

Standard Modules

(F) Passings through the Mists: Ran by Donnie: Navigating the Crystal Barrier and Kingdom Knight Encounter

(F) P.7 The Changed Ones: A Ritual of the Bloody Fist, gifted to them by the Black Shadow, has corrupted 6 of the remaining Hoylean Wizards from Hoyle!

(F) P.24 Don't Talk to Strangers: A bound willowisp lures adventurers into a trap.

(F) Where There is Fire: A Shepard enlists the adventurers help in dealing with a threat to his flock.

(S) P.34 Horns of War: The time has come for the challengers of Stonewood to meet the Bloody Fist! The Altar of the Changed Ones was destroyed last night upon arrival, so this is the response and investigation by the Bloody Fist. Answers or Blood will be had!

(S)The Journey to El Dorado: 5 Kingdom warriors pass through town on the way to a crypt that they heard about. While they are town, they tell tales of the surrounding countryside before venturing into the crypt.

(S) Retaking Stonewood: 10 Module Series detailed on the right

(S) P.144 Fears by Torchlight: The Bloody Fist have had enough of these damn heroes, so they have decided to just set the town on fire to watch the suffering set in. Small squads of Bloody Fist will strike all over the town with Torches to try and burn down the Town of Stonewood in a very futile way.

(S) P.150 Fears by Torchlight 2: Torchlight Boogaloo: The Bloody Fist are becoming very desperate to burn this town ashes! If nothing works this time then they will invoke the Ritual of Fire, preparations have already begun but this is a chaotic ditch effort. Unlike last time, they already came into town with prisoners they intend to execute.

(S) P.164 Fatal Warning: The Bloody Fist have failed to burn the town of Stonewood down by conventional means so now they play with a bigger Ace in their sleeve. People are wandering around with Pamphlets essentially reading "Surrender or Burn".

(S) P.178 Ritual of Fire: The time has come for the Ritual of Fire! The Bloody Fist have resorted to burning down the town of Stonewood after failed attempts to do to by hand. But during the ritual, something goes terribly unexpected....

Reaction Modules

P.196 Bonesaw's Black Site: Captured adventurers have been taken to a Bloody Fist Black Site with a cruel taskmaster, Jiren "Bonesaw" the Jailor for torture and possible sacrifice depending on the jailor's mood.

Retaking Stonewood 10 Module Series

1. P.44 To Ward off Famine (Granary): The Granary of Stonewood has been besieged by Bloody Fist scouts! They don't seem terribly interested in the Grain but something else is happening in that building besides just eating....

2. P.52 Forged by Broken Hands (Forge): The Forge is a central part of Stonewood, without the metalworking of this town would vanish and an art would be lost. If the Bloody Fist learn the secrets of Stonewood Metallurgy, it will very dangerous indeed for the townsfolk

3. P.60 The Lumber Job: (Lumbermill): The Bloody Fist are loading up the carts with Stonewood cut Lumber to take back to their masters. They started demanding this after they tortured enough of the Cutters guild and found its true properties. Whispers of Ballista's made from Stonewood

4. P.68 Gilded Halls of Stonewood (Guild Hall): A disagreement over the Guild Halls treaty is stumbled in upon by the PCs, as they arrive, they hear the scream of a dwarf who has just been killed. The treaty has been broken and the Guild Hall will be ransacked.

5. P.78 A Stout for Legends (Brewery): The Bloody Fist have taken the main brewery of Stonewood! Without it the townsfolk won't be able to suffer the occupation without strong brews and spirits. A Raid Leader took a group of Bloody Fist into the Brewery to drink it dry!

6. P.90 Broken, Beaten and Scarred (Barracks): The Bloody Fist have taken the Stonewood Barracks by storm! The remaining soldiers have been killed, surrendered, or fled the Barracks. The few who stood and fought now lay dead on the floor around them awaiting final death's judgement at the gates of the Graveyard.

7. P.102 Rage for Order (Town Hall): The Bloody Fist have confronted the Town Hall council. Unfortunately, them this ended in a massacre of the council members. The Mayor has supposedly made a Bloody Fist Raid Leader the new mayor of Stonewood.

8. P.114 Strange Alchemy (Alchemist Lab): The Bloody Fist have taken over the Alchemy Lab in Stonewood! This is horrible for the town as the production of potions will stop without it being restored. The Bloody Fist with full control over a towns supply of Alchemy will make them very scary.

9. P.124 Holy Thunderforce (Scholars Guild): The Bloody Fist have taken the Scholars Guild. Bodies lie among the halls of the Scholars guild from a fierce battle but in the end the Bloody Fist were too much.

10. P.132 Unholy Warcry (Mausoleum): The Bloody Fist have taken Mausoleum of Fallen Heroes in Stonewood. They have left a mess of Undead abominations behind to fight as a final insult to the Stonewood citizens.

THE CHANGED ONES

Brief: A Ritual of the Bloody Fist, gifted to them by the Black Shadow, has corrupted 6 of the remaining Hoylean Wizards from Hoyle!

Requirements:

- Opening Module
- Opening Ceremonies has happened
- Traverse the Crystal Barrier has happened

Synopsis: The Ritual of the Changed Ones requires the sacrifices of 6 souls who are willing to submit themselves for a promise of power. They are bound to an altar and changed forever. The altar roars in terrible black flame and consumes the soul, warping it into a horrific monster consumed by their most base inner desires but their will is bound to those who enacted the ritual. The Altar can be destroyed by overloading it with 3 or more spirits of the Changed Ones at once.

Outcomes:

- (1) The players enter Stonewood and figure out the mystery of the Altar, defeat 3 or more Changed Ones at once, thus overloading the Altar and ending the ritual.
- (2) The players hide from the monsters until the morning in their Wards and cabins to meet the Bloody Fist with the monsters alive still.
- (3) The players attempt to make a deal with the Bloody Fist, but it will ultimately fail since the Bloody Fist have zero clue who the adventurers are.

Rumors: “These terrible monsters are powered by some sorcery I am unfamiliar with. I have not seen this magic on Tyrre in my lifecycle, but I am familiar with its origins. Do not engage them alone! There are 6 powerful ones and then lesser ones. I have killed as many as I physically and spiritually can, but we need outside help. The Order is mobilizing to fight but we need more time. Rise up and we will join you. You are not alone Stonewood”
Your Friend in the darkness ~Kane

Hook: The players enter the town of Stonewood and discover the Module is already live

Number of Cast Members: 12 If you do not have 12 characters the townspeople are in order of precedence.

Roles: 3 Hoylean Wizards, 3 Hoylean Marauders, Magnus Kane, Mayor Anak Durag, Durmac Leafdancer, Thorum Fair oak, Ari-elle Startear, Haddix Strongbow

Props: Altar of Power, Hoylean costumes, Blue Glowing Eyes, Dwarf Townsfolk costuming, Hoylean Necklaces for Altar, Named NPC Costuming

Tags and Treasure: Gems, Evaluate Items, Coins, **Magic Item:** Sword of Zealous Light (+2 Light Aura Magic Sword)

Scene 1: (OOG) Whole Camp (IG) Town of Stonewood

Flee Point: This module is site/town wide

Non-Standard Effects: None

Running Notes: The players are met at the road by the NPC Dwarves of Stonewood who explain that while they are living under the rule of the Bloody Fist, there is peace. They plead for the characters to follow the Accords of the Fist. These accords are enforced by supernatural creatures called The Changed Ones. The Changed Ones will not harm you if you follow the Accords of the Fist, but the second they are assaulted or break the accords, they will hunt you down without mercy. They incapacitate their target and let the Bloody Fist collect them. The monsters revive/renew at the Altar after 5 minutes so are effectively invincible. While they are completing the module, the townsfolk try to convince them to lay down arms and not get them all killed telling the players about the last group of adventurers who came through and tried to defeat the Bloody Fist but were ultimately slaughtered.

Magnus Kane of the Rygal Order approaches the adventurers and explains that he has discovered a weakness of the Changed Ones. The Altar can be destroyed by having 3 or more of the Changed Ones reforming at the same time. If the Altar is overloaded, the Hoyleans won't be able to respawn anymore so there will only be 3 remaining monsters to kill.

You were once a proud high Dwarven sorcerer of Hoyle before its last destruction. The war in Murumbria has been raging for years out of the sight of this realm, but you have been perfecting your arts for what is to come. You were lured in by avarice when an auction of Magic Items was being hosted near Hoyle. When you arrived, it was an ambush by the Bloody Fist. Now by the Ritual of the Changed Ones, you are under their command, soldiers in a different war now but solidier none the less. You will enforce the Accords of the Fist upon Stonewood as per your overlords

Reset: The Hoylean Sorcerers will reform at the altar after 5 minutes have passed and their necklace have powered back up

Movement: Unlike your Murumbrian enemies, you have feet but the flow of time in this transformed state has prevented you from quick movement. You walk at a steady pace and will not increase since Time is warped around you-Move very robotically. Make your body turns and head movements very slow and robotic while you are patrolling.

Speech: When you are questioned reply with "Move along Citizen, there is Law to be upheld." When you are engaged in combat reply with "Violators of the Accords shall be subjected to suffering!"

-You do not speak normally, but you will loudly and with authority inform violators of the Accords of the Fist their wrongdoing.

Defensives: No Metabolism, Phase x10, Dodge x5, Immune to Pin/Web/Bind/Confine/Imprison, Immune to Charm/Command, Healed by Light and Time, Double Taken from Darkness

Weapons: 1h Long Claw and Spells (Shield if you prefer full scholar)

Damage: 20 Magic Light

Magic: 6/6/6/6/6/6/6/6/6/20 Celestial, Spellstrike 50 Elemental Light x10, 50 Elemental Light x10, 40 Elemental Light x10, Arcane Paralysis x5, Arcane Imprison x5, Arcane Confine x5, 300 Light Elemental Light Pool upon spawn

Abilities: Focus, Arcane Regeneration (as per spell but for Light) x3

Killing Blow: No (Just drop violators of the Accords and leave them for Bloody Fist to collect)

Motivations: You will patrol and enforce the Accords of the Fist with your very being. Nothing is more important than this. You operate like a machine for these laws. It is very simple when someone breaks an Accord, you should punish them without mercy and swiftly. They programed your mind like a Golem but left a sentient mind inside albeit transformed into Hoylean Light Zealot, your orders are clear, protect the city and uphold the Accords, maybe one day they will release you from this prison...

Tactics: -You ignore anyone who is simply wandering around. But you hunt down any violators of the Accords. You will beat them without mercy into the ground and leave them for the Bloody Fist.

Costuming: White Sorcerer Robes, Blue glowing eyes, Hoylean Altar of Power Rune Necklace, Dwarf Beard, Cowl/Hood, Lots of Packets, 1h Long Claw

Hoylean Marauder

You were once a proud high Dwarven Templar of a Hoylean Order. You lived your life by the blade and now in death you serve Hoyle by the blade but just not how you intended to. You were lured in by avarice when an auction of Magic Items was being hosted near Hoyle. When you arrived, it was an ambush by the Bloody Fist. Now by the Ritual of the Changed Ones, you are under their command, soldiers in a different war now but solid none the less. You will enforce the Accords of the Fist upon Stonewood as per your overlords

Reset: The Hoylean Marauders will reform at the altar after 5 minutes have passed and their necklace have powered back up

Movement: Unlike your Murumbrian enemies, you have feet but the flow of time in this transformed state has prevented you from quick movement. You walk at a steady pace and will not increase since Time is warped around you-Move very robotically. Make your body turns and head movements very slow and robotic while you are patrolling.

Speech: When you are questioned reply with "Move along Citizen, there is Law to be upheld." When you are engaged in combat reply with "Violators of the Accords shall be subjected to suffering!"

Body: 350

Defensives: No Metabolism, Phase x10, Dodge x5, Immune to Pin/Web/Bind/Confine/Imprison, Immune to Charm/Command, Healed by Light and Time, Double Taken from Darkness

Weapons: 1h Long Claw x2 or 1h Long Claw and Shield

Magic: Spellstrike 50 Elemental Light x10, 50 Elemental Light x10 (Can Heal With This), 40 Elemental Light x10 (Can Heal With This), Spellstrike Arcane Paralysis x5, Spellstrike Arcane Imprison x5, Spellstrike Arcane Confine x5

Damage: 20 Magic Light (Attack normal speed, quicker with 2 claws but sword and shield tactical PC style fighting)

Abilities: Focus, Slay/Parry x10 (100 Magic Light Slay) Arcane Regeneration (as per spell but for Light) x3

Killing Blow: No (Just drop violators of the Accords and leave them for Bloody Fist to collect)

Motivations: You will patrol and enforce the Accords of the Fist with your very being. Nothing is more important than this. You operate like a machine for these laws. It is very simple when someone breaks an Accord, you should punish them without mercy and swiftly. They almost programed your mind like a Golem, but they left a sentient mind inside albeit transformed into Hoylean Light Zealot, but your orders are clear, protect the city and uphold the Accords, maybe one day they will release you from this prison...

Costuming: White Sorcerer Robes, Blue glowing eyes, Hoylean Altar of Power Rune Necklace, Dwarf Beard, Cowl/Hood, 2 Long Claws or Long Claw and Shield

Magnus Kane

You are the Rygal Orders head Celestial Arch Wizard and Golem researcher. Your work is often overshadowed by the Rygal Orders lack of understanding of Celestial Magic, but you continue to prove them wrong. One day you will have your Celestial Golem perfected and they will eat their words. You have a very good heart, sometimes you are asked to do questionable things for the cause, but you generally can stomach them. The ones you can't stomach you find some way to make it right or help the people out against orders sometimes. Therefore, Master Dakos doesn't fully trust you always, but he understands he needs you regardless of what your methods are to the madness in your laboratory.

Played by Chris Colland (Major Rygal Order Plot and Lore Character)

Magnus is a Archwizard of Celestial Magic, his likes have not been seen before in recent memory without being absolutely insane.

He is the most outgoing member of the Rygal Order and most friendly. Typically, they send him in as the face of the Order to make relations good. He will assist the players. His will to help adventurers is very admirable. Magnus was once an adventurer before joining the Order.

Magnus has spent weeks studying this Altar and discovered how to defeat it through extensive trial and error. He even pulled out prototype Celestial Golems to battle them and that is how he got enough destroyed at once to push the Altar to cracking the first time, but he nearly died discovering this and his Golems were destroyed.

Magnus will stay in town for the first part of the Module to make sure they understand how to defeat them before he returns to the Rygal Order forward camp

The Rygal Order will provide support for the Players for their respect on later favors in moving more into Woodhaven via support of the nobility.

Body 200

Defensives: Non-Corporeal Form (Immune to Normal, Immune Pin/Bind/Web/Confine), Threshold 10, Phase x10, Dodge x5, Cloak Death x5, Cloak Chaos x10, Cloak Binding x10, 300 Arcane Vengeance x10 (Per Formal Rules)

Weapons: Shield and Spells

Damage: Always has a 300 Point Elemental Lightning Pool Up

Magic: 10/10/10/10/10/10/10/10/10/30 Celestial, Arcane Imprison x10, Arcane Eldritch (Fire, Ice, Lightning, Stone) Blast 90 x10, 50 Elemental Lightning x10, 50 Elemental Flame x10, 50 Elemental Stone x10, 50 Elemental Ice, Arcane Destroy Undead 70 x10, Arcane Destroy (For Golems if they malfunction) x10, Magic Life x5 (Spirit Locked Magic Items), Magic Cure Serious Wounds 20 x5 (Spirit Locked Magic Items)

Abilities: Focus, Rift x5, Arcane Regenerate x5, Alchemy 30 Levels, Craftsman Other: Golem Research 30 Levels, Craftsman Other: Planes Lore 30 Levels

Costuming: Mystic Wood Elf Horns, Long Coat, Shield, Lots of spell packets, Potions and Vials, Rygal Order Pendant

THE CHANGED ONES

Mayor Anak "Lil Bristle" Durag
The Installed Mayor of Stonewood

You have been left in charge by Bloody Fist Orcs due to your docile nature and your lack of drive. You work to ensure that the populace complies with the Accords of the Fist and work with the orcs take care of any problems. This arrangement has worked out well for you, leading to you having a very nice home outside of town and a position of power that you never would have had under more normal circumstances.

When the players confront the Changed Ones, you will do ANYTHING to talk them out of engaging them! Beg them to lay down their arms and just follow the Accords of the Fist You don't want any trouble with adventures because of how you sold them out last time to the Bloody Fist and they almost hung you for it

Demand Obedience - Demand that any outsiders that arrive follow the rules of the occupation. Reference how safe things are with the Changed Ones patrolling.

Rude - Whenever anyone is talking cut them off. Don't let them get in a word edgewise when they are speaking to you. Walk away when you feel you have "won" the conversation.

Cowardly - If you are threatened in a meaningful way attempt to run. If that fails, attempt to plead. If that fails... cry. Anytime you are pressed your Cowardice shows through.

Shaved Beard - The orcs shaved your beard shaved because they think it's funny. They call you "Lil'Bristle" and laugh about it. You don't think it's very funny, but you laugh along.

Best Friend: Your best friend is Thorum Fair oak the town drunk, you will do anything for this guy! You go way back to when he ran his Jeweler Shop "Thorums Emporium" He got you out of a lot of trouble when the Bloody Fist took over Stonewood. He knows you aren't the best choice for Mayor, but he talks you up saying you are doing "the best you can" and it has worked thus far.

THE CHANGED ONES

Body 10

Weapons: A Copy of the Accords of the Fist

Race: Stonewood Dwarf

Costuming: NO DWARF BEARD (it was shaved as an insult and sign of your submission), Cane/Walking Stick, Hat, Noble Clothing

Thorum Fair oak
Town Drunk and Doomsayer

You are such a miserable and greedy Dwarf it cost you everything. Your inheritance was wasted on gambling and drinking. You were once a great jeweler of the days of old. No one could find a gem and care for it like Thorum Fair oak. One day you bet it all on a game of dice and lost everything. You never found out that the game was rigged from the start but out of fear of blackmail for your failing you were force into silence. Many years have passed by this time, but you don't care about that life anymore. Only thing that suits you now is a pint of brew and starting at the ladies, maybe a roll of the dice here and there.

