

## Track the beast (nature+perception)

<b>&lt; 22</b> (fail)	You find and follow some tracks. They lead to the local dog who wags his tail and licks your hand.
<b>22</b> (easy)	You can follow the tracks. They make several large circles through the town, centered on the village temple grounds but never entering it. You can backtrack the tracks through the woods where it returned several different times.
<b>30</b> (medium)	This is a single large beast in good condition. The prints are somewhat like a boar, although not any boar you've ever heard of. It runs steadily. You gain a +2 on a check to understand behavior based on the tracks.
<b>38</b> (hard)	You notice slight drips along the paw prints - you've seen this before, in wyverns. The creatures might have some sort of toxic attack. You gain a +5 on a check to understand behavior based on the tracks.
<b>47</b> (exceptional)	There are bits of vegetation and sap mixed with the traces of fur or blood. This beast is as much plant as animal. You gain a +7 on a check to understand behavior based on the tracks.

## Interpret the tracks (analysis+monster)

<b>&lt; 22</b> (fail)	It...looks like it's running around?
<b>22</b> (easy)	The creature is obsessed with or bound to something about the church.
<b>30</b> (medium)	The creature is coming from a single place in the woods, although it slightly alters its path each time. The attacks have occurred when it comes across something between it and the church or when it's circling the church. It's not hunting to eat or for defense, it's just compulsively destroying any living creature in its way.
<b>38</b> (hard)	The creature wants something in the church grounds and is circling because it can't enter the church grounds.
<b>47</b> (exceptional)	The creature is not a living creature at all - it's an artifact of a spell or ritual, magical energy bound to a physical form.

## Interpreting Kill Sites & interviews (analysis+monster)

<b>&lt; 22</b> (fail)	There is a lot of old blood around. The beast was definitely not concerned about getting away with the perfect crime.
<b>22</b> (easy)	You can see where the beast entered and left the kill site, at the opposite end of the site. It looks like it was on its way somewhere and stopped to kill on its way.
<b>30</b> (medium)	It looks like the beast killed quickly and without getting injured itself, and then just continued on its way without stopping to eat or recover. The beast is fast, hardy, and deadly.
<b>38</b> (hard)	The beast is not acting in a natural like a natural creature. It's acting like its under a compulsion or geas - it is killing because of an overriding need to accomplish a particular thing rather than because of pain or hunger or rage or other natural cause.
<b>47</b> (exceptional)	The creature is not acting like a living creature at all - it's acting like an artifact of a spell or ritual, magical energy bound to a physical form.

## Examine the beast (arcana+monster)

Must be able to see the beast.

<b>&lt; 22</b> (fail)	It's totally creepy
<b>22</b> (easy)	Its serpentine neck is long and powerful, giving the creature a reach of Melee 2 for bite attacks
<b>30</b> (medium)	The beast is psychic, although not psionic. It perceives its surroundings with psychic senses. The creature cannot be flanked.
<b>38</b> (hard)	The creature has an acid-based ranged attack. It can shoot it as a long stream (a toxic Ray with ongoing toxic damage) or a heavy clinging glob of goo (ranged with ongoing toxic damage)
<b>47</b> (exceptional)	The creature is a Runebeast, a result of a very ancient type of runewitch ritual that mixes the arcane language that compels the order demons with with spiritual magics. This is prohibited in these modern times. Once the ritual completes, the magic powering the runehound is used by the ritual and the runebeast disappears. Until then, it can't really be killed, just temporarily disincorporated.

## Learn about the beast (perception+religion)

Lorkan and Brennus get a +5

<b>&lt; 22</b> (fail)	The beast is wrong and unnatural
<b>22</b> (easy)	The beast is magical, but it's a weird mix of arcane and divine and nature magic. The beast has a true spirit, perhaps more than one, belonging to this material plane. Although its body is created, it is not a mere automaton or conjuration.
<b>30</b> (medium)	The beast is created by magic, and the magic is powered by its spirit. The spirit does not belong in the body of the beast. It is bound there by the arcane magic.
<b>38</b> (hard)	The soul of Letham and the soul of the original animal are both bound to the beast, if they can be freed from the beast somehow, they should be able to go to the Gods.
<b>47</b> (exceptional)	The beast is slowly draining Letham's soul energy. In another week or so, there won't be enough energy left to sustain the beast and the town will be safe anyway. But Letham's soul will be truly sundered, too weak to assent or deny the Gods.

## Examine the tattoos (arcana+analysis)

Iseult gains a +1

<b>&lt; 22</b> (fail)	The tattoos are totally creepy
<b>22</b> (easy)	The tattoos look like runes, but there is something different about them.
<b>30</b> (medium)	The tattoos act to bind spirit and energy into a physical form - and they create the form out of the energy of the bound spirit and the natural organisms near where it was created.
<b>38</b> (hard)	The rune tattoos look different from contemporary runes - they're done in an ancient style and with a technique much more primitive than modern Runewitches use.
<b>47</b> (exceptional)	The runes are generated by the magic ritual rather than being a part of the casting of the ritual. There's no way to know from looking at the tattoos when the ritual was cast. It could have been recently or it could have been millenia ago and only recently triggered.

