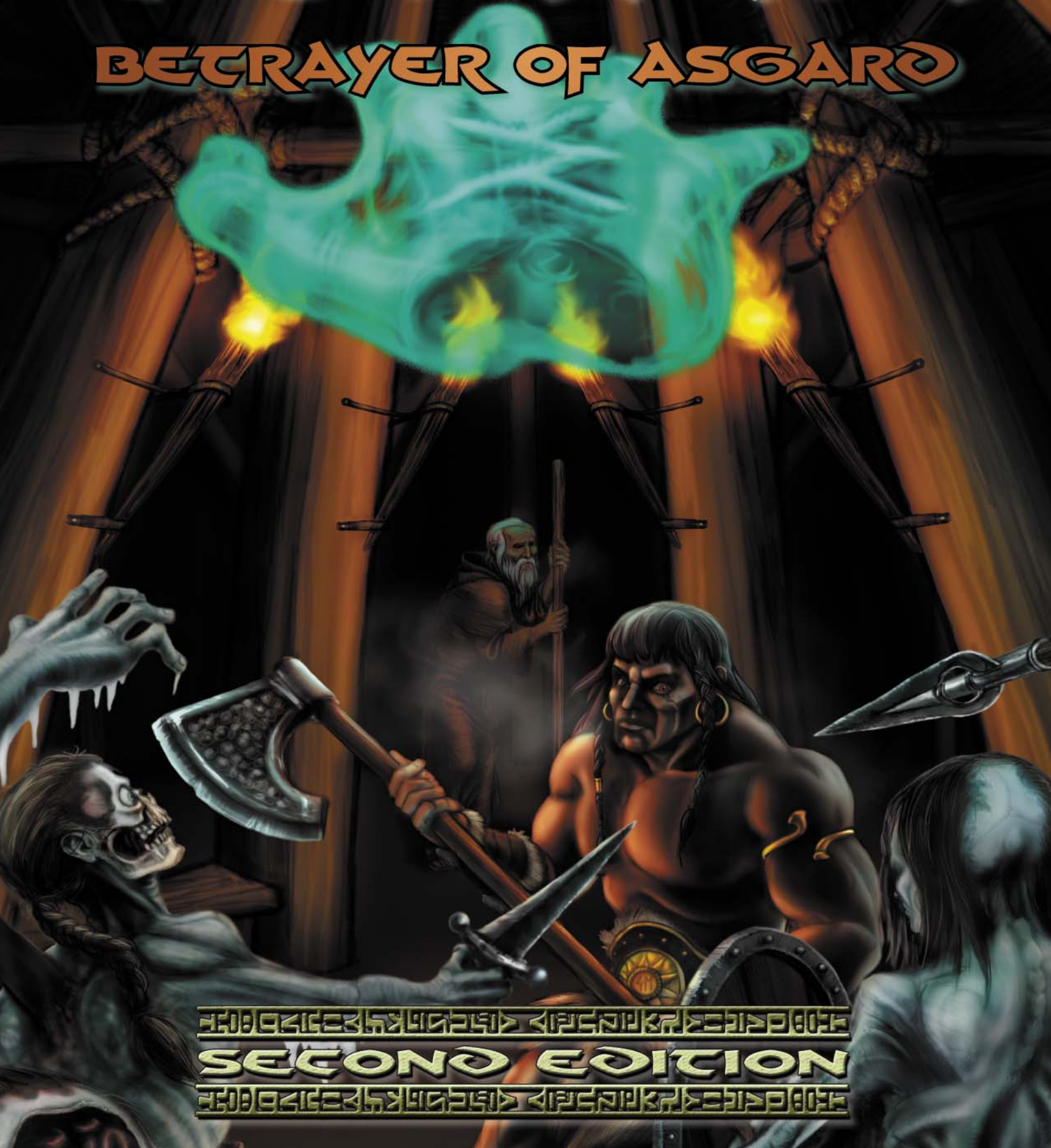


CONAN[®]

BETRAYER OF ASGARD



SECOND EDITION



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Introduction

Know, O prince, that between the years when the oceans drank Atlantis and the gleaming cities and the years of the rise of the sons of Aryas, there was an age undreamed-of, when shining kingdoms lay spread across the world like blue mantles beneath the stars. Turn your eyes from the white towers and green hills of Aquilonia, from the warm coasts of Zingara and the waving grain-fields of Nemedra, from spider-haunted Zingara and the hot lands of the south. Look north, O prince, beyond even the chilled grey wilderness of Cimmeria, where dark-eyed barbarians brood in the shadow of ancient stones. Look north and see the sun set flame to the ice-capped peaks and snowy tundra of Nordheim. There, in that cold cold land, dwell the flame-haired Vanir and the golden-haired Aesir, rival tribes of warriors and berserkers.

The Vanir and the Aesir have been locked in hatred for uncounted generations, both unwilling to yield even when their hot blood spills on the frozen earth.

Know, O prince, that east of Nordheim, beyond the fabled Skull Gate lays the realm of Hyperborea, beyond the north wind. This desolate kingdom is plagued by sorcerers and witchmen and it is of them that I speak. Among this vile race, there arose one sorcerer prouder and stronger than the rest. His name, O prince, was Logri the Binder and his evil waxed so great that even his fellow witchmen grew to hate and fear him. The sorcerer delved into forbidden magics and trafficked with demons from the stars. He learned to raise the dead and command spirits and in a book of lore sealed with nine stone seals and locked in a tomb of Acheron, he learned the rite to bind the wills of others. With this magic, he could trap the souls of lesser sorcerers and common men alike, making them slaves to his mind. Worse, he could work his spells through them.

Know, O prince, that the other witchmen rose up against Logri the Binder and defeated him with the Orb of Souls. He could not be slain, so the witchmen commanded their servants to carry Logri up into the mountains of Aesir-Land and bury him beneath the glacier known as the River of Death Ice. Only those who made Logri's tomb knew where the sorcerer lay and they were ordered to kill themselves once the deed was done. A single man of Hyperborea, a dark-haired slave of Cimmerian blood survived this ordeal and rather than return to the slave-pits he walked

west and his sons were kings among the folk of Asgard. He wrote the secret of the place where they buried Logri onto a horn and it became an heirloom of his house.

Know, O prince that the spirit of Logri lingers on even after death. With the right magic, he can open his buried tomb and resurrect his body but he knows not where his body lies, nor has he the strength to open the tomb should his unquiet ghost find it. What Logri yet possesses, though, is his evil will. Should he find a man or woman among the Aesir who listens to his lies, should he once again possess a spell-bound servant, then Logri might rise again and bring ruin upon first Aesir-Land and then perhaps the world.

Know, O prince, that such a servant of Logri would be the Betrayer of Asgard!

Conan & The Betrayer of Asgard is an adventure arc for characters of 5th to 6th level and they will be 8th to 9th level by the end of it. The plot revolves around the resurrection of the sorcerer Logri and the attempts to stop this from coming to pass. This adventure arc has several unusual features, designed to make it a memorable *Conan* epic for your players.

THE BETRAYER

Firstly, the identity of The Betrayer is fluid. There are three Non-Player Characters who each play an important role in the adventure and one of these three is the Betrayer of Asgard. Clues point to all three but it is up to the Gamemaster to choose which of the three is the real Betrayer. You can either pick the true villain before the game begins or wait until later in the campaign to decide who the Betrayer is.

You can even let the players decide by their actions – if they come to suspect Olaf, then Olaf is the betrayer.

The major clue given to the players during this adventure is that the Betrayer has a mystic brand on one hand and all three candidates have a hidden hand of some sort.

INTRODUCTION



The three potential betrayers are:

- ❖ **Olaf**, a wandering adventurer and thief. One of Olaf's schemes is the initial hook that draws the adventurers into this tale. Olaf's left arm was cut off in a fight with Vanir raiders and if he was the Betrayer, then his brand was on his missing hand. His weakness is his lust for gold – if he is the Betrayer, then Logri promised him a fortune if he resurrects the necromancer.
- ❖ **Cnulf Coalhair** is a king of the Aesir and the descendant of the only Hyperborean slave to survive the journey to entomb Logri the Binder. He is named for his dark hair, quite unlike his golden-haired subjects. He wears sable gloves to hide his mark, if he is the Betrayer. His weakness is his Hyperborean heritage – if he is the Betrayer, then the line of his fathers carried the ghost of Logri the Binder with them down through the years.
- ❖ **Irda** is a beautiful priestess of the Aesir, blessed with the gift of foresight. It is said that she is favoured by Atali Ymirsdottir and that her crystal-blue eyes see both this world and the next. Irda has a manservant and bodyguard named Fist, a giant from the western mountain – if she is the Betrayer, then Fist is the marked servant of Logri the Binder and she was led astray by the seductive whispers of the sorcerer.

In several sections of *Betrayer of Asgard*, there will be optional side encounters or events that correspond to a particular Betrayer. For example, a section entitled **Irda the Betrayer** must be run if Irda is the Hand of Logri. Some of these sections can be run whether or not that non-player character is the Betrayer, to throw suspicion on innocent characters.

STRAIGHT TO THE ACTION

Many of the episodes in *Betrayer of Asgard* jump straight to the action. The opening adventure, for example, starts with the adventurers already fleeing from the pursuing Vanir and then flashes back several days to before they stole the horn from the Vanir hall. Travel and other stretches of time will be skipped over in the adventures, so there is little 'active downtime'.

The players should be informed of this philosophy before the game begins. Some players are especially cautious and want to plan every move their character makes and maximise their advantage before any conflict. Others like

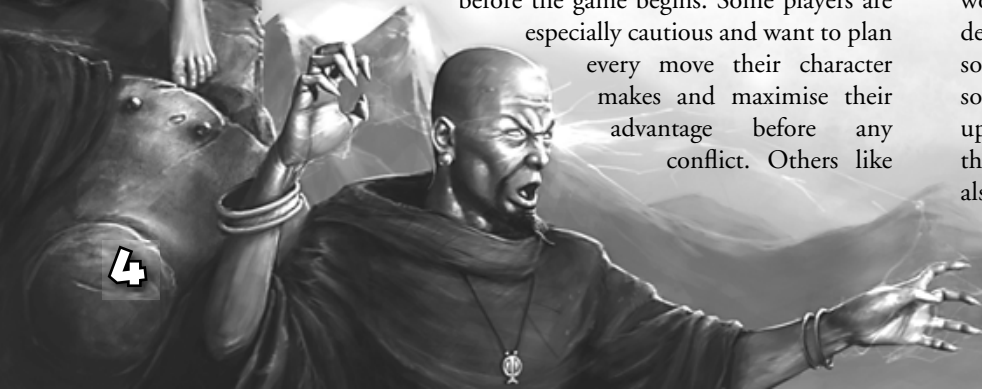


to track every minute of their character's lifetime or want to roleplay out parts of the journey or dislike scenes that open *in media res*. Assure the players that these high-action openings and sudden shifts are a part of the plot of these adventures and that they still have ultimate control over their destinies.

Also, each adventure includes a list of possible foreshadowings (see the *Conan 2nd edition rulebook*, page 76), which the players can take. Not everything on these lists is guaranteed to happen during the adventure but the foreshadowings give the players an idea of what to expect and give the Games Master an impression of the aspects of the game the players are interested in. It also keeps a strong flow of Fate Points, letting the players take risks that might other be untenable.

A WILD, WILD WORLD

Betrayer of Asgard also takes a more breakneck pace than other *Conan* adventures. At every turn, the adventurers will be beset by perils both natural and supernatural, from the teeth of the Nordheim snows to giants and wolves to the undead minions of Logri the Binder. A great deal of combat has been packed into these adventures, so the rules for regaining Hit Points have been relaxed somewhat. Characters will automatically be healed back up to full Hit Points in between adventures and often there will be gaps in the action where the characters are also healed back to full.



VICTORY POINTS

At several points in the adventure, the characters have the opportunity to win Victory Points, which are an abstract measure of success in some struggle or ongoing contest. Suggestions for how the adventurers obtain Victory Points are given in the adventure but the Games Master should also award or penalise Victory Points for excellent tactical ideas, good roleplaying or alarming blunders.

THE ADVENTURES

Each of the adventures in *Betrayer of Asgard* should take two to five sessions of play to complete, depending on how long combat takes and how much roleplaying the group indulges in. Each episode except the final confrontation has a half-way point, which is an excellent place to stop for a cliff-hanger.

CROSSINGS OF THE DEAD

Olaf One-Arm convinces the adventurers to join him in a daring escapade. 20 years ago, Vanir raiders stole the Onyx Horn of Hrulf, an ancestral treasure of the Aesir. Now, Olaf has discovered where the Vanir are keeping the horn and has come up with a cunning plan to steal the horn back. The adventurers infiltrate the Vanir hall and steal the horn, overhearing whispers about Logri the Binder and his Hand as they do. They flee across the border to Asgard, facing many dangers and foes before reaching safety.

THE HALL OF HEROES

The adventurers arrive at Cnulf Coalhair's Hall, pursued by a Vanir hunting party led by Rorik Hodderson. They fight off an attack by assassins soon after they arrive, then are feasted by Cnulf Coalhair and hear tales of his ancestors. Then, a messenger arrives – Rorik Hodderson has taken Irda, a priestess of Ymir, hostage and will kill her unless the horn is returned to him. The adventurers and Cnulf Coalhair must travel into the swamps near the hall and rescue the princess from Rorik Hodderson. There, they battle both Vanir rogues and the undead.

Once rescued, Irda warns the characters that the gods have warned her that the horn is somehow connected to the rise of the dead and that they must consult with a mystic sage, Mimir the Ancient.

A TALE OF SHADOWS

The adventurers travel into the wilderness to find Mimir the Ancient. They battle their way through magical

guardians and riddles to find the sanctum of Mimir. He tells them the tale of Logri the Binder – and the players then play through several episodes from Logri's history as the Hyperborean slave-warriors who defeated and entombed the sorcerer. He also warns them of the Hand, the soul-bound servant of Logri. He sends them into Hyperborea to retrieve a magical gemstone that is needed to contain the essence of Logri.

HAND OF THE NECROMANCER!

With the dead on their heels, the adventurers cross into Hyperborea and must sneak past slavers and the defenders of that dark land. They recover the Orb of Souls from the ruins of Skolja. When they return to Mimir's sanctum, though, they discover that Mimir has been slain by the Hand! The characters must put together the clues left by Mimir to find both the identity of the Hand. With this evidence, they can accuse the Hand and put themselves on the trail to Logri's tomb.

BETRAYER OF ASGARD

The adventurers race to Logri's tomb and battle past its defences, hoping to stop the necromancer's resurrection!

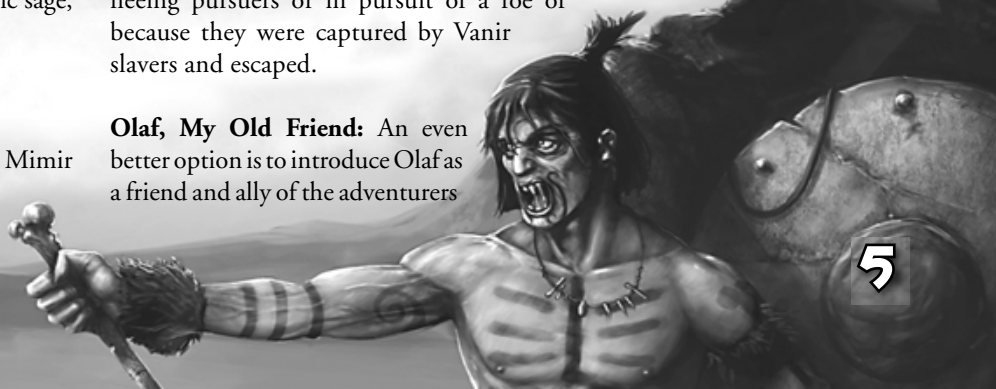
INVOLVING THE PLAYER CHARACTERS

So, how to drag your Player Characters into this Asgardian saga, when most Conan groups are wandering around the southlands? There are several options:

Wandering Adventurers: If your players are a band of wandering adventurers and rogues, then they can just be dropped into the first adventure. Olaf travels widely, so he might encounter the adventurers as far south as Aquilonia. For this option to work, you will need to work especially hard to sell them on Olaf's scheme at the start of the first flashback in *Crossing of the Dead*.

Adventurers in Nordheim: If you get your players into the north for an adventure or two before starting *Betrayer of Asgard*, then the transition into this adventure arc will be less jarring. Characters might arrive in the north fleeing pursuers or in pursuit of a foe or because they were captured by Vanir slavers and escaped.

Olaf, My Old Friend: An even better option is to introduce Olaf as a friend and ally of the adventurers





before the adventure begins. The wandering rogue can show up anywhere in the Dreaming West, from Nordheim to Stygia and he is charming and unscrupulous enough to ally himself with any band of Player Characters.

Aesir Warriors: The easiest option is to run an Asgard-themed campaign leading up to *Betrayer of Asgard*. In this case, the characters should be warriors loyal or allied to Cnulf Coalhair. Their early adventures could revolve around battling Vanir and hunting beasts in the wilderness, before that rogue Olaf shows up and drags them off on a raid into Vanaheim.

KEY CHARACTERS

One of these three non-player characters – Olaf One-Arm, King Cneph Coalhair and Irda the Seer – is the *Betrayer of Asgard!*

OLAF ONE-ARM

Medium Humanoid (5th level Nordheimer Barbarian/3rd level Thief)

Hit Dice: 5d10+3d8+8 (66 HP)

Initiative: +11

Speed: 30 ft.

Dodge Defence: 17

Parry Defence: 16

DR: 4 (Quilted Jerkin, Steel Cap)

Attack: Axe +11 Finesse (1d8+1, AP1)

Full Attack: Axe +11/+6 Finesse (1d8+1, AP1)

Special Attacks: +1 racial damage bonus to sword attacks, Sneak Attack +2d6/+2d8

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +1, Uncanny Dodge, Sneak Attack Style (Axe)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +11, Will +3

Abilities: Str 14, Dex 18, Con 12, Int 14, Wis 13, Cha 16

Skills: Appraise +5, Balance +8, Bluff +7, Climb +6, Disable Device +7, Disguise +7, Escape Artist +8, Gather Information

+7, Hide +10, Intimidate +7, Jump +6, Listen +7, Move Silently +10, Open Lock +8, Search +6, Sense Motive +5, Spot +7, Sleight of Hand +8, Survival +6, Tumble +8

Feats: Track, Endurance, Mobility, Eyes of the Cat, Stealthy, Combat Expertise, Improved Trip, Alertness, Dodge

Reputation: Devilish Rogue 15 (+2)

Possessions: Axe, Quilted Jerkin, Steel Cap, Rope, Lockpicks, Big Grin, Mummified Finger

'Just because I've only got one arm doesn't mean I don't want a double handful of gold!'

KING CNEPH COALHAIR

Medium Humanoid (8th level Nordheimer Barbarian/2nd level Noble)

Hit Dice: 8d10+2d6+30 (80 hp)

Initiative: +7

Speed: 25 ft.

Dodge Defence: 19

Parry Defence: 21 (Large Shield)

DR: 10 (Mail Shirt & Breastplate, Great Helm)

Attack: Warsword +13 (1d12+4, AP6)

Full Attack: Warsword +13/+8 (1d12+4, AP6)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (no penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +2, Improved Uncanny Dodge, Rank Hath Its Privileges, Special Regional Feature (sword attacks) +1

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +9, Ref +7, Will +10

Abilities: Str 16, Dex 13, Con 16, Int 12, Wis 15, Cha 16

Skills: Bluff +9, Climb +9 (+0), Diplomacy +8, Intimidate +9, Jump +9 (+0), Listen +8, Move Silently +7 (-2), Ride +8 (-1), Sense Motive +7, Spot +7, Survival +9

Feats: Track, Endurance, Mobility, Die-Hard, Mounted Combat, Power Attack, Cleave, Leadership, Stunning Attack, Steely Gaze

Code of Honour: Barbaric

Reputation: Noble 25 (+3)

Possessions: Fine Warsword, Mail Shirt, Breastplate, Great Helm, Warhorse, Ringfort, Thousands of silver pieces in jewels and other wealth, moleskin gloves



IRDA

Medium Humanoid (1st level Nordheimer Barbarian/3rd level Scholar/3rd level Temptress)

Hit Dice: 1d10+6d6+14 (56 hp)

Initiative: +9

Speed: 30 ft.

Dodge Defence: 14

Parry Defence: 12

DR: 0

Attack: Dagger +7 finesse (1d4, AP1)

Full Attack: Dagger +7 finesse (1d4, AP1)

Magic Attack Bonus: +3

Power Points: 7

Special Attacks: +1 racial damage bonus to sword attacks,

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Knowledge is Power, Comeliness, Savoir-Faire, Seductive Art, Dance of Desire, Secret Art (politics), Improved Standing

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +5, Ref +9, Will +11

Abilities: Str 10, Dex 15, Con 14, Int 12, Wis 16, Cha 15

Skills: Bluff +11, Diplomacy +14, Handle Animal +4, Knowledge (arcana) +10, Knowledge (religion) +13, Perform (ritual) +14, Sense Motive +13, Survival +4

Feats: Track, Priest, Persuasive, Iron Will, Lightning Reflexes.

Reputation: Holy Woman 30 (+4)

Sorcery Divination: Astrological Prediction, Not This Day!, Blessing of Fate, Psychometry

Possessions: White robes, Tear of Atali

IRDA'S BODYGUARD, FIST

Medium Humanoid (7th level Nordheimer Barbarian)

Hit Dice: 9d10+27 (hp)

Initiative:

Speed: 30 ft.

Dodge Defence: 16

Parry Defence: 20

DR: 5 (Mail Shirt)

Attack: War club +16 (2d6+10, AP11)

Full Attack: War club +16/+11 (2d6+10, AP11)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (no penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +3, Improved Uncanny Dodge

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +6, Will +3

Abilities: Str 24, Dex 10, Con 16, Int 4, Wis 11, Cha 10

Skills: Climb +11 (+8), Hide +4 (+1), Intimidate +4, Jump +11 (+8), Listen +4

Feats: Track, Endurance, Mobility, Die Hard, Power Attack, Cleave, Improved Unarmed Strike, Improved Grapple, Crushing Grasp

Possessions: War club, Mail Shirt, Rag Doll





The Crossing of the Dead

FORESHADOWINGS

- ✦ Stealing the Horn of Hrulf
- ✦ Cleverly tricking a Vanir guard
- ✦ Killing a priest of Ymir
- ✦ Getting drunk
- ✦ Falling over the edge of a cliff
- ✦ Saving the life of Olaf One-Hand
- ✦ Cutting the head from a Vanir dog
- ✦ Hiding in the snow or shadows, then bursting out to stab a foe

BLOOD ON THE SNOWS

Summary: The adventure begins! After a brief fight with the Vanir, the adventurers are buried in an avalanche.

You fled across the ice and the hunters came after you. The towering heights of the Blue Mountains divide Vanarheim from Asgard. There are few passes from west to east and fewer still that are unguarded. The [NUMBER OF CHARACTERS PLUS ONE] of you climb desperately through the snowy foothills and treacherous canyons. [DESCRIBE THE PLAYER CHARACTERS IN SUITABLY HEROIC, CONANESQUE TERMS, ONE BY ONE].

Leading you across the wilderness is Olaf One-Hand, a thief and merry vagabond from Asgard. Wrapped in a ramshide blanket in his backpack is the Onyx Horn of Hrulf, the treasure you just stole from the Vanir temple of Jormanshalt to the west; in his hand is his axe Fang.

Behind you are at least two dozen Vanir warriors, with the berserker Rorik Hodderson at their head. If he catches you, then he had doubtless sworn to cut out your hearts and offer them to his war-god Ymir. You can hear the baying of their wolf-hounds.

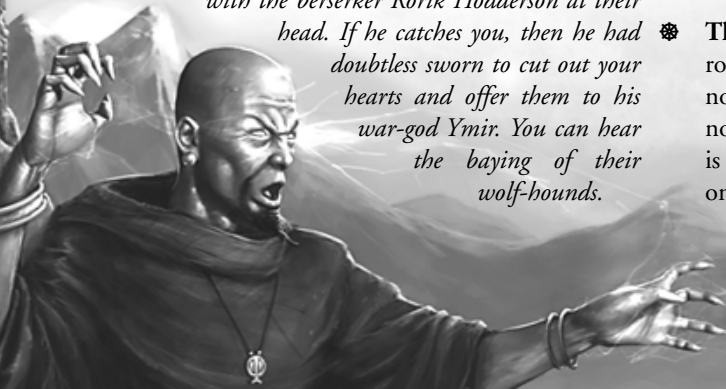
As you flee across the icy landscape, you see three paths ahead of you. Straight on, a steep slope of ice leads up into the mountains. To your left, there's a snow-filled canyon; to your right, a nearly sheer cliff towers above you. There's a narrow ledge half-way up. The hunters will catch you in a few moments – where will you make your stand?

A host of Vanir pursue the characters. Fortunately for the adventurers, Rorik Hodderson is not with this host – he is with another group of hunters who will arrive later. The adventurers only have to deal with three Vanir warriors each, plus their dogs. The Vanir arrive 30 sections (five rounds) after the adventure begins.

PLACES TO FIGHT

There are four places where the characters can make their stand.

- ✦ **Right Here:** This is the default option. The ground here is firm and fairly level and there is space to manoeuvre. However, the characters will likely be swamped by attackers if they all remain here.
- ✦ **The Snowy Canyon:** It costs four squares of movement to move one square in the snowy canyon. It is possible for a character to conceal himself in the snow. The canyon is an average of 40 feet deep but a character falling into it suffers half the normal falling damage because of the soft landing. The canyon is only 10 feet wide, making it an excellent chokepoint. It ends in a steep, nearly unscalable (DC25) wall.
- ✦ **The Steep Slope:** Characters fighting down the slope have the advantage of height, gaining a +1 circumstance bonus to their attacks. Any movement of more than one square on the slippery slope requires a DC10 Balance check; failure means the character slips and falls, becoming prone.
- ✦ **The Icy Cliff:** The cliff is 60 feet tall, so it will take eight rounds to climb at normal climbing speed (remember, normal climbing speed is one-quarter a character's normal movement speed). The DC to climb the cliff is DC15. There is a ledge half-way up, big enough for one or two characters.





Unless otherwise directed, Olaf heads up the steep slope.

THE VANIR HUNTERS

The hunters are close upon your heels. They are Vanir-men, every one; their braided red hair is hidden by their horned helmets but you can see their red beards against the snow. They are dressed in furs and are but lightly armoured but every one of them has a hunting bow and a good sword. They outnumber you three to one and they will give you no quarters – you stole from their god.

There are three Vanir hunters per Player Character, as well as four Vanir hunting wolfhounds. The warriors are dressed in furs and light armour and carry hunting bows and small shields and arming swords. They are ready for a chase, not a pitched battle. Their leader carries a horn with which he will signal for aid when battle is joined. These Vanir are furious that the adventurers have dared steal from them but they are far more scared for Rorik Hodderson behind them. If they fail to recover the Horn, their heads are fodder for Rorik's axe!



Their wolfhounds are grey-furred devils, all slavering jaws and rank breath. They are bred for war, and fed the flesh of Aesir from a young age.

COMBAT!

The Vanir tactics are as follows:

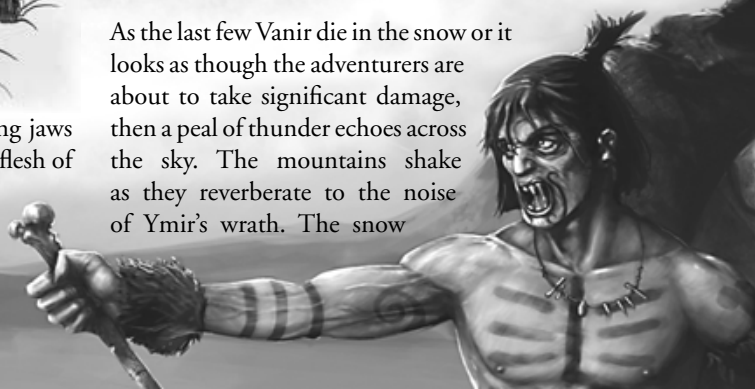
- ✦ One-third of the Vanir (one per Player Character) stay at the bottom of the slope, firing bows at the characters.
- ✦ The wolfhounds are let loose – these animals charge in and attack the nearest two Player Characters
- ✦ The rest of the Vanir approach cautiously, making full use of the cover offered by the rocks if the Player Characters are using missile weapons. As soon as they get within range, they charge at the Player Characters. The Vanir melee warriors fight in teams of two to three, ganging up on a solitary defender to maximise their bonuses from flanking and from outnumbering their foes (+1 per extra attacker after the first).
- ✦ If the Vanir warriors are losing, then the missile troops run in to support the other melee warriors. They also sound their hunting horn, hoping to call in support from the other hunters.
- ✦ If they are winning, then the avalanche starts early.

Potential elements of the combat include:

- ✦ **Hiding in the snow:** The snow gives a +10 circumstance bonus to Hide checks. Note, though, that this will not protect the characters from the wolfhound's sense of smell.
- ✦ **Causing a landslide:** The characters can push rocks down the slope or off the cliff. A rock is an inaccurate improvised weapon (-4 to hit) but deals 4d6 damage if it hits. The victim of a rock attack may make a Reflex save (DC10) to leap aside but doing so means he cannot move next round.
- ✦ **Pushing foes:** With a cliff, canyon and lots of steep slopes, there is plenty of scope for pushing enemies around with Bull Rush, Devastating Sweep, Force Back, Fling Aside or Lock Weapons. A foe pushed back onto the slippery ice and snow must make a Balance check (DC10) or fall prone; a foe pushed over the cliff or into the canyon takes half normal falling damage.

AVALANCHE!

As the last few Vanir die in the snow or it looks as though the adventurers are about to take significant damage, then a peal of thunder echoes across the sky. The mountains shake as they reverberate to the noise of Ymir's wrath. The snow





begins to slip, a few pebbles and drifts at first, mounting into a titanic landslide that sweeps down, engulfing the adventurers and the Vanir alike!

Take note of the character's Hit Point totals at this point.

A FEW DAYS EARLIER...

Summary: The adventurers flashback to how they got into this mess.

All this is Olaf's fault, of course.

The old Asgardian rogue approached you in a tavern. Well, tavern is being generous – it was an ale-tent in the Border Kingdoms, a den of villains and bandits, where men drank to forget the cold wind that whistled through the old arrow-holes in the wall. Olaf One-Arm is well known in such places – a better thief and warrior with one arm than most men are with two. If you ask him how he lost his arm, the story changes each time. Just this evening, he's claimed to have lost his arm to a Vanir berserker, an ice bear, a drunken Brythunian barber, a runaway mine cart and most improbably, a Stygian temple crocodile.

Still, Olaf is trustworthy and honourable as thieves go and he always stands his round in this tavern. He approaches you now with a handful of clay mugs in his hand and a drinking horn held under his arm-stump. 'Friends' he roars, 'good friends and true! Drink with me to Ymir, friends. With half a loaf and a cup of ale, I have found many a friend as they say in my homeland. Drink and listen, friends.'

Over several mugs of especially foul ale, Olaf explains his plan to the adventurers. When he was a stripling, Vanir raiders came over the mountains into Asgard and raided several towns and villages, carrying off prisoners and booty. Chief among their prizes was the Onyx Horn of Hrulf, an ancestral heirloom of the Coalhair line. The loss of the horn so shamed King Hrulf that he lay down in the ashes of his hall and he wept until he died.

There has been no sign of the Onyx Horn in many years – until a few months ago, in this very tavern, when Olaf heard a pair of Vanir mercenaries talking about the town of Jormanshalt and the temple to Ymir there. According to the mercenaries, one of the treasures of the temple there is a magnificent drinking horn of black and gold, fashioned

with a skill beyond that of mortal men. It can only be the Onyx Horn of Hrulf.

Playing Olaf: Grin, laugh and be merry, for tomorrow you may die. You have been around the world and found that a ready sword, a quick wit and a brave heart will see you through any danger. Gold comes and goes but life is better with gold than without.

'If we could steal that horn', says Olaf, 'then Hrulf's son Cneph Coalhair would give us each a fortune in gold. I've spent months learning all I can about the temple at Jormanshalt and the town. All we need to do is work out a way to break in, take the horn and then we flee across the mountains afore the Vanir even know we're gone!'

If you hadn't said yes to his proposal, then perhaps you wouldn't be buried under twenty feet of snow... but you did.

PLANNING THE HEIST

Olaf provides the adventurers with a basic layout of Jormanshalt and the temple (see below). He knows roughly how many warriors and guards there are (but he does not know about Rorik Hodderson and his warband) and knows about the Feast of Vingut, which will provide an ample distraction for the theft. To steal the horn, the adventurers need to overcome the following challenges:

- ✦ Get onto the rock of Jormanshalt. They will need to either scale the rock and the wooden palisade or bluff their way past the sworn temple guards at the gate. They can choose whether they want to make their approach during the evening or at night.
- ✦ Somehow occupy or distract the warriors at the feast. There will be around 100 warriors present.
- ✦ Draw the guards away from the doors of the temple. There are a dozen temple guards – two at the gate through the wooden palisade, two patrolling, four at the feast and four at the temple.
- ✦ Deal with the priests in the outer temple. There are four priests in the temple – Olaf has heard that one is blind, one is a drunkard and another is lecherous, so it should be possible to distract or befuddle them.
- ✦ Open the locked doors of the inner temple to steal the horn. According to some tales, the doors were wrought by the legendary mountain-dwarves who are said to be the greatest smiths in the world. Olaf does



not believe in magical mountain-dwarves who forge enchanted locks but has no doubt that the temple doors are solidly locked.

- ✿ Get out of Jormanshalt as quickly as possible and flee east towards Asgard.

The players may have questions for Olaf, which One-Hand either answers truthfully or just laughs at and takes another drink.

Why Steal The Horn In The Middle Of A Feast? *Why, most of the year the temple's shut, save for a few cold-eyed priests and sworn guards. No-one comes there and we'd be seen. No, the best time's during the feast. Anyway, we'll pluck their beard by taking the horn right in the middle of their festival!*

Why Return The Horn To Cneph Coalhair? *He's a good man and a good king by all accounts, and that's a rare thing in the northlands. Anyway, the horn belongs to his house – it's honourable to give it back to him.*

It's almost as honourable to sell it back to him for that fortune I mentioned!

What If We Get Discovered And Flee East And Then We're Caught By The Vanir And Then There's An Avalanche? *Ymir willing, that won't happen! Why man, do you think the fates are against you? Be of good heart – there's no wyrd so dire you can't escape it!*

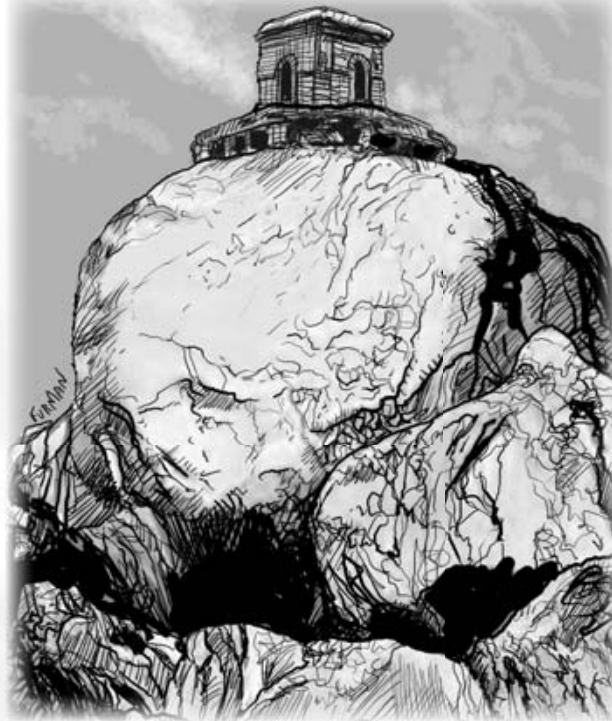
Give the players a few minutes to come up with a scheme to steal the horn and then move onto the next section.

THE THIEVES OF JORMANSHALT

Summary: The adventurers break into the temple of Jormanshalt.

The rock of Jormanshalt is a sacred place to the folk of Vanaheim. According to the legend, Ymir once hurled a stone at a dragon, slaying it. The dragon's corpse became the Blue Mountains that divide Vanaheim from Asgard and the stone is the rock of Jormanshalt.

A path winds up around the side of the rock, leading to the palisade-girded village above. Below, in the shelter of the south side of the rock, you can see a few tents that no doubt belong to travellers, here for the feast of Vingut. Somewhere atop that rock is the Onyx Horn...



A temple to Ymir stands atop the rock. It is one of the few stone buildings in all of Vanaheim. The rock of Jormanshalt itself rises some 200 feet above the snowy plains. It can be climbed easily enough for the most part but there are narrow and winding goat paths leading up the western and southern sides as well as the main path for pilgrims.

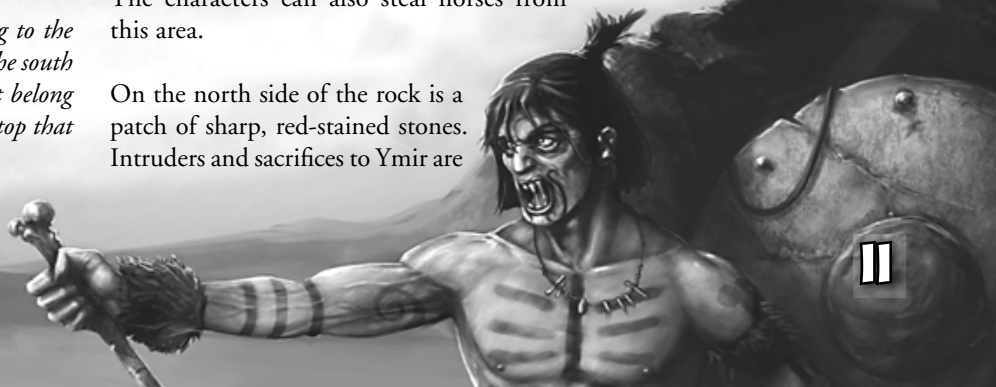
A character running down the rock must make a Balance check at DC10 or slip and fall, taking 1d6 of damage.

THE TENTS

There are some 30 tents in the shadow of the rock, along with sheepfolds, cattle pens, carts, dogs tied to posts, a forge, stables and all manner of hairy, drunken Vanir warriors, along with their hairy, drunken Vanir wives and their hairy, drunken Vanir children underfoot. You can easily pick your way between the tents at twilight. Many of these warriors are drunk already, even before they climb the winding path to the feast above.

A light-fingered character can easily pick up a cloak or other disguise here, along with a sword or other weapon. The characters can also steal horses from this area.

On the north side of the rock is a patch of sharp, red-stained stones. Intruders and sacrifices to Ymir are





hurled from a spur of stone, the Eagle's Leap, far above to crash to their deaths here.

THE PATH ALONG THE ROCK

The pilgrim's path is marked along its length with sacred runestones. It is wide enough for two men or one horse, although in some places the path has crumbled away, forcing a traveller to cling to the rock face or make a short jump across a gap. The path starts on the east side of the rock and winds its way along the eastern, southern and western faces before finally rising to the top level of the rock at the north side. As the characters arrive, there are a few pilgrims toiling up the path to Jormanshalt.

At the top of the path is a wooden gateway, guarded by two sworn temple warriors. Only Vanir are allowed step on the surface of Jormanshalt, so the guards look to ensure that every visitor is a red-haired Vanir. Any intruders are attacked and if captured, are dragged to the Eagle's Leap near the gate and hurled to their deaths.

Getting Past The Gate Guards: If the adventurers are in disguise, then compare their Disguise skill check to the guard's Spot skills (+6). If the adventurers take steps to distract the guards, such as waiting until there is a large group of pilgrims are arriving, then penalise the guard's Spot checks by -5 or more. The characters cannot bribe the guards but they could also try distracting them or drawing them away from their posts.

CLIMBING THE ROCK

Most of the rock is quite hard to climb but there are goat paths running along the side. The characters will still need to make a Climb check at DC15 to reach the cliff top and another Climb check at DC10 to climb over the wooden palisade. Increase the DC by +5 if the characters climb at night.

Sentries: Occasionally, a sentry patrols along the palisade. If the adventurers are climbing and do not watch for sentries, then the DC to spot them is DC10. If they hide, then use their Hide check result – they can hide on the cliff side. Climbing at night gives a +20 circumstance bonus to their Hide checks. Once they reach the wall, they must deal with the sentry before climbing over. They can ambush him or just sneak past him.

THE FEAST

A pious and meek follower of a weak Southerner god like Mitra would see this feast as hell on earth. Red-litten by the blazing fires, the crimson-haired, red-faced Vanirmen look like demons. There, drunken warriors boast and brawl, there, they hack chunks of meat from the roasting fires with their swords; there, some poor naked girl is ravished by a gang of brutes. An effigy of a hideous dragon leers from atop a pole in the centre of the feast, glaring down at a dozen slaves chained to another post. No doubt, they are doomed to be sacrificed to the gods. The noise is deafening and somewhere in the crowd a drum is pounding faster and faster and your heart struggles to keep time with it.

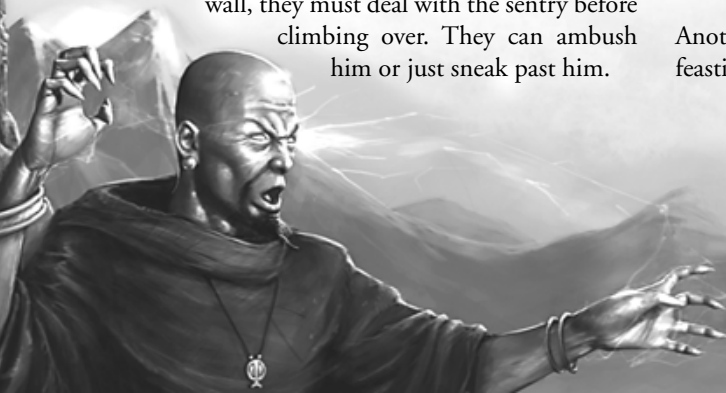
The paved yard outside the temple is filled with Vanir feasters. Bonfires burn both day and night, roasting huge haunches of meat. An effigy of a dragon made from wood, paper and bronze twines around a pole in the centre of the yard; it will be burned as part of the ceremonies, symbolising Ymir's victory over the worm. Before the feast begins, the warriors in the yard are praying to Ymir or trading tales of battle. Afterwards, those who can still walk return to their tents below but most just lie blind drunk and insensate next to the embers of the bonfires until morning.

Temple guards keep watch during the feast – brawls are permitted but it is forbidden to shed blood on the rock during the Feast of Vingut. These warriors are permitted to drink during the feast but they never drop their guard. There are four temple guards at the main door of the temple and another four in the crowd. Chained to a post near the temple door are several slaves, who will be sacrificed to Ymir as part of the ceremonies.

Causing A Distraction: There are several ways for the adventurers to cause a distraction. The easiest way is just to start a brawl by questioning some Vanir's honour or punching him in the face. The problem is escalating a casual brawl to the level that will get the temple guards involved.

The central pole with the dragon effigy can be topped with a Strength check at DC20. If toppled, it crashes into a bonfire, sending sparks and hot coals flying everywhere. The guards will rush forward from the temple to pull the effigy from the flames and to right the pole.

Another option is to poison the feast, making both the feasting warriors and the guards sick.





RORIK HODDERSON ARRIVES

Rorik Hodderson is a dangerous and powerful warrior, the son of Blind Hod the priest. Rorik and his warband have turned up to the feast unexpectedly. The arrival of Rorik can be a useful distraction, saving the players from being spotted by a guard or found out at the priest or a complication if things are going too easily.

You hear a cheer from the palisade gate and the thunderous rattle of spears being beaten against shields. A tall warrior rides into the square atop a magnificent warhorse. His armour and weapons are of excellent quality, from the polished chain mail and rich furs to the ornate broadsword strapped to his back. Thick gold and silver armbands adorn his muscular forearms. His face is impassive but his eyes are cold and full of hatred and scorn. A score of warriors follow him into the square and shout 'RORIK! RORIK! RORIK!'

A pair of priests emerge from the temple shrine. One is a young man, barely old enough to grow a beard. The other is an old blind man, who plucks the younger one's sleeve as they push through the feasting crowd. The older priest bears a striking resemblance to Rorik and must be his sire, grandsire or some other close relative.

Rorik dismounts and takes a pair of bleached skulls from his saddlebag. A servant rushes up and pours ale into both skulls. Rorik hands one to the old priest, pressing it into his hands so the blind man can find it. They toast Ymir and hurl the skulls into a bonfire. The crowd cheers again and Rorik's warriors surge forward hungrily into the feast.

Playing Rorik Hodderson: You have built your identity and your reputation on being better at killing people than anyone else. In any situation, your first thought is always 'who do I kill first and how?' You honour your father and you hope your many sons will find glory when you are gone but you have no place in your soul for love. You find joy only in killing.

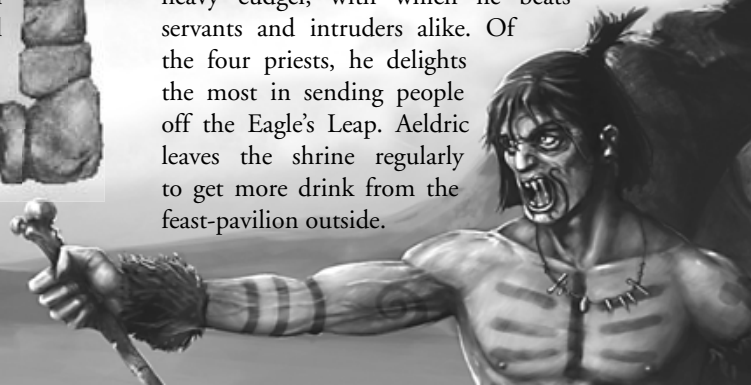
THE OUTER TEMPLE

The outer temple is home to the four priests and a dozen sworn temple guards. It is a wooden building, decorated with iconography of Ymir battling demons and dragons. The outer temple has two wings, containing sleeping quarters, storerooms and a kitchen, as well as a public shrine to Ymir. There are three entrances – two side doors, usually unguarded and the main door into the shrine, which is guarded by four temple guards.

The iron doors to the inner temple are in this shrine. Antique axes and shields hang on the walls; these relics of Ymir commemorate past battles blessed by the shrine. The four priests of Ymir wait in this shrine until the height of the feast, whereupon they emerge with sacred torches and burn the effigy of the dragon. The four priests remain in the shrine for most of the feast but occasionally one or two leave to attend to some errand. If the characters find a place to hide, they can wait until there are only two priests in the shrine. Good roleplaying and clever plans should be rewarded here.

Each of the four priests has his own unique weakness:

- ✦ **Blind Hod** is, as his name suggests, blind. He relies on the youngest priest, Grungi, to guide him. Hod is old and greybearded but fanatically devoted to the cult of Ymir. He carries a sacrificial dagger and can still cut the blood-eagle despite being sightless. Blind Hod is the father of Rorik Hodderson. Blind Hod leaves the shrine quite often to make water. Grungi goes with him to guide him. He also leaves when Rorik Hodderson arrives, to greet his son.
- ✦ **Grungi** is the youngest of the four, recently initiated into the cult. He is a lecherous, lustful young man and hates living in an isolated temple in the middle of nowhere, where maidens and hunter's daughters are hard to come by. He wants to get this holy feast of Vingut over and done with as quickly as possible, so he can hurry down the mountainside and take his pick of the women in the camp below. Grungi leaves when Hod does.
- ✦ **Aeldric** is a fat priest of Ymir, red-nosed and balding. He is a drunkard, never far from an aleskin. When drunk, he becomes violent and cruel. He carries a heavy cudgel, with which he beats servants and intruders alike. Of the four priests, he delights the most in sending people off the Eagle's Leap. Aeldric leaves the shrine regularly to get more drink from the feast-pavilion outside.





❖ Finally, **Hesdall** is the master of the temple. He is a stern-faced man, a sorcerer of some power and a devoted servant of Ymir. It was he who masterminded the raid on Asgard 20 years ago that stole the Horn of Hrulf along with many other treasures. It is said of him that he consorts with demons and giants and that he speaks the language of thunder and snowstorm. Hesdall only leaves the shrine when something goes wrong.

Each of the priests has a key to the inner temple's door.

Rumours of the Hand: While the characters are lurking in the temple, they overhear part of a conversation between two of the priests. One (either Hod or Aelfric) is worried and trying to tell his companion something. The characters catch the phrases 'the necromancer' and something about 'his servant, the Hand' and 'seeks the Horn'. The other priest (Hesdall or Grungri) mocks the other, saying that Ymir will protect his temple and its treasures.

Fighting the Priests: The first reaction of any of the priests if attacked openly is to fight back, grabbing a shield and battleaxe from the wall. The exception is Hesdall, who steps back and summons a hunting wolfhound with his

Summon Animal spell. Once the priests realise they are outmatched, they try to flee out into the feast and raise the alarm.

THE INNER TEMPLE

The inner temple is a solid stone building, with only a single door and no windows. The walls are polished stone, unblemished even by the marks of chisels, and the gaps between mortared blocks are almost invisible. The sloping roof is tiled with green bronze.

The doors to the temple are bound in iron; a horned helmet and dragon facemask hang from each door, concealing a cunning trap. There are two keyholes, one on either side of the lock. To open the door correctly, both keys must be turned simultaneously in opposite directions – the left key clockwise, and the right key anticlockwise. If this is done correctly, then the door opens smoothly.

If this is not done correctly, then poison gas jets within the facemasks are triggered and the twin dragon masks snort a cloud of foul venom into the room. Characters caught in this gas trap (everyone in the shrine) suffers 6d6 damage (Fortitude save, DC15 for half).

Spotting the Trap: Search, DC20

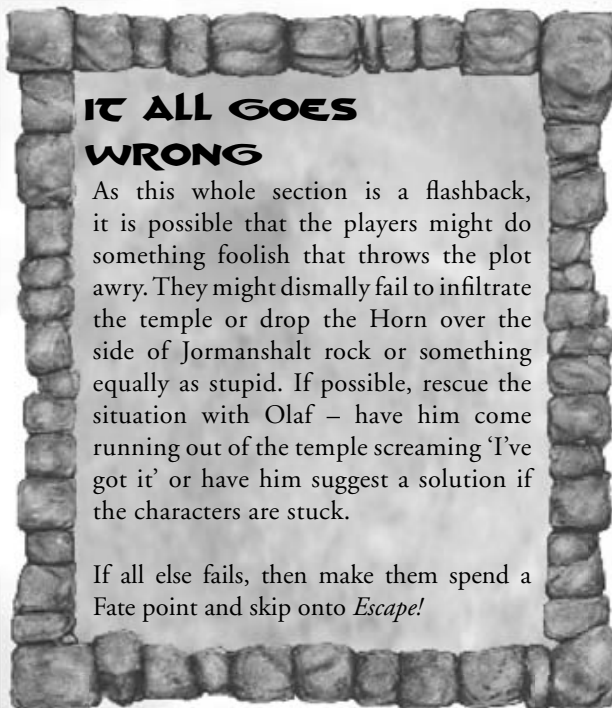
Disarming The Trap: Disable Device, DC25

Picking The Lock: DC10 to pick one lock, DC20 to pick both locks simultaneously. Add +10 to the DC if the character knows about the trap and is trying to pick the lock without disarming or triggering it.

Inside the Inner Temple: The inner temple is a holy shrine to Ymir. There is no light in here but the characters can take a torch from the outer shrine, casting flickering firelight across a chamber of heaped gold and jewels. The leaping torchlight also illuminates horrific carvings on the walls, depicting unnatural and terrible things. Something unwholesome once dwelled within this temple and it makes the characters' skin crawl. Call for a Terror of the Unknown check (DC10) on entering the temple.

The Onyx Horn of Hrulf lies on the altar, gleaming blackly. The adventures can take it easily.

If they feel greedy, they can snatch other treasures from the temple. For every 250 sp worth of treasure each character takes from the temple, his Armour Check penalty is increased by 1 until he finds time to pack it away properly. The alarm will be raised from outside if the characters linger here too long – greedy thieves can steal 1,000 sp each from the temple before Olaf pulls them away, cursing them for stealing from a god. The Horn was taken in battle and it is good to steal it back. The other offerings were given freely to Ymir and belong to him.



IT ALL GOES WRONG

As this whole section is a flashback, it is possible that the players might do something foolish that throws the plot awry. They might dismally fail to infiltrate the temple or drop the Horn over the side of Jormanshalt rock or something equally as stupid. If possible, rescue the situation with Olaf – have him come running out of the temple screaming 'I've got it' or have him suggest a solution if the characters are stuck.

If all else fails, then make them spend a Fate point and skip onto *Escape!*



THE ONYX HORN OF HRULF

This drinking horn is carved from the horn of an auroch but coated in some black lacquer and bound in gold. The horn is marked with strange symbols outlined in gold. Atop the horn is one larger rune, a twisted and ill-favoured sign.

Decipher Script (DC25): The smaller symbols are some sort of code but it will take a long time to decipher and you suspect part of the code is missing.

Knowledge (arcana)(DC25): The larger rune is a Hyperborean sorcerer's mark.

ESCAPE!

You take the Onyx Horn and flee! The Blue Mountains are a few days trek east and beyond them, Asgard and safety. All you need to do is stay ahead of the hunters!