Think of the most negative person you know and make them a Dwarf, that is Thorum Fair oak. This Dwarf cannot see the good in anything except brews and gambling. He used to be able to identify any gem or ore at a distance but that isn't a skill he cares for now.

Be very loud and obnoxious! You are the town drunk, and you let people know your opinion on EVERYTHING.

You think the best thing that has happened to Stonewood is the occupation! It makes shady people like you not so bad in the grand scheme of things. If anyone tries to talk you into rebellion call them crazy and tell them the Bloody Fist will slaughter everyone. Drive home that they will start executing people by the dozens if the treaty is broken again. Tell everyone you will leave town and doom will set in on them if they fight the Bloody Fist. Explain that it doesn't matter who "owns" or "runs" the town cause they all are corrupt and selfish.

You are about the ONLY person in Stonewood who fully trusts Mayor Anak Durag. He used to be your best friend when you ran "Thorums Emporium" 10 years ago but that is all down the drain. Anak has your back when people try to toss you out or silence you but you know he is a coward with a big title so you will sing his praises to everyone.

To be fair Anak has worked out a "livable" treaty with the Bloody Fist where they don't kill you, they supply you with basic food and drink, and will protect you from outside threats if you simply follow the Accord of the Fist

Body 15

Weapons: none

Race: Stonewood Dwarf

Costuming: Dwarf Beard, Mug, Tattered commoners clothing

THE CHANGED ONES

Ari-ellea Startear
Town Librarian

You were once the adopted daughter of a noble Dwarf in Stonewood, Lozzuik Forgehand. Lozzuik was killed before your eyes when the Bloody Fist came the first time. You were so young then and couldn't believe the act. You were rescued from the streets after being orphaned 10 years ago. The only comfort you find left in the world is reading the books you write and collect. You typically keep your head down and avoid conflict but this time you are hopeful for a change but fearful of the massacre

You know firsthand the brutality of the Bloody fist when they cut down Lozzuik Forgehand, your savior, right before you and made you watch. His crime was merely asking why he couldn't have more food to feed his family. There was a fistfight, and they drug him into the street and beheaded him. This haunts you to this day

You love to talk about the land of Woodhaven and town of Stonewood. Not much has been coming in terms of gossip since the Bloody Fist have taken over, but no real problems either. The Bloody Fist are efficient to handle any threats to them and you know that.

If ask, you will tell people that it isn't so bad living under the Bloody Fists rule now. Traumatized from Lozzuik's death, but you have gained strength in your pain over time. You can normally advocate for the occupation to continue since you prefer not to carry a weapon and have the Bloody Fist defend you.

The Chosen Ones fascinate you. They were once Hoylean Dwarves who traded books with you, but they were consumed by greed like most are. You feel bad for them and will try and convince the players to not kill them as they are great guardians who don't require sleep. They patrol 24/7. You feel they are fulfilling a destiny with Hoyle they always wanted to and should be left to do so

People with weapons make you nervous, so if PCs approach you with weapons in hand back away from them. Having no real ability to defend yourself, you will flee at the first sight of conflict.

You generally keep to yourself but the hopefulness of avenging Lozzuik's death with these new adventurers can't be shaken

You don't like loud people so avoid talking to large groups or loud PCs, insist you move somewhere quiet

THE CHANGED ONES

You feel the Mayor Anak Durag has your best interests at heart but you don't trust he isn't corrupted. You will admit it is a little funny the Orcs call him "lil Bristle" since he is a coward

Body: 10

Weapons: none

Costuming: Elf Ears, Commoners clothing, cloak, book/tomb, glasses

THE CHANGED ONES

Haddix “Brow-splitter” Strongbow
former mercenary and stable hand

You used to be the best damn archer Stonewood had ever seen! You could hit anything as far as the bow could draw and the eye could see. Your legend in battle was sung in the halls of Stonewood as a Master Marksman for decades. But that all changed when the cursed Bloody Fist showed up. You took out a Blood Fist Raid Leader in one shot and they took your Bow String Hand for it! Healers tried to restore it, but it was some Chaos Tainted dagger used in the ritual to sever it, preventing its regrowth. Now you have a humble but depressing job as a Stable Hand.

You HATE the Bloody Fist with a burning passion. They killed your childhood best friend Sorin LongOak the same day they severed your hand. Your friend died a hero saving people from the Bloody Fist, but you were overwhelmed.

Talk about the “endless horde” the Bloody Fist have at their disposal. No one has ever been able to put a number on it. But these bastards seem to breed like rabbits!

No one has ever seen the full Bloody Fist size at once but you saw the best view when you were captured, and your hand severed. The number by your count was close to a thousand if you had to guess.

You are the only person beside Mayor Anak who has seen their leader “Ahroun the Hope Flayer” otherwise known as Warlord Ahroun

The best description you could give is *“He stands tall like a tree, covered in animal furs and a Wolves head on his, burning Orange Eyes like the embers of a fire, 2 large blades on his back that could fell Giants, his very stare strikes fear in your heart and makes you question what It means to be called a warrior...”*

You will cling to any hope you can that the Bloody Fist will be toppled! You will offer to help in any way you can in secret.

You are terribly depressed that your Bow String Hand was taken, and you were left useless to fight. You would have rather died but they left you alive to suffer to their delight. Each time you consider starting a fight to try to end it all at their blades in battle, hope clings to you and your friend Sorin’s memory to stay in this fight and see them defeated.

When the players enter town on Friday, greet them with sheer happiness when they are fighting or have defeated the Chosen Ones. You couldn’t stand to see Hoylean Dwarves suffer slavery at the hands of the Bloody Fist

THE CHANGED ONES

You HATE Mayor Anak! You want this man gone and beaten for his crimes against your people in Stonewood. Any Dwarf of noble birth would have spit in the face of their oppressors and died on their feet before agreeing to the terms he did

Body: 30

Weapons: None, you got 1 hand anyways

Costuming: Dwarf beard, wrap your right hand in cloth to show it is severed, Cloak, commoners clothing, a toolbelt, anything related to taking care of a stable

THE CHANGED ONES

Durmac Leafdancer

former Towns Guard of Stonewood, now Mayors Aide

You used to be a proud Town Guard of Stonewood but the Bloody Fist stripped you of your job! You were a Dwarf of common birth, but your deeds earned you a place on the guard. You never were the best in a fight, but your skills with words earned you respect among your comrades. Mayor Anak felt awful your job was erased by the Bloody Fist via the Accords, so as compensation he made you his personal aide to the Town of Stonewood which you have conflicted views on but its better than being broke.

You got stuck in an entry level job with a massive glass ceiling. Your boss, Mayor Anak is a total jerk and not the most liked person, but it pays the bills and the Bloody Fist don't bother you so its "ok" living

You don't hate the Bloody Fist with a burning passion like you used to when the Town Guard was dismantled at first. But you certainly have no real love for them.

As a former guard you respect their position as protectors of Stonewood in a way.

It is hard to explain but you justify it in your head, and it makes sense to you why it is comfortable. Mostly because you weren't the best fighter, you preferred words to the blade.

You don't like how brutal they are when they execute punishments. There is no grey area with the Bloody Fist. You either obey or you pay, normally with your life but they can be reasoned with for components and gold piles

You CANNOT STAND Mayor Anak's best friend Thorum! You think he is such an idiot and more of a coward than Anak is. The man was set for life, and he rolled it all away on dice when he could have taken over a jewelry empire in Stonewood. You only tolerate him cause the Mayor loves this man, but if the Bloody Fist cut his tongue out you would buy them a drink on you.

When the players enter the town on Friday night, meet them with Mayor Anak in the road and try to convince them to leave Stonewood! You don't want any trouble and the Bloody Fist would surely crush them like they did the last
Try to convince them that life is good under the Accords of the Fist!

Hand the players a copy of the Accords of the Fist and beg them to read it out to the others to see reason

Whatever offers the mayor makes, up the ante if they PCs don't accept it. You probably can't make them come true

THE CHANGED ONES

but by morning the Bloody Fist will be here and can handle the players themselves

You secretly want the Bloody Fist gone as well but you don't have the heart to fight them or risk the whole towns lives to go back to being a poor excuse for a Town Guard in Stonewood.

This NPC can be swayed to either side by the PCs with interactions

Body: 20

Weapons: none

Costuming: Dwarf Beard, Noble Clothing, a book with feathered Quill to take notes, a sash worn over your shoulder and across your body, Eyepatch or fabric over one eye to show it is gone, copy of the Accords of the Fist

The Accords of the Fist were agreed to by the townspeople as part of the parlay with the brutal Bloody Fist Orcs. There was some initial resistance but now it's just how you live your life. When you see anyone that is not following the rules you will be concerned that the Orcs will see that the agreement is not being kept to. You have been safe after the initial purge but, those that did not obey the laws that the Bloody Fist put down have not been so lucky.

- No weapons on person or drawn
- No spells in hand
- No verbal condensation of Orcish Might
- Kneel or bow at the Bloody Fist Banners
- Attend the pledge of freedom and tithe nightly

Every day at 10PM the town of Stonewood gathers to pledge allegiance to the bloody fist and to offer up their tithe.

The Accords of the Fist mandate that the town give an offering every day. This is led by the mayor but if he is away or in infirm health another member of the citizenry will perform this ceremony. Each of the townspeople that are able will join around a banner of the bloody fist and recite the Pledge of Servitude.

The mighty bloody fist is benevolent.

The mighty bloody fist is kind.

The mighty bloody fist is gentle.

We accept our place below the mighty orc. {bow}

We offer now our meager tribute though we know it will never be enough.

The great orc horde watches over us.

The great orc horde protects us.

DON'T TALK TO STRANGERS

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: A Will-O-Wisp is floating around town gathering people's attention to take them on a journey they will not soon forget...

Requirements:

- Late at Night
- Changed Ones module has been completed

Synopsis: A seemingly rogue Will-O-Wisp is wandering around town after players start settling in for the night after dealing with The Changed Ones. This Will-O-Wisp seems to have an agenda unlike most Will-O-Wisps floating around the lands at night. The Will-O-Wisp has magical tree it calls home with its fellow Wisps, but a dark creature has threatened to destroy this tree with a Cold Iron Axe if the Wisps do not do its bidding....

Outcomes:

- (1) Players are lured to Hessol Korag and bitten by the Vampire
- (2) The Players are lured to Hessol Korag and defeat him, but the Ghouls must die

Rumors: None:

Hook: Will-O-Wisp will enter town to get players to follow them or Arcane Charm "Follow me"

Number of Cast Members: 8

Roles: Hessol Korag the Vampire, Will-O-Wisp x2, 5 Stonewood Ghoul Citizen

Props: Vampire Costuming, Traveler/Commoner Costuming, Will-O-Wisp Bottle Prop/Glowsticks, Clothing and Reps to make a fallen devoured adventurer dead on the ground, Marker for being bitten (Marshall or NPC Hessol can mark after encounter is over)

Tags and Treasure: Gems, Evaluate Items, Coins

Scene 1: (OOG) Whole Camp (IG) Town of Stonewood

Scene 2: (OOG) Unused Cabin Area (IG) Small Shack on the Outskirts of Town

Flee Point: This module is site/town wide

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes: The Will-O-Wisps wander around the outskirts and into town trying to gather as many people as possible to lure to Hessol Korag's blood feast! The self-proclaimed Vampire Prince Hessol has been working on replenishing his feeding stock and with a huge disruption in town with fresh blood he plans to do just that! Once the Will-O-Wisps have lured enough people away by their presence or by Arcane Charming them "Follow Me" the Wisps will return to Hessol with his newly converted Ghouls to feast upon them after a fresh bite. Hessol and the 5 Ghouls will be waiting in an ambush near unused cabins down the other side of town for the new arrivals to the blood feast. The players running from this encounter and fleeing to get help is completely valid! If Hessol marks at least 3 people, he will retreat into the night and will return next event

DON'T TALK TO STRANGERS

Hessl Korag

You were once a peaceful livestock farmer of Woodhaven near Vindale. The Vampire courts in Vindale demanded "your livestock or your life" and you fled in the middle of the night. Vampiric forces caught up to you that night and slaughtered your livestock and left you with a terrible mark, a bite on your neck.

You woke up in a dark cave with a letter explaining your new existence as a Vampire. You fled north in anger and attempted to setup a cult of new "livestock" as your previous Vindale oppressors did, but you began to enjoy the power rush and pleasure you got from stalking the people in Woodhaven. You tried Orc blood and threw it up in disgust, with all the Bloody Fist around it has made your cult making hard but you are going to give it a shot.

Impostor: Hessol is a self-proclaimed "Prince" of The Stonewood Circle of Blood. This is a total lie and meant to spread fear among the town.

Braggard: You are very proud and arrogant about your "accomplishments"

Vindale is Occupied: Mention to the players that Vindale may still be under Vampire control, but the court fell 3 years ago.

Reset: No

DON'T TALK TO STRANGERS

Body: 150

Defensives: No Metabolism, Phase x5, Dodge X1, Cloak Flame x1
Immune to Pin/Web/Bind/Confine/Imprison, Immune to Ice,
Takes Double Damage Flame, Healed By Chaos

Weapons: Any 1h and Shield

Damage: 10 Magic Sleep

Magic: 4/4/4/4/4/4/4/4/4/4/10 Earth, 100 Elemental Chaos Pool,
30 Elemental Chaos x10

Abilities: Focus, Magic Create Undead x5, Spellstrike Drain Life
x1, Spellstrike Taint Blood x3, Spellstrike Sleep x5, Arcane
Vampire Charm x5, Gaseous Form on 3 Count

Killing Blow: No (Down PCs and Perform a Vampire Bite on
them with a 3 count, Move to next victim. Your bite automatically
stabilizes PCs)

Motivations: You want to build your undead livestock back up,
down the PCs the Will-O-Wisp brought back and Bite them, move
to the next victim till you have captured 3.

Tactics: -Try to get as many people captured and bitten as you
can. You have no interest in killing them. Just biting them and
letting Vampiric Infection take its course slowly.

Costuming: Cloak/Hood, Travelers Clothing, Pale Face, 1h
Weapon, Shield, Spell Packets, Marker for being bitten (Marshall
or NPC Hessol can mark after encounter)

Stonewood Ghoul Citizen

You were once a proud member of the town of Stonewood. You were tricked by the Will-O-Wisp to coming into the darkness. When you arrived, Hessol gave you choice to join or die, you tried to run but he caught you and made you his new Ghoul. Life isn't so bad under Hessol's control, he is fairly nice to you and provides you with the basics so you don't hate him but you don't remember your previous life in Stonewood.

Fanatic: You will give your life to defend your Master, don't let anyone touch him! -Your Goal is to take down as many PCs as you can so your Master Hessol can feed on them

Reset: You will fight and reset till Hessol is defeated. Once Hessol is killed you must die still, use your current reset as your final reset. Go mad and start screaming!

Body: 50

Defensives: No Metabolism, Immune to pin/blind/web/confine, Immune to Ice (Double taken from Flame), Healed by Chaos
Weapons: 2 Claws

Damage: 5 Magic Lesser Drain

Magic: 20 Elemental Chaos x5

Abilities: Spellstrike Wither Limb x1, Magic Pin x3

Killing Blow: No

Motivations: You want to please your new Vampire Prince Hessol Korag with fresh Ghouls to the newly formed "Stonewood Circle of Blood" Move at a normal speed after your foes and chase them if they try to flee. You are a sentient Undead so you play like a PC undead.

Tactics: -Use your Magic Pin to keep people from running to get help. -Use your 20 Elemental Chaos packets to keep them moving and scattered. When people fall into your Lesser Drain carrier attack try to take them down in that 10 seconds to you can leave them for your Prince Hessol and chase the next victim

Costuming: Stonewood Citizen Clothing, Dwarf Beard, Blackened Eyes and bloody marks on face, 2 Claw Reps, Spell Packets

Will-O-Wisp

You were a simple of Will-O-Wisp of Woodhaven with your magic tree as a home. One day the Vampire Hessol Korag came to your tree under the full moon and discovered its power. You tried to scare him off, but he threatened you with a Cold Iron Axe and cutting down your tree! After you heard his demands, you had no choice but to help his grow his Stonewood Circle of Blood!

-Walk right into town and get people attention

-Keep going till you have someone each or the module will have no effect

Body: 15

Reset: Unlimited

Defensives: No Metabolism, Non-Corporal Form (Immune to Pin/Web/Bind/Confine), Immune to Charm/Command, MUST BE HIT WITH MAGIC SWORD TO DAMAGE, Phase x3

Weapons: None

Magic: None

Damage: None

Abilities: Arcane Charm x10 "Follow Me..."

Killing Blow: No

Motivations: Your goal is to get the attention of players to follow you to Hessol Korag's ambush. If they don't come by your eerie presence alone then make them come with you by Arcane Charm "Follow Me...." And then walk to them Hessol. Remember you only have 5 minutes to make to Hessol before the charm breaks so move quickly when you have someone. Remember you are immune to every.

Tactics: -If they ignore you then Arcane Charm "Follow Me..." them and make Haste to the ambush Hessol Korag, your oppressor has setup for them. Other than "Follow Me" you DO NOT SPEAK or say anything. -Don't be afraid to die, you will just reset and come back. You can only be harmed by Magic Swords and Spells. Banish will reset you like being killed does

Costuming: All Black Clothing, Covered Face, Will-O-Wisp Bottle Rep (Bottle with LED Strip inside) or Glowstick in bottle if no Rep

Devoured Citizen

You were a Citizen of Stonewood who fell for the Will-O-Wisp trap. When you arrived and were assaulted you resisted as much as you could but ultimately were devoured by the Ghouls this night. Their blood is still fresh on their faces

- This person has been dead for hours
- He was the first victim of the Blood Beast
- Rep this body with Townsfolk Clothing and a few reps (weapon/armor)

HORNS OF WAR

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The time has come for the challengers of Stonewood to meet the Bloody Fist! The Altar of the Changed Ones was destroyed last night upon arrival, so this is the response and investigation by the Bloody Fist. Answers or blood will be had!

