

stone demon.

arrows

1 res

8

3 res

8 2

- rolled a 1!

- Under wood shield

- Ash wood spear (db, 25)

- Memento of defeat

car
spi
Dep
wit

2

7

3 res

12

1 Def.

- Bearded Axe (dg)

- Sacrif

6 res

3 res

←

8 - ~~20~~
10 8 7 6

11 str.

8 3 10 5 3
10

punishment prep, once Alvar escapes the place
between-the-worlds, if ever he does:

- He has been away from home for 9 years.
- He can choose to go home.
- elsewhere in midlands
- to the frozen middle of the burning ends (instant death).

Let's use what we have plus the prep tables to determine what is going on on Alvar's home island. Prep tables are really for "dungeon locations" and not social environments, but we can work to make it apply.

→ Sigfrin has waited those 9 years and still wants to marry.

→ Many in the village died in the war.

→ Adjusted from inland farming people to fishing people.

→ Erik was injured in the war + can't work. Hrefna cares for him. Neither believe Alvar is really Alvar though Hrefna wants to.

→ Thane/Lord still around or dead? offspring? Politics?

→ picturing a very small island. Day's travel from shore to shore, on foot.

-place- → let's go w/ the smallest location on the table: CAIRN (10 dungeon size). I interpret this as some location of this size creating or modifying the situation at hand.

Objectives: Defend yr father's remains from a vengeful rival. [I don't like this pre-creation of objectives]

K, let's roll on the table for 10 ~~locations~~:
users!

1. Dim light shines from a crack in the stone
2. Kindled Bale (trencher)
3. Borewheel skeleton
4. Chasm in floor, Dex save to avoid
5. Broken skull missing jawbone
6. Skeleton in corner rises + approaches
7. low ceiling, slows movement
8. skeleton in corner rises + approaches
9. Brave sword driven deep in the ground
10. Father's/relatives remains ✓

Security secret
Room (#2), W
Steve punched a
hole in ground
w/ kindled
Bale.

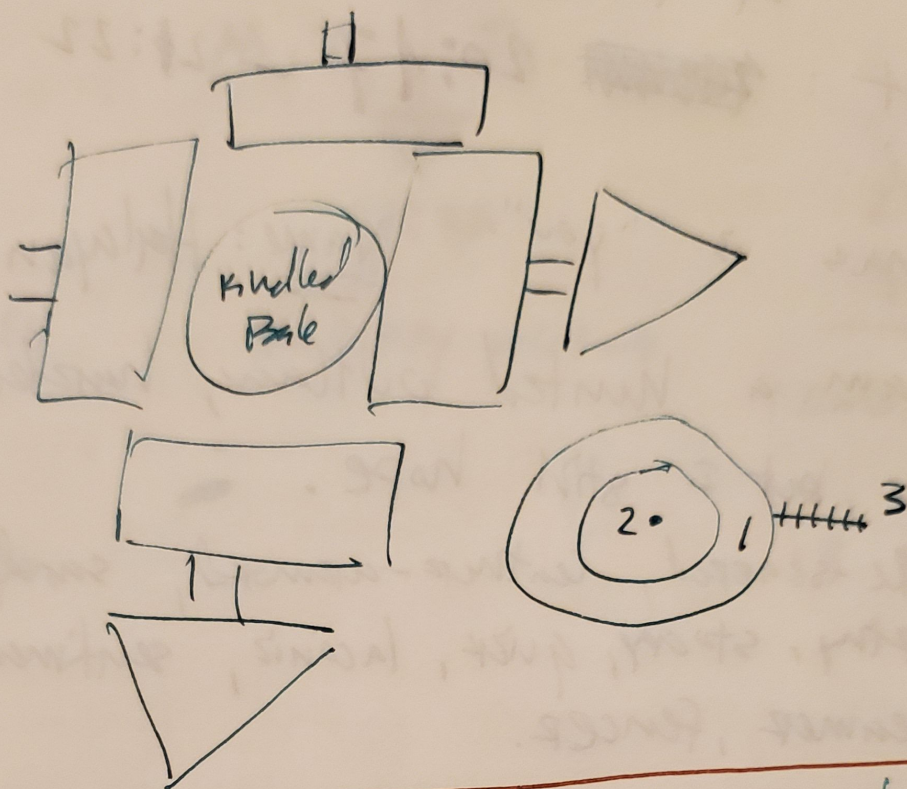
okay, so — dad is ded. Cairn has been made
for him.

