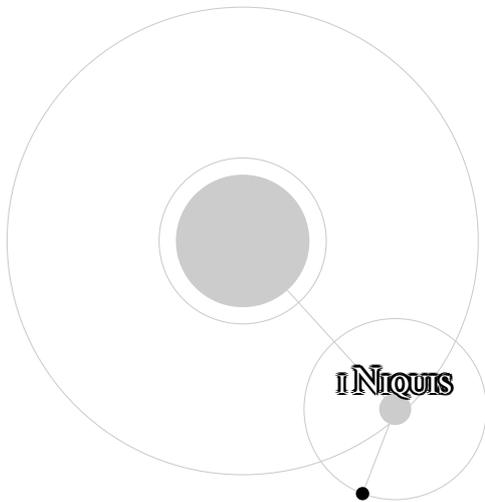


8096 Niquis, day 21 (October 6, 2024)

	Player	Character	Wits + Vig.	Notes
6	<input type="checkbox"/> ◁			
5	<input type="checkbox"/> ○			
4	<input type="checkbox"/> ▷			
3	<input type="checkbox"/> ●			
2	<input type="checkbox"/> ◁			
1	<input type="checkbox"/> ○			
0	<input type="checkbox"/> ▷			
-1	<input type="checkbox"/> ●			
-2	<input type="checkbox"/> ◁			
-3	<input type="checkbox"/> ○			
-4	<input type="checkbox"/> ▷			

SESSION START

- 1– Everyone pays 1 sp in dues to their temple, and mark off perishables (such as rations, or Ingredients).
- 2– A jotter requests a recount of the last session.
- 3– The jotter explains a mission to the troupe's leader (i.e. highest ranking member).
- 4– Anyone without a PC receives one.
- 5– The Judge rolls for encounters.
- 6– The Judge checks for the next Side Quest Segment.
- 7– goto 4
- 8– Experience Points (XP), tea ¹& cakes all round.



Niquis is the first cycle, and start with mild weather, and after three days an eclipse blots out the Ainumar.

At the end, an unusually warm wrath allows any cold-blooded monster one last opportunity to gorge before the temperature drops rapidly.

Encounters: roll 4D6. The days till the encounter equals the the lowest of the first two dice.

The creature encountered equals the second and third die added together.

Torrential rain	12	Stirges	⊔
Lightning storm (4 MP)	11	Basilisk	○
Thunder	10	Chitincrawler	○
Light rain	9	Bear	●
Clear skies	8	Woodspy	●
Mild breeze	7	Mouthdigger	○
Dead calm (2 MP)	6	1D6 Griffins	⊔
Overcast sky	5	Boar	○
Mist	4	1D6 × 20 Aurochs	○
Biting winds (4 MP)	3	1D6 + 6 Wolves	▶
Hurricane (4 MP)	2	1D3 Goats	⊔

If the first die rolls equal or below the Civilization Rating, encounter a caravan of traders with that many useful goods.

Inner baileys: encounter traders on 8 or less. Outer baileys: encounter traders on 6 or less. By a broch: encounter traders on 4 or less. On the lonely road : encounter traders on 2 or less.

- Fresh fruits (10 cp per day's worth, but they go rotten after 2 days)
- Salted meats (10 cp per day's worth)
- Bows (8 sp) and arrows (80 cp)
- Rope (80 cp)
- Torches (11 cp)
- Caged beast (use the creature from the encounter number)

Mana Regeneration

Location	MP	Cover	MP
Underground	1	Partial armour	-1
Indoors	2	Complete armour	-2
Outdoors	3	Submerged	-3
Storm	4	Entombed	-4

h	PREFIX	SUFFIX
●	SLATE	–FEN
●	MOC	–NAIL
●	KEEL	–BOAK
●	GRIT	–PIKE
●	STEER	–FLEA
●	GLUM	–RAG

¹I recommend Russian Black leaf.

