



# Vasgothia

## The Gruthrump





# Credits

## The Gruthrump

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## Introduction

Much like with *Daughter of the Forest* before it, this material focused on the gruthrump orks, was originally planned as a Kickstarter stretch goal back in the misty days of 2021. At the time, I was highly dubious that *Vasgothia* would reach the \$75,000 stretch goal required to include the gruthrump extra material, but ever hopeful, I started work on it none the less. Unfortunately, I was proven right, and this particular Kickstarter stretch goal never managed to reach the lofty amount that it was set to. Personally, my firm belief is that both *Daughter of the Forest* and *The Gruthrump* should both have been set as much lower stretch goals, certainly they should have taken precedence over the Theran florin coin. But I digress. This document represents the work I completed on the gruthrump in preparation for an official release as a Kickstarter stretch goal. I have returned to this material to expand upon it, as well as adding some artwork<sup>1</sup> to help round it out. With this work, as well as *Daughter of the Forest*, and *Exploring the Towers*<sup>\*</sup> I hope that those who backed *Vasgothia* now feel like they have the completed material that would have been released had the Kickstarter been more successful.

This release is divided into three sections.

**Chapter One: The Gruthrump** is an in-world account of the gruthrump Namegivers, covering their history and their culture.

**Chapter Two: Torinchaia & The Amber Coasts** details the region to the north of the Deep Forest where the gruthrump are mostly found. It details the Theran administration as well as the important city-states that dwell along Vasgothia's northern coasts.

**Chapter Three: Player Information** offers all the game information that allows *Earthdawn* players to portray these Namegivers, as well as all the necessary information for questing for Gothornthrup.

Without further ado, I present to you the gruthrump. An ork subrace – though they would certainly contest this categorization – found in Vasgothia and the greater Amber Coast region. Strangers from the Wild Lands, the gruthrump were forced to leave their homes and seek out new lands in which to thrive. Guided by the Book of Prophecy and their primary Passion, Gothornthrup, they have yet to fully find their place in Vasgothia. Being neither Barrite, nor Empirist, they are, much like the leafers, on the periphery of Vasgothian society. It is my hope that future Vasgothian players will help guide the gruthrump. To show the other Vasgothians that the so-called “Toads” have much to offer and help them to find their way in the Fourth World.

-Nick Lowe

<sup>1</sup> Some of the art is original concept sketches that were never finished. They have been included as a way of showing how the look of the gruthrump developed over time.

<sup>\*\*</sup> I am in no way associated with the *Exploring the Towers* material. I hope all those who picked that pledge get to explore their creativity.





## **On the Gruthrump**

- Captain Pelso, sailor & merchant of Sködde

*Some call my people 'toads' because of our large eyes and predisposition for dark subterranean caves. They say we are orks, some kind of family branch that diverted from the main tree in the distant past. Well, my friend, I am no ork and I'm certainly not a 'toad'. I hate dark, musty caverns and you won't find me leaping around trying to catch flies with my tongue. The open sea is my home, the crashing waves my pillows, the salty wind my sheets. My longship prowls the waters of the Bwydvir, my crew bringing goods and services to the many settlements of the Amber Coasts. All know of captain Pelso and his brave crew, for we chase away the hated firbruid when they come looking for easy prey.*



*Ah, I can see from your expression you were expecting a more, 'scholastic' description of my people, very well.*

*In addition to our large eyes, you can our ears are also much larger than your typical Namegiver. Not much escapes our notice and a gruthrump worth his salt knows when to listen and when to act. We have a gahad it's true, but we do not explode in fits of rage like an ork. Rather, when the cold flames of our koso grip our hearts, we seek solitude and remember how far our people have come since the dark days of the Scourge.*

*You will find my people ranging far and wide across Vasgothia, living among the Barrite tribes, trading and drinking in the Theran cities, and making merry in the mead halls of the Empirists. Many gruthrump spent far too much time underground and alone, but I for one crave the companionship of others. Despite our morose reputation, we are quick to make friends with other Namegivers and welcome their company. Some say a gruthrump's friendship is easily won but fleeting, this is not so. Like the orks from which you say we deviate, our lives are short. We make our mark on the world through the connections we make and the friendships we forge. The Horrors sought to eradicate my people and when we emerged from the caves of Pelsaari, the firbruid likewise sought to extinguish us. Never again I say! If we are to survive and be worthy of the life that Gothornthrop has granted us, we must spread, forging friendships across the known world. To the bright future ahead I toast, come friend let us greet the morrow with sore heads and hungry bellies!*





## The Gruthrump

- Washka, Scholar of Edrovia

For scholars of Vasgothian lore, the origins of the province's many mysteries are murky at best. This is especially true for some of the land's unique Namegivers. The origins of the talveni and the leafers are believed to be tied to the battle between the Passions and the Horrors. No-one, however, can say for certain what circumstance brought these people into existence. Thankfully, the origins of the gruthrump are much easier to trace. These Namegivers, sometimes referred to in derogatory terms as "toads" are also newcomers to Vasgothia. Renowned for their gloomy predisposition, fondness for subterranean living and their large eyes and ears, they are so different from other orks that one could make an argument for them being an entirely separate Namegiver race.



Before the Untold Winter, the gruthrump were relatively unknown by both the Therans and Vasgothians and little about them had been committed to parchment. This changed once the Scourge came to an end and clans of gruthrump began to migrate from the northlands and into Vasgothia. The first documented sightings of the gruthrump occurred around 1460 TH when large numbers of them began to inhabit the Amber Coast region. Early contact with these settlers was tense, but by no means violent. The newcomers explained that they were fleeing their homeland of Pelsaari, the so-called "Wild Lands" to the far north of Torinachia, and needed a new home. The reason behind these migrations was simple, the firbruid beastmen of the north had been targeting the emerging gruthrump communities since the end of the Scourge. Though they had managed to survive the Untold Winter without the aid of Theran magic, they had paid a large cost in doing so. Not many gruthrump made it through the Scourge and those that did had forever been changed by it. Once they began to emerge from their underground sanctuaries, they found the lands of Pelsaari dominated by the firbruid clans, and the beastmen were not interested in sharing.





After years of bitter fighting with the firbruid, the gruthrump leaders decided to abandon Pelsaari all together and looked for other pastures on which to live. There was little argument against this. Most of Pelsaari had been transformed during the Scourge into a barren and hostile land and there was little reason to stay. The wars against the firbruid had brought the gruthrump several captured long ships that the beastmen use to conduct their raids. Using these long ships, the gruthrump set sail for the Deep Forest of Vasgothia and the Amber Coasts. However, they did not find a warm welcome waiting for them in the Deep Forest. The Barrites, already competing amongst themselves over the remaining arable soil, did not take kindly to yet another tribe of hungry mouths looking for farmland. Thankfully for the gruthrump, the limestone caves in the Eastern Fringes had yet to be claimed by any tribe and the underground caverns beneath them provided a familiar home for the gruthrump. After defeating the few remaining Half-Horrors that were lairing in the caverns, the gruthrump quickly began to establish themselves along the north-eastern borders of the Deep Forest, mining the Teuvaberg Mountains for their precious ores and building port-towns along the nearby coasts.

Unfortunately for the gruthrump, their firbruid foes were far from gone and continued to harry them from across the Bwydvir Sea. Once they began to spread south, the beastmen found other victims to target with their raids including the Therans, the Shosarans, and the Barrites, permitting the gruthrump some small respite.

