

# Raven

## Draugr

**Agent (creature) • Level: 6 • Size: 5**

Draugrs are the undead guardians of burial sites. They appear either corpse-white or blue in color. A draugr either has thin skin over a skeletal frame or bloated, swollen flesh. They carry with them the *lik-ópofer*, the corpse-stink, which announces their presence when the wind blows from their direction.

Draugrs can speak, displaying a cunning intelligence. They do not drink blood, but sometimes, they feast on the flesh of those they slay. They usually attack in dark surroundings within lairs or at night. Draugr are at a disadvantage when encountered during the day or outside (day or night) in the summer season. They are stronger in winter.

These undead have sharp teeth and nails but prefer the weapons they wielded in life. They can glimpse into someone's past or see their future, and they use these abilities to taunt or scare their opponents. Draugr can hurl a victim's darkest secrets out into the open, where everyone can hear, or curse them by naming a future calamity, thereby taking credit for causing it. They can even spin the victim's greatest future accomplishment into an evil-sounding curse. (For instance, if someone is destined to succeed in battle and become a minor lord, the draugr might say: "Cursed are you to wade through the blood of many, marring your name and honor with the hapless — Bone Builder, I name thee! — for your dwelling will be bought dearly by the dead.")

Draugr thanes or leaders interred in mounds will not rise unless their treasures are stolen or disturbed. Once awakened and angered, they wreak havoc on communities within 15 kilometers of their resting place, although they will haunt up to 30 kilometers if their anger urges them on. Beyond 15 kilometers, however, they grow weaker and more decrepit.

Some draugr are shepherds, wanderers, or hunters who unfortunately and unknowingly crossed into a cursed area. When reanimated from death, they do not dwell in their mounds or near their grave; instead, they terrorize their remote community, destroying livestock and then people, usually hiding by day in dark places. They are named *skuggavolk* by the Drenjar.

One a draugr is slain, it is best to dispatch its head from its body, burn everything, and toss the ashes into the sea (or another source of running water) to ensure they do not reanimate.

No one is certain how a person becomes a draugr. Some swear it is from a demonic or evil spirit that slays a person and enters into their body. Many claim a bad reputation in life follows the body when buried,

so that it cannot rest. Rural folk hold that a draugr can be created by another draugr. Thanes or jarls who build bad reputations while living are believed to become draugr. Fear of this fate influences many a thane or jarl, even the cruelest, to perform charitable works for their people, especially the destitute.

These undead were not encountered before the 4300s, and much about them is still unknown. Were they brought back to life by runecasting or from a corruption of ukari death rites? Did the Rweg knowingly or unknowingly introduce a strange disease that reanimated these corpses? Is their animation related to the strange cooling of certain Vuldrok suns? The answers are debated and obscure, serving as a source for speculation.

### Special Abilities:

**Barrow-Bound:** Draugrs are tied to the site of their burial. For thanes, this is usually a mound filled with their treasure. They can operate freely within 15 km of their barrow. Outside that range, all their skills and characteristics are lowered by 2.

**Corpse-Stink:** These undead corpses stink of rotting flesh. Their Sneak rolls are unfavorable, and others' *spot* rolls to detect them within 15 m are favorable.

**Curse:** Draugrs can peer into a target's past or future and use the secrets gleaned for influence attacks. This is similar to the Omen psychic powers: Shadows Gone By and Shadows to Come, except that they are instantaneous. If the Curse is successful, then on the following turns, the draugr can perform a *daunt* maneuver that makes the target Daunted for the remainder of the scene and then Penalized with a chronic persistence.

**Gigantism:** Draugrs can grow during combat, adding 1 Size per turn up to a maximum of +3 Size. (Of course, this also adds the same bonus to Vitality.) The draugr can begin growing on its turn following the initial round of physical combat. As its Size increases, so does its power: +1 Strength per +1 Size.

**Influence Immunity:** Draugrs are immune to mental and social states not caused by occult powers, as well as physical states that rely on the frailty of living bodies (Dazed, Mangled, Unconscious, etc.). Draugrs, like husks, cannot be affected by social influence attempts.