DAMAGE BONUS	-3	...	0	...	+3	+4	...	+7	+8	...	+10
DAMAGE ROLL	1D6-3	...	1D6	...	1D6+3	2D6	...	2D6+3	3D6	...	3D6+2

* ARISTOCRATIC NAMES *

Roll	Name	Name
1	Grawlix	Vex
2	Topaz	Cuspadore
3	Coreolis	Carnyx
4	Caligin	Maledict
5	Artix	Aspid
6	Elegiac	Wardrid

DAMAGE	LOCATION	SLASH	BASH
1	EAR	CUT	BRUISED
2	CHEEK	SLASHED	BASHED
3	BELLY	SPLICED	SMASHED
4	RIBS	PIERCED	SHATTERED
5	ARM	MUTILATED	CRIPPLED
6	THIGH	GASHED OPEN	CRACKED
7	JAW	THWACKED	CHISELED
8	SHIN	SEGMENTED	SPLINTERED
9	SKULL	BISECTED	DEMOLISHED
10	HEART	OPENED	INTERRUPTED

* LARCENY ROLL *

Bailey	Town	City	Result
17	15	14	2D6 × 20 CP from a noble's servant.
16	14	13	2D6 × 15 CP from a traveller.
15	13	12	2D6 × 10 CP from a trader.
14	12	11	2D6 × 5 CP from an old lady.
13	11	10	No good targets found
12	10	9	Caught red handed! – roll a 'snatch and run'.
11	9	8	Caught red handed and surrounded!

BOTHY EVENTS

- 1 Help! I can't nail this yurt down properly. It's reinforced with bronze wiring to keep the horses safe at night, but if I can't secure it to the ground then something will just pull it up and eat them.
The horses won't fit inside the broch, so let's start now, before the Sun sets!
- 2 Nice and comfy bothy, with two piles of logs. Only one of them is a woodspy...
- 3 Two night guard deserters have camped here the last week, begging food from passing traders. They have ignored the last orders received from a jotter (roll on page 18) and will soon turn to banditry. Both have the rank of 'Fodder', and will lie about their situation, saying a jotter asked them to guard the bothy.

- 4 This bothy lies empty. The roof could do with some repairs, and the door's seen better days.
- 5 The last group never left any fire wood. They took the firewood axe as well.
- 6 A few traders have settled in. They will spend the night trying to sell their wares to the troupe (find their wares on page iii).

BAILEY FEATURES

Make the village's name from the main feature. For example, 'poisonous meats' might suggest 'Rotwall', while 'doula's house', could mean 'Witchend'.

- 1 2 Verdant Screechmoss grows along the old, outer walls (find it on page 51).
- 3 A massive moat, wider than anyone could hope to jump, flows round the outskirts.
- 4 Long, thin, copper spikes crown the outer wall. Most are fully green, but some chromatic, shining patches show where a creature's body has fallen to them.
- 5 Tiny wire fences surround every field around the outskirts. The bells and chimes make a gentle sound in the wind, and a far louder noise is anything mounts those fences.
- 6 A watermill sits just outside of the bailey, at the edge of the farmland (or windmill, if the bailey does not have a river). The miller lives inside, and the first story is made from stone.
- 7 A broch sits at the outer wall. The night guard are expected to enter there, rather than the bailey proper.
- 8 1D3 tripple-bows sit along the wall (giant crossbows on wheels). They inflict 3D6 Damage, but inflict a -2 penalty to aim.
- 9 Walnuts grow around the bailey's perimeter, as they keep other trees at bay. Nobody would be stupid enough to approach the perimeter and eat them, unless starving.
- 10 A little house outside the wall, built into the ground, suggests a doula lives here.
- 11 The outer wall has four corridor-entrances. Each one ends in a metal gate, which provides a good view of the people inside, and each stretch of wood is littered with murder-holes, ready for archers and spearmen to slay anything which crawls into a corridor.

A tall, central house shows a warden lives here.
12

BAILEY EVENTS

A scout has destroyed a chitincrawler's nest and found an interesting item – one Blood Candle (on page 88).
2

Basilisk-stench assaults the troupe's faces. Someone sunk a lucky arrow into a basilisk's eye a month ago, but without the proper equipment, the bailey could only pull a little meat off it before the corpse spoiled. Farmers pulled chunks off for a while, but traders refuse to help take it away with them. At present, the entire bailey has just resigned itself to stinking until the problem goes away itself.
3

The villagers hold a funeral for a fallen soldier. Everyone is drunk.
4

A few mouthdiggers have burrowed under the bailey. You can hear them at night. The farmers discuss plans to root them out, but nobody has anything solid.
5

Villagers are constructing a wooden cage to safely take water from the river, so woodspies do not drown them, and eat them.
6

Rumours about the strange things happening on the highest neighbour (cannibalism, incest, and eating dwarven beards).
7

A child wants to join the PCs' troupe, his family disapproves but they will keep trying to join somehow.
8