So, how are the characters getting out of this one? The alarm will soon be raised – even if adventurers somehow

Crossing of the Dead, Part I

Event	Experience	Victory
Defeating the Vanir hunters & wolfhounds	250xp	0
Per Temple Guard or Priest slain or outwitted	100xp	0
Sneaking into Jormanshalt	250xp	0
... without alerting anyone	100xp	1
Causing a major distraction at the feast	50xp	1
Getting into the inner temple	100xp	0
Stealing the Onyx Horn of Hrulf	250xp	0
Escaping Jormanshalt	100xp	0
... without alerting anyone	50xp	1
Stealing horses or sending pursuers on a false trail	100xp	1

managed to kill or incapacitate all the priests and guards, there are still dozens of warriors outside. As soon as they get the horn, leaving Jormanshalt should be their first priority. The best escape route is to cause a distraction, then climb over the palisade, climb down the goat path, steal horses from the tent encampment and flee across the snows.

Remember, climbing over the palisade is DC10 and running down the slope requires a Balance check at DC10. Increase both these DCs by +5 without adequate light. A character who fails either check risks being caught by the feasters or a Temple Guard.

However they get there, arrange events so that the adventurers find themselves in the foothills of the Blue Mountains, pursued by the Vanir.

And that is how you ended up buried under an avalanche with Olaf One-Arm and the Onyx Horn of Hrulf, with half the hosts of Vanabeim close on your heels.

EXPERIENCE & VICTORY POINTS

Award the players Experience & Victory Points for the first half of the adventure according to the Crossing of the Dead, Part I table. Experience points are awarded on an individual basis; Victory Points go to the whole group.



CROSSING THE BLUE MOUNTAINS

In this section of the adventure, the characters must make a perilous crossing of the Blue Mountains, facing many dangers. Their Hit Points are reset to the total noted down earlier, after the avalanche.

The Vanir hunters led by Rorik Hodderson are still pursuing them. If the Vanir catch the adventurers before they reach the Blue Mountains, then the adventures will have a difficult fight on their hands. The adventure's lead over the Vanir is measured in Victory Points; if their Victory Point total reaches 0, then the attackers have caught them.

3 or more Victory Points: No sign of pursuers, except camp fires seen at night.

2 Victory Points: Pursuers visible on clear days by especially keen-sighted characters

1 Victory Point: Pursuers visible in distance.

0 Victory Point: Pursuers have caught up with the characters – see *Caught by the Hunters*, below.

THE WOLVES OF VANAHEIM

Summary: Huge wolves pull the characters out of the avalanche.

Pick one of the Player Characters (a lightly injured one or one who stole from Ymir's temple) and read the following text:

[CHARACTER NAME], you slowly regain consciousness. You are buried in the snow and you have barely any feeling in your limbs. From above, you hear someone or something digging – then it seizes your arm in a vice-like grip and pulls hard. You are dragged out into the light, to find yourself dangling by the wrist from the jaws of the biggest wolf you have ever seen; the beast must be six feet high at the shoulder. Its packmates circle around, sniffing for the other bodies buried by the avalanche.

The rest of you are awoken by the crunch of bones as a wolf digs one of

the Vanir hunters out of the snow and bites through his thigh. Unless you act swiftly, you will all be devoured!

COMBAT!

These huge wolves are much bigger and nastier than normal wolves. There's one giant wolf per two Player Characters, which would prove a problem even at the best of times – but right now is far from the best of times. All the Player Characters have the following penalties:

- ❖ All characters must make a Fortitude save (DC15) at the start of combat. Those who fail discover they have suffered another 2d6 points of non-lethal damage due to exposure to the cold. If a character rolls a natural 1 on this saving throw, then he loses a finger due to frostbite. Characters with the Endurance feat have a +4 bonus to this check.
- ❖ All characters act as if fatigued (-2 to Strength and Dexterity) due to frostbite. This penalty and the non-lethal damage go away as soon as the characters warm themselves.
- ❖ Each character must roll 1d6 to see if their weapons or shields are close by or if they have been buried in the snow. On a 4+, the weapon is close at hand and can be picked up as a move action. On a 2-3, the weapon is buried and cannot be found easily. On a 1, the weapon has been swept away by the snows. The characters can also grab weapons from the dead Vanir Hunters.

At the start of the combat, the only wolf actually attacking is the one who dragged the first Player Character out of the snow. That wolf begins the combat grappling that Player Character. The other wolves begin by digging for the Player Characters. Roll randomly to determine which character is dug out by the wolves; that character is then attacked by the wolf who uncovered him. Digging out a character or clawing your own way out of the snow requires a DC15 Strength check.

The wolves do not expect the characters to fight back but they prefer fresh meat to the frozen Vanir corpses and so will stay and fight. If more than one wolf is killed or if all of the wolves are reduced to half Hit Points or if they are intimidated, the wolves flee.

Aftermath: If the characters take more than 12 rounds to defeat the wolves or spend time looking for lost weapons, they lose one Victory Point.

Once the characters have defeated the wolves, Olaf urges them to follow him east. The pass through the Blue





Mountains, so Asgard cannot be far away. If the characters stole horses from Jormanshalt, then these horses were killed in the avalanche.

CLIFF OF THE FROST GIANTS

Summary: The characters encounter a frost giant and must find a way to get past it undetected.

Still shaking snow out of his furry mantle, Olaf gestures up at a steep mountainside. 'If we scale that cliff, we'll cut half a day's trek out of our journey. The Vanir will still be chasing us, but they'll have to take their horses and dogs up the Sijarl Glacier and that's half a dozen leagues north. Come on! If a one-armed man can make it up, then so can ye and Ymir take the hindmost!'

If asked, Olaf explains his planned route back to Asgard. They climb up onto the Sijarl Glacier and then march along the top of that until they get to Shieldbreak Pass, where the Aesir and Vanir have clashed half a hundred times. With good fortune, they will make it to Shieldbreak Pass before the Vanir hunters cut them off. If Shieldbreak Pass is occupied, then they climb up to the more hazardous Snow Devil Pass to the north – Olaf knows the way through but he doubts the Vanir will. He will get them back to Asgard and Cneph Coalhair's gold, sure enough.

CLIMBING THE CLIFF

The characters have time to prepare to climb this cliff. Olaf has ropes, pitons and other climbing gear, as well as a wooden peg with a short length of rope. He uses this peg

to aid his climbing efforts – he sticks the peg into a crack in the wall and then hangs on by his teeth while he moves his arm to another handhold. Olaf advises heavily armoured characters to sling their shields or pack their armour.

The First Climb Check (Climb DC15): The initial climb check just gets the characters up onto the cliff. As they climb, mists begin to gather higher up the mountainside, rolling down the slopes towards them. A character who falls from the cliff at this level takes 2d6 of damage.

As the characters climb, they can see a glittering trail off to the left-hand side. This is the icy, snow-bound slope of the Sijarl Glacier. If the characters have two or fewer Victory Points, then they spot the Vanir pursuers making their way up this slope in the distance. The trail up from Sijarl Glacier snakes along the ridge of the hills, until it runs over the top of the cliff. Olaf is quite correct – by climbing the cliff here, the characters are cutting several hours march off their journey.

The Second Climb Check (Climb DC20): This section of the cliff involves negotiating a tricky overhand. The best approach is for Olaf or another mountaineer to climb ahead and drive pitons into the top of the overhang, then lower a rope down. The rope gives a +5 bonus to Climb checks; with Aid Another actions, the characters should be able to get up easily enough.

Falling at this point inflicts 4d6 of damage on any characters that fall.

The characters can rest atop the overhang if they wish. If they rest, they lose one Victory Point but at least are not clinging to the side of the cliff when the giants come by. Olaf asks if the characters wish to rest on the outcropping for a few minutes. If they do not choose to rest, then they start climbing the cliff immediately.

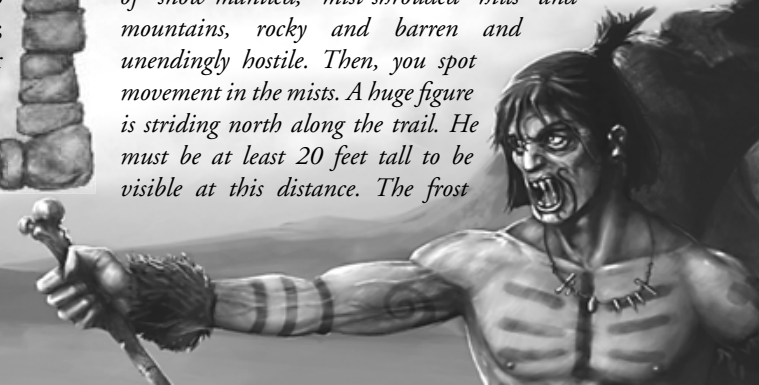
WE'LL ROPE OURSELVES TOGETHER!

If the characters rope themselves together, then they can use the rules for catching others when falling (see page 95 of the *Conan 2nd Edition rulebook*). The nearest character in the chain makes the Climb check to catch the falling character; everyone else may make an Aid Another action to help him.

MARCH OF THE FROST GIANTS

'Ymir's breath!' exclaims Olaf. 'Look over there!'

You look south, in the direction that the Northman is gazing. For a moment, you see nothing but an ever-rising sequence of snow-mantled, mist-shrouded hills and mountains, rocky and barren and unendingly hostile. Then, you spot movement in the mists. A huge figure is striding north along the trail. He must be at least 20 feet tall to be visible at this distance. The frost





giant is on the move and he will be crossing the trail directly above you in a few minutes.

This frost giant was out hunting the risen dead of the Hand in the mountains and will not speak or negotiate with the adventurers. He is a cruel and inhuman monster, a creature of frost and stone.

The characters have several options:

- ✦ Hasten their climb and try to make it off the cliff side before the giant arrives.
- ✦ Retreat back down the cliff and hide underneath the overhang below.
- ✦ Stay where they are, pressed into the cliff and hope the giant does not spot them even though they are quite exposed.
- ✦ Climb up and challenge the giant
- ✦ Something else

Climbing Up Quickly (Climb DC20): If all the characters climb up the cliff successfully, they can hide in the rocks on the far side of the trail. These rocks give a +10 bonus to Hide checks. If a character fails and falls from the cliff, roll 1d6. On a 1-3, he falls all the way down the cliff and suffers 6d6 damage. On a 4+, he falls and lands on the rocky ledge below, suffering only 3d6 damage.

Retreating Back Down (Climb DC10): This costs another Victory Point but allows the characters to safely hide from the giant as he passes. They automatically succeed at their Hide checks.

Stay Where They Are (Climb DC0): The characters may make Hide checks.

Climbing Up And Fighting The Giant (Climb DC15): Olaf considers this option to be nearly suicidal but will follow the characters if they dare battle the giant. There is no need for Hide checks, just go straight to combat.

HIDING FROM THE FROST GIANT

So, once the characters have chosen their hiding place, the giant arrives. The giant is taking 10 on his Spot checks, giving him a Spot score of +20.

SUBSTITUTING OTHER SKILLS

Optionally, permit characters to use Concentration, Move Silently or even Fortitude saving throws instead of Hide in this encounter, as 'Hiding' here really means 'Staying Very Quiet And Still And Hoping The Giant Does not See Me'.

Any characters with a lower Hide total are spotted by the frost giant. Note that this means that some characters may avoid detection, at least initially.

Draw out the suspense between the characters making their Hide checks and the giant's reaction. For example, if one character passed his check and another one failed, then describe how the first character hears the giant stop directly above him and sniff the air, how the character can smell the fetid stench of the giant's breath, how snow and pebbles dislodged by the giant's boot fall upon the character's head...and then describe how the giant moves on before it spots the second character. Make the players sweat.

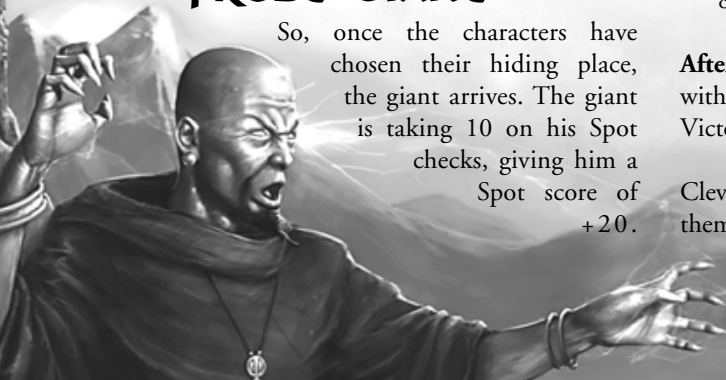
COMBAT!

If the adventures are in a stand-up fight, they will likely be slaughtered or forced to flee.

- ✦ If the characters are on the cliff below, then the giant has his sport by throwing rocks down at them. These rocks have an attack of +9 and deal 1d8+8 damage. A character that is struck by a rock must make a Climb check (DC of 5+the damage dealt) or be knocked off the cliff.
- ✦ If the characters are fighting the giant in melee, the giant uses his axe to sweep the characters off the cliff with Force Back attacks. The giant may also use Fling Aside to throw foes to their deaths.
- ✦ A character who is knocked from the trail above takes 8d6 of damage as he plummets to the base of the cliff.

Aftermath: If the adventurers make it past the giant without combat and without retreating, they gain one Victory Point.

Clever players may be able to trick the giant into serving them – under normal circumstances; the giant would





only follow the trail along the Sijarl Glacier for another short distance before climbing higher in the mountains along paths that mortal men cannot follow. However, a brave character could lead the giant down the glacier and ensure he runs into the Vanir hunters. Doing this wins the character another Victory Point.

THE BRIDGE OF ICE

Summary: The characters can take the quick road or the safe one.

The path up the mountainside leads across a deep canyon. Far below, you hear the sound of rushing water but the canyon is choked with thick mist. A narrow bridge of ice crosses the chasm. Olaf gestures off to the right, where a narrow goat path offers a long route around the canyon.



If a character wants to try crossing the narrow bridge of ice, he must make a Balance check at DC15 to avoid slipping. A character that slips may make a Climb check (DC15) to grab onto the edge; pulling yourself up again requires another Balance check at DC20. A character that falls into the canyon is killed.

Crossing the bridge weakens its structure. Roll 1d20 for each character who crosses the bridge.

If the result is equal to or lower than the number of characters who have already crossed the bridge, then the bridge begins to break. Any characters on the bridge must run (increasing the Balance DC to DC20), as the bridge will collapse in a few seconds.

If the characters take the bridge across the ice instead of the longer goat path, they gain one Victory Point.

DREAMS IN THE MOUNTAIN CAMP

Summary: After making camp in a dell filled with sorcerers' herbs, the characters have strange dreams.

After several hours' climbing, darkness falls across the mountains and Olaf suggests they make camp as soon as they find shelter. Soon afterwards, Olaf finds a small nook in the hillside that is sheltered from the wind and filled with fragrant lichen, making it as soft a place to sleep as you can hope for in the mountains of Vanaheim. Tomorrow, Olaf promises, they will cross Shieldbreak Pass into Asgard.

Secretly make Knowledge (nature) or Craft (herbalism) checks (DC25) for any characters trained in those skills. If a character passes, inform him that the lichen covering the rocks in this campsite is known as witchweed in Brythunia and Hyperborea and is used by sorcerers to induce trances. If the character wishes, he can clear the witchweed away from the campsite, thus avoiding the prophetic dreams that are to come. He can also try gathering the witchweed in the daylight tomorrow morning.

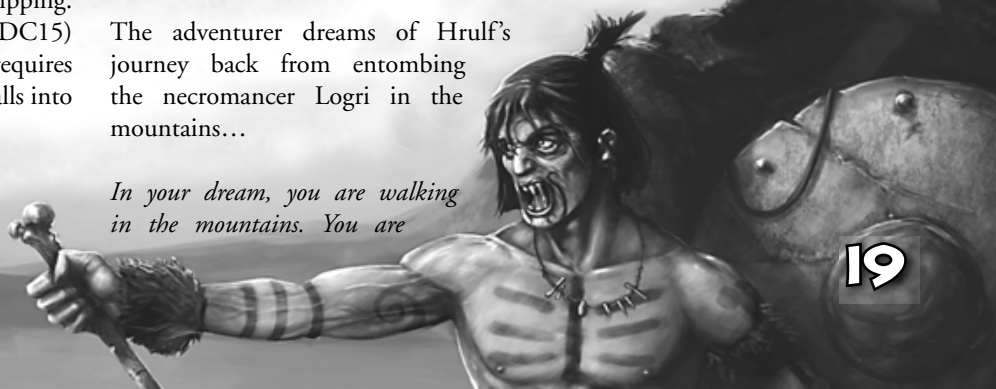
If the characters sleep on the witchweed, several of them will have strange dreams. Roll randomly to determine which character has which dream.

Gathering Witchweed: Collecting the witchweed requires a Craft (herbalism) check at DC25. If successful, the witchweed can be sold for 500 sp or used to have future prophetic visions at the discretion of the Games Master. Excessive use of witchweed results in frothing at the mouth, wild hallucinations or even death.

THE DREAM OF THE PAST

The adventurer dreams of Hrulf's journey back from entombing the necromancer Logri in the mountains...

In your dream, you are walking in the mountains. You are





alone but you somehow know that you came this way before, with more companions. They are dead now. Broken manacles dangle from your wrists – you were a slave. In one hand, you carry the broken horn of an auroch. Something is inscribed on the horn, something vitally important.

A shadow is following you across the snows, a shadow in the shape of a man. It reaches out its hand for you...

THE DREAM OF THE PRESENT

The adventurer dreams of recent events.

In your dream, you are kneeling before a fire, a strange fire. It burns with an unnatural, unholy light. The flames leap up into the vague shape of a man, a man made of shadow and fire. You reach out your hand and plunge in into the fires. The pain is intolerable, unbearable, glorious...

You withdraw your hand and it is unharmed save for a strange rune, burnt into your flesh...

THE DREAM OF WHAT IS TO COME

The character dreams of the future that will happen if they fail to stop Logri.

In your dream, you are in your home. There is a hammering from the door and looking out, you see your kinfolk – but they are horribly changed. Their skin is clammy and rimed with frost and their eyes are lifeless and hateful. They have become the walking dead. A dead hand closes on your throat...

THE DREAM OF DEATH

The character is unlucky enough to dream of Atali, the Frost Giant's Daughter.

You wake up suddenly. All your companions are asleep but you care nothing for them, for standing at the edge of the camp is the most beautiful woman you have ever seen. Red-gold hair cascades around her naked, voluptuous body. The light of the fire ripples along her perfect pale skin as she reaches out for you...

The character must make a Will save (DC 10 to DC20, depending on the character's personality) or respond to Atali's beauty. In real life, the

dreaming character stands and walks forward, heading for the edge of the camp site. Unless stopped, the character walks off the edge and falls down the side of the mountain, suffering 4d6 damage.

Onto Shieldbreak Pass: Assuming the adventures survived the dreams they can keep climbing towards Shieldbreak Pass. This is the last opportunity for the Vanir Hunters to catch up with the characters, so perform a final check of their Victory Point total now.

CAUGHT BY THE HUNTERS

Summary: The characters are caught by the Vanir hunters.

From a short distance behind you, you hear shouts. A group of armed Vanir warriors are just down the slope and they have murder in their eyes. They are moving faster than you are and will catch you soon. There is no escape from them – all that is left to do is to pick a good place to die!

The Vanir hunting party consists of two Vanir Hunters, one Vanir wolfhound and one Vanir Berserker per Player Character. They are not only fierce warriors out to avenge the theft of a relic from their god's temple; they are also still hung-over from the Feast of Vingut.

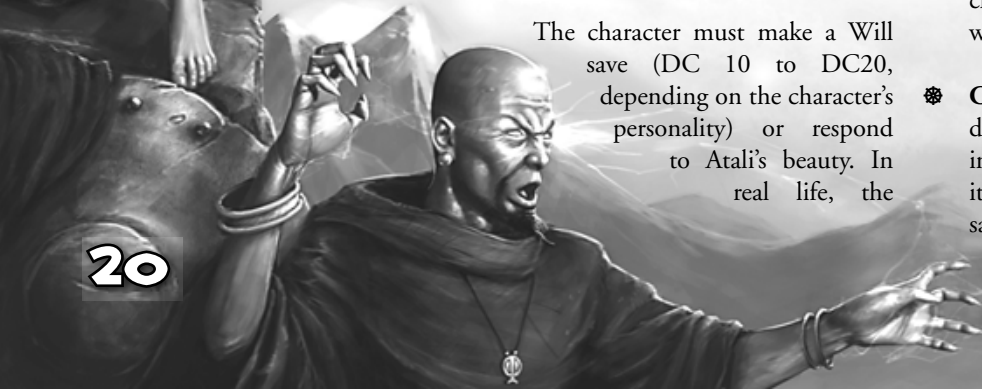
The adventurers have some leeway to choose the site of battle – a flat ledge, a slippery slope, a place where there are heavy rocks to push down at their foes and so forth.

COMBAT!

❖ **Exhaustion:** The Vanir Hunters and Berserkers have exhausted themselves chasing the adventurers. All of the enemy are fatigued (-2 to Strength and Dexterity, reducing their attacks, damage, AP, initiative and Reflex saving throws by one each) and have suffered 5 Hit Points of damage each.

❖ **Enemy Tactics:** The Vanir Berserkers charge in first, smashing into the adventurers' defences. The hunters then circle around, trying to flank the adventurers and secure the horn. The wolfhounds are released to sow chaos among the Player Characters, tripping their best warriors and attacking their missile troops.

❖ **Causing a landslide:** The characters can push rocks down the slope or off the cliff. A rock is an inaccurate improvised weapon (-4 to hit) but deals 4d6 damage if it hits. The victim of a rock attack may make a Reflex save (DC10) to leap aside but doing so means he cannot move next round.



Aftermath: Once the hunters are slain, the wounded adventurers can carry on.

NO WAY THROUGH

Summary: The characters discover that the two passes out of Vanaheim are blocked, so they must follow Olaf through an ancient tunnel.

'Ymir's teeth', says Olaf and then he lets out several more choice oaths. You have arrived at Shieldbreak Pass, a narrow gap between the peaks of the Blue Mountains and you are too late. Dozens of Vanirmen guard the pass, led by a familiar figure on a warhorse. Silhouetted against the crisp blue Asgardian sky is Rorik Hodderson, his horned helm glinting in the sun.

If the characters really want to charge into the middle of 40 Vanir barbarians, let them. They will get slaughtered.

Sneaking past at night is possible but tricky – Olaf points out that this is not like trying to steal into Jormanshalt. The guards here are wary and worse, furious. They know the adventurers are out there and want to kill them. If the characters are determined to sneak past, then assume that the Hide and Move Silently DCs are DC24 but the characters can bring this difficulty down by waiting for the fall of night (+10 bonus to Hide checks) and by distracting or fooling the guards. If the characters are discovered, then Olaf shouts at them to flee and leads them to the Ancient Tunnel.

Snow Devil Pass: With Shieldbreak Pass blocked and guarded, Olaf suggests their next move should be to head to the higher Snow Devil Pass, which is hazardous but should be passable. The Vanir are unlikely to be guarding that pass too – it's too dangerous.

The climb to Snow Devil pass is hazardous and long. Have the characters make a Climb check – the result determines their exposure and the number of Fortitude saving throws they need to make against the cold.

Climb Check Result	Number of Fortitude saving throws
15 or less	5
16-20	4
21-25	3
25+	2

The DC for the Fortitude save starts at DC15 and increases by +1 for each subsequent check. Each failed check

inflicts 1d6 points of non-lethal damage due to the cold (see the *Conan rulebook*, page 218). As they climb, the weather continues to worsen and by the time they reach Snow Devil Pass, a terrible storm is lashing the mountains with howling winds and driving snow. Trying to climb through Snow Devil Pass is suicidal.

Olaf screams over the howl of the wind. 'We'd never make it through the pass alive! We have to turn back! I've heard tell of another route through the mountains, not far from here! Follow me!' He turns and hurries down the side of the mountain and you have to stay close to follow him. The snow is so thick that your companions are little more than silhouettes in the white chaos.

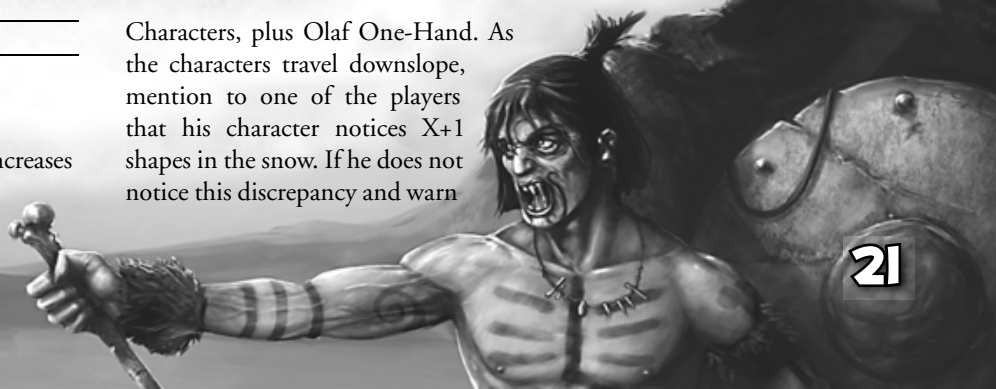
THE SNOW DEVIL

Snow Devil Pass is well named – it is the home of fearsome white apes, cruel cannibal monsters of prodigious strength that are almost invisible in the snows. As the characters travel to the ancient tunnel, they are being stalked by one of these monsters.

If there are X Player Characters, then they should be seeing X other silhouettes in the snowstorm – the other X-1 Player



Characters, plus Olaf One-Hand. As the characters travel downslope, mention to one of the players that his character notices X+1 shapes in the snow. If he does not notice this discrepancy and warn





the other players, then the Snow Devil gets to ambush one of the characters.

COMBAT!

- ✦ Make an opposed check between the Snow Devil's Hide and the Player Character's Spot. If this check is failed, then the Snow Devil gets a surprise attack, which it uses to grab the most vulnerable character and drag him off through the snow. The Devil wants to eat the character and will keep grappling him and strangling him as it moves away.
- ✦ The Snow Devil's lair is the ancient tunnel that the characters are heading towards. Even if they fail to rescue the kidnapped character when outdoors, they can find him in the tunnel.
- ✦ When slain, the Snow Devil lets out a deafening roar of agony, a scream that echoes off the mountain peaks. The Vanir may have heard it, so Olaf urges them to hurry.

THE ANCIENT TUNNEL

Summary: The adventurers travel through an ancient tomb, now the lair of fearsome white apes.

You clamber around a boulder and set foot on... paved stone. There are the remains of an ancient road here, covered with ice and snow and worn by the ceaseless winds but still you can tell that man's hand once carved those rocks. The road leads to a tunnel entrance into the mountainside. A fetid stench emanates from the darkness, as if the bones of the world were rotten to the core.

Olaf lays his hand on the carved stone. 'I've never laid eyes on this tunnel before but the tales say that it leads all the way through the mountains to Asgard. Come on.' He pulls a torch from his pack and lights it in the shelter of the tunnel entrance. The light illuminates a narrow stone passageway, paved and lined with granite. The walls bear strange, twisted bas-reliefs that make your stomach churn when you look at them directly.

Suddenly, you are no longer sure that it was man's hand that carved these stones.

This tunnel is of Acheronian origin. The carvings

outside have been eroded by the winds but inside, the walls are decorated with disturbing and horrific bas-reliefs of demons and alien gods. A character with Knowledge (history, arcana or religion) can tell that this 'tunnel' is actually an Acheronian tomb.

In fact, it was from this very tomb that Logri the Binder took the spellbook that put him on his dark, doomed path to power. The tunnel network is five miles from end to end but there is only one path through it – as long as the characters keep heading in the same direction, they will emerge at the far end in Asgard. They will pass through several encounters in the tunnels.

SNOW DEVIL LAIR

The tunnel widens into a larger chamber and the smell rises to hideous stench of rotten meat and dung. You can hear large animals moving in the darkness ahead, grunting and snorting to themselves. More Snow Devils, from the sound of them.

This chamber is the lair of the apes. The floor is strewn with bones – mountain hare, deer, wolf and human – as well as ordure and filth and matted hairs. Four Snow Devils are sleeping in one corner, piled on each other for warmth. The adventurers can try to sneak past or they can try to attack the Devils as they sleep.

If they choose to sneak past, then the Move Silently DC is Dc10.

If they choose to fight, then they must sneak up to the apes, who count as helpless targets as they sleep.

The Fifth Devil: A fifth Snow Devil is lurking down the tunnel, on its way back from bringing an offering to the Snow Devil God. If the characters do not hesitate to sneak past the sleeping Devils, then they can battle this fifth devil in the narrow corridor ahead. However, if they wait too long, then this fifth devil arrives and its roars wake the others.

THE SEALED DOOR

It looks as though there was once a stone barrier or seal here, blocking the corridor but now it lies shattered and ruined. There is no way to tell how long ago it was broken.

If a character wants to sit here in the darkness, piecing together the shards of the seal, he can. It takes several hours and if translated with a Decipher Script check (DC30), it reads 'TOMB OF XALOS, SLAVE OF THE NAMELESS'. Logri blasted this seal apart centuries ago.



THE GOD OF SNOW DEVILS

There is light up ahead but it is not the end of the tunnel. The huge chamber ahead has a crystal dome that shines brightly, either through some natural property of the stone or by somehow transmitting the light of the sun from the surface. The chamber is circular. In the centre of it is a sarcophagus that has been broken open. At the edges of the chamber, you can see huge statues of seated figures, their features shrouded in shadow. There is a stone chest at the feet of all but one of the statues.

There's a pile of bones near the sarcophagus and there's a freshly killed Vanir corpse lying next to the bones.

One of the figures at the edge is not a statue – it is a huge Snow Devil, ancient beyond the measure of their kind. He is so fat and old that he rarely leaves this tomb, preferring to hibernate for months at a time. The lesser Devils bring him offerings of meat every few weeks.

Spotting The Snow Devil: Approaching the Snow Devil is enough for the character to realise that it is not a statue but is in fact a huge Snow Devil. The monster stirs as the characters approach but will only attack if:

- ☛ The characters attack it
- ☛ The characters disturb its Vanir meal
- ☛ The characters make too much noise, say by opening a stone chest.

Fighting The Snow Devil: The Snow Devil's attacks are simple – charge up and tear the adventurers apart. It is strong enough to rip limbs off the statues and use them as ranged attacks.

The Statues: The statues are ancient Acheronian gods and sorcerers. Their features are strange and inhuman, with narrow noses and elongated ears. Each of them has a symbol engraved on his hand or forehead. These symbols are like the rune on the Onyx Horn but are not identical.

The Chests: To open these chests, you have to push a stone slab off the top. This requires a Strength check (DC15) and makes a great deal of noise. There are five chests, containing the following items:

- ☛ **An Acheronian greatsword.** This blade is rusted, reducing it to Hardness 1. However, if repaired, it is

a fine weapon, dealing 2d10 damage. Furthermore, anyone struck by the sword suffers from nightmares when next they sleep.

- ☛ **A crystal ball** and four vials of **black lotus powder**.
- ☛ Ceremonial robes, long since decayed to uselessness.
- ☛ Silver and jade jewellery, worth 2,000sp.
- ☛ Several dead and decayed scorpions, mummified by the passage of time.

The Sarcophagus: The sarcophagus has been blasted open by the same magic that shattered the seal. Inside are the remains of a long-dead sorcerer. The arms have been torn off the corpse but the way it lies suggests that it once cradled an object in its arms.

THE LAST TUNNEL

You hurry down another stretch of tunnel, passing by another broken seal, before the tunnel ends in a pile of stones. It looks like the roof collapsed centuries ago, blocking your path forward – and then a breath of sweet air hits your face and you realise that this is the exit! All you need to do is push through this rockfall...

With the rocks cleared, the characters find themselves in Asgard.

EXPERIENCE & VICTORY POINTS

Award the players Experience Points for the second half of the adventure according to the Crossing of the Dead, Part II table. Reset their Victory Point total to 0.

Crossing of the Dead, Part II

Event	Experience
Slaying the Wolves	250 xp
Bypassing the giant	250 xp
Slaying the giant	500 xp
Per Snow Devil slain	100 xp
Killing the Snow Devil God	500 xp
Reaching Asgard alive with the Onyx Horn	250 xp



MONSTERS & FOES

VANIR HUNTERS

Medium Humanoid (2nd level Nordheimer Barbarians)

Hit Dice: 2d10+4 (17 HP)

Initiative: +2

Speed: 30 ft.

Dodge Defence: 10

Parry Defence: 14 (Buckler)

DR: 5 (Leather Jerkin, Steel Cap)

Attack: +3 unarmed (1d3+1 non-lethal, AP 0) or +4 arming sword (1d10+2/19-20x2, AP3) or +1 hunting bow (1d8/x2, AP 1)

Full Attack: +3 unarmed (1d3+1 non-lethal, AP 0) or +4 arming sword (1d10+2/19-20x2, AP3) or +1 hunting bow (1d8/x2, AP 1)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist.

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +5, Ref +2, Will +0

Abilities: Str 13, Dex 9, Con 15, Int 8, Wis 10, Cha 11

Skills: Hide +4 (+2), Listen +4, Move Silently +4 (+2), Survival +6, Spot +4

Feats: Track, Parry, Weapon Focus (sword)

Possessions: Leather Jerkin, Buckler, Arming Sword, Hunting Bow & 20 arrows, provisions, fur cloak, 10 silvers. *These red-haired dogs are dressed in furs and leather and carry small wooden shields. They are hunters, not berserkers. This day, they hunt you.*

WOLFHOOUNDS

Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +5 (+2 Dex, +3 Reflex)

Speed: 50 ft.

Dodge Defence: 13 (+2 Dex, +1 natural)

DR: 2

Base Attack/Grapple: +1/+2

Attack: Bite: +3 melee finesse (1d8 +1, AP 0)

Full Attack: Bite +3 melee finesse (1d8 +1, AP 0)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Trip

Special Qualities: Scent, low-light vision

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1*

Feats: Track

Trip (Ex): A wolfhound that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolfhound.

Skills: *Wolfhounds receive a +4 racial bonus to Survival checks when tracking by scent.

This slaving animal is more than half wolf. Its breath stinks of rotten meat.

TEMPLE GUARDS

Medium Humanoid (2nd level Nordheimer Barbarian/2nd level Soldier)

Hit Dice: 4d10+8 (34 HP)

Initiative: +3

Speed: 30 ft.

Dodge Defence: 12

Parry Defence: 17 (Large Shield)

DR: 6 (Mail Shirt, Steel Cap)

Attack: +6 unarmed (1d3+2 non-lethal, AP 0) or +7 arming sword (1d10+3/19-20x2, AP4)

Full Attack: +6 unarmed (1d3+2 non-lethal, AP 0) or +7 arming sword (1d10+3/19-20x2, AP4)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist.

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +8, Ref +3, Will +4

Abilities: Str 15, Dex 11, Con 15, Int 10, Wis 13, Cha 11

Skills: Climb +5 (+1), Hide +3 (+0), Listen +6, Intimidate +3, Move Silently +3 (+0), Survival +4, Spot +6, Search +3

Feats: Track, Parry, Weapon Focus (sword), Power Attack, Alertness

Possessions: Mail Shirt, Steel Cap, Arming Sword, Large Shield



Code of Honour: Barbaric

The temple guards are dressed in old chain mail and magnificent dragon-crested helmets. Their beards are elaborately braided, with little iron charms woven into their red tresses.

FEASTING VANIR

Medium Humanoid (1st level Nordheimer Barbarian)

Hit Dice: 1d10 (7 HP)

Initiative: +1

Speed: 30 ft.

Dodge Defence: 9

Parry Defence: 11

DR: 5 (Leather Jerkin, Steel Cap)

Attack: +2 unarmed (1d3+1 non-lethal, AP 0)

Full Attack: +2 unarmed (1d3+1 non-lethal, AP 0)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 13, Dex 9 (6), Con 13, Int 8 (6), Wis 10 (6), Cha 11

Skills: Craft, Profession or Perform +2, Listen +3 (+1), Survival +3 (+1), Spot +3 (+1)

Feats: Track, Parry, Weapon Focus (sword)

Possessions: Leather Jerkin, Mail Cap, Ale tankard, hunk of meat

These feasting warriors are drunk, and so have penalties to their ability scores.

There's a disturbing gleam in the eyes of many of the feasters. It is said that the ale served on the Feast of Vingut is mixed with rare herbs and mushrooms, and that those who drink too deeply are given strange visions of the realm of the gods.

RORIK HODDERSON

Medium Humanoid (10th level Nordheimer Barbarian)

Hit Dice: 10d10+30 (95 HP)

Initiative: +10

Speed: 25 ft.

Dodge Defence: 20 (18 in armour)

Parry Defence: 24 (large shield)

DR: 11 (Mail shirt and breastplate +8, great helm +2, natural +1)

Attack: +16 unarmed (1d3+6 non-lethal, AP 0) or +17 high-quality broadsword (1d10+7/19-20x2, AP10)

Full Attack: +16/+11 unarmed (1d3+6 non-lethal, AP 0) or +17/+12 high-quality broadsword (1d10+7/19-20x2, AP10)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (no penalty with improvised weapons), Bite Sword, Crimson Mist, Trap Sense +3, Improved Uncanny Dodge (cannot be flanked or flatfooted), Improved Mobility (does not trigger attacks of opportunity as long as he moves 10 feet)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +10, Ref +10, Will +5

Abilities: Str 22, Dex 16, Con 16, Int 12, Wis 15, Cha 16

Skills: Climb +14 (+2), Intimidate +9, Jump +14 (+2), Knowledge (local) +3, Listen +10, Move Silently +11 (+0), Ride +11 (+0), Spot +10, Survival +12

Feats: Track, Endurance, Mobility, Die Hard, Leadership, Weapon Focus (broadsword), Mounted Combat, Ride-By Attack, Trample, Power Attack, Cleave, Parry

Reputation: Famous Killer 20 (+3), Proud of his Son 10 (+1)

Possessions: High quality broadsword, mail shirt, breastplate, steel cap, 2,500 sp in hacksilver and gold.

A titan of a man, armoured in the finest gear in Vanabeim. His iron-grey eyes are cold and dead; to him, you are already dead men.

TEMPLE PRIEST

Use these statistics for Blind Hod, Grugni and Aelfric

Medium Humanoid (3rd level Nordheimer Barbarian)

Hit Dice: 3d10+3 (20 HP)

Initiative: +3

Speed: 30 ft.

Dodge Defence: 12

Parry Defence: 11 (+15 if the priest takes a shield from the wall)

DR: 0

Attack: +3 unarmed (1d3+1 non-lethal, AP 0) or +3 battleaxe (1d10 x3, AP4, if the priest takes an axe from the wall)

Full Attack: +3 unarmed (1d3+1 non-lethal, AP 0) or +3 battleaxe (1d10 x3, AP4)

Special Attacks: +1 racial damage bonus to sword attacks





Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +1

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +4, Ref +3, Will +3

Abilities: Str 10, Dex 10, Con 12, Int 11, Wis 15, Cha 15

Skills: Hide +4, Listen +6, Knowledge (local) +2, Knowledge (religion) +4, Move Silently +4, Survival +8, Spot +6

Feats: Track, Endurance

❖ Blind Hod: Blindfight

❖ Grungni: Toughness (+3) HP

❖ Aelfric: Carouse

Possessions: Priest's Robes, Key to the Inner Temple
The priests of Ymir have tonsured heads and thin red beards. Their robes are decorated with mysterious runes.

HESDALL

Medium Humanoid (4th level Nordheimer Barbarian/4th level Scholar)

Hit Dice: 4d10+8 (34 HP)

Initiative: +5

Speed: 30 ft.

Dodge Defence: 14

Parry Defence: 13 (+17 if the priest takes a shield from the wall)

DR: 0

Attack: +7 unarmed (1d3+1, AP 0) or +7 battleaxe (1d10+1 x3, AP4, if the priest takes an axe from the wall)

Full Attack: +7/+2 unarmed (1d3+1, AP 0) or +7/+2 battleaxe (1d10+1 x3, AP4, if the priest takes an axe from the wall)

Magic Attack: +6

Power Points: 11

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +1, Uncanny Dodge (cannot be flatfooted), Knowledge is Power

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +7, Ref +5, Will +11

Abilities: Str 12, Dex 10, Con 14, Int 16, Wis 18, Cha 17

Skills: Concentration +13, Heal +8, Hide +7, Intimidate +14, Listen +7, Knowledge (local)

+5, Knowledge (nature) +10, Knowledge (religion) +14, Move Silently +7, Perform (ritual) +7, Ride +7, Survival +9, Spot +7

Feats: Track, Endurance, Priest, Mounted Combat, Trample, Leadership, Iron Will

Reputation: Holy 20 (+3), Cruel 10 (+1)

Possessions: Priest's Robes, Key to the Inner Temple, 500 sp in jewellery, sorcerer's trappings

Sorcery:

Curses: Lesser Ill-Fortune, Weapon Curse, Ill-Fortune

Nature: Summon Beast, Animal Ally

Hesdall resembles a vulture of the far south, with his bald head, hooded eyes and beak-like nose. Vultures, though, do not have long grey beards, nor do they have such keen intelligence or hatred in their faces.

GIANT WOLF

Large Animal

Hit Dice: 5d8+25 (47 hp)

Initiative: +5

Speed: 50 ft.

Dodge Defence: 13 (+1 Dex, +2 natural)

DR: 2

Base Attack/Grapple: +3/+12

Attack: Bite: +6 melee (1d10+5, AP 3)

Full Attack: Bite +6 melee (1d10 +5, AP 3)

Space/Reach: 10 ft. (2)/5 ft. (1)

Special Attacks: Trip

Special Qualities: Scent, low-light vision

Saves: Fort +8, Ref +5, Will +1

Abilities: Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6

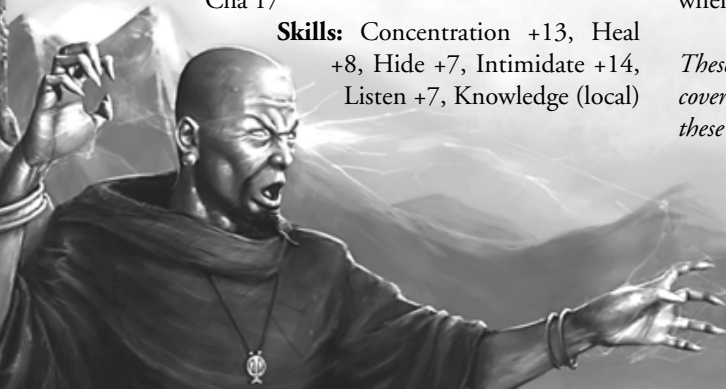
Skills: Hide +1, Listen +6, Move Silently +3, Spot +4, Survival +5*

Feats: Track, Toughness

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+9 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves receive a +4 racial bonus to Survival checks when tracking by scent.

These are dire wolves, standing six feet tall at the shoulder and covered in shaggy fur. The Vanir tell stories that one day, one of these wolves will devour the sun and end the world.



FROST GIANT

Huge Monstrous Humanoid
Hit Dice: 10d10+60 (120 hp)
Initiative: +6

Speed: 40 ft.
Dodge Defence: 14 (-2 size, +1 Dex, +5 natural)
DR: 5

Base Attack/Grapple: +10/+35
Attack: by weapon +18 melee (oversized war club, 2d10+12, AP 5)
Full Attack: by weapon +18 melee (oversized war club, 2d10+12, AP 5) or 2 fists +16 melee (1d8+8)
Space/Reach: 10 ft. (2)/10 ft. (2)
Special Attacks: Primal Terror

Special Qualities: Winterkin
Saves: Fort +12, Ref +6, Will +4
Abilities: Str 27, Dex 12, Con 22, Int 8, Wis 11, Cha 7
Feats: Brawl, Combat Reflexes, Crushing Grip, Endurance, Improved Grapple, Improved Sunder, Greater Sunder
Skills: Balance +6, Climb +18, Jump +10, Knowledge (nature) +10, Survival +21, Listen +8, Spot +10

Primal Terror (Ex): Seeing a frost giant is an instinctually frightening moment, calling for a Terror of the Unknown (see page 376 of *The Conan Roleplaying Game Second Edition*) check every time a character sees a frost giant, rather than just the first time.

Winterkin (Ex): Frost giants have lived in the frozen north for many centuries, making them immune to the naturally dangerous elements of the area. Frost giants do not suffer any damage or negative effects of any kind from cold-based sources, but suffer double normal damage and negative effects of heat and fire-based sources.

Skills: Frost giants have a +8 racial bonus to their Climb and Survival skills from living in the mountains for so many generations.

VANIR BERSERKER

Medium Humanoid (3rd level Nordheimer Barbarians)
Hit Dice: 3d10+6 (26 HP)
Initiative: +5

Speed: 30 ft.
Dodge Defence: 13
Parry Defence: 15
DR: 5 (Leather Jerkin, Steel Cap)

Attack: +7 unarmed (1d3+4 non-lethal, AP 0) or +8 battleaxe (1d10+6/x3, AP10)
Full Attack: +7 unarmed (1d3+4 non-lethal, AP 0) or +8 battleaxe (1d10+6/x3, AP10)
Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +1
Space/Reach: 5 ft. (1)/5 ft. (1)
Saves: Fort +6, Ref +5, Will +1
Abilities: Str 19, Dex 13, Con 15, Int 8, Wis 10, Cha 11
Skills: Hide +4 (+2), Listen +5, Knowledge (local) +2, Move Silently +4 (+2), Survival +8, Spot +6
Feats: Track, Power Attack, Endurance, Weapon Focus (axe), Fighting-Madness
Possessions: Leather Jerkin, Buckler, Battleaxe, provisions, fur cloak, 10 silvers.

SNOW DEVIL

Medium Monstrous Humanoid
Hit Dice: 6d8+12 (39 hp)
Initiative: +7

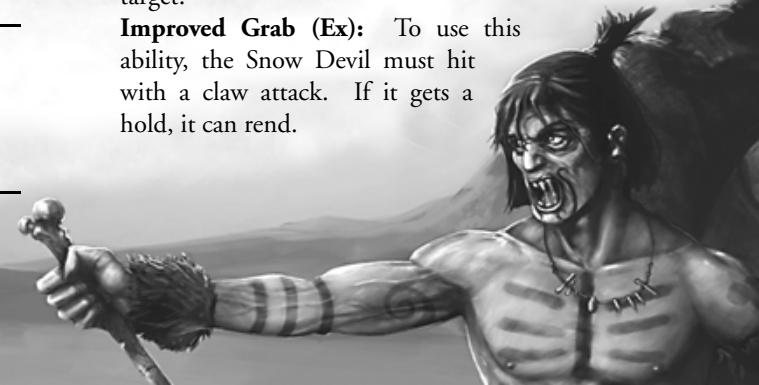
Speed: 30 ft. (6 squares), climb 30 ft.
Dodge Defence: 16 (+2 Dex, +4 natural)
DR: 3

Base Attack/Grapple: +6/+10
Attack: Slam +10 melee (1d8+4)
Full Attack: 2 slams +10 melee (1d8+4) and bite +5 melee (1d10+2, AP7)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, rend 2d8+4

Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +7, Will +3
Abilities: Str 18, Dex 14, Con 14, Int 5, Wis 12, Cha 7
Skills: Climb +10, Listen +5, Hide +6, Spot +5, Survival +5, Search +2
Feats: Alertness, Track, Power Attack

Rend (Ex): A Snow Devil that gets a hold can make a single rend attack in place of its two claw attacks. The crush attack automatically inflicts 2d8+4 damage on the target.

Improved Grab (Ex): To use this ability, the Snow Devil must hit with a claw attack. If it gets a hold, it can rend.





Skills: Snow Devils have a +6 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. They also have a +10 racial bonus to Hide checks made in snowy weather.

SNOW DEVIL GOD

Large Monstrous Humanoid

Hit Dice: 10d8+20 (70 hp)

Initiative: +7

Speed: 30 ft. (6 squares), climb 30 ft.

Dodge Defence: 13 (-1 Dex, +4 natural)

DR: 6

Base Attack/Grapple: +10/+22

Attack: Slam +17 melee (1d8+8) or Thrown Statue Bit +9 (1d8+8, AP6)

Full Attack: 2 slams +17 melee (1d8+8) and bite +12 melee (1d10+5 (AP10))

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, rend 3d8+8

Special Qualities: Low-light vision, scent

Saves: Fort +10, Ref +7, Will +5

Abilities: Str 26, Dex 10, Con 16, Int 5, Wis 14, Cha 7

Skills: Climb +18, Listen +8, Hide +3, Spot +8, Survival +6, Search +3

Feats: Alertness, Track, Power Attack, Improved Grapple, Improved Bull Rush

Rend (Ex): A Snow Devil that gets a hold can make a single rend attack in place of its two claw attacks. The crush attack automatically inflicts 3d8+12 damage on the target (AP10).

Improved Grab (Ex): To use this ability, the Snow Devil must hit with a claw attack. If it gets a hold, it can rend.

Skills: Snow Devils have a +6 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. They also have a +10 racial bonus to Hide checks made in snowy weather.



The hall of heroes

FORESHADOWINGS

- ✿ Meeting Cneph Coalhair
- ✿ Telling tales of your escape from Vanaheim
- ✿ Slaying Rorik Hodderson
- ✿ Falling from a height
- ✿ Being robbed
- ✿ Rescuing a maiden
- ✿ Kissing a blonde-haired girl
- ✿ A remarkable feat of strength
- ✿ Seeing a truly nightmarish sight
- ✿ Killing a friend

INTO ASGARD

Summary: The adventurers arrive in Asgard and learn rumours from passing traders as they approach King Cneph's fort.

Your journey down the eastern slopes of the Blue Mountains is considerably easier than your trek up the western side. The sun shines down brightly on these sheltered hills and you soon find yourselves marching across the snowy plains of Asgard.

After several days' march southeast, you come to a region of forested hills. While breaking camp in a secluded dell, Olaf One-Arm explains your next steps. 'We'll be at Cneph Coalhair's hall by nightfall. It's a big trading post and he's one of the richest kings in Asgard. Tomorrow morning, we present ourselves to Cneph and gift him with the horn of his ancestors. He'll throw a feast in our honour and shower us with gold. He's an honourable man and better yet, he's a rich one!'

All the characters are restored to full Hit Points at this point in the adventure. Sorcerers may also regain any spent Power Points. Establish at this point who is carrying the Onyx Horn of Hrulf.

Soon, they come upon a well-travelled trail south. The frozen mud bears signs of cart tracks and other recent traffic. The trail leads through thick forests of spruce and pine. On the road, the adventurers overtake several other travellers, mostly trappers and hunters but a few farmers too, bringing grain to market. The folk of Asgard rarely farm but here in the more temperate southern sections of the country there are a few small crofts hacked out of the primal forest.

The adventurers can make a Gather Information check to learn rumours from the peasants.

Gather Information Result	Information Gained
Less than 15	Nothing useful – Cneph Coalhair is the local king and is generally accounted to be good and fair. He is named Coalhair because of his black hair. Other kings of Asgard have golden hair and black hearts but Coalhair has a dark head and a heart of gold.
15+	Several travellers have vanished in these woods lately; some blame bandits, others blame evil ghosts.
20+	Irda, a holy woman of Ymir, is coming to Cneph's hall. Hurry and you may be blessed by her – she brings good fortune.
25+	Raiders from Vanaheim were seen recently. It has been many years since they dared raid this far into Asgard.
30+	Have you heard tell of the Hand? It is said that he is a dangerous sorcerer who will doom the world!



SIDE ENCOUNTER: THE BANDITS

Run this encounter if your players especially enjoy combat or if they need extra experience points.

You turn around a bend in the forest road and you see a grinning man standing in the middle of the path, with a large axe in one hand. 'Hail, travellers' he calls, 'you're not the usual traders we get along this road but you look even richer. Hand over your gold and those nice swords or my lads will be burying your bodies in the bog!'

As he speaks, you spot figures moving through the woods. You'll soon be surrounded.

The bandit leader is named Heimdar, a rogue who has been stealing from traders and foresters for months. He has a band of three bandits per Player Character. He has chosen a good ambush site – the forest undergrowth is thick here, allowing his bandits to sneak up and surround his prey. The ground off the path is soft and marshy, making movement difficult – it costs two squares of movement per square when moving off the path.

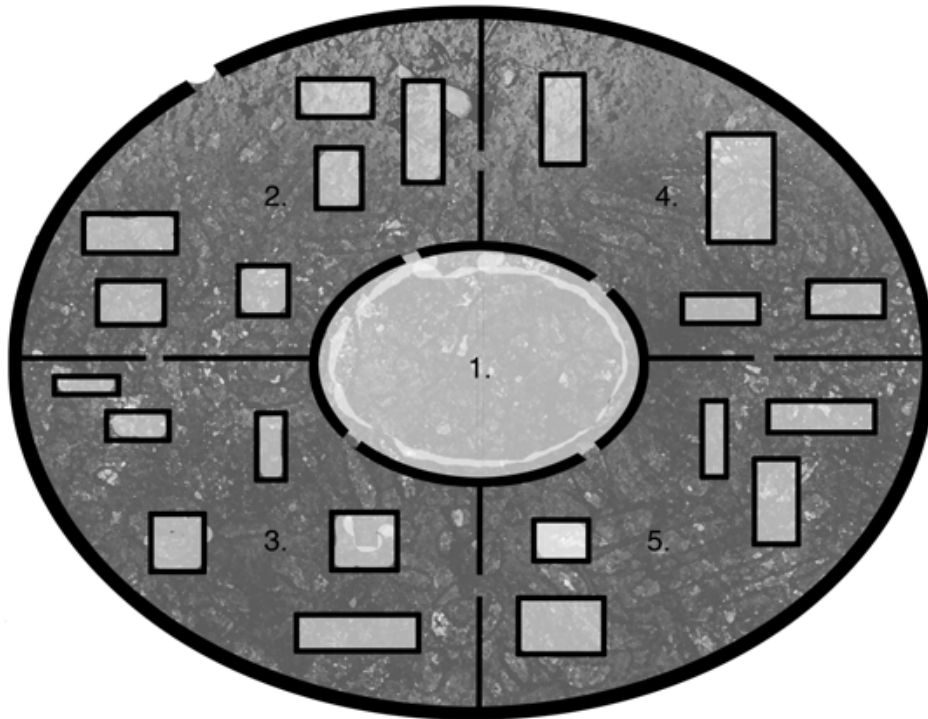
If the characters try to parlay with Heimdar, then they may make Diplomacy or Intimidate checks (DC25) in addition to roleplaying. If successful, they can bargain him down to a fee of 250 silver per Player Character. Otherwise...