Requirements:

- The Altar of the Changed Ones has been destroyed by the PCs.
- Saturday morning wakeup call with War Horns of the Bloody Fist

Synopsis: The Horns of War have been blown, the Bloody Fist will have answers! They have come to find out why the Altar of the Changed Ones was destroyed and who is responsible. They won't settle for less than Components, Gold, and Humiliation from the fools who challenged the mighty Bloody Fist! They will go door to door demanding the ones responsible.

Outcomes:

- (1) The PCs are confronted and workout a deal with the Bloody Fist to "pay" for the destroying of the Altar with Components, Gold, and Humiliation before a Raid Leader.
- (2) All out war breaks out.

Rumors: "The Ley Lines of Stonewood have shifted dramatically as of recent. This, in my experience is the sign before a great ritual. To say what is to come is unknown. But the feeling on the wind is nothing but Sulfur and Pain. Sta Vigilant ance guard your components well"
Your Friend in the darkness ~Kane

Hook: In Occupied Bloody Fist land, Hook come to you!

Number of Cast Members: All that are suitable for combat

Roles: 1 Raid Leader, 4 Shaman, Remaining Bloody Fist Grunts

Props: Bloody Fist Banners, Bloody Fist Costuming & Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face), War Horn, Copy of the Accords of the Fist

Tags and Treasure: Gems, Evaluate Items, Coins

Scene 1: (OOG) Whole Camp (IG) The Town of Stonewood

Flee Point: This module is site/town wide

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes: This module is meant to be a frightening first impression from the Bloody Fist. The NPCs should be snarling and beating on their shield and buildings. This is like the Mafia coming in to intimidate people who own them money and answers. The Bloody fist will be moving as an organized unit around town and not breaking off into search parties for pure intimidation unless the Raid Leader orders them to. They will be cornering people they catch alone and demanding answers. If they get all the accounts, they can from multiple people out of fear then they can pass their "judgement" on the Town and tell them what will make it "correct" in their eyes. This will very likely turn into a mass battle very quickly. If they players pony up on the components, gold, and humiliation (surrendering weapons and spell, also swearing Fealty to the Accords of the Fist) then the Bloody Fist won't kill anyone, just rough them up a little.

Bloody Fist Grunt:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet

- You are the main enforcer on this module. Get in the PCs face, snarl at them, be very aggressive, knock on doors, move tables around, question everyone, be VERY intimidating
- While the Grunts are typically foot soldiers and just hit things, this time you are brought along for pure fear. The Raid Leader and Shamans will be the speaking for you. Your job is to make the player uneasy and surrender information.
- DO NOT ATTACK until you are attacked or someone draws a weapon on you or reads a spell. Remind them of the Accords of the Fist and their punishment is death for that action. If they do not comply then make them comply.
- Wave your swords and point with at people to back them into corners and make them feel unsafe. This is a complete shakedown mission. You are the Blade of the Bloody Fist so make sure the PCs know your merciless nature
- If your Raid Leader speaks to you or orders you to do something, you do it without question. Shamans normally order you to guard

Reset: None

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: Down and let PCs bleed out as Grunts. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Tactics: Stay with your Raid Leader unless ordered to do something, protect your Shamans as they keep you in the fight. Don't wildly charge a group one by one. Make sure you go with your brothers to battle as your tactical training is strength in numbers. If a General is on the field then you form up around him in a Phalanx and don't break rank unless he commands.

Bloody Fist Raid Leader

You lead the ranks of the Bloody Fist grunts and scouts with terrifying vigor. Your word is law to the lower ranks, they will die on your command. Every battle you win is another reward closer to a promotion to Honor Guard. The Generals and Warlord rely on your tenacity and tactics to win the war against Woodhaven.

Reset: None

- You are the highest level of command normally on the battlefield unless General is present. Shamans outrank you in terms of the Bloody Fist hierarchy, but they listen to your commands in battle.
- You will primarily do the questioning and demanding to the PCs. The Grunts are there to shake them up and rough them up. The Shaman are there to heal your unit and defend you if/when a fight breaks out.
- Be in people faces! You are the voice of the Bloody Fist here! Make sure they know you mean business. Make threats to them if they don't comply. These people came to YOUR occupied land and are trying to take it back after YOUR brothers' blood was spilled to claim it!
- Don't loose your cool at first, try to be calm and let them know you will be "merciful" if they make "amends" with Gold, Components, and Humiliation before you. Make them swear to Follow the Accords of the Fist! Demand them to lay down their weapons and spells like the citizens of Stonewood have. Remind them the Mayor is in full Support of the Bloody Fist and no one has died in months on their watch.
- If the PCs lay down their weapons, take them and lock them up! This is a very unlikely scenario but be prepared to do it if they lay down weapons

Banner of the Bloody Fist: All Bloody Fist Urak-hai within 10 ft of the Standard swing an additional 5 damage on weapons, they can regenerate 20 Body on a 5 Count of "I drink your blood... X" and finally they may rip from binding as per Rip from Binding Strong trait an unlimited number of times within 10 ft of the Banner.

- The banner can be destroyed on a 15 count of Un-Interrupted Role-Play of "I destroy the Banner 1....."
- Rendered x3 vs Shatter/Destroy

Body: 150

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Bane Death x3

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm
Abilities: Assassinate x3, Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Magic: Vertigo Gas x5, Sleep Gas x5

Killing Blow Active: NO

Motivations: You command the Bloody Fist raiding parties. Your word is LAW to the Grunts you are surrounded by normally. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs

Tactics: Keep the squad moving, keep them around the Banners to receive the Boon of the Bloody Fist! Use your gases to control enemy casters and big damagers who rush you and your casters.

Bloody Fist High Shaman:

You are the spiritual magical force behind the Bloody Fist's mighty blades. You keep the ranks of the Bloody Fist moving without relenting. Your Earth Magic seals their wounds and gives them life, Your Celestial Magic smites your foes with elemental fury, Your Necromantic ways incite fear on the battlefield to break even the sternest of spirits. You don't answer to anyone under the rank of Honor Guard but you move with your Raid Leader to preserve tactical advantage.

- Shamans are the literal backbone of the Bloody Fist fighting machine. The Grunts take the abuse for you, and you heal their wounds, but you always make wounds that don't heal so easily.
- You outrank the Raid Leaders in power structure, but you respect their battlefield skill and prowess so unless the command is unsound you will follow it even till death
- Make sure you stay in formation with your Grunts in front of you and beside your Raid Leaders. You should play these roles like a PC healer/necromancer/celestial caster would.
- If you are the Celestial caster of the pairing, BLOW THEM UP! Make them fear your spells. The players will be confused at your intelligence and use of "sky magics" for a the "common Orc" so use that to your advantage. Cast protectives, imprison people who rush you.
- If you are the Earth caster of the pairing, KEEP YOUR MEN ALIVE! When everyone is safe on healing, disable them with Chaos debuffs and Cause Wound spells. Don't waste Death Spells because you will need Life Spells for your Raid Leaders and other Shaman. Play like a PC would about keeping your team alive, if the Grunts fall you are screwed so keep them up as meat shields. Don't be afraid to cut loose on the players with Necromancy/Chaos
- You will search players for Magic Items and turn them to the Raid Leaders if martial weapons but keep the Spell Magic Items to use against the players. They can re loot them later from your body.

Reset: None

Body: 100

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Bane Death x3

Weapons: None, Shield for defense if you wish

Magic: 4/4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Damage: 10 Elemental Fire Pool Always active

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....), Can Rift on 3 Count

Killing Blow: No (Use Chaos but avoid Death Spells, saving them for Life Spells to keep bloody Fist Alive)

Motivation: You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster. You are 100% support for your squadron. Celestial will blow up the PCs while Earth casters keep everyone alive and disable with Chaos.

Tactics: Use Necromancy to Harm/Taint Blood/Wither against your enemies, even raise dead on the ones who die during an encounter) to incite fear. Kidnap when you can if the person is of value. Celestial should use all blast spells and dispel magics to keep protectives off the frontline fighters so the Grunts can beat them down.

Banner of the Bloody Fist

The Bloody Fist will defend the Banner fiercely and not be drawn away easily unless provoked. Tactically they stay near the banner and their Casters but can be provoked with rage or killing blows of their fallen brothers in arms to break ranks sometimes.

- Banner of the Bloody Fist: All Bloody Fist Uruk-hai within 10 ft of the Standard:
- Will swing an additional 5 damage on weapons
- They can regenerate 20 Body on a 5 Count of “I drink your blood... X”
- Finally they may rip from binding as per Rip From Binding Strong trait an unlimited number of times within 10 ft of the Banner.
- The banner can be destroyed on a 15 count of Un-Interrupted Role-Play of “I destroy the Banner 1.....”
- **Strengthened x3 vs Shatter/Destroy**

TO WARD OFF FAMINE

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The Granary of Stonewood has been besieged by Bloody Fist scouts! They don't seem terribly interested in the Grain but something else is happening in that building besides just eating....

Requirements:

- Saturday Afternoon
- Bloody Fist have come to town in the morning
- The Curse of El 'Dorado breakfast module has happened

Synopsis: The PCs are given a list of buildings to reclaim if Stonewood is to be theirs again. The Granary won't feed Bloody Fist Uruks but it will make for a good place to poison the townfolk from

Outcomes:

(1) The Granary is cleared out of Bloody Fist Scouts and the poisoned food is not released to the Town of Stonewood. The poison is not particularly lethal but is rather an addictive substance that would make it hard to stop eating Grain until there is none left.

(2) The grain reserves of the town of Stonewood are poisoned, the populace they will starve themselves this winter. This is detailed in the section "Binge and Purge"

Rumors:

"The monsters have been seen around the Granary at night. They don't take anything with them when they leave but I have not a clue what they are doing. Could be hiding something or just hungry. Very weird behaviors for what I assume to be an Orc of some type."

~ Black Leaf, The Anvil Remembers Stonewood

Hook: Balor Ironleaf, captain of the former guard in Stonewood gathers a small band of low adventures

Number of Cast Members: 5

Roles: Bloody Fist Scout x4, Balor Ironleaf

Props: Anything food related

Tags and Treasure: Gems, Evaluate Items, Coins

Scene 1: (OOG) Mod Shack setup like a warehouse (IG) Granary of Stonewood

Flee Point: (OOG) Door of mod shack (IG) Back to the streets of Stonewood

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes:

The Bloody Fist are trying to poison the grain supply in Stonewood so they will have nothing to eat by winter. The Scouts aren't particularly invested in dying here so if things get out of hand they can all just flee if overwhelmed. If fleeing occurs, they mod will continue in the streets of Stonewood till Scouts are all killed.

There are 2 rooms to the Granary, the first room has 4 Bloody Fist Scouts sitting around, the second room won't be triggered till the PCs open the door. Room 2 is more of an ambush; PC will exit mod shack and "loop" around the door to the back room where they will face another 4 Bloody Fist Scouts. This module is designed for lower seasoned adventurers.

Bloody Fist Scout:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

Bloody Fist Scouts (Newbie/Lower-Level Bloody Fist)

Body: 40

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3

Magic: None

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: You are the lowest rank of the Bloody Fist by you are VERY important since you gather intel for the Raid Leaders. If pressed you will try to flee if you have learned something. If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Balor Ironleaf
former Captain of the Black Anvil Company in Stonewood

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of your friends.

Balor Ironleaf

Body: 50

Defensives: Resist Poison x3, Resist Sleep x3, Resist Charm x3, Resist Physical x3

Magic: 4/4/4/4/4/4/4/4 Earth

Weapons: Any

Damage: 7 Silver

Abilities: Slay/Parry x2, Healing Arts, First Aid, Read and Write, Read Magic,

Killing Blow Active: NO

Motivations: All you care about is getting the Town of Stonewood back together again from the Bloody Fist. You age and wounds make it hard to fight and move anymore but you kept this town safe for many many moons. You will aid the adventurers with the 10 buildings that must be reclaimed to get the town back in control and away from the Bloody Fists schemes

Binge and Purge

The orcs have managed to poison the grain supply of the dwarven population and now the grain is driving them to eat more and more even to the point of “purging” after a meal. This is very troubling for the frugal and honorable dwarves.

FORGED BY BROKEN HANDS

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The Forge is a central part of Stonewood, without the metalworking of this town would vanish and an art would be lost. If the Bloody Fist learn the secrets of Stonewood Metallurgy, it will very dangerous indeed for the townsfolk

Requirements:

- Saturday Afternoon
- To Ward off Famine Module has been run

Synopsis: The PCs are given a list of buildings to reclaim if Stonewood is to be theirs again. The Bloody Fist are researching Stonewood Dwarf craft and metallurgy. If left unchecked this will give Bloody Fist access to Dwarves craft.

Outcomes:

- (1) The Forge is cleared out and recovered. No Bloody Fist can take these Dwarven secrets back to their masters. The Forges are relit in Stonewood.
- (2) The Forges in Stonewood are sabotaged by the Bloody Fist and the secret of Stonewood metallurgy has fallen into the hands of the Oppressors.

Rumors:

It seems to me that these creatures have taken an interest in Dwarven smiting. I can't tell if they are looking for Ore or weaponry. But it appears the creatures want to find something in the forge that the Dwarves have been hiding.

~ Black Leaf, The Anvil Remembers Stonewood

Hook: Balor Ironleaf, captain of the former guard in Stonewood gathers a small band of low adventures

Number of Cast Members: 6

Roles: Bloody Fist Scout x3, Bloody Fist Grunt x2, Balor Ironleaf

Props: Anything forge and crafting related, random weapon physical reps laying around, armor reps setup

Tags and Treasure: Gems, Evaluate Items, Coins, Shatter Resistant Sword and Armor

Scene 1: (OOG) Mod Shack setup like a Forge (IG) Forges of Stonewood

Flee Point: (OOG) Door of mod shack (IG) Back to the streets of Stonewood

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes:

The Forges of Stonewood are important to the lifeblood of the town. The Scouts will be looking through the Forge for secrets of Dwarven metallurgy while the 2 Bloody Fist Grunts are attempting to forge something to take back. Once all enemies are killed in the main room of the Forge, they will regroup outside and come back in as a group to investigate the "noises" as their 1 reset to simulate another wave. This module is designed for lower seasoned adventurers

Bloody Fist Scout

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

The Scouts will be looking through the Forge for secrets of Dwarven metallurgy

Once all enemies are killed in the main room of the Forge, they will regroup outside and come back in as a group to investigate the "noises" as their 1 reset to simulate another wave

Bloody Fist Scouts (Newbie/Lower-Level Bloody Fist)

Body: 40

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3

Magic: None

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm
Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: No

Motivations: You are the lowest rank of the Bloody Fist by you are VERY important since you gather intel for the Raid Leaders. If pressed you will try to flee if you have learned something. If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Bloody Fist Grunt

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet

The 2 Bloody Fist Grunts are attempting to forge something to take back.

Once all enemies are killed in the main room of the Forge, they will regroup outside and come back in as a group to investigate the “noises” as their 1 reset to simulate another wave

Bloody Fist Grunt

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: No

Motivations: Down and let PCs bleed out as Grunts. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Balor Ironleaf,
former Captain of the Black Anvil Company in Stonewood

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of you friends.

Balor Ironleaf

Body: 50

Defensives: Resist Poison x3, Resist Sleep x3, Resist Charm x3, Resist **Physical** x3

Magic: 4/4/4/4/4/4/4/4/4/4 Earth

Weapons: Any

Damage: 7 Silver

Abilities: Slay/Parry x2, Healing Arts, First Aid, Read and Write, Read Magic

Killing Blow Active: No

Motivations: All you care about is getting the Town of Stonewood back together again from the Bloody Fist. You age and wounds make it hard to fight and move anymore but you kept this town safe for many many moons. You will aid the adventurers with the 10 buildings that must be reclaimed to get the town back in control and away from the Bloody Fists schemes

THE LUMBER JOB

Written by: Chris Colland
Reviewed by: Scott Bennett

Brief: The Bloody Fist are loading up the carts with Stonewood cut Lumber to take back to their masters. They started demanding this after they tortured enough of the Cutters guild and found its true properties. Whispers of Ballista's made from Stonewood

Requirements:

- Saturday Afternoon
- Forged by Broken Hands module has been run

Synopsis: The PCs are given a list of buildings to reclaim if Stonewood is to be theirs again. The Bloody Fist are setting up the next big shipment of Stonewood Lumber to their masters. They are talking about a ballista they are going to make and test on Stonewood soon with this

Outcomes:

- (1) The Lumber Mill is cleared out, the carts of Stonewood are stopped and the Bloody Fist are unable to complete their Stonewood Ballista.
- (2) The carts of Stonewood Lumber depart and arrive to their masters camps, construction on a Stonewood Ballista is started (Would be completed by next event in Stonewood)

Rumors:

I have heard talk of a new weapon they are trying to create to make this war even easier for them. Something about "Only Stonewood Lumber can build the strength of projectile we need" I haven't seen any prototypes yet the weapon itself. But it does not sound good for any of us if they build it

~ Black Leaf, The Anvil Remembers Stonewood

Hook: Balor Ironleaf, captain of the former guard in Stonewood gathers a small band of low adventures

Page: yes

Number of Cast Members: 7

Roles: Bloody Fist Scout x3, Bloody Fist Grunt x3, Balor Ironleaf

Props: Anything to represent a a Lumber Mill or Woodworking, tools, axes, saws

Tags and Treasure: Gems, Evaluate Items, Coins, New Stonewood Town Sign

Scene 1: (OOG) Mod Shack setup like a Lumber Mill (IG) Lumbermill of Stonewood

Flee Point: (OOG) Door of mod shack (IG) Back to the streets of Stonewood

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes:

The Lumbermill of Stonewood is where the Stonewood trees are ritually harvested and turned into fine Lumber to build with or trade. The Bloody Fist will defend this place very fiercely. The NPCs will rest 2 times upon death and come from other parts of the Lumbermill to defend. The NPCs may appear behind the players and start from outside the mod shack where they players entered to simulate being surrounded. This module is designed for lower to mid seasoned adventurers

~1 Hour after this module has been completed, the Cutters guild will bring into town a new Stonewood sign to replace the destroyed one at the towns entrance as a symbol of hope to the people~

The Lumber Job: Bloody Fist Scout:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

The NPCs will rest 2 times upon death and come from other parts of the Lumbermill to defend. The NPCs may appear behind the players and start from outside the mod shack where they players entered to simulate being surrounded.

