the product of an adulterous relationship between **Jarl Gauk Sotisson** and a noblewoman who escaped from Rjuvik. His deformity is considered a punishment from the gods for his father's betrayal. While his body is not rendered the least bit incapable by its malformation, he is disturbing to look upon.

Guthrim took control of all of his father's holdings and ruled without notice from Queen Ljorrah, who wanted nothing to do with "that horrible little man". Not content collecting regency from his law and guild holdings, Guthrim wants the regency of the land itself and schemes to make himself sovereign. Always aware of dangers, Guthrim used his relations with Isagel and Olfjor Ylvarrik to forge good relations, and Olfjor has become his most reliable ally. However while Olfjor was unwilling to bow to Ljorrah or her son Varri Haraldsson, he does love the realm of Stjordvik, and fights its enemies as eagerly as his father Haakon Ylvarrik did alongside Snorri Snidilsson. Guthrim however, is a hateful man who casts scorn on the world. He hates the king, he hates the festivals of the Rjurik, and cares only for himself. [...] Guthrim is convinced that only by breaking away from Stjordvik can he preserve his rule in Hollenvik. This is his paramount secret, for his ally, Olfjor would surely disapprove. What is more, Guthrim conspires with Fulgar of Rjuvik to achieve these ends. What ever else is true of Olfjor, he hates Fulgar, and conspiracy with the Bloodhanded bandit king of Rjuvik would through Guthrim's position into crisis. ([BRCS](#))

varri haraldsson

King of Stjordvik, Range (4)

Abilities:

STR 15	DEX 12	CON 12
INT 14	WIS 16	CHA 16

Blood: Brenna, major, 17

Blood Abilities: Blood History

Special Items: *Ravencloak*, a cloak of invisibility

Personality: up to the DM

Son of Ljorrah Snorrisdottor and Harald Hagalsson, he lost his father at the age of 3 in a battle against the Rjuviks and was raised by the druid **Hjalmar Helder**, from whom he learned the art of politics, and by his grandfather Snorri Snidilsson, to be a warrior. Queen Ljorrah never got over the grief of her husband's loss and began a "merry widow" reign based more on consuming the country's few resources in feasts and ceremonies rather than for the good of the people.

Varri has learned not to concede anything to his political opponents: publicly, he pretends to be a fool unable to follow politics, but in the secret of the throne room he reveals himself as cunning as a fox. Varri is a progressive, he believes that the old Rjurik customs no longer guarantee the survival of the people, it is time for changes.

He is married to Eadyth Djursundotter, Hrafnhild's sister.

The loyalists to the crown

njall olvisson

Jarl of Hjorvaal, Fighter /Barbarian (4)

Abilities:

STR 16	DEX 13	CON 15
INT 12	WIS 8	CHA 13

Blood: Anduiras, tainted, 24

Blood abilities: *Spell resistance (minor)*

Njall lives with a small stationary tribe of warriors in the mountains of his province, where they raise cattle. He is the nephew of Guthrim Gauksson, who had Njall's mother kidnapped to steal her divine blood and cursed the family. He is married to **Anna Bjondrig**, Skjada's granddaughter, with whom he had a son.

Key players

skjada njalgrimsson

Jarl of Saerskaap, Fighter/Thief (5)

Abilities:

STR 15	DEX 10	CON 10
INT 14	WIS 11	CHA 18

Blood: Anduiras, minor, 24

Blood abilities: *Long life (minor), Spell resistance (minor)*

Skjada entered as a young infantryman with only one purpose: to reach 30, marry a young noble and retire. He succeeded, and now he's grandfather and jarl. Skjada is Hrafnhild's uncle and the grandfather of Njall's wife.

Note: Saerskaap is famous for the production of its weissbier. Players who want to play rogue characters or run guilds should consider playing or replacing Skjada.

Hrafnhild Djursundotter

Jarless of Udsvika, Druid (4)

Abilities:

STR 10	DEX 11	CON 9
INT 12	WIS 14	CHA 16

Blood: Reynir, minor, 29

Blood abilities: Healing (minor), poison sense

Hrafnhild is the daughter of Jarl Djursund, from whom she inherited the jarldom when he became too old to lead it. Although young, she is held in high regard for her seer and druid qualities. She is Skjada's nephew and Arnolda's cousin, her sister Eadyth is married to King Varri.