COMBAT!

- ✿ The bandits attack as an undisciplined mob, charging out of the trees and hacking at the adventurers with their swords and axes.
- ✿ Remember the bonus for multiple foes against a single adventurer.
- ✿ Heimdar stays out of the fight until he sees his bandits losing; he then attacks the most dangerous adventurer.
- ✿ Once half of the bandits are slain, the others try to retreat into the woods or even throw down their weapons and surrender. Heimdar fights to the death, refusing to yield.

Once defeated, the bandits can lead the adventurers to their camp in the woods, where they have stolen goods and treasure worth 1500sp.





THE MARKET TOWN

Summary: The adventurers arrive in King Cneph's ringfort.

The Hall of Cneph Coalhair is a large and well-defended Asgardian fort, consisting of a circular bank of packed earth topped by a wooden palisade. The area inside the bank is divided into four quarters, centred on the hall itself. These four quarters are packed with smaller houses, tents, markets and animal pens. More tents and pens are set up outside the walls. Olaf's tales of Cneph Coalhair's wealth must be true, for this is surely one of the wealthiest towns in Asgard. It is twilight but the gates are still open. Bonfires burn brightly in the markets.

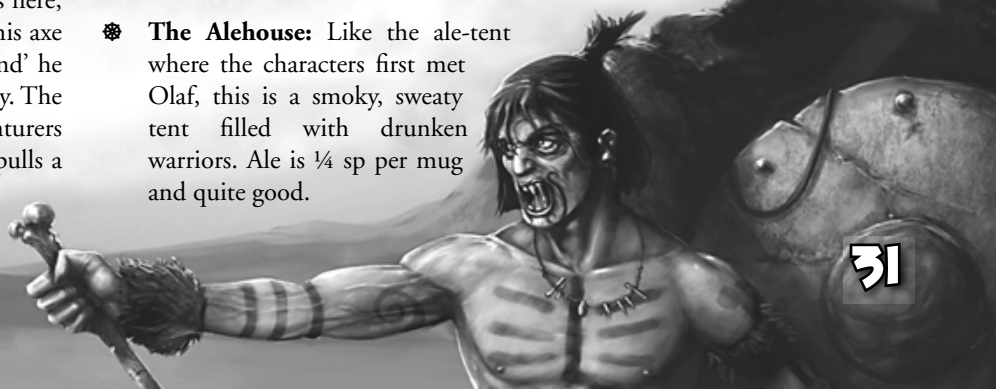
As you approach one of the four gates in the wall, your way is blocked by a pair of guards, armed with spears and brightly painted shields. 'King Coalhair forbids the carrying of weapons within the ringfort' says one around his magnificent braided moustache. 'You can leave your swords here at the gate.'

If the adventurers are loathed to leave their weapons here, then Olaf One-Arm takes the initiative and hands his axe to a guard. 'May as well honour the king's command' he says loudly, 'and this place looks well guarded anyway. The Vanirmen will not catch us here.' As soon as the adventurers are through the gate, though, then Olaf grins and pulls a

long and wickedly sharp dagger from his pack. The canny old rogue never goes unarmed.

The adventurers have arrived at twilight but the market is still busy. Olaf says that he thinks they should wait until the morning before approaching King Cneph. He suggests they head for the nearest ale-tent and celebrate the end of their quest. The characters have several options:

- ❖ **The Market:** At the market, the characters can sell the treasures they stole from the Vanir temple or recovered from the tunnel in the mountains. They can also pick up new equipment if they wish – the market even sells some weapons and armour (simple weapons, swords, shields, mail shirts) but the characters will not be given their weapons within the walls of the fort.
- ❖ **The Animal Pens:** If the characters want to purchase horses, there are several adequate steeds here. Horses are quite rare in snowy Asgard and these ill-bred beasts would be considered of low quality in warmer lands but at least these mounts have learned to tolerate the cold.
- ❖ **The Alehouse:** Like the ale-tent where the characters first met Olaf, this is a smoky, sweaty tent filled with drunken warriors. Ale is $\frac{1}{4}$ sp per mug and quite good.





- ❖ **The Bathhouse:** The fastidious Aesir have a bathhouse, where the characters can wash off the dust of the road. There is also a sauna with hot stones. Using the bathhouse costs 3sp but removes fatigue.
- ❖ **Watch for Vanir:** Paranoid players may wish to keep an eye out for Vanir pursuers, despite Olaf's belief that they are safe in the ringfort. Reward such paranoia with a +5 bonus to the Spot check to notice the Vanir ambush in *The Stolen Horn*, below.
- ❖ **Go Directly To The Hall:** If the characters wish, they can go straight to Cneph's hall. The doors are closed and the hall is dark. As the characters hammer on the door, the Vanir ambush them – skip onto *The Stolen Horn*.

THE STOLEN HORN

Summary: Vanir thieves attempt to steal the Onyx Horn; the adventurers chase them in a wild parkour-style run across the fort.

Cloaked figures burst from the shadows! One wrenches the horn from your grasp, then turns and runs. The others stab at you with poisoned knives!

Rorik Hodderson's men have followed the adventurers into Asgard and three of them have bribed their way into the ringfort. The three spies are dressed in hooded cloaks, hiding their telltale red hair from the Aesir. They have followed the characters through the market and are now waiting for the opportunity to steal the Onyx Horn. (If you have five or more players, add another thief.)

Secretly make Spot checks for the characters (DC13), giving them a +5 bonus if they mentioned that they are keeping watch for thieves or Vanir. If the characters fail this check, then the Vanir get to ambush them. If they succeed, then they spot the Vanir before the ambush and can engage them normally.

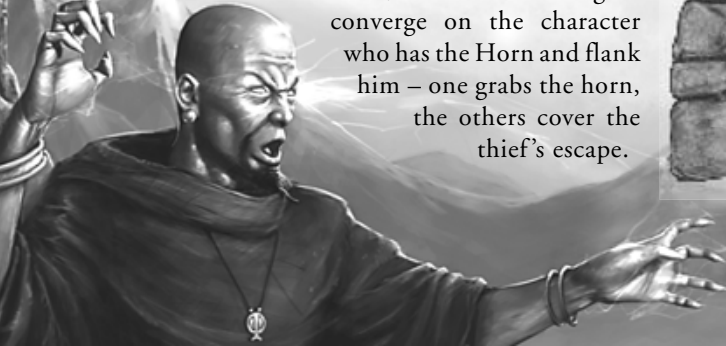
If the Vanir get to ambush the characters, then two of the Vanir rogues push through the crowd and make sneak attacks on the two most dangerous adventurers. The other rogue grabs the horn using Sleight of Hand, then turns and runs.

If the Vanir do not get to ambush the characters, then the three rogues converge on the character who has the Horn and flank him – one grabs the horn, the others cover the thief's escape.

MARKET ENCOUNTERS

As the characters wander through the market, they may run into any of the following encounters:

- ❖ **Lost Child:** A golden-haired infant runs up to one of the characters (ideally, the most brutish and imposing warrior) and grabs his leg. The child is no more than three years old. His name is Seosamh and he wandered off from his parents in the market. The child has mistaken the character he is clinging to for his uncle and refuses to leave the characters' side. The character can return the clingy, cute infant to his parents in the morning; if he does so, he gains one Fate Point.
- ❖ **Drunken Warrior:** A drunken warrior blunders into one of the characters and tries to start a brawl. Use the drunken feaster statistics on page 12 for the warrior.
- ❖ **Mummer:** A mummer dressed in motley starts following the characters, mocking them for the amusement of the crowd. The mummer mimics their words and actions in an exaggerated fashion.
- ❖ **Sheep Flock:** A flock of sheep are driven down towards the characters; the driver shouts at the characters to get out of the way. Do the heroes of Asgard step aside for mobile mutton?
- ❖ **Gamblers:** The characters come across a trio of Aesir gambling with knucklebones. The Aesir are willing to bet up to 10 silvers on a throw and have 50 silvers to bet. Roll 2d6, highest roll wins, winner takes all.
- ❖ **Bonfire:** The characters come to one of the bonfires, which suddenly sparks and throws out a great cloud of fragrant smoke as one of the great logs cracks and falls apart. All the characters must make a Fortitude save (DC10) or suffer a -2 penalty to all checks for one round.
- ❖ **Buxom Wench:** At an ale-house, the characters encounter a young woman, nursing a tankard of ale. She clutches the vessel as though letting it go might cause her to lose balance. She does not look well. When the adventurers approach, the woman looks up. She looks deep into your eyes, smiles (a little shakily) and speaks in a soft voice. 'I've been waiting for you for a long time.'



COMBAT!

- It is imperative that the thief escape with the horn, so feel free to fudge the dice rolls and give him whatever temporary bonuses he needs to escape. The other two Vanir warriors are much more disposable; use them to delay the adventurers so the thief escapes.
- The characters are likely to be unarmed, at least at the start of the fight. There are plenty of improvised weapons around, like burning brands from the bonfires, cooking pots, knives, tent poles or horned helmets. Do not forget that they can also shield bash.
- The Vanir thieves use their Sneak Attacks and Improved Trips as much as possible.
- If the adventurers are getting bogged down in the combat, then the Aesir around them will spot the Vanir attackers and join in the fight.

CHASING THE THIEF

To catch up with the Vanir thief who stole the horn, the characters must bring him down before he escapes the ring fort. This free-ranging chase uses an abstract chase system. The adventurers must accumulate a number of Victory Points to catch the thief. On the chase, they face a number of challenges – if they beat the thief by a large enough margin, they gain a Victory Point. If they only barely succeed, the number of Victory Points stays the same; if they fail, they lose a Victory Point. Track the number of Victory Points needed for each character individually. Each Victory Point is an abstract distance, as it measures the thief's lead over the characters, which will change depending on the terrain – a Victory Point might only mean 30 feet of distance in the cramped market but 200 feet on the snowy fields outdoors.

The number of Victory Points needed depends on how long the characters waited before beginning the chase:

The chase began immediately, before the Vanir thieves were slain: 2VP

The chase began after the Vanir are slain: 3VP

The chase fight with the Vanir lasted an unusually long time: 4VP

Incompetent stalling and confusion: 5VP

If the characters do not catch him by the end of the chase, then the thief escapes the ringfort and runs into the forest. The adventurers will then face a hard battle there to recover the horn.

Challenge: The Market

The thief charges through the market ahead of you, spilling stalls and traders alike in your path to slow you down. He slips through the crowd like a greased serpent.

To push through the crowd, the adventurer needs to make a Strength or Escape Artist check. If a character wishes, he can try jumping over the spilled barriers. This Jump check is DC15; succeed and you get a +10 bonus to your Strength or Escape Artist check. Fail and you have a -10 penalty.

Check Result	VP
9 or less	-1
10-19	+0
20+	+1

Challenge: The Alehouse

Turning a corner, there is no sign of the thief. He could have fled into any of the half-dozen tents ahead of you.

The thief has taken refuge in the ale-tent. A successful Spot or Listen check (DC10+5 per Victory Point missing) lets the characters spot the thief darting into the tent. If this is failed, then the characters can either split up (in which case one character goes into the tent, and the others take the wrong path.

Going into the ale-tent immediately: +1 VP

Stalling, then going into the ale-tent: +0

Going into the wrong tent: Roll 1d6. On a 1-3, lose one VP. On a 4-5, no change. On a 6, gain one VP.

Challenge: The Burning Man

The thief charges through an open square and runs alongside a blazing bonfire. An Aesir-man tries to tackle the Vanir but the thief slips to the side and pushes the Aesir head-first into the fire. There is a terrific roar of pain as the man's beer-soaked beard and hair catch fire and he stumbles towards you, a blazing human torch. What do you do?

Stopping to help the Aesir costs one VP.

Knocking him into a horse-trough or throwing a blanket on his head costs no VP.

Leaping through the fire (Jump check, DC15) gains the character one VP but inflicts 3d6 fire damage if the character fails. The character must also make a Reflex save (DC15) or catch on fire, taking 1d8 damage per round until the flames are put out. Assume there are three rounds between challenges.





Challenge: The Longhouse

You see the thief clamber up the side of a longhouse and sprint along the ridgepole.

Climbing up the longhouse wall requires a Climb check at DC15. Running along the ridgepole calls for a DC15 Balance check. Failing the Balance check sends the character plunging through the thatched roof of the longhouse, suffering 2d6 damage from the fall. At the end, the thief makes a daring leap onto the wooden roof of a stables – this requires a DC15 Jump check.

Passing all three of these checks gives the character +1 VP. Passing two means the character's Victory Point total is unchanged.

Passing one or none costs the character one VP.

Challenge: The Stables

The thief vanishes into the stables ahead of you. There is a flash of flame – he has thrown a torch onto the straw and the stables are burning! You hear the terrified whinny of frightened horses.

A horse smashes its way out of the stables and charges towards the lead adventurer. The horse attempts to trample the character if the character does not move out of the way. Moving out of the way costs one Victory Point. If the horse gets to trample, then the attacker gets an attack of opportunity on the horse (Dodge 12, DR2, HP 19); if the horse survives, it makes an opposed Strength check against the adventurer (the horse has a +9 modifier). If the horse wins, it tramples the adventurer for 2d8+2 damage and he loses one VP.

Stopping to help the horses also costs one VP.

An adventurer can grab one of the horses and try to ride it. The animals are panicked and require a Handle Animal check at DC20 to calm them. If successful, the adventurer may ride after the thief and gains +1 VP.

Challenge: The Smithy

The thief runs into the smithy. You see him dodge a hammer-blow from a furious Aesir blacksmith, then run out the back door. He spills a box of nails as he runs, scattering them in your path.

The nails work like caltrops. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it

might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature's Dodge defence. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours or until the creature is successfully treated with a DC 15 Heal check. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Jumping over the caltrops requires a DC20 Jump check and gets the character one VP if successful. If he fails, he lands on two caltrops and cannot move until healed.

Running through the caltrops unscathed leaves the character's Victory Point total unchanged.

Hitting a caltrop or moving at half speed costs one VP.

Challenge: The Walls

The thief has reached the wooden wall surrounding the ringfort. With insolent ease, he scales the wall and pauses for an instant before he jumps. You can clearly see the Onyx Horn clutched in his hand.

Climbing the wooden walls requires a Climb check.

Check Result	VP
9 or less	-1
10-19	+0
20+	+1

Mounted characters must stop here and dismount, losing one Victory Point, unless they want to try jumping from the horse's back to the top of the wall (DC20 Jump check) or spurring the horse to jump over the wall (DC20 Ride check) – if the character succeeds this check, he gains one VP.

The characters may wish to run past the gate at this point, grabbing their swords as they run. This costs one VP.

Challenge: The Long Run

The thief sprints across the snowy fields towards the forest eaves. From behind you, you can hear the shouts of Cneph's watchmen at the gates; in the shadows of the trees, though, you swear you can spot more figures moving. The thief must be running towards his Vanir allies!

The characters have to bring the rogue down before he reaches the forest. If they want to try outrunning him, this requires a Strength check.



Check Result	VP
10-19	+0
20-25	+1
26+	+2

The characters can also try bringing him down with a thrown stone or bowshot – the range is 50 feet, plus 20 feet for every missing Victory Point. Dealing 10 damage is enough to bring the rogue down long enough for the characters to catch him.

If by this point, the adventurers have still not acquired the needed number of Victory Points, then the thief reaches the forest and the waiting Vanir raiders. The characters will have to slay them to recover the horn.

THE VANIR RAIDERS

The exhausted thief slumps to the ground ahead of you, utterly exhausted but before you can take the horn back from him, a voice sneers 'ho! You dogs will die for defiling Jormanshalt.' A dozen Vanir warriors emerge from the forest with murder in their eyes and naked swords in their hands. Behind them, you see a mounted figure that you recognise from Jormanshalt – it's Rorik Hodderson.

Behind you, you hear horns from Cneph's ringfort. 'Kill them quickly before Coalhair gets here!' roars Rorik and his men charge into the battle!

There are 12 Vanir raiders here – a fearsome fighting force, especially as the characters may not be armed. They can grab the thief's blade if they wish or use tree-branches as clubs. Fortunately for the adventurers, they do not need to slay all the Vanir – they just need to hold them off until Cneph and his guards arrive. Cneph will

arrive in (10-the number of Victory Points obtained by the adventurers) rounds.

COMBAT!

- ☛ The characters are fighting in a forest – if they take cover in a tree, they gain a +2 bonus to Defence and a +1 bonus on Reflex saves thanks to the cover. Characters can also fight with their backs to the trees, ensuring they are not flanked.
- ☛ One Vanir will attempt to move in and grab the horn from the exhausted thief. If he gets the horn, he will try to give it to Rorik Hodderson.



Weapon	Damage	Critical	Armour Piercing	Hardness	Hit Points	Type
Club	1d8	X2	1	5	4	Bludgeoning



- ❖ The other Vanir try to encircle the characters, preventing them from fleeing back to the ringfort.
- ❖ Rorik Hodderson will make one ride-by attack every three rounds until Coalhair's men arrive, at which point he flees, with or without the Onyx Horn.
- ❖ After (10-VP) rounds have passed or if the characters are in danger of being completely slaughtered, then Cneph Coalhair and his men arrive.

The Charge of King Cneph Coalhair

With a furious battle cry, King Cneph and his warriors charge into the fray along side you. Cneph himself leads the attack – he is a titan of a man and his first sword-blow cleaves through both the Vanir he was attacking and the sapling tree behind. His night-black hair falls in ringlets around his muscular shoulders. He fights not with the wild abandon of a berserker but with the dolorous, heavy-handed strikes of a Cimmerian! Soon, the Vanir are slain and you and Olaf stand before King Cneph Coalhair!

THE COUNSEL OF KING CNEPH

Summary: Olaf explains the tale so far and the characters learn of Rorik's last-ditch attempt to recover the Onyx Horn of Hrulf.

King Cneph's eyes smoulder with fury and he slams one gauntleted fist into the other. 'I sense your lonely hand in this, Olaf One-Arm! Vanir dogs on my very doorstep and bloodshed in my ringfort! What mischief have you done?'

Olaf grins. 'Why, o king, we came from Jormanshalt, where for 20 years they have kept the Onyx Horn of Hrulf! We stole that heirloom of your noble house from under the noses of their priests and we crossed the mountains with half the hosts of Vanabeim on our heels! It's little wonder that a few of them chased us this far!'

The adventurers are taken back to Cneph's hall, at the centre of the ringfort. This is a magnificent feasting hall of carved pine; rooms at the back of the hall are for Cneph's family and guards. The great doors of the hall are bound in iron and decorated with ornamental shields and it is said that the nails of the hall were all made from the metal of swords captured from defeated foes of

Cneph Coalhair. Torches burn brightly here – it is a place of joy and celebration, for sharing tales of glory over good ale or for lovemaking by the hearth fire.

Playing Cneph: When playing Cneph, play him as stern, serious and noble. He is of Cimmerian blood, so he shares the darkness and the mood swings of Conan's people. Look the players in the eye, weigh your words carefully and speak only when you have something to say. Remember your responsibility and your station in society – you are *king*.

Cneph **always** wears gloves – metal gauntlets in battle or black moleskin gloves in court.

If the characters have the Horn: *Olaf takes the horn and kneels before Cneph. 'Take this, o king, as a gift to honour you and your fathers. Let Hrulf's horn be raised once more in Cneph's hall!'*

Cneph accepts the horn but his face is impassive. 'You are all brave men and you have accomplished a great deed but the Vanir will not let this go unanswered. There will be more bloodshed before I raise this horn in my hall, no doubt.'

Suddenly, Coalhair grins widely and hammers Olaf on the shoulder. 'Still, they won't be back tonight. You have come to my hall late this night but you'll still find me a good host. Ranulf, ride ahead and wake the servants! Stoke the fires and roast something tasty! Make sure that no-good bard is sober enough to compose the saga of my friends here!'

True to Cneph's word, there are warm fires, roast meat and fine mead. The characters are feasted and celebrated and may regain all of their lost Hit Points immediately. Cneph questions the characters about their deeds and adventures.

Skip onto *A Message from Rorik*

If the characters do not have the Horn: *Olaf shuffles nervously and says 'we stole the Horn of Hrulf from the Vanir, lord but that dog Rorik Hodderson just stole it back from us!'*

Cneph slams his fist into the trunk of a tree in fury. 'So close! The horn of my ancestors, brought to the very doorstep of my hall and then stolen away again! Ranulf, muster the guard! We may yet be able to find Rorik before he crosses back into Vanabeim, if Ymir favours us.'

One of the other guards is searching through the corpses of the Vanir raider. He raises his head and interrupts. 'My lord! This one is still alive.'



Cneph calls for a torch to illuminate the prisoner's face. The captured Vanir bears a distinct resemblance to Rorik Hodderson. Cneph reaches down and pulls a silver ring from the Vanir's hand.

'Ymir favours us indeed! This is Hodderson's sign and this wretch must be his son! We can ransom him for the horn! Take the prisoner back to my hall and make sure the dog doesn't die in the night!'

The captured Vanir is Geir Rorikson, Rorik's eldest son. He is a mere stripling and this is his first raid. He recovers consciousness during the night and roars threats that his father will burn Cneph's hall around his ears and kill everyone. His shouts are an annoying backdrop to the meal of bread and cheese that Cneph serves the characters. The characters may regain half their lost Hit Points.

The Head of Heimdar: If the characters slew Heimdar the bandit, they can hand his head over to Cneph for an additional reward of 500sp.

Cneph the Hand: If Cneph is the Hand, then he wanders his hall at night, talking to himself and arguing like a madman. His servants studiously ignore this eccentricity and whisper to the characters to ignore the seeming madness of the king. Cneph even wanders outside, roaming through the woods outside the ringfort. If the characters follow him, he spins around and calls them by odd names, like 'Tiw', 'Halbad', 'Oruxa', or 'Orchana' (see page 6 for the origin of these names; Cneph is reliving the memories of his ancestor Hrulf).

Olaf the Hand: If Olaf is the Hand, then he creeps out at night and one of the adventurers may see him as he returns to the hall.

A MESSAGE FROM RORIK

Summary: Rorik Hodderson kidnaps the priestess and seer Irda and holds her hostage against the return of either the Onyx Horn or his son Geir. The adventurers are sent into the woods to rescue Irda.

You spend the night at Cneph's hall, as guests of the king. You are given a room to sleep in, as well as food, drink and supplies. Your weapons are sharpened and oiled, your armour patched and polished. Cneph stalks the halls like a panther, seemingly disturbed by the events of the previous day.

In the mid-morning, a guard comes running from the gate. 'A Vanirman approaches, sire,' he reports.

The Vanir warrior is permitted to enter Cneph's hall. He scowls at the king and says 'Coalhair, we have taken the priestess Irda captive. Rorik Hodderson demands that you return that which you took from him. If you do not, then Irda shall die at dawn and her blood will be on your head.'

Cneph glares back at the messenger and the Vanirman quails before the king's cold stare. 'So, Rorik has taken to banditry and making war on women? So be it. Tell your master that he shall have his answer before dawn.'

As soon as the messenger is gone, Cneph whirls around to you. 'Quick. Follow him and he may lead you back to his master. Sneak in Rorik's camp at night and rescue the priestess before the dawn!'

If the characters question why they should help rescue Irda, then Cneph points out that this is their fault in a way – if Olaf had not drawn the Vanir's wrath by stealing the horn, then Rorik would never have kidnapped Irda.

If they ask who Irda is, then Cneph tells them that she is a holy woman of the Aesir, blessed by the gods with the gift of prophecy. If she is slain, it will be a dark omen for all of Asgard.

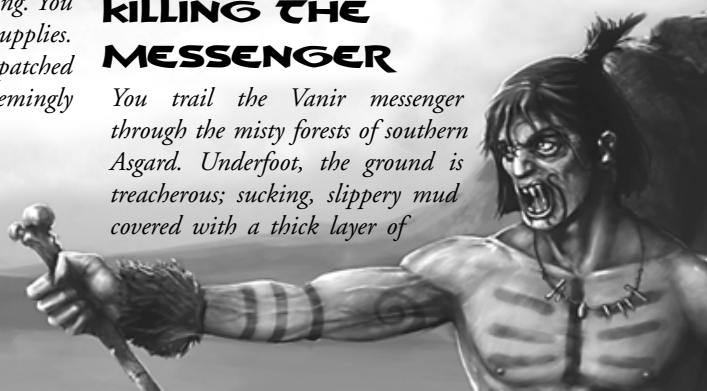
If none of the characters have tracking skills, then Cneph gives them Hog, his best tracker, as a guide. Hog is named for his pig-like snout and enthusiastically tells the adventurers that the gods have blessed him with a pig's nose to make him a better tracker. His pig-like stench and table manners, though, are all his own doing and cannot be blamed on the gods.

Playing Hog: You are a pig. Grunt, grin oafishly, eat disgusting things and keep looking for acorns. Hog is not a hero and he knows it – in any fight, he would prefer to run away and hide instead of standing his ground. That high Survival skill means more than just wilderness lore.

Cneph the Hand: If Cneph is the Hand, then he gives a speech about the glory of Asgard before sending the player off. He is furious that the Vanir have dared trespass so far into Aesir territory and promises that vengeance shall be his, one day.

KILLING THE MESSENGER

You trail the Vanir messenger through the misty forests of southern Asgard. Underfoot, the ground is treacherous; sucking, slippery mud covered with a thick layer of





frost. In some places, it is rock-hard but in others, the ice cracks and sends your foot plunging into the morass below. Dozens of small meltwater streams cross the trail, running down from the titanic peaks of the Eiglophian mountains to the south.

The Vanir rider appears unaware of your presence as you follow him. He heads west after leaving Cneph's ringfort, as if riding back to Vanenheim but then he turns south and heads deep into the forest.

As the sun begins to fall, the Vanir stops by a small stream to rest. He dismounts from his horse and lets it slake its thirst in the ice-cold stream, while he takes food from the saddlebags.

Behind the Vanir, you catch a momentary glimpse of sunlight glinting off steel.

Lurking in the forest is an Aesir girl named Svala. Her father was killed by Vanir raiders and she vowed revenge on all the folk of Vanenheim. She was out hunting in the forest when she saw this Vanir messenger ride by and she intends to slay him. The sunlight was reflecting off the wickedly sharp knife she carries.

If the characters do not act, then Svala tries to sneak up on the Vanir messenger. She has a Move Silently score of +5, opposed by the Vanir's Listen score of +5. If she manages to sneak up on the Vanir, then she opens with a sneak attack and tries to kill him on the spot.

Characters can sneak forward and interrupt Svala. She is a fiery, free-spirited woman, full of hate for the Vanir but she is not unreasonable and will listen if the characters tell her that they are on a mission for King Cneph. She demands to be allowed accompany the characters as they attack the Vanir camp. Svala has no connection to the overarching plot of the campaign but she can be a tragic loss or love interest for one of the adventurers. She has heard of the priestess Irda and is in awe of her – Irda is said to be blessed by the gods and to have the gift of foresight. Svala knew that Irda was going to be at Cneph's ringfort and intended to visit the fort and ask for a blessing from the priestess.

If the characters allow the Vanir messenger to be killed, then they can wander the woods until they encounter the ambush site. From there, they can track (or Hog can track) the Vanir.

Playing Svala: You are young enough to believe that you are a character in a glorious epic saga, out for revenge against

the men who slew your father. You view everything through the lens of poetry – anyone who disagrees with you is a sworn enemy, anyone who helps you is your truest friend.

THE AMBUSH

Up ahead, you see a small cairn of piled stones. A Vanir sword is thrust into the ground at the head of the cairn and the ground nearby is stained with blood. Another two corpses lie a short distance away; they are Aesir, dressed in bloodied furs.

This was where the priestess Irda was ambushed by the Vanir. The cairn contains the corpses of three Vanir raiders, their necks broken. If examined, the two Aesir corpses are both of older men, with the tonsured head of a priest. They have been stripped of all valuables.

Soon after the characters arrive, they hear a wailing noise from the woods nearby. A giant of a man wanders out of the woods, crying like a lost child. He is carrying the body of yet another Vanir raider in behind him, as a child might carry a doll. This is Fist, the sworn bodyguard of the priestess Irda. He stands nearly eight feet tall but has no more wit than a child of eight summers. Fist killed four of the Vanir before one of them struck him and he ran off into the woods. He has wandered lost and alone for hours.

Any of the NPCs with the characters will recognise Fist by reputation – it is well known that Irda travels with a giant bodyguard.

In his simple, child-like way, Fist explains that the priests and Irda were travelling to the ringfort when 'red-men' attacked them. He 'broke' four of the red-men, when a red-man on a horse came and struck him with a sword and he was scared and ran away. He is very sorry for leaving Irda.

Fist will accompany the characters if they wish or they can send him back to the ringfort (in which case, you can have him blunder out of the forest to save the adventurers if necessary later).

Playing Fist: You are used to being told what to do. You know you get easily confused if you try to do things on your own, so attach yourself to the nearest authority figure and obey his commands. You do not really know your own strength but you are aware that you are inhumanly strong, so do not use your strength unless you are directly ordered to do so.

Irda the Hand: If Irda is Logri the Binder's servant, then Fist is the 'hand' that bears Logri's mark. The rune is branded on Fist's chest and he will not let anyone examine



his wounds. He throws a furious tantrum if anyone tries and runs off into the woods. He will turn up again in *The Horror in the Woods*, on page 41.

INTO THE WOODS

Leaving the cairn, you travel into the forest, following the Vanir trail. The ground here is softer and muddier, as the thicker forest keeps out the snow. The undergrowth is full of briars and thorns and the going is slow.

As twilight draws near, you approach a sheltered woodland dell in the marsh. A crumbling old tower, the legacy of some ancient Hyperborean outpost on this side of the mountains, rises out of the mud ahead of you. You can see campfires burning at the base of the tower.

You have found Rorik's camp. Somewhere here, he is holding the priestess Irda captive.

A successful Knowledge (history) check (DC25) or Knowledge is Power check (DC25) reveals that there was a Hyperborean fortress here many centuries ago but it was sacked by the Aesir in the Battle of the Blackwoods.

THE RESCUE OF IRDA

Summary: The adventurers must plot a way to rescue Irda from Rorik Hodderson's clutches.

THE SURROUNDING FOREST

The forest around the Vanir camp is thick and dark, with dense undergrowth in many places (requires four squares of movement to enter, +5 to Hide checks, 30% concealment, see the *Conan 2nd edition rulebook*, page 311). There are also several mud pools that act like quicksand (see the *Conan 2nd edition rulebook*, page 327). In short, it is an ideal place for an ambush.

As the characters are wandering around in the forest, they spot several bones poking out of the mud. This place was the site of a battle, many years ago and hundreds of corpses have sunk into the mire. These corpses will be rising up shortly.

THE CAMP

The camp contains two Vanir Hunters per Player Character, making this an easier battle than other encounters. The characters also have the backing of Olaf and possible Hog, Svana and Fist. The Vanir do not know the terrain and are very uneasy at being so far inside Asgard. Half of the Vanir are sleeping or setting up the camp;

the other third are on watch. The Vanir Hunters are also fearful that this place is haunted – a ruined tower in the middle of a forest of corpses is sure to have more than its share of ghosts.

Tree branches hang over the camp, so characters can climb up and attack from above.

THE TOWER

The old stone tower is all that remains of the once-great Hyperborean fortress of Mscislaw. It is built of black stone blocks hauled down from the Eiglophian mountains and mortared with the blood of slaves. The tower is heavily overgrown and was the den of animals before the Vanir found it. It is two levels high – Rorik's guards wait on the ground level, sleeping or sharpening their blades. These are hardened Vanir warriors, who have fought many times by Rorik's side. There is one elite Vanir warrior per Player Character.

Rorik Hodderson himself is on the middle level of the tower. He is trying to steel himself to murder a holy woman – a task made much easier if the Player Characters killed any of the priests of Ymir in Jormanshalt, especially Blind Hod.

Irda the priestess sits atop the tower, waiting for her death. She has foreseen that tonight will bring doom to Asgard and worries that this may be a premonition of her own death. She knows, though, that a great deal of her power and influence comes from the appearance of control, so her face betrays nothing of her fear.

COMBAT!

As soon as the alarm is raised, the Vanir join the fight in the following order.

Immediately: Half the Vanir hunters

1d4+1 rounds later: The rest of the Vanir hunters

2d4+1 rounds later: The Elite Vanir warriors

At your discretion: Rorik Hodderson

❖ Some of the Vanir have hunting horns to sound the alarm; the others just shout to warn their allies of danger.

❖ The best approach is to draw the Vanir hunters into the woods without raising the alarm. Lure the Vanir away from the camp one by one, thinning their numbers.



- ❖ The Vanir hunters are already demoralised and scared and will break if they face a concerted assault. Rorik and his elite allies, though, will fight to the death rather than retreat.
- ❖ If the battle goes against them, then Rorik and his warriors fall back to the ruined tower and make their stand there. Rorik is determined not to let the adventurers win and will try to murder Irda if he believes he cannot win this battle.
- ❖ If the battle is drawn away from the camp, then Irda seizes the initiative and flees the tower. She will run straight into the zombies when the dead rise.
- ❖ The gathering darkness offers plenty of scope for hiding in the trees, attacking from the shadows, mistaking friend for foe and so on.

SIGNS OF THE HAND

This encounter is the first time the adventurers really see the power of Logri the Binder and his Hand, when the dead are brought to life as a nightmarish zombie horde. Therefore, you must foreshadow the potential Hand candidates in this scene:

Cneph the Hand: Nothing in this scene.

Olaf the Hand: Olaf vanishes in the middle of the fight, running off into the trees. He later claims to have been battling a Vanir who was trying to flank the adventurers.

Irda the Hand: Fist falls down and suffers an epileptic fit in the middle of the fight, as Logri's power is channelled through him to Irda.

SLAYING RORIK HODDERSON

When the adventurers finally face Rorik Hodderson in battle, it should be a grim and bloody struggle for survival. The Vanir warrior is a deadly warrior and would be a dangerous foe even if the adventurers were uninjured. After battling all the Vanir, they may be exhausted and injured. Bring in Fist or the undead if it looks like Rorik is going to slaughter the party and you need to slow him down.

THE DEAD RISE

All around you, you hear the sound of cracking ice and sucking mud. Things crawl out of the ground all around you.

shambling horrors of bone and rot. Bony hands reach out of the soil, grab the fallen corpses of the Vanir and pull them down into the marsh. Other horrors stumble towards you out of the trees. There are dozens of them, walking corpses dripping mud and ice. A pale blue light burns in their eyes as they reach hungrily for you!

You are surrounded by the dead.

EXPERIENCE & VICTORY POINTS

Award the players Experience & Victory Points for the first half of the adventure according to the Hall of Heroes, Part I table. Experience points are awarded on an individual basis; Victory Points go to the whole group. The victory points will be of use to the characters in the next section of the adventure.

The Hall of Heroes, Part I

Event	Experience	Victory
Slaying the Bandits	100 XP	0
Roleplaying in the ringfort	200 XP	1
Defeating the Vanir thieves	100 XP	0
Recapturing the Onyx Horn	250 XP	1
Finding Rorik's camp	100 XP	0
Defeating Rorik	500 XP	1
... without aid from Fist, Olaf, or the undead	250 XP	0
Rescuing Irda	250 XP	0

IN DEATH'S FACE, THEY WERE DEFIANT

This section of the adventure is designed to evoke classic zombie movies. The adventurers are chased by the undead back to Cneph's ringfort, which is then besieged by the zombies. The plight of the ringfort is measured in Victory Points – the characters win Victory Points as they flee the zombies and set up defences.

The undead servants of Logri the Binder were raised up with powerful, unholy necromancy and represent a sizeable exertion of the sorcerer's power. He draws power from death – if the Hand were not able to tap the power of the ancient battlefield, then Logri would not have been able to animate so many corpses. The walking dead carry death with them – anyone slain by one of these walking dead becomes a zombie themselves. Fortunately for Asgard, only



the older undead created in the swamp have this power – the Aesir they kill will become zombies but these new horrors cannot create more zombies.

There are several varieties of the walking dead, with different degrees of strength and integrity. These undead all look identical, so throw stronger zombies at the adventurers if they are becoming too blasé about hacking their way through weaker monsters.

The Hand's goal here is twofold. Firstly, to bolster his master's power through many deaths – slaughtering everyone in the ringfort will fuel Logri's disembodied spirit and make his resurrection easier. Secondly, the Hand needs the Onyx Horn and its hidden map so he can find Logri's buried corpse. The zombies therefore want to herd the adventurers and the Onyx Horn back to the ringfort.

THE HORROR IN THE WOODS

Summary: The adventurers are ambushed by an undead horde.

The undead are everywhere! What do you do?

The horde of undead causes a Terror of the Unknown



check (DC14). Svana and Hog are both low-level enough to swoon if they fail this check – other characters will merely be frightened by the undead.

The characters will also be attacked by the undead. There are literally too many to count here and the characters do not have a chance of defeating all of them. If a character stands and fights, then in the first round he is attacked by one zombie, then next round two zombies, then three zombies in the third round and so forth. Remember that each zombie after the first will get a +1 bonus to his attacks on the same target each round and the zombies can also flank foes.

If the characters choose to flee through the woods, then they face attacks from zombies pulling themselves out of the mud. The zombies in the ground can also choose to make Trip attacks against the adventurers, pulling them down into the mud to be devoured.

OCCULT LORE

A character with Knowledge (arcana) may make a check (DC15) to notice the presence of foul sorcery in this forest. These undead were conjured by some powerful sorcerer and are fuelled by the stench of death in this ancient battlefield. This suggests that moving away from the charnel field of death might weaken the zombies.

DOOMED ADVENTURERS

If an adventurer is brought down by the zombies, then you can bring in Fist as a *deus ex machine* to save them. The giant comes barrelling out of the woods, smashes some zombies aside, then runs to Irda's side and ensures that she is safe. Adventurers can also be saved by a well-timed axe-blow from Olaf or even Irda.

You can safely kill off Hod or Svana in this scene, to show how the zombies can create more zombies.

COMPLICATIONS

There are several complications that you can throw at the characters to slow them down:

- ✱ **The trapped maiden:** Irda or Svana could be trapped behind a wall of zombies, forcing the characters to wade into the middle of the horde to save the maiden's life. (Well, Svana's life – Irda needs to stay alive for the rest of the campaign. If she appears doomed, send in Fist to save her.)





- ❖ **The Onyx Horn:** If Rorik Hodderson still has the Onyx Horn, then one of the zombies tears it from his body. The zombie tries to stumble away north, towards Cneph's ring fort. The characters will have to intercept the zombie and retrieve the horn.
- ❖ **Zombie Sinkhole:** If the characters are too confident or are escaping too quickly, then have a zombie sinkhole open up beneath them. A mass grave full of the walking dead suddenly falls open under their feet. Characters may make a Reflex save (DC20) to leap to the side. Otherwise, they fall into the mud adjacent to 1d4+1 zombies each, who attack immediately.
- ❖ **Rorik Hodderson:** Paranoid or experienced players will look for the corpse of Rorik Hodderson. The zombies will try to drag his body into the mud, so he can come back as a powerful undead monster later in this adventure.

ESCAPING THE ZOMBIES

There are two ways to escape the zombie horde. The characters can either flee through the woods, sprinting to stay ahead of the zombies until they lose them in the darkness or they can take refuge in a safe place, like atop a very tall tree or in the ruined tower. If the characters can hold their refuge against the zombies for several minutes, then they see most of the zombie horde marching north towards Cneph's ringfort.

CHASED BY THE NIGHT

Summary: The adventurers return to Cneph's hall, pursued by the undead.

An eerie full moon rises above the forests of Asgard, reflecting off the snowy ground to turn the landscape almost as bright as day. You hurry through the trees, heading back north towards King Cneph's fortress. When you fled Vanaheim, your pursuers were living men – fierce warriors, yes but mortals who could tire or be slain. This time, you are followed by the remorseless dead. You can see them, pale or mud-cloaked shadows stumbling between the trees.

The dead move more slowly than the quick but they do not stop to rest.

The priestess Irda, radiant in the moonlight, whispers

'they are bound for Cneph Coalhair's hall! We must outrun them and warn the king!' Her eyes are bright and terrified at the thought of her supple flesh being clawed by the rotting zombies.

If the characters still have horses, they can either send riders ahead to warn the ringfort or else share the horses and move faster as a group. Sharing horses removes the need for Constitution checks. Sending riders ahead to warn Cneph gives one Victory Point.

Call for Constitution checks (DC10) from all the adventurers. Any who fail become fatigued and suffer 1d6 points of non-lethal damage. Another two checks at DC12 and DC14 are required before the characters reach Cneph's ringfort.

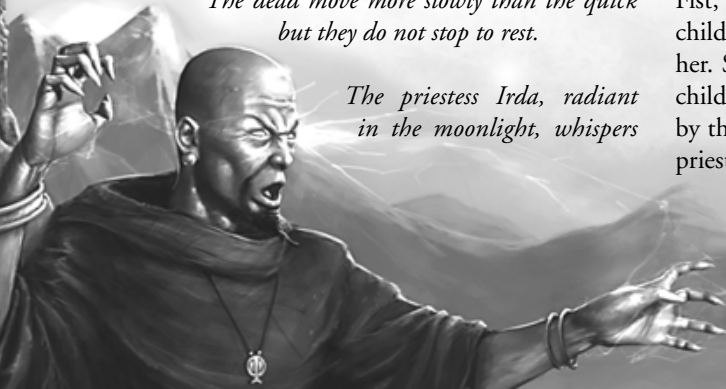
THE PRIESTESS IRDA

The adventurers can speak to the priestess Irda on the race north. Irda is a stunningly beautiful Aesir woman of some 25 or 30 years. Her fine furs do not entirely hide her magnificent, athletic figure but it is her eyes that draw the attention of all men – they are bluer than the bluest sky and seem to look beyond this world into the unknowable future beyond. Irda is always cool and controlled – her eyes might flash with anger or shine with terror but her voice and demeanour are always in check. Her power over the superstitious Nordheimers comes from the impression that she is an otherworldly entity, perhaps a demigoddess.

Playing Irda: You have a level of self-control and determination that would shame the noblest woman of the south but you are also a woman of Nordheim. Irda is kin to valkyries and is equally at home debating philosophy or breaking heads with an axe.

If asked, Irda says that she and her retinue were travelling towards Cneph's hall when they were ambushed by Vanir raiders. Her priests were murdered; her bodyguard Fist was driven away and she was caught by Rorik Hodderson. She recognised him immediately – she knew his father, who is a priest of Ymir in far-off Jormanshalt (as a holy woman of Ymir, Irda can travel freely in both Asgard and Vanaheim).

Fist, she explains, is her bodyguard. He was found as a child by the same priest of Ymir who raised and trained her. She believes that Fist's parents abandoned the simple child in the snows to die but the foundling was protected by the gods. He was named because he used to punch the priest whenever he was angry.





If asked what is going on, Irda confesses that she does not know. Some dark power drew upon the aura of death in that ancient graveyard (she explains that the ruined tower was once a Hyperborean outpost if the players do not already know this). The undead definitely seemed aware of the Onyx Horn – perhaps that relic is somehow connected to the undead or the foul sorcerer who created them.

Irda the Hand: If Irda is the Hand, then she is even more protective of Fist, as she believes that he is secretly a scion of Ymir. She also speaks about the impending apocalypse – the last days of mankind are come and soon the world will be destroyed.

THE FORD

You are back on familiar ground, now – the forest is thinner here and you recognise the shape of the hills. You passed this way a few hours ago, in pursuit of the Vanir messenger. Through the still night, you hear the sound of water babbling over stone. There's a ford there that you crossed earlier. It's the best crossing point of this icy and fast-flowing stream.

If you wanted to make a stand against the undead, here would be the place.

The characters have the option of stopping here to hold the ford against the undead. The ford is certainly narrow, only ten feet wide. A character can walk across the ford safely with a DC10 Balance check. On either side of this rocky passage, though, the river drops away precipitously. Crossing in other places requires a DC20 Balance or Swim check; failing means the character is swept downstream, taking 1d6 damage from hitting the rocks every round until he succeeds at a DC20 Swim check.

If the characters make their stand at the crossing, they can battle the undead two at a time. The zombies shuffle out of the forest a few minutes later and attack in the following waves:

- ☛ Two lesser zombies
- ☛ Two lesser zombies
- ☛ Two lesser zombies
- ☛ Two average zombies
- ☛ Two average zombies
- ☛ Two average zombies
- ☛ Two greater zombies – getting to this wave is worth one Victory Point.
- ☛ Two greater zombies
- ☛ Two greater zombies
- ☛ A horde of zombies – getting to this wave is worth one Victory Point.

When the horde attacks, the zombies move forward en masse. Zombies stagger into the fast-flowing water and slip, washing downriver where they get caught on the rocks. More walk in and get swept away to be caught on the first zombies and then more and more until a bridge of living flesh is formed. Other undead horrors crawl out of the river, having staggered along the riverbed. The characters cannot hope to triumph against such a horde.

THE HAMLET

Emerging from the forest's edge, you see the trail to Cneph's hall illuminated by the moonlight. Off to the west, though, you see several small foresters' cabins. The families living there are slumbering in their beds, unaware of the undead monsters outside.

If the characters ignore the people in the hamlet and race straight on towards Cneph's hall, they gain one Victory Point and the people in the hamlet are eaten by the zombies.

If the characters instead head to the hamlets to wake the families there, then they risk attack by the undead. There are six forester's cabins, each of which is a small two-room thatched building. One room is a stable for the family's cattle or goats; the other is the family's living room. Each family consists of 1d4 Vanir adults, plus children and other non-combatants.

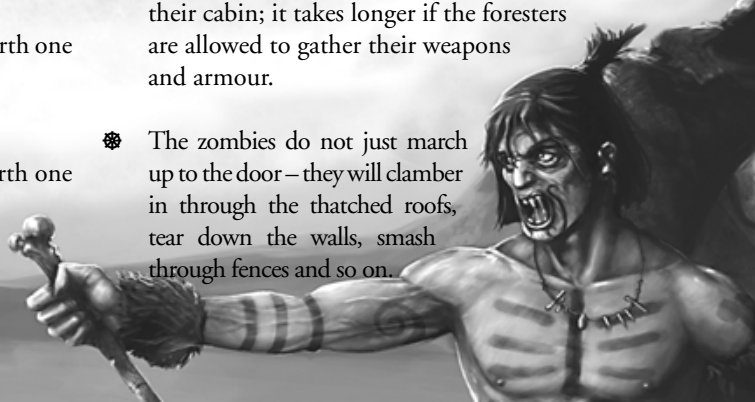
COMBAT!

- ☛ 1d4+2 cabins will be attacked while the adventurers are present. Roll 1d6 on the Zombie Table to determine the nature of the attacking force:

Roll	Zombies
1	Four lesser zombies
2	Four lesser zombies
3	Two lesser zombies, two average zombies
4	Four average zombies
5	Three lesser zombies, one greater zombie
6	Two average zombies, two greater zombies

- ☛ It takes 2d6 rounds for the families to wake and flee their cabin; it takes longer if the foresters are allowed to gather their weapons and armour.

- ☛ The zombies do not just march up to the door – they will clamber in through the thatched roofs, tear down the walls, smash through fences and so on.





Zombie Siege Table

Margin	Results	Aesir Strength	Zombie Strength
21+	Position Regained, +4 bonus to next round	+0	-5
16 to 20	Position Regained, +3 bonus to next round	+0	-3
10 to 15	Position Regained, +2 bonus to next round	-1	-3
5 to 9	+1 bonus to next round	-1	-2
1 to 4		-1	-1
0		-1	+0
-1 to -4		-2	+1
-5 to -9	Position Lost	-3	+1
-10 to -15	Position Lost	-4	+2
-16 to -20	Position Lost	-5	+2
-21+	Position Lost	-6	+3

- ☛ Zombie Aesir children are worth another Terror of the Unknown roll.

AT THE RING FORT

Finally, you arrive at Cneph Coalhair's ringfort. You hurry through the tents outside and hammer on the ice-covered gates. The guards recognise you and let you in and you race down the path to the central longhouse. There are dozens of people still sleeping within these walls.

King Cneph is waiting for you when you arrive. He gravely kneels before the priestess Irda.

'If you are safe, then the gods have not yet abandoned us. I can see by your faces that you bring dire news. Speak.'

Cneph takes the news that a zombie army is bearing down upon his fort with equanimity and orders his warriors to muster immediately. While he gathers his troops, he tells the characters to make whatever preparations they see fit for the defence of the fort.

Various preparations are worth Victory Points:

- ☛ Relighting the bonfires: +1 Victory Point
- ☛ Other anti-zombie preparations: +1 Victory Point
- ☛ Casting *ward dwelling* on the hall: +2 Victory Points

Irda the Hand: While the characters are preparing the fort for combat, Fist and Irda go off to a quiet place and have a long, detailed conversation, quite at odds

with Fist's normal childlike behaviour. If the characters try and eavesdrop, then Fist somehow senses their presence and has a fit before returning to his normal state.

THE SIEGE OF THE RINGFORT

Summary: The zombie horde attacks Cneph's ringfort and the characters have to fight to survive!

By this point, the characters should have 0 to 10 Victory Points (if they've earned more than 10 Victory Points, then reduce their total to 10 and give them 100xp per excess Victory Point). These Victory Points measure the state of the fort's preparations and strength – a totally unprepared and confused fort has 0 points, while a fortified and determined fort has the full 10 points.

The strength of both sides is measured as an abstract number. The Aesir start out at a Strength of 10; the zombies begin with Strength 15.

In each round of the battle, both sides roll 1d20 and add their Strength. The Aesir may add their Victory Point total and any modifiers from the adventurers' actions. The Aesir may also get a bonus from the defences, depending on where the current front line of the battle is.

After each round of battle, subtract the Zombies' result from the Aesirs' result and compare the results to the Zombie Siege table.

Position Lost: The Aesir are forced to retreat from their current front line. They can fall back any number of positions.



Position Regained: The Aesir can choose to retake ground and move forward to the next position.

The Aesir cannot be driven out of position 5, the central hall.

POSITIONS WITHIN THE RINGFORT

There are five positions within the ringfort, each of which offers a bonus to the Aesir's rolls.

Position	Bonus
1. Outside the walls	+0
2. Holding the wooden palisade	+4
3. In the marketplace	+0
4. Defending the central hall	+6
5. Fighting within the central hall	+2

EXAMPLE OF COMBAT

For example, the adventurers arrive with 4 Victory Points and the battle begins with the Aesir holding position 2, the wooden palisade surrounding the ringfort.

The Aesir roll a 6, +4 (Victory Points), +4 (the bonus from the walls) +10 (the Aesir's Strength) for a total of 24.

The zombies roll a 4, +15 (the zombie's Strength) for a total of 19. The Aesir win with a margin of +9. Checking the table, this reduces the strength of the Aesir by one and the zombies by 2 and gives the Aesir a +1 bonus next round.

Next round, the Aesir roll a 3, +4 (Victory Points), +4 (the walls) +9 (Strength) +1 (from last round) for a total of 21.

The zombies roll a 17, for a total of 30. They win by 9. The Aesir are driven back from the walls and lose 3 Strength. The zombies gain 1 Strength.

In the third round, the Aesir roll an 18, +4 (Victory Points), +0 (the market ground), +6 (Strength) for a total of 28.

The zombies roll a 7, +16 for a total of 23. The Aesir win by 5 once more.

WINNING THE BATTLE

There are two ways for the Aesir to win the battle.

Firstly, they can reduce the undead's Strength to 0. This represents the zombies being hacked apart by the Aesir warriors.

Secondly, they can survive 10 rounds of battle, which indicates they have managed to hold out until the zombies retreat in the face of Aesir reinforcements from the surrounding

countryside. The rising heat of the sun also destroys many of the undead.

LOSING THE BATTLE

If the Aesir are reduced to zero Strength, then there are only a handful of warriors still fighting. If the Aesir lose all their positions, they are reduced to fighting in the high hall of King Cneph and the ring fort is utterly lost to them.

In either case, the Aesir warriors have been defeated but the adventurers can still fight on, hacking their way out of the ringfort along with Cneph, Olaf and Irda.

EVENTS IN THE BATTLE

You can drop these events into the battle to give the players more to do but also encourage the players to come up with their own heroic deeds and plans to stop the zombies. A player who succeeds in helping the Aesir cause gives a +1 or +2 bonus to this round's battle roll, so a group of adventurers could give a large bonus if they all do something inspiring and heroic.

Again, roll on the zombie table to determine random opposition for the adventurers:

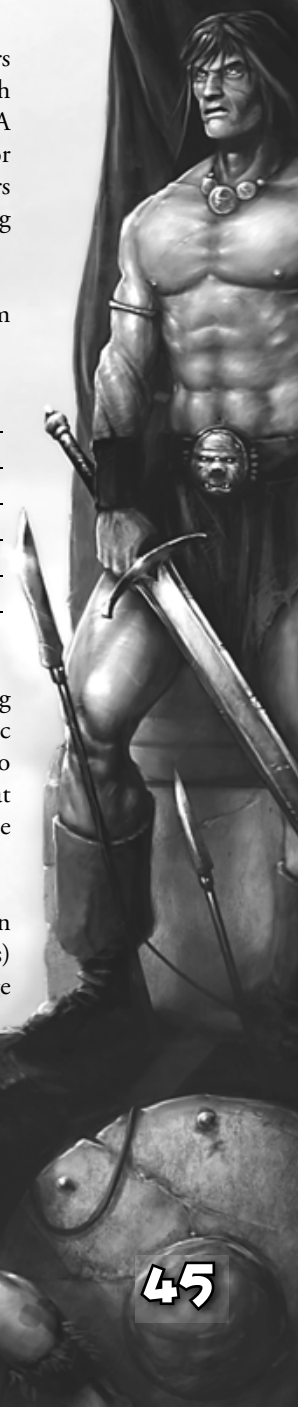
Roll	Zombies
1	Four lesser zombies
2	Four lesser zombies
3	Two lesser zombies, two average zombies
4	Four average zombies
5	Three lesser zombies, one greater zombie
6	Two average zombies, two greater zombies

Terror of the Unknown: The undead horrors are terrifying and unless the Aesir are rallied by a brave or charismatic hero, then many will flee the walls. If the characters do not rally the Aesir, then the Aesir lose 1d4+1 Strength at the start of the battle. This strength returns at a rate of one point per round, as warriors who fled the fight return.