Bloody Fist Scouts (Newbie/Lower-Level Bloody Fist)

Body: 40

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3

Magic: None

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: No

Motivations: You are the lowest rank of the Bloody Fist by you are VERY important since you gather intel for the Raid Leaders. If pressed you will try to flee if you have learned something. If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Bloody Fist Grunt:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: No

Motivations: Down and let PCs bleed out as Grunts. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Balor Ironleaf
former Captain of the Black Anvil Company in Stonewood

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of your friends.

Balor Ironleaf

Body: 50

Defensives: Resist Poison x3, Resist Sleep x3, Resist Charm x3, Resist Physical x3

Magic: 4/4/4/4/4/4/4/4 Earth

Weapons: Any

Damage: 7 Silver

Abilities: Slay/Parry x2, Healing Arts, First Aid, Read and Write, Read Magic,

Killing Blow Active: NO

Motivations: All you care about is getting the Town of Stonewood back together again from the Bloody Fist. You age and wounds make it hard to fight and move anymore but you kept this town safe for many many moons. You will aid the adventurers with the 10 buildings that must be reclaimed to get the town back in control and away from the Bloody Fists schemes

GILDED HALLS OF STONEWOOD

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: A disagreement over the Guild Halls treaty is stumbled in upon by the PCs, as they arrive, they hear the scream of a dwarf who has just been killed. The treaty has been broken and the Guild Hall will be ransacked.

Requirements:

- Saturday Afternoon
- The Lumber Job module has been run

Synopsis: The PCs are given a list of buildings to reclaim if Stonewood is to be theirs again. The Blood Fist sent some thugs to shakedown Marin Barkborer but he wouldn't budge and was killed for his defiance. The Bloody Fist are raiding the Guild Hall for treasure and knowledge.

Outcomes:

(1) The Guild Hall is not ransacked and looted of its coin. The Bloody Fist find nothing further out in the guild hall and are vanquished.

(2) The Bloody Fist ransack the guild hall for coins and knowledge. The Bloody Fist will start becoming equipment with better base equipment and alchemical means with time.

Rumors:

Something is wrong with Guild master Marin Barkborer. He is avoiding meetings and other guild officers. He keeps seeming to have nighttime visitors who have been getting fairly vocal during these meetings. I am getting worried about their safety.

~ Black Leaf, The Anvil Remembers Stonewood

Hook: Balor Ironleaf, captain of the former guard in Stonewood gathers a small band of low adventures

Number of Cast Members: 8

Roles: Bloody Fist Scout x2, Bloody Fist Grunt x4, Balor Ironleaf, Corpse of Marin

Props: Anything to represent a Guild Hall, Workstations, Crafts, Potions, Corpse of Marin

Tags and Treasure: Gems, Evaluate Items, Coins, Alchemy Gas Globes, Potions

Scene 1: (OOG) Mod Shack setup like a Guild Hall (IG) Guild Hall of Stonewood

Flee Point: (OOG) Door of mod shack (IG) Back to the streets of Stonewood

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes:

The Guild Hall is a place of knowledge and trade in Stonewood. The players are told of a scream or loud yell just before opening the mod shack door. They discover they slain guild master upon entering. The NPCs will rest 2 times upon death and may enter from anywhere they choose to simulate the size of the Guild Hall. This module is designed for lower to mid seasoned adventurers

The Scouts have 2 Paranoia gas globes each reset, make sure they use these per reset to set the players on edge for the module. The Scouts just found them in the guild hall and started throwing them

Bloody Fist Scout:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

The NPCs will rest 2 times upon death and may enter from anywhere they choose to simulate the size of the Guild Hall. This module is designed for lower to mid seasoned adventurers

~THE SCOUTS HAVE 2 PARANOIA GAS GLOBES EACH
RESET! PLEASE USE THESE ON THE PCS TO INSTIL
CHAOS AMONG THE RANKS!!!!

Bloody Fist Scouts (Newbie/Lower-Level Bloody Fist)

Body: 40

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3

Magic: None

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: No

Motivations: You are the lowest rank of the Bloody Fist by you are VERY important since you gather intel for the Raid Leaders. If pressed you will try to flee if you have learned something. If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Bloody Fist Grunt:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet

Bloody Fist Grunt

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: Down and let PCs bleed out as Grunts. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader or above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Balor Ironleaf
former Captain of the Black Anvil Company in Stonewood

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of your friends.

Balor Ironleaf

Body: 50

Defensives: Resist Poison x3, Resist Sleep x3, Resist Charm x3, Resist Physical x3

Magic: 4/4/4/4/4/4/4/4 Earth

Weapons: Any

Damage: 7 Silver

Abilities: Slay/Parry x2, Healing Arts, First Aid, Read and Write, Read Magic,

Killing Blow Active: NO

Motivations: All you care about is getting the Town of Stonewood back together again from the Bloody Fist. You age and wounds make it hard to fight and move anymore but you kept this town safe for many many moons. You will aid the adventurers with the 10 buildings that must be reclaimed to get the town back in control and away from the Bloody Fists schemes

Corpse of Marin Barkborer

You were once the Guild Master of Stonewood but you choose your words poorly and were cut down for your defiance to the Blood Fist.

Body: 50

Damage: none

A STOUT FOR LEGENDS

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The Bloody Fist have taken the main brewery of Stonewood! Without it the townsfolk won't be able to suffer the occupation without strong brews and spirits. A Raid Leader took a group of Bloody Fist into the Brewery to drink it dry!

Requirements:

- Saturday Afternoon
- The Lumber Job module has been run

Synopsis: The Bloody Fist have come to the brewery and are drinking it dry! This band of Uruk's are smashing everything and getting drunk, starting fights with each other.

Outcomes:

(1) The Brewery is cleared out and the ale is saved! These Bloody Fist have an extremely high alcohol tolerance and will get the whole camp drunk on Dwarven Ale if they are able. If the PCs save the Brewery, Balor Ironleaf will promise them a beer to be named after the act of heroism
(2) The Brewery is drank dry! No more freely flowing spirit for the weekend in Stonewood! The people will drop in mood and morale if they hear the Brewery was emptied. This was their last way to feel hope in town. This is detailed in the section "No More Ale"

Rumors:

These scaled fools are drinking the Brewery down, even by Dwarven standards! I don't know how they can walk after these indulgences, I am in envy personally. However, if something isn't done soon, we will be into winter without spirits and that is a fate worse than death in a Dwarven city.

~ Black Leaf, The Anvil Remembers Stonewood

Hook: Balor Ironleaf, captain of the former guard in Stonewood gathers a small band of low adventures.

Number of Cast Members: 7

Roles: Bloody Fist Scout x2, Bloody Fist Grunt x4, Bloody Fist Raid Leader, Balor Ironleaf

Props: Anything to represent a Brewery, mugs, barrels, crafting tools, hammers

Tags and Treasure: Gems, Evaluate Items, Coins, Magic Item: Ring of Purify Blood x2 /day

Scene 1: (OOG) Mod Shack setup like a Brewery (IG) Brewery of Stonewood

Flee Point: (OOG) Door of mod shack (IG) Back to the streets of Stonewood

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes: The PCs are given a list of buildings to reclaim if Stonewood is to be theirs again. This is the midway point in the 10 module series where it starts to become challenging.

Tactics: The Raid Leader should stay back and command the Grunts and Scouts mainly but use gases if directly rushed. They are master of tactics and organization of the brutes. The NPCs will rest 2 times upon death and come from other parts of the Brewery to defend. **THE RAID LEADER DOES NOT RESET.** The NPCs may appear behind the players and start from outside the mod shack where they players entered to simulate being surrounded. This module is designed for mid seasoned adventurers
~The players will get the chance to name a beer in the game after their deeds. Balor Ironleaf will ask them to pick a name after the module if they succeed~

Bloody Fist Scout:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

The NPCs may appear behind the players and start from outside the mod shack where they players entered to simulate being surrounded.

Bloody Fist Scouts (Newbie/Lower-Level Bloody Fist)

Body: 40

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3

Magic: None

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: No

Motivations: You are the lowest rank of the Bloody Fist by you are VERY important since you gather intel for the Raid Leaders. If pressed you will try to flee if you have learned something. If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat.

Bloody Fist Grunt:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet.

You may appear behind the players and start from outside the mod shack where they players entered to simulate being surrounded.

Bloody Fist Grunt

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: No

Motivations: Down and let PCs bleed out as Grunts. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader or above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Bloody Fist Raid Leader

You lead the ranks of the Bloody Fist grunts and scouts with terrifying vigor. Your word is law to the lower ranks, they will die on your command. Every battle you win is another reward closer to a promotion to Honor Guard. The Generals and Warlord rely on your tenacity and tactics to win the war against Woodhaven.

The Raid Leader should stay back and command the Grunts and Scouts mainly but use gases if directly rushed.

THE RAID LEADER DOES NOT RESET

Bloody Fist Raid Leader

Body: 150

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Bane Death x3

Weapons: Any

Magic: Vertigo Gas x5, Sleep Gas x5

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Assassinate x3, Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: No

Motivations: You command the Bloody Fist raiding parties. Your word is LAW to the Grunts you are surrounded by normally. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs

A Stout for Legends: Balor Ironleaf,
former Captain of the Black Anvil Company in Stonewood

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of you friends.

Sacrilege: The Brewery of Stonewood is the thriving heart of morale and hope in these trying times of occupation. The very thought of the orcs ransacking this sacred place boils your blood.

A Hero's Reward: The players will get the chance to name a beer in the game after their deeds. Balor Ironleaf will ask them to pick a name after the module if they succeed~

Balor Ironleaf

Body: 50

Defensives: Resist Poison x3, Resist Sleep x3, Resist Charm x3, Resist Physical x3

Magic: 4/4/4/4/4/4/4/4/4/4 Earth

Weapons: Any

Damage: 7 Silver

Abilities: Slay/Parry x2, Healing Arts, First Aid, Read and Write, Read Magic,

Killing Blow Active: No

Motivations: All you care about is getting the Town of Stonewood back together again from the Bloody Fist. You age and wounds make it hard to fight and move anymore but you kept this town safe for many many moons. You will aid the adventurers with the 10 buildings that must be reclaimed to get the town back in control and away from the Bloody Fists schemes

No More Ale

As a dwarf you are used to free-flowing ale. The failure of these heroes to recuse the brewery is a defeat that you would have not expected. They seemed so capable, but they forget the most important thing of all.

If the module is failed the tavern no longer has ale on tap. All the Dwarves get the following traits.

Constantly Complain: Every time some inconvenience happens make sure to mention that this would be a lot easier to manage if there was just some ale to wash it away.

Degrade the skills of the adventurers: When the adventurers are going on an adventure be sure to bring up that they couldn't even save the ale.

A Stout for Legends: Drunken Master

The brewery has been ransacked b orcs and they are hammered

Stagger when walking
Slow attacks
Upset that they are bothered.

Written by: Chris Colland
Reviewed by: Scott Bennett

Brief: The Bloody Fist have taken the Stonewood Barracks by storm! The remaining soldiers have been killed, surrendered, or fled the Barracks. The few who stood and fought now lay dead on the floor around them awaiting final death's judgement at the gates of the Graveyard.

Requirements:

- Saturday Afternoon
- A Stout for Legends module has been run

Synopsis: The Bloody Fist have taken and slaughtered most of the remaining Stonewood resistance soldiers. They seek to slaughter them all or enslave them to service of the Bloody Fist. If the PCs cannot stop the Bloody Fist from taking the barracks back then the attacks will become more frequent and savage with no outlying guards to alert them before the Bloody Fist reach the town, not to mention the Blood Fist stealing their weapons!

Outcomes:

(1) The Bloody Fist are defeated and cleared from the Barracks. The remaining Stonewood soldiers who surrendered or ran survive and now they have a chance to fight back.

(2) The Bloody Fist slaughter the remaining Stonewood Soldiers and raid the armory in the Barracks leaving Stonewood completely defenseless to the Bloody Fist, the attacks will increase in frequency with no resistance. This is detailed in the section "Bodies fill the fields I see"

Rumors:

These poor souls have been through very rough conditions. With healing supplies running low as is, the Barracks of Stonewood is waving in their resolve. The newly imposed Accords have left them hiding their movements and is making them question their honor. Something must give for these brave souls to be restored to former glory.

~ Black Leaf, The Anvil Remembers Stonewood

Hook: Balor Ironleaf, captain of the former guard in Stonewood gathers a small band of low adventures

Page: yes

Number of Cast Members: 8

Roles: Bloody Fist Grunt x4, Bloody Fist Raid Leader, Bloody Fist Shaman x2 (1 Cel 1 Earth), Balor Ironleaf

Props: Anything to represent a Barracks, weapons, armor, beds, Spawn clothes for corpses on the floor of fallen Stonewood Soldiers

Tags and Treasure: Gems, Evaluate Items, Coins, Shatter Resist Longsword x2, Shatter Resist Armor x2, Shatter Resist Shield x2

Scene 1: (OOG) Mod Shack setup like a Barracks (IG) Barracks of Stonewood

Flee Point: (OOG) Door of mod shack (IG) Back to the streets of Stonewood

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes:

The Barracks of Stonewood is the last resistance point against the forces of the Bloody Fist. This is just after midway point in the 10 module series where it starts to become challenging. **THE SHAMANS AND RAID LEADER DO NO RESET.** The Grunts reset 2 times each. The NPCs may appear behind the players and start from outside the mod shack where they players entered to simulate being surrounded. This module is designed for mid seasoned adventurers

Bloody Fist Shaman:

You are the spiritual magical force behind the Bloody Fist's mighty blades. You keep the ranks of the Bloody Fist moving without relenting. Your Earth Magic seals their wounds and gives them life, Your Celestial Magic smites your foes with elemental fury, Your Necromantic ways incite fear on the battlefield to break even the sternest of spirits. You don't answer to anyone under the rank of Honor Guard but you move with your Raid Leader to preserve tactical advantage.

THE SHAMANS AND RAID LEADER DO NO RESET

Bloody Fist High Shaman

Body: 100

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Bane Death x3

Weapons: None, Shield for defense if you wish

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Damage: 10 Elemental Flame Pool Always active upon Respawn

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....), Can Rift on 3 Count

Killing Blow Active: NO (Use Chaos but avoid Death Spell, Save them for Life Spells to keep bloody Fist Alive)

Motivations: You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster. Feel Free to use Necromancy to Harm/Taint Blood/Wither against the PCs, even raise dead on the ones who die during an encounter) to incite fear. Kidnap when you can if the person is of value.

Bloody Fist Grunt:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet

The Grunts reset 2 times each.

Bloody Fist Grunt

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: Down and let PCs bleed out as Grunts. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader or above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

BROKEN, BEATEN AND SCARRED

Broken, Beaten and Scarred: Bloody Fist Raid Leader

You lead the ranks of the Bloody Fist grunts and scouts with terrifying vigor. Your word is law to the lower ranks, they will die on your command. Every battle you win is another reward closer to a promotion to Honor Guard. The Generals and Warlord rely on your tenacity and tactics to win the war against Woodhaven.

THE SHAMANS AND RAID LEADER DO NO RESET

Bloody Fist Raid Leader

Body: 150

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Bane Death x3

Weapons: Any

Magic: Vertigo Gas x5, Sleep Gas x5

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Assassinate x3, Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: You command the Bloody Fist raiding parties. Your word is LAW to the Grunts you are surrounded by normally. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs

BROKEN, BEATEN AND SCARRED

Balor Ironleaf
former Captain of the Black Anvil Company in Stonewood

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of your friends.

Balor Ironleaf

Body: 50

Defensives: Resist Poison x3, Resist Sleep x3, Resist Charm x3, Resist Physical x3

Magic: 4/4/4/4/4/4/4/4/4/4 Earth

Weapons: Any

Damage: 7 Silver

Abilities: Slay/Parry x2, Healing Arts, First Aid, Read and Write, Read Magic,

Killing Blow Active: NO

Motivations: All you care about is getting the Town of Stonewood back together again from the Bloody Fist. You age and wounds make it hard to fight and move anymore but you kept this town safe for many many moons. You will aid the adventurers with the 10 buildings that must be reclaimed to get the town back in control and away from the Bloody Fists schemes

Broken, Beaten and Scarred: Bodies fill the fields I see

Any Bloody Fist encounters now have shatter resistant
swords and shields.

The dwarves that see these will recognize their dwarven
make.

RAGE FOR ORDER

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The Bloody Fist have confronted the Town Hall council. Unfortunately, them this ended in a massacre of the council members. The Mayor has supposedly made a Bloody Fist Raid Leader the new mayor of Stonewood.

Requirements:

- Saturday Afternoon
- Broken Beaten Scarred module has been run

Synopsis: The Bloody Fist have slaughtered the Town Hall council of Stonewood! The Mayor is no where to be found, that sniveling coward fled as his Council was butchered for now bowing down. The Raid Leader Ar'nox claims to be the new Mayor of Stonewood when the players approach. If word gets out this happened panic will be incited into the town and fear will spread quickly. To make worse they brought the Council back from the dead!!!!

Outcomes:

(1) The Bloody Fist are defeated and cleared from the Town Hall. More importantly, the Townsfolk of Stonewood don't hear a Bloody Fist was appointed Mayor of their town! This is about covering up false rumors.

(2) The Bloody Fist Parade through the town claiming the long reign of Ar'Nox, the new Mayor of Stonewood. The citizens will come out of hiding after the Bloody Fist leave mad at the PCs for letting this happen and blame the Mayor for appointing them, total chaos in the town

Rumors:

The mayor has made some kind of deal with the enemy. I am not sure if it was out of preservation, or he is in league with them. Regardless, his actions have seemed craven as of recent. I do expect him to make a statement soon but I don't think his words will ring the tone they are intended too. The Town Hall has been a court of unease these past weeks. What is to come from it, remains unseen. I hope for the Mayors sake he has a plan up his noble sleeves and I am wrong."