### ***Gruthrump in Other Lands***

*Not all the orks of Pelsaari set sail for Vasgothia. Several tribes, each led by its own king or queen decided to look for homes far from the Wild Lands and the threat of the firbruid. According to reports I have heard, there are gruthrump settling in the islands of Brycenia across the Misty Sea and even further west into distant Araucania. Gruthrump are becoming a more common sight throughout the Empire's other provinces, and it is only a matter of time before they appear in Barsaive.*

*- T'saanans V'shala*

Today, the gruthrump have become a common sight in both the Deep Forest and the Theran cities. Working as sells swords and sailors for hire throughout the province, they can be found wherever there is coin to be made. Many Vasgothians consider the gruthrump to be a variant or sub-species of ork, a suggestion that every gruthrump I have met has deeply rejected. Physically they do somewhat resemble orks, if only in the most rudimentary of ways. However, both their eyes and their ears are much larger than a typical ork's, a result of their bodies adjusting to the centuries of darkness they languished in as they hid from the rampaging Horrors. Gruthrump eyes are of special interest, as they permit them to see the heat patterns of other creatures much like a troll or dwarf. Their ears are extended and bat-like, able to pick up the slightest sounds. Their body hair is also thick, much thicker than a typical ork. This too is the result of their environment, for the winters of Pelsaari are more ferocious than even those of Vasgothia.





*The physical differences between gruthrump and orks is unlikely to have naturally occurred in the space of a few centuries. It is the belief of some scholars that there is magic involved somewhere in their transformation. Some have suggested the influence of spirits, Horrors, or even dragons. Most gruthrump however consider their enhanced senses to be a gift of their chief Passion, Gothornthrup, who they say has blessed them with the adaptability to endure and survive the Scourge.*

- Jerriv Forrim

Perhaps the biggest difference between the gruthrump and other orks is their gahad. As they lacked the benefit of the Theran Rites of Protection and Passage, the gruthrump were forced to fight off the Horrors themselves throughout the Scourge. Those Horrors they could not slay they were forced to hide from. Because of this, they learned to suppress their gahad, as an emotional outburst could draw the attention of any nearby lurking Horrors. Rather than an explosion of fury, the gahad of a gruthrump has transformed into a subdued, melancholic episode. In comparison to Barsaivian orks, their gahad takes the form of an intense sense of longing and sadness. Multiple gruthrump suffering from this form of gahad will often band together to sing dirges in honor of the land they once called home. Some of these songs become so well known that gruthrump long ship crews can often be heard signing them as sea shanties as they ply the waters of the Bwydvir Sea. Through the gahad, gruthrump see some kinship with the orks of other lands, but they consider themselves a distinct and separate people. They acknowledge that in the past there was perhaps a shared ancestry with other orks, but they have their own Passions as well as their own customs and beliefs.

Modern gruthrump society is focused on small family groups that form around villages and towns known as *kuni*. Most of these towns can be found beneath the Limestone Caverns and along the Amber Coasts. Each of these settlements possess their own longships based upon firbruid designs stolen from the beastmen decades ago. A settlement without a ship is at a distinct disadvantage as these ships act as mercantile and shipping vessels that sail the waters of the Bwydvir, bringing food and trade back to their homes. All of the gruthrump settlements in Vasgothia pay a tribute to King Ollup II who is considered to be their ruler. This tribute is collected by a small council of elders that oversees the administration of each settlement. The gruthrump have taken to the sea with surprising ease and the Discipline of Sailor is very popular among them. They are renowned throughout Vasgothia for their prowess on the water and their longships are able to sail upon the Vasgothian rivers, expanding their trade networks from the Amber Coasts all the way to the Midrise. The Theran Houses, especially the Carinci and the Medari, have been quick to capitalize on this and many seek out contracts with the gruthrump to help ferry their goods throughout Vasgothia. However, longships laden with Theran goods make a tempting target for Barrites and any sailing through the rivers of the Deep Forest are bound to attract raiding parties. This places the Therans in a difficult position, though they would like to offer protection to the gruthrump crews, the legions are busy protecting the empire's other Vasgothian holdings and they are







aware that a strong presence of Theran soldiers in the Deep Forest is a good way to stir up trouble. For now, the Empire relies upon the Bear Striders to escort gruthrump ships, hoping that their fearsome reputation is enough to discourage the Barrites.

## **Gruthrump and Naming**

The word gruthrump is often translated as meaning “the perfect people” but a more accurate and nuanced translation would be “the people who endure”. The origins of this Name are lost, but it is clear that as a people, the gruthrump have always prided themselves on their ability to survive against the odds. This ability to adapt and endure is considered a virtue among gruthrump communities. Learning new skills, discovering, or stealing new techniques, and finding ways to perform tasks more efficiently are all considered fine traits among a gruthrump.

When Naming their children, most gruthrump believe that a child’s first words are a sign of the infant attempting to tell the world its Name. As the gruthrump language, *ko’vasi*, is a very simple one, most of these Names are simple one or two syllable structures that sound very strange to non gruthrump. Names like Phlugmp, Ollup, Bluphum, etc. Gruthrump only possess the one given Name in their culture. There are no such things as family, or clan Names that follow a given Name. Nicknames are common however, but to an outsider they sound no different than a gruthrump’s given Name. Many scholars believe that the gruthrump Naming conventions have their origins in the Scourge. As gruthrump were forced underground to hide from the horrors, they not only modified their gahad, but also the way they spoke. Shorter, simpler sentences became the norm. Tone vanished from the language, and word order became less important. Conversations had to be kept to a minimum, less a nearby Horror overhear. There was little time to perform elaborate Naming ceremonies for new children, and so this too became a simplified affair.

Newer generations of gruthrump, especially those living in the Deep Forest or the Theran Lowlands, tend to adopt Vasgothian and Theran Names. Again, there is little ceremony behind this. A gruthrump hears a Name or a word they like the sound of and then inform others that this is now their Name. This as lead to humorous instances of gruthrump going by the Name, Strategos, or Skallgar.

## **Gruthrump and the Dread Yearning**

*The Dread Yearning appears to hold little sway over the minds of the gruthrump. To my knowledge, no gruthrump has ever been recorded as falling to this affliction. As the gruthrump integrate more into Barrite and Empirist societies, it is likely that children born of mixed gruthrump and Vasgothian parents will feel the pull of the Deep Forest.*