Note: In this version Hrafnhild is a Seidkona, a seer in contact with Erik. If there are players who want to be druids or run cults, they should consider playing Hrafnhild or replacing her.

Ohlaak the dragon

Barbarian/Wizard (4)

Abilities:

STR 9	DEX 12	CON 10
INT 17	WIS 15	CHA 13

Blood: Brenna, major, 34

Blood abilities: Animal affinity (major), sense life (minor)

Ohlaak is a former renegade clan man who fled his tribe with his partner to study magic. In their quest for power, they clashed with the White Witch, who beat them, and stole her mate's divine blood. Now Ohlaak seeks more power in Stjordvik to be able to wage war on the Witch, or at least try.

other regents

storm holtson

Guildmaster of the Stjordvik Traders, Rogue (6), CN

Abilities:

STR 10	DEX 15	CON 12
INT 16	WIS 14	CHA 16

Blood: Brenna, major, 23

Blood abilities: unknown

Storm Holtson is a man who thinks first of all about business. He feels the responsibility of representing the north in the Anuireiann realms, but he knows that this has often allowed him to have an important diplomatic position of advantage both north and south.

He is ruthless and aggressive. He has embraced the idea that the end justifies the means, and he regards the establishment of a strong and profitable guild as worth the use of any means. Storm is held in contempt by many traditional Rjurik, who see him as representing everything they despise about their urban brethren. For his part, Storm has little concern for those he considers backward thinking rustics. ([BRCS](#))

Jan Hrustoad

Guildmaster of the Three Trees Traders, Fighter (4), N

Abilities:

STR 12	DEX 12	CON 14
INT 15	WIS 10	CHA 14

Blood: unknown

Key players

Jan Hrustaad is a special guild leader. When he manages the activities of the far north, where the guild is often the only form of authority, he is cold and ruthless, while in the south he is diplomatic and open to compromise. Jan is a follower of the old Rjurik ways but knows that Anuire's influence in the south is too pressing for states like Stjordvik not to embrace more modern progressive policies. This is why they always seek an alliance with the druids, guarantors of the maintenance of the Old Manners. Jan will never go so far as to actively contest the authority of a kingdom, but will financially support anyone who embraces the guild's line of nature preservation.

herkja hollenviker

High druid of the Oaken Grove, Druid (7), N

Abilities:

STR 10	DEX 8	CON 14
INT 13	WIS 16	CHA 15

Blood: Reynir, major, 34

Blood abilities: Animal affinity (great), detect life (minor)

From the [BRCS](#):

Herkja Hollenviker is a woman in her forties, descended from a line of archdruids of Stjordvik. She is known among the druids as **Herkja Ironoak**. She has a brother **Bjorn Hollenviker** who is a ranger in her loyal service as well as being Lord of Åsele. In her youth as a well-born woman she did not demonstrate the call of Erik as strongly as her brother, Bjorn. However as she matured and her great Animal Affinity manifested itself, she discovered her role as protectress of the forests. She succeeded her father, **Ulfric Hollenviker**, as archdruid and has been a supporter of Günther Brandt in the politics of the Oaken Grove. Brandt's near proximity in Dhoesone, at least part of the year, has allowed them to become allies.

Herkja is a fairly suspicious woman. She does not trust the guilders, the jarls, or many of

the people she meets. Some regard her as a healthy skeptic. Some (especially the guilders) regard her as paranoid. She does, however, have a much more trusting attitude towards druids, rangers, and skalds. She is disposed in favour of the crown, despite her low opinion of the king, Varri Haraldsson. She regards the royal office as a sacred one, and feels secure that druid Hjalmar Helder is guiding the state.

