

Twilight's Dawn

Issue #1 [April 2011]

Are you ready for Ragnarök?

The Black Hand Strikes!

The Black Hand is a bane to trade in the lands west of the Old Holds. Comprised of bandits, scouts, and former soldiers from the Kingdom of Vallinar, this collective of disenchanted individuals serve none but themselves, raiding the weak and wrecking havoc wherever they ride.

Characters With Class

Two distinct groups of characters are currently exploring (and play testing) the lands of **Rhune: Dawn of Twilight**. The first group meets locally (here in Kuwait) and the other group plays through less conventional means – using the 'play-by-post' method.

Each issue, we will showcase one of their characters, complete with statistics and goals.



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Twilight's Dawn is the official newsletter for the **Rhune: Dawn of Twilight** campaign setting. If you hadn't already guessed from the logo directly above, Rhune: Dawn of Twilight is designed around the D20 mechanics and compatible with the Pathfinder Roleplaying Game. It's not a big newsletter, but hopefully it'll keep you up to date with everything happening in the lands of Rhune! If you're not a fan of Rhune (you should be), you can still make use of the newsletter, which will introduce new organizations, rules, traits, Feats, spells, and NPCs on a regular basis. Or at least that's my goal.

Cheers,

Jaye Sonia, April 2011



**Ari
Naraheim**

The Campaign Journal:

In our very first session, our heroes gathered – at the request of Misses Ari Naraheim – at her home south of the Westwald. Each, having received a letter of invitation, traveled for days to arrive her remote vacation home. The heroes arrived to discover that not only was Ari nowhere to be seen, but her once beautiful home was little more than a pile of smoking ruins. Most of her windows were broken and the sturdy lock that once barred her front door was smashed to bit. Without knowing who was responsible, the Raila, Elissar, and Denjii quickly descended upon the home and began to look for survivors...

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The Black Hand

Players can learn about **The Black Hand** by making a **Knowledge (local)** or **Knowledge (history)** roll.

DC 10 – The Black Hand is a group of dangerous men and women that raid caravans throughout the City-States of Vallinar.

DC 15 – The Black Hand is a collective of thieves, bandits, and smugglers that run the most of the illegal activity in the City-States of Vallinar. They use several of the abandoned forts in the Old Holds as headquarters.

DC 20 – When the Second Fel Horde invaded the Kingdom of Vallinar, a group of brave men and women volunteered to hold the kingdom's western front. Promised supplies and reinforcements, they fought bravely, even when none came. After the invasion, they learned that they were betrayed by their former masters and vowed, from that day, to wreck havoc upon the former kingdom. These survivors made a pact and founded The Black Hand.

DC 25 – The Black Hand has expanded its influence and now works as spies, with agents in a number of other influential organizations.



The Campaign Journal (continued)

Soon after entering Ari Naraheim's home, black-cloaked men wielding rapiers and daggers ambushed the three heroes. Each of the men danced into combat, wielding their weapons with deadly bravado. The heroes fought bravely at first, but soon realized they were outmatched as bravery turned to desperation. The battle lasted only moments, but the three heroes eventually slew their ambushers, taking their weapons and coin as reward.

Afterward, they searched the house, eventually locating Ari's basement. They lit torches and descended, sweeping the rooms carefully for clues. They salvaged what valuables they could find, securing a finely crafted lance, sturdy hide armor, a pair of masterwork glasses, an embroidered leather satchel, a rapier with silver inlay, a scale mail shirt, and a map of some tunnels beneath the Dwarven City of Redwall. Before leaving, they discovered a hidden room in the basement. Unbeknownst to the group, the door to the room was trapped and Raila - eager to be gone - set it off. It dealt her a horrible wound, opening part of her gut. Had she been less hardy, it certainly would have been fatal. After quickly providing first aid, the group searched the room and found Ari's research notes, tucked beneath an alchemical glow globe. They secured these and returned upstairs, ready to leave.

As they exited the house, they met the second half of the ambush party. Three men, each wielding light crossbows, with an additional man on horseback, stood before them. All looked ready to deal death. They demanded, in low common, that the group surrender. The group, already injured, slammed the front door closed and made for the back room.

A second battle soon erupted, with the heroes playing a deadly game of cat and mouse. Raila and Elissar made for the forest, but the bandits gave chase. A lucky strike by Raila brought the horse down atop its rider and quickly ended the life of the first bandit. A second bandit fought them in the forest, but the two heroes won the day. Meanwhile Denjii and his companion – a spotted grey mountain lion – fought inside the burnt shell of the house. Denjii fought the two bandits alone, driving one off (who escaped) before retreating into a side room just as Raila and Elissar arrived to help.