-Steenhauz



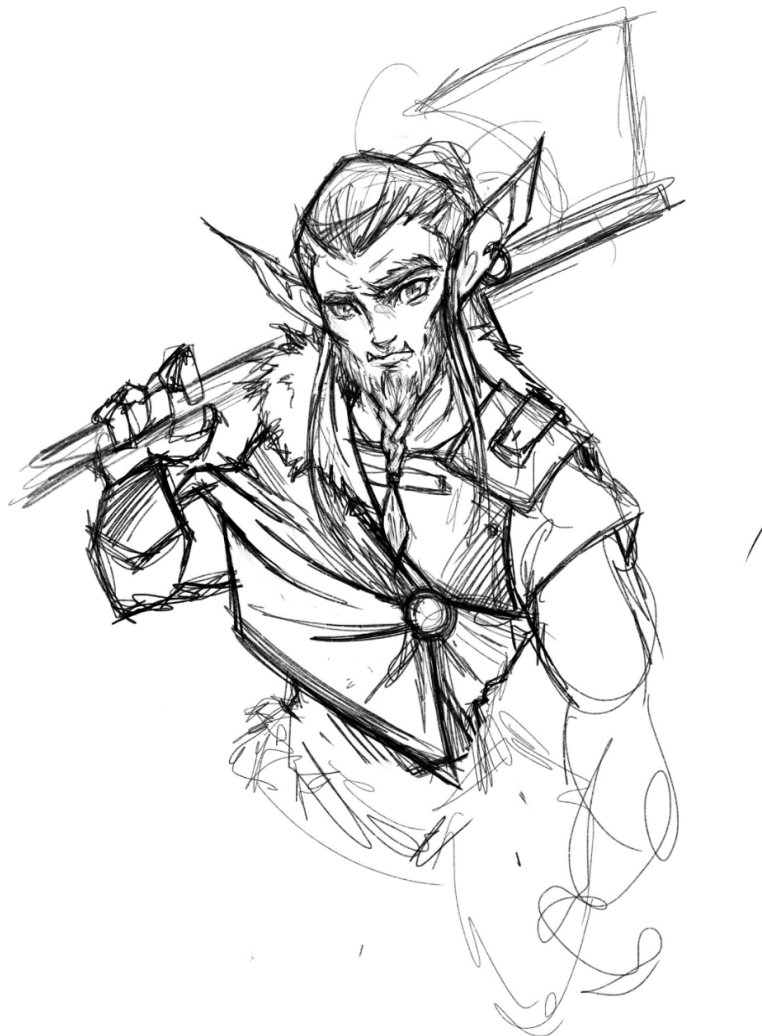




## On the Hardships of My People

*- In the words of Ansgar the Salty, Sailor of the Bwydvir Sea*

The only reason I am alive and able to speak these words today is because of the great sacrifices made by my ancestors. The Therans never came to Pelsaari. Never offered my people protection. Maybe it was because they were unaware that Namegivers dwelled in the Wild Lands. Maybe they were more concerned with securing the rich lands of Vasgothia than helping the people of Pelsaari. Whatever their reasons, the Empire left the gruthrump to see to our own defences. At first, we tried to fight the Horrors as they ravaged our forests, but they grew too many, too strong and our steel failed to pierce their hides. Then we asked our humans neighbours and their kings to help stem the tide, but they refused. Guided by their own animalistic Passions, they offered themselves up as a grand sacrifice and faded from our world. Our own kings decided that our salvation lay beneath the earth, far into the mountains of Pelsaari where the Horrors could not find us. It took many years to find caverns deep enough to house us from their hungers and although they ravaged the lands above, we built a new life in the darkness below. Of course, Horrors are cunning and many of them caught our scent and followed their snouts to our new homes. We learned to live without the warmth of fire or the light of quartz, lest their glow drew unwelcome attention. We also learned to quell our gahad, as just one tantrum could mean the death of entire families. My people grew accustomed to the damp and darkness. We learned to farm the fungus and the moss, and to hunt the fish that lived in the underground lakes. We struggled through every day to ensure that our children and grandchildren would thrive, hopeful that one day





the Horrors would retreat from our world, and we would rise to reclaim the Wild Lands once more.

*A tantrum he calls it! I can assure readers that the gahad of an ork is much more than a simple "tantrum". It is a burning fire at the heart of every ork's soul. One wonders how much of the ork spirit is left in these "toads".*

*- Hjorn, Fire Eater of New Prosperity*

## **On the Firbruid Onslaught**

Once my people emerged from our underground fortresses, we found ourselves set upon by a new foe, the firbruid. These hybrids of Namegiver and beast embodied the worst aspects of both. Driven to wipe us from the Wild Lands, they set upon us with axe and sword. So ferocious were their attacks, that my people were nearly driven to extinction. Fate permitted us to win a few victories however, and we managed to capture some of their longships. We discovered the secrets of how to sail and build more of them. We have the Passion Gothornthrup to thank for this spark of creativity, I will speak more of him later.

Once my ancestors had secured enough ships, they set sail upon the waters of the Bwydvir. In order to ensure that our people would survive, we scattered ourselves across the world. My ancestors followed King Ollup and sailed south for Vasgothia's Deep Forest. Others looked to the far west. Some went south, and settled around the Selestrean Basin. The firbruid followed of course, desperate to reclaim their ships and slaughter us. Against all odds my people survived, making our home in the Amber Coasts and the Deep Forest of Vasgothia. Led by King Ollup II, we made a new home in the caverns beneath the Teuvaberg Mountains, but we always we remained vigilant for the beastmen. Shortly after settling, our great King died, having fulfilled his promise to help his people find a new home. King Ollup II, his son, has vowed to build a great fleet of longships and take the fight back to the firbruid. He has vowed to hunt down and destroy every last one of them. Our Passion Gothornthrup has tasked him with the preservation of the Vasgothian gruthrump and in the years to come, my people will reclaim the Wild Lands that were taken from us and our rule over the Bwydvir Sea will begin.

## **Toads**

*A great way to get a punch in the face from a gruthrump is to refer to one as a "toad". Though their large eyes do look somewhat amphibian and they enjoy damp caverns over warm mead halls, they bear little resemblance to their namesake. But more importantly it is vital for the reader to understand that the word toad is a slur, one that is likely to produce an unwelcome response from any gruthrump, or civilized Namegiver, who hears it.*

*-T'saanas V'shala*





## **On the Differences Between Gruthrump and Orks**

I have lived among the orks of Cara Fahd. I have fought alongside ork warriors of House Zanjan, as well as Vasgothian orks in the Deep Forest. You know what I saw? I saw fury. I saw a need to prove oneself worthy. I saw a people eager to leave behind a mark on the world. Most of all, I saw a people who valued freedom and a strong desire to live life on their own terms. It was this last revelation that convinced me that we gruthrump may indeed kin to the orks, though we also differ from them greatly.

My time in Cara Fahd taught me that the orks of the east share a legacy of servitude. It colors their interaction with other Namegivers, makes them bitter and quick to anger. Some say that their inner fire burns them up, consumes them from within, causing them to live such short lives. I'm not convinced about this, seeing as we gruthrump are also cursed with short lifespans. Life in Cara Fahd took some time to adjust to, I have always been more comfortable aboard a ship than atop a horse. There was so much anger on display that at times, felt like a venom coursing through the veins of the Barsaivians. Powerful, but ultimately corrosive. On more than one occasion, I found myself forced into a confrontation with an orks of Cara Fahd, especially when they discovered I had come from a Theran province. Even the mention of the Empire was enough to fan the flames of gahad, and I felt that they never fully trusted that I wasn't a Theran spy. I decided to leave after just a few months living in the so-called 'Ork Nation'.

Life among the Zanjan orks was a little better. These are orks that understand the world is not painted in black and white and have learned how to discipline themselves and their gahad. Still, their need to prove themselves to the Empire makes them dangerous and unpredictable. They threw themselves into the heat of battle without a single thought for their own safety. Many of these orks died in the shade of the Deep Forest, their Names forgotten, and their deeds left unsung by the Empire they so fervently served. I felt a deep sorrow for the Theran orks, though they had been promised a stake in the Empire, they seldom lived long enough to enjoy it. Unlike the elves and humans, they had to pay for their citizenship in blood and sweat. However, I came to admire their courage and perseverance. They were not only trying to better their own lot in life, but that of their children and their grandchildren. Status and privilege are passed on from one generation to next among the Therans, and so their progeny would be given a better start in life than they had been given. My only hope is that their descendants honor the sacrifice made by their ancestors.

Lastly, I spent time among the Vasgothians, not the ones who clad themselves in fine Theran threads, but the self-styled 'true' orks of Vasgothia. What I found here was almost the opposite of Cara Fahd. The Barrite orks considered themselves members of their tribe first, as Barrites second and lastly –if at all – as orks. To the Barrites the important distinction is to which side of the Vasgothian coin you find yourself on. As I am neither Barrite nor Empirist, they never fully understood how to interact with me. They possess their gahad, but they see this as a gift from the Passion they call the Destroyer Beast, and they channel their fury into their endless wars against each other and the Therans. I found them more welcoming once they understood that I was not a





Theran, but they never fully accepted me. I witnessed Empirist orks travel down into the Place of ReNaming and emerge as new Barrites and they were more readily accepted than I was. I left the Barrites and returned to Sködde after a few short weeks living among them. Once back among my family, I told them of the orks I had encountered. We agreed that we may very well be part of the same race, but they remain as strange and foreign to us as any other people.

