

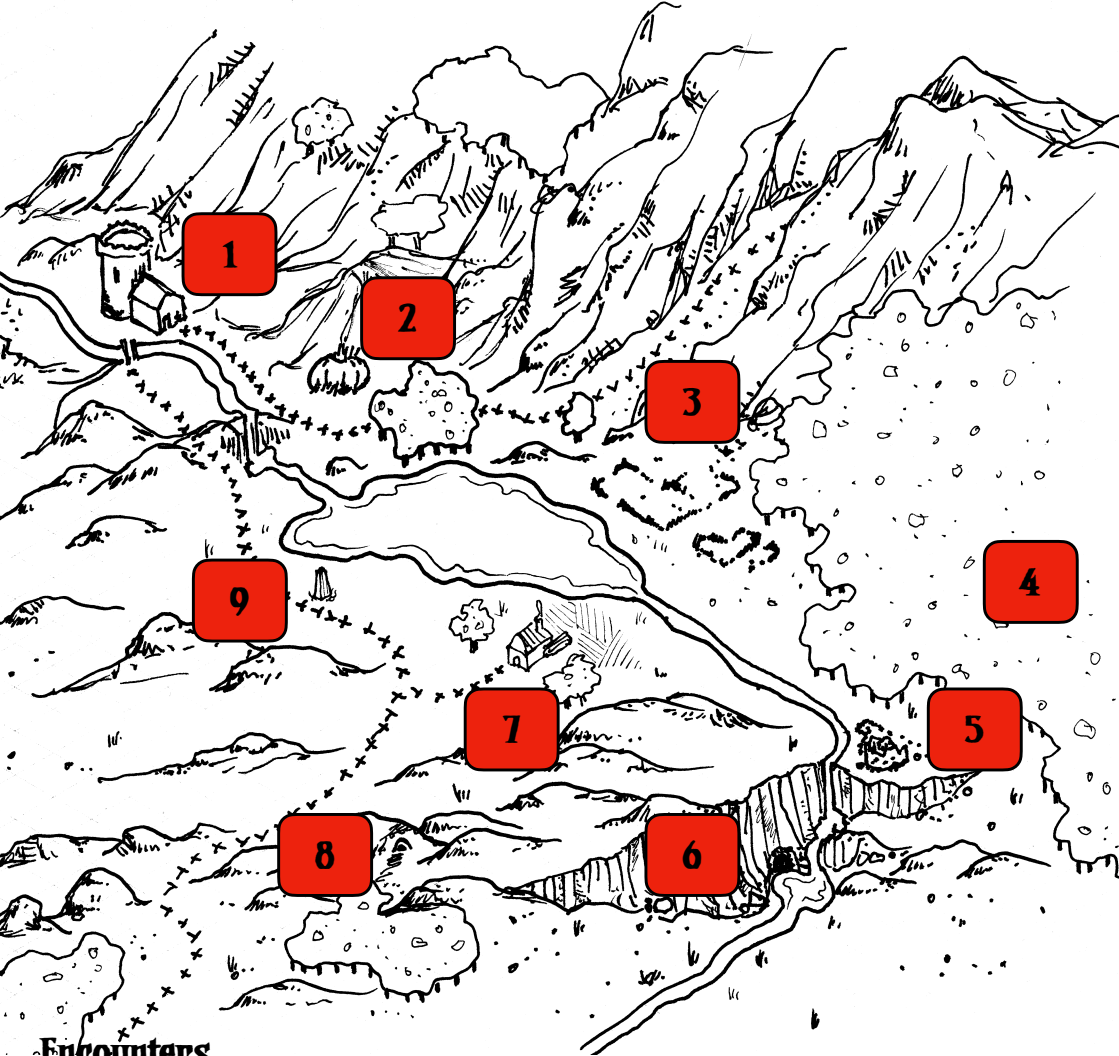
DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**



the
Band of the
Black Wolf

Campaign Primer



Encounters

d12	Encounter	d12	Encounter
1	3d10 Roe Deer bound for tree line	7	1d4x10 Dwarves travel to a funeral.
2	1d6 Farmers head to Castle Talborg	8	1d6 Refugees from Lögda's Homestead
3	1d6 Outlaws scout area	9	Issig and Daif travel to Auglemir's Skull
4	1d6 Hunters return to the castle	10	Beorning party travel to the Elf-haunt.
5	1d4 Brown Bears attempt to steal food	11	1d6 Beornings vigilantes seek justice.
6	2d10 Grey Wolves stalk	12	A Troll attacks.

1. Castle Talborg

Borderland fortress. Home to **Jarl Balgruff**. Home to nearly 400 men and woman.