The Gates Are Breached: This event happens when the Aesir are driven from the second position (the walls) for the first time. A group of six greater zombies charge towards the gate with a crude battering ram.

Unless stopped, the six zombies batter the wooden gate into splinters and a flood of lesser zombies rush in.

If the characters are able to stop this group of zombies from destroying the gate, then the Aesir have





a +2 bonus to their next battle roll. The zombies are still able to clamber through breaches in the wooden wall.

Into The Fray!: The character spots a large group of 3d6 lesser undead shambling towards the battle. If the adventurer dares, he can throw himself from a building or high wall into the midst of these monsters, laying waste to all around him. Destroying this unit of undead gives a +2 bonus to the Aesir's roll.

The Trapped Warrior: An adventurer spots an Aesir warrior who slew a particular large zombie but the undead horror has now toppled on top of the warrior, trapping him beneath its rotting bulk. Another three greater undead are approaching the trapped warrior – does the adventurer save him?

If the adventurer does rescue the Aesir man, he introduces himself as Tyr and swears that he owes the adventurer his life. Tyr is a serious, dour fellow with an intense glare but his honour is his life and he will follow the adventurer into the jaws of hell if asked.

The Burning Market: Once the zombies have breached the gates and swarmed into the ringfort, one of them will knock over a lamp and set something flammable on fire. If the adventurers ordered the bonfires to be lit, then some of the stupider zombies even walk straight into the roaring flames.

As the fires grow, the adventurers notice that the walking dead are afraid of fire. A character can use a burning torch to drive some zombies into the bonfire or away from the ringfort.

The Zombie Among The Peasants: The adventurer hears a scream, then sees a family of Aesir – a mother and her three children – being menaced by a greater zombie. The zombie has fixated on devouring the children, so the adventurer needs to bring the zombie down before it catches a child.

A Ravening Horde: The adventurer turns a corner and runs into a horde of undead (four greater undead, eight average, sixteen lesser). The horde starts shambling after him, hungrily. Only the bravest and most suicidal warrior would stay and fight against such odds – what does the adventurer do?

Clawing At The Doors: This event can happen when the adventurers are in a defensible place, such as at the gates or in Cneph's hall.

The undead start smashing through the door and only a strong adventurer can keep it sealed. This requires a series of opposed Strength tests between the zombies and the adventurer. If the adventurer wins three checks in a row, the zombies are driven back. If the zombies win three checks in a row, they break through. The complication is that the zombies can attack the adventurer each round, automatically inflicting some damage depending on the current state of the conflict:

Adventurer's Victories	Zombie Damage per round
2	1d6
1	2d6
0	2d6
-1	2d6
-2	3d6

Holding the door shut gives a +2 bonus to the Aesir's next battle roll.

Rorik Undead: If the adventurers did not destroy Rorik's corpse at the ruined Hyperborean tower, then Rorik shows up again during the siege. Rorik Undead is a slower and stronger foe in death than he was in life.

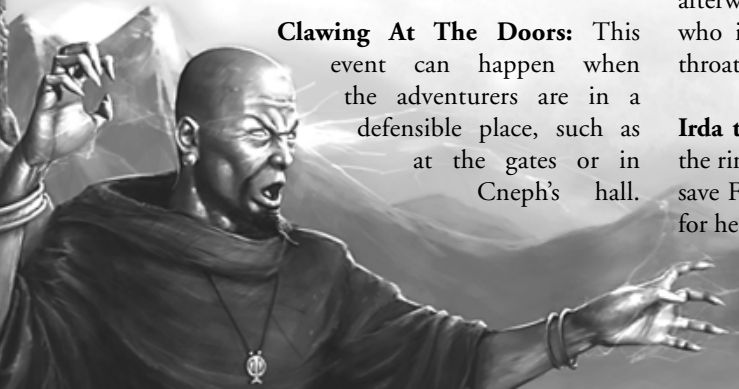
Rorik Undead is an excellent end-of-battle foe for the adventurers – killing him gives a +5 bonus to the Aesir's next battle roll. Ideally, have Rorik Undead smash his way into Cneph's hall and battle the adventurers there. For maximum dramatic irony, have him kill his son Geir (if Geir was captured by the Aesir).

Cneph the Hand: One of the adventurers notices Cneph ordering guards to open the gates of the hall. If questioned, Cneph roars that his warriors can hold the threshold and he will not cower in his hall behind closed doors while the walking dead devour his subjects!

Cneph's true goal here is to maximise the deaths in the ringfort, to feed his master Logri the Binder. By the end of the battle, the corpses are stacked six deep at the door of Cneph's hall.

Olaf the Hand: Olaf sneaks off during the fight. Soon afterwards, the zombies break through the gate. Adventurers who investigate later find two Vanir guards with their throats cut.

Irda the Hand: Irda gathers the women and children of the ringfort together in the hall and orders all the menfolk save Fist out of the room. Again, she is gathering victims for her master Logri.



AFTERMATH - AESIR VICTORY

The sun rises over a scene of carnage. Everywhere you look are twitching, hacked-apart limbs and cloven skulls, half-devoured bodies and pools of sticky blood, a kingdom for ravens and carrion birds. Still, you are victorious – the undead are defeated and you are still alive and Cneph's hall still stands.

Cneph sits on his throne, the Onyx Horn clasped in his hand. A bitter smile crosses his face.

'You who stood with me this night and saved my hall from the dead, you are my honoured kin and shall always be welcome at my table.'

The survivors of the battle cheer, a thin and ragged cry not celebrating victory but celebrating their very survival.

AFTERMATH - AESIR DEFEAT

You flee the ruined hall, pursued by a few undead. Cneph leads your ragged band of survivors to a mountain fortress named Urik's Retreat. Of the hundreds of warriors, foresters and peasants who thronged the ringfort a day ago, no more than two score Aesir struggle up the path to the Retreat.

Cneph growls at you. 'I will have revenge on whatever witch-man called up the dead! Revenge!'

THE QUEST BEGINS

Summary: Irda sends the adventurers to Mimir the Wise. The three potential Hands go their separate ways.

King Cneph calls for you later that day. Cneph, Irda and Olaf are waiting for you. The Onyx Horn lies on a table in front of them. Cneph orders his guards out of the room so you can speak privately.

'The dead were called up by some sorcerer or demon', says Irda sadly, 'and I fear that this fiend will continue to torment us until it is destroyed. All these began when the Onyx Horn was brought back from Vanenheim – the Horn is at the centre of this mystery.'

There is one man who can read this riddle – Mimir the Wise. He is a shaman and a diviner of great power. Bring the Horn to him.'

Cneph agrees that any clue to the identity of the villain who called up the dead must be sought. If the adventurers bring the Horn of Hrulf to this Mimir, he will reward them as best he can. Irda knows how to find Mimir – there is a river in the mountains, called the Frodja. Follow that river to its source and you will find Mimir the Wise.

Cneph the Hand: Cneph refuses to give up the horn, spending three nights staring at it by the fireside. On the third morning, he agrees that hunting for Mimir is the best course of action. He gives the leader of the adventures a golden bracelet, worth 2,000 sp. This armband signifies that the adventurers are honoured friends of King Cneph Coalhair.

Olaf the Hand: Olaf urges Cneph to give up the horn and volunteers to accompany the adventurers to the Frodja. En route, he spends several nights examining the horn, trying to decode the cryptic messages engraved on it.

Irda the Hand: Irda meditates over the horn for three days, then claims to have a vision of the future, foretelling doom for all Asgard if the Horn is not brought to Mimir. She gives the characters a crystal pendant, said to be a frozen tear of Atali herself that will bring good fortune.

THE SCATTERING

Cneph Coalhair remains at his hall, if it still stands. Otherwise, he stays at Urik's Retreat.

Irda declares that she will travel to the holy mountain of Atali's Spire, to pray for the gods' help.

Olaf One-Arm heads east, to the mining town of Rahut, to spend the silver given to him by Cneph as a reward for bringing back the Horn.

EXPERIENCE & VICTORY POINTS

Award the players Experience Points for the second half of the adventure according to the Hall of Heroes, Part II table. Experience points are awarded on an individual basis. Reset their Victory Point total to 0.

The Hall of Heroes, Part II

Event	Experience
Escaping from the marsh	250 XP
Per Victory Point earned	100 XP
Surviving the Battle at the Ringfort	750 XP
Saving Cneph's Hall	250 XP





MONSTERS & FOES

BANDITS

Medium Humanoid (1st level Nordheimer Barbarians)

Hit Dice: 1d10+2 (9 HP)

Initiative: +2

Speed: 30 ft.

Dodge Defence: 10

Parry Defence: 14 (+2 Buckler, +2 Strength)

DR: 5 (Leather Jerkin, Steel Cap)

Attack: +4 battleaxe (1d10+2/x3, AP6)

Full Attack: +4 battleaxe (1d10+2/x3, AP6)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +3, Ref +2, Will +0

Abilities: Str 14, Dex 10, Con 12, Int 8, Wis 10, Cha 11

Skills: Hide +3 (+1), Move Silently +3 (+1), Spot +3, Survival +5

Feats: Track, Toughness, Weapon Focus (axe)

Possessions: Leather Jerkin, Buckler, Battleaxe, provisions, fur cloak, 20 silvers.

These are desperate men, without the nobility and courage of the true Asgardian.

HEIMDAR THE BANDIT KING

Medium Humanoid (7th level Nordheimer Barbarians)

Hit Dice: 7d10+14 (60 HP)

Initiative: +2

Speed: 30 ft.

Dodge Defence: 18

Parry Defence: 20 (buckler)

DR: 5 (Leather Jerkin, Steel Cap)

Attack: +10 battleaxe (1d10+3/x3, AP7)

Full Attack: +10/+5 battleaxe (1d10+3/x3, AP7)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (no penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +2,

Uncanny Dodge (cannot be flatfooted)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +2, Ref +5, Will +5

Abilities: Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 11

Skills: Bluff +6, Climb +8, Intimidate +10, Hide +8 (+6),

Move Silently +8 (+6), Ride +8, Spot +6, Survival +8

Feats: Track, Endurance, Die Hard, Mobility, Leadership, Dodge, Combat Reflexes, Combat Expertise, No Honour

Reputation: Honourless Dog 15 (+2)

Possessions: Leather Jerkin, Buckler, Battleaxe, provisions, fur cloak, 200 silvers.

'I can always find more fools to die for me' he said lightly, 'but good steel is hard to find.'

AESIR GUARDS

Medium Humanoid (2nd level Nordheimer Barbarians)

Hit Dice: 2d10+2 (16 HP)

Initiative: +3

Speed: 30 ft.

Dodge Defence: 11

Parry Defence: 17 (+4 large shield, +2 strength, +1 parry)

DR: 6 (Mail Shirt, Steel Cap)

Attack: +4 Broadsword (1d10+3/19-20x2, AP5)

Full Attack: +4 Broadsword (1d10+3/19-20x2, AP5)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +4, Ref +3, Will +3

Abilities: Str 14, Dex 10, Con 12, Int 10, Wis 11, Cha 11

Skills: Climb +6 (+1), Hide +2 (+0), Move Silently +2 (+0), Spot +4, Survival +6

Feats: Track, Parry, Weapon Focus (broadsword)

Possessions: Mail Shirt, Large Steel Shield, Steel Cap, Broadsword, provisions, fur cloak, 20 silvers.

Code of Honour: Barbaric

Some of the guards cover their hair in coal dust, to honour their king.

VANIR AMBUSHERS

Medium Humanoid (2nd level Nordheimer Barbarians/3rd level thief)

Hit Dice: 2d10+5+3d8 (30 HP)

Initiative: +6

Speed: 30 ft.

Dodge Defence: 16

Parry Defence: 12



DR: 3 (Quilted Jerkin)

Attack: +7 Short Sword (1d6+1/19-20x2, AP1 finesse)
Full Attack: +7 Short Sword (1d6+1/19-20x2, AP1 finesse), +7 Poinard (1d6/19-20x2, AP1 finesse)
Special Attacks: +1 racial damage bonus to sword attacks, Sneak Attack (2d6/2d8, +1d8 with Light-Footed), Sneak Attack Style (Short Sword)

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Disarming, Trap Sense +1

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 12, Dex 16, Con 12, Int 10, Wis 13, Cha 12

Skills: Balance +7, Bluff +8, Climb +5, Disguise +7, Hide +10 Move Silently +10, Survival +5, Spot +5, Tumble +6

Feats: Track, Eyes of the Cat, Improved Trip, Light-Footed, Quick Draw

Possessions: Short sword, poniard, quilted jerkin
'Die' hissed the killer and suddenly there were blades in his hand.

VANIR THIEF

Medium Humanoid (2nd level Nordheimer Barbarians/5th level thief)

Hit Dice: 2d10+7+5d6 (42 HP)

Initiative: +7

Speed: 30 ft.

Dodge Defence: 17

Parry Defence: 13

DR: 3 (Quilted Jerkin)

Attack: +8 Short Sword (1d6+1/19-20x2, AP1 finesse)
Full Attack: +8 Short Sword (1d6+1/19-20x2, AP1 finesse)
Special Attacks: +1 racial damage bonus to sword attacks, Sneak Attack (3d6/3d8, +1d8 with Light-Footed), Sneak Attack Style (Short Sword)

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Disarming, Trap Sense +1

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 12, Dex 16, Con 12, Int 10, Wis 13, Cha 12

Skills: Balance +7, Bluff +8, Climb +9, Disguise +7, Hide +10 Move Silently +10, Jump +7, Survival +5, Spot +5, Tumble +8

Feats: Track, Eyes of the Cat, Run, Light-Footed, Acrobatics, Fleet-Footed, Mobility

Possessions: Short sword, poniard, quilted jerkin
The thief fled into the night like a ghost.

GEIR RORIKSON

Medium Humanoid (2nd level Nordheimer Barbarian)

Hit Dice: 2d10+4 (17 HP)

Initiative: +2

Speed: 30 ft.

Dodge Defence: 10

Parry Defence: 16 (Large Shield)

DR: 6 (Mail Shirt, Steel Cap)

Attack: +4 Broadsword (1d10+2/19-20x2, AP4)

Full Attack: +4 Broadsword (1d10+2/19-20x2, AP4)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist.

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +5, Ref +2, Will +0

Abilities: Str 13, Dex 9, Con 15, Int 8, Wis 10, Cha 11

Skills: Hide +4 (+0), Listen +4, Move Silently +4 (+0), Survival +6, Spot +4

Feats: Track, Parry, Weapon Focus (sword)

Possessions: Mail Shirt, Large Shield, Broadsword, provisions, fur cloak, 10 silvers.

VANIR MESSENGER

Medium Humanoid (3rd level Nordheimer Barbarian)

Hit Dice: 3d10+6 (26 HP)

Initiative: +2

Speed: 30 ft.

Dodge Defence: 13

Parry Defence: 15

DR: 5 (Leather Jerkin, Steel Cap)

Attack: +6 battleaxe (1d10+6/x3, AP7)

Full Attack: +6 battleaxe (1d10+6/x3, AP7)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +1

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +5, Ref +4, Will +1

Abilities: Str 17, Dex 14, Con 15, Int 8, Wis 10, Cha 11

Skills: Hide +5 (+3), Listen +5, Knowledge (local) +2, Move Silently +5 (+3), Survival +4, Spot +6, Ride +6 (+4)



Feats: Track, Power Attack, Endurance, Ride-By Attack Mounted Combat

Possessions: Leather Jerkin, Buckler, Battleaxe, provisions, fur cloak, 10 silvers.

HOG

Medium Humanoid (3rd level Nordheimer Borderer)

Hit Dice: 3d10 (26 HP)

Initiative: +3

Speed: 30 ft.

Dodge Defence: 13

Parry Defence: 13

DR: 4 (Leather Jerkin)

Attack: +5 broadsword (1d10+3/x3, AP5), +5 hunting bow (1d8/x2, AP1)

Full Attack: +5 battleaxe (1d10+3/x3, AP5), +5 hunting bow (1d8/x2, AP1)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Favoured Terrain (forests), Combat Style (archery)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +3, Ref +3, Will +0

Abilities: Str 14, Dex 14, Con 15, Int 12, Wis 14, Cha 8

Skills: Climb +6 (+5), Hide +6 (+5), Knowledge (local) +5, Knowledge (nature) +7, Move Silently +6 (+5), Search +5, Spot +6, Survival +6

Feats: Track, Endurance, Rapid Shot, Point Blank Shot, Precise Shot

Possessions: Leather Jerkin, Broadsword, Hunting Bow, 60 arrows, provisions, fur cloak, 10 silvers.

SVANA

Medium Humanoid (2nd level Nordheimer Barbarian)

Hit Dice: 2d10+4 (17 HP)

Initiative: +5

Speed: 30 ft.

Dodge Defence: 14

Parry Defence: 11

DR: 4 (Leather Jerkin)

Attack: +4 dagger (1d4+1/19-20x2, AP1 finesse)

Full Attack: +4 dagger (1d4+1/19-20x2, AP1 finesse)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist.

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 10, Wis 13, Cha 16

Skills: Craft (herbalism) +2, Hide +6 (+5), Listen +5, Move Silently +6 (+5), Survival +5, Spot +7

Feats: Track, Dodge, Alertness

Possessions: Leather Jerkin, Dagger, provisions, fur cloak, 10 silvers.

RORIK'S ELITE

Medium Humanoid (4th level Nordheimer Barbarians)

Hit Dice: 4d10+8 (40 HP)

Initiative: +5

Speed: 30 ft.

Dodge Defence: 14

Parry Defence: 19 (Large Shield)

DR: 6 (Mail Shirt, Steel Cap)

Attack: +8 battleaxe (1d10+4/x3, AP8)

Full Attack: +8 battleaxe (1d10+4/x3, AP8)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +1, Uncanny Dodge (can dodge or parry when flatfooted or facing invisible foes)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 19, Dex 13, Con 15, Int 8, Wis 10, Cha 11

Skills: Hide +4 (+0), Listen +5, Knowledge (local) +2, Move Silently +4 (+0), Survival +8, Spot +6, Ride +4 (+0)

Feats: Track, Power Attack, Endurance, Weapon Focus (axe), Mobility

Possessions: Mail Shirt, Steel Cap, Battleaxe, provisions, fur cloak, 50 silvers.

LESSER WALKING DEAD

Medium Undead

Hit Dice: 1d12+1 (8 hp)

Initiative: +0 (-1 Dex, +1 Reflex)

Speed: 20 ft.

Dodge Defence: 10 (-1 Dex, +1 natural)



Base Attack/Grapple: +1/+4
Attack: Unarmed +3 (1d6+3)
Full Attack: Unarmed +3 (1d6+3)
Space/Reach: 5 ft. (1)/5 ft. (1)

Special Qualities: Undead, Limp Stumble
Saves: Fort +0, Ref +0, Will +0
Abilities: Str 17, Dex 8, Con -, Int -, Wis 10, Cha 1
Feats: Brawl, Toughness

Limp Stumble: The risen dead are highly ineffective in combat and indeed everything else. All that they do is characterised by slowness, clumsiness and brainlessness. Each round, they may take either a standard action or a move action but not both.

WALKING DEAD

Medium Undead
Hit Dice: 3d12+3 (22 hp)
Initiative: +0 (-1 Dex, +1 Reflex)

Speed: 20 ft.
Dodge Defence: 10 (-1 Dex, +1 natural)

Base Attack/Grapple: +1/+4
Attack: Unarmed +4 (1d6+3)
Full Attack: Unarmed +4 (1d6+3)
Space/Reach: 5 ft. (1)/5 ft. (1)

Special Qualities: Undead, Limp Stumble
Saves: Fort +1, Ref +0, Will +3
Abilities: Str 17, Dex 8, Con -, Int -, Wis 10, Cha 1
Feats: Brawl, Toughness

Limp Stumble: The risen dead are highly ineffective in combat and indeed everything else. All that they do is characterised by slowness, clumsiness, and brainlessness. Each round, they may take either a standard action or a move action but not both.

GREATER WALKING DEAD

Medium Undead
Hit Dice: 6d12+6 (44 hp)
Initiative: +0 (-1 Dex, +1 Reflex)

Speed: 20 ft.
Dodge Defence: 10 (-1 Dex, +1 natural)
DR: 5

Base Attack/Grapple: +3/+10
Attack: Unarmed +10 (1d6+7)
Full Attack: Two unarmed attacks +10 (1d6+7)
Space/Reach: 5 ft. (1)/5 ft. (1)
Special Attacks: Crush

Special Qualities: Undead
Saves: Fort +6, Ref +0, Will +3
Abilities: Str 25, Dex 8, Con -, Int -, Wis 10, Cha 1
Feats: Brawl, Toughness, Power Attack

Crush: If a greater walking dead hits the same target with both attacks when doing a full attack, it may also crush that foe for an extra 2d6 damage.

UNDEAD RORIK HODDERSON

Medium Undead
Hit Dice: 10d12+10 (90 HP)
Initiative: +5

Speed: 20 ft.
Dodge Defence: 11
DR: 12 (Mail shirt and breastplate +8, great helm +2, natural +2)

Attack: +15 claw (1d6+10, AP10)
Full Attack: +15/+15/+10 claws (1d6+10, AP10)
Special Attacks: Crush

Special Qualities: Undead
Space/Reach: 5 ft. (1)/5 ft. (1)
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 30, Dex 10, Con -, Int -, Wis 10, Cha 1
Feats: Endurance, Die Hard, Power Attack, Cleave
Possessions: Mail shirt, breastplate, steel cap, 2,500 sp in hacksilver and gold.

Crush: If Rorik hits the same foe with two melee attacks in round when making a full attack, he may crush that foe for an extra 3d6 damage.





Tale of Shadows

FORESHADOWINGS

- ✿ Finding Mimir the Wise
- ✿ Nearly drowning
- ✿ Uncovering an arcane secret
- ✿ Cursing the name of sorcerers
- ✿ Sliding down a mountain
- ✿ Solving a puzzle

HOWL OF THE WITCH

Summary: The adventurers meet Mimir's apprentice, who suggests they turn back.

The people of Asgard call it the Witchwind. Here, in the sheltered foothills of the Eiglophians, you should be protected from the worst of the weather and certainly the gales of Vanabeim, the blizzards of northern Asgard and the dull grey storms of Cimmeria are rarely felt here. There is only the howling of the witchwind, a bitterly cold wind that snakes through the valleys and flays exposed flesh with whips of frost. The endless keening of the wind can drive a man mad.

Perhaps you have already gone mad, because you suddenly see a child of no more than ten sitting on the far side of this little valley. He was not there a moment ago.

The child's name is Egba. He is dressed in a loin-cloth and nothing more despite the howling wind. He has the sandy blonde hair of an Aesir child from this region but his eyes are an unusual dark grey colour and he is tattooed with runes on his arms and chest. He also has a golden bracelet of twining snakes on his right arm.

The characters will also not realise this for some time



but Egba is a ghost, trapped by Mimir's sorcery and bound to serve the shaman.

Egba greets the adventurers (and Olaf, if Olaf is the Hand) with a merry grin and introduces himself as Mimir's apprentice. 'My master lives at the source of the river Frodja but he is not receiving guests! Perhaps I, his apprentice, can assist you. Do you seek love potions or charms against sickness?' He spreads a blanket on the rock next to him, revealing an assortment of little clay amulets and bottles.

If the characters say that they are looking for Mimir or want help understanding the Onyx Horn or stopping the undead, then Egba interrupts them and says 'ah, so it's a hunting blessing you want.' He gestures and a magnificent elk steps around a rock, well within bowshot.

If the characters reject the offer of hunting, then Egba frowns. 'Ah, then it's a killing curse you want, no doubt. Come closer, I'll bless your swords so that they never break

and always deal mortal blows.' If they reject that, then Egba says 'well, there's nothing left but gold.' He reaches down and scrapes one of the clay amulets off the rock, revealing that it is made of gold covered in clay. It is worth 100 silvers.

If the characters reject this final offer, then Egba says 'there's nothing left but wisdom. Follow the river to my master's home. I can offer you help on the way – do you want a pretty stone, a true thing, or a child's toy?'

A Pretty Stone: This is a small piece of polished amber, just big enough to fit over a man's eye. A character looking through the amber can see the bears in the forest (see *The Ghost Bears*, below).

A True Thing: Egba says 'it is better to be blind than dead; dead men do no deeds.' This advice will help the characters in *The Cave of Blind Men*.

A Child's Toy: Egba gives the characters a model of a small wooden boat, complete with little straw figures for crew. Notably, the keel is made of metal and is in fact a lodestone, so it can be used as a compass.

FOOLISH ADVENTURERS

If an adventurer accepts one of Egba's earlier gifts, they have turned from the path of wisdom. They can still follow the river up to Mimir's lair but are not given the choice of Egba's help.

ALONG THE FRODJA RIVER

'If you are determined to find my master, then follow the river' says Egba. He snaps his fingers, and vanishes. Over the next rise, you find a narrow canyon containing an icy river. At the source of the river, you will find Mimir the Wise.

Olaf the Hand: If Olaf is the Hand, he bids farewell to the characters at this point. He claims to hate sorcery in all its forms, and wants to seek his fortune elsewhere. He gives the characters a good-luck charm at this point – a finger from his lost hand, mummified and hung from a chain.

THE GHOST IN THE RIVER

Summary: As the adventurers travel along the river, they discover that Mimir's domain is a strange and eerie one.

You follow the fast-flowing Frodja river up into the mountains. The river winds its way through a stony canyon and you can hear the thunder of a waterfall

just ahead. As you pass under a stunted tree growing from the side of the canyon, you notice something curious hanging from its branches.

Climbing up to the stunted tree requires a Climb check at DC20 – it's about 40 feet up the canyon wall. The adventurer has to climb out along the tree to reach the object. The object hanging from the tree is a tangle of thread, feathers and leather strips and resembles a dreamcatcher – a successful Knowledge (arcane) check (DC20) identifies it as a ghost trap, a magical talisman used by the shamans of the Picts to catch spirits in their forests.

If a character disturbs the ghost trap, the witchwind picks up and howls down the canyon, causing the tree to creak alarmingly and sway from side to side. Breaking the ghost trap causes a sudden burst of wind that pulls the tree out of the wall and sends the character plummeting forty feet down into the river (3d6 damage).

THE WATERFALL

At the base of the waterfall is a pool. The path leads around the pool and up a stairs cut into the rock.

As the characters approach the stairs, the water in the pool begins to boil and churn. A figure rises out of the pool, a naked woman made of flowing water and ice. Her liquid skin glistens as she reaches for the nearest adventurer. 'Kiss me' she says hungrily.

Call for Spot checks (DC25) at this point. Anyone who succeeds notices something lying at the bottom of the pool. It is in fact a woman's skeleton, wrapped in a burial shawl.

Weapons are of no use against the water-nymph – they pass through her liquid body harmlessly. If the nymph touches an adventurer's flesh, then she drains blood and substance from him. His blood diffuses through the nymph's body in red spiderwebs, turning her from translucent to faintly pink. As she continues to drain blood, she becomes more and more solid. Once the nymph has drained enough hit points, she becomes solid enough to hit with weapons – see the Ghost Nymph statistics on page 76.

There are three ways to deal with the nymph. Firstly, if she drains an adventurer to death, then she becomes solid enough to pick up her victim's body and carry it down into the pool. She places the body next to her own corpse, then vanishes.



Secondly, the adventurers can slay her with a lucky blow or a damaging spell.

Thirdly, if an adventurer swims down into the icy pool, he can recover the ghost's corpse from the waters. Destroying the corpse or burying it properly lays the ghost to rest.

THE GHOST BEARS

Summary: The adventurers encounter Mimir's defences – a pack of fearsome spectral bears.

The path from the top of the waterfall leads through a small forest. You can see several small charms hanging from the trees.

The small charms are largely identical to the charm hanging from the tree in the canyon – these are more ghost traps.

Call for Survival or Knowledge (nature) checks (DC10) as the characters walk through the forest. Those who succeed notice a strong smell of bear urine near the trees.

As the adventurers continue through the forest, they hear breathing and the sound of large animals moving through the trees. Call for a Spot check (DC20) – a character who succeeds sees a large bear-print appear in the snow near the adventurers, then another and another. The ghost bears are closing in.

There is one ghost bear per player character. These spirits are hungry, savage and invisible.

Suddenly, something slashes you across the chest. You catch a momentary glimpse of a bear claw and feel hot breath on your face but there nothing there!

Combat!

☛ The bears are invisible and immaterial but still leave tracks on the ground. They can walk through solid objects, including the adventurers and use this ability to position themselves for maximum damage.

☛ See the Invisibility rules on page 350 of the *Conan* rulebook. Notably, attacks on the bears have a 50% miss chance.

☛ The bears become solid before they hit a foe and remain solid for a few seconds after each blow. A

character can ready an action to hit a bear when it makes an attack or attack a bear that is crushing another adventurer.

☛ The amber gemstone given by Egba allows an adventurer to see the bears and to attack them normally.

☛ Characters can also attack the ghost traps that hold the bear spirits. Hitting a ghost trap requires an attack against a Dodge Defence of 14. Each trap has 10 Hit Points. There is one ghost trap per bear; destroying a ghost trap banishes the ghost bear. The traps are scattered throughout the forest.

THE CAVE OF BLIND MEN

Summary: The adventurers pass through a cave, where trusting the blind man to guide them is less perilous than trying to take a seemingly clear path.

The river cascades down another waterfall and there does not seem to be any way up. The cliffs here are sheer and covered with slick ice. At the base of the waterfall, though, you see a cave. Perhaps there's a passage to the top through there.

If a character really wants to try climbing the cliff, it is DC35. Failing means he falls and takes 2d6 damage.

Entering the cave, it takes your eyes a moment to adjust to the darkness. Far above you, you can see a small outline of light – there is indeed another opening at the top of the cliff, accessible via this cave. You can hear movement off in the depths of the cavern and you notice a rope strung from the rock nearest the entrance. The rope snakes off into the shadows.

A few moments after the characters arrive, a figure emerges from the darkness and approaches them, his hand fumbling along the rope. He is a filthy little man, obviously blind. (If the characters killed Blind Hod in Jormansgalt, then the figure is Blind Hod's ghost, caught by Mimir the Wise). He introduces himself as Mimir's Doorwarden and says that he will guide the adventurers through the cave for a fee of 50 silver pieces each.

If the adventures agree to pay the Doorwarden, he turns and starts feeling his way along the rope, moving painfully slowly. It is painfully obvious to the adventurers that there is a much faster way through the cave – instead of zig-zagging, they can just climb up the slope to the upper entrance.

If a character climbs, he risks falling into one of the hidden pit traps that are dotted throughout this cave. A Search



check (DC20) lets the character notice a trap if he is looking for one; otherwise, he must make a Reflex save (DC25) to avoid falling in. The pits are each thirty feet deep (3d6 damage) but are lined with six stakes. 1d6 stakes hit the character, each of which deals 2d10 damage, AP3.

RIDERS ON THE WITCHWIND

Summary: The adventurers fight flying undead on the mountainside.

Emerging from the cave, you find yourselves on a snowy mountainside. The Frodja is little more than a stream now, dancing over the icy rocks. It begins to rain, an icy torrent that sends chill fingers of water running down your spine.

The slope is steeper here, requiring Climb or Balance checks at DC10 to keep moving. The characters can see a standing stone at the top of the slope, marked with runes.

Before the adventurers reach this marker, though, they are attacked by more of Logri's minions. These Skull-Faces of the Air were drawn by the talisman given to the adventurers by the hand (Olaf's finger, Cneph's armband or Irdá's crystal tear). They are flying undead monsters, horrors that look like a leering human skull atop a black whirlwind of rags and bone.

Combat!

- ✦ There is one Skull-Face of the Air per adventurer, plus another one.
- ✦ The Skull-Faces of the Air attack by swooping down from the stormy skies overhead and slashing at the adventurers with bony claws. They use their Fly-By Attack feat to swoop down, strike, then fly up again.
- ✦ The high winds and rain give a -2 penalty to missile attacks.
- ✦ If an adventurer can be separated from the rest of the group, then a pair of Skull-Faces of the Air fly down and try to grab the adventurer. If they succeed in grappling him, they lift him up into the air and drop him from a great height. The undead fly up and out from the mountain's slope for three rounds. On the first round, the damage from the fall is 3d6; on the second, 6d6 and on the third, 9d6. If one of the two horrors holding the character is slain or the character escapes the grapple, he falls and takes the listed damage.

✦ The Skull-Faces of the Air will not attack the character carrying the Hand's token but do not make this obvious.

✦ The Skull-Faces of the Air fly off as soon as half their number has been slain or when they have killed all the adventurers except the Hand's token or if the adventurers flee up the hill towards Mimir past the standing stone.

THE IMPOSSIBLE GULF

Summary: The adventurers come to the last of Mimir's defences – an illusion of a perilous ocean, dotted with weird islands.

You crest the slope and come to an impossible sight.

Beyond the standing stone, there is a wide and storm-tossed sea. As far as your eyes can reach, there stretches an expanse of stormy grey water, an ocean cupped by mountains, water as wide as the inland sea of the Vilayet in the east. Lying on its side just ahead is a fishing boat, large enough to carry all of you.

If a character examines the standing stone, the runes on it read 'Mimir dwells seven steps south and 12 steps east of this stone'.

Knowledge (geography) DC5 confirms what every character should know – that there is no such ocean in the Eiglophian mountains. A Knowledge (arcana) check at DC15 suggests that this might be an illusion or possibly the adventurers have crossed over into some otherworld or dream realm; either way, nothing can be trusted.

There appears to be no choices other than heading back to the mountain or righting the ship and sailing out onto this impossible sea. It is easy to make the boat seaworthy once more but navigating it across the ocean requires a Survival check (DC30). Using the model boat/lodestone given by Egba as a compass gives a +10 bonus to this survival check.

If the characters fail this Survival check, they end up at the wrong island. After exploring and surviving the challenges of the island, they can try another Survival check, ending up at an even more hostile island if they fail. If the adventurers pass a Survival check, they arrive at Mimir's isle.



Survival Checks Failed	Island
1	The Island of Statues
2	The Island of Thorns
3	The Worldworm
4	The Maelstrom
5	Mimir's Isle

OTHER SOLUTIONS

The impossible ocean is an illusory barrier and does not actually exist in the real world. A character that walks into the ocean and makes a successful Will save at DC30 can pass through the barrier and arrive at Mimir's Isle that way. Alternatively, a *warding* spell cast against Mimir's magic attack roll of 1d20 can breach the spell, opening the way to Mimir's Isle.

THE ISLAND OF STATUES

You come to a small island, barren of any greenery. Strange statues leer at you from the shore.

The statues resemble carvings of human heads of all types – Hyboreans for the most part but easterners like the folk of Hyrkania or even Khitai, brutes from the Black Kingdoms, even bestial Picts. The statues are evenly divided between men and women and there are even some children.

The statues are part of Mimir's ghost collection. As the adventurers explore the island, they hear a different voice whispering from the mouth of each statue. The trapped ghosts are not very intelligent and just moan about whatever killed them, their unfinished business, the untrustworthiness of merchants in the bazaar, the famine the gods cursed them with or 100 other incomprehensible things in a hundred languages. The one thing they all agree on is that Mimir is a very powerful sorcerer but he does not dwell here.

THE ISLAND OF THORNS

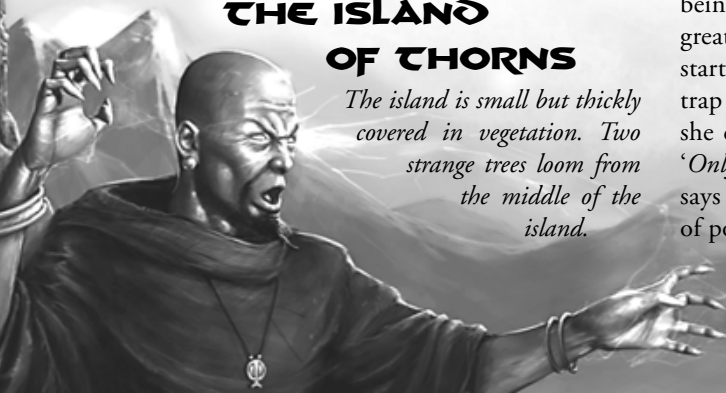
The island is small but thickly covered in vegetation. Two strange trees loom from the middle of the island.



When the characters land, they discover that the island's undergrowth is thick with sharp and iron-hard thorns. Moving through the forest requires three Survival or Escape Artist check at DCs 15, 20 and 25. Each failed check means the character takes 2d6 damage, AP4 from the thorn bushes.

The two tall trees at the centre of the island have a ghost trap strung between them. The ghost trap is a much bigger version of the smaller ones the characters saw in the forest of ghost bears. When the characters approach the trap, a voice says '*Mimir is not here.*'

This trap contains the shade of an old rival of Mimir, a witch named Nud. The two sorcerers fought a lengthy magical conflict two hundred years ago, until Nud died of old age and Mimir caught her soul. Nud is quite used to being trapped in Mimir's spell and can tell the characters a great deal about Mimir. She cautions the characters at the start of their conversation that they must not damage the trap that holds her – doing so would free her spirit and she does not believe that anything exists beyond death. '*Only the mightiest sorcerers can endure beyond death*' she says and reflects sadly that she never managed such a level of power.



Some likely questions for Nud include:

Where's Mimir? Mimir is at home in his cave. It is not far. You should keep going.

Is this sea real? Nothing is real, child. Everything is just a shadow in your thoughts.

Who is Mimir? A catcher of ghosts. He is not wise at all, you know. He just repeats the whispered tales of ghosts, caught in his traps.

What's a ghost trap? This is a ghost trap. It catches ghosts before they cross over to death's kingdoms. Most of Mimir's ghosts are little ones, dead animals and common folk and the like. It takes a big ghost trap to catch a big ghost.

Nud will happily chat to the adventurers for as long as they wish but the old witch knows little else of use.

THE WORLDWORM

The next island you come to is a series of sandbars. The largest sandbar is marked by a few rocks and plants. In the distance, you see spray from waves hitting a submerged reef.

The 'series of sandbars' are humps on a sleeping sea monster's back. The 'spray' is the monster's breath.

If the characters land or get close to the sandbar, then the monster awakens.

The sea churns and the sandbars shiver and quake. The sand sloughs off, revealing humps of black scaly flesh beneath. A huge dragon, its head as big as your ship, rises from the ocean and turns its baleful serpent glare upon you. It roars and your sails nearly snap in the hurricane of its rage. You have woken the worldworm, the serpent that sleeps beneath the sea in Nordheimer legend.

And it's hungry.

If the characters flee the worldworm, then they will run straight into the maelstrom (see below).

If they fight the world-worm, then they face a very difficult battle. The worldworm attacks by bringing its head down and biting or thrashing with its tail, so the characters will have to ready attacks or take attacks of opportunity as the monster comes within reach.

- ❖ Characters can jump from the ship onto the worldworm's head or neck. The creature will use its thrash attack if there are foes clinging to it, in an attempt to dislodge them.

- ❖ If the worldworm makes a bite attack on a character, that character can attempt to jam the monster's jaws open with a weapon or a spar from the boat. This requires a successful melee attack against the worm's Dodge defence+4. If its jaws are jammed open, then the worm cannot attack again until it makes a Strength check at DC30. When it succeeds in this check, it takes damage equal to three times the weapon's maximum damage (assume that a spar of wood does 1d8 damage).

- ❖ If the worldworm attacks the boat, then the boat has 100hp Hit Points and DR Hardness 5 (see *The Pirate Isles* sourcebook for more details). If the boat is sunk, then the characters can survive by clinging to flotsam. The worm will eat one of the swimmers, then sink back into the depths.

SLAIN BY THE WORLDWORM

Characters killed by the worldworm or the maelstrom are not necessarily dead – this whole impossible sea is an illusion, after all. 'Dead' characters will have their souls caught by one of Mimir's ghost traps. Once the other characters reach Mimir and convince him to aid them, then Mimir can reunite the trapped soul with the dying body of the slain character.

THE MAELSTROM

A current seizes your boat, and you begin to pick up speed. Ahead, you see a dark patch of sea speckled with white wavecrests, a swirling vortex that is growing in speed and strength. Almost before you realise it, the Maelstrom is upon you!

The maelstrom is a huge whirlpool that draws ships down into the depths of the ocean and its fierce currents are about to pull the adventurers' ship down. Sailing across the maelstrom requires great strength and skill. Each round that the characters are in the maelstrom, they must succeed in at least one Use Rope check (adjusting the sails) and one Strength check (holding the tiller). Only one character can make the check for the tiller but any number of characters can attempt the Use rope check. The DC for these checks varies depending on the characters' location within the Maelstrom.



If the characters fail one check, the boat takes 1d6 points of damage. If they fail both checks, the boat takes 1d6 points of damage and is draw one step closer to the centre of the maelstrom.

preferring to remain here in his mountain fastness, consorting with spirits and ghosts. He stays neutral in all things, taking no stand and remaining aloof from all things. He has no interest in helping others but the adventurers

DC15	DC15	DC15	DC15	DC20	DC15	DC15	DC15
DC15	DC20	DC20	DC30	DC15	DC20	DC20	DC15
DC15	DC20	DC30	DC30	DC30	DC15	DC20	DC15
DC15	DC20	DC30	DC35	DC35	DC30	DC15	DC20
DC15	DC20	DC30	DC35	DC35	DC30	DC15	DC20
DC15	DC20	DC20	DC30	DC30	DC15	DC20	DC15
DC15	DC20	DC20	DC20	DC15	DC20	DC20	DC15
DC15	DC15	DC15	DC15*	DC30	DC15	DC15	DC15

The boat starts at the square marked with an *. Each round, one character may make a Wisdom check at DC15 to determine the best course through the maelstrom – if successful, the character knows the DC of the three squares ahead of the boat. As can be seen, there is an easy path through the maelstrom, if the characters can stick to it.

MIMIR'S ISLE

Summary: The adventurers arrive at Mimir's home and must convince the crotchety old sage to aid them.

The last grasp of the maelstrom lets go of your ship and you sail across a crystal blue ocean. Ahead, you see shining white mountain peaks. The mountains grow and grow, until they loom over you, impossibly large. They make your ship seem like a toy and this ocean seem like a little pool... and suddenly, your perspective shifts and you realise that your ship is a toy and that the ocean is just a pool of icy water. You are standing on the mountainside. Behind you, you see a few clay pots nestled among a thorn bushes.

Ahead, you see a cave. A heavy blanket hangs across the entrance. A small fire burns outside and a rack of meat hangs above it, slowly cooking. Baskets, sacks and all manner of junk lie stacked near the cave entrance.

A man emerges from the cave. He is dressed in a heavy mantle of fur and wears a pair of horns like a crown. He is very old, but moves with the spryness and quickness of a much younger man. His eyes are keen and wise.

He sniffs the air and says 'I am Mimir. What is it you want of the ghost-catcher?'

Mimir the Wise is a canny old sorcerer. He has little interest in the affairs of mortal men,

have made it through his defences and therefore must be at least worth talking to.

Playing Mimir: You are hundreds of years old and you have survived this long only because you pretend to be a lot wiser than you actually are. You are half charlatan and half genuine sorcerer. You rely on your ghosts for wisdom but you know that they lie to you. You don't trust the adventurers – there is a good chance that anyone who has made it through your defences is here to murder you.

If the characters show him the Onyx Horn, then he recognises it as the Onyx Horn of Hrulf. *'Aye, I've heard of that horn. It was made by Hrulf, an escaped slave from Hyperborea. He was one of those who defeated Logri the Binder in the Year of Empty Graves. Hmm... those marks on it look familiar. Let me examine it.'*

As Mimir studies the horn, he demands the characters tell him their tale. He is disturbed by their mention of the risen dead in connection with the horn and says that it may be the doing of Logri the Binder, a powerful necromancer of Hyperborea long thought dead. Mimir goes into his cave and retrieves a dusty old clay jar.

'I am a ghost-catcher. No doubt you've seen my traps scattered on the mountainside. Ghosts know many things, so I catch them in my traps and keep them in jars. A long time ago, when I was a young man, I caught a ghost from Hyperborean, and it told me a strange tale.'

Mimir takes the jar and opens it a crack, inhaling whatever is within. He then exhales into the fire in front of the characters. Ash and spark fly into their eyes and they see a vision...

EXPERIENCE POINTS

Award the players Experience Points for the first half of the adventure according to A Tale of Shadows, Part I table. Experience points are awarded on an individual basis.



A Tale of Shadows, Part I

Event	Experience
Roleplaying with Egba	100 XP
Getting past the Nymph	250 XP
Per ghost bear slain	100 XP
Surviving the Cave of Dead Men	50 XP
Surviving the Skull-Faces of the Air	250 XP
Crossing the Impossible Gulf	250 XP
Slaying the World-Worm	500 XP
Convincing Mimir to help them	250 XP

SHADOWS IN THE FIRE

In this section of the adventure, the players do not play their own player characters. Instead, they play the Hyperborean slaves who defeated Logri the Binder the first time. There are five pregenerated Hyperborean adventures:

- ❖ **Hrulf the Barbarian**, a Cimmerian slave. Hrulf *must* survive this flashback sequence for the adventure to make sense.
- ❖ **Oruxa the Thief**, a Zamoran burglar and assassin and **Orchana the Temptress**, twin sister of Oruxa. They are out to win their freedom.
- ❖ **Halbad the Borderer**, a Brythunian trapper. He is looking for his daughter Hama, who has been taken by Logri the Binder. Hama has gone with Logri to the city of Skolja.
- ❖ **Tiw the Soldier**, a Hyperborean slave.

If you have more than five players, then just reuse the character sheet for Tiw and change the name to another Hyperborean name.

If you have fewer than five players, then let the players pick who they want to play and include other characters as NPCs. Hrulf *must* be a member of the group and there should be at least three adventurers in the group.

A GHOST'S TALE

The ashes of the fire swirl around you and you see shapes emerge. A voice, dry as old bones, whispers in your mind.

'I was a slave in Hyperborea once, long ago. I toiled in chains for a long time. Logri the Binder grew powerful, so powerful that my master feared him. He sent me and a few

other slaves into Logri's fortress, to steal the Binder's secrets. Gods, I remember... I remember...'

Caught up in the ghost's memories, you find yourselves hurled back through the centuries, reliving the adventures of those doomed slaves....

Hand out the pregenerated characters on page 136 and give the players a chance to familiarise themselves with the background for their new adventurer. As this section of the adventure is a flashback, feel free to railroad the players along – if the players try to deviate too far from the plot, remind them that this is all happening in the memories of a ghost.

DYING GHOSTS

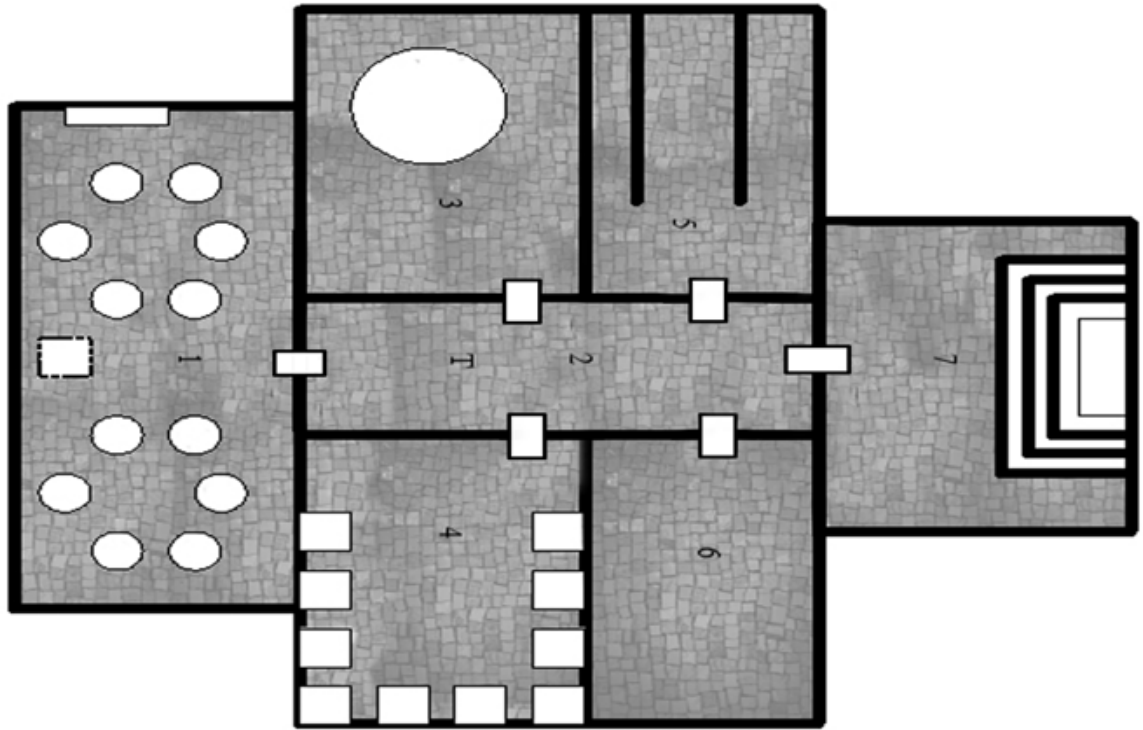
As this whole section is a flashback, you can kill off the whole party if you have to, as long as you leave some chance for Hrulf to survive and complete his mission. The further the players get in this flashback, the more experience they will earn for their 'real' Player Characters.

If adventurers are slain in the first half of the flashback, then you can give them replacement characters after they meet the Witchmen.

HORRORS OF THE PIT

Summary: The adventurers creep through a secret entrance into Logri's keep and there encounter horrors created by the sorcerer's experiments.

This dungeon complex contains the fruits of Logri's bizarre experiments and evil rituals. All the rooms are lightless except 2, 6 and 7, which are lit by torches burning in sconces on the walls. The chambers of the dungeon are cut from grey stone and bear claw marks instead of the scars of chisels and other tools. None of the doors are locked and bound in iron (Strength check, DC23 to force open). Insects crawl frantically over every surface, many of which are scorpions and other creatures foreign to icy Hyperborea. Despite the presence of these creatures, the temperature in the vaults is only slightly above freezing.



The characters enter in room 1.

The Servant

Roaming through this level is one of Logri's servants, Purad, a misshapen hunchback. The hunchback's duty is to tend to the monsters and prisoners on this level. He gets past the manticore in room X using the gong, then brings food to the prisoners in room X before checking on the experiment rooms in X and Y before finally bringing more food to the dwellers in the pits in room 1.

The characters will hear him striking the gong to subdue the manticore a few rounds after they enter the dungeon. They can encounter Purad at any point after that – the poor servant is no match for them and can be interrogated.

Purad knows (or thinks he knows) how to get past the manticore that guards the doorway to the upper tower. He knows about the trap in Room 2. He also knows that Logri keeps his spellbook in the temple adjacent to his private quarters and that those private quarters are guarded by both mortal guards and demonic servitors. There are only a few guards upstairs in the fortress but no guards visit Logri's quarters. He says that

Logri left the tower some days ago and he has no idea when he will be back. Logri left his seneschal Gond in charge.

He describes Gond as a horrible

monster, twisted and monstrous. Purad is the lowest of the low in the eyes of even the other servants, so he is pathetically glad for the chance to betray them.

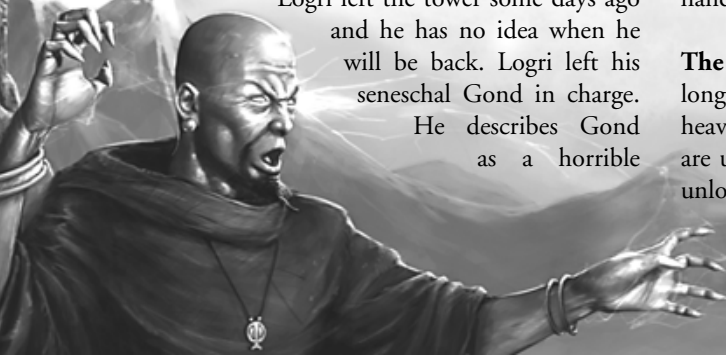
If Halbad asks about Hama, then Purad says that the Brythunian girl was kind to him, the only servant who did not despise him. Logri took Hama with him when he left.

I - THE PITS OF THE FORGOTTEN

You climb down a narrow shaft into a near-lightless stone vault. You can hear moaning coming from elsewhere in this vault. Many hairy and multi-legged things crawl over your legs, stinging your bare flesh as they scuttle by. On the far side of the vault, you can see the outline of a doorway, lit by torches on the far side.

Characters with the Eyes of the Cat feat (Oruxa and Orchana) can see quite well and can make out several holes in the floor of the vault. Most of the holes are covered by metal gratings. There is also a large cabinet over on the left-hand side of the room.

The Cabinet: The cabinet contains several whips and long hooked poles, as well as several buckets. A bunch of heavy iron keys hangs from a hook. The poles and buckets are used for feeding the horrors in the pits; the keys will unlock the iron gratings over the pits.