### **On the Passions and the Books of Prophecy**

Like the Therans and the Vasgothians, my people have many Passions, but the gruthrump of Vasgothia revere only one, Gothornthrup the Passion of Instinct, Prophecy, and Survival. When the gruthrump rulers decided to leave Pelsaari, each looked to a Passion to lead them to new lands. King Ollup chose Gothornthrup as the best Passion to ensure his subjects' survival. The other kings and queens likewise chose a Passion to watch over and protect them, each taking their sacred idols and Books of Prophecy with them on their journey. Though we do not worship any Passion other than Gothornthrup, we have never forgotten our other Passions such as Hogornrum, the Passion of Battle and Valour and Phrumpthor, the Passion of the Harvest and of Temperance. However, the gruthrump of Vasgothia only quest for Gothornthrup and we only honour only him with idols and sacrifice.

The Books of Prophecy are the most sacred Pattern items to my people. Long before the Scourge, it is said that the Passions ordered their questors to record all the events that would come to be. It is the Books of Prophecy that foretold the coming of the Scourge and it was the consultation of the Books that led my people to abandon Pelsaari and explore the world. Each of the gruthrump kings took a Book of Prophecy with them when they left the Wild Lands, and they continue to consult them on important matters. Other gruthrump are permitted to read the books, but only with the permission of Gothornthrup's questors, and only the questors may copy from them.

Standing directly beneath the royal family, the questors of Gothornthrup are a powerful and organised political body. Though they may not make policy or state-wide decisions, they are extremely influential upon the royal household. Being a questor himself, Ollup II places a great deal of trust in them and due to his relative youth, he relies upon some of the elders of the order to interpret the various passages of the Books of Prophecy.

All of our Passions have their own Books of Prophecy as well as their own questors who study and interpret their contents. I can say little of the Books of Hogornrum or Phrumpthor, for they were taken away with those gruthrump who set sail for other lands. I can only hope that my kin are surviving and prospering as we are on the Amber Coasts. Lastly, while there is nothing stopping a gruthrump from honouring a foreign Passion, it is exceedingly rare and those that do are looked upon with suspicion. King Ollup II has yet to forbid such practices, but the questors of Gothornthrup beneath him are agitating for such laws to be put in place. Those Passions that do call to us are usually Floranus, Garlen, Lochost, and Thystonius.





## Torinachia & The Amber Coasts

*The lands north of the Deep Forest are officially referred to by the Therans as Torinachia province, but to the non-Theran Namegivers that live there they are more commonly known as the Amber Coasts. The Therans do not completely control the region, largely concentrating their power on the island of Gifion where Torinachia City can be found. The Empire currently has no other Imperial holdings in the area, beyond a few coastal outposts, preferring to consolidate its power in the region rather than expand. Had the Empire defeated the united forces of Barsaive in the Second War, it is likely that the Therans would be eying the Amber Coasts for further conquest, but as things currently stand, the people of the north enjoy a large amount of freedom, at least compared to the Namegivers of Vasgothia.*

*- Jerriv Forrim*

## General Travel & Culture

*- Steenhauz*

Trade is the lifeblood of the Amber Coasts. Several large city-states operate in the north and trade with each other as well as the Empire. These settlements have grown rich and powerful ferrying goods to the Therans of the Lowlands as well as Arancia. However, with lucrative trade there comes predators, and none are as feared in the north as the firbruid. The beastmen are a constant threat to all the people of the Amber Coasts and several breeds of them exist in Torinachia that have yet to be seen in the Gwydenro or Shosara. The firbruid are as much an enigma to the people of Torinachia as they are to the Elven Nations. Their longships are clearly built by intelligent beings, and they are as capable of language as any 'true' Namegiver. However, they have no interest in trading with or engaging in any form of communication with Namegivers and their bloodthirsty raids are feared by Therans and Torinachians alike.

The seas around Torinachia and the Amber Coasts are also home to many forms of dangerous wildlife such as krakens, selachi, and even leviathans. House Jotyn maintains several whaling and fishing outposts along the coast and maintains a large fleet of heavy armed fishing vessels that are docked at Torinachia's capital city.

## The Northern Settlements

The largest non-Theran cites in the Amber Coasts are **Port Bloodstone**, the old Theran fort of **Vallangrad**, and the gruthrump city of **Sködde**. Each of these settlements boasts around 6,000 Namegivers of varying races and a large trading fleet and sizeable navy. One may be left to wonder why the Therans do not simply conquer these cities, but in truth each has a more complex relationship with the Empire that best serves the Therans as it currently stands. Although the threat of Theran invasion is never far from the minds of these cities' inhabitants, at present their independence permits the Empire to worry over its own holdings without overreaching its manpower in an effort to usurp what it sees as a small collection of potentially allied states.





## **Torinachia City**

Torinachia City is the seat of power for the Theran Empire in the Amber Coasts and like Vasgothia to the south, it is firmly controlled by House Gascilium. Famous for its delicious frost wines, most of the land outside of the capital city is dedicated to cultivating the grapes that make the wine so beloved by Theran connoisseurs throughout the Empire. Like other Amber Coast settlements, the origins of Torinachia lays in the elves of the Western Kingdoms. Relics and documents uncovered in Torinachia point to the Torvé as the founding Ranelle. It is likely that at some point they abandoned Torinachia and crossed the Bwydvir to settle near modern day Sereatha. When the Empire began to colonize the Vasgothian Lowlands, they also began to explore the lands north of the Deep Forest, which lead them to the abandoned site of Torinachia City. The city's location and its surviving infrastructure provided the Therans will a strong staging point to launch expeditions into Pelsaari and beyond. A few decades after the Empire established themselves in the city, it quickly began to grow, thriving into a busy port and fishing settlement. Its most important export however became frost wine, created from a rare and unique grape that the elves had cultivated on the island before leaving. Frost wine became so popular with the Therans that the supply could not meet the demand, causing it to rise steeply in price. The land outside of the city was almost entirely transformed into vineyards and new types of grapes were created through both magical and mundane means. This newfound wealth allowed Torinachia to flourish, and once Thera declared itself an empire, the island fell under the jurisdiction of the Vasgothian Overgovernor.

Torinachia weathered the Scourge well. Its wealth allowed it to build a large and well defended kaer beneath the city, and its highly skilled Elementalists managed to keep growing grapes and producing frost wine throughout the dark days of the Untold Winter. These ancient vintages, preserved with magic, instantly became the must have luxury for the nobles in Great Thera. Once the Scourge ended, the boundaries of Torinachia Province began to spread beyond the island and into the surrounding coasts. This, coupled with the continuing rebellions in Vasgothia, caused the Grand Conclave back in Thera to finally reconsider its stance on a dual Vasgothian / Torinachian governorship and they voted to install a separate Overgovernor in the fledgling province in 1510 TH.

The Gascili were nervous of losing their grip upon the lucrative wine trade and so pushed to have one of their own house candidates placed into the leadership bid. Luckily for the house, they succeeded, and a family of Gascili-related Talean humans called the Ligaia de Pezzano were installed as the administrators of Torinachia. The Gascili bid was partly successful as the Grotuun family in Vasgothia are bitter rivals of the Ligaia de Pezzano and this move placated several Noble Houses that had their own design on Torinachia and who feared Grotuun hegemony in the northwest of the Empire. The hope was that the Grotuun and the Ligaia de Pezzano would counter each other due to their rivalry and so far, the plan appears to be working. The Ligaia are happy to leave the Grotuun to their operations in the Lowlands and the Grotuun largely ignore Torinachia. There is little doubt that the Akarenti of both Torinachia and





Vasgothia have agents operating in each other's province, but the situation is still preferable to the Gascili as opposed to House Jotyn or another rival taking Torinachia from their control.

