

daffolki names

1d100 HUMAN, MALE HUMAN, FEMALE

01-02	Alexius	Agusta
03-04	Amundi	Aisgerdur
05-06	Arelius	Alfifa
07-08	Argils	Alva
09-10	Ari	Arney
11-12	Arnar	Arnfridur
13-14	Arnsteinn	Arnheidur
15-16	Berent	Asdis
17-18	Brynthor	Bergdis
19-20	Danival	Dagfridur
21-22	Edvar	Duna
23-24	Fridmar	Eirny
25-26	Galdur	Fides
27-28	Gaukur	Fridveig
29-30	Gneisti	Geirlaug
31-32	Godmundur	Gestny
33-34	Gottskalk	Gudfridur
35-36	Gregor	Gudjona
37-38	Gunnhallur	Gudlaug
39-40	Hervin	Gunnur
41-42	Hlini	Gunnvoer
43-44	Holmgeir	Hafborg
45-46	Hrappur	Hafdis
47-48	Joervi	Hjoerdis
49-50	Kari	Huldis
51-52	Krister	Ingrun
53-54	Logi	Kolgrima
55-56	Lytingur	Laufheidur
57-58	Maggi	Liney
59-60	Makan	Loreley
61-62	Marjon	Magndis
63-64	Muggur	Magney
65-66	Narfi	Maja
67-68	Oddthor	Malen
69-70	Osvifur	Moey
71-72	Reidar	Oddveig
73-74	Reifnir	Oddvoer
75-76	Sighvatur	Oerbrun
77-78	Sigurdur	Otta
79-80	Sigurvin	Palfridur
81-82	Smyrill	Palhildur
83-84	Snjolfur	Palmey
85-86	Soelvar	Selka
87-88	Soeren	Sigurmunda
89-90	Sofus	Snairun
91-92	Steinthor	Soldis
93-94	Torfi	Svanheidur
95-96	Ulrik	Thora
97-98	Unndor	Thuri
99-100	Valdor	Vagna





TO HARHEIMA

VINDERTURN

“Tower of the Wind”

SIZE *keep*
PROSPERITY *poor*
POPULATION *shrinking*
DEFENSES *watch*
OTHER TAGS *arcane, need* (food), *oath*,
(Harheima), *trade* (Stinnevat, Volgvatn,
Harheima), *history* (former site of the
sorcerer MUNEMUT ARNELUMÉ’s
stronghold), *personage* (HERRA THE
GOOD, DARRO THE MAGNIFICENT),
resources (vindergald, bolasta root),
religion (Harfadir, Soelvar)

Impressions

- Winding streets, ancient cobbles
 - The wind, howling round corners
 - Giant shutters closed against the gale
 - Untrained and bumbling guardsmen
-

people

MUNEMUT ARNELUMÉ

Chaotic (indulgence), *prejudiced, irritable,*
charitable

A sorcerer-lord who coaxed the *vindergald* (winds of magic) out of the Southern Reach and so brought the Tvinne civilization (which he despised) to its end. He met his own end years later at the hands of King Ljonton II, who claimed Vinderturn in the name of the Daffólki. Munemut’s white limestone tower still looms over the outpost, now occupied by Herra the Good. They say the earth beneath the cobbled streets is riddled with the collapsed labyrinth of the sorcerer’s dungeons

HERRA THE GOOD

Good (zeal), *merciful, daring, charitable*

The current lord of Vinderturn is an ex-mercenary, now repentant and devout

adherent of Harfadir, the Father-God of Daffólki. When Herra appears in public she is always garbed in shining chainmail and a yellow surcoat that bears a white falcon (the mark of Harfadir). She is called “the Good” for leaving the mercenary life behind, showing mercy in legal disputes, distributing food to the poor, and for her beak-like nose, considered a sign of the Father-God’s favor.

DARRO THE MAGNIFICENT

Lawful (loyalty), *confident, enthusiastic,*
decadent

Resident sage of Vinderturn and *ráðgjafi* (adviser) to HERRA, to whom he is fiercely loyal. He wears white robes, a long white beard, and silver earrings. The foundation of a ruined tower some distance from town is his open-air classroom, where he instructs worthy pupils in the proper control of sorcerous energies. He is secretly heartbroken at being too old to court Herra, and is searching for magical means of rejuvenation.

SPELLS Zurnob’s Piercing Poison, Evil Wave, Abyop’s All-Knowing Mark, Confusing Scream, Spirit Staff.

places

THE TOWER

An asymmetrical tower of ancient limestone, rising up from the surrounding rooftops. The Tower is the official residence of HERRA, DARRO, and the settlement’s administrative staff.