The Pits: There are a dozen of these pits, all of which have heavy iron gratings at the top to prevent the occupants escaping and to prevent unwary servants from falling in. Three of the gratings are open and unlocked, as the denizens of those particular pits are too weak and misshapen to crawl out of their prisons. It is too dark, even with Eyes of the Cat, to see what is at the bottom of the pits but the characters can climb down or throw a torch down.

The pits contain the product of Logri's experiments in vat-grown life—ghastly, mangled monsters with too many limbs and not enough bones, concoctions of man and lizard and spider and maggot and bird that flop and moan and scream and hunger for blood. One of the abominations is capable of speech; it calls itself Wretch and can tell the adventures what it is. It tries to entice them to free it from the pit, promising to guide them to Logri or to grant their wishes or serve them loyally. If freed from the vault, then Wretch attacks the adventurers immediately – it is quite mad.

2 - CENTRAL CORRIDOR

Opening the door, you see a short corridor, lit by torches hanging from sconces in the walls. There are two doors on the left-hand side and two doors on the right and another door at the far end. A carved stone head hangs above the door; it depicts a woman's face, her lips open as if whispering.

This room is a good place for the adventurers to meet Purad.

The Trap: Running this corridor is a trap. Anyone walking down the middle of this corridor triggers the trap, which fires a spray of poisonous darts from the mouth of the carved head above the door. Spotting the trap requires a DC30 Search check; disabling it is DC25.

If the trap is triggered, then each character in the corridor suffers 1d4 attacks from the flying darts. The darts have a +15 attack bonus and attack against the character's Dodge defence. Shields add to the character's Dodge for this roll; armour is also added to the character's Dodge, representing the added protection of clothing against the tiny darts. Note that a character with natural DR2 or more is immune to the darts.

Any character hit by a dart suffers two points of damage and may be affected by the poison smeared on the darts.

Poison	Type	Damage	Saves Required	Save Interval
Witch's Hand	Injury, DC18	2d6 damage	4	1 round

3 - CHAMBER OF BLACK ARTS

This chamber has no windows or other light sources. Nonetheless, you perceive a circle engraved on the stone floor before you see it. Just looking in that direction causes your eyes to water and your mind to recoil.

With an effort of will, you can perceive a scorched body lying in the middle of this circle, blackened as if it had been thrust into a blazing furnace.

Logri was conducting sorcerous experiments in this room – an experiment he will repeat in Skolja later in this section of the adventure. Despite its ominous appearance, this chamber is quite safe. The body will disintegrate if touched. The insects that swarm elsewhere in the dungeon do not dare enter the central circle in this room.

Logri is experimenting with a spell of sacrifice that will consume a victim entirely, feeding everything to his demonic masters.

4 - THE PRISON

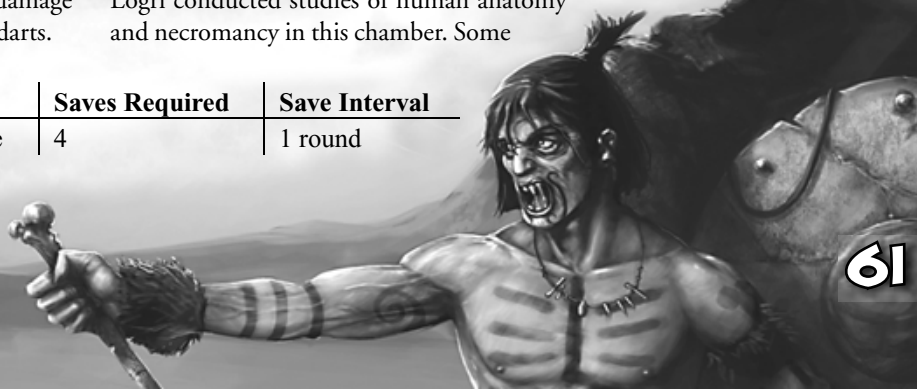
This room has the fetid stink of a prison. Your torches illuminate ten metal cages. Several are occupied by prisoners in rags. Insects swarm into other cages, devouring the flesh of the corpses lying within.

These prisoners were used in Logri's vile experiments. Four are still alive but at mostly insane. They were all bought by Logri's servants as slaves in the market and brought here. Sometimes, Logri took a slave and turned him into one of the hideous abominations kept in the pit next door – they could hear their former fellow prisoners screaming in the night from the bottom of the pit – but of late, when Logri comes for a prisoner, he takes him out into the room across the corridor and does something even worse. They do not know what Logri does in Room 3 but it is...terrible.

5 - ROOM OF CORPSES

Hanging on racks from the ceiling are dozens of flayed human corpses, mostly female.

Logri conducted studies of human anatomy and necromancy in this chamber. Some





of the bodies hanging from the rack have been animated as Lesser Walking Dead, and will grab at any character searching through the corpses. Halbad may want to search through the bodies for any sign of his daughter but other characters may prefer to just close the door and move on.

6 - THE MADMAN

This chamber is lit by a lamp hanging by the door. Chained to the far wall is a young man. Cushions and furs lie scattered around this room, as if someone had tried to make the prisoner comfortable. He snarls at you when you enter, froth bubbling from his mouth like a rapid dog. He cradles one hand to his chest and you can see that hand is marked with a weird but familiar rune.

This madman was once Varnas, Logri's apprentice. Logri's first attempt at the spell of binding was used on Varnas and it went wrong, driving the apprentice mad. Logri kept Varnas alive to study the failed spell so that he could finally perfect it.

Varnas alternates between three personalities. Sometimes, he is cruel and arrogant, believing that the adventurers are slaves here to serve him. He might demand that Orhana or Oruxa pleasure him or order another slave to fetch him food. In this mood, he is concerned solely with himself and his entertainment and has no idea that he is a prisoner.

Sometimes, he is marginally lucid and realises that he is imprisoned. He can tell the adventurers why he is here and can explain something about the ritual of the hand.

'I was Logri's apprentice, many years ago. We travelled into the mountains and found an ancient tomb and there were found a book of spells written by the sorcerers of Acheron aeons ago. In that book, Logri learned forbidden spells. The first one he tried to master was Ubbu-Zorath's Binding of the Will, which compels another living thing to serve you forever. We worked together for months, trying to decode the incantation – and when we discovered how to cast the spell, Logri betrayed me! He tried to bind me to him! He burnt his rune into my hand and into my mind! He tried to possess me! Ia! Ubbu-Zorath, scion of the Million Favoured Ones! Ia! By the name and by the word, I deny you!

... Gab! No! I will not succumb to madness. I am Varnas, a prince of Hyperborea! I am a sorcerer and I, I, ia! Ia!

In his third mood, Varnas is a gibbering lunatic. The third

mood is the one that normally prevails. If freed from his chains, then Varnas wanders the dungeon until he finds a way out.

7 - THE MANTICORE

On the far side of this room, you see a stairs leading up to a heavy door that must lead into Logri's tower. Between you and this stairs, though, is a hideous monster, a cross between a lion and a scorpion with a man's face – the fabled manticore!

The manticore bears the rune of Logri on its forehead.

Just inside the door is a small brass gong and a hammer and you can see an identical gong hanging next to the far door.

The manticore growls as soon as the door is opened – this monster is Logri's watchdog and has been commanded to devour anyone who trespasses here. However, it has also been conditioned to cower at the sound of the gong. When a servant like Purad needs to pass through this room, he just rings one of the gongs to terrify the manticore for long enough to get past.

If Purad is with the adventurers, he tells them to ring the gong to scare the manticore. If they do so, then the manticore yelps and cowers in the corner.

LOGRI INTERVENES

If the adventurers scare the manticore and are walking past it, or attack it, then read the following to the players.

Suddenly, the rune on the beast's head glows with an unearthly light and a keen intelligence appears in its eyes. It growls as if trying to speak human words.

Its eyes flicker to the door at the top of the stairs and you hear a lock click shut.

It glances at the gongs and both the gong fly up into the air and drive themselves into the stone ceiling.

It looks down the corridor and you hear the clang of metal on stone, followed by a chorus of yowling and screeching. The things in the pits are loose!

Finally, it looks at you and smiles. The look of intelligence in its eyes is replaced with bloodlust!

Logri temporarily possessed the manticore and cast several quick spells through it, locking the door out of the dungeon and freeing the things in the pit. The characters



will have to fight both the manticore and the things in the pit simultaneously.

COMBAT!

- ❖ It will take two rounds for the monsters to climb out of the pit and another one for them to make their way down the corridor to room 7. The characters have therefore three rounds to act before the nine things from the pit arrive.
- ❖ The characters can hold the door shut against the things from the pit. Only one thing can try its strength against the character holding the door shut at any one time.
- ❖ A character can try climbing the wall to get one of the gongs. The ceiling here is 20 feet tall and requires a Climb check at DC25. Pulling the gong out of the crack requires a Strength check at DC20 to get the gong and a Balance check at DC15 to avoid falling when you pull it out.
- ❖ A character can run up the stairs to unlock the door out. The lock requires a DC25 Open Lock check to open or a DC25 Strength check to force open.
- ❖ The manticore will attack any character climbing the walls or trying to unlock the door. It may also split its attacks, using its poisonous tail on one target while clawing at another.
- ❖ The abominations will swarm the adventurers, with gangs of three monsters attacking a single adventurer.

THE SORCERER'S TOWER

Summary: The adventurers reach Logri's tower and steal his spellbook.

The tower of Logri is surrounded by a small stone castle, one of the hundreds of grim black fortresses scattered across the barren Hyperborean landscape. There are dozens of guards, too many for the adventurers to defeat easily. By coming up through the underground vaults, they have managed to bypass these guards.

LEVEL 1 - SERVANT'S QUARTERS

You emerge from the vile dungeon into a cramped cellar. It looks like these servants' quarters have been largely abandoned, judging by the empty storerooms. There

are a few slaves toiling in the kitchens but you can easily slip past them upstairs to the halls above.

If the characters want to question the servants, they can – the slaves know about as much as Purad the Hunchback and are easily intimidated. The slaves may try to flee give half the opportunity, running out to alert the guards in the fortress outside.

LEVEL 2 - THE HALL

The stairs from the servants' quarters lead to a large hall with a vaulted ceiling. The great doors are open and a cold wind blows snow around the chamber. Four guards stand by the walls of the hall. A huge throne waits by an empty and cold fireplace at one end and next to that you see a spiral staircase leading up.

BOOM. Some tremendous noise echoes down the staircase. BOOM again, then a scratching noise, then BOOM again. A titanic figure emerges from the stairwell, a giant of a man. He is dressed in a loose robe and carries a lacquered tray with surprisingly delicacy. The right side of his body is stained a dark grey. When he walks, he moves stiffly and each time his right foot steps forward, it lands with a BOOM as if he were made of stone...

Logri left his seneschal Gond behind to deal with any problems that might arise. Gond is the most successful of Logri's creations, a man turned half to stone but still alive. Gond's whole right side is made from living granite, giving him immense strength and resilience. It also causes him immense and constant pain. The tray he carried down from above contains the lotus drug he uses to ward off agony.

Waiting for Gond: If the adventurers wait for long enough, then Gond takes a hookah from the tray and starts smoking the lotus. The longer he smokes, the sleepier he gets. Eventually, he will fall asleep. Call for three Hide or Move Silently check from the players, at DC10. After the first check, Gond's head droops; after the second, he begins to relax (-2 penalty to all rolls) and after the third, he falls asleep.

Sneaking Through The Hall: The characters can sneak through the wall through the shadows or they can distract the guards. It is much easier to sneak past when Gond is asleep – his Spot and Listen score is +7, compared to the guards' total of +6. Any combat in the hall awakens Gond.



COMBAT

At the start of the fight, one guard rushes for the door to alert the guards outside, while another runs over to wake up Gond. The order of rounds is as follows:

Round	Event
1	Combat Begins
2	Guard one runs for the door; guard two runs for Gond
3	Guard one begins shouting; Gond awakens
4	Gond joins the fight
5	
6	1d4 guards arrive at the doors to the hall
7	
8	1d4 guards arrive at the doors to the hall
9	
10	1d4 guards arrive at the doors to the hall
11	
12	1d4 guards arrive at the doors to the hall

- ✦ Once awake, Gond grabs a shield from beside his throne and joins the fray, smashing foes with his stone first.
- ✦ If Gond grapples a foe, he may smash him through the fireplace and bury him there. This is a special attack that can only be used after a successful grapple – it inflicts 2d10 damage and entangles the adventurer in fallen stone until the adventure spends a move action and a successful Strength or Escape Artist check (DC15).
- ✦ As the cold in the room and the empty fireplace indicates, Gond is vulnerable to fire – any fire-based attacks deal double damage to Gond, and give a +20 circumstance bonus to attempts to intimidate or demoralise him.
- ✦ The lotus left on the tray can be thrown into a target's face by either Gond or one of the adventurers – a character who inhales lotus must make a Fortitude saving throw (DC20) or be blinded and stunned for 1d4+1 rounds.

✦ If the characters flee upstairs to Logri's chambers, then the guards do not follow – they know that Logri's quarters are guarded by demons. Gond, however, follows the adventurers upstairs once he has taken time to put on a

helmet and bind his wounds (increase his DR by 2 and his hit points by 10). This takes him one minute (10 rounds).

- ✦ The characters can close and bar the door to the hall, blocking the guards outside from entering. Putting the bar across the door single-handed requires a Strength check at DC15. It will take guards a long time to hack their way through the door once it is sealed.
- ✦ All the guards fight to the death – they are more afraid of Logri than any intruder.

LEVEL 3 - LOGRI'S CHAMBERS

You climb the stairs and arrive in the sorcerer's private chambers. There is little sign of luxury here – everything is well made, but bare of decoration or ostentatious wealth. There are no books or other wizardly implements visible, just a few beds and a dining table in one room and a few iron-bound chests in the other room, which is lit by a pair of candles burning on a shelf. Another, narrower stairs lead upwards.

Logri's Possessions: Investigating Logri's possessions reveals nothing about the sorcerer – it could be any priest or ascetic noble of Hyperborea living here.

Signs of Hama: If Halbad examines the beds, he discovers a 'H' scratched into the wall near one of the beds – he recognises it as Hama's mark. She was here!

The Chests: The chests contain some of Logri's sorcerous paraphernalia. They are unlocked but guarded by the



demons (see below). Most of the material in the chests consists of incomprehensible scrolls, vials of weird chemicals and other useless items but there are several useful or valuable items:

- ❖ A dagger of meteoric iron that can harm demons. This dagger deals only normal damage to mortals but deals twice as much damage to demons.
- ❖ A bag of Black Lotus Blossom (see *Conan 2nd edition*, page 275)
- ❖ A vial of alchemical fire that deals 4d6 damage to a single target if thrown.
- ❖ A bone charm that, when broken, summons an uncanny steed to serve the character until the moon sets that night.

The Demons: These chambers are guarded by a pair of bound demons, who manifest as soon as the adventurers disturb the chests or approach the stairs up to the next level. The demons appear as smoky wraiths with glowing red eyes. They appear with their hands around the throats of their chosen targets.

The demons are vulnerable only to magic, so mundane weapons have no affect on them. They must, however, make their hands solid to grapple their foes, so they can be grappled away from their victims. As soon as this happens, though, the demon becomes insubstantial again, slipping out of its foes' grasp and attacking again next round.

The demons are bound to the magic candles; the candles look normal at first glance but they glisten oddly in the light as if covered in ice.

COMBAT!

- ❖ The demons always win surprise and begin grappling their foes, strangling them.
- ❖ Once a demon is grappled free, it turns insubstantial and attacks again.
- ❖ If a player looks around, he may notice (DC15 Search or Spot check) that a thin cord of smoke connects each demon to its candle. If the candle is snuffed out or destroyed, the demon is banished. The demons will react furiously to any character who tries to get to the candles, using their immense strength to grab characters and hurl them away.
- ❖ Hitting a candle with a ranged attack requires an attack roll against DC20; a melee attack is only DC14.

- ❖ If the characters have not slain or crept past Gond, then Gond follows them up the stairs after 10 rounds. Gond knows about the demon's connection to the candles and will position himself in the doorway to the storeroom if possible, to block the characters from getting to the candles.

LEVEL 4 - TEMPLE

As you climb the stairs here, your head begins to pound. You taste incense on the air but you can smell nothing. You climb the stairs into a temple – a temple that seems much too large to fit into this sorcerer's tower. The walls writhe and convulse like agonised living flesh. A titanic white-limbed statue of a man – or a god – sits crosslegged atop the altar. Its purple eyes and full, smirking lips seem to mock you, and you are seized with the conviction that this statue is about to spring to life and smite you for daring trespass in its temple. A book, bound in blackened leather, rests on a stand before the statue.

Despite the characters' intuitions, this is just a statue. The 'real' adventurers, as opposed to the Hyperborean slave-memories, recognise the statue as being nearly identical to the ones they saw in the Snow Ape tunnels in the Blue Mountains.

The book is indeed the book of lore that the characters were sent to steal. As soon as they pick it up and assuming they have dealt with Gond and the strangler demons, move onto the next section.

WITCHMEN OF HYPERBOREA

Summary: Returning to the Witchmen, the adventurers learn why Logri may not be slain and what is to be done with him.

The ghost's bone-dry voice whispers in your mind once more.

'We fled the tower then, with the book. We returned to the Circle of Chertzbog, a circle of standing stones in the heart of Hyperborea. There, we met the sorcerer who had sent us on the mission and we gave him Logri's book.

For nine days and nights, the Witch-Men studied the book of lore. Then, on a moonless night, they summoned us once more...

The characters are at the Circle of Chertzbog, to hear the judgement of the Witch-Men. Thirteen



ancient stones, raised by prehuman hands, stand in a great circle. The characters stand in the middle of the circle, by a small fire.

All the adventurers are restored to full Hit Points.

One by one, white-masked faces appear in the gaps between the stones, until a dozen Witch-Man sorcerers surround the adventures. Male and female, old and young, all rendered anonymous and alien by their pallid mask, the Witch-Men gather in solemn conclave. One clutches Logri's book to his chest.

First Witch-Man: *Logri the Binder must be slain. He is grown too powerful. He has mastered the binding-spell – he can command other sorcerers as if they were common slaves! He must die.*

Second Witch-Man: *No! We have read his book. Anyone marked by Logri's spell is bound to him in death as well as in life. If Logri dies, then all those bound him die too.*

First Witch-Man: *Which of you is so bound?*

Seven of the twelve witch-men extend their left hands, revealing Logri's brand on each palm.

Second Witch-Man: *And we are not alone. Who knows how many of our order Logri has bound to his will?*

First Witch-Man: *Then this coven is imperilled, for at any moment Logri could possess any of his slaves and see that we plot against him.*

Third Witch-Man: *But if we do nothing, then Logri will bind us all, one by one.*

Second Witch-Man: *Brothers and sisters, Logri cannot be permitted to live but neither may he be slain. Let us combine our arts and weave an Orb of Souls to trap his spirit. We shall entomb Logri for all eternity, neither living nor dead!*

First Witch-Man: *Aye. Brothers and sisters, to our work!*

The witch-men hold out their staffs and begin to chant and gossamer-thin tendrils of magic begin to spin out from the tip of each staff and weave together in the air in the centre of the circle. A sphere of woven crystal forms in the air.

Suddenly...

Fourth Witch-Man: *Agh! Logri! I sense him in my mind! He commands me!*

First Witch-Man: *Kill him! Kill him swiftly, before Logri discovers us!*

The adventurers have to act immediately by running up and stabbing the sorcerer to

death. The sorcerer has 40 Hit Points, a Dodge defence of 13 and no DR. They have to kill him within two rounds.

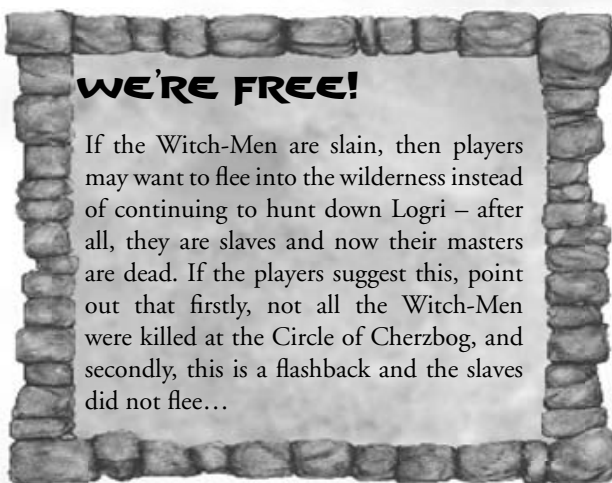
If the adventurers kill the Witch-Man in time: *The Witch-Man slumps to the ground, dead. The other white-faced sorcerers cluster around you. One holds the completed Orb of Souls. 'This orb can steal the soul of Logri, the Binder. Take it. Find him and bring the orb close to him. We shall do the rest.'*

If the adventurers fail to kill the Witch-Man in time: *You are about to deliver a killing blow to the Witch-Man but suddenly his eyes blaze, just like the mantichore in the dungeon vault. You are hurled back by a wave of magical force.*

'YOU DARE CONSPIRE AGAINST ME?' roars the Witch-Man. All along the circle, six other Witch-Men clutch at their heads and shiver as Logri possesses them too.

The lead Witch-Man gestures with his staff and the Orb of Souls flies forward into your hands. 'Fly you fools!' he shouts 'find Logri and use the orb! Now run and do not look back!' One of the possessed Witch-men stumbles forward and stabs his staff at the lead Witch-Man, who is sent sprawling into the bonfire. He screams as the flames take hold.

If the adventurers do not run, they are destroyed in the ensuing magical battle between Logri's Hands and the free Witch-Men. If they do flee, they look back to see the Circle of Cherbog lit by an unearthly light as the sorcerers battle. None of the 12 who gathered there will survive.



HUNTING LOGRI

Summary: The adventurers set out in search of Logri, and discover that he has travelled to a distant town in the east. They travel to Skolja and discover that the ruler of the city has been ensorcelled by Logri.



The ghost speaks again.

'With the Orb of Souls, we set out in search of Logri the Binder. We learned he had travelled to the city of Skolja, the city of the slaver queen. We rode south, until we saw the desolate steppes of the northland. Now, this was before the rise of Turan, and Skolja was the gateway to the Hyborean kingdoms along the Vilayet Coast.

We arrived at the gates of Skolja and found them guarded...

Skolja is a city of some 10,000 souls, ruled by Queen Olu. It is a trade town and a slave market, specialising in Brythunians. The city is not like the grim, grey fortresses of northern Hyperborea – it is a walled metropolis of domes and minarets, more like a Zamoran town. The walls, though, are of grey stone and the guards are solid, black-haired Hyperborean stock.



A map of Skolja is on page 90 but that map shows present-day ruined Skolja, not the vibrant town that the ghost remembers.

As the characters approach, they discover a throng of traders, slavers and merchants outside the gate, all clamouring to be allowed in. The guards are demanding bribes from each person to enter the city.

GATHER INFORMATION

A successful Gather Information check or roleplaying gets the characters the following information –

Gather Information Result	Rumour
10 or less	Queen Olu has announced that she's holding a festival in Skolja! Everyone's thronging into the city...
11-15	... or would be, if those damn guards weren't lining their own pockets with silver. Why, if I didn't have these slaves with me, I'd try to sneak in the River Gate
16-20	This festival is in honour of some northern holy man, who arrived a few days ago. It's said he cured the Queen's son of some terrible sickness.
21-25	Queen Olu's been acting very strangely ever since that sorcerer arrived.
26+	The sorcerer was asking about tall places in the city.

GETTING PAST THE GUARDS

As the characters approach the guards, call for Spot checks. A successful Spot check (DC20) lets the character notice that the guard captain has Logri's mark on his hand.

If the characters failed to stop the Witch-Man from being possessed by Logri at the Circle of Cherbog, then Logri already knows about the Orb of Souls and the adventurers – skip onto *Guards! Guards!* below.

If the characters try to enter the city openly, then the guards demand a bribe of 10 silvers per person. They also ask to search the characters' belongings – ostensibly for forbidden religious icons, because Skolja is sacred to Bori alone but in fact the guard captain is looking for threats to Logri's plan, such as the Orb of Souls. If the characters allow the guard captain to spot the Orb, then he raises the alarm – see *Guards! Guards!*

The characters can try sneaking past the guards by blending in with a merchant caravan or seducing one of the guards, or bluffing their way past. If spotted or if the characters start a fight, then move onto *Guards! Guards!*



GUARDS! GUARDS!

Skolja is a well-defended town with numerous defenders. If the alert is raised, then a patrol of eight guards led by a guard captain rush to the scene. If those guards are overwhelmed, then they call in another three patrols. If the characters manage to defeat all those guards, then give them a chance to flee and then throw more guards at them. The city has over 200 armed guards at the moment, to cope with the added visitors due to the festival.

If the characters draw too much attention, then Logri dispatches his Skull-Faces of the Air from the central tower to attack them. Blending in with the crowd is the only way the adventurers can make it through the city safely.

SNEAKING INTO THE CITY

There is a second way into the city. The Ulhaya River, a tributary of the Nezvaya, flows through Skolja. It passes through the wall via two huge weirs, called the River Gates. The characters can enter the city that way, by climbing through the overflow tunnels on either side of the weir.

Alternatively, the characters can climb the 30 foot high walls (Climb DC15) of the town and sneak in that way.

QUEEN OLU'S PROCLAMATION

As soon as the characters make it into the city, they hear horns and drums coming from the Great Plaza near the Queen's Gate. The queen's palace overlooks this plaza and the queen is on a balcony, addressing the crowd. As the characters push their way through the throng, they catch the end of the queen's proclamation.

'My people, this night the gods have blessed us! Let the gates be sealed this night, and join us in celebration! Rejoice, oh my people!'

As soon as she gives this order, the guards close and seal the gates. No-one leaves Skolja this night.

THE DOOMED CITY

Summary: As the characters search the city for Logri, the sorcerer enacts a terrible ritual that will doom the town. The adventurers must make their way through the doomed city to stop Logri.

Somewhere in Skolja is Logri the Binder. The Orb of Souls quivers like a starving beast as it hungers for the sorcerer's soul. All around you, the folk of Skolja drink and dance; wine and beer flow freely from casks on every street corner. This city pulses with life, like a fire that burns too brightly and consumes the wood too fast. Something is terribly wrong here...

Again, a fuller map of Skolja is on page 90.

IMPORTANT LANDMARKS IN SKOLJA

The Walls: The walls surrounding Skolja are thirty feet high, with a narrow walkway running along the parapet. In addition to the two River Gates, there is a West Gate, an East Gate, a Queen's Gate (also on the west side) and a Beggar's Gate (on the east side). The south and west wall are decorated with bas-reliefs depicting the deeds of Bori but the queen who built the walls ran out of money and the tale of Bori is unfinished.

The Slaver's Market: The heart of the city is the Slaver's Market, where slaves from Brythunia are taken to be sold. The market consists of a series of raised walkways over pits; different merchants rent a pit, which they fill with their slaves. Buyers can then wander around the walkways examining the merchandise.

The Merchant's Quarter: The richest section of the city, many of the buildings here are two or even three stories tall. These houses are well-built, with shops on the lower levels and living quarters above. Some of the upper stories contain small shrines to foreign gods, especially Bel and Mitra, although the only large temples are found on the Street of Foreign Gods in the foreign quarter.

The Thief's Quarter: This section of the city is a den of thieves, rogues and serfs, consisting of hundreds of small shacks and cottages, mixed with a few much larger tenements. Escaped slaves sometimes take refuge in this quarter and there are rumours of an extensive tunnel network hidden beneath this quarter.



SKOLJA ENCOUNTERS

The town is crowded because of the festival and slave market, so moving through the streets is difficult. As the characters move through the city in search of Logri, then they may encounter any of the following (roll 1d20 for a random encounter). Give them one encounter when they move from one landmark to another.

1-2: Drunken Festival Patrons. A group of drunken youths approach the adventurers, laughing and jeering at them or else propositioning them.

3-4: Festival Entertainer. A juggler, fire-eater, puppeteer or fakir is performing in the street ahead of the characters, blocking their path.

5-6: Slave Merchant. A Hyperborean slaver pushes through the crowds, driving a gang of a dozen chained slaves ahead of him with his whip. He may mistake the adventurers for escaped slaves and demand to know who their master is.

7-8: Penitent Procession. A group of worshippers of Bori, led by a minor priest, parade through the crowds, chanting and playing music. They beg that the people abandon this unholy festival and turn back to Bori's way.

9-10: Merchant Caravan. A caravan of camels or pack mules blocks the street. The merchant is making the best of a cramped situation by standing on a box and hawking his wares in the middle of the street.

11-12: Whores. A group of whores lewdly offer their services to the adventurers, promising a three-copper discount because of the festival.

13-14: Hyperborean slave-buyer. A gaunt-faced Hyperborean slave-buyer pushes his way through the crowd, accompanied by stern bodyguards. He looks distinctly ill, as if the noise and crush of the crowd is painful to him.

15-16: Grumbling Gossip. An old fishwife sits at a corner, grumbling loudly about this new priest Logri and how he is probably more interested in bedding the queen than curing her poor son.

17-18: Doomsaying Prophet. A madman shrieks that everyone in the city is already dead and that the Hand of Death has already betrayed Asgard. People look at him very strangely and wonder why he prophesies doom to an obscure nation of northern barbarians who live nearly thousand miles away.

19-20: Guard Patrol. A patrol of six guards led by a guard captain.

After Logri's ritual has begun and panic grips the city, the potential encounters are quite different.

1-2: Zombies. The adventurers run into a group of 2d20 lesser walking dead – these are freshly animated corpses, created by the magic of Logri's ritual, and the characters may not realise they are dead at first glance.

3-4: Stampeded Pack Animals. A group of 2d10 pack mules, horses or camels come rushing towards the adventurers. Again, these creatures try to trample the adventurers (4d6 slaves).

5-6: Escaped Slaves. A group of a dozen slaves run towards the adventurers. The slaves are chained together and want the adventurers to pick the locks or break the chains so the slaves can escape.

7-8: Looters and Rioters. A group of 2d6 looters and rioters rampage through the city, stealing whatever they can lay their hands on. They assume the adventurers are also looters and try to drive them away from the rich pickings in this region.

9-10: Collapsing Building. A bolt of lightning strikes a nearby building, sending debris tumbling towards (roll 1d6: 1-3: an innocent bystander like a child; 4-6: an adventurer). A Reflex save at DC15 lets the adventurer dodge out of the way, or knock the bystander out of the way. The debris deals 4d6 damage.

11-12: Desperate Penance. The adventurers encounter a group of Bori devotees, praying for the god's protection in this desperate hour.

13-14: Thunderbolt. A bolt of lightning shoots from the heavens, striking a random adventurer and dealing 4d6 damage to that adventurer.

15-16: Loyal Guards. A band of loyal guards holds this street, trying to keep order as the city panics.

17-18: Fearful Merchant. A merchant rushes up to the adventurer, promising the adventurers their weight in gold if they get him out of Skolja alive.

19-20: Skull-Faces of the Air. A Skull-Face of the Air swoops down, attacking people at random.



The Foreign Quarter: The foreign quarter is home to traders from Zamora and Turan and smells strongly of dung and perfume. The architecture here reflects the home nations of the traders who visit here – there are elegant towers of Zamoran design, Bullowing tents of Turan, solid Brythunian houses and pillared Corinthian porticos. The Foreign Quarter is also home too much of the industry of Skolja - the slaughterhouses, stockyards, tanneries and forges are pushed to this side of the city, so the foreigners can enjoy the stench.

The River District: This narrow band of warehouses and docks is home to many of Skolja's oldest families and is the oldest and most tangled part of the city. Sometimes, strange things wash down the Ulhaya and are caught in the nets of the river-folk here. They do not speak of such things but burn them in great pyres before dawn comes.

The Grand Plaza: Great Queen Zaera was the architect of much of Skolja's wealth and beauty and she ordained that a great plaza be built in front of her new palace so that the people could share in the bounty of the city. 10 years later, when the people starved as the queen had squandered the city coffers on new walls and palaces, the plaza ran red with blood as rioters were slaughtered by the city guard. The marble flagstones are still stained red in places.

The Queen's Palace: The palace towers rise high over the plaza. This is a castle of Hyperborean design, with thick walls and sturdy squat towers. Queen Olu, though, does not share the dour and colourless attitude of her northern cousins, so silken banners fly from every tower and brightly painted shields hang from the battlements. One tower, the Speaker's Tower, overlooks the plaza below.

The Tower of Zud: The ancient Tower of Zud is a mystery to many in Skolja. It was built by a religious cult that flourished in the city 100 years ago. The members of the cult, who worshipped an effigy of a hawk, built this tower at great cost over many years. The Tower is the tallest building in the city by a considerable margin. A narrow spiral staircase runs along the outside of the tower and is the only way to reach the various rooms and shrines in the tower's core.

When the tower was finished, the members of the hawk cult climbed the spiral staircase in solemn procession and in solemn procession they hurled themselves one by one from the top of the tower to die on the cobblestones far below. With the cult gone, ownership of the tower passed to the crown. The various queens of Skolja have used the tower for various purposes. Queen Zaera called it her poet's eyrie and filled the shrines with singers and scholars. Queen Zal used the tower for public executions; her daughter Unica met her lovers in the tower's upper chambers, far from prying eyes. In Olu's reign, the tower was used by merchants as a vertical bazaar until a few days ago, when her new master Logri the Binder demanded the use of the tower for his sorcerous purposes.

The House of Bori: The House of Bori is the main temple to the Hyborean ancestor-god Bori in the city. It is a hollow, cavernous and dark building, all pillars and shrouds that admit only the scantiest light. Many visitors to the House of Bori say that walking through the temple feels like being smothered, although the priests insist that this is a miracle caused by the presence of god and not by poor air circulation.

The high priest of Bori is a fantastically fat and ugly priest named Gog. He loathes this interloper, Logri, who has suddenly stolen all his influence over Queen Olu. The faithful of Bori have gathered in the temple, to pray that the god strike Logri down with a thunderbolt.

FINDING LOGRI

As soon as the adventurers enter the city, they have only a short time to search the city for Logri before the ritual begins and his position becomes obvious. The sooner they find Logri, though, the better their chances of stopping him.

There are several places the adventurers can search for clues:

- ✦ **Asking on the streets.** Gather Information rolls in the city gives results as follows:



Gather Information Result	Rumour
10 or less	<ul style="list-style-type: none"> ☛ This festival's in honour of the sorcerer who cured the Queen's son! ☛ The queen's emptied her treasury to pay for these revels! Hurrah!
11-15	<ul style="list-style-type: none"> ☛ There are strange boats on the river – pirates of the Red Brotherhood have sailed upriver! (false rumour) ☛ The priests of Bori have condemned this festival! It has angered the god! I'm already a sinner, friend – give me your wine and I'll save your soul
16-20	<ul style="list-style-type: none"> ☛ They've closed the gates! No-one's allowed leave the city! My cousin tried to go, and the guards threatened to kill him if he tried to leave. ☛ The Queen's son is not cured yet – the holy man has to do another ritual to drive out the spirits that afflict him.
21-25	<ul style="list-style-type: none"> ☛ Queen Olu's been acting very strangely ever since that sorcerer arrived. ☛ The sorcerer had some Brythunian slave-girl with him; she is in the queen's chambers.
26+	<ul style="list-style-type: none"> ☛ The sorcerer was asking about tall places in the city. ☛ The sorcerer was seen heading to the Thief's District, in the north-east of the city.

- ☛ **The House of Bori:** The priests of Bori despise Logri, and a character visiting the House of Bori will hear Gog the High Priest decrying the sorcerer who has taken up residence in the Queen's palace.
- ☛ **The Queen's Palace:** Normally, the palace would be heavily guarded but so many guards are on the streets during the festival that the characters can sneak in (give Orchana or Oruxa a chance to shine here by finding a hidden back door or seducing a guard.

In the palace, the adventurers find Queen Olu in her garden, being watched by Halbad's daughter Hama. Logri did not bind the queen to him but Hama is marked with Logri's rune, so the sorcerer can keep an eye on the queen using the slave-girl. Assuming Halbad is with the adventurers when they break into the queen's private gardens, then Hama recognises her father and is shocked to see him here.

'Father! I... forgive me, please! Logri bewitched me!' She draws back her sleeve, revealing Logri's rune burnt into her hand. 'If the rune burns, I cannot hold him back and he will see you! You must flee!'

If the adventurers convince Hama that they have the means to stop Logri, then Hama tells them that he has gone to the Tower of Zud with Queen Olu's child.

Queen Olu is convinced that Logri is a holy man who will heal her child and will be shocked and furious if the adventurers suggest that he is an evil sorcerer or that they are here to stop him. If Olu tries to stop the adventurers, though, then Hama knocks the queen out with a solid right hook to the jaw and suggests that the adventurers run to the Tower of Zud while she distracts the guards.

LOGRI'S RITUAL

Logri's ritual begins roughly an hour after the gates are sealed (or when the adventurer start heading for the Tower of Zud, whichever is more dramatic). A bolt of purple fire leaps from the tower to the sky and boiling red clouds rapidly gather over the city. Bolts of lightning crash down from the clouds, blasting the buildings of the city. Skull-Faces swoop down, grabbing people at random and carrying them up into the clouds.

As the ritual continues, then people within the city start to spontaneously combust. As they burn, they rise up into the air as if dragged by invisible chains. The ash of a thousand sacrifices is blown around the city on the hurricane winds as Logri's ritual continues.

If the adventurers had not stopped Logri all those years ago, then the ritual would have consumed every single soul in Skolja, fuelling Logri's sorcerous power immeasurably. The Binder has gone mad with ambition and power and seeks to cast spells that even the sorcerers of long-dead Acheron consider too perilous or too vile.

SLAYING THE SORCERER

Summary: The adventurers use the Orb of Souls to rip Logri's soul from his body.

You arrive at the Tower of Zud as Logri's unholy sorcery tears the city apart. The Tower is a narrow spire of brick, rising 200 feet tall above you. A narrow spiral staircase twines around the outside. Above, you can



see those Skull-Faced monsters circling like spectral vultures and a detachment of pale and terrified soldiers stand guard at the foot of the tower.



The characters have to make it up 10 levels of the tower to reach Logri before the chaos engulfing the city also destroys them. How long they have to defeat Logri depends on how quickly they found the sorcerer:

- ✿ The adventurers worked out where Logri was very quickly: **14 rounds**
- ✿ The adventurers lingered in the city but still found Logri's location: **10 rounds**
- ✿ The adventurers failed to find Logri, and only made it here because of the giant purple bolt of lightning and all the arcane weirdness surrounding the tower: **8 rounds**

Once this countdown expires, the adventurers are caught in the spell – see *Time's Up*, below.

HRULF'S DESTINY

Hrulf the barbarian definitely survives this battle, so do whatever you have to do to keep him alive. He can be knocked out, as long as one of the other adventurers defeats Logri but he must survive this encounter.

CLIMBING THE TOWER

The tower is 10 levels tall. The staircase running around it consists of a great many wooden steps, fitted into holes in the tower's sides. Most of the steps were replaced recently but a few are old and rotten. There is no railing or other protection but ropes hang down the inside of the staircase to provide handholds for tired or nervous climbers.

It takes 30 feet of movement to climb the winding stairs from one level to the next, therefore a single move action brings the characters up one level, a double move up two levels, and a run action up four levels. A moving character may have to make a Balance check to avoid falling off the perilous and narrow staircase, as per the table below.

Tower Level	Single Move	Double Move	Run
1-3	-	-	DC15
4-6	-	DC15	DC25
7-10	DC15	DC25	DC30

A character may Increase the DC by +5 if the character is under attack when moving. If a character fails the Balance check by 10 or less, he stumbles and falls prone.



If he fails by more than 10, he falls from the tower unless he makes a Climb check (DC20) to grab onto a step or other protrusion.

THE GUARDS (LEVEL 1 OF THE TOWER)

The guard captain steps forward and brandishes his scimitar at you. 'By order of the queen, the Tower of Zud is forbidden to all! Go away!' His eyes gleam with fanatic determination and you see a rune burned onto the back of the hand that holds the sword.

The guards behind him quiver in terror at every thunderbolt and hold onto their spears with sweaty hands.

There are two dozen guards at the base of the tower, led by a guard captain named Nyam. The characters can clearly see Logri's rune on Nyam's hand and Nyam will fight to death for the sorcerer. However, the rest of the guards are terrified – an Intimidate check at DC25 (+10 if Nyam is defeated) will scatter the guards.

Combat With The Guards: They do not stray far from the base of the tower, as they have been commanded to remain here and guard the stairs. They are easily frightened and are already shaken (-2 to all rolls).

SKULL-FACES OF THE AIR (LEVEL 4 OF THE TOWER)

With a shriek, one of those Skull-Faced monstrosities flies towards you, clawing at you as you cling to the tower.

There is one Skull-Face per adventurer, minus one. The Skull-Faces attack using their Fly-By attack for the first three rounds. In round four, they switch tactics – two Skull-Faces swoop down and grab the lead adventurer, while the others start pulling steps out of the tower and throwing them at the adventurers.

The gap created by the Skull-Faces requires a Jump or Climb check (both DC20) to get across.

THUNDERBLAST (LEVEL 7 OF THE TOWER)

A bolt of lightning slams into the tower, showering you with hot brick and sparks.

The blast deals 8d6 damage to all the adventurers. An adventurer may choose to make a Reflex save (DC20) to take half damage, but if he does, he must also make a Balance check (also DC25) to avoid falling from the tower.

THE UNDEAD (WHENEVER)

Glancing down, you see a horde of zombies swarming up the stairs towards you, clambering over each other like ants in their eagerness to devour your flesh.

These lesser walking dead are Logri's last attempt to stop the adventurers but they will not make it to the top of the tower in time to help. They are really just there to remind the players that Logri is the same necromancer whose minions attacked them at Cneph's hall earlier.

TIME'S UP!

If the characters fail to make it to the top of the tower in time, then the spell catches up with them. Each round, pick a character other than Hrulf randomly and have that character make a Will save (DC10 in the first round, DC15 in the second, DC20 in the third and so on). If that character fails, read the following:

Suddenly, [ADVENTURER NAME] bursts into flame. Invisible forces catch hold of you and you are irresistibly drawn up into the air, suspended in agony between earth and sky as the fire consumes your flesh. You can feel your bones cracking and your flesh melting as you rise!

The adventurer takes 6d6 damage per round until dead. He rises at a rate of 20 feet per round (two levels). The burning character is doomed and no force can save him but he can still act. The characters could use these effects as a short cut to reach the top of the tower!

Do not call for Will saves while a character is burning but once the doomed character dies, start again with the Will saves from DC10.

SLAYING LOGRI

For the first time, you lay eyes on Logri the Binder. His head is shaven and tattooed with strange symbols; he wears a white mask over his face. His body is skeletally gaunt and tall and he wears robes of midnight black. Fires burn in his hands, the flames washing over the stone dagger he holds.

Before him, an infant squalls on a sacrificial stone. He laughs with triumph as you approach.

Logri does not waste time talking – as soon as the adventurers reach the topmost level of the tower, he gestures and more Skull-Faces of the Air race out of the clouds towards the adventurers.



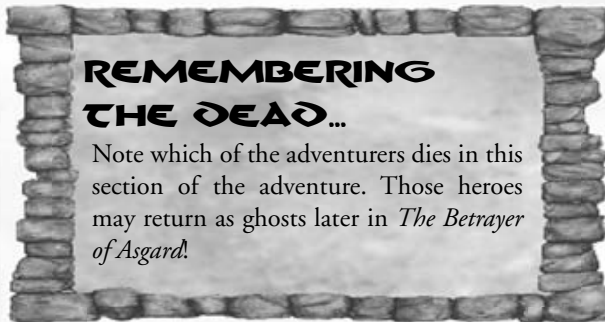
If the characters try to stand and fight, then they quickly get swarmed by the Skull-Faces or by summoned demons. He can also deflect incoming missile attacks with telekinesis.

The only way to defeat Logri is to get the Orb of Souls close to him, by throwing or just holding it nearby. Once this is done and then read the following:

Logri's white mask shatters, revealing a strange-featured face. He screams as something is drawn out of him and into the orb. Something, invisible but still palpable, is torn from his body and imprisoned in the orb. He writhes and twists in utter agony, his body contorting in paroxysms of pain.

Logri falls still. Everything is calm and silent for an instant.

And then the sky falls on you.



REMEMBERING THE DEAD...

Note which of the adventurers dies in this section of the adventure. Those heroes may return as ghosts later in *The Betrayer of Asgard!*

THE TOMB

Summary: In an epilogue, the ghost recalls how Logri's body was buried in a tomb.

'I was broken by the fall' recalls the ghost, 'when Logri was trapped in the witch-men's trap, his spell ended. I do not know how long I lay there, stunned.

The Witch-Men came with the dawn, silent as ghosts. They were all in black, with pallid masks and paler hands. One of them picked up the Orb, which now burned from within with a strange light.

Another pointed to where Logri's body lay. "You, pick that up" he said to the Cimmerian and I watched Hrulf lift Logri's body in his arms. "We shall bury it far away, in the northern wastes. No man will ever know where Logri sleeps." I watched Hrulf walk away slowly, blood still running from his wounds.

I watched him go. The Witch-Men departed too, carrying the orb

away into the ruined city, leaving me alone.

For three days, I lay there in the ruins.

And then, I died.'

AWAKENING

Summary: The adventurers awaken from the ghost's memories.

'Heh heh heh' laughs Mimir the Wise and he stuffs the stopper back into the bottle containing the ghost. 'Did I not tell you that I sometimes trap ghosts who know useful things?'

The shaman puts the bottle down at his side and picks up the Horn again. 'This horn was made by Hrulf and I think it is a map. Hrulf must have brought Logri's body to that hidden tomb, then escaped. I know the witch-men – they would have put the other slaves to death, aye and with funeral rites to make sure a ghost-catcher like me couldn't catch 'em. Hrulf was the only man who knew where Logri was buried, and he hid the location in these markings.

But that ghost spoke of an Orb of Souls that trapped Logri's spirit. No doubt the wretch escaped his prison – all ghost-traps decay if you wait long enough. I think I can fix it, though. If you can fetch me the Orb of Souls from Hyperborea, then we can use it to catch Logri's soul again before his minions stick the soul back into his body!

The next stage of the quest is clear – the characters must travel into Hyperborea and find the Orb of Souls. They may have questions for Mimir:

Are you sure we need this Orb of Souls? *I only catch little ghosts in my traps. A spirit as powerful as Logri is far beyond my power and perhaps the power of any shaman in the north. The Orb worked before. It is our best weapon against the Binder.*

The Witch-Men stopped him last time, maybe they will again? *Feh! The Binder is loose in Asgard and until he crosses the River of Death Ice, the Witch-Men won't lift a bony hand to help us.*

How do we find the Orb of Souls? *I can think of three ways. First, you could ask the Witch-Men at the Circle of Chertzbog. Second, you could break into their library in Kolu Castle and consult the scrolls there. Third, there's a holy place in the Graskal mountains I know – a spirit there is said to be an oracle who can answer any question but at a price.*



So, if Logri's soul is running around as a ghost, how dangerous is he? *No doubt he's only got a little of his former power – sorcerers of his sort are always sacrificing virgins and smoking lotus dust and you can't do that when you're bodiless. He's still got tremendous power – calling up an army of the dead like that is no small magic. He must have bound a new Hand to funnel his spells.*

If Logri can cast spells through his Hand, shouldn't we find the Hand? *Perhaps – but killing the Hand won't stop Logri. He bound hundreds of people to his will when he was alive, so I'm sure he can bind another hand when he's dead. No, the Orb of Souls is a permanent solution.*

We're taking the Horn with us, old man. *Feh! No respect for the aged and the learned! Fine, take it, but let me copy down the symbols on it first, for my own curiosity.*

GIFTS OF THE GHOSTS

If any players roleplayed their temporary characters especially well, then their usual Player Character may benefit from a gift from the corresponding ghost. These gifts are minor supernatural traits.

Hrulf: Gain the Fighting-Madness feat or an extra use of the feat once per day if you already have it.

Oruxa: Gain the Eyes of the Cat feat or Trap Sense +3 if you already have it. This added Trap Sense stacks with existing Trap Sense.

Orchala: Gain a +2 bonus to all Charisma-based skill checks where your appearance may play a part.

Halbad: Gain the Heroic Sacrifice Borderer class feature. If you already have this, then you get a +2 bonus to all attacks when you using Heroic Sacrifice.

Tiw: Gain the Iron Will feat. If you already have that, gain Toughness. If you have both feats, gain any one Soldier bonus feat.

Furthermore, at any point in the rest of this campaign, an adventurer may spend a Fate point when in dire need to have one of the ghosts appear and aid them for a brief time. This supernatural event will only happen once.

EXPERIENCE POINTS

Award the players Experience Points for the second half of the adventure according to A Tale of Shadows, Part II table. Experience points are awarded on an individual basis. The players still get experience points even though they were playing different characters temporarily.

A Tale of Shadows, Part II

Event	Experience
Slaying the Manticore	250 XP
Per Horror of the Pit slain	100 XP
Freeing the prisoners in Logri's dungeon	50 XP
Sneaking past Gort	100 XP
Slaying Gort	250 XP
Defeating the Stranglers of the Candle	250 XP
Roleplaying well with the Witch-Men	100 XP
Getting into Skolja	100 XP
Finding the Tower of Zud	100 XP
... before the ritual starts	100 XP
Stopping Logri the Binder	500 XP
Rescuing Hama	250 XP
Rescuing the infant son of Queen Olu	100 XP
Winning a Gift of the Ghost	250 XP



MONSTERS & FOES

GHOST BEAR

Large Undead
Hit Dice: 6d12 (42 hp)
Initiative: +6 (+1 Dex, +5 Reflex)

Speed: 40 ft.
Dodge Defence: 14 (-1 size, +1 Dex, +4 natural)
DR: 2

Base Attack/Grapple: +3/+15
Attack: Claw +10 melee (1d10+8)
Full Attack: 2 claws +10 melee (1d10+8), bite +5 melee (2d8+4, AP 9)
Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Improved grab, bearhug 3d10+12
Special Qualities: Darkvision, Undead, Invisible, Spirit Travel
Saves: Fort +2, Ref +2, Will +5
Abilities: Str 27, Dex 13, Con -, Int 2, Wis 12, Cha 10
Skills: Listen +4, Spot +7, Swim +14
Feats: Endurance, Run, Track
The heavy tread, the hot breath, the sharp claw... but there is nothing there.

These are the trapped spirits of bears, bound by Mimir's magic. The ghost bears are unaware that they are dead and so carry on much as they did in life.

COMBAT

They are invisible and incorporeal but must become solid in order to attack. The bears retain their invisibility when attacking.

Crush (Ex): A bear that gets a hold can make a single bear hug in place of its two claw attacks. The bear hug attack automatically deals 3d10+12 damage to the target.

Improved Grab (Ex): To use this ability, the bear must hit with a claw. If it gets a hold, it can bear hug.

Invisible (Su): Attacks on the bears have a 50% miss chance.

Spirit Move (Su): If a ghost bear does not make an attack action, it becomes incorporeal at the start of its next

turn. While incorporeal, the bear is immune to attacks and can move through solid objects.

GHOST NYMPH

Medium Undead
Hit Dice: 4d12 (1 hp, max 72 hp)
Initiative: +4 (+3 Dex, +1 Reflex)

Speed: 30 ft.
Dodge Defence: 16 (+3 Dex, +3 natural)
DR: Special

Base Attack/Grapple: +2/+9
Attack: Touch +5 finesse (1d3+Blood Drain)
Full Attack: Touch +5 finesse (1d3+Blood Drain)
Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Blood Drain, Improved Grapple, Embrace
Special Qualities: Darkvision, Undead, Body of Blood
Saves: Fort +1, Ref +4, Will +4
Abilities: Str 17, Dex 16, Con -, Int 8, Wis 10, Cha 16
Skills: Bluff +7, Spot +4
Feats: Improved Grapple
The maiden extends her arms to you, shimmering in the spray from the waterfall. She is a creature of the waters and her translucent body shines in the mountain sun.

This watery apparition is the ghost of a drowned woman. Her unearthly body is made of icy-cold water.

COMBAT

Initially, the nymph is immune to all non-magical attacks. As she drains blood, she becomes increasingly solid, until she is perfectly solid and real.

Blood Drain (Su): If the nymph touches a foe's bare flesh, she drains his life-blood. This deals 1d6+1 damage to the victim, and adds that many hit points to the nymph's total. She may drain hit points up to her maximum total of 72 Hit Points.

Improved Grapple (Ex): The nymph does not draw attacks of opportunity when making a grapple attack.

Embrace (Su): If the nymph gets a hold while grappling, she may embrace her foe. This deals 2d6+2 blood drain damage.

Body of Blood (Su): As the nymph drains blood, she becomes more and more solid. Attacks on the nymph have a miss chance that varies depending on how many hit points the nymph currently has.



Nymph Hit Point Total	Miss Chance
1	100%
2-10	75%
11-25	50%
25-50	25%
50+	0%

SKULL-FACES OF THE AIR

Medium Undead

Hit Dice: 6d12 (30 hp)

Initiative: +4 (+3 Dex, +1 Reflex)

Speed: 30 ft., Fly 50 ft.

Dodge Defence: 16 (+3 Dex, +3 natural)

DR: 2

Base Attack/Grapple: +3/+7

Attack: Claw +7 (1d8+4)

Full Attack: Two claws +7 (1d8+4)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Screech

Special Qualities: Darkvision, Undead

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 19, Dex 17, Con -, Int 8, Wis 10, Cha 11

Skills: Hide +7, Move Silently +7, Spot +4

Feats: Fly-By Attack, Mobility

This horror is a ragged black cloak topped with a leering human skull. Two bony hands reach for your throat, but the monster's body is a tangled wreck of bones, rags and feathers

Skull-Faces of the Air are undead monsters, which flap grotesquely through the clouds in the service of Logri the Binder. The shrieking horrors weigh no more than a child but are capable of carrying a full-grown man off into the sky, then dropping him to his death. The Skull-Faces are made by binding an evil spirit to a framework of bone and cloth.