Due to constant threat of the firbruid, not to mention sea faring Barrites like the Storm Sails (*Vasgothia*, p.145), the Therans are ruthless when it comes to defending the merchant ships that carry their frost wine across the Bwydvir. Unfortunately for the gruthrump settlements and the elves of Bloodstone, the Therans are so successful at deterring firbruid attacks on Torinachia City and its holdings, that the beastmen and Barrites more often than not try their luck raiding the non-Theran cities of the Amber Coasts instead. This is not to say that the Empire is free of firbruid aggression, only that they are masterful at making their neighbour's more appealing targets than themselves.

### *Overgovernor Aurelia Ligaia de Pezzano*

The Overgovernor of Torinachia is a noblewoman Named Aurelia. Known in Great Thera for her practicality, charisma, and great beauty, her main concerns have been securing the seas around Torinachia from firbruid raids. Over the last few years, a sizable Theran force has transformed the city into a fortress. Her family's wealth has bought the services of several mercenary forces, including the famed dwarven pikemen of the Talean Caralkspur, that she uses to protect Theran vessels in the region,

Aurelia is the youngest Overgovernor in the Theran Empire, having acquired the position due to her unthreatening demeanour and her impeccable service overseeing vineyards in her home province of Talea. As a devoted follower of Prima, she has recently begun a series of temple constructions in Torinachia dedicated to the "Unborn Passion". As long as she keeps the wine flowing and the firbruid under control, the Gascili are happy for her to do as she pleases in the distant province.

**Human Sixth Circle Troubadour,**

**Rank 5 Questor of Prima**

**STR: 5      DEX: 6      TOU: 5**

**PER: 6      WIL: 6      CHA: 9**







## Port Bloodstone

Resting just north of the Bhorfjord, Port Bloodstone is an ancient settlement from the time before the Elven Separation. As historians know, the elves of the Gwydenro were among the first foreign Namegivers to trade with the Vasgothians, long before the Theran Empire even existed. Port Bloodstone, then known as Port Torvé after the line of kings that established the colony, was the result of elven colonists settling far enough from the Vasgothians as to avoid cultural assimilation, but close enough to trade with them. Although the elves of Torvé were always careful to never allow themselves to become influenced by Vasgothian customs, the Separation of Shosara was enough to make the elves of the Gwydenro withdraw their support for the colony and Torvé was abandoned by the elves for many centuries. When the Scourge first approached the Western Kingdoms, several smaller *gerryth* found themselves in the position of feeling neglected by the Court at Wyrn Wood and unable to meet the Theran's demands for the Rites of Protection and Passage. To these elves, talk of the old western colony and the great riches that it once held proved a tempting alternative to facing the Scourge alone and so they set sail to Port Torvé and once again established an elven presence on the Amber Coasts. With just a decade or so until the Horrors arrived, these elves harnessed the raw resources of the land around the port, mining precious metals from the nearby hills and True Water from the magically rich waters of the Bhorfjord. With their grim determination to gather enough wealth from the land, no matter the cost to Namegiver life, the settlement became known as Port Bloodstone.

Today, Bloodstone is home to the descendants of the Torvé Ranelle, whose leader, King Fritjof, maintains loose ties to his kin in the Western Kingdoms. The Torvé control the flow of trade that runs from the Misty Sea, through the Bhorfjord and to the various settlements dotted throughout the Bwydvir. In addition to elves, Bloodstone has a sizable presence of gruthrump, as well as Theran diplomats and even foreigners from across the Misty Sea. Some accuse Fritjof of piracy across the Bwydvir and indeed, Bloodstone maintains a dark reputation, possibly due to Fritjof allowing the Therans to conduct their slave trade in his city. Although thieves and smugglers most certainly make their own in the port, Fritjof maintains control through the use of his personal guards known as the Emerald Eels and the port's reputation as a lawless zone is greatly exaggerated.

*The history of the Torvé Ranelle is shrouded in mystery. The family historians insist that their ancestors came to the Amber Coasts out of desperation. There are rumblings however of treachery and exile that have stained their reputation in the Gwydenro for centuries.*

*- T'saanas V'shala*

### *King Fritjof Torvé*

The handsome 'pirate king' of Bloodstone is well known throughout the Amber Coasts for his natural charisma and ruthlessness. Fritjof is an adventurer before he is a ruler, and in reality, he has little interest in governing a city, let alone enforcing laws





over other Namegivers. A small staff of shrewd family members, including the captain of the Emerald Eels, are the real policy makers in Bloodstone. Fritjof is just as likely to be found out in the waters of the Bwydvir than at his home court. His return to Bloodstone is always heralded as a great celebration in the port, as he typically comes bearing riches and treasures that he distributes to his subjects. This, coupled with his charm, has earned him an enormous following in the port and a small Living Legend Cult is beginning to form around his exploits.

#### **Elf Eleventh Circle Sailor**

**STR:** 7      **DEX:** 6      **TOU:** 6  
**PER:** 6      **WIL:** 5      **CHA:** 10



#### **Fort Vallangrad**

The Pre-Scourge Theran fort of Vallangrad is located on the southwestern side of the Amber Coasts and was once a bastion of Theran power in the north. Vallangrad was the only military encampment built by the Empire and it enjoyed a trading route with Ermanium on Vasgothia's Western coast allowing the Therans access to the Amber Coast without having to travel through the Deep Forest or rely on airships. Like Ermanium, Vallangrad was a Jotyn built city and survives today mainly through fishing in the Misty Sea and logging in the northern forests. Unlike Ermanium, the Jotyn have never attempted to retake the fort and appear content to let it rot and crumble into the sea. In the absence of the Jotyn nobles, the fort was settled by Theran freemen looking for pastures new after the Scourge. These pioneers set up a form of government that looks somewhat familiar to the Conclave model followed in Great Thera with a body of 25 councilmen being voted in to serve for a fixed period. It is much more egalitarian in nature than the Conclave, however, as is fitting for a city absent of the machinations of the Noble Houses.

Like many areas of the Amber Coasts, Vallangrad has a large population of gruthrump that work for the fort's leadership, lending their sailing expertise to both state and independent fishing operations. Despite its imposing fortified structures, Vallangrad has become a shadow of its former self, with several of its great limestone towers collapsing into the Misty Sea. Despite this, the city only maintains a token militia force drawn from its citizens as the firbruid do not regularly raid the western side of the Amber Coasts. Doing so would require that the beastmen use the Bhorford or sail around the northern most tip of the coast, both actions bringing them within sight of Port Bloodstone. For many adventurers, Vallangrad is an important stopping off point to adventures further across the Misty Sea.





### *Councilman Brayon Yalle*

Brayan is one of the most prominent members of the Vallangrad Council. A



freeman of Rugarian origin, he is known throughout the fort-city as a down to earth individual who is always advocating for the working classes. Before coming to Vallangrad, he served in the Theran legions, reaching the rank of strategos before a leg injury forced him out of military service. Like his fellow councilmen, Brayan also runs a mercantile business in the city, in his case it is a family run bakery called Yalle's Cakes. The bakery is well known throughout Torinachia, and their products are enjoyed as far south as New Thera, where they are becoming a popular import among the Empirists of the Bodilla Quarter. Between working the family ovens and seeing to the needs of Vallangrad's citizens, Brayan finds himself busy at all hours of the day

#### **Human, Fifth Circle Warrior**

<b>STR:</b> 7	<b>DEX:</b> 6	<b>TOU:</b> 6
<b>PER:</b> 6	<b>WIL:</b> 5	<b>CHA:</b> 10

## **Sködde & The Limestone Caves**

The Limestone Caves can be found deep beneath the Teuvaberg Mountains that rise abruptly as one travels to the northern part of the Eastern Fringes of the Deep Forest. These grey and craggy hills jut sharply out of the forest, forming a narrow and steep ridge that rises to 2,000 feet at its highest points. The mountains are a rich source of limestone, precious metals, and gemstones, and the local gruthrump have established several mining colonies that trade the valuable stones with the Therans of Torinachia. However, the Teuvaberg are far from tame, and all manner of dangerous creature is known to roam them. More worryingly, some of the Half-Horrors who were displaced from the caverns by the gruthrump have taken to lairing in the mountains where they prey upon any unfortunate travellers they come across. Because of Barrite raiders, the gruthrump can be intensely protective of their mines, but honest traders are always welcome in their communities. The gruthrump themselves have made their homes in the vast caverns that stretch deep beneath the Teuvaberg Mountains, and they are more at home beneath the earth than above it. The various lakes found in the caverns beneath the Teuvaberg serve as a plentiful source of clean drinking water, fish, and True Water.