THE HAT & STAFF

A public house characterized by its round stone tables, giant crackling fireplace, and slippery front stoop. Operated by Helmut Helgisson (*good* (love), *generous, gregarious, steadfast*), who is sickly and losing his hair due to some inexplicable illness. His wife Berglin is worried about him.

Notes

Stinnevat “Stonewater”

SIZE	<i>village</i>
PROSPERITY	<i>poor</i>
POPULATION	<i>shrinking</i>
DEFENSES	<i>militia</i>
OTHER TAGS	<i>need</i> (leader), <i>oath</i> (Vinderturn), <i>trade</i> (Vinderturn), <i>personage</i> (ELINTINUS THE MAGISTRATE), <i>resource</i> (fish, stone), <i>religion</i> (Soelvar)

Impressions

- Low huts clustered on a leeward slope
- Smell of salt fish and woodsmoke
- Crude, poorly-maintained limestone statue of Soelvar in village center
- Fishing skiffs with dyed blue sails, prows painted with the white shells of Soelvar

People

ELINTINUS THE MAGISTRATE

Chaotic (indulgence), *compassionate*, *selfish*, *merciless*

A hatchet-faced, berobed judge (*dómari*) with a neatly-trimmed beard, trained at the capital and sent to serve under HERRA THE GOOD at Vinderturn. He is known for being both extremely critical and sympathetic to those he believes have been treated unjustly. He overindulges in *brennivín* (“burned wine”), and is ashamed of his secret addiction to bolasta root. he has come to Stinnevar with an armed guard to settle the dispute between FEDRIS SJÓMAÐUR and ALIA THE ELDER over the town’s leadership.

FEDRIS SJÓMAÐUR

Neutral (knowledge), *persistent*, *covetous*

With Thuri lost at sea, Fedris is the most handsome, hardy, and physically capable resident of Stinnevat. He is calm and collected in times of great stress, and spends nearly all of his time out in the elements. He seeks to take the village seat because he has always been jealous of the varl’s wealth, which he wishes to use to educate himself about the broader world.

ALIA THE ELDER

neutral (balance), *chaste*, *impatient*

A gray-haired, hunched woman who wears a veil to hide her missing nose. She reveres Jafna, goddess of balance and twilight, and seeks to enact the will of the Fair Mother as leader of Stinnevat. She was critical of the way the varl and priest (Olgeir) dealt with the RAENINGI, believing they should have traded fairly from the start.

places

THE VARL’S HOUSE

One of two stone structures in the village (the other being the temple to Stoelvar), high-roofed and capacious. Currently inhabited by the former Varl’ family: his mother (Old Gissi), one surviving wife (Hroenn Varlskonan) and four children.

THE GATE

Outside the safe haven of Stinnevat, the shoreline on the peninsula is rocky and treacherous. The only other safe place to put in is a gravel beach some two hours to the southeast by foot. The beach takes its name from the basalt towers that rise up from the sea to frame the approach. It is here that the villagers come to pay tribute to the RAENINGI at each full moon.

Notes

The Frightful Sea

Frigid, sea, perilous

Impressions

- Gray sea blurring into gray sky
 - Shafts of white sunlight breaking through the cloud-cover like a blessing
 - The thick fog they call “Herjófa’s Cloak,” drifting in from the east
 - A distant rainshadow, growing near
 - The cliffs of the Dyflissu, a dark line that marks the horizon
-

Dangers

HERJÓFA’S CLOAK

Pre-dawn hours on the Frightful Sea are marked by the thick fog that obscured all until midday at the earliest.

When you *are enveloped by Herjófa’s Cloak*, you can’t see more than ten feet in any direction. Ply the waters at your risk.

SERVANT OF SOELVAR

Large, solitary, intelligent, terrifying, vulnerable (fire, magic), *immune* (cold)

Damage tentacle whip 1d10+1 (*reach, near, forceful*)

HP 24 · **Armor** 1

A squid-like behemoth of the briny deep, said to possess a pale, shapeless core that anchors a dozen black, impossibly long tendrils.

Motive to enact Soelvar’s will

- Pluck a target from its place
- Wrap them in ribbonlike tendrils
- Draw them down, down, down

Treasure: eyewitness tales of its existence.

ISKRABBI (“ice crab”)

Large, group (1d8+1), *cautious, vulnerable* (fire), *immune* (cold)

Damage massive pincers 1d8 (*reach*)

HP 8 · **Armor** 2

A giant white crab the size of a horsecart. It dwells in the shallower waters of the Frightful Sea, especially along the Dyflissu.

Motive to stay out of harm’s way

- Skitter sidelong out of reach
- Clamp on with both pincers
- Snip through something useful

Treasure: delicious crabmeat (2d8 rations per specimen), exoskeleton that might be crafted into armor.