COMBAT

Skull-Faces are relatively fragile, so they prefer to keep moving while using their Fly-By Attack and Mobility feats to slash at their foes. They only shriek when they have been spotted, preferring to ambush enemies from the air.

Screech (Su): Once per combat, a Skull-Face can let out a horrific shrieking cackle. This shriek triggers Terror of the Unknown, forcing those who hear it to make a Will save against DC13. In a group of Skull-Faces, the horror is multiplied – increase the DC by +1 per extra Skull-Face present.



A character who has previously been affected by the screech of the Skull-Face no longer suffers from Terror of the Unknown but will be shaken if he fails his Will save against the screech.

THE WORLDWORM

Colossal Magical Beast

Hit Dice: 14d10+42 (139 hp)

Initiative: +7 (-2 Dex, +9 Reflex)

Speed: Swim 40 feet

Dodge Defence: 10 (-2 Dex, +5 natural, -8 size)

DR: 4

Base Attack/Grapple: +14/+40

Attack: Bite +16 (2d8+10) or Tail Lash +11 (2d12+15)

Full Attack: Bite +16/+11 (2d8+10) or Thrash (special)

Space/Reach: 30 ft. (6)/20 ft. (4)

Special Attacks: Thrash

Special Qualities: None

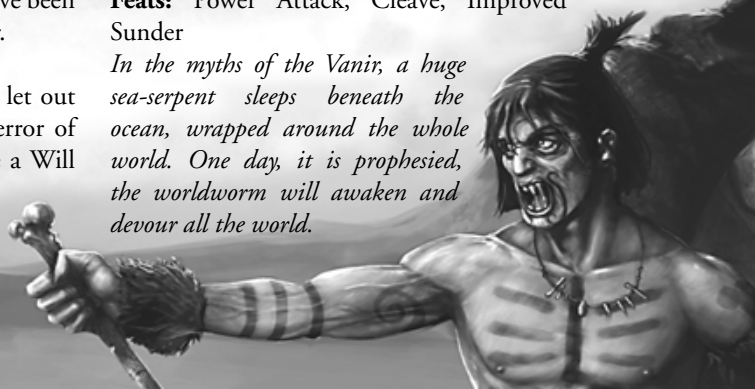
Saves: Fort +12, Ref +7, Will +4

Abilities: Str 30, Dex 6, Con 16, Int 2, Wis 10, Cha 3

Skills: Spot +7, Swim +24

Feats: Power Attack, Cleave, Improved Sunder

In the myths of the Vanir, a huge sea-serpent sleeps beneath the ocean, wrapped around the whole world. One day, it is prophesied, the worldworm will awaken and devour all the world.





This is the illusion of the worldworm conjured by Mimir the Wise and his ghosts. No doubt the real worldworm is even bigger...

COMBAT

The worldworm swims through the ocean, so only swimming characters can attack it in melee. When it brings its head down to bite, characters can attack with readied attacks.

Tail Lash (Ex): Instead of biting, the worldworm can make a tail lash attack. A character struck by a tail lash is knocked back 1d4x5 feet, which may knock the character overboard.

Thrash (Ex): When the worldworm thrashes, everyone within 40 feet of the monster suffers 2d6 damage. They must also make a Balance check (DC17) or be knocked prone if standing or a Swim check (DC17) to avoid starting drowning if swimming.

MIMIR

Medium Humanoid (4th level Barbarian/10th level Scholar)

Hit Dice: 4d10+8 (40 HP)

Initiative: +9

Speed: 30 ft.

Dodge Defence: 18

Parry Defence: 15

DR: 0

Attack: +11 battleaxe (1d10+1/x3, AP5)

Full Attack: +11 battleaxe (1d10+1/x3, AP5)

Magic Attack Bonus: +8

Power Points: 9 (maximum 27)

Special Attacks: +1 racial damage bonus to sword attacks, Sorcery

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +1, Uncanny Dodge, Knowledge is Power.

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +7, Ref +9, Will +13

Abilities: Str 12, Dex 15, Con 10, Int 15, Wis 16, Cha 16

Skills: Bluff +13, Concentration +10, Climb +7, Craft (herbalism) +8, Decipher

Script +12, Handle Animal +9, Heal +13, Hide +10, Knowledge (arcane) +14, Knowledge (rumours) +14, Knowledge (history) +14, Knowledge (nature) +14, Listen +11, Move Silently +10, Sense Motive +13, Sleight of Hand +7, Spot +5, Survival +9

Feats: Track, Endurance, Iron Will, Stealthy, Alertness, Die Hard, Ritual Sacrifice, Knowledgeable

Reputation: Crazy Mystic 15 (+2)

Possessions: Sorcerer's Trappings, Ghost Bottles and Ghost Traps.

Spells:

Nature Magic: *Summon Beast, Animal Intercessor (Defensive Blast), Animal Ally, Spirit of the Land*

Necromancy: *Raise Corpse, The Dead Speak, Ghost Trap, Ghost Lure*

Prestidigitation: *Conjuring, Blast Wave (Defensive Blast), Burst Barrier, Conjure Item*

Hypnotism: *Entrance, Hypnotic Suggestion, Savage Beast*

HORRORS OF THE PIT

Medium Aberration

Hit Dice: 5d8+5 (28 hp)

Initiative: +2 (+1 Dex, +1 Reflex)

Speed: 30 ft.

Dodge Defence: 14 (+1 Dex, +3 natural)

DR: 0

Base Attack/Grapple: +3/+5

Attack: Mangled Limb +5 (1d8+2)

Full Attack: Two Mangled Limbs +5 (1d8+2)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Chaotic Spawn

Special Qualities: Terror of the Unknown

Saves: Fort +2, Ref +2, Will +4

Abilities: Str 15, Dex 13, Con 12, Int 6, Wis 10, Cha 3

Skills: Spot +5, Move Silently +6

Feats: Endurance, Die Hard

These horrific creatures are created through a combination of necromancy, forbidden magic and bizarre surgery. They resemble nothing that should ever exist under the light of the sun.

Each Horror of the Pit is unique in its blasphemous deformity; combined, they are a grotesque carnival of the bizarre and the abhuman.

COMBAT

In combat, the reactions of each Horror of the Pit will be determined largely by its Chaotic Spawn.



Chaotic Spawn Table

Roll (d10)	Defensive	Offensive
1	Armour plates: Gain DR+1d8	Claws: Increase the horror's damage to 1d10+2, AP6
2	Incredible Agility: The Horror gains +4 Dodge defence	Acid Spit: The horror gains an acid spit attack, which it may use immediately. This attack has an attack bonus of +5, but cannot be parried and ignores armour. It deals 1d6+2 damage.
3	Bony Shield: The Horror gain a Parry Defence of 18.	Maw: The horror grows a huge mouth. If it makes a successful tentacle attack, it can pull victims into its maw for an extra 1d10+2 damage.
4	Spikes: The horror shoots spikes at the attacker, which hit automatically for 2d6 damage, AP6.	Remarkably Quick: The horror's Initiative score increases by +8.
5	Sticky: The horror's flesh is sticky. The attacker must make a Strength check (DC15) or his weapon is lodged in the monster's body.	Webbing: Anyone struck by the horror's tentacle attack must make a Reflex save (DC12) or be entangled until he makes a Strength or Escape Artist check (DC16).
6	Foul Stench: Anyone in melee combat with the horror suffers a -2 penalty to all attacks.	Vicious Teeth: The horror gains a Bite attack that deals 1d8+2, AP4 in addition to its normal tentacle attack. It may use both attacks as part of a standard attack action.
7	Spines: Anyone in melee combat with the horror takes 1d4 damage each round automatically	Engulf: The horror flows like liquid around its foe – the horror's attacks cannot be Dodged. Its damage increases by +1d4.
8	Fast Healing: The horror regains 3 hit points per round.	Frenzy: The horror enters into a Fighting-Madness, gaining +4 Strength and Constitution (+10 hit points, +2 to all attacks and damage)
9	Web of Death: The horror may always make an attack of opportunity against those attacking it.	Venom: Anyone struck by the horror must make a Fortitude save (DC12) or suffer 1d3 Constitution damage.
10	Divide In Two: The Horror splits into two identical Horrors	Many Tendrils: The horror's attacks cannot be parried as it sprouts dozens of thin tentacles. Its damage increases by +1d4.

Chaotic Spawn (Su): The first time an attack is made on a Horror of the Pit or the first time the Horror attacks, roll on the Defensive Chaotic Spawn or Offensive Chaotic Spawn table. The Horror gets the rolled ability. A Horror may only use the Chaotic Spawn ability once but retains the ability gains from this power for the rest of its short, agonised life.

THE MANTICORE

Large Magical Beast

Hit Dice: 12d8+48 (144 hp)

Initiative: +14 (+0 Dex, +8 Reflex, +4 Improved Initiative)

Speed: 40 ft.

Dodge Defence: 13 (+0 Dex, +4 natural, -1 size)

DR: 4

Base Attack/Grapple: +12/+24

Attack: Claw +17 (1d10+6, AP6) and Tail Swipe +7 finesse (1d4+4+poison)

Full Attack: Two claws +17 (1d10+6, AP6) and Bite +12 (2d8+9, AP12) and Tail Swipe +7 finesse (1d4+4+poison)
Space/Reach: 10 ft. (2)/5 ft. (1)

Special Attacks: Poisonous Sting, Pounce

Special Qualities: Conditioning

Saves: Fort +12, Ref +8, Will +6

Abilities: Str 23, Dex 10, Con 18, Int 2, Wis 15, Cha 3

Skills: Hide +7, Move Silently +7, Spot +4

Feats: Multiattack, Improved Initiative, Alertness

The misshapen beast is one of Logri's more successful monstrosities, and serves well as a guardian for the sorcerer's secret dungeon.

The manticore has the head of a giant, the body of a mangy lion, and a scorpion's tail. It is terrified of the sound of gongs.

COMBAT

The manticore is capable of battling multiple foes at once. Its



lashing tail has a reach of 20 feet, allowing it to strike at enemies anywhere in its lair.

Tail Swipe (Ex): The manticore may make a tail swipe once per round in addition to its other attacks. The tail swipe is a reach weapon with a reach of 20 feet. If the tail attack inflicts damage, then the target is affected by the monster's poisonous sting.

Poisonous Sting (Ex): Anyone damaged by the manticore's tail swipe suffers its poisonous sting.

12d10+48 (110 hp)

Initiative: +4

Speed: 20 ft.

Dodge Defence: 16

Parry Defence: 25 (29 with shield)

DR: Special

Attack: +18 Stone Fist (2d6+6, AP10)

Full Attack: +18/+13/+8 Stone Fist (2d6+6, AP10)

Poison	Type	Damage	Saves Required	Save Interval
Manticore Poison	Injury DC16	1d4 Strength	4	1 round



Special Attacks: Stone Fist

Special Qualities: Half-Stone, Fire Vulnerability

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +12, Ref +4, Will +4

Abilities: Str 22, Dex 10, Con 18, Int 10, Wis 10, Cha 14

Skills: Intimidate +7, Knowledge (warfare) +5, Ride +5,

Listen +7, Spot +7.

Feats: Power Attack, Improved Grapple, Improved Sunder, Cleave, Alertness, Greater Sunder, Improved Unarmed Attack, Crushing Grasp

Possessions: Large steel shield.

Stone Fist (Su): Gond's right hand is made of solid stone. It inflicts 2d6 damage and has AP4.

Half-Stone (Su): Half of Gond's body is made of stone. The warrior uses his shield to maximise the protection of his flesh parts. Any attack on Gond has a base 50% chance of hitting Gond's stone side. The stone side has DR10. A character may take a -4 penalty to his attack roll in order to always hit Gond's unarmoured fleshy side.

Finesse attacks automatically hit Gond's fleshy side.

Fire Vulnerability (Su): Gond takes double damage from all fire-based attacks.

Pounce (Ex): If the manticore charges, it may pounce on a foe. A pounce attack works like a claw attack but the manticore then makes a grapple roll against its target. If the manticore wins, it knocks the target prone and moves into the target's square.

Conditioning (Ex): Logri trained the manticore to be terrified of the sound of gongs. Striking the gong causes the manticore to cower, not attacking unless attacked. A gong-like sound (such as striking a sword off a metal shield) forces the manticore to make a Will save against the other character's Bluff or Perform check; if the manticore fails, it cowers for one round.

STRANGLERS OF THE CANDLE

Medium Outsider

Hit Dice: 6d8+6 (33 hp)

Initiative: +6 (+1 Dex, +5 Reflex)

Speed: Fly 30 ft.

Dodge Defence: 13 (+1 Dex, +2 natural)

DR: 0

Base Attack/Grapple: +6/+12

Attack: Claw +7 (1d6+1)

GOND

Medium Humanoid
(12th level Hyperborean
Soldier)

Hit Dice:



Full Attack: Claw +7 (1d6+1)
Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Strangle

Special Qualities: Candle Tether, Spirit Move

Saves: Fort +5, Ref +5, Will +5

Abilities: Str 15, Dex 13, Con 12, Int 10, Wis 10, Cha 11

Skills: Hide +10, Move Silently +10, Listen +9, Spot +9, Knowledge (arcana) +9

Feats: Improved Grapple, Crushing Grasp

The demon creeps out of the candle to snuff out your life.

Stranglers of the Candle are demons from beyond the belt of light that surrounds our world. Using a potent spell, a sorcerer can bind such a demon to a candle made from human fat with a wick of woven hair from murdered men. When the candle is lit, the demon comes forth to murder.

COMBAT

Stranglers of the Candle are invisible and incorporeal except when they are attacking, making them exceedingly dangerous. When attacking, the demon materialises with its cold hands already around the victim's throat!

Strangle (Su): If the Strangler is grappling a foe and wins the grapple check this round, it can strangle its foe. If the strangler maintains its grapple for a number of rounds equal to the victim's Constitution score divided by 4 (rounding down), then the victim has been choked and is unconscious (dropping to 0 hit points). One round after that, the victim drops to -1 Hit Points and is dying. One round later, the victim dies. A character who breaks out of a choke is stunned for one round.

Spirit Move (Su): If a Strangler of the Candle does not make an attack action, it becomes incorporeal and invisible at the start of its next turn. While incorporeal, the Strangler is immune to attacks and can move through solid objects.

Candle Tether (Su): Stranglers of the Candle are tied to the candle used when they are summoned. If the candle is extinguished, the demon vanishes. If the candle burns down or is destroyed, the demon is banished from our world.

SKOLJA GUARD CAPTAIN

Medium Humanoid (4th level Hyperborean Soldier)

Hit Dice: 4d10+8 (40 HP)

Initiative: +1

Speed: 25 ft.

Dodge Defence: 12

Parry Defence: 20 (large shield)

DR: 7 (Mail Hauberk, Steel Cap)

Attack: Broadsword +7 (1d10+4, AP6)

Full Attack: Broadsword +7 (1d10+4, AP6)

Special Attacks: None

Special Qualities: Formation Combat (Heavy Infantry)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +1, Will +2

Abilities: Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 11

Skills: Climb +4 (+0), Craft (stone) +2, Intimidate +8, Knowledge (warfare) +7, Listen +3 (+0), Ride +6, Search +7, Spot +6

Feats: Alertness, Weapon Focus (broadsword), Weapon Specialisation (broadsword), Parry, Brawl, Athletic

Possessions: Mail Hauberk, Steel Cap, Broadsword, 50 silvers.

LOGRI'S GUARDS/ SKOLJA CITY GUARDS

Medium Humanoid (2nd level Hyperborean Soldiers)

Hit Dice: 2d10+2 (15 HP)

Initiative: +5

Speed: 30 ft.

Dodge Defence: 11

Parry Defence: 14 (16 with Buckler)

DR: 6 (Mail Shirt, Steel Cap)

Attack: War Spear +4 (2d4+3, AP4) or Broadsword +5 (1d10+2, AP5)

Full Attack: War Spear +4 (2d4+3, AP4) or Broadsword +5 (1d10+2, AP5)

Special Attacks: None

Special Qualities: None

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +4, Ref +1, Will +1

Abilities: Str 15, Dex 10, Con 13, Int 10, Wis 10, Cha 11

Skills: Craft (Stone) +1, Intimidate +3, Search +6, Listen +6

Feats: Weapon Focus (broadsword),

Parry, Improved Initiative

Possessions: Mail Shirt, Steel Cap, Buckler, War Spear, Broadsword, 25 silvers.



Hand of the Necromancer

FORESHADOWINGS

- ✿ Being trapped
- ✿ Climbing into the back of a giant monster
- ✿ Insulting a Witch-Man to his face
- ✿ Making a new ally
- ✿ Doing something astonishingly heroic in battle
- ✿ Inspiring an ally
- ✿ Wandering off from the rest of the group and getting into trouble
- ✿ Weeping over the body of a murdered friend
- ✿ Finding the Orb of Souls

SIGN OF THE HAND

Earlier in the adventure, the characters were given a gift by Logri's hand – a bracelet, a crystal tear or a mummified finger, depending on whether Cneph, Irda or Olaf is the Hand. This gift is a magical focus, allowing the Hand to track the characters' movements and to spy on them. That gift has now fallen from the characters, remaining at Mimir's cave. The Hand's servants are even now killing Mimir, having been guided to him using the gift.

So, at some point soon after leaving Mimir, the players need to be informed that the gift has gone missing. Ideally, drop the information into some other piece of description. For example, if one adventurer fails a Climb check and falls, describe his pack breaking open when he lands, scattering his gear across the snow. The adventurers manage to recover everything except (*pretend to roll some dice*) a few coins, some flint and the gift.

INTO HYPERBOREA!

Summary: The adventurers brave the crossing into Hyperborea, then decide where to seek the Orb of Souls.

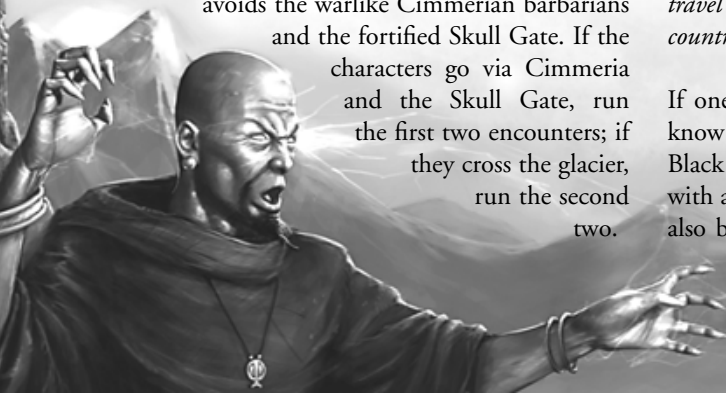
Mimir the Wise has sent the adventurers into the land of Hyperborea, where the fabled Orb of Souls is hidden. He has suggested three possible places to begin their search – the Circle of Cherbog, the Library at Kolu Castle and the Mountain Oracle. First, though, they must cross from Asgard into Hyperborea. There are two possible routes – they can head south, through the mountain passes and from there cross through northern Cimmeria to the Skull Gate and persuade or force their way through there. Alternatively, they can head straight east, over the glacier known as the River of Death Ice.

The route through the Skull Gate has fewer environmental dangers but is still perilous. Crossing the glacier is supremely dangerous but at least avoids the warlike Cimmerian barbarians and the fortified Skull Gate. If the characters go via Cimmeria and the Skull Gate, run the first two encounters; if they cross the glacier, run the second two.

CLAN OF THE BLACK RAM

Fortune favours you and the pass through the Eiglophian mountains is clear of snow. After only a few days travel, you cross the border into Cimmeria. For another three days, you travel through the grey hills and gloomy woods of that dark country and you do not see a sign of a single other living soul.

If one or more of the adventurers is a Cimmerian, they know that this region is the territory of a clan called the Black Ram, an infamously insular and bitter clan who feud with all their neighbours constantly. The Black Rams have also been known to raid the Aesir and Hyperboreans, as





well as the Border Kingdoms. It is likely that the characters will be attacked unless they make peace with the Black Ram clan.

On the morning of the fourth day, though, you awaken to find an arrow stuck right in the middle of your camp, thrust into the bracken – a clear warning that you are not welcome here and should turn back.

If the characters left sentries, none of them saw anything during the night – the Cimmerians must have been astonishingly stealthy. (This is a good point to mention that the Hand's gift is missing – you can hint that the Black Ram stole it).

The characters can turn back, either skirting around the Black Ram territory entirely and adding a week to their journey or taking the other route into Hyperborea, or they can keep going.

Finding the Black Ram Camp: If the adventurers wish, they can attempt to find the Black Ram clan village. This requires a Knowledge (Cimmeria) check at DC15, or a Survival check at DC25. If the Survival check is failed by 10 or more, then the characters blunder into a Black Ram ambush – see *Attack of the Black Ram*, below.

If the characters find the small village of rough longhouses and huts where the Black Ram dwell, they can bargain with the Chief of the Ram, a pot-bellied old warrior named Puc. Old Puc is not the warrior he was in his youth but he makes up for this by having sired twelve sons, all of whom are now notable warriors. Puc lives in the biggest house in the village, sleeping on furs and other finery taken on raids, with the huge he-goat that is the clan totem.

The Black Ram camp is protected by a ditch, a low wall and two dozen Cimmerian warriors. If the characters are foolish enough to attack, then the Cimmerian women will also join the battle.

Dealing with the Black Ram: If the characters go to the Black Ram village or if they parley with the warriors instead of fighting them during *Attack of the Black Ram*, they can try to bargain for passage through the Black Ram lands. This requires a Diplomacy check, DC30, modified as follows:

- ✪ The characters have found the Black Ram village: +5
- ✪ ... and deal respectfully with Puc: +5
- ✪ The characters are Cimmerian or Aesir: +5
- ✪ The characters look tough and well armed, or really poor: +5
- ✪ The characters impress on the Cimmerians the importance of their journey: +5

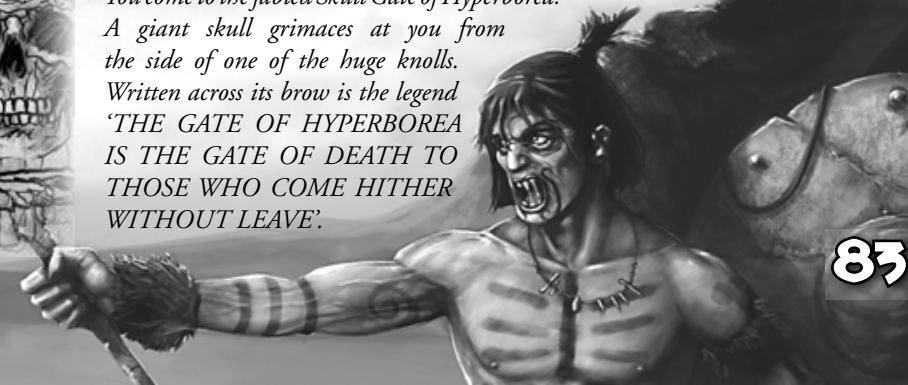
If the check is failed by 10 or more, the Cimmerians attack. If it is failed by 9 or less, the Cimmerians demand a gift in exchange for permission to pass through their lands of value equal to (margin of failure) x (number of adventurers) x 25 sps. Not giving a suitable gift means the Cimmerians attack.

Attack of the Black Ram: The warriors of the Black Ram are canny and dangerous fighters. They attack in waves – the first wave charges in recklessly, to determine the characters' strengths and tactics. The second fighters come in to relieve the first wave if the adventurers are proving too tough or to flank and support the first wave if the adventurers seem to be defeatable.

The characters face two Black Ram Warriors per adventurer if ambushed or far more than that if they attack the Black Ram village.

SKULL GATE OF HYPERBOREA

You come to the fabled Skull Gate of Hyperborea. A giant skull grimaces at you from the side of one of the huge knolls. Written across its brow is the legend 'THE GATE OF HYPERBOREA IS THE GATE OF DEATH TO THOSE WHO COME HITHER WITHOUT LEAVE'.





As the characters pass through the Skull Gate, they see a horse coming in the opposite direction to them. A man is slumped in the saddle, barely clinging to the steed's back. He has been pierced by many arrows, most of which struck him in the back as he fled. He wears an iron slave's collar around his neck.

This encounter poses no danger to the adventurers – it is just to foreshadow the harsh nature of Hyperborea.

LAIR OF THE ICE WORM

The men of Aesir call this the River of Death Ice and it is well named. You have lost count of the number of bottomless chasms and treacherous crevasses you have encountered so far and you are not even half-way across the glacier. The cold wind bites like a sword and your furs are so laden down with frost it seems to take most of your strength just to keep moving.

A wall of blue-white ice looms out of the snow ahead of you. Another cliff to climb...

This cliff is the lair of an Ice Worm. The worm has bored tunnels through the ice of the glacier all through the cliff and the surrounding terrain. These tunnels are all capped with a thin wall of ice, which the worms can easily break through. It hunts by popping out of these tunnels and grabbing prey or by having prey fall through one of the tunnel mouths and slide down into the depths of the glacier, to the feeding chambers of the worm.

Climbing the Cliff: The icy cliff is 60,000 feet tall and is DC20 to climb. At normal climbing speeds, the characters will take five Climb checks to reach the top. The characters can rope themselves together and take 20 on the climb – at least until the worms attack!

As the characters approach the cliff, call for Spot checks. If a character gets 15 or more, then he notices the shape of the tunnels coiled like intestines within the ice cliff. If he gets a 25 or more, then he also spots the grotesque insectoid shape of an ice worm lurking in a tunnel.

Attack of the Worms: When the characters are three-fifths of the way up the cliff or when they start breaking into the ice tunnels, the worm attacks. The worm bursts out of tunnels in the cliff face and grabs at the nearest adventurer. If successful, it tries to drag the adventurer inside the tunnel mouth, then lets go – this requires at least two rounds, one

round to attack and one round to move the adventurer while grappling him. The tunnels inside the glacier are sloped and slippery, so if the adventurer is dragged inside, he will slide down to the feeding chamber in the depths. This slide inflicts 1d6 damage on the character.

If the worm fails to drag anyone into the tunnels, then it starts smashing the cliff face ahead of where the adventures are climbing, trying to make them fall. Each worm can only target one character at a time but if that character fails to climb higher each round, he automatically falls as the worm bursts through the ice he's clinging to.

The Cliff Traps: If the characters make it to the top of the cliff, then the danger is not over. The worm has more tunnels on the roof of the glacier and the weight of an adventurer is enough to collapse the ice cap over the tunnel and send the adventurer sliding down into the depths. As the adventurers move, randomly determine each round which adventurer is near a tunnel mouth. If that adventurer does not make a successful Search check (DC15), then he breaks open a tunnel entrance and must make a Reflex save (DC15) to avoid falling in, taking 2d6 damage and sliding down to the feeding chamber.

Characters can also smash their way into the tunnels to get to the feeding chamber.

The Feeding Chamber: The feeding chamber is a bowl-shaped cavern of blue ice, carved out by the ice worms. The floor of the chamber is covered with cracked bones – mostly mountain goats but also a few Snow Apes and even a human corpse or two. The ice worm prefers to fight their enemies in this room, where they can be devoured at the worm's leisure.

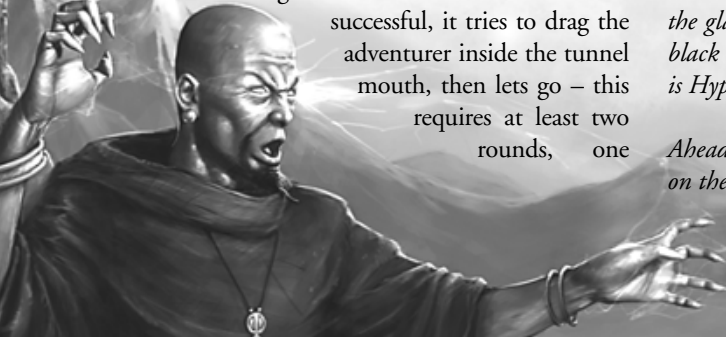
Climbing out of the feeding chamber is DC25; once the worm is defeated, though, the characters can easily escape.

Searching through the bones at the bottom of the feeding chamber does turn up a few treasures – 300 silver pieces in ancient coins, a bronze amulet of Hyperborean design and an ancient Cimmerian broadsword, notched but still sturdy.

THE KEEP ON THE BORDERLANDS

You climb to the crest of a ridge and realise that you have left the glacier behind. Before you is a grim vista, a landscape of black earth and shadowed hills. This land, desolate and cold, is Hyperborea, the realm of the Witch-Men!

Ahead of you, you see a single tower on a hill, a lonely sentinel on the border.



This abandoned tower will haunt the adventurers for the rest of the day. The weather changes, from dull clouds to rain to driving snow and back to rain, and still the adventurers can see the tower. It never seems to get any closer. At night, the tower remains visible even in the darkness, as if the moonlight congeals around the grey stone. Even when the characters dream, the tower is present in their dreams.

This weird phenomenon continues for another day and a night – the tower never seems to move but never get any closer to the adventurers. If they try taking another route, the tower is still present on the periphery of their vision and occupies the exact same position in their dreams. By the evening of the second day, the characters can even see the tower when they close their eyes, as if the image of that crumbling grey tower was burned into their minds.

Abruptly, the characters find themselves nearly at the foot of the tower. This close, they can see that the tower is of the same design and workmanship as the ruined Hyperborean watchtower in the swamp in Asgard near Cnep's Hall.

The Horror of the Tower: To cross into Hyperborea, the adventurers need to go past the tower. Something terrifying and ghastly seems to dwell in the tower or maybe it is just their imagination. Either way, walking past the tower requires a Will saving throw against fear (DC20). If a character passes this check, he can walk freely into Hyperborea. If he fails, then he can still enter but loses one Fate point for the duration of his time in this doomed land.

LORE OF THE WITCH-MEN

Summary: The adventurers must find a way to locate the Orb of Souls. There are three approaches – one favours diplomacy and roleplaying, one is suited to adventuring parties with lots of stealth or combat abilities and the third is suitable for any group but requires an inevitable sacrifice.

The three options are:

- ✦ **The Circle of Cherbog**, in the heart of Hyperborea where the Witch-Men gather in their covens
- ✦ **The Library at Kolu**, a castle where the sorceress Urska dwells.
- ✦ **The Mountain Oracle**, a spirit in the Graskal Mountains said to be all-knowing.

THE CIRCLE OF CHERBOG

As if walking in a half-remembered dream, you find yourself back at the Circle of Cherbog, even though you have never been here before. Hundreds of years have passed since Hrulf and the other slaves met the Witch-Men here but the ageless standing stones are unchanged, and will no doubt endure until the ending of the world.

You arrive at twilight. At the centre of the circle is a pile of stacked wood and straw.

Lighting the bonfire at the centre of the stone circle is a signal to summon the Witch-Men. The white-masked figures step out of the shadows beside the stones, one by one. The eldest Witch-Man, identical to the leader the characters glimpsed in the ghost dream, addresses the adventurers.

'Who dares call the coven of the Witches?'

To convince the Witch-Men to aid them, the players will need to convince this cabal of sinister sorcerers that Logri has returned and that the adventurers are capable of finding his spirit and trapping it once more in the Orb of Souls. Important facts for the players to mention are:

- Logri's use of necromancy in Asgard
- Mimir's suspicion that Logri has a new Hand
- Logri's mastery of the spell of binding
- The threat posed by a resurrected Logri.

Once the characters have finished making their case, the leader of the Witch-Men addresses the rest of the coven.

First Witch-Man: *What say you, my brothers?*

Second Witch-Man: *The Binder was defeated centuries ago and locked in an inescapable prison. These men are fools, jumping at shadows and parroting names they learned from a Nordheimer fool. Let us destroy them and be done with it!*

Third Witch-Man: *If Logri has returned and then the Binder will work through minions and dupes. Perhaps these rogues were sent here by Logri or some servant of his to learn our secrets. Who knows who they can truly trust.*

First Witch-Man: *You are both wise, brothers, but even a whisper of the Binder is enough to trouble me. Let us be certain.*

The Witch-Man advances to the characters. *'Which of you will be tested?' As he speaks, a blue flame leaps to life at the end of his white staff.*

Test of the Witch-Man: The Witch-Man thrusts his flaming staff at the head of whichever character volunteered to be tested. The blue flame engulfs the



adventurer's head, burning him and scorching his hair. The adventurer then secretly hears the voice of the Witch-Man in his mind.

A death-curse is upon you. Speak an untruth and it will kill you. Do you understand?

If the adventurer agrees, the telepathic message continues.

Do you swear that everything you and your companions said of Logri the Binder was true?

Again, if the adventurer agrees, then the Witch-Man speaks into the mind, saying *'my brothers spoke truly. If the Binder has returned, then no doubt he has many minions and spies, and I must be careful. The Orb of Souls was placed in a vault in the city of Skolja – seek if there.'*

ENOUGH DIPLOMACY!

Another, more Conan-like way of interrogating the Witches is to wait until the leader comes close enough, then grab him and use his own death curse on him to force the location of the Orb out of him.

The blue flame fades and the Witch-Man leader shouts to everyone *'these fools know nothing. Begone!'*

The Witch-Men step into the shadows and vanish.

THE CASTLE OF KOLU

According to Mimir's ghosts, the library of the Witch-Men is somewhere within Kolu Castle. That keep is surrounded by black hills and scanty farmlands. You ride past walled villages of black stone, where hollow-eyed pale serfs stare at you as you go by. Twice, you have to evade patrols of Hyperborean cavalry riding across this dark and barren land.

The road to Kolu Castle is marked with skulls. Another day's travel brings you within sight of the squat fortress. You pass by another two villages but these are empty and abandoned. Gaunt wolves stalk the snowy alleyways.

You stop at a low ditch with a trickle of

water running through it. Another hour's ride will bring you to the gates of the castle. How do you proceed from here?

Kolu castle is built according to the same general floorplan as Logri's ancient keep. As the characters approach, they can see the guards on the walls. The fortress is guarded by two dozen Hyperborean guards – four in the gatehouse, one more in each of the watchtowers, two patrolling the walls, and the rest in the keep. A tower rises from the keep, which contains the library.

Sneaking Into The Keep: There are several ways into the keep that the characters can try.

- ✦ **Storming The Main Gate:** The gate is open as the characters approach; charging through it on horseback can get the characters inside the walls fast enough or they can force it open with a Strength check (DC25).

- ✦ **Bluffing Past The Guards:** Obviously, randomly riding up to the guards and saying 'hello, we are here to read your forbidden library' will not work but a good disguise can get the characters into melee range.

- ✦ **Climbing The Walls:** Climbing the walls is DC20; the guards have a Spot bonus of +0. Once they are over the wall, the characters can rush across the courtyard and into the library tower.

- ✦ **The Tunnels:** Unlike Logri's keep, there is no dungeon full of monsters beneath Kolu castle. There is, however, a filthy pit that runs beneath the wall. Iron bars block anyone from entering this way but these bars are rusted and can be pulled away with a Strength check (DC20).

Raising the Alarm: If the characters are detected as they try to sneak into the keep, then the guards sound the alarm. 1d4 guards emerge from the central keep each round until all 12 guards have emerged to join the fight. 1d4 rounds after the last guard arrives, Urska the Witch emerges and starts throwing necromantic sorcery at the adventurers.

Combat!

- ✦ The Hyperborean guards here are more used to tormenting serfs and putting down peasant uprisings than fighting hardened adventurers, so they will initially be hesitant about how to react. Once they realise that the adventurers are not going to run away when faced by a few pikemen, the guards will rally and start using their formation combat abilities.

- ✦ Urska opens up with a *Greater Telekinetic* blast of Hidden Death, hurling stilettos or tomb dust at foes. She uses *Agonising Doom* on the most dangerous targets, refuelling her Power Points with





Opportunistic Sacrifice; she also casts *Raise Corpse* on any fallen warriors. If a foe resists her *Agonising Doom*, she may blast him with *Visions of Torment and Enlightenment*. If pressed, she has *Master, Aid Me* to summon her demonic patron, a Black Fiend.

- There's plenty of scope for swashbuckling around the courtyard, leaping off sheds, swinging along towers and so on. The courtyard is also large enough for mounted combat abilities to be used.

The Library: The Library Tower is a single narrow chamber with a spiral staircase winding around the inside. There are thousands of small alcoves in the wall, containing scrolls and other relics.

Finding the right scroll requires a Knowledge (arcana) check at DC15. A character without that skill can still search for the scroll by looking for Logri's rune; they have a 10% chance of finding it each round.

DREAMS OF DOOM

If any of the characters are sorcerers with the Divination style or have any psychic gift or other history of supernatural ability, then you can remind them of the ongoing plot with a curious dream.

That night, you have a weird dream. You see a figure kneeling in front of a blazing fire. The fire glows green, then blue and a voice speaks from the flame. DOOM. DOOM TO ASGARD. DOOM TO ALL THE WORLD.

The figure thrusts its hand into the fire. The blue flames coil around the hand, searing a rune into the figure's flesh. YOU ARE MY HAND, says the voice.

The scene changes. You are standing on a snowy mountainside. A man with an axe stands over you. His eyes are cold as the blade comes down...

...and you wake up, sweating.

Once the characters have the scroll, they can read it. It describes how the Orb of Souls was buried in a vault beneath the City of Skolja.

THE MOUNTAIN ORACLE

It takes you several weeks to cross Hyperborea, from the glacier to the foreboding peaks of the Graskal Mountains. Finally, after many miles of black earth and stone, you come to these darkly forested hills. The shadows conceal uncounted secrets.

Mimir the Wise spoke of a spirit in these mountains who could find the Orb of Souls. As you wander through the woods, you come upon a narrow path running up into the hills, flanked by a pair of statues so weathered you cannot make out any features beyond the bare suggestion of a humanoid form.

The path leads to a small cave that shelters another statue. This one is not as weathered as the first two – the features of the statue are clearly inhuman and look more like a serpent than a human. A small red-stained stone stands in front of the statue.

To summon the spirit, the characters must spill blood on the stone. Once blood is spilled on the stone, it is absorbed instantly, as if the stone is thirsty. When this happens, the characters hear a hiss from the statue and feel a presence manifest in the glade. 'Life' hisses the spirit, 'I hunger for life. A death for an answer...'

Roll	Toll Paid
1	Immediately; the character's spirit is dragged away and consumed by the statue.
2	Soon; the character has a few rounds to say farewell before the spirit claims him.
3	Before the character leaves Hyperborea; the character will die when he leaves Hyperborea, if not before.
4	Before the year is out; the character will die at the turning of the year if not before.
5	A natural death; a lucky result for the character, who will die as normal.
6	When you least expect it! The doom of the spirit hangs over the character, and will one day claim him.





The characters can ask the spirit any question but the toll is high. The spirit demands a life in exchange for its answer – whoever asks the question knows that their life is forfeit. The only uncertainty is when the spirit will claim its price. After each question, roll to determine when the questioner dies. Fate Points cannot be used to avert this doom.

Answers to likely questions include:

Where is the Orb of Souls? In a vault beneath the ruins of Skolja.

Who is Logri's hand? King Cneph Coalhair/Olaf One-Arm/Irda the Seer.

How can we defeat Logri? When a man lives, he too can die.

ACROSS THE STEPPES TO SKOLJA

Summary: The adventurers have discovered that the Orb of Souls is buried beneath Skolja; they travel to the ruined city to begin their search.

The characters may regain all their lost Hit Points during this journey.

The centuries have not been kind to the city of slavers. When Logri the Binder attempted his vile ritual, he

destroyed much of the city and terrified the populace. Thousands abandoned the city a few days after that; the rest left over the following years, with a few hardy souls hanging on for decades. Skolja has been empty of human life for hundreds of years. The buildings have crumbled and the walls are overgrown; wild dogs and vermin now dwell in the marbled halls and tiled courtyards of Skolja.

The borders of Hyperborea have changed too. Turan, once a small kingdom on the edge of the Vilayet, has expanded vastly, swallowing its rivals and pressing north. The ruins of Skolja are now close to the Turanian border and the countryside for scores of miles around is empty wasteland, abandoned by the Hyperboreans who once traded there. The characters ride for weeks without seeing another soul.

As they approach Skolja, though, they come upon a horrific sight...

THE DYING MAN

You find the dying man five hours after noon.

At first, you assume it is the carcass of some animal, surrounded by a flock of vultures. As you draw closer, though, you see that it is a man, staked out against the ground and left to die. Carrion birds sit around him, waiting for him to die but his spirit is strong and he is not gone yet. As you approach, he weakly turns his head towards you and tries to speak but only whispers pass through his cracked and parched lips.

The dying man is a Kozak bandit named Symon; he was caught, tortured and left to die by cavalry from Turan. If the characters stop to comfort Symon, it is obvious that the man is dying and cannot be saved. He does have a death-bed request for the adventurers.

'My hetman... is a warrior woman... Bala... she led us... to a hiding place in the ruined city... but... treachery! A spy... Yar Jali... he betrayed us... led the Turanians to the city. Warn Bala... please... that Yar Jali... please...'

His strength exhausted, Symon dies after delivering this message. Horse tracks lead from Symon's resting place towards the city. A character with the Track feat can easily tell that these tracks are only a few hours old, probably made early in the morning.

KOZAKI & TURAN

The Empire of Turan is expanding and driving many native peoples before it. The Kozak bandits of the steppes are drawn from these desperate and dispossessed folk. They battle against the cruel Hykanian horsemen, raiding the cities of Turan and trying to slow



the empire's inevitable conquest of the western world. The Kozaki have no single leader but are divided into dozens of small bands or tribes, led by a 'hetman'. Conan in his time was a great hetman and sacked several cities of Turan.

One Kozaki band led by a Shemite woman named Bala has been using part of the ruins of Skolja as a base of operations. She has been a thorn in the side of the Turanians for several months but on a recent raid, one of her lieutenants betrayed her. This treacherous dog, a Hykanian called Yar Jali, sold out to the Turanians and revealed the location of Bala's secret hideout to the local Turanian captain, Kassar.

Now, Kassar has led a detachment of Turanian soldiers to Skolja to kill the Kozaks. Rather than attempt to storm the ruined city, they are going to camp out of sight of the city walls and will send the traitor Yar Jali in to lure Bala out.

FINDING THE ORB OF SOULS

The Orb of Souls is located in the ruins of Skolja, in a trap-filled dungeon called the Vault of Souls. The hetman Bala knows where the Vault is or the characters can just wander through the city until they find it.

While the characters are in Skolja, the plots of the Turanian captain Kassar and the turncoat Yar Jali are unfolding. The adventurers can ally with the Kozaks or the Turanians or ignore both sides.

FREEFORM SKOLJA

This section of the adventure is presented somewhat differently to the rest of *Betrayer of Asgard*, as the players have more freedom of choice. Instead of a series of encounters, the whole Skolja episode is effectively a single large encounter driven by the players' choices.

THE RUINS OF SKOLJA

Skolja is divided into five major sections – The Walls & Outside, the Merchant's Quarter, the River District, the Thief's Quarter and the Foreigner's Quarter. In general, the city is crumbling and overgrown. Few buildings have intact roofs and the mosaics and paintings that once beautified the city are now gone but Skolja is still recognisably a city once inhabited by mortal men.

The ritual enacted by Logri has had a permanent effect on the city. Some sections are haunted by unnatural entities and it is not good to walk abroad in Skolja unaware.

While the characters are in Skolja, there are several events and encounters that may befall them. See *Events & Encounters in Skolja*, below.

Describing Skolja: The city of Skolja comprises more than a thousand individual structures, so it is outside the scope of this adventure to describe the whole city (and anyway, most of the entries would read 'another pile of rubble!'). As the adventurers wander around the city, do not bother tracking every step of their movement – the map is provided not to turn Skolja into a big open-air jungle but to let the players plan for the military confrontations to come.

The overall mood of Skolja should be a combination of weird nostalgia (contrasting the city in its glory days that the adventurers glimpsed in the ghost's tale) and paranoia-inducing menace (these ruins are a very dangerous place, with desperate bandits, ghosts and a huge monster, not to mention the Turanians).

1. Queen's Gate

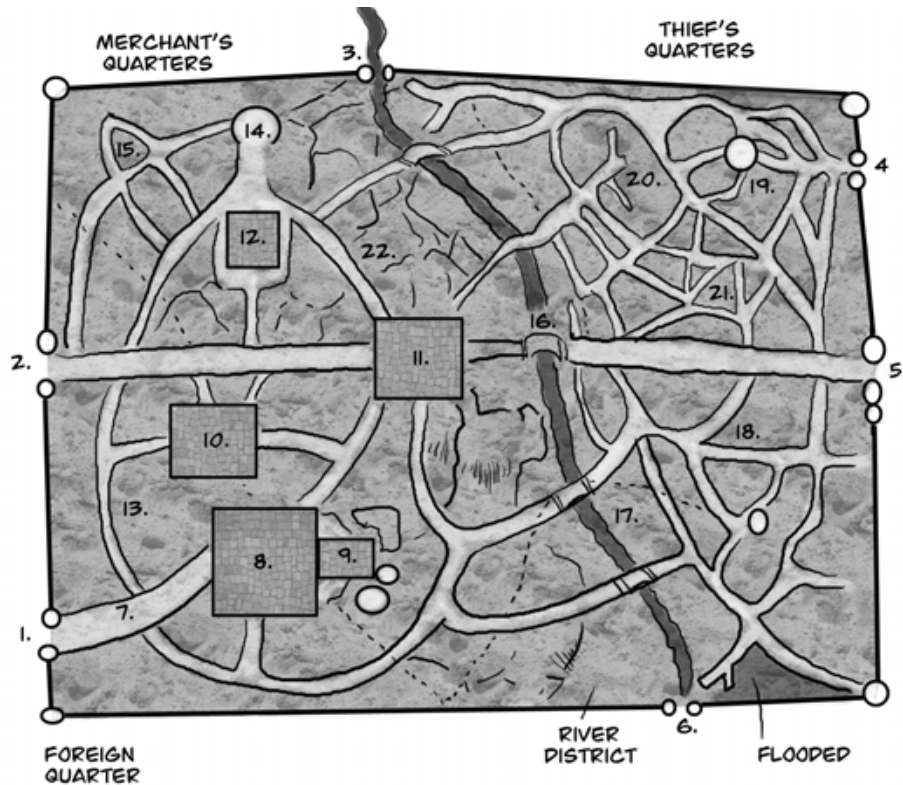
The Queen's Gate to Skolja is a collapsed monument to fallen grandeur. Two huge statues of previous queens once stood here; the left statue has toppled and now rests, her head cradled on the bosom of the other. Various lewd comments are scratched into the base of the statues. As the characters approach, a wild dog emerges from the shadows beneath the statue and growls at them.

2. West Gate

The West Gate is closed – two huge wooden gates still hang here, although the gates are so rotten with insects that a child could punch through them. Bronze bolts the size of a man's fist lie scattered around the sand.

3. North River Gate

The river gates here have been torn away, leaving the barbican



CROSSING THE RIVER
 A character must make a DC15 Swim check to swim the river or a DC10 Swim check to cross the calmer waters of the flooded region in the south of the city. The characters can also walk across the river in several sections, although the water is neck-deep even at these fords.

in ruins. The north gate now resembles a gap-toothed skull. This route into the city is perilous, as it brings the characters close to the old Thief's Quarter and the ghosts that reside there – see *The Ghosts of Skolja*.

4. Beggar's Gate

The Beggar's Gate has been deliberately bricked up – from the look of the mortar, this was done hurriedly many years ago, and the wall has partially collapsed. Characters can easily climb in through the holes in the gate but this brings them right into *The Ghosts of Skolja*.

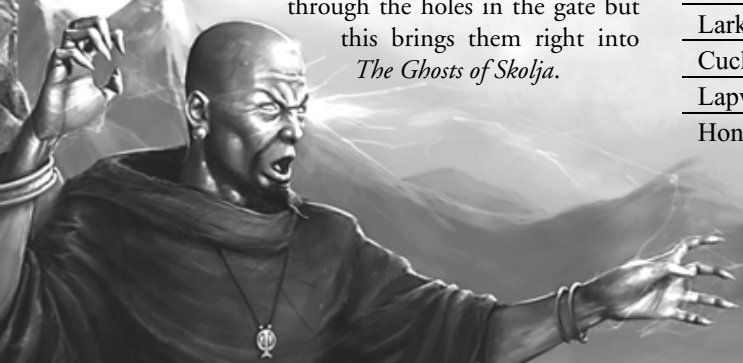
5. East Gate

The magnificent East Gate is the best preserved of Skolja's gates and retains its old magnificence. The faces of forgotten queens and heroes stand a mute vigil over this entrance to the city. The East Gate is within view of the Kozaki Watchpost (see below), so characters entering via this gate will be spotted and followed by the Kozaks.

6. Kozaki Watchpost

This is a tall tenement building that is sturdily built and so has endured better than many of the surrounding structures. It offer a good view over all the eastern side of the city, so the Kozaks keep a watch here, looking for signs of the ghosts, Turanian scouts or the Eater of Corpses. There are four Kozaks here at any time, led by an archer named Thond. If the characters are spotted by the watchers here, then a pair of Kozaks will be sent down to follow the adventurers and observe them. The Kozaks communicate by mimicking bird calls.

Bird Call	Meaning
Moorhen	I'm Over Here!
Dove	Friends Are Approaching The City
Lark	Enemies Are Approaching The City
Cuckoo	Something Strange – Be On Your Guard
Lapwing	I'm following these people
Honey buzzard	Get ready to attack/attack!



7. South River Gate

The river once flowed through this gate but the wall here collapsed several years ago and dammed the waters. An artificial lake has sprung up within the city walls and the river still trickles out through gaps in the debris. This largely stagnant pool is a breeding ground for flies and other vermin. This section of the city is also the home of the Eater of Corpses, a huge hyena-monster that dwells within the ruins of Skolja (see *The Eater of Corpses*, below).

Almost a fifth of the city is now partially flooded, depending on the amount of rain or meltwater washing down from the mountains. The depth of the water varies – the southern part of the river district is under 10 feet of water, while other sections are only flooded up to ankle level. Characters splashing through the flooded district run the risk of falling into a concealed pit or other deep water.

8. The Eater of Corpses' Lair

The monster known as the Eater of Corpses makes its lair here, in the ruins of an old prison. The creature resembles a huge hyena but is much larger than any natural creature. Its origin is a mystery – perhaps it was warped by Logri's magic, or maybe it is the offspring of a mating between a wolf and a demon of the hills. The Eater of Corpses is the oldest denizen of Skolja and considers the whole city to be its lair.

If it catches the scent of an intruder, the Eater of Corpses will stalk its prey through the ruined streets. It knows the city very well, allowing it to stay out of sight until it can catch an enemy unawares.

In its lair, along with the corpses of several unlucky Kozaks, is a pile of weapons and armour from past victims. Some of the items here are still in good condition, notably a fine breastplate, a superior quality mail hauberk, a superior quality steel cap and an Akbitanian tular.

9. The Last Bridge

All the bridges over the river have collapsed, except for this one. The bridge is crumbling and unstable and could be collapsed with a little effort. It is a simple bridge, made up of three arches of brick.

10. Palace of the Queen

The palace of the queen was burnt during the last days of Skolja and the ruined building still bears the marks of fire. Somewhere in the depths of the tunnels beneath the palace, it is said that there is a hidden vault containing treasures left by the royalty of the city before they fled. Both the Kozaks and the Turanians have heard this legend and members of both factions will be eager to run off and search the ruins if the adventurers agree to accompany them.

Spending several hours searching the ruins (during which time the adventurers will have one or more encounters) allows the adventurers to make a Search check (DC20) to find a trapdoor in the depths. Opening this trapdoor causes debris to fall from the ceiling, injuring everyone in the cellar for 4d6 damage (Reflex save, DC15 for half damage). Inside the vault, the characters find 4,000 silver in coins and jewellery, as well as the corpse of the vizier who hid this treasure here and then found himself trapped inside his own vault. The characters will also encounter a *Ghost of Skolja* if they have not done so already.

11. Slaver's Market

The old slaver's market is now a perilous ruin. The market consists of a deep pit, where the slaves were kept. Rusted portcullises and dark tunnels allow access from the pit to street level. There are several tall pillars in the pit, which once supported rope bridges over the pit where buyers stood and examined the merchandise below. Many of these pillars are crumbling. In some places, it is possible to climb and stand atop a pillar safely or even jump from pillar to pillar.

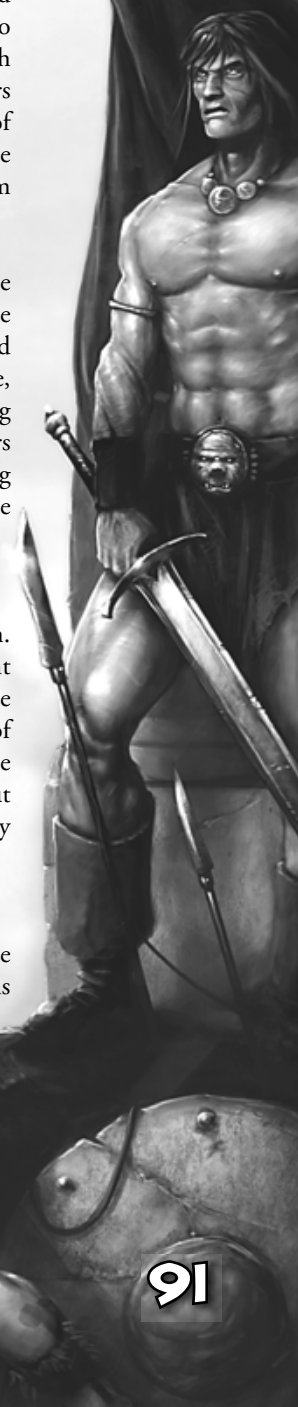
The slaver's market is an excellent place for a pitched battle against the Turanians. If the adventurers spend some time learning the network of tunnels and prisons around the market, they can use the terrain to their advantage, vanishing into the darkness to escape and then appearing elsewhere; pushing weak pillars down on top of soldiers while placing archers atop sturdy pillars and neutralising the Turanian cavalry and range advantages by having the whole fight in a big pit.