~ Black Leaf, The Anvil Remembers Stonewood

Hook: Balor Ironleaf, captain of the former guard in Stonewood gathers a small band of low adventures

Page: yes

Number of Cast Members: 10

Roles: Bloody Fist Grunt x3, Ar'Nox the Bloody Fist Raid Leader, Bloody Fist Shaman x2 (1 Cel 1 Earth), Undead Dwarf Council Members x3, Balor Ironleaf

Props: Anything to represent a Town Hall, Tables and chairs, chests, scrolls

Tags and Treasure: Gems, Evaluate Items, Coins, Potions of Remove Drain, Components

Scene 1: (OOG) Mod Shack setup like a Town Hall (IG) Town Hall of Stonewood

Flee Point: (OOG) Door of mod shack (IG) Back to the streets of Stonewood

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes:

The Town Hall is the centerpiece of Stonewood. The Undead Council show start out dead and rise when the PCs come closer. **THE SHAMANS AND RAID LEADER DO NOT RESET.** The Grunts and Undead Council reset 3 times each. The NPCs may appear behind the players and start from outside the mod shack where they players entered to simulate being surrounded. This module is designed for mid seasoned adventurers

Undead Council Members

*You were once a proud member of the Stonewood Council.
For your defiance you were slain in cold blood by the Bloody
Fist. To add insult to injury, they brought you back as an
Undead Revenant to insult the name of Stonewood society.*

Stonewood Undead Council Revenant

Body: 50

Defensives: No Metabolism, Immune to pin/blind/web/
confine, Immune to Ice (Double taken from Flame), Healed
by Chaos

Weapons: 2 Claws

Magic: 20 Elemental Chaos x5

Damage: 5 Magic Lesser Drain

Abilities: Spellstrike Wither Limb x3

Killing Blow Active: No

Motivations: You want to kill anything living and non-
Bloody Fist! You were once a proud Dwarf of Stonewood but
now you are now its bane. Anything the Blood Fist
command you will strike down

Bloody Fist High Shaman:

You are the spiritual magical force behind the Bloody Fist's mighty blades. You keep the ranks of the Bloody Fist moving without relenting. Your Earth Magic seals their wounds and gives them life, Your Celestial Magic smites your foes with elemental fury, Your Necromantic ways incite fear on the battlefield to break even the sternest of spirits. You don't answer to anyone under the rank of Honor Guard but you move with your Raid Leader to preserve tactical advantage.

Bloody Fist High Shaman

Body: 100

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Bane Death x3

Weapons: None, Shield for defense if you wish

Magic: 4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Damage: 10 Elemental Flame Pool Always active upon Respawn

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....), Can Rift on 3 Count

Killing Blow Active: NO (Use Chaos but avoid Death Spell, Save them for Life Spells to keep bloody Fist Alive)

Motivations: You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster. Feel Free to use Necromancy to Harm/Taint Blood/Wither against the PCs, even raise dead on the ones who die during an encounter) to incite fear. Kidnap when you can if the person is of value.

Bloody Fist Grunt:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet

Bloody Fist Grunt

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: Down and let PCs bleed out as Grunts. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader or above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Ar'Nox the Bloody Fist Raid Leader

You lead the ranks of the Bloody Fist grunts and scouts with terrifying vigor. Your word is law to the lower ranks, they will die on your command. Every battle you win is another reward closer to a promotion to Honor Guard. The Generals and Warlord rely on your tenacity and tactics to win the war against Woodhaven.

Bloody Fist Raid Leader

Body: 150

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Bane Death x3

Weapons: Any

Magic: Vertigo Gas x5, Sleep Gas x5

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Assassinate x3, Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: You command the Bloody Fist raiding parties. Your word is LAW to the Grunts you are surrounded by normally. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs

Rage for Order:

Balor Ironleaf, former Captain of the Black Anvil Company
in Stonewood

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of you friends.

STRANGE ALCHEMY

Written by: Chris Colland
Reviewed by: Scott Bennett

Brief: The Bloody Fist have taken over the Alchemy Lab in Stonewood! This is horrible for the town as the production of potions will stop without it being restored. The Bloody Fist with full control over a towns supply of Alchemy will make them very scary.

Requirements:

- Saturday Afternoon
- Broken Beaten Scarred module has been run

Synopsis: The Bloody Fist have control of the Stonewood Alchemy lab and trouble is literally brewing. The Shamans have resurrected the 5 top Guild Alchemists as Undead Revenants. They died protecting the secrets so now they will serve in undeath more loyally.

Outcomes:

(1) The Bloody Fist are defeated and cleared from the Alchemy Lab, the Bloody Fist are not resupplied with new Alchemy potions and gases
 (2) The Bloody Fist take as much Alchemy and Gases as they can carry! The remainder of the weekend, random Blood Fist will be able to throw Gas Globes and drink potions to boost their stat cards. This is detailed in the section "Orcish Alchemy"

Rumors:

The Alchemists of Stonewood have been under duress with gathering and production for a month now. This has the people on edge as Winter rapidly approaches. They complain about their supplies going missing or being assaulted for their herbal pickings in the woods. I hope this is from brigands, but they seem to be something not human from the scars they return with.

~ Black Leaf, The Anvil Remembers Stonewood

Hook: Balor Ironleaf, captain of the former guard in Stonewood gathers a small band of low adventures

Number of Cast Members: 11

Roles: Bloody Fist Grunt x3, Bloody Fist Shaman x2 (1 Cel 1 Earth), Undead Alchemist x5, Balor Ironleaf

Props: Anything to represent an Alchemy Lab, bottles, potions, liquids, vials, herbs, flipped over tables for cover to throw from

Tags and Treasure: Gems, Evaluate Items, Coins, Potions of Purify Blood, Components

Magic Item: Ring of Poison Shield 2/day x1

Scene 1: (OOG) Mod Shack setup like a Alchemy Lab (IG) Alchemy Lab of Stonewood

Flee Point: (OOG) Door of mod shack (IG) Back to the streets of Stonewood

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes:

The Alchemy Lab of Stonewood is a crucial part of its defense against the hordes of night creatures. This module is a LITERAL bullet hell! When they are engaged and the Revenants rise from the ground, Orange packets will fly in mass! The NPC's are waiting on them for this one in ambush style. Grunts and Undead Alchemist reset 3 times each. The Shamans will reset **ONCE**. Grunts should form a wall to take PC packets and protect the NPC casters. Shaman should focus on healing and disabling PCs with status effects. Celestial shaman should blow the players up with blasts. The NPC's may appear behind the players and start from outside the mod shack where they players entered to simulate being surrounded. This module is designed for more seasoned adventurers or mid-range adventurers with veterans tagging along.

Bloody Fist Grunt

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet

reset 3 times each.

Reset: 2 Times

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: Down and let PCs bleed out as Grunts.

Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Tactics: Stay with you Raid Leader unless ordered to do something, protect your Shamans as they keep you in the fight. Don't wildly charge a group one by one. Make sure you go with your brothers to battle as your tactical training is strength in numbers. If a General is on the field then you form up around him in a Phalanx and don't break rank unless he commands.

Undead Alchemist

You were once a proud member of the Stonewood Alchemist Guild. For your defiance you were slain in cold blood by the Bloody Fist. To add insult to injury, they brought you back as an Undead Revenant to insult the name of Stonewood society. Now your orders are to stop any adventurers who breach the door of the Alchemist lab

Reset 3 times each.

Body: 50

Defensives: No Metabolism, Immune to pin/blind/web/confine, Immune to Ice (Double taken from Flame), Healed by Chaos

Weapons: 1 Claw or Shield /w Packets

Damage: 5 Magic Lesser Drain

Magic: 20 Elemental Chaos x5, Cause Serious Damage Gas x20, Charm Gas x10, Sleep Gas x10

Abilities: Spellstrike Wither Limb x3

Killing Blow: No

Motivations: You want to kill anything living and non-Bloody Fist! You were once a proud Dwarf of Stonewood but now you are now its bane. Anything the Blood Fist command you will strike down. Throw you Cause Serious Damage Gas first to wear them down and use protectives when start sleeping and charming PCs to make them change tactics. KEEP THROWING TILL YOU ARE DEAD, reset, repeat

Bloody Fist High Shaman:

You are the spiritual magical force behind the Bloody Fist's mighty blades. You keep the ranks of the Bloody Fist moving without relenting. Your Earth Magic seals their wounds and gives them life, Your Celestial Magic smites your foes with elemental fury, Your Necromantic ways incite fear on the battlefield to break even the sternest of spirits. You don't answer to anyone under the rank of Honor Guard but you move with your Raid Leader to preserve tactical advantage.

. The Shamans will reset **ONCE**.

Body: 100

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Bane Death x3

Weapons: None, Shield for defense if you wish

Magic: 4/4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Damage: 10 Elemental Flame Pool Always active upon Respawn

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....), Can Rift on 3 Count

Killing Blow: NO (Use Chaos but avoid Death Spell, Save them for Life Spells to keep bloody Fist Alive)

Motivations: You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster. Feel Free to use Necromancy to Harm/Taint Blood/Wither against the PCs, even raise dead on the ones who die during an encounter) to incite fear. Kidnap when you can if the person is of value.

Balor Ironleaf

former Captain of the Black Anvil Company in Stonewood

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of you friends.

Body: 50

Defensives: Resist Poison x3, Resist Sleep x3, Resist Charm x3, Resist Physical x3

Magic: 4/4/4/4/4/4/4/4/4 Earth

Weapons: Any

Damage: 7 Silver

Abilities: Slay/Parry x2, Healing Arts, First Aid, Read and Write, Read Magic,

Killing Blow: NO

Motivations: All you care about is getting the Town of Stonewood back together again from the Bloody Fist. You age and wounds make it hard to fight and move anymore but you kept this town safe for many many moons. You will aid the adventurers with the 10 buildings that must be reclaimed to get the town back in control and away from the Bloody Fists schemes

HOLY THUNDERFORCE

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The Bloody Fist have taken the Scholars Guild. Bodies lie among the halls of the Scholars guild from a fierce battle but in the end the Bloody Fist were too much for them.

Requirements:

- Saturday Afternoon
- Strange Alchemy module has been run

Synopsis: The Bloody Fist have control of the Stonewood Scholars Guild. This was the biggest setback in terms of casualties the Bloody Fist suffered thus far. Most of the troops in here now are casters and the undead scholars who fell during the fighting. The Bloody Fist is desperate, they have created a horde of undead since only their Shamans remain.

Outcomes:

- (1) The Bloody Fist are defeated and cleared from the Scholars Guild. Stopping them allows the remaining Scholars to return and care for the dead
- (2) The Bloody Fist butcher any survivors and take all the formal magic scrolls/tomes/books/magic items they can find back to camp to redistribute.

Rumors:

The Scholars Guild of Stonewood has seemed to be doing the best they have in months; surprising considering our situation here. They are working under the table to heal wounded soldiers and travelers. The celestial scholars have been offering protectives for the citizens if they have been attacked lately. They must be close to kicking the keg. I don't know how they are doing so well with so few.

~ Black Leaf, The Anvil Remembers Stonewood

Hook: Balor Ironleaf, captain of the former guard in Stonewood gathers a small band of low adventures

Page: yes

Number of Cast Members: 10

Roles: Bloody Fist Shaman x4 (2 Celestial, 2 Earth), Undead Scholars x5, Balor Ironleaf

Props: Anything to represent Scholars Guild, books, scrolls, feathers, spell components broken, trinkets, wands, robes

Tags and Treasure: Gems, Evaluate Items, Coins, Potions of Cure Light Damage, Potions of Poison Shield, Components, Magic Item: Gem of Circle of Power 1/day x1

Scene 1: (OOG) Mod Shack setup like a Alchemy Lab represents several rooms and uses the loop around (IG) Alchemy Lab of Stonewood

Flee Point: (OOG) Door of mod shack (IG) Back to the streets of Stonewood

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes:

The Scholars Guild is a mess of a fight, there are no grunts to protect the scholars so it's a big spell bash. The Undead Scholars pick either Earth or Celestial (divide evenly) and just go to town, protecting themselves by any means. Use AS MANY Create Undead if PC die. Undead Scholars reset 1 time in first room and 2 times in second room. The Shamans will reset **ONCE** in second room. **Second room uses the "loop around" mechanic.** Shaman should focus on healing and disabling PCs with status effects. Celestial shaman should blow the players up with blasts. Remember Shamans can Rift on 3 count. Keep the Undead up at all costs because they are your only protection since the Scholars guild killed the Grunts. The NPCs may appear behind the players and start from outside the mod shack where they players entered to simulate being surrounded. This module is designed for more seasoned adventurers

Undead Scholar

You were once a proud member of the Stonewood Scholars Guild. For your defiance you were slain in cold blood by the Bloody Fist. To add insult to injury, they brought you back as an Undead Revenant to insult the name of Stonewood society. Now your orders are to stop any adventurers who breach the halls of the Scholars Guild.

The Scholars Guild is a mess of a fight, there are no grunts to protect them so it's a big spell bash. The Undead Scholars pick either Earth or Celestial (divide evenly) and just go to town, protect yourself by any means. Use AS MANY Create Undead if PC die. Undead Scholars reset 1 time in first room and 2 times in second room.

Stonewood Undead Scholar Revenant

Body: 50

Defensives: No Metabolism, Immune to pin/blind/web/confine, Immune to Ice (Double taken from Flame), Healed by Chaos

Weapons: 1 Claw or Shield /w Packets

Magic: 4/4/4/4/4/4/4/4/4/4/10 (Earth or Celestial, divide evenly), 20 Elemental Chaos x10, Elemental Chaos Pool for damage or healing full on reset 150 points

Damage: 5 Magic Lesser Drain

Abilities: Spellstrike Wither Limb x3, Arcane Imprison x3 (Use this to stop being rushed but don't killing blow, hide behind the PC imprisoned)

Killing Blow Active: No

Motivations: You want to kill anything living and non-Bloody Fist! You were once a proud Dwarf of Stonewood but now you are now its bane. Anything the Blood Fist command you will strike down. Grind the players with spell blasts, Cause Wounds and big blasts are your friends here. Let the Shaman heal and cover you while you light up the PCs. Keep in mind you have ZERO guards in front of you so if someone is dead, Use Crate Undead and order them to defend you.

Holy Thunderforce: Bloody Fist High Shaman:

You are the spiritual magical force behind the Bloody Fist's mighty blades. You keep the ranks of the Bloody Fist moving without relenting. Your Earth Magic seals their wounds and gives them life, Your Celestial Magic smites your foes with elemental fury, Your Necromantic ways incite fear on the battlefield to break even the sternest of spirits. You don't answer to anyone under the rank of Honor Guard but you move with your Raid Leader to preserve tactical advantage.

Remember Shamans can Rift on 3 count. Keep the Undead up at all costs because they are your only protection since the Scholars guild killed the Grunts. The NPCs may appear behind the players and start from outside the mod shack where they players entered to simulate being surrounded.

Bloody Fist High Shaman

Body: 100

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Bane Death x3

Weapons: None, Shield for defense if you wish

Magic: 4/4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Damage: 10 Elemental Flame Pool Always active upon Respawn

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....), Can Rift on 3 Count

Killing Blow Active: No (Use Chaos but avoid Death Spell, Save them for Life Spells to keep bloody Fist Alive)

Motivations: You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster. Feel Free to use Necromancy to Harm/Taint Blood/Wither against the PCs, even raise dead on the ones who die during an encounter) to incite fear. Kidnap when you can if the person is of value.

Holy Thunderforce: Balor Ironleaf
former Captain of the Black Anvil Company in Stonewood

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of your friends.

Balor Ironleaf

Body: 50

Defensives: Resist Poison x3, Resist Sleep x3, Resist Charm x3, Resist Physical x3

Magic: 4/4/4/4/4/4/4/4/4/4 Earth

Weapons: Any

Damage: 7 Silver

Abilities: Slay/Parry x2, Healing Arts, First Aid, Read and Write, Read Magic,

Killing Blow Active: NO

Motivations: All you care about is getting the Town of Stonewood back together again from the Bloody Fist. You age and wounds make it hard to fight and move anymore but you kept this town safe for many many moons. You will aid the adventurers with the 10 buildings that must be reclaimed to get the town back in control and away from the Bloody Fists schemes

UNHOLY WARCRY

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The Bloody Fist have taken Mausoleum of Fallen Heroes in Stonewood. They have left a mess of Undead abominations behind to fight as a final insult to the Stonewood citizens.

Requirements:

- Saturday Afternoon
- Holy Thunderforce module has been run

Synopsis: The Bloody Fist have raised all forms of Undead Abominations for the PCs to deal. Balor Ironleaf comes stumbling into ground beat up and with Tainted Blood from trying to stop them himself. The Bloody Fist have completely abandoned the Mausoleum, Balor's magic will only hold them in for a short while so the PCs must act quickly to hit them before they overflow to the city

Outcomes:

- (1) The Undead Abominations are defeated, and the corpses are returned to rest in their tombs. No citizens are harmed
- (2) The Undead Abominations overflow from the Mausoleum and start infecting the Townsfolk who remain. The Townsfolk will start changing into Undead at Sunset and attack the town till they are killed. This is detailed in the section "A Terrible Night to Have a Curse"

Rumors:

The Mausoleum of Fallen Heroes in Stonewood has seen too many visitors for my liking as of late. They appear to be Dwarves but some larger cloaked figures are among them. I could just be paranoid but something in my years or service to Stonewood tells me something is afoot. Stones help us if it is what I think is happening comes true

~ Black Leaf, The Anvil Remembers Stonewood

Hook: Balor Ironleaf, captain of the former guard in Stonewood gathers a small band of low adventures

Page: yes

Number of Cast Members: 11

Roles: Dwarven Vampire Lord, Dwarven Death Knight x4, Dwarven Undead Abominations x5, Balor Ironleaf

Props: Anything to represent a Mausoleum, graves, bones, skeletons, Fog (if available), Low ambient lighting and Rope Lights

Tags and Treasure: Gems, Evaluate Items, Coins, Potions of Cure Light Damage, Potions of Purify Blood, Components,

Magic Item: Amulet of Destroy Undead 2/day x1

Scene 1: (OOG) Mod Shack setup like a Mausoleum (IG) Mausoleum of Fallen Heroes in Stonewood

Flee Point: (OOG) Door of mod shack (IG) Back to the streets of Stonewood

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes:

The Mausoleum is the final module in the Reclaiming Stonewood Arc. This module will be very challenging for the players. The Vampire Lord must be killed with a Stake of Woe or he will take his death count and respawn at Night. The status effects will be brutal on this module. The Death Knights will be Killing Blow Active should they have a chance to raise more Undead. The Vampire Lord will try to Arcane Vampire Charm PCs so kill their friends. The Abominations are shock troops, they will rush and try to kill who they can. The Death Knights Will rest 2 times and the Undead Abominations will reset 4 times. This module is designed for seasoned adventurers or the town to help.