Places

THE VARL’S HOUSE

One of two stone structures, taller and more capacious than the rest. Currently inhabited by the former Varl’ family his mother (Old Gissi), one surviving wife (Hroenn Varlskonan) and four children.

THE GATE

Outside the safe haven of Stinnevat, the shoreline on the peninsula is rocky and treacherous. The only other safe place to put in is a gravel beach some two hours to the southeast by foot. The beach takes its name from the basalt towers that rise up from the sea to frame the approach. It is here that the villagers come to pay tribute to the Raeningi at each full moon.

Notes

Eyjan Raeningi “Robber Island”

Frigid, rocky island, perilous, defensible, property (Raeningi)

Impressions

- Imposing black cliffs, ringing a thickly forested highland
- The thick fog they call “Herjófa’s Cloak”
- Black seabirds, riding a fierce wind
- A narrow inlet, opening into a tiny bay and gravel beach, above which perches ROBBERS’ ROOST

Rumors

- The horrible mother of the skullsuckers lives somewhere in the wood
- Freya keeps everyone in line through witchery of one black sort or another
- Harfadir has forsaken this place, but that’s okay—he’s a killjoy anyhow
- MAD FREYA has a bauble that she fondles greedily when no one’s looking

people

MAD FREYA

Chaotic (destruction), *friendly, mad, murderous*

Medium, solitary, leader, intelligent

Damage axe 1d8+1 (*close*)

HP 12 · **Armor** 2 (ringmail)

The leader of the Raeningi is a fierce woman with bone-white skin and pale blond hair, clad in black iron ringmail and always accompanied by an entourage of her three best HÚSNÍFAR (“house knives”). She is courteous and friendly to anyone that does not pose a threat, but turns instantly and without warning into a remorseless killer at the sign of real or perceived danger.

Motive to exploit and destroy the civilized

- Take on the toughest among them
- Knock them reeling
- Murder without compunction

Treasure: in a belt pouch she carries a SEEING STONE, with which she is obsessed. She peers into it avidly when no one is looking, but has no idea as to its purpose.

HÚSNÍFAR (“house knife”)

DYRI, HILMAR, AND ODKEL

Medium, group (3), *organized*

Damage axe or sword 1d6+1 (*close*), knife 1d4+1 (*hand*)

HP 8 · **Armor** 1 (leather)

MAD FREYA’s bodyguards are a ruthless bunch of humorless men, stretched thin by life in this harsh clime.

Motive to serve and protect their leader

- Flank them
- Single out the weakest
- Seize a hostage

RAENINGI (“robber”)

Medium, group (1d8+1), *organized, cautious, devious*

Damage knife 1d4 (*hand*), hatchet 1d4 (*throw, close*), spear 1d8 (*throw, reach*)

HP 4 · **Armor** 0

Motive to come out ahead and alive

- Run for help
- Distract them from a devious ally
- Beg for mercy before pulling a knife

PETRA VARLSDOTTIR

Lawful (mercy), *determined, ambitious, obsessive*

The varl’s daughter, kept by FREYA as a house slave and potential ransom, is seventeen years old. She survived the same disease that afflicted her father, but it left her disfigured. The first time she disobeyed FREYA she lost the pinky finger on her left hand, so she is obedient, but determined

to survive at all costs. She was bitten by a HAUSKOGSKÁL on a recent trip to collect berries, but no one else knows—the wound is hidden by her ragged blue skirt.

places

ROBBERS’ ROOST

A hardscrabble habitat of rough tents clustered on the slopes overlooking the island’s only gravel beach. Three rough-hewn lateen-sailed boats—each able to hold up to six people—are drawn aground.

MAD FREYA’S CAMP

Overlooking the rest of the shelters in the Raeningi encampment is a pair of one-room structures of piled-up stone and thatched roofs, between which is situated a firepit. One of these is FREYA’s residence, into which no one else is ever allowed. The other belongs to Dytri, Hilmar, and Odkel, her HÚSNÍFAR. PETRA sleeps outside next to the firepit, which is filled with charred skulls and bones.

Treasure in Freya’s hut: a small unlocked wooden coffer holds 120sp in mixed coinage, and a wolfskin hanging on one wall conceals a recess in the stone wall that holds the BOOK OF THE FIVE WINDS. This and the SEEING STONE she carries with her were among the spoils claimed when the Raeningi intercepted and murdered a band of adventurers returning from Tvinne land.

Treasure in húsnífar hut: 100sp, a bottle of white fox musk (7sp), an embroidered sash (3sp), a set of polished seal teeth used for divination (7sp). Drawn in chalk on the stone floor is a rough map of the Daffolki coast, with an arrow leading from the Isle of the Raeningi up the Skera River to the village of Volgvatn.