## Study the shrine for evidence (nature+perception)

<b>&lt; 22</b> (fail)	This place is super creepy and unnatural.
<b>22</b> (easy)	You see evidence of the fight that killed Bren, and blood on the flat stone in the center. It's cool, but it still looks wet, like it hadn't started drying at all. Also, beware of stepping on the carnivorous plants.
<b>30</b> (medium)	The plants, insects, and soil seem healthier and lusher in this area than can be explained by nature. It's as if there were some additional source of energy feeding the plants and animals here, but only around the area of the shrine.
<b>38</b> (hard)	Some of the plants and insects, especially those closest to the altar or standing stones, have mutated. The energy of the shrine is twisting and warping the land around it.
<b>47</b> (exceptional)	All of the tracks belong to people or animals known to be at the shrine at some point in the last couple weeks. There is no evidence of a runewitch visiting the shrine in secret a couple weeks ago.

## Investigate the shrine stones (craft+history)

<b>&lt; 22</b> (fail)	You're pretty sure it's not a fairy ring. But then again, there are mushrooms nearby, so you never know.
<b>22</b> (easy)	The flat stone is an altar. Undoubtedly the place where rites were performed and sacrifices were made.
<b>30</b> (medium)	The shrine is in the style of the ancient Wealdings who practiced a holistic, bloody blend of runewitchery and shamanism. It's probably over a 1,000 years old.
<b>38</b> (hard)	There are faint carvings on the on the altar and standing stones. They look like natural fissures, but they serve both as arcane runes and as channels to catch sacrificial blood.
<b>47</b> (exceptional)	The shrine is a physical component in a ritual, which is activated by a human sacrifice. The standing stones aren't a boundary, they act as a prism to funnel the energy that the ritual summons through the altar.

# Investigate the stones' runes (arcana+history)

Iseult gets +2

<b>&lt; 22</b> (fail)	There are a lot of awesome runes on these stones. Cool.
<b>22</b> (easy)	The arcane runes are specific - they apply to only a single ritual rather than being a general consecration. The first set of runes captures the energy of a sacrifice and channels it through the rest of the runes, initiating the spell.
<b>30</b> (medium)	The second set of runes summons energy from a distant place or space or plane - the translation is too ancient to be exact. It looks like the blood would drain into these runes after the first set.
<b>38</b> (hard)	The third set of runes would get the blood next. It binds the energy and sacrifice to a locus in this world, or perhaps "of this world" would be a better translation. It looks a little like an alchemical formula, although not exactly.
<b>47</b> (exceptional)	The last set of runes multiplies and disperses the energy. The ritual itself should completely consume both the spiritual energy of the sacrifice and the physical body of the host. Letham's body started the ritual, but since the body was removed, the ritual is not complete - it's paused, in effect. Once the ritual is completed, the summoned energy should be converted to a vitality that's safe in our world without a tear between the planes.

## Investigate the Shrine (perception+planes)

< 22 (fail)	We're definitely still on the prime material plane.
22 (easy)	The shrine is located on a place where the the walls between this plane and another grow thin. Not a conjunction, but a permanent thin spot.
30 (medium)	Inside the standing stones, you can feel the other plane very near, it feels like luxurious growth, wild predators, and nature at her most fiercely lush.
38 (hard)	The plane that's nearby is the Longwild. It's a plane of the Son in the same way that the Bastard rules over his hells. The energy from there is leaking over to our plane here, and changing the land wherever it settles.
47 (exceptional)	A true conjunction would increase the fertility of the land and beasts for a hundred miles around. But that plane is not natural to this plane. It's foreign to us, and would warp the land like a creeping, mutating poison. If the energy from there could be transmuted to be safe to us though, it would completely invigorate the area.

## Investigate the Temple (craft+religion)

< 22 (fail)	It looks like a temple to you!
22 (easy)	The temple complex is built in classic, if humble, quintarian fashion. The temple grounds are consecrated to the holy family, with traces of the ritual still fairly fresh on the grounds.
30 (medium)	There is nothing obviously strange or unusual about the temple and its grounds, although the vicarage does have an unusually good selection of ritual and scholarly books.
38 (hard)	The temple complex was built about 120 years ago, as part of the first wave of temples built when Dratharca invaded the Weald. The only new items are a recently-donated prayer rug in the Bastard's shrine, some food for the priest in the vicarage, and the body and shroud of Letham in the mausoleum.
47 (exceptional)	The the mausoleum and ossuary predates the rest of the temple complex by about 180 years, and likely indicates that this spot was used for worship, or at least burial, before the inauguration of the temple system in the Weald.