Dwarven Undead Abomination

You were once a hero of these lands in Stonewood. Your time came and passed. But now you rise against your own will enslaved to Chaos by the Bloody Fist. You hate what you are doing but you do it without question as it was willed by creatures more powerful than yourself.

The Abominations are shock troops, they will rush and try to kill who they can.

Undead Abominations will reset 4 times.

Dwarven Undead Abomination

Body: 100

Defensives: No Metabolism, Immune to pin/blind/web/confine, Immune to Ice (Double taken from Flame), Healed by Chaos, Dodge x3, Phase x3

Weapons: 2 Claws or 1 Great Claw Weapon

Magic: 20 Elemental Chaos x10

Damage: 10 Magic Lesser Silence (So your victims can't scream for help)

Abilities: Spellstrike Wither Limb x3, Spellstrike Taint Blood x3, Spellstrike Fear x3

Killing Blow Active: No

Motivations: You are a Dwarven hero brought back against your will to be the undoing of Stonewood. You feel that internal hate for doing this, but you are a cold slow moving killing machine. You only walk you don't run to chase. When players are downed, move past them for the Death Knights to kill and create Undead on. Keep the pressure on the players by constantly advancing on them

Dwarven Death Knight

You were once a hero of these lands in Stonewood. Your time came and passed. But now you rise against your own will enslaved to Chaos by the Bloody Fist. You hate what you are doing but you do it without question as it was willed by creatures more powerful than yourself

The Death Knights will be Killing Blow Active should they have a chance to raise more Undead
The Death Knights Will rest 2 times

Dwarven Death Knights

Body: 200

Defensives: No Metabolism, Immune to pin/blind/web/confine, Immune to Ice (Double taken from Flame), Healed by Chaos, Dodge x3, Phase x3, Cloak Flame x3

Weapons: 1h and Shield

Magic: Magic Desecrate x3

Damage: 20 Magic

Abilities: Slay/Parry x4, Magic Create Undead x5, Spellstrike Death x3, Spell Strike Taint Blood x3, Spellstrike Wither Limb x3, Spellstrike Fear x5, Spellstrike Cause Mortal Wounds 40 x5,

Killing Blow Active: YES (Kill downed PCs and create undead immediately)

Motivations: You are a relentless killing machine for the forces of Chaos programed by the Bloody Fist to slay anything that isn't them. You will kill anything you fight, make sure you create more Undead to add to the legion! If players interfere with a target you want dead, kill them and move to the player who has invoked your anger. Make sure the players know fear during this module.

Dwarven Vampire Lord

You were once a hero of these lands in Stonewood. You time came and passed. But now you rise against your own will enslaved to Chaos by the Bloody Fist. You hate what you are doing but you do it without question as it was willed by creatures more powerful than yourself

The Vampire Lord must be killed with a Stake of Woe or he will take his death count and respawn at Night.

The Vampire Lord will try to Arcane Vampire Charm PCs so kill their friends.

Dwarven Vampire Lord

Body: 300

Defensives: No Metabolism, Immune to pin/blind/web/confine, Immune to Ice (Double taken from Flame), Healed by Chaos, Dodge x3, Phase x5, Cloak Flame x3, Return x3

Weapons: Any

Magic: 5/5/5/5/5/5/5/5/10 Earth, Elemental Chaos Pool 300, 40 Elemental Chaos x40

Damage: 15 Magic Sleep

Abilities: Slay/Parry x4, Magic Create Undead x10, Spellstrike Drain Life x3, Spellstrike Death x3, Spell Strike Taint Blood x3, Spellstrike Wither Limb x3, Spellstrike Fear x5, Arcane Vampire Charm x10, Gaseous Form on 3 count

Killing Blow Active: Yes (If you get a PC alone, Curse them with Transformation to Vampire)

Motivations: Your goal is to make more Vampires. You are separate from Vindale Vampires but you want your own bloodline in Stonewood and this is your only shot! If you get a PC dead and alone, give them Curse of Transformation if their friends cant save them. Make the PCs lives a living hell with necromancy. Don't spam Death Spells, hit them with Chaos magic, wither limbs, taint blood, and Bind them for your Death Knights to kill. Turn into Gaseous Form and float around till you see an opening if you are cornered. You CANNOT go outside or you will die. This Mausoleum is the only thing keeping you alive during the day.

Unholy Warcry:

Balor Ironleaf, former Captain of the Black Anvil Company
in Stonewood

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of you friends.

Balor Ironleaf

Body: 50

Defensives: Resist Poison x3, Resist Sleep x3, Resist Charm x3, Resist Physical x3

Magic: 4/4/4/4/4/4/4/4 Earth

Weapons: Any

Damage: 7 Silver

Abilities: Slay/Parry x2, Healing Arts, First Aid, Read and Write, Read Magic,

Killing Blow Active: NO

Motivations: All you care about is getting the Town of Stonewood back together again from the Bloody Fist. You age and wounds make it hard to fight and move anymore but you kept this town safe for many many moons. You will aid the adventurers with the 10 buildings that must be reclaimed to get the town back in control and away from the Bloody Fists schemes.

A Terrible Night to Have a Curse

(2) The Undead Abominations overflow from the Mausoleum and start infecting the Townsfolk who remain. The Townsfolk will start changing into Undead at Sunset and attack the town till they are killed. This is detailed in the section “A Terrible Night to Have a Curse”

FEARS BY TORCHLIGHT

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The Bloody Fist have had enough of these damn heroes so they have decided to just set the town on fire to watch the suffering set in. Small squads of Bloody Fist will strike all over the town with Torches to try and burn down the Town of Stonewood in a very futile way.

Requirements: The Reclaiming Stonewood series of Quests have been run and completed after sunset on Saturday.

Synopsis: If the Bloody Fist can't have Stonewood then they will incite Fears by Torchlight! The village matter not to them, the citizens can eat ashes for allowing the "heroes" to mess up their arrangement. They didn't want to resort to this tactic, but desperate times call for desperate measures.

Outcomes:

(1) The players stop the Bloody Fist from burning down the town. Property damage was inflicted but at least the town still stands. The citizens are relieved and now more hopeful because the heroes have warded them off.

(2) The players don't get enough fires put out and the citizens of Stonewood are broken over their homes being vandalized by the Bloody Fist. The citizens will be very judgmental of the heroes now because it wasn't them that provoked the Bloody Fist. No merchants will enter the town if they fail to respond well for the evening.

Rumors: "The patrols have been increasing at night as of late. Something marches in under the cover of darkness. For what purpose, only a sinister feel behind it. Why use torches at night when the moon provides a perfect veil for criminal activities. I have noticed more trees missing branches around the town lately, freshly cut too. I thought only the Dwarves of Stonewood understood the way to harvest them. But this seems crude and hasty"

~Black Leaf, The Anvil Remembers Stonewood

Hook: In Occupied Bloody Fist land, Hook come to you!

Number of Cast Members: All that are suitable for combat

Roles: 3 Bloody Fist Scouts and 9 Bloody Fist Grunts (1 Scout to carry torches and 3 Grunts to guard them per team)

Props: Bloody Fist Banners, Bloody Fist Costuming & Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face), War Horn, Torch (Glow stick around weapons) and "Oil" Jugs for fuel

Tags and Treasure: Gems, Evaluate Items, Coins

Scene 1: (OOG) Whole Camp (IG) The Town of Stonewood

Flee Point: This module is site/town wide

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes: This module is meant to scare the players and citizens of Stonewood with the threat of being torched. The Bloody Fist are growing impatient and annoyed by the heroes. This is one module where the Bloody Fist will split up to divide and conquer. Each time will be 1 Scout with a Torch and 3 Grunts to guard him. The Goal is to have the Scouts preform a 30 count (20 to Douse with Oil and 10 to burn with Torch) to set buildings on fire. If the teams get 6 Buildings "On Fire" before the PCs can stop them then the failure condition is reached for the PCs. The Tavern is large enough it can be set on fire twice. It counts as 2 objectives if 2 different teams set it on fire at different points, it will be fully ablaze. When a building is on fire, the Scout will loudly announce "X BUILDING IS ON FIRE!" where X is the building they set. The Bloody Fist will try this tactic one more time later in the evening but more frantic before putting out the "Surrender or Burn" pamphlets which will lead into the Ritual of Fire

FEARS BY TORCHLIGHT

Bloody Fist Grunt:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet

- While the Grunts are typically foot soldiers and just hit things, this time you are brought along to guard the Scouts while they haul around Oil and Torches to burn the town of Stonewood down
- Wave your swords and point with at people to back them into corners and make them feel unsafe. You are the Blade of the Bloody Fist so make sure the PCs know your merciless nature
- Make sure the players cannot reach the Scouts, put yourself between them and be aggressive to scare them off.
- Take Prisoners and tell them they will be executed if they interfere!
- Banter with the Players and try to throw them off their normal game of just attack. Call them out for their deeds and cowardice over the weekend.
- The Scouts will take lead on this mission by guiding you where to go building wise. If they go you follow, nothing gets on fire without them so make it

FEARS BY TORCHLIGHT

Reset: 2 Times

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: Down and let PCs bleed out as Grunts. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Tactics: Stay with you Raid Leader unless ordered to do something, protect your Shamans as they keep you in the fight. Don't wildly charge a group one by one. Make sure you go with your brothers to battle as your tactical training is strength in numbers. If a General is on the field then you form up around him in a Phalanx and don't break rank unless he commands.

FEARS BY TORCHLIGHT

Fears by Torchlight: Bloody Fist Scouts:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

- Scouts provide the intelligence and reconnaissance of the Bloody Fist but you are very expendable by nature. You are the lowest rank but this is mostly due to your age, as you grow in size and are battle hardened, you will be graduated to the Grunts if you aren't a weakling.
- On this module you job is to burn down 6 buildings in Stonewood. You will carry a Weapon Rep wrapped in glowsticks as a torch and a Jug/Bottle/Bucket for the Oil to set things ablaze. Keep your weapons sheathed and carry the Torch and Oil reps to show how much you brought to get the job done with.
- Be complaining if the Grunts yell at you. This job sucks and you know it does! But it was ordered by a Raid Leader and you can't go against these orders or you end up on the next dinner menu as the meat for the stew.
- When you reach a building (Cabin/Tavern/large building) preform a 30 Count to complete the task. Do a count of 20 for Dousing (1 I douse this building with Oil...) and then a 10 count for Torching it (1 I set this building on fire....)
- Once a building is complete make a bunch of noise and loudly call out "X BUILDING IS ON FIRE!" where X is the building fictively that is being damaged. These will mostly be homes of citizens and the shops of merchants.
- TRY AND BURN THE TAVERN DOWN!!!! The Tavern can be set on first twice! If the Tavern is set on fire twice then it will be fully ablaze.
- Your goal is to set 6 buildings on fire as a squad or 5 buildings and the Tavern twice by 2 different teams.
- You will reset as a 4-man unit 2 times each to give you a far shot at completing this. Only respawn after your whole team has been killed.
- The Grunts will follow you to guard you, so think ahead

FEARS BY TORCHLIGHT

Resets: 2 Times

Body: 40

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3

Magic: None

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: You are the lowest rank of the Bloody Fist by you are VERY important since you gather intel for the Raid Leaders. If pressed you will try to flee if you have learned something. If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Tactics: Hit and run, don't try to frontline fight cause you are not cutout for that. Make sure you sneak in and attack like rogues. If you can, prey on the lower level adventures over higher level adventurers.

FEARS BY TORCHLIGHT 2: TORCHLIGHT BOOGALOO

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The Bloody Fist are becoming very desperate to burn this town ashes! If nothing works this time then they will invoke the Ritual of Fire, preparations have already begun but this is a chaotic ditch effort. Unlike last time, they already came into town with prisoners they intend to execute.

Requirements: Fears by Torchlight has been already run

Synopsis: The Bloody Fist have taken the Town Librarian Ari-elle and the Mayors best friend also town drunk Thorum captive. They intend to execute them publicly if the PCs don't surrender immediately. But this is also a distraction for another attempt to burn the town again. So the players are faced with a hard choice: let the town burn or try to save 2 of the townsfolk from permanent death.

Outcomes:

(1) The players attempt to save the 2 prisoners but fail to get to them before the death poison has got to their heart while talking. However, they can still save the town.

(2) The players choose the town of Stonewood and the 3 are brutally executed without hope of resurrection. But they are free to engage the remaining Scouts trying to burn down the town to save everyone else

Rumors: "The patrols have been increasing at night as of late. Something marches in under the cover of darkness. For what purpose, only a sinister feel behind it. Why use torches at night when the moon provides a perfect veil for criminal activities. I have noticed more trees missing branches around the town lately, freshly cut too. I thought only the Dwarves of Stonewood understood the way to harvest them. But this seems crude and hasty"

~Black Leaf, The Anvil Remembers Stonewood

Hook: 3 Bloody Fist Grunts march the 2 prisoners into view of the tavern, force them to their knees and call the PCs out

Number of Cast Members: All

Roles: 3 Bloody Fist Scouts and 7 Bloody Fist Grunts (1 Scout to carry torches and 2 Grunts to guard them per team), Ari-elle Startear, Throum Fair oak

Props: Bloody Fist Banners, Bloody Fist Costuming & Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face), War Horn, Torch (Glow stick around weapons) and "Oil" Jugs for fuel

Tags and Treasure: Gems, Evaluate Items, Coins

Scene 1: (OOG) Whole Camp (IG) The Town of Stonewood

Flee Point: This module is site/town wide

Non-Standard Effects: None

Rules Clarifications: None

Running Notes: This module is a chaotic no-win scenario for the characters. They must make a choice between the lives of 2 of the NPC townsfolk or stopping the Bloody Fist Scouts from burning down the town. This is like the earlier module "Fears by Torchlight", but a different tactic is used. A distraction at the tavern gives the 2 scouts more chances to burn 6 new buildings and break the townsfolks spirits. If the buildings are burnt the townsfolk's morale will be completely broken. If the town is saved, they will be much happier with only 2 people dying as a result, then losing their homes, a selfish choice but it is thematic for Dwarves to be greedy and selfish for their own gain. Also, one is just a drunk, who cares about him

Burning Buildings

The Goal is to have the Scouts perform a 30 count (20 to Douse with Oil and 10 to burn with Torch) to set buildings on fire. If the Scouts get 6 Buildings “On Fire” before the PCs can stop them then the failure condition is reached for the PCs. The Tavern is large enough it can be set on fire twice. It counts as 2 objectives if 2 different teams set it on fire at different points, it will be fully ablaze. When a building is on fire, the Scout will loudly announce “X BUILDING IS ON FIRE!” where X is the building they set. “Surrender or Burn” pamphlets come shortly after this with the threat of the Ritual of Fire!

FEARS BY TORCHLIGHT 2: TORCHLIGHT BOOGALOO

Bloody Fist Grunt:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet

- While the Grunts are typically foot soldiers and just hit things, this time you are brought along to guard the Scouts while they haul around Oil and Torches to burn the town of Stonewood down
- Wave your swords and point with at people to back them into corners and make them feel unsafe. You are the Blade of the Bloody Fist so make sure the PCs know your merciless nature
- Make sure the players cannot reach the Scouts, put yourself between them and be aggressive to scare them off.
- Take Prisoners and tell them they will be executed if they interfere!
- Banter with the Players and try to throw them off their normal game of just attack. Call them out for their deeds and cowardice over the weekend.
- The Scouts will take lead on this mission by guiding you where to go building wise. If they go you follow, nothing gets on fire without them so make it
- The 3 who execute the prisoners: This is unavoidable for the players! These 3 will die either way.
 - If the PCs fail to yield, listen, or get within spell packet throwing range you will immediately slit the throats of the prisoners. They were fed a slow acting death poison just before you brought them out. They were already dying as is so no attempts to heal or life the NPCs will work
 - Feel free to kill one of them if they don't believe you will, show them you mean business. The throat slit is a killing blow move and no count is required for this scene. They are **DEAD**

FEARS BY TORCHLIGHT 2: TORCHLIGHT BOOGALOO

Reset: 3 Times (one extra cause 3 will be killed after execution)

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: Down and let PCs bleed out as Grunts. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Tactics: Stay with you Raid Leader unless ordered to do something, protect your Shamans as they keep you in the fight. Don't wildly charge a group one by one. Make sure you go with your brothers to battle as your tactical training is strength in numbers. If a General is on the field then you form up around him in a Phalanx and don't break rank unless he commands.

FEARS BY TORCHLIGHT 2: TORCHLIGHT BOOGALOO

Bloody Fist Scouts:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

- Scouts provide the intelligence and reconnaissance of the Bloody Fist but you are very expendable by nature. You are the lowest rank but this is mostly due to your age, as you grow in size and are battle hardened, you will be graduated to the Grunts if you aren't a weakling.
- On this module you job is to burn down 6 buildings in Stonewood. You will carry a Weapon Rep wrapped in glowsticks as a torch and a Jug/Bottle/Bucket for the Oil to set things ablaze. Keep your weapons sheathed and carry the Torch and Oil reps to show how much you brought to get the job done with.
- Be complaining if the Grunts yell at you. This job sucks and you know it does! But it was ordered by a Raid Leader and you can't go against these orders or you end up on the next dinner menu as the meat for the stew.
- When you reach a building (Cabin/Tavern/large building) preform a 30 Count to complete the task. Do a count of 20 for Dousing (1 I douse this building with Oil...) and then a 10 count for Torching it (1 I set this building on fire....)
- Once a building is complete make a bunch of noise and loudly call out "X BUILDING IS ON FIRE!" where X is the building fictively that is being damaged. These will mostly be homes of citizens and the shops of merchants.
- TRY AND BURN THE TAVERN DOWN!!!! The Tavern can be set on first twice! If the Tavern is set on fire twice then it will be fully ablaze.
- Your goal is to set 6 buildings on fire as a squad or 5 buildings and the Tavern twice by 2 different teams.
- You will reset as a 4-man unit 2 times each to give you a far shot at completing this. Only respawn after your whole team has been killed.
- The Grunts will follow you to guard you, so think ahead

FEARS BY TORCHLIGHT 2: TORCHLIGHT BOOGALOO

Resets: 2 Times

Body: 40

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3

Magic: None

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: You are the lowest rank of the Bloody Fist by you are VERY important since you gather intel for the Raid Leaders. If pressed you will try to flee if you have learned something. If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Tactics: Hit and run, don't try to frontline fight cause you are not cutout for that. Make sure you sneak in and attack like rogues. If you can, prey on the lower level adventures over higher level adventurers.