The majority of the gruthrump live within the various underground towns built within the walls of these caverns, but they also maintain a large settlement called Sködde on the shores of the Bwydvir Sea as well as smaller settlements on the various islands dotted in between the coasts of Vagothia and the Wild Lands of Pelsaari to the





far north. Sködde is the largest of the gruthrump settlements in the north and is located on the coast where the limestone foothills of the Teuvaberg break away from the Eastern side of the Deep Forest. Sködde is also where King Ollup II rules and the city serves as a place where the gruthrump can live in peace from their firbruid enemies. Ollup is a crafty ruler and has extended his friendship to both the Therans and the Barrites of the northern Deep Forest for hopes that such allies will deter the firbruid from raiding his people. Other clans of gruthrump believe in abandoning the north entirely and these can be found living in the Deep Forest or the Lowlands. Sködde is considered the capital city of the Vasgothian gruthrump and is a bustling port that sees ships from across Torinachia and the Bwydvir Sea come and go. While King Ollup II officially holds court in Sködde, in truth he makes his home deep in the Limestone Caves. Ollup also claims dominion over all the gruthrump residing in Torinachia and the Amber Coasts but in reality, his reach is confined to Sködde and the Limestone Caverns. The old king is paranoid of the firbruid and rarely leaves his chambers deep within the caverns. More progressive gruthrump are calling for a full alliance with the Theran Empire or total independence and many of his subjects can be found serving in the Empire's forces stationed in Torinachia. The gruthrump that inhabit Sködde tend to be more insular than those in the outlying communities and can be wary of outsiders. The smaller island settlements in and around the capital all serve as trading posts between these orks and the Barrite tribes, as well as the Therans. More importantly they serve as outposts that keep an eye on the fearsome beastmen raiders that prowl the waters. A series of fire signals are arranged throughout these smaller islands and various gruthrump families take their turn in making sure that they are always manned. When a firbruid ship is sighted near the Amber Coasts, these fires are lit and the gruthrump of Sködde flee the settlement and head into the Limestone Caverns below to prepare for a possible raid from the beastmen. During these times, King Ollup II consults the Book of Prophecy to determine the best course of action. Most often, this involves hiding in the caverns and waiting for the raiders to pass by or be driven off by Barrite allies or hired Bear Strider Companies. Occasionally, the book calls for action, particularly if an infamous Named firbruid chieftain is among the raiding party. During these times, the gruthrump mobilize and gather their weapons to fend off the attackers. Regardless, once the firbruid are gone, life in Sködde returns to normal and trade continues.





### *King Ollup II*

King Ollup II is the current ruler of all the gruthrump clans living in and around the Amber Coasts. Though he claims sovereignty over all the gruthrump of Vasgothia and Torinachia, in truth he holds little sway over those communities that live outside of Sködde. Ollup II has publicly stated that the freedom of these settlements is part of Gothornthrup's plan, but there are some who whisper that this is simply a convenient lie.

Like his father, Ollup II is as a questor of Gothornthrup. Unlike his father however, Ollup has yet to dedicate himself to the adept's way. Skittish and unsure of himself, Ollup II secretly understands little of the writings found in the Books of Prophecy and relies upon wiser questors to help interpret its meanings. Ollup is willing to trade with both the Barrites and the Therans, but he has recently been courting the former in the belief that they represent his best chance of ridding the Deep Forest of the firbruid. However, he also desires his people to be recognized by the Empire as freemen and despises being branded as a barbarian by the Empire. He points to the gruthrump serving in the Theran legions as proof of his people's bravery and worth. So far, this military service has been the only way for gruthrump to earn freeman status and Ollup encourages it among his subjects. This has certainly created friction with his Barrite neighbours, who see the king as a fence sitter who cannot be fully trusted. Ollup knows he is playing a delicate game of balance and trust, but if he isn't careful, he'll have more than beastmen to worry about.



### **Gruthrump Rank 2 Questor of Gothornthrup**

**DEX:** 6      **STR:** 5      **TOU:** 6  
**PER:** 5      **WIL:** 5      **CHA:** 5





## Player Information

### Gruthrump as Player Characters

*Some say that my people lack passion, that because we have tempered the fires of our gahad we are somehow 'less' than our ork cousins. My people have survived the greatest of hardships and although I admire the orks of Barsaive for freeing themselves from their historical bondage, we gruthrump have faced nothing short of extinction. First from the Ulks during the Scourge and more recently from the firbruid raiders. We have survived by changing, by adapting and overcoming our fate. We understand that survival is a responsibility we owe to the generations to come after us. We may not 'seize life by the throat' as you Scorchers are fond of saying, but we would never allow ourselves to walk gently into oblivion. Threaten a gruthrump, and you will discover that my people are just as fearsome as any other ork.*



*- Kendrop, Thief Adept of Haden Town*

The gruthrump are a variant of the ork race found in and around the Theran province of Vasgothia. Although superficially similar to their Barsaivian cousins, gruthrump have developed more refined senses and a subdued gahad – both necessities as they spent the Scourge hiding from the Horrors without the aid of Theran magic. The gruthrump faced further hardship after the Scourge ended when they were driven from their homes in the Wild Lands north of Vasgothia by the tribes of beastmen known as the firbruid.

Gruthrump live in extended families that form clans, with each clan claiming an area of territory that they settle on, building farms, towns and temples to their Passion of Instinct and Survival, Gothornthrup. The gruthrump revere this Passion above all others and claim that Gothornthrup taught them how to temper their emotions and survive in the darkness of the earth. In comparison to Barsaivian orks, they are not prone to outbursts of emotion or anger, rather their gahad takes the form of an intense sense of longing and sadness. Multiple gruthrump suffering from this form of gahad will





often band together to sing dirges called *koso* in honour of the land they once called home. Some of these *koso* become so well known that they become poetic sagas and gruthrump long ship crews can often be heard signing them as sea shanties as they ply the Bwydvir Sea.

In fact sailing has become a gruthrump tradition and the Discipline of Sailor is highly regarded among them, and their ships can be found throughout the bays and the waters of the Bwydvir. Some leave their clans to hone their skills at survival, adventuring in the Deep Forest or hunting down firbruid raiders. Although prone to fits of melancholy, they make loyal traveling companions and friends – once their trust has been earned.

Gruthrump stand around 6 and half feet tall and are typically slimmer than standard orks. Their eyes and ears are larger and more overdeveloped than other Namegivers, side effects of living underground in caverns and caves as the Scourge raged above. Like orks, gruthrump live for around 40 years, reaching maturity at around age 10.

### **Gruthrump Characters**

Gruthrump characters have Read and Write Language at rank 1 and Speak Language at rank 2. They speak their own language, (Ko'varsi) that has a learning difficulty of 6, as well as Vasgothian. Gruthrump who live primarily within the Lowlands may exchange Vasgothian for Theran. They are literate in Ko'varsi.

Like other Vasgothians, gruthrump do not practice the Greeting Ritual. They instead receive one rank in either the craftsman (*Player's Guide*, p.195), entertainer (*Player's Guide*, p.196), or sailing (*Player's Guide*, p.199) skill.