Campaign Traits

Each issue, I'm going to release a number of traits that players can introduce into their campaigns. These traits are intended for campaigns set in **Rhune: Dawn of Twilight**, but can be used in any setting.

Careful Tactics (Combat trait): You have spent years studying defensive techniques that give you a slight edge in combat. Whenever you fight defensively as a full round action, you gain a +1 trait bonus to attacks (reducing your penalty to attacks to -3).

Forest's Fleeting Shadow (Ælven racial trait): You spent most of your youth moving in the shadows of the Moonwalde, creeping beneath its vast canopy with silent precision. Over the years, you have perfected this art, moving much faster than others of your kind. Whenever you are in a forest, you do not suffer the -5 penalty for moving at full speed while using the Stealth skill.

Ancient Way of Orlog (Dwarven racial trait): Using relatively unknown and ancient dwarven techniques, you are able to empower your channeled energy. Whenever you channel positive energy to harm undead, you deal additional damage equal to your Int modifier.

Faithless (Faith trait): Unlike a vast majority of Midgard's residents, you don't believe any of the stories about divine wars or the end of the world. Sure, there's magic, but that's only a force that science has yet to explain. It's only a matter of time, too. You gain a +1 trait bonus to Will saves against divine spells. If you have or gain the ability to cast divine spells (or select a faith), you lose the benefits of this trait.

Building your background: How do you know Ari Naraheim?

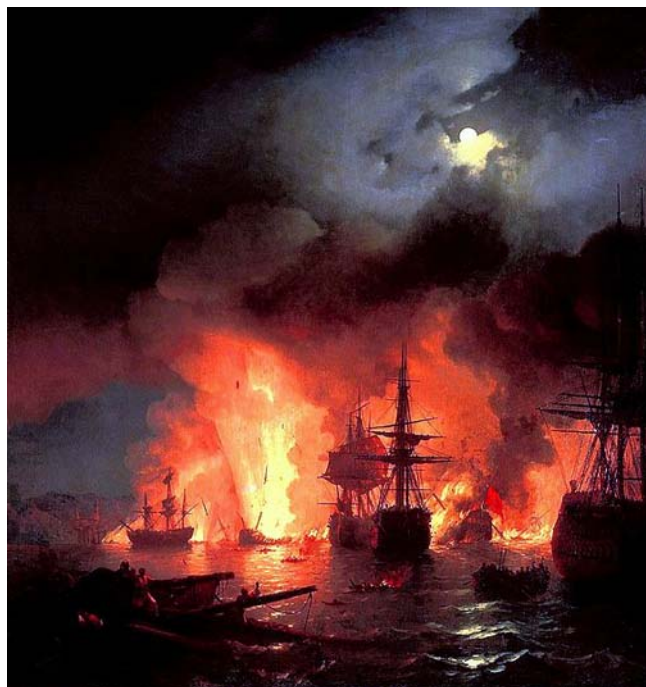
Ari Naraheim is a lady of many talents that grew up in Haven City. Ari spent much of her youth traveling around the City-States of Vallinar, learning about its history, battles, noble aspirations, and tragic failures. Over time, she grew to appreciate not only its vast history, but how the City-States themselves played into the runic prophesy found in the *Galdrdvalin*. This interest led to research, and at the young age of 25, Ari became one of the foremost experts on runes in the City of Haven. She accepted a position as a professor in Haven City University, where she taught classes on a number of subjects including planar travel (in theory), mathematics, alchemical biology, and runic linguistics. She taught at the university for nearly 20 years before retiring to her home south of the Westwald.

When she wasn't teaching, Ari was fond of traveling, brewing exotic teas, and fencing. She was a strong supporter of the merchant families and a harsh opponent of the Sea Wardens, whom she called 'brigands of the worse sort.'

Want to learn more about Rhune: Dawn of Twilight?

Download Rhune:Dawn of Twilight's Stormpunk Character Primer!
Visit the library here:
<http://www.rhunedawnoftwilight.com>





Using Hero Points

Both the tabletop and PbP campaigns will be using the Hero Point rule explained in Chapter 8 of the Pathfinder Advanced Player's Guide. Players should familiarize themselves with these rules. Additionally, the following will apply:

- You may only use 1 hero point per session (or in the case of the PbP, scene).
- You may not take Hero Point Feats without prior approval from the GM.
- You may gain additional temporary hero points by the GM for performing daring or heroic acts during a session (or scene). You must spend these points before the encounter in which they are gained is over.

FOR MY PLAYERS!!!

Our next local game is scheduled for Friday, April 22nd, 2011. It will start at 5 PM at Rick's Villa.

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