A guard has saved $1D6 \times 30$ sp, and now hides in the bailey, having abandoned his duties.
9

A griffin has picked up a child, and flown into the forest. A dozen farmers prepare to go after it, but they move too slowly. Speed + Athletics, Tie Number (TN) 11 to get to the child on time.
10

A troupe of bailey elders, armed with spears, return to report they have seen a fiend in the forest (check chapter 3 to see what the fiend was up to).
11

A wall has broken, and $2D6$ pigs run loose in the forest.
12

CHASE CHART

Total	Result
>10	The characters escape their pursuers after travelling through an Area.
9	Both run through 1 Area, then the characters select a new Skill, and both roll again.
8	Both run through 2 Areas, then the characters select a new Skill, and both roll again.
7	Both run through 3 Areas then roll again.
6	Both run through 2 Areas, then the pursuers select a new Skill, and both roll again.
5	Both run through 1 Area, then the pursuers select a new Skill, and both roll again.
<4	The characters escape their pursuers after running through an Area.

TOWN EVENTS

Day	Night	Market	Tavern
☰		A doula offers to sell Concoctions for 3 sp each.	Dead: nobody there.
☱		A doula wants to purchase Ingredients, for 50 cp each.	Mostly dead: a single barman, and an alcoholic.
☲	☰	A trader stands outside a workshop, screaming that a cart fixer produces shoddy goods ('I almost died, out in the forest, when a wheel came off'). Moments later, the cart fixer attacks.	Two drinkers and two traders, discussing local prices.
☳	☱	The Temple of Curiosity have a famed Storyteller visiting, and everyone wants to know where dragons come from, in his latest tale of mystery and magic.	A dozen patrons, complaining about local crime, and hoping to see the Pit of Justice.
☴	☲	The workers at the bakers guild are rebelling, and have staged a walkout. Within a day, the Guild leaders will slip poison into the drinks of the organizers.	Myriad customers, all in for a quick drink. The bar empties soon after.
☵	☳	A merchant is selling basilisk flesh which he found on the side of the road. When guards ask if he took the basilisk recently killed by the night guard, he says 'no', and that his cousin sold it to him.	A slap-fight breaks out between two seekers, as one won't tell the other the answer to a riddle.
	☴	A shady fence hangs around the market, whistling a happy tune. He left all his goods in a nearby, seedy tavern's basement.	Nine confused patrons sit in a corner, surrounded by a wedding party of hundreds.
	☵	Four thugs, waiting to rob anyone who looks weak.	The barkeep is raving at people to fetch him a mixer for an elixir for his illness (Mindflash Syndrome, page 52), but none will come since he insulted a helper last year.

BAILEY MARKET

All purchases in a bailey require a full morning or afternoon. Farmers chat, then barter, and finally refer the buyer to a neighbour.

Baileys have $1D6 \times 10$ of each item with Weight 0, $2D6$ of each item with Weight 1, and $1D6$ of each heavier items.

Services	Cost
Flicvore, the archer	1 SP PER MILE
Nettlesnag, local guide	59 CP PER MILE

Hospitality	Cost
Bed in Goursegroat's stable	<i>free!</i>
Hearty meal with the Keelfen family and 11 kids	2 CP
Hardened smoked ham	19 CP
Salty dried fruits	19 CP

SCOURNAIL'S WOOD SALVAGE GOODS *

Travel	Weight	Cost
Cart	13	16 SP
Rushlights	0	1 CP
Tinder box	0	3 CP
Torch	1	14 CP

* AT MUSHFLAY THE TANNER'S *

Armour	DR	Covering	Weight	Cost
Partial leather	3	3	2	5 SP
Complete leather	3	5	3	14 SP
Partial lisk-hide	4	3	2	33 SP

* AT THE WEAVERS, WITH COURTBROIL FROM THE TEMPLE OF FROST *

Clothing	Weight	Cost
Itchy clothes	1	35 CP
Travellers clothes	1	72 CP
Orange Travelling Robes	0	23 SP
Bandages	0	4 CP
Rope, 50'	1	3 SP

∅ AT GLUMSNATCH THE SMITH'S ∅

Armour	DR	Covering	Weight	Cost
Partial chain	4	3	2	21 SP

RIVER BAILEY MARKET

All purchases in a bailey require a full morning or afternoon. Farmers chat, then barter, and finally refer the buyer to a neighbour.