Vengeful Rival: Thane, who survived the war. Dad
is hero, Thane weak but still rules. But Alvarez
returning upsets the political balance.

The Cairn has not been properly kept up (or
do the dead Gods have no power?) and
the remains are threatened. Heirs of the Gods
are targeted.

[Bonfire in center of village]

3 - waiting for ppl to go down stairs, then rides after them.



- just by Alvar arrives, skeleton came outta the cairn didn't hurt anyone, wandered around. ~~3~~
↳ if Alvar stays @ bonfire, it'll come alive.
- Alvar's dad Erik was a hero; he fought off a giant wolf w/ burning coals on its back, then died. Then the stars fell. He was buried in the cairn.
- Alvar's arrival upsets the boys. They won't help him w/ his dad. leader views him as a threat. (Lind)
- clearly something needs to be done about the Cairn.
- Fishing boats available.
- one stone-bridge to another island. Grinding heard there, on clear days.

Further Punccaipu prep:

- Names - ~~Sigurd~~ ^{Sigurd} (love) - shaved head, silver hair
 - Hrefna (mom) - Erik (deaddad)

• Lind - 16 yr old "Thave"

6 res
10 res

uses off repairing boats.
Doesn't believe Alvar is Alvar.

men

- ulf leif
- Emil Truels
- Bo Trygve.

women

- Happa Frode
- Ingibjörg Birger
- Kathlin Sune

Sigurd agrees he's
here to save
them.