4. The Elf-haunt

A primordial forest home to mythical rumors of treasures and the ruins of Elven civilization.

7. Gorm's Homestead

Gorm the Broad, chieftain of the Hrolfling clan deals with a traitor in his midsts.

2. Skull of Auglemir

Where **Sif** slew the giant Auglemir. A haunted place of remorse and a woman's revenge.

5. The Ruined Keep

An ancient crumbling wizard's tower. Currently home to the **Band of the Black Wolf**.

8. The Barrows

The tombs of kings litter the countryside. Somewhere the tomb of **Thorir-One Eye** awaits.

2. Lögden's Ruins

Raised by the **Band of the Black Wolf**, Lögden still houses secrets perhaps best left buried.

6. Tomb of the Sea-King

The Sea-King Rakni Wave-Breaker is said to have been buried with a famous treasure somewhere beneath the waves.

9. The Dragonstone

Monolithic rune stone to The Dragonslayer. Rumors speak of secret magics waiting to be uncovered.

d8	Events
1	1d6 Adherents to the Dragonslayer stop by on their way to the Dragonstone. (<i>the Dragon Stone</i>)
2	2d6 Refugees arrive reporting shape shifting berserkers burnt down Lögden. (<i>Lögden's Ruins</i>)
3	Heleg Husband Slayer tells tales of a tomb hidden under the tide on the high coast. (<i>Tomb of the Sea-King</i>)
4	Hakon, Balgruuf's Huskarl puts together a group to find missing friend in the Elf-haunt. (<i>The Elf-haunt</i>)
5	Tóki the blacksmith went missing while journeying to the downs. (<i>the Barrows</i>)
6	Farmer returns from Auglemir's Skull delirious about a ghost. (<i>Skull of Auglemir</i>)
7	The Band of the Black Wolf raid Castle Talborg, kidnapping townsfolk. (<i>The Ruined Keep</i>)
8	Gorm the Broad arrives to reaffirm Hrolfling support against Ulf. (<i>Gorm's Homestead</i>)

Autumn

Autumn in the Jafnhárr vale is quite beautiful, painted in hues of red and gold. And the Highfells to the east shine in pale blues and whites. Rivers of turquoise meander from the north down through the Lake of Stars past the High Coast to the sea.

Autumn Weather Table

Roll once every three days. **Harsh** weather is **bold**.

3d6	Weather
3 - 4	Clear & Cool; + 1 Farming, Fishing & Survival tests.
5 - 8	Rain ; + 1 Ambush; -1 Survival tests.
9 - 11	Howling Wind; + 1 Sailing; -1 Parley Outdoors, test to make fire.
12 - 13	Fog; + 2 Ambush, + 1 Sneak; -1 Search, Hunting & Sailing test.
14	Frost ; -1 Sailing tests
15	Rain & Sleet ; -1 to Appropriate tests
16 - 18	Snow ; +1 Search in fresh tracks; -1 Appropriate tests.

Jafnhárr Encounters

Roll 1d6 at Dawn and Dusk - or Midday and Midnight. On a 1 an encounter occurs. On a 2 the characters see a portent or clue of a nearby encounter.

- 1: 3d10 **Roe Deer** forage in the autumn grasses. They glance at you before bounding off for the nearest tree-line.
- 2: 1d6 **Farmers** heading to Castle Talborg with part of their harvest to sell at market.
- 3: 1d6 **Outlaws** from the *Band of the Black Wolf* scouting the area.
- 4: 1d6 **Hunters** and 1d3 **Hounds** form a hunting party. They are anxious as an altercation earlier in the day led to them killing one of their members. They hid the body somewhere nearby.
- 5: 1d4 **Brown Bears** shamble out from the trees. They're hungry and looking for food but are shy and won't attack unless provoked. They'll wander off after trying to steal some food.
- 6: 2d10 **Grey Wolves** stalk the party. They are starving and will attack if they outnumber the player characters.
- 7: *Lyt* the **Dwarf** followed by 1d4x10 other **Dwarves**. They make up a funeral party and travel to the Highfells to attend the funeral of their kin.
- 8: 1d6 **Refugee Farmers** from Lögda's Homestead travel to Castle Talborg. They beseech you for food or supplies after losing everything when the Band of the Black Wolf burnt their homestead to the ground.
- 9: *Issig*, a **Völva** and *Daif Forkbeard* (**Berserker**) travel to Auglemir's Skull to perform a ritual. Issig may be willing to read the character's runes.
- 10: A Beorning **Huskarl Hakon** and his retinue, *Kettil Veteran* - his Kúrungr thrall *Deja Normal*, and **Vikings Nanna, Odd, and Gunder** travel to the Elfhaunt in search of a friend that went missing there 1 week ago.
- 11: 1d6 Beorning **Vikings** stand over the recently slain bodies of 1d6 Hroflings. If questioned they say they avenged the attack on Lögda's Homestead. They will not allow themselves to be arrested and insist their vengeance is just.
- 12: A **Troll** attacks, seemingly appearing out of nowhere.



