



6, 3, 3: doubled Rbaja in Famberge

Limited usable shoreline between cliffs, substantial lake, dense highland forest, circle with stones

* Inland community: Osrode
* Raiders from the west, typical for the region

Draugr + wizard

* Draugr wolves
  + Brawn 6, Quickness 6; damage to Brawn only
* Edith (outdoorsman, wizard): old woman
  + Brawn 8, Quickness 2, Wits 5, Charm 4
  + Gifts: Summon Nightmare, Taste Blood, Ancient Lich, Breathe Disease
  + White spells: Cure, Beast 2
  + The lich only operates as influence, not an active character – but very powerful

People

* Ludger, raider (threat); kin ties to the region
  + Brawn 5, Quickness 8, Wits 2, Charm 4
  + High Martial
* Ingeborg, young woman, barely holding community together
  + Brawn 2, Quickness 5, Wits 4, Charm 8
  + Artisan
* Horst, inclined to aid Ludger if Ingeborg is spared
  + Brawn 8, Quickness 4, Wits 5, Charm 2
  + Outdoorsman, Low Martial

Dangerous terrain: the high-ground woods

* Not the standing stones (they’re no big deal, everyone ignores them)
* General Trailtwister effect
* Wolves
  + Brawn 6, Quickness 6, Wits 3; group effects
  + No aversion to draugr, and they’ll Walk if killed

Tripwire

* Major Amboriyon activity: Wrath, Eidolon, three-point enchantment, acquiring a Gift
* The lich awakens with a massive Sacrifice + Distort enchantment