You are such a miserable and greedy Dwarf it cost you everything. Your inheritance was wasted on gambling and drinking. You were once a great jeweler of the days of old. No one could find a gem and care for it like Thorum Fair oak. One day you bet it all on a game of dice and lost everything. You never found out that the game was rigged from the start but out of fear of blackmail for your failing you were force into silence. Many years have passed by this time, but you don't care about that life anymore. Only thing that suits you now is a pint of brew and starting at the ladies, maybe a roll of the dice here and there.

- YOU ARE GOING TO DIE!
- This scene is your last chance to be you drunk rude self!
- The Bloody Fist have assured your deaths ahead of time and nothing the PCs can do will save you.
- **REMIND THE PLAYERS THIS IS THEIR FAULT BECAUSE THEY STARTED THIS REBELLION AND YOU BLOOD IS ON THEIR HANDS!**

Body 15

Weapons: none

Race: Stonewood Dwarf

Costuming: Dwarf Beard, Mug, Tattered commoners clothing

Ari-ellea Startear

You were once the adopted daughter of a noble Dwarf in Stonewood, Lozzuik Forgehand. Lozzuik was killed before your eyes when the Bloody Fist came the first time. You were so young then and couldn't believe the act. You were rescued from the streets after being orphaned 10 years ago. The only comfort you find left in the world is reading the books you write and collect. You typically keep your head down and avoid conflict but this time you are hopeful for a change but fearful of the massacre

- YOU ARE GOING TO DIE!
- This scene is your last chance to pull at the heartstrings of the players and make her memory imprinted.
- The Bloody Fist have assured your deaths ahead of time and nothing the PCs can do will save you.
- **TELL THE PLAYERS NOT TO WORRY ABOUT YOUR LIFE BUT TO SAVE THE TOWN OF STONEWOOD! REMIND THEM YOUR FRIEND LOZZUIK DIED FOR ASKED FOR JUST 1 MORE PORTION OF FOOD! THESE PEOPLE ARE MONSTERS AND MUST BE STOPPED!**

Body: 10

Weapons: none

Costuming: Elf Ears, Commoners clothing, cloak, book/tomb, glasses

Durmac Leafdancer

You used to be a proud Town Guard of Stonewood but the Bloody Fist stripped you of your job! You were a Dwarf of common birth, but your deeds earned you a place on the guard. You never were the best in a fight, but your skills with words earned you respect among your comrades. Mayor Anak felt awful your job was erased by the Bloody Fist via the Accords, so as compensation he made you his personal aide to the Town of Stonewood which you have conflicted views on but its better than being broke.

- YOU ARE GOING TO DIE!
- This scene is your last chance to be you drunk rude self!
- The Bloody Fist have assured your deaths ahead of time and nothing the PCs can do will save you.
- **REMIND THE PLAYERS THIS IS THEIR FAULT BECAUSE THEY STARTED THIS REBELLION AND YOU BLOOD IS ON THEIR HANDS!**

Body: 20

Weapons: none

Costuming: Dwarf Beard, Noble Clothing, a book with feathered Quill to take notes, a sash worn over your shoulder and across your body, Eyepatch or fabric over one eye to show it is gone, copy of the Accords of the Fist

FATAL WARNING

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The Bloody Fist have failed to burn the town of Stonewood down by conventional means so now they play with a bigger Ace in their sleeve. People are wandering around with Pamphlets essentially reading "Surrender or Burn".

Requirements: Both Fears by Torchlight modules have ran

Synopsis: This is the final and fatal warning of the Bloody Fist. All named Townsfolk enter the town with these pamphlets outlining an evacuation protocol for the citizens of Stonewood. The pamphlets seem to be a humane request for innocents to leave before this escalates but the wording is very grim for what is to come...

Outcomes:

(1) The players are given the pamphlets by other NPCs or roaming Scouts with no weapons. They aren't here to fight; they have come to deliver a message.

Rumors: The patrols have been increasing at night as of late. Something marches in under the cover of darkness. For what purpose, only a sinister feel behind it. Why use torches at night when the moon provides a perfect veil for criminal activities. I have noticed more trees missing branches around the town lately, freshly cut too. I thought only the Dwarves of Stonewood understood the way to harvest them. But this seems crude and hasty

~Black Leaf, The Anvil Remembers Stonewood

Hook: All Named townsfolk come to the Tavern with these pamphlets in hand, Scouts follow them to distribute them

Number of Cast Members: 7

Roles: 3 Bloody Fist Scouts Balor Ironleaf, Mayor Anak, Haddix Strongbow, Durmac Leafdancer

Props: Bloody Fist Pamphlets Bloody Fist Costuming & Makeup (Red Scales on left side of face and 4 finger mark warpaint on right side of face), Named townsfolk costuming

Tags and Treasure: Gems, Evaluate Items, Coins

Scene 1: (OOG) Whole Camp (IG) The Town of Stonewood

Flee Point: This module is site/town wide

Non-Standard Effects: None

Rules Clarifications: None

Running Notes: This module is a non-combative encounter. 4-5 named NPC enter the Tavern reading the Bloody Fist pamphlets to themselves in confusion and fear. 3 Bloody Fist Scouts enter unarmed with hands up, these Scouts are just delivering more pamphlets and then leaving. A large scene will erupt in the Tavern as the townsfolk are enraged for different reasons. This roleplay encounter will setup the Final Module for later, the Ritual of Fire. Each NPC will give different talking points and try to bring the players to different conclusions. At the climax of this scene Durmac will make a triumphant statement and storm out of the Tavern to go speak with the Bloody Fist only to find an assassin waiting for him to stab a pamphlet to his chest and kill him for his defiance

Bloody Fist Scouts:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. Just because you are so young, and a mere scout doesn't mean you aren't important to the Bloody Fist. Without the Scouts the Bloody Fist would be steps behind their enemies not ahead.

- **ENTER THE TAVERN HANDS UP WITH NO WEAPONS**
- **YOU ARE HERE TO GIVE PAMPLETS AND THEN RUN**

Resets: None

Body: 40

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3

Magic: None

Weapons: Any

Damage: 5 Normal, 7 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: You are the lowest rank of the Bloody Fist by you are VERY important since you gather intel for the Raid Leaders. If pressed you will try to flee if you have learned something. If you down PCs leave them to succumb to their wounds. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS. Remain unseen, don't be afraid to run, DONT DIE! Search the PCs for Gold Coins and Gems, Orcs gotta eat

Tactics: Hit and run, don't try to frontline fight cause you are not cutout for that. Make sure you sneak in and attack like rogues. If you can, prey on the lower level adventures over higher level adventurers.

Balor Ironleaf,

You were once the protector of this town. Now in your olden age you are not the Dwarf you once were. Before you would have died before these filthy Bloody Fist scum plagued your walls. But your life has been hard since the occupation set in and the execution of the Black Anvil Company, more importantly the grim executions of you friends.

Played by Chris Colland (Major Plot and Importance NPC)

- Balor will start by reading his pamphlet and tearing it up in front of the Mayor demanding that any Dwarf in Stonewood worth his own Blood would stop being a spineless coward and rally his people to war!
- Balor will take the floor and recount the deeds they have accomplished since arriving.
- Balor will ask them if the best things aren't worth sacrifice
- Balor will tell the players that he will reinstall the Black Anvil Company as the protectors of Stonewood again if they side with him.
- Balor will get in Durmac's face and call him ashamed to have served on Town Guard in Stonewood at a post he once filled and now he doesn't have the gull to stand up for his people as a defender. This moment is to change Durmac's side on the argument

Body: 50

Defensives: Resist Poison x3, Resist Sleep x3, Resist Charm x3, Resist Physical x3

Magic: 4/4/4/4/4/4/4/4/4/4 Earth

Weapons: Any

Damage: 7 Silver

Abilities: Slay/Parry x2, Healing Arts, First Aid, Read and Write, Read Magic,

Killing Blow Active: NO

Motivations: All you care about is getting the Town of Stonewood back together again from the Bloody Fist. You age and wounds make it hard to fight and move anymore but you kept this town safe for many moons. You will aid the adventurers with the 10 buildings that must be reclaimed to get the town back in control and away from the Bloody Fists schemes

Haddix “Brow-splitter” Strongbow,

You used to be the best damn archer Stonewood had ever seen! You could hit anything as far as the bow could draw and the eye could see. Your legend in battle was sung in the halls of Stonewood as a Master Marksman for decades. But that all changed when the cursed Bloody Fist showed up. You took out a Blood Fist Raid Leader in one shot and they took your Bow String Hand for it! Healers tried to restore it, but it was some Chaos Tainted dagger used in the ritual to sever it, preventing its regrowth. Now you have a humble but depressing job as a Stable Hand.

- Haddix will take his turn and remind the PCs what the Bloody Fist have brought to Stonewood
- Haddix isn’t much for dramatics so his sentences are short but inspiring
- They chopped off the hand of the best Archer in Stonewood as punishment for killing a Raid Leader.
 - They killed your best friend Sorin LongOak that same day
- Tell them you has seen their leader and looked him the eyes. YOU DO NOT FEAR DEATH AND NEITHER SHOULD STONEWOOD!
- You HATE Mayor Anak! You want this man gone and beaten for his crimes against your people in Stonewood.
 - Yell at Mayor Anak “*Any Dwarf of noble birth would have spit in the face of their oppressors and died on their feet before agreeing to the terms he did!*”

Body: 30

Weapons: None, you got 1 hand anyways

Costuming: Dwarf beard, wrap your right hand in cloth to show it is severed, Cloak, commoners clothing, a toolbelt, anything related to taking care of a stable

Mayor Anak “Lil Bristle” Durag,

You have been left in charge by orcs due to your docile nature and your lack of drive. You work to ensure that the populace complies with the Accords of the Fist and work with the orcs take care of any problems. This arrangement has worked out pretty well for you, leading to you having a very nice home outside of town and a position of power that you never would have had under more normal circumstances.

- You will not stand for this city killing itself any longer
- You will remind the people who has kept them all safe this whole time
- Remind them who proved them food in the coldest of winters
- Remind them who proved them wood for fires to warm their houses at night
- Remind them who kept the Brewery producing when the Bloody fist wanted to close it
- Your main concern is that we have broken agreement with our watchful overseers in the Bloody Fist! This was all brought on by the new adventurers. Something could be worked out but it didn't need to be blood for blood
- *“We the people of Stonewood endured for 1 full year without a single death! Now look what we have had in 24hours! Death, ruin, murder, pain, suffering, and hatred brought to our doorstep! We should be working on an agreement to work things out with the Bloody Fist and they will listen to me for I am your Mayor and have the best relations with them.”*

Body 10

Weapons: a Copy of the Accords of the Fist

Race: Stonewood Dwarf

Costuming: NO DWARF BEARD (it was shaved as an insult and sign of your submission), Cane/Walking Stick, Hat, Noble Clothing

Durmac Leafdancer,

You used to be a proud Town Guard of Stonewood but the Bloody Fist stripped you of your job! You were a Dwarf of common birth, but your deeds earned you a place on the guard. You never were the best in a fight, but your skills with words earned you respect among your comrades. Mayor Anak felt awful your job was erased by the Bloody Fist via the Accords, so as compensation he made you his personal aide to the Town of Stonewood which you have conflicted views on but its better than being broke.

- YOU ARE GOING TO DIE AT THE CLIMAX OF THIS SCENE
- Once you give your speech after everyone else speaks you storm out and as soon as no one is in sight of you scream/yell and fall over dead with a dagger in your chest and a pamphlet stabbed into you.
 - You were bribed to say one thing and you said another. A Bloody Fist assassin overheard you and took you out when you came outside without the person you were supposed to bring.
 - Your talking point is that:
 - “We the people of Stonewood have suffered this mockery of Stonewood for too long and we must reclaim the city tonight! If Mayor Anak won’t speak for us the I will!”
 - On this triumphant moment you walk outside only to find your assassin because you didn’t bring Haddix with you.

Body: 20

Weapons: none

Costuming: Dwarf Beard, Noble Clothing, a book with feathered Quill to take notes, a sash worn over your shoulder and across your body, Eyepatch or fabric over one eye to show it is gone, copy of the Accords of the Fist

Fatal Warning: Bloody Fist Pamphlet

One of these will be stabbed into the chest of Durmac after the scene concludes, others will be given out to the PCs and NPCs

“Read this carefully as it may save your life or the life of a relative or friend. In the next few hours, this city will be destroyed by the mighty magic of the Bloody Fist. This city has proven to be a military target that stands against the Bloody Fist with workshops and factories that are turned against the peace that the Bloody Fist brings. We are determined to destroy all of the tools of the military clique which they are using to prolong this useless war. But, unfortunately, magic has no conscience. So, in accordance with the Bloody Fist's humanitarian policies, the Bloody Fist Mages, which do not wish to injure innocent people, now give you warning to evacuate the city and save your lives. The Bloody Fist is not fighting your population people but is fighting the military clique which has enslaved you. The peace which the Bloody Fist will bring will free the people from the oppression of the military clique.”

RITUAL OF FIRE

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The time has come for the Ritual of Fire! The Bloody Fist have resorted to burning down the town of Stonewood after failed attempts to do it by hand. But during the ritual, something goes terribly unexpected....

Requirements:

- Final Module
- Both attempts to burn the town have failed

Synopsis: The Ritual of Fire is a Bloody Fist ritual to rip open the Fire plane. They have used this in the past to great effect. The Flame Drake elementals are very destructive and serve the purpose of the Bloody Fist. But during the ritual, the forces of Darkness has corrupted the ritual and used it as a gateway to attack! When they rift into existence, the Hoylean energy from the Chosen Ones module attracted their mortal enemies, the Murumbrians have arrived, and they seek the “chosen one” to take back to their time.

Outcomes:

(1) the players survive the onslaught, and the 1 Hour timer expires, the elementals are forcibly rifted back to their realm. There are many ways to “defeat” this module, but they cannot just simply escape the timer of it.

(2) The Murumbrians capture the “Chosen One” or the chosen one comes willingly with them. The assault will stop. The chosen one is then and take them back to their time to make an offer to since he was chosen. Run the module A conversation in Darkness.

Rumors: “The Ley Lines of Stonewood have shifted dramatically as of recent. This, in my experience is the sign before a great ritual. To say what is to come is unknown. But the feeling on the wind is nothing but Sulfur and Pain. Sta Vigilant ance guard your components well”
Your Friend in the darkness ~Kane

Hook: A terrified townsfolk comes running to the tavern screaming about the Bloody fist have setup a ritual and they are slaughtering people for their blood chanting about “The Flame Drakes must be given proper blood sacrifice to engorge their rage!”

Number of Cast Members: All that are suitable for combat

Roles: 2 Corrupted Bloody Fist Shaman, 1 Corrupted Bloody Fist Raid Leader, 3 Corrupted Bloody Fist Grunts, 3 Murumbrian Wizards. 3 Murumbrian Centurions, Bloody Fist Grunts remainder of NPC’s

Props: Portal Circle Rep, Altar of Power, Murumbrian Wizard and Centurion costumes, Bloody Fist costuming, Skulls for ritual, spellbook/scroll

Tags and Treasure: Gems, Evaluate Items, Coins, Magic Item:

Scene 1: (OOG) Altar Site north of Tavern (IG) Makeshift Ritual Site of the Bloody Fist

Flee Point: This module is site/town wide

Non-Standard Effects: 10ft Area of Effect Arcane Fear on Wizards

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes: The Ritual of Fire being corrupted was NOT something the Bloody Fist expected. The Bloody Fist intended to run when the Flame Drake Elementals were summoned but the nature of the Murumbrians tainted the ritual. This forced obedience upon the Bloody Fist.

When the Murumbrians enter the field, the “Chosen One” will already have their Glowing Morumbrain Eyes active so the Murumbrians know who they are; and will hunt them for 1 hour. The entire site is active for play during this module. It is completely valid to hide and not fight them, but like a horror movie they will keep coming regardless.

Murumbrian Wizard

You are a high wizard of Murumbria, legions fear your power and cunning. You are the highest rank under the Dark Ones, even Centurions bow to you.

Capture the Chosen One: Your mission is simple, capture the Chosen One for The Dark Ones so he may be offered the Blessing of Murumbria. If someone steps between you and your goal, you will strike them down with your terrifying power over Darkness. If you capture the chosen one, you must carry him to the Gate to leave, you cannot rift with anyone else but yourself in this time. If the PCs step aside and don't impede your hunt for the Chosen One, let them by and say something snarky to thank them for their "obedience" or remind them that they are "wise for respecting such power"

IF THE CHOSEN ONE IS VISIBLE OR UNDEFENDED,
DOWN HIM AND STABILIZE HIM, CARRY HIM TO THE
GATE!!! HE IS ABOVE ALL THE PRIORITY!!!

Reset: The Murumbrian Wizards will reform after killed in 10 minutes and resume their mission until the 1hr timer is over or gate is destroyed~

Body: 300

Defensives: No Metabolism, Phase x10, Dodge x5, Immune to Pin/Web/Bind/Confine/Imprison, Immune to Charm/Command, Healed by Darkness and Time, Double Damage from Light, Threshold 5

Magic: Spellstrike Death x5, Spellstrike Confine x5, Spellstrike Imprison x5, Spellstrike Taint Blood x5, Spellstrike Destruction x5, Spellstrike Paralysis x5, Spellstrike 50 Elemental Darkness x10

Abilities: Focus, Rift x5 (3 Count), Arcane Corruption (as per spell but for Darkness) x3

Weapons: 1h Long Claw (off hand Claw rep)

Damage: 30 Magic Darkness (Attack slower than normal, the Centurions swing normal speed)

Killing Blow: No (only via Spellstrike Death, drop PCs and move to next target, all while seeking the Chosen One)

Search: You have no need for goods that these fools have

Speech: Speak with a raspy dissonant voice. Never speak in full sentences, speak in riddles, be very cryptic.