Discoveries

THE TRIMMED

One or more naked corpses, dumped at the edge of the Svartiskógur (Blackwood), partially consumed or decayed. Each is missing a body part (head, arm, leg, etc.). MAD FREYA kills those infected with the Gray Death (carried by the HAUSKOGSKÁL) and cuts off their infected body parts in order to keep them from coming back.

Items

BOOK OF THE FIVE WINDS (wt 1)

A heavy, rectangular book (4”x12”) with covers of sliced quartz and pages of fragile snakeskin, inscribed with silver ink. This is an ancient Tvinne text which contains five spells, one for each of their sacred winds, but can only be translated by a sage learned in the Tvinne tongue. The spells depend on the presence or absence of wind.

Spells: Stillness of Dawn, Steal Breath, Cloak of Fog, Salt Wind, Hoary Hand of Hornokor (“Mountain King”).

SEEING STONE (wt 0, *magical*)

A nicked, cloudy crystal sphere the size of a human eyeball, the center of which seems to flicker blue when it catches sunlight.

When you *wear the Stone in place of your own eye*, you see the Five Temples of the Tvinne, no matter how far away they may be. From a distance they are like mere pinpricks of blue light, growing larger as you move closer to them.

DANGERS

HERJÓFA'S CLOAK

When the thick mist of the Frightful Sea rolls in from the east, only the highest point on the island stands clear.

When you *are enveloped by Herjófa's Cloak*, you can't see more than ten feet in any direction.

HAUSKOGSKÁL ("skullsucker")

Tiny, horde, stealthy

Damage bite 1 (*touch*)

HP 1 · **Armor** 1

Bloodsucking arachnids the size of a man's fist, with dull black bodies and a lighter back pattern that resembles a human skull.

Motive to seek warm host

- Attach to skin without being noticed
- Dig in past the point of easy extraction
- Pass along a disease (Gray Death)

Treasure: none.

When you *contract the Gray Death*, roll +CON: **on a 10+**, you're immune—it'll stay with you forever, but you'll never show symptoms; **on a 7-9**, mark the first knot on the thread below, and the thread becomes available to the Judge.

- The skin around the bite turns gray.
- The gray spreads to completely cover the infected part of your body.
- You lose all feeling in the infected body part (permanently), but that body part takes on a will of its own.
- When you *die*, if the infected body part is still attached, it takes control of the whole package.

When *a body is taken over by the Gray Death*, nearby hauskogskál climb in and use that body as a mobile host-seeker.

SVART MÓÐIR ("Black Mother")

Large, solitary, slow

Damage bite 1d10 (*touch*)

HP 16 · **Armor** 1 (exoskeleton)

Deep in the pine forest abides the queen of the HAUSKOGSKÁL, a bloated tick-like monstrosity the size of a cow. After disgorging a massive clutch of eggs, she regains strength by feeding on the blood brought back by her children.

Motive to reproduce

- Disgorge a slippery carpet of eggs
- Burrow entire head into victim's vitals
- Liquefy a succulent organ

Treasure: 4d6 fist-sized eggs may be plundered from the Svart Móðir's carcass; each is worth 10sp to an apothecary or alchemist for the curative properties of the larvae which will eventually emerge, and 10 of them together have wt 1. Among the refuse of past victims may be found a flask of grog (1sp, 0 wt), 9sp strung on a leather thong, a rusted iron breastplate (80sp, 2 armor, 2 wt), 2 spears (16sp, 1d8, *throw, reach, near*, 2 wt) a shortbow (16sp, 1d6, *near, far, 2-banded*, 1 wt), and a quiver of arrows (2 ammo, 1 wt).

NOTES



Threads

The fate of Stinnevat

The varl has been slain by a murderous dwarf, and leadership in the village is contested.

- FEDRIS sends a messenger to Vinderturn to seek official aid.
- HERRA THE GOOD dispatches ELINTINUS THE MAGISTRATE, escorted by armed guards, to restore order in to Stinnevat.
- ELINTINUS hears the pleas of FEDRIS and ALIA, both of whom wish to be varl.
- After hearing of the varl's death, Elintinus deems the perpetrators, including ERLINA STONE-TAKER and AMALINDE SKEGG, criminals in the eyes of the kingdom.
- Elintinus sympathizes with Alia's perspective and grants her the varlship of Stinnevat. Fedris is displeased.
- Elintinus returns to Vinderturn, satisfied with a job well done. Alia leads a contingent to normalize relations with the Raeningi.
- Elintinus issues a proclamation for the capture of Erlina and Amalinde.

The Gray Death

Anyone bitten by a HAUSKOGSKÁL runs the risk of contracting this disease.

- The skin around the bite turns gray.
- The gray spreads to completely cover the infected part of your body.
- You lose all feeling in the infected body part (permanently), but that body part takes on a will of its own.
- When you *die*, if the infected body part is still attached, it takes control of the whole package.