12. House of Bori

This temple to the Hyperborean god has fallen into ruin. The vast ornamented roof has collapsed under the weight of all the greenstone statues and heavy shrouds that it once supported and now the temple is a single huge pile of rubble. The structure is still holy ground, though and the ghosts of Skolja avoid this area. The Kozaks know about this strange phenomenon, so they flee here if pursued by the ghosts.

13. Street of Foreign Gods

Centuries ago, the priests of Bori objected to the presence of other religions in this Hyperborean city. The Queens of Skolja were loathed to ban other gods entirely, as the fortune of their city was based on trade. They compromised by restricting the building of other temples to just one street in the whole city (although this proclamation was ignored in the last days of Skolja, when





many merchants turned away from Bori in favour of more fashionable and cosmopolitan faiths like Bel or Mitra – the priests of Bori were quick to blame the destruction of the city on those who embraced foreign cults).

The Street of Foreign Gods was once home to dozens of wealthy and awe-inspiring temples, each one more ornate and ostentatious than the last. It is said there was more gold in the Street of Foreign Gods than in all the palaces and bazaars put together. Now, of course, all these temples have been looted and are falling into ruin – all save one. The Temple of Zath (the Zamoran spider-god) is still perfectly maintained and in good repair. The buildings all around it are collapsing ruins stripped of all beauty but the ebony pillars and green-tiled roof of the Temple of Zath appear to be utterly untouched by the passage of time.

This is because there is still a priestess of Zath in Skolja. An insane old priestess, Iracha, wandered into Skolja decades ago and decided that Zath had guided her to this ruined house. She dwells in the temple most of the time, maintaining it and performing the rites of Zath as best she can when she is the only celebrant – except, of course, for the dozens of giant spiders who infest the building.

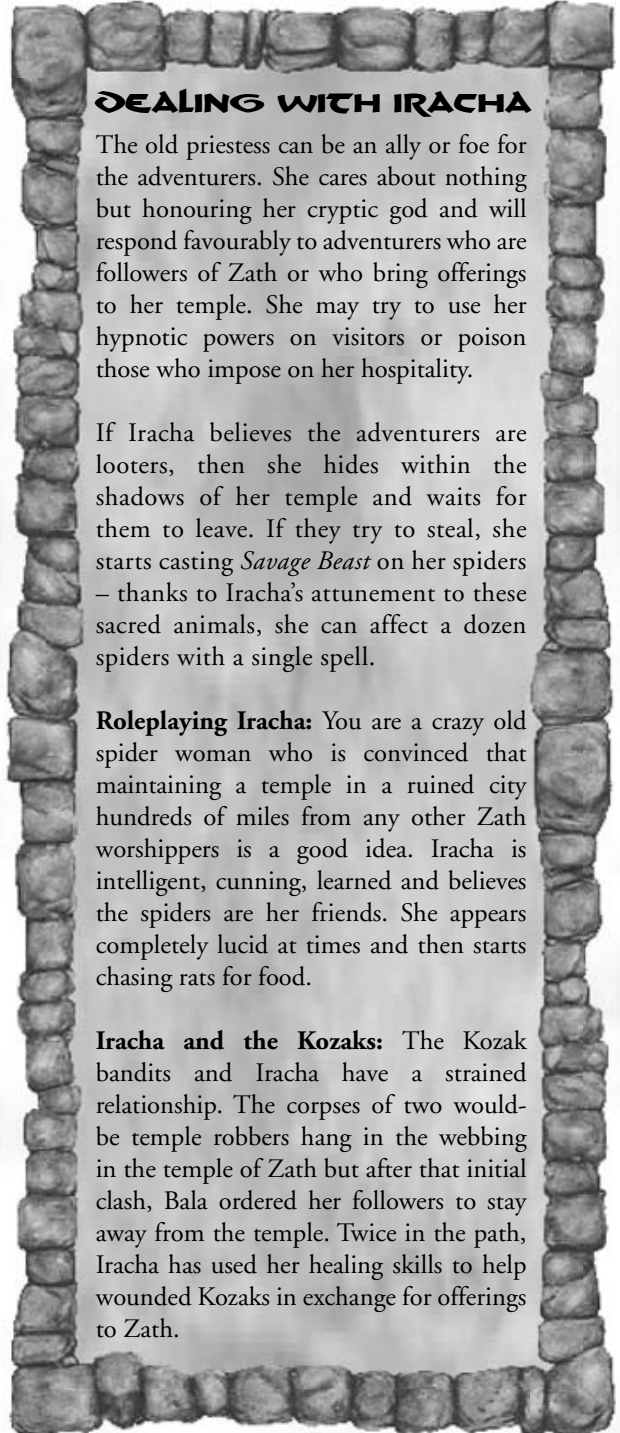
Inside, the temple of Zath is covered with thousands of thick spider webs. The characters can glimpse weird altars covered with jewels and gold, as well as statues of bizarre deities and murals of dancing girls. Iracha's bedding and other possessions are kept in the webbing high above the temple floor. There are 3,000 silver pieces worth of scavenged riches here, if the adventurers can deal with the spider horde. A character trying to steal from the Temple of Zath must deal with both Iracha and her spider minions (one dozen per adventurer).

14. The Big Well

This little circular courtyard contains a marble well. The water from the river is not always safe, so the people of Skolja used this deep well to get fresh supplies. The Kozaks have their main refuge near here so they are assured of good drinking water and this courtyard is the most likely spot for the adventurers to encounter Kozaks. There are several signs of recent habitation here, like buckets and ropes left beside the well. The characters can easily follow the Kozaks from here back to their refuge.

15. Kozak Refuge

Bala and her Kozak follows are using a merchant's large house as a base. This building



DEALING WITH IRACHA

The old priestess can be an ally or foe for the adventurers. She cares about nothing but honouring her cryptic god and will respond favourably to adventurers who are followers of Zath or who bring offerings to her temple. She may try to use her hypnotic powers on visitors or poison those who impose on her hospitality.

If Iracha believes the adventurers are looters, then she hides within the shadows of her temple and waits for them to leave. If they try to steal, she starts casting *Savage Beast* on her spiders – thanks to Iracha's attunement to these sacred animals, she can affect a dozen spiders with a single spell.

Roleplaying Iracha: You are a crazy old spider woman who is convinced that maintaining a temple in a ruined city hundreds of miles from any other Zath worshippers is a good idea. Iracha is intelligent, cunning, learned and believes the spiders are her friends. She appears completely lucid at times and then starts chasing rats for food.

Iracha and the Kozaks: The Kozak bandits and Iracha have a strained relationship. The corpses of two would-be temple robbers hang in the webbing in the temple of Zath but after that initial clash, Bala ordered her followers to stay away from the temple. Twice in the path, Iracha has used her healing skills to help wounded Kozaks in exchange for offerings to Zath.

is relatively intact and has a large central courtyard where they can keep their horses. The house is also shielded from view by other ruined buildings, so it is quite hard to find unless you know what you are looking for. All the Kozaks save the ones at the Watchpost are here in this well-defended refuge.

The main entrance to the refuge is via a large gate, which the Kozaks have rebuilt and



refortified. This gate leads into the courtyard, which is surrounded on three sides by a covered walkway. The fountains in the once-beautiful courtyard no longer work but they are used as drinking troughs for the horses stabled along the other side.

The main house is three stories tall, while the two side wings are only two stories tall. The south wing is used for storage; the north wing is a barracks and armoury, while Bala and her Kozaks live and work in the main house. In addition to the warriors, there are several women and children living under Bala's roof. In the event of an attack on the house, the Kozaks scatter via the rooftops and try to harass the invaders instead of meeting them directly. The women and children are smuggled out through the north wing and into the streets and they then make for the North River Gate.

16. Tower of Zud

The great Tower of Zud still stands, unnaturally preserved by Logri's magic. The area around the tower is haunted by the undead, even during the day. At night, strange lights can be seen atop the tower and sometimes it seems to quake and shift as if moving.

From atop the tower, the adventurers can see the whole city. A character surveying the city from the tower of Zud may be able to sense the location of the Vault of Souls (only give this information away if the players have no interest in engaging with the Kozak/Turanian plot).

17. Vault of Souls

The dungeon was built hurriedly by the Witch-Men, and was originally a series of cellars beneath a guild hall. The hall atop the vault has collapsed but the vault entrance is still accessible – see *The Vault of Souls*, below.



THE KOZAK BANDITS

Bala and her band of three dozen warriors use part of the ruins of Skolja as a base of operations. From here, they raid south into Turan, concentrating their attacks on Turanian trade towns and new settlements, blunting the advance of empire. The Kozaks are a mismatched group of warriors, mostly of Hyborian blood. Some want revenge on the Turanians, others are willing to fight in the hope of looting a rich prize, still others follow Bala because she inspires them.

Technically, of course, these are not Kozaks, as the term is usually applied to the nomads of the south. These defiant enemies of the great empire of Turan do have a spiritual kinship with those nomads and Bala rode with a southern Kozak tribe before coming to this cold northern city.

Their tactics are equally eclectic – all the Kozaks can ride moderately well but other than that they have little in common. They fight as a mob, not as a single unit. Bala has adapted her tactics to her followers' chaotic style, concentrating on ambushes, raids and urban combat instead of pitched battle with the Turanians. Despite their lack of discipline on the battlefield, the Kozaks do work well together and Bala has faced few leadership challenges in the last few years.

BALA

The hetman of this band of Kozaks is a Shemite warrior-woman, pale-limbed with a crown of cascading dark hair. She is a mystic as well as being a superlative swords-woman; as a young girl, Bala had a vision of herself as a queen, ruling over a domain that she carved out by the strength of her arm and the sharpness of her blade. She has dedicated her whole life to achieving this goal, and suspects that some capricious deity has shaped her destiny. As a result, Bala is quite fearless – she believes that she can be injured but never slain until after she is crowned queen.

Her mystic leaning make her an inspiring figure to her followers but a hard woman to understand. Bala speaks as if she is the heroine in a legend and the entire world is but a stage for her exploits. Nothing seems to surprise or faze her. Bala sometimes talks as though she has already won her kingdom and refers to her followers as an army and her lieutenants as her knights. Adventurers who impress her might be knighted by her on the battlefield.

In combat, Bala wears a mail shirt and a leather skirt and wields her broadsword with great skill. She also has dabbled a little in





sorcery and knows the Divination style which she uses to spy on her enemies.

YAR JALI

Five years ago, Yar Jali lay with his neck on the executioner's block, about to lose his head for his numerous crimes (treachery, theft, dereliction of duty, seducing the local satrap's daughter, blasphemy against five gods, nine saints and one divine elephant). He was saved only when the executioner suffered a sudden massive stroke, killing him and allowing Yar Jali to escape into the crowds. He crossed the Vilayet to escape both the authorities and his creditors and ended up as one of Bala's followers when she raided the merchant caravan he was supposed to be guarding.

In short, Yar Jali is a rogue who shifts loyalties at a moment's notice. The other lieutenants in Bala's entourage all mistrust Yar Jali but Bala never questioned his devotion to her. She was most unwise in this – when Yar Jali fell off his horse during a recent raid, he sold out to the Turanians instead of dying with honour. In exchange for delivering Bala into their hands, Yar Jali will have his crimes forgiven and be reinstated into the army of Turan.

Despite being a treacherous, cowardly, blasphemous and vengeful rogue, Yar Jali is oddly charming. He manages to give the impression that all his crimes and wrongdoing is the result of unfortunate accident instead of his own moral failings.

THOND, RALO & AHKAT

These three are the other lieutenants of Bala. Thond is a keen-eyed archer from Brythunia; he lost his family in a fire and has found a new home with the Kozaks. Of all of Bala's followers, he knows Skolja the best. He is secretly determined to slay the Eater of Corpses but his previous attempts to stalk and kill this monster all failed.

Ralo is a former pirate, ship-wrecked on the coast who found his way into Skolja. He was nearly eaten by the Eater of Corpses but escaped and ended up in the Kozaks. He is a merry reveller who takes nothing seriously; he gets drunk whenever he can and tries to seduce Bala regularly (she resists his advances).

Ralo dreams of sacking one of the great cities of Turan and using the spoils to outfit a new pirate ship and crew.

Finally, Ahkat is a wanderer from

the wastelands south of Hyperborea; he is very superstitious and hates spending time in the haunted city of Skolja. He fights with a bizarre serrated tulwar that is made from a strange whitish metal that he found in an ancient tomb.

TURANIANS

The Turanian force sent to apprehend Bala and her Kozaks consists of one hundred riders, divided into four companies of 19 men led by a more experienced officer. There is also an elite company led by Kassar himself. As is standard for the armies of Turan, the soldiers are lightly armoured, with steel helmets and a scattering of mail armour. They carry broadswords and Hyrkanian bows.

For the most part, the Turanians are paid soldiers. Some are arrogant Hyrkanians, convinced of their innate superiority or of their inevitable destiny to conquer the world. Others are simple farmers, given a sword and a bow and sent to war.

The Turanians' mission is to destroy the Kozaks by whatever means necessary. Yar Jali's treachery has led them to this ruined city and they have the numbers to storm Skolka if they have to. Kassar, though, is unwilling to spend the lives of his men so freely – if he can capture Bala without a bloody battle, so much the better.

KASSAR

The commander of the Turanian army is Kassar, a rising star in the armies of King Yezdigerd. He is an experienced warrior, a skilled tactician, a learned philosopher, a masterful horseman – and honourable. Kassar believes that uniting the civilised world under Turanian rule will bring about an end to war and suffering. He bears the Kozak rebels no ill-will; he admires their spirit and would prefer to deal with them peacefully but he will follow his orders to destroy them if he must.

EVENTS & ENCOUNTERS IN SKOLJA

Each of these events lists the trigger or timing for when it occurs but the Gamesmaster should use them as a guideline.

KOZAK AMBUSH

Summary: The adventurers are confronted by the Kozaks in the city.



Trigger: The adventurers are wandering around the ruins of Skolja.

If the characters are spotted by the Kozaks in the watchpost (location #6) or get too close to the Kozak hideout (location 15), then the Kozaks confront them. The Kozaks know the city quite well, so they can find good ambush spots. The ideal place is an open courtyard or wide street surrounded by buildings, where the bandits can take pot-shots from cover.

The Kozak ambush consists of four Kozaks per adventurer, plus two of the three lieutenants (Thond the Archer, Ralo the Pirate or Akhat the Nomad). The Kozaks try to sneak up on the adventurers (Listen check, DC20, to detect the bandits creeping through the ruins). One of the lieutenants then steps out and challenges the adventurers.

If the adventurers are willing to talk, then the lieutenant questions them about their purpose in Skolja. He knows nothing about any Vault of Souls or magic orbs but everyone knows that Skolja is a haunted city. He suggests that Bala might know where the vault is located but he will only take the adventurers to Bala if they agree to hand over their weapons. If they agree, then the adventurers are stripped of their weapons and brought to the Kozak refuge immediately.

If the adventurers mention Symon's tale of Yar Jali's treachery, then the lieutenant brings the adventurers to Bala immediately.

Combat!

If the adventurers react violently to the ambush, then the Kozaks attack!

- ✱ The bandits hiding in the ruins have Improved Cover, giving them a +10 bonus to Hide checks and a +8 bonus to Defense. They try to snipe at the adventurers, making Hide checks at a -10 penalty to stay hidden. The bandits will fire until the adventurers get off the street, whereupon the bandits draw their melee weapons and start converging on the adventurers.
- ✱ If Ralo is present, then the pirate charges into melee accompanied by half a dozen Kozaks. They surround one foe at a time, allowing the pirate to flank and use his Sneak Attacks on the foe.
- ✱ If Thond is present, then the archer climbs to a high tower overlooking the battlefield and looses one deadly arrow after another. He concentrates his fire on lightly armoured targets, such as scholars or sorcerers.

- ✱ If Akhat is present, then the nomad whistles for his horse Abd al-Haj, who comes thundering out of an ally. Akhat leaps into the saddle and starts riding around at high speed, using his Ride-By attack and Nomad Charge abilities.

- ✱ If the adventurers are winning the battle, then the Kozaks flee. One group scatters into the city and tries to hide from the adventurers before retreating to the refuge. The other group stays together and tries to lure the adventurers over the last bridge (location 9) and into either the haunted Thief's Quarter or towards the Eater of Corpses.

THE TURANIAN CAVALRY ARRIVE

Summary: Kassar and his horsemen arrive and make camp outside the city.

Trigger: Soon after the adventurers arrive in Skolja.

The 100 Turanian horsemen under Kassar's command are ahead of the adventurers but Kassar is a cautious commander and does not enter the city until he has interrogated Yar Jali fully. From the bandit, Kassar gets a rough map of the city and its defences – enough to convince the captain that a frontal assault on the Kozak refuge would be bloody and costly. The Turanians specialise in long-range horse archery, so bloody knife-fights in alleyways are something he wishes to avoid.

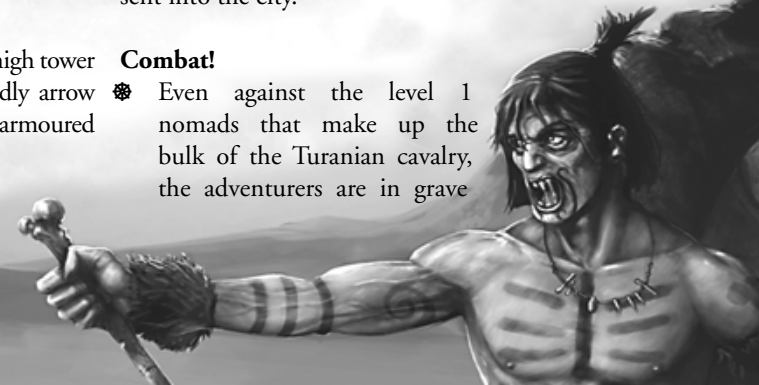
The Turanians, therefore, cross the river at a ford south of Skolja, then make a camp in an area of lightly wooded hills south-east of the city. Two patrols of twenty men each are sent out to encircle the city and watch for the Kozaks, with orders to stay out of sight of the walls.

If the adventurers do not enter Skolja immediately or if they try to leave the city, then they may run into the Turanians. The cavalry initially mistake the adventurers for Kozaks (one smelly band of warriors looks much like another) but as per Kassar's orders, they will try to take them alive. The Turanian cavalry ride in a circle around the adventurers, firing arrows at them until they surrender.

If the adventurers surrender, they are escorted to the Turanian camp and can meet with Kassar before Yar Jali is sent into the city.

Combat!

- ✱ Even against the level 1 nomads that make up the bulk of the Turanian cavalry, the adventurers are in grave





danger. 20 horse archers can inflict serious damage unless the adventurers flee into the city – there is no cover on the open steppes surrounding Skolja.

- ❖ The Turanians all have the Mounted Archery feat, allowing them to use their bows with their mounts are moving with only a -2 penalty to the attack.
- ❖ A Turanian company consists of 15 basic cavalry, 4 archers or elite cavalry, and one captain. If the adventurers are unlucky enough to run into the camp, then they face three times as many soldiers.

GHOSTS OF SKOLJA

Summary: The adventurers run into one of the many ghosts haunting Skolja.

Trigger: Whenever the adventurers are in Skolja, especially at night.

Three types of ghost haunt the ruins of Skolja. The first are little ghosts, echoes of the people who once lived here. A character might hear a voice in an empty room or catch a glimpse of a figure in an alleyway or hear the clanking of chains in the slave pits. These little ghosts are unsettling, but harmless.

The **Scarab Swarms** and **Ashen Ghosts** are much more dangerous. Scarab Swarms are possessed swarms of insects, mostly scorpions. As the insects crawl through the rubble, images appear in the swarm, like screaming faces or outreaching hands. The desperate ghosts try to assemble bodies from the vermin, bodies that last for only a few instants before falling apart into their component bugs again. Scarab swarms are most common in the hours just after dawn and before twilight.

Ashen Ghosts are the remains of the sacrificial victims of Logri's spell. They manifest as whirling vortices of hot dust and ash and appear only at night. Occasionally, the ghost itself can be seen within the ashen whirlwind.

All three types of ghost are most common in the Thief's Quarter, around the Tower of Zud. It is hard to kill the dead, so the best way to fight the ghosts is to flee. If a ghost fights for more than two minutes (20 rounds), it dissipates through sheer exhaustion.

THE EATER OF CORPSES

Summary: The characters are attacked by the Eater of Corpses.

Trigger: The adventurers come too close to the Eater of Corpses's lair (location 8) or you want to throw the adventurers into a fight.

The Eater of Corpses is a huge jackal-like monster, silent as a shadow but as big as a warhorse. Its jaws are strong enough to crack steel armour but it is primarily a scavenger. It was drawn to Skolja many years ago, devouring the corpses left in the ruined city. The Eater is a neutral force in the city, equally hostile to the Kozaks, the Turanians and the adventurers.

Combat!

If the adventurers are unlucky enough to get into a fight with the Eater of Corpses, then they are likely to lose at least one of their number. The Eater is a deadly and cunning monster.

- ❖ The Eater of Corpses is a scavenger and an opportunistic hunter. It will stalk the characters until the worst possible moment, then attack. For example, if the characters get separated or if they are already engaged in combat with a foe, then the Eater will select the weakest character as its victim.
- ❖ The Eater's primary attack is to dart in, grapple a victim, pick him up in his jaws and run off while crushing the life out of the victim with its jaws. It uses its speed and strength to leap over walls and other rubble, staying ahead of any pursuers.
- ❖ Once one victim is dead, the Eater will bring the body back to its lair (if it is not being pursued) or turn back and select another foe (if it cannot escape its pursuers).
- ❖ If faced with a large group of foes, the Eater keeps moving so that it can avoid being trapped or flanked. It has learned that bows are dangerous at a distance and can recognise an archer. It also fears fire and swords but knows it can taken a few solid blows before being seriously injured.

ALLYING WITH THE KOZAKS

Summary: The adventurers meet with Bala, who asks them to aid the Kozak cause.

Trigger: The adventurers are brought to the Kozak refuge. The Kozaks are protective of their hetman Bala, so the adventurers will only be permitted to meet her if they have



given up their weapons or if they have proved they are friends by revealing Yar Jali's treachery.

Bala immediately welcomes the adventurers, as if she has known them for years and was only waiting for them to arrive. If they ask about the Vault of Souls, she admits that she does know where it is – she discovered it while wandering the city when she first arrived here. Before she can bring the characters there, though, she must deal with Yar Jali.

If the adventurers have not allied themselves with the Turanians, Yar Jali arrives soon after the characters are brought to Bala. Assuming the adventurers have told her about his treachery, then she listens to Yar Jali's pleas, then cuts his head off and instructs one of the Kozaks to throw the head out the east gate for the Turanians to find. No doubt Yar Jali has betrayed the location of the Kozak refuge to the enemy – if the characters aid her in ambushing and defeating the Turanians, then she will bring them to the Vault of Souls.

ALLYING WITH THE TURANIANS

Summary: The adventurers meet with Bala, who asks them to aid the Kozak cause.

Trigger: The adventurers are brought to the Kozak refuge. If the characters visit the Turanian encampment, they are brought before Kasser, who is questioning Yar Jali about the defences of the Kozak refuge. Kasser greets the adventurers respectfully and questions them as to their purpose on the borders of Turan. If told of Logri and the Vault of Souls, then Kasser agrees that such a foe must be defeated and vows to aid the characters in finding the Vault as soon as the Kozaks are dealt with.

Kassar further suggests that the adventurers can help him. Yar Jali is proving to be a poor double agent – the wretch lacks the courage and conviction to convince Bala to leave the city. He obviously cannot send his Hykanian troops, as they would instantly be recognised as enemies. The adventurers can pass for new Kozak recruits and mercenaries. If they accompany Yar Jali into the city and manage to convince Bala to leave the city or else kidnap her and get her out of Skolja, then he will reward them handsomely. He offers 10,000 silver pieces as a reward for Bala's head (in the form of a jade tablet that can be redeemed for cash in Agrapur).

If the adventurers agree to accompany Yar Jali, see *The Treachery of Yar Jali*.

THE TREACHERY OF YAR JALI

Summary: Yar Jali (and possibly the adventurers) enter the city and try to extract Bala.

Trigger: It's time for Yar Jali's plan to go into action. Yar Jali enters Skolja via the East Gate. He travels cautiously through the city streets, passing over the Last Bridge before being met by Thond and the other Kozaks from the watchpost. (If the adventurers are accompanying him, then feel free to have the Eater of Corpses ambush them.)

As soon as Yar Jali reaches the refuge, he asks to speak to Bala. He (and the adventurers, if they are with him) are brought into the main house, where Bala waits with two of her lieutenants. He then tries to persuade her that he and his raiders were ambushed by Turanians and that he needs her and a few riders to accompany him out of the city to rescue his companions. Bala snaps a series of questions at him – *where were they ambushed? By how many? How did Yar Jali escape? Who commanded them?* – which Yar Jali completely fails to answer. Unless the characters step in and convince Bala that Yar Jali is sincere (this requires roleplaying and a Bluff check at DC30), then Bala executes Yar Jali.

Capturing Bala: Ambitious characters may wish to try to capture Bala by force. The tigrish swordswoman is a hard foe to defeat and she has the support of 30 or so fanatic followers. Those who attempt to fight Bala in her own refuge will be lucky to escape with their lives.

If the characters do manage to convince Bala to leave the city, either by treachery or by such excellent roleplaying that they convince her that resistant to Turan is useless, then she leaves by the East Gate and is immediately arrested by Kassar's men. The Kozaks surrender or flee Skolja.

A CLASH OF EMPIRES

Summary: Having failed to capture Bala by subterfuge, Kassar bends to necessity and launches an invasion of Skolja.

Trigger: Yar Jali is dead and there is no chance of avoiding a bloody conflict.

Kassar knows where the Kozak refuge is but he also knows that between the gates of the ruined city and that fortified townhouse are dozens of potential ambush sites. He therefore splits his force into two hosts – one of three companies and one of two companies. The smaller host





goes to the East Gate; the larger group head south to the ford once more and enters via the West Gate.

If the characters are fighting on the Turanian side:

Kassar suggests that the characters sneak into the city on foot, hoping to spot any sign of the Kozak ambush. They are then to signal to Kassar by means of a Hyrkanian fire-arrow.

The Kozak ambush takes place in the old Slave Market and the streets surrounding it. If the characters are too slow, then the smaller host enters the city early and runs right into the ambush, where they are slaughtered with only minor Kozak losses. It is then a much fairer fight between the 60 Turanians and the remaining Kozaks.

If the characters are fighting on the Kozak side:

Then they get to choose where to ambush the Turanian forces. There are two Turanian hosts – one under Kassar's command and the other under the command of a hot-headed young officer called Aghadir. Cunning characters can taunt Aghadir, who is eager to win glory and distinguish himself from Kassar.

There are several excellent ambush sites – Bala suggests the slave market but the characters could also:

- ✦ Sabotage the last bridge, so that it collapses under the weight of the Hyrkanian charge
- ✦ Use a large building like the palace as cover, attacking the enemy from the protection of its fortified walls
- ✦ Draw the enemy into a trap, such as the Eater of Corpses' lair, into the haunted Thief's District or into Iracha's spider-cloaked temple

✦ Draw the enemy into the maze of small alleyways around the river district and the bazaars, where the speed and range of the horse archers is useless

✦ Pretend to be escorting Bala out of the city, then ambush the troops sent to arrest her.

If the characters are neutral: If the characters have stalwartly avoided any contact with either faction, then this battle is their last chance to prove themselves. The sounds of clashing steel can be heard throughout the city once battle is joined.

Combat!

This clash between Kozak and Turanian is a massive military engagement, involving hundreds of warriors. It should be a free-roaming, swashbuckling fight, as the adventurers cleave through dozens of lesser foes to get to more important enemies like Kassar, Bala or their lieutenants.

- ✦ The Turanian tactic, as much as possible, is to ride over their enemies and shoot them with bows. The Kozaks, too, favoured ranged attacks from their hiding places in the ruins. Soon, though, it will come to swords and knives.
- ✦ The Turanians outnumber their foes by more than two to one, so they try to swarm Kozak positions. The Turanians are more disciplined and more likely to fight as a single unit than the individualistic Kozaks.
- ✦ If the Kozaks are losing, they flee through the streets, heading for the refuge. If the Turanians are losing, they try to fall back outside the city, where they can use the open terrain to their advantage.



THE BATTLE OF SKOLJA

This battle uses the same rules as the battle of Cneph's ringfort (see page 106).

The Kozaks begin at a strength of 12; the Turanians have a total strength of 8 and 15, respectively, for their two hosts. Again, there are five positions within the city, which modify the Kozak's rolls. If the Kozaks are ambushing the Turanians, they get a once-off bonus to their attack.

Position	Modifier
1. Outside the walls	-4
2. Streets of the City	+0
3. Initial ambush site	+2
4. Streets of the City	+0
5. The Refuge	+4

SPECIAL MODIFIERS

- ✿ Ambush: +10
- ✿ Fighting in the Thief's Quarter: +2
- ✿ Fighting in narrow streets: +2
- ✿ Fighting in an open area: -2

Margin	Results	Kozak Strength	Turanian Strength
21+	Position Regained, +4 bonus to next round	+0	-5
16 to 20	Position Regained, +3 bonus to next round	+0	-4
10 to 15	Position Regained, +2 bonus to next round	+0	-3
5 to 9	+1 bonus to next round	-1	-2
1 to 4		-1	-1
0		-1	-1
-1 to -4		-1	-1
-5 to -9	Position Lost	-2	-1
-10 to -15	Position Lost	-3	+0
-16 to -20	Position Lost	-4	+0
-21+	Position Lost	-5	+0

WINNING AND LOSING

If either side's Strength is reduced to 0, then that side is broken and only a few warriors remain.

If the Kozaks lose their refuge, they are defeated.





EVENTS IN THE BATTLE

Depending on the heroic actions of players, they can give a bonus of +1 to +3 to their faction's Strength.

The Ambush!

The Kozaks launch their ambush of the invading Turanians, shooting arrows from the cover of the city. Other Kozaks string thick ropes across the streets, to knock fast-moving riders from their saddles. If a character has a particularly dramatic or effective surprise attack, he can use it now. A good ambush from the players or a good response to the ambush, is worth a +2 bonus.

A Road of Blood and Slaughter!

Most of the combatants in this battle are only level one or two. This is a great opportunity for high-level combatants to put those Great Cleave feats and iterative attacks to good use, chopping through whole crowds of low-level foes. For every three foes slain by the adventurers in one round, they give a +1 bonus to their side's roll.

A Challenge!

Both sides have several important characters – the Kozaks have Thond, Rojo and Ahkat, while on the Turanian side there are the lieutenants and elite soldiers. A character can issue a challenge to one of these warriors, offering to face him in single combat. If the character wins, it is worth a +1 bonus.

The Second Host Arrives!

If the characters are unprepared for the arrival of Kassar and his larger host, then the shock of another 60 Turanian warriors entering the fray can be overwhelming. Unless the adventurers can stop Kassar's charge and give the Kozaks a chance to prepare for this new force, the Turanians get a +4 bonus to their roll this round, in addition to the added strength of the Turanian force.

Capturing the Standard!

The Turanian hosts both follow a battle standard, carried by an elite Turanian warrior. Capturing that standard in battle is worth a +2 bonus.

The Crumbling City!

The characters see a group of enemy warriors battling in front of a crumbling wall. If they push the wall over on top of the foes, they can kill them all with one stroke. Toppling the wall requires a Strength check at DC20.

Protect the Children!

The Kozak women and children are hiding in the Refuge. Unfortunately, one of the young children has wandered out to prove his manhood and is now in danger of being trampled by a Turanian soldier. If the character can save the boy before he is killed, it is worth a +2 bonus.

A Hero's Death!

Eventually, only Bala or Kassar will be left standing. Killing or capturing the opposing faction's leader is worth a +3 bonus.



AFTER THE BATTLE

If the characters were allied to the wrong side, they will have to flee into the city to escape their vengeful foes.

If the Kozaks win, then Bala agrees to show them to the entrance to the Vault of Souls. She also offers the adventurers a place with her Kozaks and promises to reward them when she wins her kingdom.

If the Turanians win and Bala survives, then Kassar forces Bala to show them to the Vault. He also gives them the jade token of bounty. If the Shemite swordswoman is slain, then Kassar has his men sweep the city until they find the entrance. He also suggests that they can find employment as Turanian mercenaries once they have dealt with Logri.

EXPERIENCE POINTS

Award the players Experience Points for the first half of the adventure according to the Hand of the Necromancer, Part I table.

Hand of the Necromancer, Part I

Event	Experience
Entering Hyperborea successfully	500 XP
Allying with the Turanians	100 XP
... and capturing Bala alive	500 XP
... per lieutenant slain	100 XP
... slaying Bala	250 XP
Allying with the Kozaks	100 XP
... and saving Bala from Yar Jali's treachery	100 XP
... defeating the Turanians in battle	250 XP
... slaying Kassar	250 XP
Per ghost defeated	50 XP
Slaying the Eater of Corpses	500 XP
Finding the Vault of Souls	250 XP

THE BLOODY HAND

The adventurers have found the Vault of Souls and are close to the one magical talisman that can defeat Logri the Binder. After they recover the orb, though, they discover the treachery of the Hand.

THE VAULT OF SOULS

Summary: The adventurers enter the Vault of Souls and recover the Orb.

You climb into another ruined building. Judging from the thick walls and weathered carvings, this was once a place of great beauty and importance within Skolja. The passage of many years and the ceaseless wind has worn away any beauty but it is still of vital significance. Beneath a flagstone, you find a large trapdoor. Engraved in Hyperborean runes on the trapdoor is the message 'HERE WITHIN IS BOUND THE BINDER, AND HERE IS DEATH FOR THOSE WHO ENTER.'

If the adventurers are allied with either the Kozaks or the Turanians, then their new allies will guide them to the Vault of Souls but will not dare enter the dungeon.

After resting, the characters may regain half their lost Hit Points.

The Vault consists of a short series of traps and defences, aimed at keeping the Orb of Souls safe for all eternity.

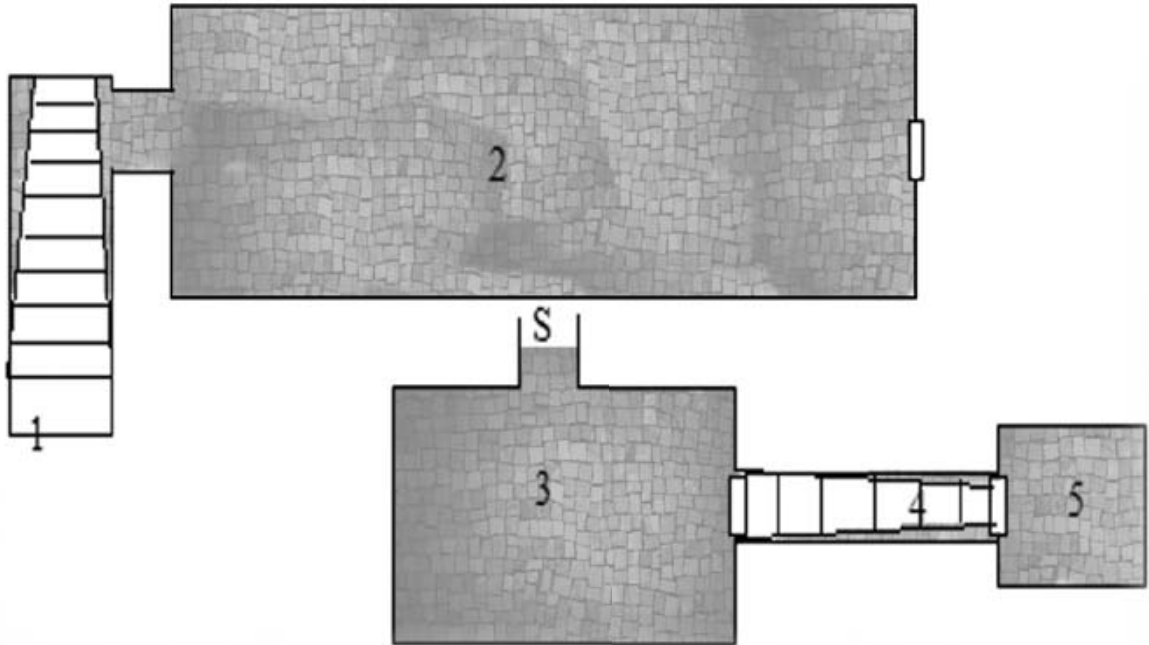
1. LIGHT THE CANDLE AND SNUFF OUT A LIFE

Lifting the trapdoor, you find a short flight of stairs into the darkness. Lying on a shelf half-way down the stairs is a candelabra with four thick candles.

This is a trap – the candles are all binding candles, identical to the ones used in Logri's tower centuries ago (see page 93). As soon as a candle is lit, a demon emerges and starts strangling a nearby victim. The demons are also commanded to close the trapdoor once more as soon as all intruders are dead.

If the players ask to examine the candles before lighting them, mention that the candles glisten oddly and appear strangely fresh despite being buried in a vault for centuries. If a player asks if the candles are like the ones glimpsed in the ghost's tale, confirm they are identical but do not volunteer this information.

The demons can be defeated by snuffing out the candles but if the characters start moving towards the candelabra, then one demon will break off its attack to move the candles out of danger – the demon might carry



the candelabra deeper into the vault or even carry it up into the air.

Combat!

- ✦ The stairs are very narrow – characters cannot move past each other without making an Escape Artist check (DC10) using the rules for Squeezing (see the *Conan* rulebook, page 194).
- ✦ The demons always win surprise and begin grappling their foes, strangling them.
- ✦ Once a demon is grappled free, it turns insubstantial and attacks again.
- ✦ If a player looks around, he may notice (DC15 Search or Spot check) that a thin cord of smoke connects each demon to its candle. If the candle is snuffed out or destroyed, the demon is banished. The demons will react furiously to any character who tries to get to the candles, using their immense strength to grab characters and hurl them away.
- ✦ Hitting a candle with a ranged attack requires an attack roll against DC20; a melee attack is only DC14.

2. SPORES OF DEATH

The staircase ends in a large barrel-roofed vault. There's a single stone door at the far end.

The door is a fake – it is a trap. If opened, it releases a cloud of poisonous spores that fill the entire chamber. Finding the trap requires a Search check at DC20; disabling it requires a Disable Device check at DC25.

If the spores are released, then all characters in the chamber must make a Fortitude save (DC20) each round. A character who fails this Fortitude saving throw takes 2d6 damage and begins choking and drowning. The character falls unconscious after a number of rounds equal to his Constitution score or if his Hit Points are reduced to 0.

To escape the effect of the spores, a character must flee back into the open air. Fresh air allows a character to make another Fortitude save at DC10 to end the choking effect. Other characters may also use the Heal skill on an affected adventurer.

Remember, the stairs out of the vault is very narrow – characters may get stuck behind other adventurers.

The False Wall: Examining the wall on one side of the vault reveals (Search check, DC15) that one section of the wall is thin plaster instead of solid stone. A solid kick will bring it down, revealing another chamber.





3. THE DEAD WITCHES

Beyond the false wall is a burial chamber. Four black-robed corpses lie in niches in the wall. Each corpse wears a white porcelain mask and clutches a long white staff to its bony chest.

These are the corpses of Witch-Men of Hyperborea who served Logri the Binder, and have now been buried with his soul. Paranoid players may suspect that the corpses will spring to life and attack, but the truth is much worse. All the hatred and sorcery of the dead Witch-Men manifests as a magical curse that afflicts anyone who enters this chamber.

As soon as a character sets foot in this room, he must make a Will save at DC10. If this saving throw is failed, the character suffers 1d6 damage and has a -1 penalty to all attack rolls, saving throws and skill checks as long as he is within the Vault of Souls. The damage appears as black welts on the character's flesh.

Crossing the chamber requires significant effort. Time seems to slow down in the vault and it feels like a character is pushing against a fierce wind. It takes five rounds, regardless of the character's normal movement, to cross the vault. Each round, another Will saving throw must be made and the DC increases by +2. Remember that each failed saving throw will give the character another -1 penalty to his saving throws.

Half-way across the chamber, characters can hear the corpses whispering curses and see evil sorcery thicken in the air like black cobwebs.

Dealing With The Curse: The best way to deal with the curse is to use counter-magic, like a *Warding* spell. If that is unavailable, the characters can just send the adventurer with the best Will save bonus through this room to get the Orb.

Characters can try destroying the corpses. There are four dead Witch-Men in the chamber, each of which has 20 Hit Points. If the characters attack the spirits, the power of the curse intensifies. The damage from a failed saving throw increases to 2d6 if one corpses are destroyed, 3d6 if two corpses are destroyed and 4d6 per failed save if three corpses are destroyed. Furthermore, the effect of the curse extends beyond this chamber to the entire Vault of Souls.

4. THE WATER GATE

A short stair leads further down. The walls of this stair are brick and glisten with droplets of water and mould. The stair ends in a door with four human skulls embedded in its black surface.

This mechanical trap is the final obstacle leading to the Orb of Souls. On the far side of one wall is a pipe connected to the river. If the trap is sprung, the pipe opens, loosing a flood of water into the vault. To open the door, the characters must remove the skulls in the correct order (top left, bottom right, bottom left, top right). Unfortunately, there is no way to tell which skull should be removed first, except through trial and error. The correct skull has slightly less resistance when pulled.

Removing the Skulls through Sleight of Hand: The character must make a Sleight of Hand check (DC15) to determine if he is pulling the right skull. If this check is successful, the character can tell that the tension in the hook holding the skull in place is less than the tension in the other hooks. If the check fails, the character has no idea. This check must be made for each skull.

Removing the Skulls with Disable Device & Open Lock: A Disable Device check (DC25) followed by an Open Lock check (DC20) allows the character to bypass the trap entirely.

Forcing the Door: Alternatively, characters can just smash the door open with a Strength check (DC25).

Triggering the Trap: If the trap is triggered, there is a one-round delay, during which the characters can hear a grinding noise and the sound of rushing water. After that, the wall explodes with rushing water. The effects of this trap vary depending on which room the adventurers are in.

Effect	Rooms 4 and 5	Rooms 2 and 3
Movement halved	3 rounds	6 rounds
Characters must swim instead of walking	6 rounds	12 rounds
Room fills, characters must hold breath or down	12 rounds	18 rounds

5. THE ORB OF SOULS

This small chamber contains nothing but a huge chest, bound in iron.





The Orb of Souls is kept within this heavy chest. The chest is locked (Open Lock, DC30). If the characters have not sprung the trap, they have plenty of time and can take 20 on their Open Lock check. Prising the chest open requires a Strength check at DC30. Characters can use Aid Another to help with this Strength check.

If the characters have sprung the water trap, then they will need to open the chest quickly or else carry the massive chest out of the dungeon. The chest weighs 1,000 lb.

Once the characters open the chest...

Inside the chest is an orb of crystal the size of a man's head. A jagged crack runs from the heart of the crystal to its surface. Your skin tingles when you touch the strangely warm crystal.

This, then, is the Orb of Souls, the one talisman in the entire world that can defeat Logri the Binder.

THE ROAD HOME

Summary: The adventurers leave the ruins of Skolja and return to Mimir.

With the Orb of Souls carefully stowed, you set out for Asgard once more. You are given fresh horses by the [KOZAKS OR TURANIANS] and ride west across the sullen grey plains of southern Hyperborea. The gods smile upon you and you encounter few dangers on your long homeward journey. Your horses are swift and hardy and the long miles roll by day after day.

One morning, you glimpse the white peaks of the Eiglophian Mountains, and you know your journey is nearly at an end...

The characters can regain all their lost Hit Points on the homeward journey. Optionally, you can throw in a side quest or random encounter at this stage.

THE DEAD SAGE

Summary: The adventurers discover that Mimir has been murdered by the Hand of Logri.

A thick snowfall cloaks the mountains as you climb back to Mimir's lair. As you approach the old shaman's mountain, you realise that something is dreadfully

wrong. His ghost traps are all torn and broken; the caves and woods are all empty.

You arrive at the shaman's camp and find nothing but death. Mimir's dismembered corpse lies scattered in a dozen frozen pieces. His head is set on a pike in the snow-covered ashes of his campfire. Burnt scrolls and shattered ghost jars litter the mountainside.

Without Mimir's guidance, you have no idea how to find Logri's tomb or how to use the Orb of Souls to defeat the Necromancer.

How did the Necromancer know to send his minions here? Who has betrayed you?

Searching around for clues, the characters find clear evidence that it was the living that came here or at least the recently deceased. Mimir's body was hacked apart with axes, not the claws of the undead. The shaman's sorcerous paraphernalia and ghost jars were destroyed on the spot but his food store was looted and stripped bare.

If the characters left the Onyx Horn here, there's no sign of it.

As the characters search around, call for Search checks. The character who rolls the best finds something of significance.

THE LAST GHOST TRAP

In the branches of a small pine tree, you find what looks at first glance like a spiderweb. On closer examination, though, you see that it is made from hair and string and feathers – it is a tiny and very delicate ghost trap. It quivers gently as you examine it, as if something invisible is caught in its strands.

This last trap contains the spirit of Mimir.

If the characters bring the ghost trap close to Mimir's disembodied head, or do what the shaman did earlier and breathe the spirit into the ash, they can communicate with Mimir. The ghost speaks either through the lips of the severed head or in visions in the ash.

Mimir's ghost tells the adventurers that men came to his cave (he does not know how long it was; he cannot reckon time when held in a ghost trap, it could have been centuries for all he knew). They knew where they were going and all his spells of misdirection had no effect on them. Ghosts held no fear for them either. The men were looking for the Onyx Horn (or Mimir's notes, if the characters took the horn with them).



As they were hacking Mimir apart, the ghost says that they said something about 'bringing the Horn back to the Hand'. The killers were definitely Aesir-men, all hardened warriors and skilled swordsmen.

The characters may have questions for Mimir but the ghost is growing progressively weaker and will soon vanish.

Where is Logri's tomb? *Buried beneath the River of Death Ice. They killed me before I could find out exactly where. I translated Hrulf's runes but then they came with their axes and murdered me.*

How do we use this Orb of Souls? *I would have made a ghost trap to go with it. It can still drag Logri's soul from his body but only for a moment. If the necromancer arises, you can use that moment to strike.*

CONFRONTING THE HAND

Having left Mimir's cave, the characters travel to one of three locations to confront the Hand. When they arrive at the location where the Hand is hiding, the Hand attempts to re-enact the same ritual that Logri used in Skolja all those years ago. The obstacles that the characters must overcome and the defenders of the Hand vary depending on where the characters are.

WHILE YOU WERE AWAY...

Logri was not idle while the adventurers were off in Hyperborea. Two aspects of his plan were in motion all along.

Firstly, through the machinations of the Hand, Logri was able to have the Horn of Hrulf brought to Mimir the Wise, who was able to translate the runes on it. As soon as the secret of the horn was unlocked, Logri had him killed. With the horn's runes decoded, the Hand was able to locate Logri's icy tomb, where his still-living mortal body has lay frozen for centuries.

Secondly, the Hand continued to perform Logri's necromantic rites, creating more undead minions. These risen dead then attacked other settlements and the deaths of hundreds of Aesir fed Logri's power. An army of the risen dead is stumbling north to open Logri's tomb. Once the tomb is opened and the necromancer has enough power, he can reunite his mortal body and his disembodied spirit and live again!

If one of the adventurers is a sorcerer, then Mimir gives that character one last gift – the ghost flows into the adventurer's mind, granting him *Make Ghost Trap* as a bonus spell.

What's death like? *Cold. Very cold. I go now, to whatever lies beyond... farewell!*

THE NEXT MOVE

Mimir said that minions of Logri's Hand murdered him. As only a handful of people knew you were going to visit Mimir, the only conclusion is that one of your allies has betrayed you. Who is the Hand of the Necromancer?

If they have been paying attention, the players should have worked out that one of the three people who knew they were going to Mimir must be the Hand – it must be Olaf One-Arm, Cneph Coalhair or Irda. One of these three is the Betrayer of Asgard.

Several clues point towards the identity of the Hand:

- ❖ The Hand gave the characters a gift (a Crystal Tear, a finger or an armband) that vanished around the time the characters reached Mimir.
- ❖ There was strange behaviour on the part of the Hand at Rorik's hall.
- ❖ Of the three candidates, Cneph always wears gloves that hide the skin of his hands. Olaf One-Arm is obviously missing a hand. Irda's pale hands are clearly unmarked by any rune but she has her bodyguard Fist, who could be a metaphorical hand.

Each of the three Hand candidates has gone to a different place –

- ❖ Cneph is at his ringfort (or at Urik's Retreat, a nearby fortress)
- ❖ Olaf is in the mining town of Rahut.
- ❖ Irda is at a holy mountain.

The best chance of stopping the necromancer is to find the Hand. So, where do the characters go next?

The most likely course of action is that the players pick one of the three Hand candidates and go there. Players might also pick one of the other candidates and go to them for aid. The next sections present the three locations where the prospective



Hands have taken refuge and what happens there if the Hand is indeed present.

Alternatively, the players could abandon any hope of stopping the Hand and just head straight to the River of Death Ice and search for Logri's Tomb – if they take this option, skip onto *Hunting Logri* on page 66 but their chances of finding the tomb are slimmer.

CNEPH - RETURN TO THE RINGFORT

Summary: The adventurers return to Cneph Coalhair's ringfort.

If the characters managed to save the ringfort in *The Hall of Heroes*, use The Ringfort, below. If it was destroyed, use Urik's Refuge.

THE RINGFORT

After several days' travel, you see the smoke rising from the cooking fires of Cneph's ringfort. The damage inflicted on the settlement by the undead attack has mostly been repaired and the road winds around a huge mound of fresh earth that must be a mass grave for the risen dead. It cheers your heart to be back on familiar ground.

The Ringfort has whatever damage it suffered in *The Hall of Heroes*. Cneph Coalhair is in the main hall, defended by four elite Aesir guards and a dozen normal Aesir guards (see page 48). Other guards are at the remains of the outer palisade and at the main gate. The ringfort is also filled with Aesir commoners – traders, foresters, peasants and so forth. After Cneph's ringfort survived an attack from the dead, many people have fled to here, bringing with them tales of other undead attacks elsewhere in Asgard.

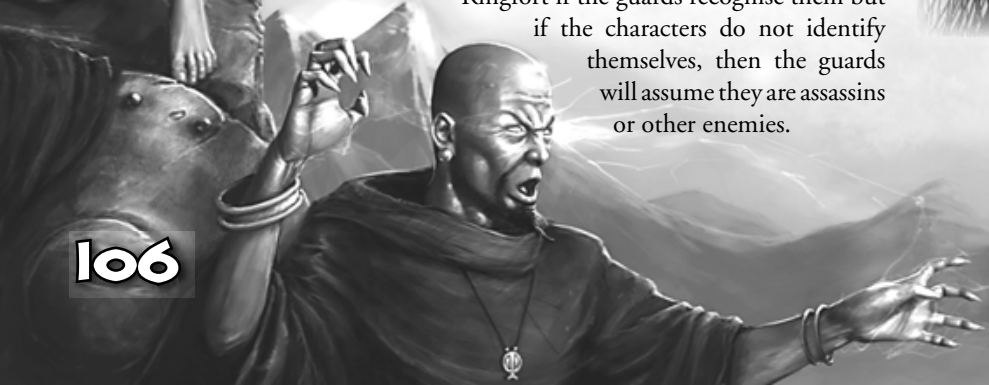
If Cneph is the Hand: Then the spell begins – see *Sacrificed by the Hand* below. The spell encompasses the whole ringfort. To get to Cneph, the characters will either have to fight or talk their way past the guards, as well as the hundreds of Aesir in the fort who are devoted to Cneph Coalhair. The characters can use their heroic reputation as defenders of the Ringfort if the guards recognise them but if the characters do not identify themselves, then the guards will assume they are assassins or other enemies.

The Ringfort - Obstacles

Obstacle	Description
1	The main gate and wooden palisade – characters can fight the gate guards or try climbing the palisade
2	The debris of the area destroyed by the undead
3	The refugee camp
4	The doors of Cneph's hall
Refuge	Cneph's Hall

URIK'S REFUGE

After several days' travel, you pass the ruins of Cneph's Ringfort. The great hall still stands but the risen dead must have rampaged through the outer fort and you can see nothing but wreckage. You continue along the track, which wends its



way around the edge of the swamp and into the hills. Ahead, a forked peak rises – *Urik's Refuge*. After a few minute's climb, you come to the entrance of a sheltered canyon.

Urik's refuge is crowded with survivors of the Ringfort and refugees from elsewhere in Asgard. Only a handful of Cneph's warriors survived the battle at the fort but this canyon has such a narrow entrance that a handful of stout men can stand against an army here. At the far end of the canyons are some small caves, used as animal pens and shelters by the Aesir. Cneph has taken the largest of these caves as his temporary abode.

The entrance to the canyon is guarded by ordinary Aesir guards; elite guards protect Cneph's cave.

IF CNEPH IS THE HAND

Then the spell begins – see *Sacrificed by the Hand* below. The characters can get past the guards by fighting them or by climbing up the walls of the canyon and running along the lip before scaling the back wall to arrive at Cneph's cavern.

Urik's Refuge - Obstacles

Obstacle	Description
1	The narrow entrance to the canyon
2	The stony field and goat-herds
3	The refugee camp
4	The steep mountain path up to the cavern
Refuge	A cavern

IF CNEPH IS NOT THE HAND

Then the characters have chosen poorly. Cneph provides them with fresh horses and weapons and has his chirurgeons heal the characters' wounds (restoring half their lost hit points). He also informs them that there have been other attacks by the undead on other settlements and that there are tales of an army of dead men marching north-east towards the great glacier.

