

THE 13TH WARRIOR or EATERS OF THE DEAD by Michael Crichton

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In the archives of Kingdom of Elyntia's Embassy, a journal was unearthed. It caused great excitement as it was from a nation that Elyntia has had no ambassador for and only known about in myths and legends.

It is the chronicle of Ahmad ibn Fadlan, Bagdad's ambassador to the Volga Bulgars. However, apparently he never made it there as, he became embroiled in a diplomatic emergency. Seems he met Northmen while escaping Tartars. They inducted him as thirteenth member to rid a northern kingdom of its monsters. This intellectual had to become a warrior.

The manuscript goes on to tell of that campaign by these heroes against their fearsome foes, the Wendol.

referencing the movie The **13th** Warrior

<https://www.imdb.com/title/tt0120657/>

NOTE: At one point I heard that it was suggested to cap off Attribute Points at around 40 for a non-attribute bloating game. I was trying to keep the attributes for most of the characters to below, with only a few above that.

Turns out that when I did that, the Dexterity, when adjusted for armor, was about 8 to 10 DX. These great heroes would be missing their targets about half the time. So I raised most of their DX by one or two points, which raised the total higher than I would wish.

The 13 Heroes:

Ahmed Ibn Fahdlan:

38 Attribute

ST = 12

DX = 14 (11) (10*)

IQ = 12

MA = 10 (6)

Chainmail (3)

Scimitar* 2d *badly balanced by poor craftsmanship. -1DX

Language: Arabic (his own language)

Language: Old Norse

Talents Weapons: Sword

Literacy - Arabic

Courtly Graces

Sex Appeal

Writing

Mundane Talent - Administrator

Horsemanship

New Talent – Fast Learner IQ 9** (1) **can learn Talent at twice normal speed.

Additional Talent (TBD) (x)

Buliwyf: Commander

42 Attribute

ST = 14

DX = 15 (10) (11*)

IQ = 13

MA = 10 (6)

Tough (2)

Plate (5)

*Bastard Sw 2d+1; Two hand 2d+2 Fine Weapon Named *Runding* = +1DX

War Axe 2d

Language: Old Norse (his own language)

Talent Weapons: Sword, Axe, Bow, Shield

Toughness

Tactics, Strategy

Weapons Expertise Sword

Horsemanship

Edgtho the Silent: 2nd in Command & Scout

42 Attribute

ST = 13

DX = 14 (11) (10*)

IQ = 15

MA = 10 (6) (5*)

Chain (3)

*Lg Round Shield (2)

Bastard Sword 2d+1; two hand 2d+2

War Axe 2d

Language: Old Norse (his own language)

Talents Weapons: Sword, Bow, Shield,

Alertness

Expert Naturalist, Woodsman, Tracking

Stealth

Tactics

Horsemanship

Herger the Joyous: Translator

42 Attribute

ST = 14

DX = 14 (11)

IQ = 13

MA = 10 (6)

Scale (3)

Bastard Sword 2d+1; twohand 2d+2

Halberd 2d

Horse Bow 1d

Language: Old Norse (his own language)

Talents Weapon: Sword, Axe, Pole, Bow, Shield

Missile Weapons

Shield Expertise

Sex Appeal

Charisma

Horsemanship

Language: Latin, Tarter, German

Skeld the Superstitious**39 Attributes**

ST = 14

DX = 14 (10)

IQ = 11

MA = 10 (6)

Half-plate (4)

Bastard Sword 2d+1; two hand 2d+2

Horse Bow 1d

Language: Old Norse (his own language)

Talents Weapons: Sword, Axe, Bow, Shield

Horsemanship

Weath the Musician**37 Attribute**

ST = 13

DX = 14 (12)

IQ = 10

MA = 10 (8)

Leather (2)

Bastard Sw 2d+1; Two hand 2d+2

Horsebow 1d+1

Language: Old Norse (his own language)

Talents Weapons: Sword, Axe, Bow, Shield

Mundane Talent - Mandolin

Horsemanship

Rethel the Archer**38 Attribute**

The Boy is Rethel's Son

ST = 12

DX = 14 (12)

IQ = 12

MA = 10 (8)

Leather (2)

Broadsword 2d

Long Bow 1d+2

Language: Old Norse (his own language)

Talents Weapons: Sword, Axe, Bow, Shield

Missile Weapon

Horsemanship

Roneth the Rider**36 Attribute**

ST = 12

DX = 13 (10)

IQ = 11

MA = 10 (6)

Chain (3)

War Axe 2d

Language: Old Norse (his own language)

Talent Weapons: Sword, Axe, Pole, Bow, Shield

Horsemanship

Expert Horsemanship

Halga the Wise**39 Attribute**

ST = 13

DX = 14 (10)

IQ = 12

MA = 10 (6)

Halfplate (4)

Tough (2)

Bastard Sw 2d+1; two hand 2d+2

Small Axe 1d+2

Language: Old Norse (his own language)

Talent Weapons: Sword, Axe, Bow, Shield

Toughness

Architect/Builder

Horsemanship

Seamanship

Naturalist

Mundane Talents (various)

Helfdane the Fat**37 Attribute**

ST = 13

DX = 14 (10)

IQ = 10

MA = 10 (6)

Halfplate (4)

Broadsword 2d

Small Ax 1d+2

Spear 1d; two hand 1d+1

Halberd 2d

Language: Old Norse (his own language)