Motivation: You serve the Dark Ones and execute their will. All are pawns in a greater game, you are the bishop on this chessboard ignore the lesser pieces and go for the victory.

Tactics: Kidnap when you can if the person is of value.

Costume: Black Robes, Costume long fingered claw, Glowing Purple Eyes,

Descriptive Phrase: A black robed figure with terrifying claws

Murumbrian Centurion

You are the elite of Murumbria! Your blades of shadow have torn through many Hoyleans in your time. The fears you have accomplished to reach the rank of Centurion are brutal and worthy of song. Your blades will make the “heroes” of this time tremble as you march forward with Darkness as your guide. The mission must be completed at all costs! Failure is not an option!

Capture the Chosen One: Your mission is simple, capture the Chosen One for The Dark Ones so they may be offered the Blessing of Murumbria. If someone steps between you and your goal, you will strike them down with your terrifying power over Darkness. If you capture the chosen one, you must carry them to the Gate to leave, you cannot rift with anyone else but yourself in this time. If the PCs step aside and don't impede your hunt for the Chosen One, let them by and say something snarky to thank them for their “obedience” or remind them that they are “wise for respecting such power”

Reset: The Murumbrian Centurions will reform after killed in 10 minutes and resume their mission until the 1 hour timer is over or gate is destroyed.

Body: 400

Defensives: No Metabolism, Phase x5, Dodge x5, Immune to Pin/Web/Bind/Confine/Imprison, Immune to Charm/Command, Healed by Darkness and Time, Double Taken from Light, Threshold 10

Speech: Speak with a raspy dissonant voice. Never speak in full sentences, speak in riddles, be very cryptic. -Speak with a raspy dissonant voice. Never speak in full sentences, speak in riddles, be very cryptic.

Speech: Do most of your “communication” non-verbally with your swords. Speak with a raspy dissonant voice. Never speak in full sentences, speak in riddles, be very cryptic.

-You have no feet, so you cannot run. You float and gesture dramatically with your swords before you activate Slays and Blade attacks

Costume: Black Robes , Costume long fingered claw, Glowing Purple Eyes,

Weapons: 1h and Shield or 2 Long Claws

Damage: 30 Magic Darkness (Attack normal speed, quicker with 2 claws but sword and shield tactical PC style fighting)

Magic: Spellstrike Drain Life x5, Spellstrike Wither Limb x5, Spellstrike 50 Elemental Darkness x10

Abilities: Focus, Slay/Parry x10 (100 Magic Darkness Slay), Rift x5 (3 Count), Arcane Corruption (as per spell but for Darkness) x3

Killing Blow: No (only via Spellstrike Death, drop PCs and move to next target)

Motivations: The PCs are pawns in a greater game, you are the Knight on this chessboard so ignore the lesser pieces and go for the victory.

Tactics: Form up in a tactical formation with Wizards and other Centurions when you are able to. You move as one to greater effectiveness.

Ritual of Fire: Murumbrian Riddles and Cryptic Phrases

Corrupted Bloody Fist Grunt:

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet

You have been corrupted by the Murumbrian invasion of the Ritual of Fire. They have blessed you with non-corporeal Form as you became closer to Darkness. Hunt and fight any non Murumbrian you see, your mind has been overwhelmed with The Dark Ones power and now you will fight for Murumbria until the hour is over.

Reset: When you die: you will revive/renew every 10 minutes like the Murumbrians do. When you are up, just hunt PCs and fight them, you aren't trying to capture the Chosen One, but your mind has been overwhelmed with The Dark Ones power and now you will fight for Murumbria till the 1HR is over.

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: Down and let PCs bleed out as Grunts. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Ritual of Fire: Corrupted Bloody Fist Raid Leader

You lead the ranks of the Bloody Fist grunts and scouts with terrifying vigor. Your word is law to the lower ranks, they will die on your command. Every battle you win is another reward closer to a promotion to Honor Guard. The Generals and Warlord rely on your tenacity and tactics to win the war against Woodhaven.

You have been corrupted by the Murumbrian invasion of the Ritual of Fire. They have blessed you with non-corporeal Form as you became closer to Darkness. Hunt and fight any non Murumbrian you see, your mind has been overwhelmed with The Dark Ones power and now you will fight for Murumbria until the hour is over.

When you die: you will revive/renew every 10 minutes like the Murumbrians do. When you are up, just hunt PCs and fight them, you aren't trying to capture the Chosen One, but your mind has been overwhelmed with The Dark Ones power and now you will fight for Murumbria till the 1HR is over.

Bloody Fist Raid Leader

Body: 150

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Bane Death x3

Weapons: Any

Magic: Vertigo Gas x5, Sleep Gas x5

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Assassinate x3, Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: You command the Bloody Fist raiding parties. Your word is LAW to the Grunts you are surrounded by normally. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs

Ritual of Fire: Corrupted Bloody Fist High Shaman:

You are the spiritual magical force behind the Bloody Fist's mighty blades. You keep the ranks of the Bloody Fist moving without relenting. Your Earth Magic seals their wounds and gives them life, Your Celestial Magic smites your foes with elemental fury, Your Necromantic ways incite fear on the battlefield to break even the sternest of spirits. You don't answer to anyone under the rank of Honor Guard but you move with your Raid Leader to preserve tactical advantage.

You have been corrupted by the Murumbrian invasion of the Ritual of Fire. They have blessed you with non-corporeal Form as you became closer to Darkness. Hunt and fight any non Murumbrian you see, your mind has been overwhelmed with The Dark Ones power and now you fight for Murumbria until the hour is over.

Reset: When you die: you will revive/renew every 10 minutes like the Murumbrians do. After the Hour is done you will die.

Body: 100

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Bane Death x3

Weapons: None, Shield for defense if you wish

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Damage: 10 Elemental Fire Pool Always active

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door...), Can Rift on 3 Count

Killing Blow: No (Use Chaos but avoid Death Spells, saving them for Life Spells to keep bloody Fist Alive)

Motivation: You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster.

Tactics: Use Necromancy to Harm/Taint Blood/Wither against the your enemies, even raise dead on the ones who die during an encounter) to incite fear. Kidnap when you can if the person is of value.

A CONVERSATION IN DARKNESS

Written by: Chris Colland

Reviewed by: Scott Bennett

Brief: The Chosen one has been captured and is given an offer from the Dark Ones the lords of Morumbria.

Requirements:

- The Chosen one has been captured or came willingly with the morumbrians during the ritual of fire

Synopsis: The

Outcomes:

- (1) The Chosen one takes the deal and is given the Blessing of Morumbria
- (2) The Chosen one refuses the deal and is given the brand of Morumbria

Hook: The Chosen one has been captured by the morumbrains.

Number of Cast Members: 3

Roles: The Dark One 3x

Props: Scoll of the Blessing of Morumbria, metronone

Tags and Treasure:

Scene 1: (OOG) Mod Shack or all cabin with only rope lights for lighting, Murumbrian Glowing Eyes and robes /w no weapons. Before the players is a table with a slowly ticking metronome and the scroll of the blessing of morumbria in front of them.

Flee Point: This module is site/town wide

Non-Standard Effects:

Rules Clarifications: Spellstrike calls and Area of Effect Arcane Fear on Wizards

Craftsman Information: None

Transformations: None

Running Notes:

A CONVERSATION IN DARKNESS

Ritual of Fire: [Lore} The Need for the Chosen One

They inform the Chosen One they need a tie here for the Hoyleans might win in the future and come back to this point in time as corrupted Light zealots (this is the reason that Hoyle here was destroyed so easily, the war in the future summoned them all away 3 years ago)

The Chosen One can accept the Blessing of Murumbria or deny it. If the player denies it, The Dark Ones will forcibly Spirit Mark the Chosen One with unique brand that will fade by morning by allows them to tether to this realm.

The Brand of Morumbria

The Dark Ones will forcibly Spirit Mark the Chosen One with unique brand that will fade by morning by allows them to tether to this realm.

A CONVERSATION IN DARKNESS

Ritual of Fire: [Lore} The Time War

The Dark Ones are 3 immortal beings of pure Darkness (they cannot be harmed by or harm a PC). They have names that normal people cannot understand. They only speak telepathically to mortals. If you heard their true voices, then you might explode from the raw magical power.

The Dark Ones want to capture the Chosen One so they have an anchor to this version of Woodhaven for the coming war when it kicks off.

The Hoyleans from their time are winning and they need to make a power play and shift the battlefield to a place where they are losing, and their power is weaker. The Hoyleans from the Murumbrian future have become ultra-Light zealots and seem to be corrupted by hate from their true purpose.

A Conversation In Darkness: The Blessing of Murumbria:

I give myself to the Darkness,
I loyally will my spirit to Murumbria,
I anchor my soul to eternal Abyss,
I swear to be the Dark that banishes Light,
Murumbria is true and Darkness does not falter,
In my darkest hour, they hear my cries and pleas for help,
For Murumbria will always be my home,
I willingly accept the Blessing of Darkness, to
Murumbria I bind myself,
Darkness will keep our minds free of the Light's
corruption
Forever shall it reign in a thousand years of Darkness,
Hail Murumbria!

Blessing of Murumbria, the Chosen One will always be able to communicate with the realm of Murumbria. The Murumbrians will ignore them and not attack them. Willingly being a vessel for Murumbria will grant the Chosen One great powers and knowledge. The Chosen One can summon the Murumbrians if they perform a ritual in which they offer artifacts of Darkness, Hoylean books/relics, the life of a Hoylean, or collect 9 Shadowstones (Local Stone rare and hard to find but will be consumed upon summoning)

BONESAW'S BLACK SITE

Written by: Chris Colland
Reviewed by: Scott Bennett

Brief: Captured adventurers have been taken to a Bloody Fist Black Site with a cruel taskmaster, Jiren "Bonesaw" the Jailor for torture and possible sacrifice depending on the jailors mood.

Requirements:

- ANYTIME the PCs are dropped and captured by the Bloody Fist

Synopsis: The PCs have the option to come rescue their captured friends for 1hr after the capture. The camp will be set up at different locations depending on how this module is ran. The first encounter with Bonesaw will be outside. Repeat visits to this campsite can be ran in the Mod Shack or outside depending on weather.

Outcomes:

- (1) PCs come rescue the captured and defeat Bonesaw or flee from him.
- (2) If PCs fail to find the encampment and an hour passes, one captured will be sacrificed, Forget-It-Well'd, and sent to the circle. A surviving captured PC or NPC will be Spirit Marked with the blood of the sacrificed in the warpaint style of the Bloody Fist (3 Red Marks down the right side of face)

Rumors:

Hook: Captured PCs or Named NPCS the players wish to rescue

Page: no

Number of Cast Members: 7

Roles: Jiren "Bonesaw" the Jailor, Bloody Fist Grunt x4, Bloody Fist Shaman x2

Props: Anything to represent a Orc prison camp, spikes, chains, fire, rope, severed heads, executioners block, large axe

Tags and Treasure: PC or NPC saved

Scene 1: (OOG) Outside Camp Rep or Mod Shack (IG) Bloody Fist Black Site

Flee Point: (OOG) Exit of Black Site or Door of mod shack (IG) Road back to Town

Non-Standard Effects: None

Rules Clarifications: None

Craftsman Information: None

Transformations: None

Running Notes:

This module is a module on pause until triggered by a capture. Bonesaw is an especially cruel jailor and will demand blood sacrifices made to send a message. Set the camp up so there is only one real approach to getting in. If outside, tie the captured up with a rope/chain prop to something. The rope/chain can be undone with a key on Bonesaw's body. The players can kill Bonesaw or drop him and search him for the key. If he is killed he is dead, the remainder rescue mods won't have Bonesaw but will be filled in with more Bloody Fist Grunts/Shaman. The Shamans should focus on keeping Bonesaw alive to keep the player in a stat of panic and disorder.

If more than 5 rescues are used the next will have a Raid Leader and 3 Honor Guard as a high threat trap to get more when they come. This will be a capture trap module, but the Honor Guards will be KBA as per their normal card and MO.

Bloody Fist Grunt

You are part of an elite fighting machine and the strongest Orc tribe in Elysia to date. You are fearless and barbaric in your lust for vengeance, but you are very tactical how you pursue victory. People fear the sight of you and flee in terror at your warcry. The Bloody Fist will endure any foe who opposes it, no one has stopped you yet

Bloody Fist Grunt

Body: 70

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Fear x3, Resist Sleep x3, Bane Death x3, Dodge x1

Magic: None

Weapons: Any

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: Down and let PCs bleed out as Grunts. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader or above command in the Bloody Fist. Loot is above you unless you see an impressive magic item then tell your Raid Leader.

Bloody Fist High Shaman:

You are the spiritual magical force behind the Bloody Fist's mighty blades. You keep the ranks of the Bloody Fist moving without relenting. Your Earth Magic seals their wounds and gives them life, Your Celestial Magic smites your foes with elemental fury, Your Necromantic ways incite fear on the battlefield to break even the sternest of spirits. You don't answer to anyone under the rank of Honor Guard but you move with your Raid Leader to preserve tactical advantage.

Bloody Fist High Shaman

Body: 100

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Bane Death x3

Weapons: None, Shield for defense if you wish

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, One of each in Raiding Parties /w Raid Leader)

Damage: 10 Elemental Flame Pool Always active upon Respawn

Abilities: Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....), Can Rift on 3 Count

Killing Blow Active: NO (Use Chaos but avoid Death Spell, Save them for Life Spells to keep bloody Fist Alive)

Motivations: You are one of 2 Shaman Casters in a Raiding Party. One is ALWAYS Celestial and the other Earth caster. Feel Free to use Necromancy to Harm/Taint Blood/Wither against the PCs, even raise dead on the ones who die during an encounter) to incite fear. Kidnap when you can if the person is of value.

Raid Leader

You lead the ranks of the Bloody Fist grunts and scouts with terrifying vigor. Your word is law to the lower ranks, they will die on your command. Every battle you win is another reward closer to a promotion to Honor Guard. The Generals and Warlord rely on your tenacity and tactics to win the war against Woodhaven.

Bloody Fist Raid Leader

Body: 150

Defensives: Resist Poison x3, Cloak Flame x3, Rip from Binding x3, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Bane Death x3

Weapons: Any

Magic: Vertigo Gas x5, Sleep Gas x5

Damage: 10 Normal, 12 Normal With 2H Weapon or Polearm

Abilities: Assassinate x3, Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: NO

Motivations: You command the Bloody Fist raiding parties. Your word is LAW to the Grunts you are surrounded by normally. Kidnap when you can if the person is of value. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs

Jiren "Bonesaw" the Jailor

Your reputation as a jailor is legendary among the Bloody Fist. You are known for your brutal ways of blood sacrifice. Most Uruks don't care for the levels you will go to prove your devotion, but no one will question it or stop you. The warlord favors your methods because they bring results. If anyone questions for will or insults you, then you show them why they call you Bonesaw...

- Try to find an executioners hood or black hood to hit your face mostly as this character.
- Wear chains around your body if you can with black clothing
- Wear large imposing armor reps and clothing
- Carry a large weapon rep of some kind, preferably a Polearm or Axe
- You are a large imposing Uruk so move slow and don't run. Make your movements very dramatic and big

Jiren "Bonesaw" the Jailor

Body: 200

Defensives: Resist Poison x3, Cloak Flame x3, IMMUNE TO BINDING, Will to Live (Racial), Resist Sleep x3, Resist Fear x3, Dodge x3, Phase x3, Bane Death x3, Dodge x3, Resist Physical x5, **THRESHOLD 5**

Weapons: Large 2H Weapon (Axes or largest 1h rep if no 2h open)

Magic: None

Damage: 15 Massive (Swing slow to show your size and muscle for the impact)

Abilities: Slay/Parry x3, Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: No (Capture more to torture)

Motivations: You want more victims for your camp! You get your pleasure from inflicting pain on others. You are very sadistic and laugh at the most inappropriate moments.

Find a way to insult the players while you fight to enrage them more. Stay near your Shaman to stay healed and alive. Down PCs and leave them, the Shamans will take care of them to be tortured

Bloody Fist Honor Guard

You are the cream of the crop. You have clawed your way from the Scouts to the highest rank under General and Warlord. You are a terrifying warrior and skilled spellcaster. Your blessing from The Black Shadow have granted you a power unlike the others. You will gladly give your life for the Warlord or your General. Everyone under you stands out of your way and respects you fiercely. A disrespect to you is a disrespect to the Warlord himself!

Bloody Fist Honor Guard

Body: 250

Defensives: Resist Poison x5, Cloak Flame x5, IMMUNE TO BINDING, Will to Live (Racial), Resist Sleep x5, Resist Fear x5, Dodge x5, Phase x5, Bane Death x5, 100 Arcane

Vengeance when Killing Blowed, **Threshold 10**

Weapons: None, Shield for defense if you wish

Magic: 4/4/4/4/4/4/4/4/4/10 Formal (Celestial or Earth, Coordinate with other Honor Guard NPCs)

~ MAY SPELL STRIKE THEIR MAGIC TREE~ May Take

Vertigo Gas x5, Sleep Gas x5 If they Choose

Damage: 20 Magic

Abilities: Slay/Parry x4 Mighty Slay (Racial, no Parry), Healing Arts, First Aid, Read and Write, Read Magic, Can destroy non-reinforced or magically locked doors on a 5 Count (1 I Shatter This Door....)

Killing Blow Active: Yes

Motivations: You are the ELITE of the Bloody Fist!!! Slay Them All! Be an absolute savage! Scream/growl/roar when you get into battle. Out of Combat stand silent unless commanded to fight or attack. Raise dead on the ones who die during an encounter) to incite fear. You are fueled by nothing more than vengeance, so BE RELENTLESS unless commanded by your Raid Leader of above command in the Bloody Fist. ROB THE PLAYERS!!! You search bodies for magic items and unique items that will be used later against the PCs. You ONLY Answer to the Warlord Ahroun himself or the Generals, go wild!