The realms

fhiele dhoesone

Baroness of Dhoesone, ½ Elf Fighter (6), LN

Abilities:

STR 12	DEX 14	CON 11
INT 15	WIS 13	CHA 14

Blood: Reynir, major, 46

Blood abilities: unknown

From the [BRCS](#):

Fhiele emerged from Tuarhievel to assume the title of Dhoesone's Baroness under dire circumstances. [...] For the past eight years, the preternaturally young Baroness has tried to reign in the guilders while dealing with the humanoids, to some effect. Fhiele's political skills were best applied to sidhe politics, and dealing with the guilders initially eluded her. [...] Fhiele is proud, yet pragmatic. She regards herself as navigating a half dozen responsibilities: maintaining Dhoesone, reducing the threat of the humanoids, keeping peace with the elves, combating the influence of the guilders, winning friends among neighbouring realms, and forestalling any number of disasters that loom imminently on Dhoesone like so many swords of Damocles. She largely keeps to the heavily forested province of Sonnelind, where much of the land is administered by the druids of the Oaken Grove. Occasional sojourns to Tuarhievel revitalize the exhausted Baroness.

Key players

fulgar the bold

King of Rjuvik, Bar (7), CE

Abilities:

STR 16	DEX 17	CON 12
INT 16	WIS 12	CHA 17

Blood: Brenna, minor, 14

Blood abilities: unknown

Fulgar is a fierce and dangerous man. He conquered the kingdom by killing the previous king and imposing his control with violence. Under his iron fist Rjuvik has become a kingdom where jarls plunder their subjects or other kingdoms, dedicating themselves to aviking in the summer and autumn.

Fulgar is wild but he is not a fool. He knows he needs to make trade deals if he is to strengthen his regime: sooner or later the raids will go wrong, and then his coffers will have to determine who will be saved and who will not. He has long since suspended the raids on Stjordvik in hopes of convincing Queen Ljorrah to forge a trade route. He still has no idea about Varri: if the jarls will be able to stand up to the new king, he will come down with his army and claim those lands for himself, as his birthright.

The white witch

Answegh, cleric/wizard (14), NE

Abilities: *unknown*

Blood: Azrai, major, unknown

The witch appears intent on turning Stjordvik into a vassal state where she can reign supreme and place Dhoesone and Anuire under constant threat. He is not afraid of the Vikings rjuvik or the Gorgon himself, such is his vanity.

He is a vain person and, like all vain people, extremely resentful and vindictive. His followers tend to be faithful, being followers first of all of the cult, then of the person.

The witch appears intent on turning Stjordvik into a vassal state where she can

reign supreme and place Dhoesone and Anuire under constant threat. He is not afraid of the Vikings rjuvik or the Gorgon himself, such is his vanity.

He is a vain person and, like all vain people, extremely resentful and vindictive. His followers tend to be faithful, being followers first of all of the cult, then of the person.

HOUSE RULES

The agenda system

The agenda system is a way to systematically manage the ambitions of the kingdom's key players. It is based, briefly, on these assumptions:

- Each NPC domain has a regency and fixed money pool per season; they do not collect new RP or GB, they just reset their pools;
- an NPC domain ambition has 1 to 10 **interest hit points (IHP)**; whenever this objective is frustrated with a failed action by the key player himself or a counter move by the players, it loses 1d2+1 interest hit points; arrived at 0, the regent gives up.
- Some actions, on the other hand, can strengthen interests by increasing IHPs by 1.

Each season goals will be given to key players to give a sense of dynamism to the game: after all, the world cannot stop waiting for the players!

Example: Lofkirdik's independence has 4 IHP for Arnora, the jarless. A quest or domination action (for example, a diplomatic gift or an invasion) lowers Lofkirdik's independence IHPs by 1d2 + 1 (2). When the IHPs go to 0, Lofkirdik is no longer interested in his independence and will rejoin the crown.

New action: Aviking

Going aviking is typical behaviour of some rjurik kingdoms such as Rjuviks. A small contingent sets sail for the southern lands, tries to conquer a province, then raids it and returns with the loot.

AVIKING [STANDARD ACTION; DC 15; 1GB; SPECIAL] Send ships to practice aviking in Anuirean lands. After 3 months, each ship you send allows you a DC 15 roll, to which you can add a +2 bonus for each military unit on the ship. Use the table to determine the result.

