



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