### **Game Information**

#### **Starting Attribute Values**

DEX 10, STR 10, TOU 12, PER 12, WIL 9, CHA 8

**Movement Modifier:** 12

**Karma Modifier:** 5

### **Racial Abilities**

**Gahad:** Like orks, gruthrump have a gahad trait that is largely an opportunity for roleplaying. Rather than a burning sensation that leads to an outburst of anger, a gruthrump's gahad is a cold flame that numbs their response to those around them. Gruthrump follow all the same rules for gahad as other orks, including triggers and Willpower (6) tests to resist as well as the same penalty for 'swallowing' their gahad. The only difference is that the gruthrump becomes more withdrawn and melancholic, sufferings a -1 Step penalty to all Interaction tests. As a gruthrump's gahad does not involve violence, they do not receive the usual +1 Step bonus to Attack tests, but instead gain a +1 to their Social Defense. Suitable triggers for a gruthrump involve their lost homelands, firbruid attacks and being forced to live underground for an extended period.







**Heat Sight:** Like dwarfs, gruthrump characters have the racial Heat Sight ability (see p.45 of the *Earthdawn Player's Guide*)

**Sensitive Hearing:** Gruthrump ears have developed to pick up the slightest sound. Any Perception Test made by a gruthrump that relies on hearing grants a +2 bonus.

## Questors of Gothornthrup

The gruthrump orks do not face the same complications when it comes to Passion worship as other Vasgothians. Despite being a feature of Vasgothian culture for nearly seventy years, they are still largely regarded as outsiders and as such are not bound to the same spiritual standards as the Barrites. The gruthrump also have the advantage of having their own Passions which they brought with them to the various lands they migrated to from Pelsaari. This trinity of Gothornthrup, Hogornrum, and Phrumpthor have been observed by the gruthrump since long before the Scourge, but to the gruthrump of Vasgothia, Gothornthrup is regarded as the most important, in part because their king, Ollup II, is a questor of this Passion.

Gothornthrup is the Passion of survival, foresight, and adaptability. He respects those Namegivers who both strive to carve out a place in the world and who have the foresight to ensure they prosper. Gothornthrup requires his questors to be quick witted and knowledgeable, believing that a prepared mind is a strong mind. Unlike many other Passions, Gothornthrup's advice is recorded in an ancient tome known as the Book of Prophecy, a powerful pattern item passed on throughout the gruthrump royal family since the dawn of time. Gothornthrup's book is kept under lock and key, accessible only to his questors and even then, King Ollup II must approve of any information copied from the tome. Gothornthrup's questors are expected to learn the wisdom written down in the Book of Prophecy and to consult it in times of need. King Ollup II insists that the tome instructed him to lead his people to Vasgothia when the firbruid threatened to destroy them. Naturally there are those who question the validity of the book, it could just as easily be a tool used to keep Ollup and his ancestors in power. As Gothornthrup requires his questors to be keen witted, questioning the reliability of the book as well King Ollup's right to rule is encouraged by both the Passion and his questors.

**Ideals:** Adaptability, Foresight, Survival

**Typical Appearance:** Gothornthrup usually manifests as a tall and corpulent gruthrump man, although some questors have reported the Passion appearing as a woman.

**Common Elements:** Feasting, travelling, wilderness, fate.

**Questors:** Most of Gothornthrup's questors are gruthrump, but the Passion is gaining a small following among the Barrite tribes, especially those who have adopted gruthrump orks into their ranks. Gothornthrup's questors enjoy travel and the perils that it brings, welcoming the opportunity to test both their wit and their intelligence against nature's many dangers. Within a community, a questor of Gothornthrup usually assists in





planning and leading hunts, as well as consulting the Book of Prophecy to interpret their Passion's teachings on survival and to seek advice during troubling times.

### Example Acts of Devotion

o **Minor**, enduring hardship, planning that leads to success, holding a feast to celebrate an achievement

o **Major**, surviving a deadly disease or poison, journeying in exceptionally dangerous regions and returning with knowledge (the Towers, the Wastes, the Blacklands etc.)

o **Zealous**, surviving a killing blow, discovering a cure for a powerful magical affliction (Astral Mutation, Varju poisoning)

o **Quest**, fulfilling or taking part in a prophecy written by Gothornthrup. Saving a community of at least 1000 Namegivers by interpreting advice from the Book of Prophecy.

### Gothornthrup Questor Table

<i>Follower</i>	<i>Adherent</i>	<i>Exemplar</i>
<b>Devotion Die Step 3</b> (d4)	<b>Devotion Die Step 4</b> (d6)	<b>Devotion Die Step 5</b> (d8)
Rank 1 Devotion Ability	Rank 5 Devotion Ability	Rank 9 Devotion Ability
Rank 2	Rank 6 +2 PD	Rank 10 +3 PD
Rank 3 + PD	Rank 7 +1 Recovery	Rank 11 +1 Initiative
Rank 4	Rank 8 +2 MD	Rank 12 +1 SD, +2 Recov

**Follower Devotions:** Alchemy, Danger Sense, Durability (5), Invigorate, Wound Balance, Passion's Insight, Physician, Resist Influence, Tracking, Wilderness Survival

**Adherent Devotions:** Assess Intentions, Detect Poison, Dirty Fighting, Foresee Aggression, Halt Disease, Iron Constitution, Inspired Tenacity, Psychometry

**Exemplar Devotions:** Inspired Endurance, Friend of the Land, Gift of Life, Rally, Resist Pain, Slough Blame

### Example Devotion Abilities

- The questor can spend a Devotion point on Recovery tests
- The questor can spend a Devotion point on a hunting or fishing test
- The questor can spend a Devotion point on a Resistance test against disease / poison





- The questor may spend a Devotion point on a knowledge test
- The questor may spend a Devotion point on a Damage test

## New Devotions

### Detect Poison

**Step:** Rank + PER     **Action:** Simple  
**Strain:** 1             **Devotion Required:** No  
As the knack, *Earthdawn Companion*, p.89.

### Dirty Fighting

**Step:** Rank + CHA     **Action:** Simple  
**Strain:** 2             **Devotion Required:** No  
As the knack, *Earthdawn Companion*, p.111.

### Foresee Aggression

**Step:** Rank + PER     **Action:** Simple  
**Strain:** 3     **Devotion Required:** No  
As the knack, *Earthdawn Companion*, p.80.

### Halt Disease

**Step:** Rank + WIL     **Action:** Sustained [1 min]  
**Strain:** 0             **Devotion Required:** No  
As the knack, *Earthdawn Companion*, p.88.

### Iron Constitution

**Step:** Rank + TOU     **Action:** Free  
**Strain:** 0             **Devotion Required:** No  
As the talent, *Earthdawn Player's Guide*, p.154.





## Goods and Services

### Availability

The following goods and services are readily available in Sködde and the surrounding areas where the gruthrump dwell. Gamemasters should feel fit to restrict non-gruthrump starting characters from obtaining any of the following goods, unless they have a good reason to begin play with it. When purchasing these goods in game, their availability is considered one level higher outside of Sködde (Rare becomes Very Rare for example). Within Sködde and its satellite settlements, the availability varies. Please consult the following charts for more information.

## Weapons

### Firbruid Weapons

The firbruid are a constant menace in northern Vasgothia. More often than not, a gruthrump settlement will come into conflict with firbruid raiders at least one every few years. Whenever the gruthrump are victorious in these skirmishes, they often strip the firbruid of their weapons. A lot of the time, these arms become trophies that are put on display in gruthrump homes, but they are also used in battle by gruthrumps. Firbruid weapons are crudely constructed, being built to inflict pain as much as dealing death. A firbruid weapon typically has an increased Damage Step that comes at the expense of an increased weight. Any weapon can be designated as a firbruid weapon, in which case increase the Damage Step by +1. The Strength Minimum increases by 2 and the weight is calculated at x1.5 (rounded down). The cost is typically doubled, though most gruthrump are not interested in selling. Though, they may certainly be interested in buying!

Firbruid weapons always have an availability of very rare, even in Sködde.