Baileys have 1D6 × 10 of each item with Weight 0, 2D6 of each item with Weight 1, and 1D6 of each heavier items.

Services	Cost
Narkflea, the archer	1 SP PER MILE
Nettleblathe, local guide	61 CP PER MILE

Beasts	Cost
Donkey	4 SP
Horse	23 SP
Mule	26 SP
Hunting Dog	4 SP

Hospitality	Cost
Bed in Sootsnag's stable	<i>free!</i>
Hearty meal with the Keelpeel family and 4 kids	2 CP
Hardened auroch tongue	20 CP
Salty carrot-biscuits	18 CP

* GRITFEN'S WOOD SALVAGE GOODS •

Travel	Weight	Cost
Boat for 6	16	20 SP
Tinder box	0	3 CP
Torch	1	15 CP

* AT STEERNASH THE TANNER'S *

Armour	DR	Covering	Weight	Cost
Partial leather	3	3	2	5 SP
Complete leather	3	5	3	15 SP
Partial lisk-hide	4	3	2	34 SP

✕ AT THE WEAVERS, WITH COURTRASH FROM THE TEMPLE OF FROST ✕

Clothing	Weight	Cost
Itchy clothes	1	36 CP
Travellers clothes	1	71 CP
Orange Travelling Robes	0	25 SP
Bandages	0	4 CP
Rope, 50'	1	3 SP

⊕ AT DUGBROIL THE SMITH'S ⊕

Armour	DR	Covering	Weight	Cost
Partial chain	4	3	2	23 SP

TOWN MARKET

✧ AT THE TEMPLE OF FROST ✧

Clothing	Weight	Cost
Orange Samite Robes	0	18 SP
Red Samite Robes	0	22 SP
Purple Travelling Robes	0	28 SP
Rope, 50'	1	2 SP
Silk rope, 50'	0	11 SP
Bandages	0	2 CP

* NETTLESNATCH'S WORKING BEASTS *

Beasts	Cost
Horse	25 SP
Mule	29 SP
Hunting Dog	5 SP
Donkey	2 SP

§ CENTRAL SQUARE §

Service	Cost
Boat trip with Cinderflea	20 CP/ mile
Performance by Sootblathe, the Minstrel	18 CP/ song
New song composition	4 SP/ song

~ AT THE DOCKS ~

Items	Weight	Cost
Lock-pick set	1	12 SP
Fake fodder town-pass	0	4 SP

♣ AT THE TEMPLE OF CURIOSITY ♣

Item	Weight	Cost
Rushlights	0	1 CP
Writing equipment	0	25 CP
Tinder box	0	3 CP
Soap	0	3 CP
Torch	1	6 CP

☞ GOUTVORE'S INN *

Hospitality	Cost
Hearty Meal	5 CP
Fresh sack of oats	3 CP
Hardened stinky cheese	4 CP
Rat Soup	2 CP
Basic room	26 CP

☞ GRITSNAG'S TAVERN ☞

Hospitality	Cost
Cock fight!	—
Entrance and ale	4 CP
Sweet honey-walnut cake	4 CP
Savoury lisk-strips	5 CP
Hearty Meal	5 CP
Rat Soup	2 CP
Steerpeel, the Fence	50% and shhh...

☞ GLUMNASH'S TAVERN ☞

Hospitality	Cost
Entrance and cider	4 CP
Sweet flaggon o' porry	4 CP
Savoury goat cheese	5 CP
Hearty Meal	5 CP
Woodspy Soup	4 CP

☞ DUGFLAY'S INN *

Hospitality	Cost
Entrance and wine	18 CP
Hearty Meal	6 CP
Nice room	22 CP
Fancy room	90 CP

☉ AT THE TEMPLE OF SICKNESS ☉

Cure	Weight	Cost
Fate Elixir	1	30 SP
Earth Elixir	1	26 SP
Medical supplies	1	3 SP

● PIT OF JUSTICE ●

Service	Cost
Front-row seat	6 CP
Back-row seat	3 CP
Rotten tomatoes	1 CP
Snacks	3 CP
Bribery ² (petty crime)	34 SP
Bribery (minor crime)	72 SP
Show of good faith (medium crime) ³	85 SP

● EX-SUN GUARD ARMS SALES ●

Name	Attack Bonus	Damage Bonus	AP Cost	Weight	Cost
Dagger	0	2	1	1	2 SP
Shortsword	1	1	1	1	13 SP
Spear	3	1	2	3	12 SP
Longsword	2	2	2	2	13 SP

²Bribery is paid to a sun guard.