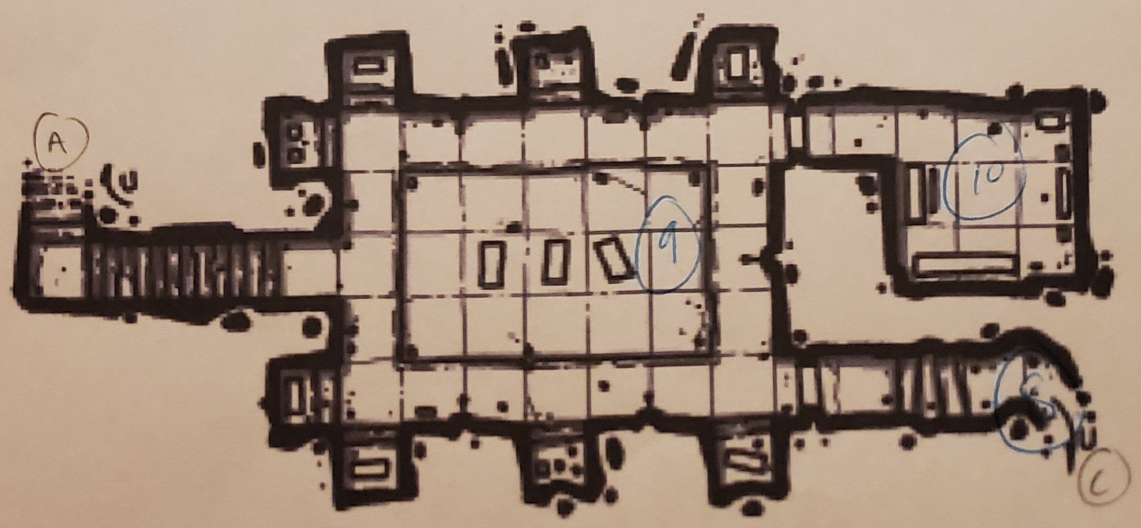
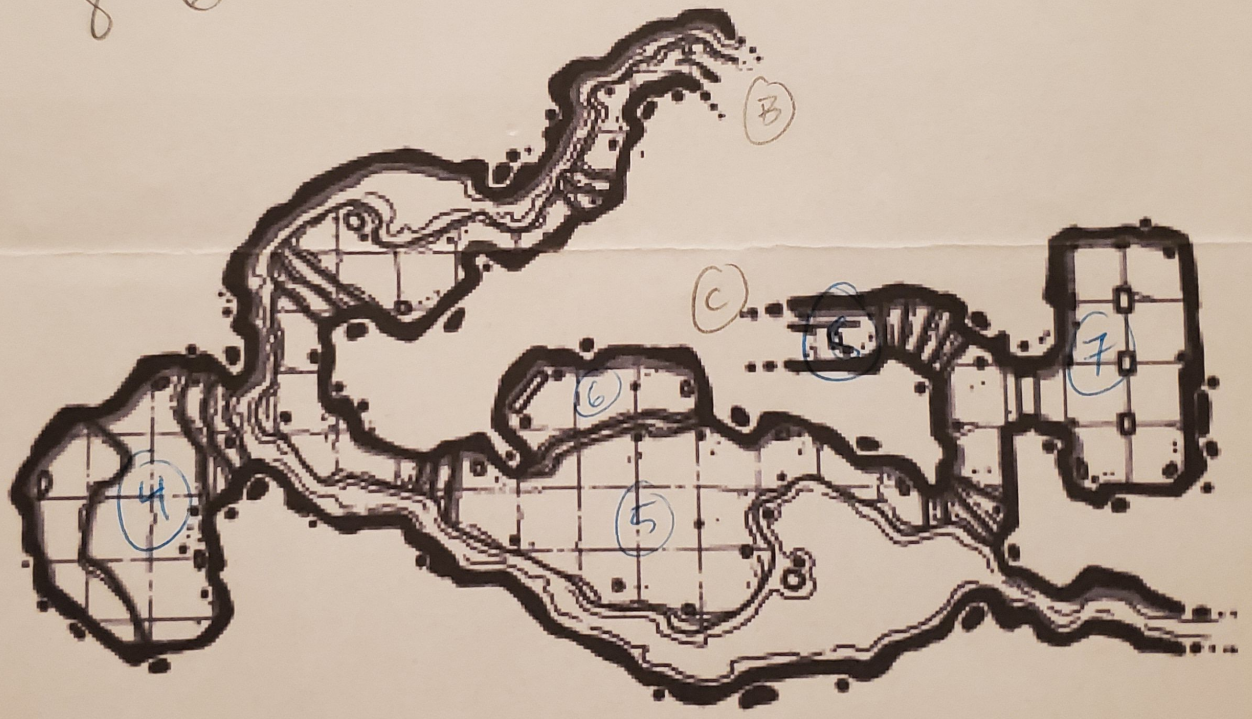
- There's a squat mouth to the granary, and a stream (now) runs inside.
- There's a hole above that wasn't there before.

22.02.2024

Defeated ~~stone~~ Demon, on accident (whole dungeons
popped, same oven popped twice), got 2 souls.

28.02.2024

people gathered around the collapsed shade. ~~one saw it one~~
 can recognize it as one of their ppl. War heroes
 buried in Cairn, rest of dead dropped in ocean.
 - ppl accuse Alvar of being a shade. or he brought them ⁴³
 from ~~the~~ ~~smoke~~ ~~from~~



Floor 1

- 1 Borewheel skeleton - Dex save or surprised, as one approaches the stairs
- 2 Unseen - dex save or fall 15ft. 2d4 dmg? Fatigue to get out?
- 3 Grave snored stuck in between flagstones. can't be pulled out w/ human strength.

Floor 2

- 4 spider skeleton (2 atks, +2 res), guarding decrepitated boxes + armor. only attacks if antagonized.
- 5 knitted bale, hole in ceiling leading outside.
- 6 cleanly arrayed skulls, separated from (4).
- 7 3 plinths, skeletons on them. Inside skull of farthest gleam silver coins - far more come out than could be stored.

Floor 3

- 8 low ceiling slows movement
- 9 Giant skeleton, hitting head on ceiling. (rather, as on back of sheet → ★)
- 10 Remains of father. Recognize his helm - Valkyrie helm, passed down from his mother, a great warrior. Eye w/ broken off.
+1 Soul.