### Spider Net

*Entangling weapon.* A net woven from the sticky strands of cave spiders found in Sködde. These nets are not only strong, but also have dozens of tiny barbs and they are laced with paralytic centipede venom. The gruthrump use these nets to subdue attackers, and are reserved for those moments when an enemy needs to be kept alive. For this reason, they are rarely employed against firbruid. A spider net functions identically to a standard net (*Player's Guide*, p.411) but the Entangling Difficulty is 14, due to the extra stickiness of the spider silk. A creature successfully captured by a spider net must make a resistance test against the centipede venom (use Keesra, *Game Master's Guide*, p.176). Spider nets are rarely made large enough to capture anything larger than a troll, the silk used in their construction is simply too rare to make fabricating larger nets worthwhile.





## Trident Spear

*Entangling weapon.* A two to five-pronged spear, favoured by gruthrump fishermen who hunt in the shallow waters around the Bwydvir coast. Though they are designed to catch fish, many tridents also double up as weapons in the case of firbruid ambush. Tridents tend to be 3-5 foot in length, and their prongs are barbed to help secure fish that are struck by them. In combat, these barbs can entangle a foe within reach of the trident as well as damaging them. The Entangling Difficulty of the trident is 8 (see Entangling Weapons, *Player's Guide*, p.391). Due to the trident being made of metal, an entangled opponent does not add a bladed weapon's Damage Step when attempting to break free, but may do so if using a blunt weapon. Tridents are not suited to being thrown.

Melee Weapons Table						
<i>Weapon</i>	<i>Damage Step</i>	<i>STR Min</i>	<i>Size</i>	<i>Cost</i>	<i>Weight</i>	<i>Availability</i>
Firbruid Bearded Ax	5	15	3	40	7	Very Rare <sup>1</sup>
Firbruid Great Ax	9	18	6	240	12	Very Rare <sup>1</sup>
Firbruid Badger War Maul	8	17	6	200	10	Very Rare <sup>1</sup>
Firbruid Bear War Spear	10	19	7	360	15	Very Rare <sup>1</sup>
Trident Spear	4	10	4	30	4	Common

<sup>1</sup> See text for information

Throwing Weapons Table								
<i>Weapon</i>	<i>Damage Step</i>	<i>STR Min</i>	<i>Size</i>	<i>Short Rng</i>	<i>Long Rng</i>	<i>Cost</i>	<i>Weight</i>	<i>Availability</i>
Spider Net	2	5*	4	2-6	7-12	60	2	Unusual

\* A minimum Dexterity value of 10 is required to use the spider net





## Armor

### Firbruid Hide

Though they have a rudimentary Namegiver shape, and can communicate with each other, as well as craft weapons and even ships, the gruthrump do not consider firbruid to be Namegivers. This was led to the gruthrump practice of skinning firbruid and turning their hides into armor. Though it is unlikely that this implantation would be seen with the level of distaste as wearing obsidimen skin, it can none the less be a shock to outsiders visiting gruthrump lands. Much like firbruid weapons, firbruid hide is seen as a trophy, and when not worn it is often displayed on the walls of gruthrump homes. Firbruid hide is similar to regular hide, though it has an increased Mystic Armor due to its "component". It also has the added ability of keeping its wearer warm and when specially treated, it works identical to dwarf winternight, adding +2 a character's Physical and Mystic Armor against cold based damage from spells, ice weapons, or other cold sources.

Armor Table						
<i>Armor</i>	<i>Physical Armor</i>	<i>Mystic Armor</i>	<i>Initiative Penalty</i>	<i>Cost</i>	<i>Weight</i>	<i>Availability</i>
Heavy Firbruid Hide	6	3	1	150	30	Rare
Light Firbruid Hide	5	2	0	100	25	Rare

## Common Magical Items

### Amber

Living crystal is rare in Vasgothia. Outside of the few rare deposits in the Caralkspur Mountains, it is not found in the province. However, the gruthrump of the north utilize a similar substance known as amber. Amber, being fossilized tree resin, is usually found in places where true wood and gloamoak can be found. It can also be found in abundance washed up on the various stoney beaches of the Amber Coasts. The Barrites occasionally use it to craft blood charms, though they also fashion jewellery from it. The various rings, charms, and necklaces made from amber are popular with Therans and Empirists and many find their way into New Thera's Barbarian Markets (*Vasgothia*, p. 55). Amber is also prized for its healing properties, and ground amber is a common component in various healing aids.

Amber comes in many colours. Unpolished it runs the gauntlet from caramel browns, cherry reds, and lemon yellows. Polished amber captures the sunlight and seems to gleam with an inner light. Insects and spiders can be found trapped in amber





pieces, and these fetch even higher prices when fashioned into jewellery.

More rarely, the gruthrump and the Barrites will create weapons from amber. This practice is typically used by those tribes that lack access to iron. Arrow heads and spear tips are the most common type of weapons fashioned, though daggers are also common.

Mundane craftsmen require the Amber Shaping Craftsman skill (*Player's Guide*, p. 195) and use the lower of the two applicable skills when working with amber. Magical craftsmen, which are currently only Weaponsmiths, require an additional success when working with amber until they become sufficiently familiar with the material. This is a much faster process if an adept already familiar with it can provide instruction — roughly a quarter of the time — but otherwise takes at least 200 hours of practice. (no more than eight hours a day). Adepts reduce required time by 40 hours for every tier over Novice they have in an appropriate Discipline. For example, a Journeyman tier Weaponsmith requires at least 160 hours of practice or 40 with an instructor.

The Amber Design Aspect appears as Am in the relevant tables.

### **Moss Cloak**

A special development from Sködde, moss cloaks are magically treated living cloak crafted from the deep moss of the Limestone Caves. Deep moss itself has a strange quality of quickly altering its appearance to match that of its surroundings. This process is enhanced by the secret alchemical process applied to the moss and when woven into a cloak, it allows the wearer to blend into their environment. A wearer of a moss cloak gains a +2 bonus to any test to remain hidden, such as Stealthy Stride. In order to benefit from this, they must first spend 1 round completely still. The effect wears off the round after the wearer takes any kind of Action.

### **Blood Charms**

#### **Amber Claws & Fangs**

These gruesome Blood Charms are a favourite of Barrite tribesmen who seek to emulate the beasts of the Deep Forest. By installing shards of amber into their fingers and gums such Namegivers are able to create fearsome claws and fangs. Fitting either as set of claws or fangs costs 3 points of Blood Magic Damage (for a total of 6 if the wearer wants both) after which they may be retracted in order to hide their presence. Extending amber claws or fangs is a Free Action and grants the wearer +3 Steps to Damage from unarmed attacks made by either clawing or biting their opponent.

#### **Spore Gland**

A favourite of leafers, a spore gland is a fungal parasite suspended in a tear drop-shaped piece of highly polished amber usually installed around a Namegiver's throat. The installation process causes 3 point of Blood Magic Damage and leaves a slightly







musty smell upon the wearer's breath. The Spore Gland is a purely defensive charm and only activate once a wearer has been reduced to their Unconscious rating. Upon becoming Unconsciousness, the Spore Gland erupts into a cloud of fungal mist that causes Step 12 damage to every creature within a radius of 5 yards. Armor does not protect against this damage but a Toughness test against the charm's Damage Step reduces the damage by -2 for each success. Many wearers of Spore Glands openly display them, often highlighting them with jewellery and tattoos to act as a deterrent to would be attackers.

<b>New Equipment Table</b>						
<i>Item</i>	<i>Cost</i>	<i>Weight</i>	<i>Availability</i>	<i>Rank</i>	<i>EDN</i>	<i>Design Aspects</i>
Amber Claws & Fangs	500	1	Rare	8	14	Am
Moss Cloak	350	10	Rare	6	12	Wo
Spore Gland	450	1	Rare	9	15	Ex, Wo