**Seasonal Power:** During the day, a draugr's actions are unfavorable. In summer, any action taken outside of their burial mound or their dark hideaway is unfavorable. During winter, they can declare up to three physical attacks per scene to be favorable.

**Characteristics:**

Str	7	Wits	5	Pre	4*
Dex	7	Per	6	Int	6
End	7	Will	5	Faith	5

\* Draugr thane = Presence 7

**Skills:**

Fight	5
Focus	6
Impress	5
Melee	7
Vigor	5

**Actions:**

**Goal**

**Impact**

Bite	12	2 dmg
Claw	12	3 dmg
Curse	12	See special abilities
Daunt	9*	Target is Daunted; see Curse (special abilities)
Fist strike	12	2 dmg
Sword strike	14	6 dmg

\* Draugr thane = goal 13

**Resistance:** Body 7\* | Mind 5 | Spirit 5

\* Hardproof, Slamproof

**Vitality:** 16

**Surge:** rating: 13 | number: 2

**Equipment:** Sword, helmet and chainmail, knife

## Nottskep

**Agent • Level:** 1 • **Size:** 2

This tenacious and cunning creature somewhat resembles an Urth raccoon or skunk. They were originally native to Raven but have since spread to all the Vuldrok worlds, thanks to their penchant for sneaking aboard spaceships. They are nocturnal, often riffling through barns, garbage, and refuse bins for food scraps. They have opposable thumbs, similar to a raccoon, which they use to open lids and latches. In the wild, they survive on fish, smaller animals, fungus, and vegetables.

Nottskep parents will attack a much larger beast if it comes near their young. They are believed to keep nests for their newborns in trees or beside streams, at least until their offspring is old enough to survive on their own.

Their urine emits a mighty stench that clings to anyone exposed to it. The smell is so strong it deters predators (and Vuldrok) from going near them. A person who gets sprayed stinks for days. Removing all traces requires baths of an apple-vinegar and animal-fat mixture. A creature hit by this spray can be smelled for miles away, which makes it hard for them to hunt prey.

Among rural Vuldrok, nottskep are a symbol of defiance because they can get mean and belligerent when cornered. The Drenjar Villt clan hails them as fighting underdogs. Like the Villt, they might be small, but keep away! You don't know what you're getting into when you start a fight with one.

**Special Abilities:**

**Urine Spray:** Nottskep can spray their urine at a target from up to 5 meters away. The stench is horrendous. A person sprayed suffers the Noxious physical state (see below). The smell (and the Noxious state) lingers for two days or until it is washed away. The Vuldrok know a folk mixture for removing it (applied after at least 2 hours of repeated bathing). Known Worlds Apothecaries and alchemists can usually produce something with similar effect. Curiously, the sonic showers often found on spaceships are quite effective against this spray, cutting down the bathing time to half an hour.

**Characteristics:**

Str	2	Wits	4	Pre	2
Dex	6	Per	6	Int	7
End	3	Will	3	Faith	5

**Skills:**

Fight	4
Knavery	4
Observe	6
Sleight of Hand	5
Sneak	6
Vigor	5

**Actions:**

**Goal**

**Impact**

Bite	6	2 dmg
Urine spray	11	Target is rendered Noxious (see below)

**Resistance:** Body 2 | Mind 0 | Spirit 0

**Vitality:** 8

**Surge:** rating: 4 | number: 1

**Physical State:** Noxious

You stink on ice. Your smell is now revolting to you and others. You suffer the Nauseated state, and those who come close to you (within 2 meters) also suffer it, although you and your victim can shake it off for one scene (the nausea, not the smell). While in this state, your persuasion influence rolls are unfavorable to those within 5 meters of you.

## Wolf's Lament

### Tundra Wolf

**Agent (creature) • Level:** 3 • **Size:** 6

Tundra wolves (novus lupus) are a carnivorous mammalian species native to Wolf's Lament. They received their name for their similarity in appearance