1d20	Aviking result
1-5	1d3 ships are destroyed
6-10	Ships come back empty. Any unit embarked was destroyed.
11-14	Ships come back empty. Units come back safely.
15-20	Success! 1d3 GB stole from those weak anuireans!
20-25	Success! 3 GB stole from those dumb anuireans!
26+	Success! 3 GB + 1 noble kidnapped or even 1 magic object (DM fiat)

New asset: the oak wall

The great oak wall is present in all the provinces bordering rjuvik and the orog forest. It prevents the **passage of troops in the province**, unless an expedient (action espionage) or an assault (siege). Once inside the province, the wall no longer represents any obstacle.

It costs 5 GB per province to build, and 0.5 GB per province for maintenance. If no maintenance is done, it is not destroyed, but anyone wants to infiltrate will have a +10 bonus to espionage actions; the absence of staff means that 1 week is enough to attack and overcome it. Paying for maintenance allows you to keep it operational.

Appendix A. variants

play without domain rules

If you want to play without the rules of domination, all you have to do is expand the quests that allow you to increase relationships, and make sure that each solved quest ends the hostility of the jarl. Guthrim can be defeated during an assault on a village or with a specific quest.

The events that bind the white witch to Dhoesone through the Sons of Hjalson can be played as a single adventure, starting with an investigation in Saerskaap: Players may discover the involvement of the southern tribes, and need to investigate for themselves what they are up to. The escape from the pursuit of the tribe could pass through an ancient path built by the dwarves that leads from Dharilein to Udvika ...

divided we fall

This is the **chaotic neutral variant**: The king is not recognized as such by anyone, each jarl is for himself. Each jarl plays its domain as if each province were a kingdom, and the quests will be given by their respective clans.

Each player starts with 5 GB and 5 RP and runs his domain in a normal way. Fighters may handle 1 or 2 unit, depending on province's level.

This mode is **very difficult** because the incomings in these lands are extremely limited. A clan, no matter how strong, will not survive all by itself.

Appendix B: Tables

stjordvik's doom domain table

Province	Law	Temple	Guild	Source
Arvaald (2/3)	Rb (2)	HH (2)	SH (2)	-
Hjorvaal (0/4)	LI (0)	-	-	LI (3)**
Hollenvik (2/3)	Rb (2)	HH (2)	Rb (2)	-
Lofkirdik (1/4)	Rb (1)	HH (1)	SH (1)	-
Namverg (2/3)	Rb (1)	LI (2)	JH (2)	-
Saerskaap (4/2)	LI (2)	HH (3)	SH (2)	-
	WW (1)*		WW (1)*	
Udvika (1/4)	LI (1)	LI (1)	JH (1)	-
Ustkjuvil (3/2)	LI (3)	HH (3)	LI (2)	-
Veile (1/6), The White Witch's Realm	WW (1)	?	?	LI (4)**

Abbreviations: LI: Loyalists to the crown; Rb: Rebel Jarls; WW=White Witch; JH=Jan Hrustraad (Three Trees Traders); SH=Storm Holtson (Stjordvik Traders); HH=Herkja Hollenviker (Oaken Grove of Erik);

* The white witch holdings are unknown to the players

** The two source holdings are connected by a ley line

key players' domain power & taxes

Player	Align	Realm	RP*	GB*
Rebels	LN	Stjordvik	5 each	5 each
Fulgar the bold	CE	Rjuvik	20**	38**
Fhiele Dhoesone	LN	Dhoesone	38	53
Stjordvik Traders	CN	Stjordvik, Dhoesone	23	10
Three Trees Traders	NG	Stjordvik	7	5
Oaken Grove of Erik***	N	Stjordvik	11	7

* How much RP or GB they can collect (by 2nd and 3rd edition rules) or spend in 1 season.

** Fulgar is considered as Rjuvik's king and not just as jarl.

*** Herkja Hollenviker is considered the ruler of Oaken Grove in Stjordvik, as a vassal cult to Günther Brandt. Only temple holdings in Stjordvik are considered.