³This gets you a +2 Bonus during the trial.

Projectile	ATTACK BONUS	DAMAGE	AP COST	WEIGHT	COST
Hunting bow	+1	+1	3 AP	1	13 SP
Hunting bow	+2	+2	4 AP	1	14 SP
Hunting bow	+3	+3	5 AP	1	19 SP
Hunting bow	+4	+4	6 AP	1	17 SP
Arrows	—	—	—	—	20 CP
Bolt	—	—	—	—	22 CP
Crossbow	+2	+2	1 AP	3	22 SP

⚔ AT THE TEMPLE OF HATE ⚔

Armour	DR	Covering	Weight	Cost
Complete chain	4	5	3	26 SP
Partial plate	5	3	3	42 SP
Partial chain	4	3	2	18 SP

⚔ AT THE TANNER'S ⚔

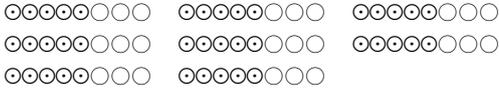
Armour	DR	Covering	Weight	Cost
Partial lisk-hide	4	3	2	45 SP
Partial leather	3	3	2	5 SP
Complete leather	3	5	3	13 SP

♂ BANDITS

Strength 2 Dexterity 0 Speed 0
Intelligence 0 Wits -1 Charisma 0

Skills Projectiles 1, Melee 2, Crafts 2,
Equipment Glaive, partial chain, rye bread, 44 cp.

AP 3 (AP Cost: 3), ATT 12, DAM 2D6, DR 4 (15!), CR 5



♂ MOUTHDIGGER

Strength 2 Dexterity 1 Speed 2
Wits 0

Skills Brawl 2, Stealth 3,
Knacks Adrenaline Surge (+1 Damage, once per round, 2 uses per combat), Perfect Sneak Attack (+2 Damage for sneak attacks)

Abilities Fangs.

AP 5, ATT 10, DAM 1D6+2, DR 2 (15!), CR 7



♂ BASILISK

Strength 6 Dexterity 2 Speed 3
Wits 2

Skills Brawl 2,
Knacks Unstoppable (+2 HP)
Abilities Hexapod (double movement). Stench (breathing in demands Strength + Survival check, TN 7, or take 3 EP).

AP 6, ATT 11, DAM 2D6+2, DR 4 (16!), CR 18



♀ STIRGES

AP: 6 ATT: SPEED: 3 WITS: 2
10 - HP

HP: ○○○○○○○○

Abilities: Wings (can glide, but not fly). CR 3

♀ WOODSPY

Strength 4 Dexterity 2 Speed 1
Intelligence -3 Wits 1

Skills Brawl 2, Athletics 2, Stealth 5, Survival 2,
Abilities 8 tentacles (grapple up to 4 opponents without going prone).

AP 4, ATT 11, DAM 2D6, CR 7



♀ CHITINCRAWLER

Strength 5 Dexterity 1 Speed 3
Wits 2

Skills Brawl 4, Athletics 3, Survival 1,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 13 to break free for 1 AP).

AP 6, ATT 12, DAM 2D6+1, DR 4 (17!), CR 16



♂ BOAR

Strength -1 Dexterity -1 Speed 0
Wits 1

Skills Brawl 1, Athletics 2,
Knacks Fast Charge (+1 to Attack and Damage after spending 1 AP to move), Unstoppable (+2 HP)
Abilities Quadruped (double movement).

AP 3, ATT 7, DAM 1D6-1, CR 1



♂ BEAR

Strength 4 Dexterity -1 Speed 1
Wits 0

Skills Brawl 2, Athletics 1, Caving 2,
Abilities Quadruped (double movement). Claws (+1 Damage).

AP 4, ATT 8, DAM 2D6+1, DR 3 (13!), CR 8



♂ 3 GRIFFINS

Strength 2 Dexterity 1 Speed 2
Wits 2

Skills Brawl 2, Athletics 1, Flight 1, Vigilance 3,
Knacks Fast Charge (+1 to Attack and Damage after spending 1 AP to move)

Abilities Quadruped (double movement). Wings (moves at x8 speed, must run before takeoff).

AP 5, ATT 10, DAM 1D6+2, CR 6