Talents Weapons: Sword, Axe, Pole, Bow, Shield

Horsemanship

Hyglack the Quarrelsome "Olaf"**37 Attribute**

ST = 13

DX = 14 (10)

IQ = 10

MA = 12 (10)

Halfplate (4)

Tough (2)

Fur Cape (1) Protects rear only

Broadsw 2d

War Axe 2d

Language: Old Norse (his own language)

Talents Weapons: Sword, Axe, Bow, Shield

Running

Toughness

Seamanship

Horsemanship

Ragnar the Dour**35 Attribute**

ST = 12

DX = 13 (11)

IQ = 10

MA = 10 (8)

Leather (2)

Broadsword 2d

Small Ax 1d+2

Language: Old Norse (0 his own language)

Weapon Talent: Sword, Axe, Bow, Shield

Horsemanship

Haltaf the Boy (Rethel's son)**34 Attribute**

ST = 10

DX = 15 (16*)

IQ = 9

MA = 10

Horsebow 1

Dagger 1d-1

Hammer 1d+1

Language: Old Norse (his own language)

Talent Weapon: Sword, Axe, Bow

*Missile Weapon

Horsemanship

The Wendol

Wendol (Generic) 31 Attribute

ST 13

DX 10 (9)

IQ 8

MA = 10 (9) Bearskin

BearSkin (1) Covering back, sides and head

BearClaw Mace 2d-1

Spear* 1d *thrown

Feathered Pilum* 1d-1

Spear Thrower +2 damage & Missile Weapon

Torches 1d-1 as club; 1d-2 as fire;

Language: Wendol (his own language)

Talents Weapons: Axe/mace; Pole-Weapon; Spear Thrower

Area Knowledge or Running

Horsemanship

Some of the smarter Wendols have Accute Hearing, Alertness, Silent Movement, Toughness, Tracking, Naturalist, Mundane Cook

The brightest might have Architect/Builder and build bridges; Physicker

Wendol Leader 41 Attribute

ST = 14

DX = 14 (13)

IQ = 13

MA = 10 (9) Bearskin

BearSkin (1) Covering back, sides and head

Tough (1)

BearClaw Mace 2d-1

Language: Wendol (his own language)

Talents Weapons: Axe/mace; Pole-Weapon; Spear Thrower

Tactics, Strategy

Stealth, Silent Movement, Naturalist, Tracking, Running

Alertness, Acute Hearing

Charisma

Weapon Expertise - Mace

Horsemanship

Wendol Mother

35 Attribute

ST = 10

DX = 12

IQ = 13

MA = 10

Poison Claw* 1d-2

*Weapon Poison = 3 dice extra first; 2 dice next time, 1 die third time.

*Wendol Poison = as above, but for every hour untreated, it numbs a limb, then torso. After 6 hours the heart stops.

Language: Wendol (her own language)

Talents Weapon: Knife

Charisma

Priest

Acute Hearing

Healer (Physicker)

Detect Lies

Poisons

Wendol are an ancient mixed breed of prehistoric Neanderthal (Primitive Men) and Orcanthropus (Primitive Orcs). They are strong, surly and not very bright like the Neanderthal, but stronger and dumber than Orcs. Unlike Orcs and most Neanderthal, Wendol are hunter-gatherer tribes, though a few have created fixed villages. At least one of these villages, at a waterfall, has built wooden bridges across chasms. They have domesticated horses which they let roam on ranges.

Wendol are very similar to Orcs – just more primitive and with a tendency towards cannibalism and eating other sapient species. They tend to have more and coarser hair, sharp teeth (or actual fangs) and claws instead of fingernails. They are also tough, greedy, and quarrelsome. Each Wendol domain (covering some dozen or so tribes) has an Earth Mother priestess that guides their spiritual center via a totem. The Bear totem is common. The Domain also has a Warleader which is the supreme leader for war and hunting raid.

When raiding, the raiding party attacks silently only during a night of misty fog. About a dozen will attack a house or hall.

One Tribal Domain is the Bear Totem. It's tribes wear bearskins (with the head as the hat part of a full cloak) and claws still on (acts as Leather armor for back and sides at -1 Dx). Their favored weapon is a Claw Mace (a fixed ball club with sharpened claws). They also use pilums and spears with a spear chucker. They go

raiding for head trophies or food (eating their victims) or to push back interlopers. They take the heads of their victims. They do not leave any of their own Wendol behind, dead or alive.

They occasionally unite their tribes for a special purpose, like a war party to clear a domain of enemy.

The war party likes to attack at night, in the misty fog (just like a raid). The war leader will lead several hundred torch carrying warriors on horseback that are side-by-side. When seen at night in the fog from a distance, this line looks like a Fire Worm coming down from the hills. Attacks like this cause survivors to report scary tales of monsters.

Buliwyf: Lo, there do I see my father. 'Lo, there do I see...

Herger the Joyous: My mother, and my sisters, and my brothers.

Buliwyf: Lo, there do I see...

Herger the Joyous: The line of my people...

Edgtho the Silent: Back to the beginning.

Weath the Musician: Lo, they do call to me.

Ahmed Ibn Fahdlan: They bid me take my place among them.

Buliwyf: In the halls of Valhalla...

Ahmed Ibn Fahdlan: Where the brave...

Herger the Joyous: May live...

Ahmed Ibn Fahdlan: ...Forever.