Campaign Background

Nearly two centuries ago the Hrolfling clan called all of the Jafnhárr Valley home. Then forced out by famine and violence, the Beornings arrived and made war with the Hrolflings over control of the valley. The Beorning leader, Thorir One-Eye, claimed swift victory over all of the valley and became the first jarl of Jafnhárr.

Legend states that during the confusion of war that Thorir One-Eye or his minions stole the ancestral clan regalia of the Hrolflings - a beautiful brooch of beaten gold inlaid with the dragon Jormungandr set on a dark stone backing of obsidian, along with their hoard. Thorir One-Eye was killed shortly after and the treasure lost.

Now a group of outlaws known as the Band of the Black Wolf, led by Ulf the Fearless, set fire to the countryside. They worship Vargr, the Wolf god of Chaos and rumors speak they take on the shapes of wolves under the moon. They seek the lost regalia of the Hrolfling clan and the renewal of tensions with the Beornings. They seek to fuel chaos in and around Jafnhárr.

Just a day ago they sacked the Lögda homestead, burning it to the ground. They took with them several prisoners. Unbeknownst to them one prisoner was the son of Jarl Balgruuf in Talborg. It is only time before they realize.

Starting the Campaign

The campaign begins with the players' characters arriving at Castle Talborg for the very first time. Take a moment and discuss why the characters are there. Let them explore the Castle. Then, roll on the events table on pg. 3. This event kicks off the campaign.

There is no plot provided here. Let the players develop their own emergent story as they react to the event and explore the adventure sights.

Each time the players return to Castle Talborg roll a new event and continue to see the situation unfold.

Tracking Time

The Jafnhárr Map shows one 6 mile hex. If you split a 24 hour day into four watches, you could travel from one end of the map to the other in one watch - roughly 6 hours. Most of the locations are well known to the residents of the valley.

Gods of the Northlands

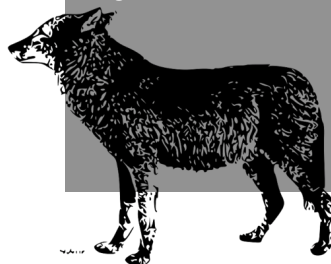
The average person in the Northlands venerates a plethora of gods, heroes, and ancestors.

The Dragonslayer

1000 years ago, Sigurd Ironside, journeyed into the High Fells and did battle with the Black Wyrn. Now he is venerated as patron to adventurers, lost causes, and valiant death.

Vargr, the Black Wolf

Vargr is the primordial beast of chaos that stalks and brings eclipses, nightmares, and ravenous hunger.



Factions

Roll a d6 after every session. 3-in-6 chance to check off towards goal.

Band of the Black Wolf

Resources:

- Vargr's Blackened Gift
- Loyal Berserker Following
- Wizard's Keep

Goals:

- Recover Jormungandr Brooch
- Lay Siege to Castle Talborg
- Kill Jarl Balgruuf and subjugate the valley

Jarl Balgruuf and Castle Talborg

Resources:

- Fealty of the vale.
- Loyal Huskarl followers
- Castle Talborg

Goals:

- Find Tuor, Balgruuf's missing son
- Recover Jormungandr Brooch -symbol of authority
- Destroy the Band of the Black Wolf

Ending the Campaign

If one of the factions accomplishes all of its goals, the campaign ends, or the situation drastically changes.

If all the adventure locations are explored and finished, the campaign ends.

Some additional adventure location zines will include minor factions, their resources, and goals!

This is your game. Make it yours, and follow your players' leads.



Ulf the Fearless

Ulf is a Hrolfling tired of Beorning rule over what he sees to be rightfully his. He is Gorm's first-born, swearing an oath to Vargr the Black Wolf. He will stop at nothing until the Hrofling clan is avenged.

AC 5 [14], HD 5 (30 HP),
Att 1x Bite (2d4+2) or Spear
(1d6+2), THACO 16 [+3],
MV 180' (60'), SV D10 W11
P12 B13 S14, ML 8, AL
Chaotic, XP 300, NA 1,
TT C

Vargr, beast of chaos

The Band of the Black Wolf stalks all of Jafnhárr
They hunt the brooch of Jormangandr
All will burn in their wake.

Use this Campaign Primer to kick off your
Band of the Black Wolf OSE game.

Band of the Black Wolf

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Band of the Black Wolf Part 1 of 10

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