

Arnulf, Theurge of the Cult of Sigtyr

The screaming man is Arnulf, a theurge and member of the Cult of Sigtyr, who assaulted the tower with his companion, Yrmegard, to end Merofled's reign of evil. He has been caught in the instance of immolation for 10 years and has experienced the searing flame the entire time. He wears fine plated mail. Arnulf desperately wishes his agony to end, but only if Merofled is slain.

Raw Abilities	Rating	Town Abilities	Rating
Nature (Gott)	5 (boasting, demanding, riding)	Resources	0
Urðr	2		
Will	4	Circles	4
Health	4	Precedence	0
Skills	Fighter 5, Ritualist 4, Theologian 4, Haggler 3, Healer 3, Orator 3, Persuader 3, Rider 3		
Wises	Necromancer-wise, Sigtyr Lord of Victory-wise		
Traits	Touched by the Gods 2, Stoic 2		
Level Benefits	Theurge, Militant, Acolyte		
Belief	I am stronger than the temptations that assail me.		
Creed	By Sigtyr, this world must be protected from the machinations of the Jotnar.		
Goal	I will destroy the Red Barun and her evil.		
Instinct	Purify my burden in camp.		

He will tell the PCs the command word for Brann if they swear to end Merofled. Otherwise he will insist they leave the sword in her guts and bring someone strong enough to end her.

Arnulf wears a pendant (2D, worn/neck or pocket) with the symbol of Sigtyr (a silver scepter, relic for the Sigtyr's Arresting Speech invocation) around his neck. He requests they bring this holy symbol to the temple-fortress of Helglund and tell his tale. If Arnulf can be calmed, he reveals that Gereon betrayed them.

The Holy Symbol

Arnulf's pendant is a relic for several invocations: Sigtyr's Arresting Speech, Foundation of the Lords of Law and Visage of the Lord of Victory. The grandmaster of Helglund will offer a 6D reward for returning the pendant.

The Flaming Sword

The sword is Brann, the Tongue of Flame. The runed red metal of the blade radiates warmth. It shimmers and smokes when unsheathed.

Effect: When the command word is spoken, its length erupts in flames. While aflame, Brann grants its wielder +1 Might and bypasses the protection of mundane armor, shields and helmets. The wielder must wear thick leather gloves or similar protection to shield the hands or suffer the injured condition at the end of the conflict or turn in which it was used.

Charges: 1d6+3

Inventory: As two-handed sword

Type: Magical weapon