OLAF - THE BOWELS OF THE EARTH

Summary: Olaf One-Arm is in the mining town of Rahut when the characters track him down.

When he left you at the foot of Mimir's mountain, Olaf said he was going to Rahut, where silver flows from the earth

like water from a spring. You should know by now that Olaf is prone to exaggeration. As you ride into the mining town of Rahut, all you can see is a cluster of rude buildings and scars on the landscape. The largest structure in town is not a temple or a longhouse but a rowdy inn and whorehouse. You can hear drunken boasts and the shouts of gamblers as you approach.

Rahut is a rough mining town – think of it as a 19th century gold rush settlement with a faint patina of Viking culture! The miners here are lawless, godless fellows, more at home with an axe in their hands than a mining pick. They found silver here in the mountains a few years ago and it is drawn thieves and adventurers from all over the north. Olaf came here not to mine silver but to gamble the money paid to him by Cneph Coalhair.

IF OLAF IS THE HAND

Then a brief search of the town reveals no sign of him – the miners believe that Olaf stole the gold that he has been gambling away and have assumed that the adventurers are bounty hunters looking for Olaf. If the players can clear up this misunderstanding, a few miners admit to knowing Olaf and can tell the adventurers that they saw him heading for the old mine a short while ago. The old mine was the first place where silver was found and the miners delved deep into the mountainside until they had worked the vein dry. Soon after the adventurers discover where Olaf has gone, the spell begins (see *Sacrificed by the Hand*). The spell's effect encompasses both the mine and the town of Rahut.

The Old Mine - Obstacles

Obstacle	Description
1	The entrance tunnel
2	A maze of twisty passages, all alike
3	A narrow and shaky bridge across a chasm
4	A partially collapsed and flooded section of the mine
Refuge	The deepest part of the mine

The old mine is a maze of low-ceiling tunnels and rotting timber supports. It slopes steeply down into the bowels of the mountain. A few abandoned mining carts and broken tools are scattered in the snow outside the mine entrance. The cave is defended by mercenaries, who Olaf has paid to protect him. Also in the depths of the mine is an ancient Tentacled Thing, awoken by Olaf's sorcery.



IF OLAF IS NOT THE HAND

Then the rogue is happy to see the adventurers and tries to borrow money off them – he has gambled away all the gold Cneph gave him. If the adventurers explain what has happened, then Olaf agrees to accompany them on the remainder of the adventure.

IRDA - THE HOLY MOUNTAIN

Summary: The adventurers follow Irda to the holy mountain of Atali's Spire.

Atali's Spire is one of the wonders of Asgard – a finger of shimmering ice, rising hundreds of feet above the surrounding tundra. The path to the spire is marked with rune-stones and you overtake many pilgrims on the road. Irda came this way weeks ago, after she left Cneph's Ringfort.

As you draw closer to the base of the Spire, you see a huge crowd of Aesir-folk, all dressed in white robes that shimmer in the sun. The sounds of drums and chanting echoes across the frozen plains. High above the crowd, you see Irda standing on a wooden platform. Fist stands next to her, hammering a huge drum.

The worshippers here were gathered by Irda to pray for Atali's blessing and aid in this time of walking dead men and strange omens. They are mostly drawn from the lower strata of Aesir society – widows, orphans, the sickly and the lame, cripples and fools, maidens and old men – but there are also a few warriors here to protect both the gathered masses and this holy place.

Such organised religion is rare in Asgard and is a mark of both Irda's standing in the eyes of the common folk and how greatly Logri is feared.

IF IRDA IS THE HAND

Then the spell begins as the characters approach the crowd. Initially, the worshippers assume that the gathering storm and purple fire is a divine miracle and are thrown into paroxysms of divine fervour, mistaking Irda for Atali herself. However,

when the Skull-Faces swoop down and when random people are dragged into the air and incinerated, the worshippers panic and try to flee.

Irda's guards are fanatically loyal to her, and will fight to the death.

Atali's Spire - Obstacles

Obstacle	Description
1	The area around Atali's Spire, protected by guards.
2	The edge of the crowd
3	The middle of the panicking crowd
4	Climbing up the platform
Refuge	A wooden platform, high above the crowd

IF IRDA IS NOT THE HAND

Then the priestess gives the adventurers Atali's blessing, as well as sending four elite guards with them. Atali's blessing lasts for the rest of the adventure and gives them all a +2 morale bonus to all saving throws and a +1 morale bonus to all attacks.

SACRIFICED BY THE HAND

Summary: The adventurers fight their way to the Hand and stop the ritual in the nick of time.

There is a flash of purple light, leaping from land to sky and immediately the heavens begin to boil. Huge orange-black clouds roll in across the blue skies of Asgard, moving unnaturally fast and against the wind. Lighting flashes and you hear the shriek of wind-born horrors. The same blasphemous ritual that consumed Skolja is being enacted here!

This encounter can take place in any of four locations – in each case, the characters have to get to the Hand and stop him before the ritual consumes the area. There are different foes to battle and obstacles to overcome in each location.

As the characters get closer to the Hand, the sorcerous effects of the ritual grow more powerful and dangerous.



Obstacle One – Outlying Guards

Location	Guard Type & Number	Other Notes
Cneph's Ringfort	Elite Aesir Guard (2)	Heavy wooden gate & palisade (DC15 Climb)
Urik's Refuge	Elite Aesir Guard (2)	Narrow canyon entrance (DC20 Climb to bypass guards)
Olaf's silver mine	Hardened Mercenary (4)	Mine entrance
Atali's Spire	Elite Aesir Guard (4)	None – characters can try running past guards into the crowd

While the characters are making their way past these outer guards, the clouds overhead grow darker and darker. The characters can see the swirling dots of flying Skull-Faces but the ritual presents no direct danger... yet.

Obstacle Two – The Gauntlet

Location	Obstacle	Other Notes
Cneph's Ringfort	Debris	
Urik's Refuge	Stony field and goats	
Olaf's silver mine	Maze of tunnels	Requires Track & Survival check (DC15) to find correct path
Atali's Spire	Fanatic crowd	Requires Strength or Escape Artist (DC10) to push through

As the characters are running through this gauntlet, bolts of lightning flash down from the storm overhead (in the case of Olaf's mine, the bolts of lightning cause cave-ins).

Roll 1d6 for each adventurer. On a 1-2, a lightning blast strikes close enough to that character to cause damage. The character suffers 4d6 damage (Reflex save, DC15 for half damage).

Obstacle Three – Death in the Skies

Location	Obstacle	Other Notes
Cneph's Ringfort	Terrified people	Strength or Escape Artist (DC15) to keep moving
Urik's Refuge	Terrified people	Strength or Escape Artist (DC15) to keep moving
Olaf's silver mine	Narrow shaky bridge	Balance check (DC15) to cross safely
Atali's Spire	Terrified people	Strength or Escape Artist (DC15) to keep moving

A character who falls off the bridge in Olaf's silver mine plummets 60 feet into the darkness, taking 6d6 damage. Characters fighting their way through a crowd of terrified Aesir can use violence instead of making a Strength or Escape Artist check, hacking their way through peasants and children.

While the characters are moving towards the Hand, they hear a shriek in the skies (or echoing down the tunnels) and one Skull-Face of the Air per two player characters swoops down to claw at them. These Skull-Faces will continue to torment the characters until the ritual is ended.



Obstacle Four – The Last Defence

Location	Obstacle	Other Notes
Cneph's Ringfort	Elite Aesir Guards (4)	Guards can take refuge in the hall if pressed
Urik's Refuge	Elite Aesir Guards (4)	Path is narrow – one character safely abreast only
Olaf's silver mine	Tentacled Thing	Characters are standing waist-deep in water; movement is halved
Atali's Spire	Elite Aesir Guards (2)	Characters must climb (DC10) to the wooden platform

While the characters are fighting these last defenders, the ritual enters its final phase. People start rising into the air and bursting into flames as the spell consumes their souls.

Choose a random adventurer and have them make a Will save (DC5). If successful, they must make another Will save next round (DC+1 each round). If the character fails, then read the following:

Suddenly, [ADVENTURER NAME] bursts into flame. Invisible forces catch hold of you, and you are irresistibly drawn up into the air, suspended in agony between earth and sky as the fire consumes your flesh. You can feel your bones cracking and your flesh melting as you rise!

The adventurer takes 6d6 damage per round until dead. He rises at a rate of 20 feet per round. The burning character is doomed and no force can save him but he can still act.

Do not call for Will saves while a character is burning but once the doomed character dies, start again with the Will saves from DC5.

This danger persists until the Hand is defeated.

BATTLING THE HAND

Finally, the characters make it to the Hand's Refuge. The Hand is defended by one Murderous Dog per two player characters – these Murderous Dogs are devilish Aesir warriors, the same dishonourable dogs who murdered Mimir the Wise on the Hand's orders.

The characters can either kill the Hand or try to appeal to the Hand's honour and convince him to turn on Logri. Alternatively, they can try using the Orb of Souls.

If Cneph is the Hand: Read the following to the players.

You burst into Cneph's chamber. The king stands in the middle of the room, naked to the

waist. Logri's mark is branded on his hand. His eyes blaze with fury as you enter. 'I am king!' he roars 'and soon I shall be king of kings! My ancestor Hrulf defeated Logri before! The sorcerer will be my slave, and I shall make a kingdom from the Vilayet to the Western Ocean!'

Logri has used Cneph's ancestor against him, convincing the king that because Hrulf defeated Logri, the sorcerer is now bound to serve Logri's descendants. Cneph is lost in dreams of conquest and glory.

If Olaf is the Hand: Read the following to the players.

You struggle out of the water and into a cave lit by a weird green glow. Olaf stands before you, both his arms outstretched. One arm is flesh and blood and solid but the other is made of glowing green flames of unnatural sorcery. You can see Logri's rune burning amid the green flames.

Olaf grins as you enter the chamber. 'I was hoping you lads would have enough sense to stay in Hyperborea. I can't cut you in on this caper, friends – Logri will give me wealth beyond the dreams of mortal men when he lives again but he won't trust anyone not bound to him. If ye turn and run now, maybe you'll have a chance.'

Olaf's out for money, nothing more. He bears the adventurers no ill-will, and is genuinely offering them a chance to flee. He is consumed with greed but is still a lovable rogue with a strange sense of honour.

If Irda is the Hand: Read the following to the players.

You climb into the platform. Irda the seer stands before you, her arms outstretched. Her manservant Fist is behind her, whispering into her ear. Logri's rune burns on the giant's chest. Irda stares at you blindly. 'Why, Ymir? Why do you demand such sacrifice?'

Fist whispers into her ear, and speaks with Logri's voice. 'Child, this is necessary to defeat the Evil One. Be strong in your faith, my daughter.'





'This is necessary' she says with renewed conviction. She raises her hands and the heavens respond with fury.

Irda believes that Fist is an emissary of the gods and that she is conducting a ritual that will destroy Logri. The sorcerer has bewitched her through her beloved childhood friend and bodyguard.

Killing the Hand: The easiest way to stop the ritual is to slay the Hand outright. All of the Hand candidates are formidable warriors (or in Irda's case, accompanied by a formidable warrior). Fortunately for the adventurers, because Logri's attention is focussed on the ritual, he cannot cast killing spells through the Hand.

Persuading the Hand to turn on Logri: With excellent roleplaying, the players may be able to convince the Hand to turn on Logri, at least long enough to disrupt the ritual. Only permit this if the players come up with an excellent argument or impassioned speech to show the Hand the error of their ways and convince them not to betray Asgard.

For Cneph, the players should mention their experiences with Hrulf's ghost.

For Olaf, the players should emphasise either the value of honour over gold or just point out that being the richest slave in Logri's necromantic empire is still being a slave.

For Irda, the players should show her the pain and suffering that Logri's magic is causing.

Using the Orb of Souls: If the characters use the Orb of Souls by bringing it close to the Hand, then it momentarily disrupts the necromancer's influence over the Hand, stunning the Hand for 1d4 rounds. The characters can use this respite to roleplay with the Hand or else leap in and stab the helpless foe.

THE HAND DEFEATED

Once the characters defeat the hand, read the following.

Defeated, the Hand falls to the floor. With a crash of thunder, the clouds overhead fall away and bright sunlight streams down from the blue sky.

In your minds, a cold voice screams at you. 'CURSE YOU! YOU ARE TOO LATE TO STOP MY RESURRECTION, AND WHEN I RETURN, YOUR SOULS WILL BE PLAYTHINGS FOR MY DEMON ALLIES! THIS WRETCH HAS ALREADY TURNED THE KEY IN THE LOCK OF MY PRISON! ASGARD IS DOOMED!'

[THE HAND] whispers 'he is gone... I can feel his spirit fleeing north. The risen dead... they're digging his tomb out of the ice. He's right... soon he will rise again and he will destroy us all! He fears you – what did you bring out of Hyperborea that terrifies him so?'

The Hand tells the adventurers (with his dying breath if necessary) where Logri's tomb is. If the adventurers saved the Hand, then the Hand will accompany the adventurers on this last quest if they wish (paranoid adventurers may wish to refuse the aid of someone who might be possessed at any moment by their enemy).

The characters may regain all lost Hit Points at this point.

The last step of this quest is to head to Logri's tomb and slay the necromancer once and for all.

FINDING THE TOMB

Logri's tomb is located in the River of Death Ice, far to the east and north. As the characters ride across the landscape, they come to village after village that is ruined and empty. The dead have risen and consumed their descendants, then marched off to dig Logri's tomb out of the ice. If Logri rises again, then all of Asgard and perhaps all the world will become like this blasted, doomed region.

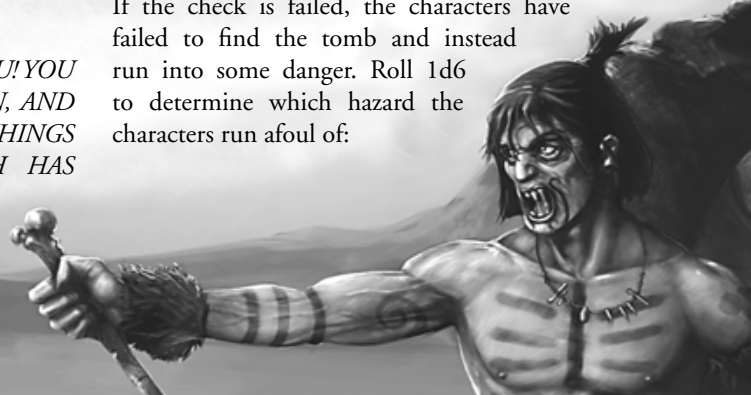
If the characters have the clues given by the Hand, they can find the tomb quickly. Otherwise, they must wander the mountains and follow the stumbling corpses to find the location of the tomb.

To find the Tomb, the characters must make a Survival or Knowledge (geography) check, DC30, modified as follows:

Finding Logri's Tomb

Condition	Modifier
The Hand has been defeated	+10
Per previous attempt	+2
Characters are Nordheimers	+2
Per 5 total ranks of Climb in the group	+1

If the check is failed, the characters have failed to find the tomb and instead run into some danger. Roll 1d6 to determine which hazard the characters run afoul of:





Hazards of the Mountain

Roll	Hazard
1	Snowstorm, lasting 2d6 hours (see Cold & Exposure, page 218 of the Conan rulebook)
2	Undead! The characters run into 2d6 lesser walking dead and 1d6 greater walking dead (see page 51)
3	Treacherous cliff that must be scaled. DC15 Climb check, fail and suffer 3d6 falling damage.
4	Skull-Faces! The characters run into 1d6+1 Skull-Faces of the Air
5	Snowstorm lasting 4d6 hours
6	Ice Worm (see page 113)

EXPERIENCE & VICTORY POINTS

Award the players Experience and Victory Points for the first half of the adventure according to the Hand of the Necromancer, Part II table.

Hand of the Necromancer, Part II

Event	Experience	Victory
Speaking to Mimir's ghost	250 XP	1
Correctly identifying the Hand first time	250 XP	1
Defeating the Hand	1,000 XP	3
... without killing the Hand	250 XP	1
Visiting the other candidates who are not the hand and gaining their help	250 XP	-1
Finding the Tomb first time	250 XP	1
Per attempt after that, to a maximum of -3	100 XP	-1

MONSTERS & FOES

CIMMERIAN BARBARIANS

Medium Humanoid (3rd level Cimmerian Barbarians)

Hit Dice: 3d10+3 (18 HP)

Initiative: +4

Speed: 30 ft.

Dodge Defence: 14

Parry Defence: 14

DR: 3 (Quilted Jerkin or Furs)

Attack: Battleaxe +6 (1d10+4/x3, AP7) or Broadsword +6 (1d10+4, AP7)

Full Attack: Battleaxe +6 (1d10+4/x3, AP7) or Broadsword +6 (1d10+4, AP7)

Special Attacks: None.

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap



Sense +1

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +4, Ref +4, Will +4

Abilities: Str 16, Dex 13, Con 13, Int 8, Wis 13, Cha 8

Skills: Climb +6, Hide +9, Move Silently +9, Survival +6, Spot +5

Feats: Track, Endurance, Stealthy, Dodge

Possessions: Weapon, Woad

Code of Honour: Barbaric

PUC

Medium Humanoid (9th level Cimmerian Barbarian)

Hit Dice: 9d10+27 (72 HP)

Initiative: +4

Speed: 30 ft.

Dodge Defence: 17

Parry Defence: 15

DR: 3 (Quilted Jerkin or Furs)

Attack: Greatsword +11 (1d10+1d8+3/18-20x2, AP7)

Full Attack: Greatsword +11/+6 (1d10+1d8+3/18-20x2, AP7)

Special Attacks: None.

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (no penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +3, Improved Uncanny Dodge,

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +6, Will +6

Abilities: Str 14, Dex 13, Con 17, Int 12, Wis 15, Cha 13

Skills: Bluff +11, Climb +10, Handle Animal +12, Hide +13, Intimidate +6, Move Silently +13, Ride +11, Survival +10, Spot +10

Feats: Track, Endurance, Die Hard, Mobility, Stealthy, Carouser, Leadership, Exotic Weapon (Greatsword), Power Attack, Improved Critical

Possessions: Greatsword, Woad

Code of Honour: Barbaric

ICE WORM (CRAWLER)

Huge Magical Beast (cold)

Hit Dice: 14d10 (77 hp)

Initiative: +15 (+3 Dex, +12 Reflex)

Dodge Defence: 18 (-2 size, +3 Dex, +7 natural)

DR: 4

Saves: Fort +9, Ref +12, Will +5

Defensive Specials: Winterkin

Speed: 30 ft., 30 ft. climb

Attack: Slam +16 melee (1d8+3 plus 2d6 cold)

Full Attack: Slam +16 melee (1d8+3 plus 2d6 cold) and bite +14 melee (1d10+1 plus 1d6 cold, AP 5)

Space/Reach: 15 ft. (3) / 10 ft. (2)

Base Attack: +14

Grapple: +28

Special Attacks: Cold damage, Constrict, Improved Grab, Trip

Abilities: Str 17, Dex 17, Con 11, Int 2, Wis 12, Cha 2

Special Qualities: Winterkin

Skills: Hide +1, Move Silently +8

Feats: Alertness, Multiattack, Stealthy, Weapon Focus (slam), Weapon Focus (bite)

Cold Damage (Su): Every hit by an ice worm crawler inflicts additional cold damage in varied amounts depending on the nature of the contact (listed in the attack). A character struck by an ice worm crawler in any way may attempt a Fortitude save DC 17 in order to suffer only half (round up) of the cold damage. A character with the Endurance feat may apply +4 to this save.

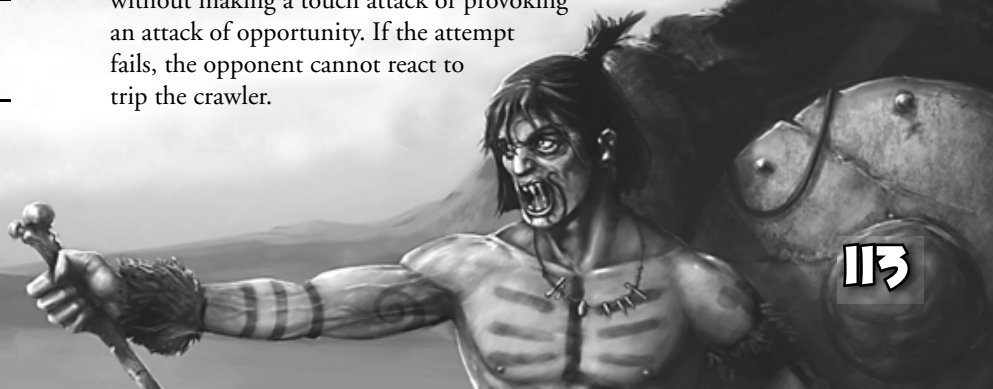
Armour does not protect against cold damage.

Winterkin (Ex): Ice worm crawlers are magical beasts infused with the essence of cold, making them immune to its effects. Crawlers do not suffer any damage or negative effects of any kind from cold-based sources but suffer double normal damage and negative effects of heat and fire-based sources.

Constrict (Ex): On a successful grapple check, an ice worm crawler deals 1d8+9 damage with its coils but also an additional 4d6 cold damage.

Improved Grab (Ex): To use this ability, the ice worm crawler must hit with its bite attack. If it is successful, it can grapple automatically, ignoring the roll to hit and without provoking any attacks of opportunity. If it wins the grapple check it may begin to constrict normally.

Trip (Ex): An ice worm crawler that hits with its slam attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the crawler.





Skills: Ice worm crawlers' keen hearing grant them a +4 racial bonus on all Listen checks.

KOLU CASTLE GUARDS

Medium Humanoid (2nd level Hyperborean Soldiers)

Hit Dice: 2d10+2 (15 HP)

Initiative: +5

Speed: 30 ft.

Dodge Defence: 11

Parry Defence: 14 (16 with Buckler)

DR: 6 (Mail Shirt, Steel Cap)

Attack: War Spear +4 (2d4+3, AP4) or Broadsword +5 (1d10+2, AP5)

Full Attack: War Spear +4 (2d4+3, AP4) or Broadsword +5 (1d10+2, AP5)

Special Attacks: None

Special Qualities: None

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +4, Ref +1, Will +1

Abilities: Str 15, Dex 10, Con 13, Int 10, Wis 10, Cha 11

Skills: Craft (Stone) +1, Intimidate +3, Search +6, Listen +6

Feats: Weapon Focus (broadsword), Parry, Improved Initiative

Possessions: Mail Shirt, Steel Cap, Buckler, War Spear, Broadsword, 25 silvers.

URSKA

Medium Humanoid (10th level Hyperborean Scholar)

Hit Dice: 10d10+20 (75 HP)

Initiative: +4

Speed: 30 ft.

Dodge Defence: 14

Parry Defence: 13

DR: 0

Attack: Poisoned Stiletto +8 finesse (1d4/x4 + poison)

Full Attack: Poisoned Stiletto +8/+3 finesse (1d4/x4 + poison)

Magic Attack: +7

Power Points: 9 (max 27)

Special Attacks: Sorcery

Special Qualities: Knowledge is Power

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +5, Ref +6, Will +11

Abilities: Str 11, Dex 13, Con 15, Int 16, Wis 14, Cha 14

Skills: Bluff +8, Concentration +13, Craft (alchemy) +14, Decipher Script +10, Heal +7, Intimidate +16, Knowledge (arcana) +16, Knowledge (history) +16, Knowledge (religion) +14, Knowledge (rumours) +14, Listen +13, Perform (ritual) +13, Sense Motive +13, Sleight of Hand +7.

Feats: Iron Will, Ritual Sacrifice, Opportunistic Sacrifice, Lightning Reflexes

Spells: *Necromancy:* Raise Corpse, Chill of the Grave, Death Touch, Agonising Doom

Divination: Astrological Prediction, Visions, Sorcerous News, Visions of Torment & Enlightenment

Summonings: Demonic Pact, Master, Aid Me!, Summon Demon

Prestdigitation: Conjuring, Telekinesis, Greater Telekinesis

Possessions: Poisoned Stiletos, Stygian Tomb-Dust (4 doses), Scorpion Venom (Injury DC23, Damage 1d3 Con/1d3 Dex, Saving throws (4) 1 round/1 round/1 round/1 round)

SCARAB SWARM

Diminutive Vermin (Swarm)

Hit Dice: 9d8-9 (31 hp)

Initiative: +4

Speed: 20 ft. (4 squares), climb 20 ft.

Defence: 18 (+4 size, +4 Dex)

Base Attack/Grapple: +6/—

Attack: Swarm (2d6)

Full Attack: Swarm (2d6)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, Horror

Special Qualities: Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2

Skills: Climb +12, Spot +4

A host of possessed insects scramble through the rubble, hungry for vengeance.

Scarab swarms are possessed insect swarms, filled with ghostly fragments of the victims of Logri's sorcery in Skolja. The possession lasts only a short time until the ghost loses its control of the swarm and it breaks into its constituent bugs.



COMBAT

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey but remains a creature with a 10-foot space. Swarms never make attacks of opportunity but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is changeable in shape. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Vulnerabilities of Swarms

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

- ✿ A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.
- ✿ A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move. Armour protects against this damage but its protection is automatically halved.

Distraction (Ex): Any living creature that begins its turn with a scarab swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round.

Horror (Su): A character damaged by a scarab swarm must make a Will save (DC13) or be shaken for 1d6 rounds.

Skills: A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ASHEN GHOSTS

Medium Undead

Hit Dice: 6d12 (35 HP)

Initiative: +4

Speed: Fly 20 ft.

Dodge Defence: 14

DR: Special

Base Attack/Grapple: +3/+5

Attack: +5 touch finesse (1d6+3 fire)

Full Attack: +5 touch finesse (1d6+3 fire)

Special Attacks: Fiery Touch, Fiery Embrace

Special Qualities: Undead, Ash Cloud, Ashen Form

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 6, Dex 14, Con -, Int 6, Wis 10, Cha 1

Feats: Improved Unarmed Strike, Improved Grapple

Ashen Ghosts resemble vaguely humanoid clouds of whirling ash. They are ghosts who have formed bodies from the ashes of those sacrificed by Logri.

COMBAT

Lacking a solid body, the ghost is very hard to injure with non-magical weapons. Most blows fly straight through the ghost's body without damaging it. The ghost attacks by burning its victims with hot ash.

Fiery Touch (Su): A touch from an ashen ghost inflicts 1d6 fire damage to its target. Anyone making a touch attack on a ghost also suffers 1d6 damage. This damage ignores armour.

Fiery Embrace (Su): If the ashen ghost successfully grapples or is grappled, it deals 3d6 fire damage to anyone else in the grapple. This damage ignores armour.

Ash Cloud (Su): The air around the ashen ghost is full of hot dust; anyone within 15 feet of the ghost suffers a -2 penalty to all attacks.

Ashen Form (Su): Ashen ghosts take no damage from piercing attacks and suffer half minimum damage from slashing or crushing attacks (assume the dice roll the lowest value possible, then halve the damage).



KOSAKS

Medium Humanoid (1st level Hyperborean Nomad)

Hit Dice: 1d10 (10 HP)

Initiative: +2

Speed: 30 ft.

Dodge Defence: 10

Parry Defence: 13 (Buckler)

DR: 5 (Leather Jerkin, Steel Cap)

Attack:

Archer: Hunting Bow +1 (1d8/x2, AP1)

Swordsman: Cutlass +2 (1d10+1/19-20x2, AP2)

Spearman: Warspear +2 (2d4+1/x3, AP3)

Axeman: Battleaxe +2 (1d10+1/x3, AP5)

Special Attacks: None

Special Qualities: Favoured Terrain (plains), Born to the Saddle

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 13, Dex 10, Con 11, Int 10, Wis 11, Cha 8

Skills: Climb +3 (+2), Handle Animal +4, Hide +2 (+1), Listen +2, Move Silently +2 (+1), Ride +4 (+3), Search +2, Spot +2

Feats: Track

Archer: Mounted Combat, Mounted Archery

Swordsman: Power Attack, Parry

Spearman: Mounted Combat, Ride-By Attack

Axeman: Power Attack, Great Fortitude

Possessions: Leather Jerkin, Steel Cap, weapon

BALA

Medium Humanoid (4th level Meadow Shemite Nomad/5th level Soldier)

Hit Dice: 4d10+8+5d10+10 (75 hp)

Initiative: +5

Speed: 30 ft.

Dodge Defence: 17

Parry Defence: 22

DR: 6 (Mail Shirt, Steel Cap)

Attack: Broadsword +13 (1d10+3/19-20x2, AP7) or Shemite Bow +13 (1d10+4/x3, AP7)

Full Attack: Broadsword +13/+8 (1d10+3/19-20x2, AP7)

and Short Sword +12/+7 (1d8+1/19-20x2, AP2)

or Shemite Bow
Shemite Bow

+13/+8 (1d10+4/x3, AP7)

Magic Attack: +5

Power Points: 5

Special Attacks: +1 racial bonus to bow attacks and bow damage, +1 racial bonus to coup de grace damage, Nomad Charge +1

Special Qualities: Favoured Terrain (plains) +2, Formation Combat (Skirmisher)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +4, Will +4

Abilities: Str 17, Dex 16, Con 15, Int 12, Wis 16, Cha 16

Skills: Appraise +3, Bluff +10, Climb +8 (+7), Diplomacy +10, Hide +11 (+10), Knowledge (warfare) +6, Listen +13, Move Silently +11 (+10), Ride +10 (+9), Survival +11, Spot +14

Feats: Track, Endurance, Mounted Combat, Parry, Combat Reflexes, Intricate Swordplay, Dabbler (divination), Improved Two-Weapon Combat, Weapon Focus (sword)

Possessions: Broadsword, Short Sword, Shemite Bow (+3), 50 arrows, Steel Cap, Mail Shirt

Code of Honour: Civilised

Fate Points: 1

YAR JALI

Medium Humanoid (2nd level Hyrkanian Soldier/3rd level Thief)

Hit Dice: 2d10 (15 HP)

Initiative: +5

Speed: 30 ft.

Dodge Defence: 15

Parry Defence: 13

DR: 6 (Mail Shirt, Steel Cap)

Attack: Tulwar +5 (2d8/18-20x3, AP4) or Dagger +6 finesse (1d4/19-20x2, AP1) or Hyrkanian Bow +7 (1d10/19-20x2, AP4)

Full Attack: Tulwar +5 (2d8/18-20x3, AP4) or Dagger +6 finesse (1d4/19-20x2, AP1) or Hyrkanian Bow +7 (1d10/19-20x2, AP4)

Special Attacks: +1 racial bonus to bow attacks, +1 racial bonus to bow attacks against targets at long range, Sneak Attack (+2d6), Sneak Attack Style (Dagger),

Special Qualities: Trapfinding, Trap Sense +1

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 12, Dex 15, Con 10, Int 11, Wis 11, Cha 14



Skills: Bluff +8, Climb +6 (+3), Diplomacy +4, Gather Information +4, Hide +8 (+5), Intimidate +6, Move Silently +8 (+5), Ride +8 (+5), Sleight of Hand +6 (+3), Survival +6, Spot +4

Feats: Eyes of the Cat, Dodge, Point Blank Shot, Stealthy, Persuasive

Reputation: Lucky 10 (+1), Dishonest 10 (+1)

Possessions: Dagger, Ancestral Tulwar, Hyrkanian Bow, 30 arrows, Mail Shirt, Steel Cap, Thieves' Tools, 250 silvers

Fate Points: 1

THOND

Medium Humanoid (6th level Brythunian Borderer)

Hit Dice: 6d10+6 (26 HP)

Initiative: +3

Speed: 30 ft.

Dodge Defence: 156

Parry Defence: 16

DR: 4 (Leather Jerkin)

Attack: Bossonian Longbow +9 (1d12+2/x3, AP7) or Shortsword +8 (1d8+2/19-20x2, AP3)

Full Attack: Bossonian Longbow +9/+4 or +7/+7/+2 (1d12+2/x3, AP7) or Shortsword +8/+3 (1d8+2/19-20x2, AP3)

Special Attacks: None

Special Qualities: Favoured Terrain (plains) +2, Combat Style (archery)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +8, Will +3

Abilities: Str 15, Dex 16, Con 12, Int 14, Wis 12, Cha 8

Skills: Climb +6 (+5), Craft (herbalism) +6, Hide +11 (+10), Handle Animal +5, Knowledge (geography) +6, Listen +7, Move Silently +7 (+6), Ride +7 (+6), Spot +7, Survival +5

Feats: Track, Endurance, Die Hard, Rapid Shot, Shot on the Run, Exotic Weapon (Bossonian Longbow), Alertness, Point Blank Shot, Precise Shot, Dodge

Possessions: Bossonian Longbow (+2), Shortsword, Leather Jerkin

ROJO

Medium Humanoid (6th level Hyperborean Pirate)

Hit Dice: 6d8+12 (35 HP)

Initiative: +8

Speed: 30 ft.

Dodge Defence: 17

Parry Defence: 14

DR: 5 (Leather Jerkin, Steel Cap)

Attack: +5 Cutlass (1d10+1/19-20x2, AP3) or Yuetshi Knife +7 finesse (1d6/x2, AP1)

Full Attack: +5 Cutlass (1d10+1/19-20x2, AP3) or Yuetshi Knife +7 finesse (1d6/x2, AP1)

Special Attacks: Ferocious Attack (+2 Initiative, +2 bonus to attack and damage, -2 DV in first round of combat), To Sail A Road Of Blood & Slaughter, Sneak Attack +2d6, Sneak Subdual

Special Qualities: Pirate Code (Vilayet Sea Flags), Uncanny Dodge (retains DV when flat-footed or struck by an invisible foe), Seamanship +2

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +7, Ref +8, Will +3

Abilities: Str 13, Dex 16, Con 14, Int 10, Wis 13, Cha 14

Skills: Balance +7, Bluff +7, Climb +5, Escape Artist +7, Gather Information +6, Hide +6, Intimidate +6, Move Silently +11, Spot +6, Tumble +10

Feats: Mobility, Brawler, Stealthy, Combat Reflexes, Combat Expertise, Improved Trip, Improved Disarm

Possessions: Cutlass, Yuetshi Knife, Leather Jerkin, Steel Cap, 250 silvers, very cold parrot

AKHAT

Medium Humanoid (6th level Himelian Barbarian)

Hit Dice: 6d10+20 (60 HP)

Initiative: +3

Speed: 30 ft.

Dodge Defence: 16

Parry Defence: 17

DR: 4 (Leather Jerkin)

Attack: +10 White Tulwar (2d8+5/18-20x2, AP9) or +10 Ghanata Knife (1d8+4/x2, AP5)

Full Attack: +10/+5 White Tulwar (2d8+5/18-20x2, AP9) and +10 Ghanata Knife (1d8+4/x2, AP5)

Special Attacks: None.

Special Qualities: Fearless, Versatility (-2 penalty to improvised weapons), Bite Sword, Crimson Mist, Uncanny Dodge



Space/Reach: 5 ft. (1)/5 ft. (1)
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 19, Dex 13, Con 16, Int 10, Wis 12, Cha 10
Skills: Climb +11 (+10), Handle Animal +4, Hide +9 (+8), Move Silently +9 (+8), Listen +7, Spot +4, Survival +7
Feats: Track, Endurance, Mobility, Die Hard, Power Attack, Cleave, Improved Bull Rush, Parry, Dodge
Possessions: White Tulwar (counts as an Akbitanan weapon), Ghanata Knife, Leather Jerkin
Code of Honour: Barbaric

TURANIAN CAVALRY

Medium Humanoid (1st level Hyrkanian Nomad)
Hit Dice: 1d10 (10 HP)
Initiative: +3

Speed: 30 ft.
Dodge Defence: 11
Parry Defence: 11
DR: 6 (Mail Shirt, Steel Cap)

Attack: +3 Hyrkanian Bow (1d10+1/19-20x2, AP4) or +2 Broadsword (1d10+1/19-20x2, AP5)
Full Attack: +3 Hyrkanian Bow (1d10+1/19-20x2, AP4) or +2 Broadsword (1d10+1/19-20x2, AP5)

Special Attacks: +1 racial bonus to bow attacks, +1 bonus to long range attacks
Special Qualities: Favoured Terrain (plains), Born to the Saddle

Space/Reach: 5 ft. (1)/5 ft. (1)
Saves: Fort +2, Ref +3, Will +0
Abilities: Str 13, Dex 13, Con 11, Int 10, Wis 11, Cha 8
Skills: Handle Animal +4, Ride +5 (+2), Search +2, Spot +4, Survival +4
Feats: Track, Mounted Combat, Mounted Archery
Possessions: Steel Cap, Mail Shirt, Hyrkanian Bow (+1), Broadsword, 20 silvers

ELITE TURANIAN CAVALRY

Medium Humanoid (2nd Level Hyrkanian Nomad/1st level Soldier)
Hit Dice: 3d10+3 (24 HP)
Initiative: +4

Speed: 30 ft.
Dodge Defence: 12
Parry Defence: 13
DR: 6 (Mail Shirt, Steel Cap)

Attack: +5 Hyrkanian Bow (1d10+2/19-20x2, AP5) or +6 Broadsword (1d10+2/19-20x2, AP6)
Full Attack: +5 Hyrkanian Bow (1d10+2/19-20x2, AP5) or +6 Broadsword (1d10+2/19-20x2, AP6)

Special Attacks: +1 racial bonus to bow attacks, +1 bonus to long range attacks
Special Qualities: Favoured Terrain (plains), Born to the Saddle

Space/Reach: 5 ft. (1)/5 ft. (1)
Saves: Fort +6, Ref +4, Will +0
Abilities: Str 15, Dex 13, Con 13, Int 10, Wis 11, Cha 8
Skills: Handle Animal +4, Ride +8 (+5), Search +5, Spot +4, Survival +4
Feats: Track, Mounted Combat, Mounted Archery, Ride-By Attack, Weapon Focus (sword)
Possessions: Steel Cap, Mail Shirt, Hyrkanian Bow (+2), Broadsword, 20 silvers

TURANIAN ARCHERS

Medium Humanoid (4th level Hyrkanian Nomad)
Hit Dice: 4d10 (25 HP)
Initiative: +7

Speed: 30 ft.
Dodge Defence: 15
Parry Defence: 15
DR: 2 (Tiger Skin, Steel Cap)

Attack: +8 Hyrkanian Bow (1d10+3/19-20x2, AP6) or +7 Broadsword (1d10+3/19-20x2, AP7)
Full Attack: +8 Hyrkanian Bow (1d10+3/19-20x2, AP6) or +7 Broadsword (1d10+3/19-20x2, AP7)

Special Attacks: +1 racial bonus to bow attacks, +1 bonus to long range attacks, Nomad Charge +1
Special Qualities: Favoured Terrain (plains) +2, Born to the Saddle

Space/Reach: 5 ft. (1)/5 ft. (1)
Saves: Fort +4, Ref +7, Will +3
Abilities: Str 16, Dex 16, Con 11, Int 10, Wis 14, Cha 8
Skills: Handle Animal +8, Ride +9, Search +2, Spot +8, Survival +8
Feats: Track, Endurance, Mounted Combat, Mounted Archery, Far Shot, Point-Blank Shot
Possessions: Steel Cap, Mail Shirt, Hyrkanian Bow (+3), Broadsword, 20 silvers

CAPTAINS

Medium Humanoid (3rd level Hyrkanian Nomad/2nd level Soldier)



Hit Dice: 5d10+5 (36 HP)

Initiative: +4

Speed: 30 ft.

Dodge Defence: 13

Parry Defence: 14

DR: 6 (Mail Shirt, Steel Cap)

Attack: +7 Hyrkanian Bow (1d10+2/19-20x2, AP5) or +8 Broadsword (1d10+2/19-20x2, AP6)

Full Attack: +7 Hyrkanian Bow (1d10+2/19-20x2, AP5) or +8 Broadsword (1d10+2/19-20x2, AP6)

Special Attacks: +1 racial bonus to bow attacks, +1 bonus to long range attacks

Special Qualities: Favoured Terrain (plains), Born to the Saddle

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +7, Ref +4, Will +1

Abilities: Str 15, Dex 13, Con 13, Int 12, Wis 11, Cha 13

Skills: Handle Animal +4, Ride +8 (+5), Knowledge (warfare) +6, Search +8, Spot +7, Survival +4

Feats: Track, Mounted Combat, Mounted Archery, Ride-By Attack, Weapon Focus (sword), Endurance, Die Hard

Possessions: Steel Cap, Mail Shirt, Hyrkanian Bow (+2), Broadsword, 20 silvers

KASSAR

Medium Humanoid (5th level Hyrkanian Nomad/4th level Soldier)

Hit Dice: 9d10+18 (64 HP)

Initiative: +6

Speed: 30 ft.

Dodge Defence: 15

Parry Defence: 21 (targe shield)

DR: 9 (Superior Mail Shirt & Breastplate, Superior Steel Cap)

Attack: Tulwar +14 (2d8+3/18-20x2, AP6) or Hyrkanian Longbow +11 (1d10+3/19-20x2, AP6)

Full Attack: Tulwar +14/+9 (2d8+3/18-20x2, AP6) or Hyrkanian Longbow +11/+6 (1d10+3/19-20x2, AP6)

Special Attacks: +1 racial bonus to bow attacks, +1 bonus to long range attacks, Nomad Charge +1

Special Qualities: Born to the Saddle, Favoured Terrain (plains) +2, Formation Combat (light cavalry)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +10, Ref +6, Will +7

Abilities: Str 16, Dex 13, Con 14, Int 14, Wis 14, Cha 14

Skills: Bluff +6, Diplomacy +2, Gather Information +8, Handle Animal +6, Heal +3, Hide +3, Knowledge (warfare) +8, Intimidate +8, Ride +11 (+0), Spot +6, Survival +7

Feats: Track, Endurance, Mobility, Die Hard, Mounted Combat, Mounted Archery, Ride-By Attack, Trample, Parry, Combat Expertise, Improved Disarm, Weapon Focus (tulwar)

Possessions: Superior Mail Shirt, Superior Steel Cap, Breastplate, Tulwar, Hyrkanian Longbow (+3), 250 silvers, Jade Tokens

Code of Honour: Civilised

Fate Points: 1

IRACHA

Medium Humanoid (5th level Zamoran Scholar)

Hit Dice: 5d6 (20 HP)

Initiative: +3

Speed: 30 ft.

Dodge Defence: 12

Parry Defence: 11

DR: 0

Attack: Dagger +4 finesse (1d4/19-20x2)

Full Attack: Dagger +4 finesse (1d4/19-20x2)

Magic Attack: +3

Power Points: 8

Special Attacks: Sorcery

Special Qualities: Knowledge is Power, Background (priest)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +1, Ref +1, Will +4

Abilities: Str 10, Dex 13, Con 6, Int 16, Wis 16, Cha 13
Skills: Climb +6, Craft (alchemy) +15, Heal +10, Hide +11, Knowledge (religion) +14, Knowledge (history) +14, Knowledge (arcana) +14, Listen +4, Move Silently +15, Open Lock +4, Perform (ritual) +12, Disable Device +6, Sleight of Hand +4, Spot +4

Feats: Priest, Iron Will, Poison Use, Stealthy

Possessions: Sorcerer's Trapping, Spider-fang dagger

Sorcery:

Hypnotism: Entrance, Terrible Fascination, Hypnotic Suggestion, Savage Beast

Divination: Astrological Prediction, Visions, Visions of Torment & Enlightenment

ELITE AESIR GUARDS

Medium Humanoid (5th level Nordheimer Barbarians)

NECROMANCER



Hit Dice: 5d10+10 (48 HP)

Initiative: +4

Speed: 30 ft.

Dodge Defence: 13

Parry Defence: 18 (+4 large shield, +3 strength, +1 parry)

DR: 6 (Mail Shirt, Steel Cap)

Attack: +8 Broadsword (1d10+4/19-20x2, AP6)

Full Attack: +8 Broadsword (1d10+4/19-20x2, AP6)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +1, Uncanny Dodge

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +5, Ref +4, Will +4

Abilities: Str 16, Dex 10, Con 12, Int 10, Wis 11, Cha 11

Skills: Climb +9 (+4), Hide +5 (+3), Move Silently +5 (+3), Spot +7, Survival +6

Feats: Track, Parry, Weapon Focus (broadsword), Endurance, Mobility, Toughness, Power Attack

Possessions: Mail Shirt, Large Steel Shield, Steel Cap, Broadsword, provisions, fur cloak, 20 silvers.

Code of Honour: Barbaric

ELITE MERCENARIES

Medium Humanoid (5th level Nordheimer Barbarians)

Hit Dice: 5d10+5 (48 HP)

Initiative: +8

Speed: 30 ft.

Dodge Defence: 13

Parry Defence: 14 (+3 strength, +1 parry)

DR: 6 (Mail Shirt, Steel Cap)

Attack: +8 Broadsword (1d10+4/19-20x2, AP6) or Pick +7 (1d4+3/x4, AP8)

Full Attack: +8 Broadsword (1d10+4/19-20x2, AP6) and or Pick (1d4+3/x4, AP8)

Special Attacks: +1 racial damage bonus to sword attacks

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Trap Sense +1, Uncanny Dodge

Space/Reach: 5 ft. (1)/5

ft. (1)

Saves: Fort +5, Ref +4, Will +1

Abilities: Str 16, Dex 10, Con 12, Int 10, Wis 11, Cha 11

Skills: Climb +9 (+4), Hide +5 (+3), Move Silently +5 (+3), Spot +9, Survival +6

Feats: Track, Parry, Weapon Focus (broadsword), Endurance, Mobility, Alertness, Improved Initiative

Possessions: Mail Shirt, Large Steel Shield, Steel Cap, Broadsword, provisions, fur cloak, 20 silvers.

TENTACLED THING

Medium Undead

Hit Dice: 6d12 (35 HP)

Initiative: +4

Speed: Fly 20 ft.

Dodge Defence: 14

DR: Special

Base Attack/Grapple: +3/+5

Attack: +5 touch finesse (1d6+3 fire)

Full Attack: +5 touch finesse (1d6+3 fire)

Special Attacks: Fiery Touch, Fiery Embrace

Special Qualities: Undead, Ash Cloud, Ashen Form

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 6, Dex 14, Con -, Int 6, Wis 10, Cha 1

Feats: Improved Unarmed Strike, Improved Grapple

TENTACLED HORROR

Huge Animal

Hit Dice: 12d8+36 (100 hp)

Initiative: +7 (+1 Dex, +6 Reflex)

Speed: 30 ft., 30 ft., climb, 30 ft. swim

Dodge Defence: 16 (-2 size, +1 Dex, +1 Dodge, +7 Natural)

DR: 2

Attack: Tentacle +13 melee (1d4+10)

Full Attack: 8 tentacles +13 melee (1d4+10) and bite +9 melee (1d8+4, AP 8)

Base Attack: +9

Grapple: +21

Special Attacks: Constrict, Improved Grab

Special Qualities: Winterkin.



Space/Reach: 15 ft. (3) / 15 ft. (3)

Saves: Fort +9, Ref +7, Will +3

Abilities: Str 28, Dex 13, Con 17, Int 3, Wis 12, Cha 3

Feats: Alertness, Multiattack, Skill Focus (Hide), Dodge

Skills: Climb +19, Hide +9, Listen +12, Swim +17

Attackers can try to attack the specific tentacles of a tentacled thing with a regular *sunder* attack, resulting in a neighbouring tentacle taking the attack of opportunity as normal. Each tentacle has 10 Hit Points of their own and if the tentacled thing is currently grappling with a target using that tentacle, the grappled target will suffer half damage as well from any attacks targeting it. If a tentacle is severed the tentacled thing loses 5 of its Hit Points.

Constrict (Ex): The tentacled thing deals 2d8+10 points of crushing damage with every successful Grapple action. This attack has AP8.

Improved Grab (Ex): To use this ability the creature must hit an opponent with a tentacle attack. It can then automatically choose to make a free Grapple attack against that target, suffering no attack of opportunity for doing so.

Winterkin (Ex): The tentacled thing does not suffer any damage or negative effects of any kind from cold-based sources but suffers double normal damage and negative effects of heat and fire-based sources.

MURDEROUS DOGS

Medium Humanoid (5th level Nordheimer Barbarians/2nd level Thief)

Hit Dice: 5d10+2d8+7 (60 HP)

Initiative: +8

Speed: 30 ft.

Dodge Defence: 16

Parry Defence: 19 (+4 large shield, +3 strength, +1 parry)

DR: 6 (Mail Shirt, Steel Cap)

Attack: +9 Broadsword (1d10+4/19-20x2, AP6) or +8 Broadsword Finesse (1d10+6/19-20x2)

Full Attack: +9/+4 Broadsword (1d10+4/19-20x2, AP6) or +8/+3 Broadsword Finesse (1d10+6/19-20x2)

Special Attacks: +1 racial damage bonus to sword attacks, Sneak Attack +1d6/+1d8

Special Qualities: Fearless (+2 to Will saves against fear), Versatility (only a -2 penalty to improvised weapons), Bite Sword, Crimson Mist, Uncanny Dodge, Sneak Attack Style (Swords)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +5, Ref +8, Will +4

Abilities: Str 16, Dex 14, Con 12, Int 10, Wis 11, Cha 11

Skills: Climb +9 (+6), Hide +12, Listen +6, Move Silently +12, Spot +7, Survival +6

Feats: Track, Parry, Weapon Focus (broadsword), Endurance, Mobility, Eyes of the Cat, Armoured Stealth, No Honour, Stealthy

Possessions: Mail Shirt, Large Steel Shield, Steel Cap, Broadsword, provisions, fur cloak, 20 silvers.

The Murderous Dogs can drop their large shields to use their broadswords as Finesse weapons, allowing them to use Sneak Attacks.





Betrayer of Asgard

FORESHADOWINGS

- ✦ Finding a vast treasure
- ✦ Standing knee-deep in the dead
- ✦ Making a great sacrifice
- ✦ Facing certain death bravely
- ✦ Slaying Logri the Binder

Read the following to the players.
You follow the trail of the walking dead up into the mountains, into a hidden valley that no man has entered for hundreds of years. A wall of ice glistens ahead of you – the mighty glacier called the River of Death Ice, the boundary between Hyperborea and Asgard.

There, beneath the ice, you can see the outline of a structure, a great keep encased in ice. A huge pit has been dug by undead sinews, delving into the frozen wasteland to reach this buried tomb. Hundreds of walking dead labour in this pit, pawing at the ice with limbs that have long since succumbed to frostbite and rot. You push past these pathetic victims of Logri's sorcery and ride down the icy slope towards the entrance to Logri's tomb...

The characters have reached Logri's tomb. Now, they must slay the Necromancer.

Logri's tomb was built atop the moving river of ice by Hyperborean slaves centuries ago. These slaves were then walled up within the tomb, so that no-one would know where Logri's body slumbered. Only the Cimmerian Hrulf escaped the tomb before the ice engulfed it. The army of the walking dead mustered by Logri have dug down through the ice to the tomb entrance and possibly further into the tomb. The number of Victory Points acquired by the adventurers in *Hand of the Necromancer* determines how far Logri's forces have

penetrated the tomb and what state Logri will be in when they face him.

The Coming of the Necromancer

Victory Points	Logri's Status
0 or less	The necromancer has been revived and has gathered his power (+5 PP per Victory Point below 0)
1+	The number of Victory Points represents the number of rounds before Logri is revived.
5+	The number of Victory Points represents the number of rounds before Logri is revived, plus there will be fewer undead in the Crypt as some are busy pulling Logri's body out of the ice.

If the alarm is raised, those trying to revive Logri will redouble their efforts, reducing the characters' Victory Point total.

THE ICE PIT

Snow Devil Glacier once completely covered Logri's tomb and you can make out the towers and dark walls of the tomb within the ice. Logri's undead minions have laboriously dug



a huge pit, reaching from the top of the glacier down to the entrance to the tomb. Dozens of limbless and broken zombies moan pathetically, pawing at the snow with their frost-bitten or shattered limbs.

These ruined undead are effectively harmless unless a character gets too close (they can still bite) but the sight of them is enough to trigger Terror of the Unknown (DC13).

If the characters march down openly into the pit, they will be spotted by the guard at the door, alerting the other living denizens in the tomb (-1d4 Victory Points). They can make their way across the pit by hiding amid the corpses or by scaling the icy cliff above the tomb (Climb, DC20).

LOGRI'S TOMB

Summary: The adventurers break into Logri's tomb.

Logri's tomb is a cyclopean structure of black stone. The Witch-Men feared the Binder's power and so they expended great effort into creating a magical tomb that would endure for centuries. They could not kill Logri, as his death would also kill those bound to him and too many of the Witch-Men were ensorcelled by him to risk that. Instead, they built a tomb where the Binder could sleep for all eternity.

1. THE DOORS

The entrance to the tomb is through a pair of huge stone doors, marked by Hyperborean runes. The doors are slightly ajar. Standing in the shelter of the entrance is a big bearded Aesir warrior, who looks warily out at the strange vista outside the tomb. He has a rune branded on one hand.

The Hand bound a few other Aesir to Logri's service. This bearded warrior is one such fellow. Use the Murderous Dog statistics on page 121. If the characters manage to sneak up on him, then they can catch him unawares and deal with him quickly. If they announce their presence or wait too long, then the warrior can alert the other warriors in the nearby corridor (2).

Combat!

- ❖ The Aesirman uses the terrain to his advantage – he fights standing in the doorway if he can, so he cannot be flanked. He also roars a warning to his allies and falls back down the corridor once his allies are ready to join the fray.
- ❖ There are several clusters of hungry zombies nearby. The adventurers could grapple this warrior and throw him to the zombies.

- ❖ If attacking from above, the warrior sometimes removes his Great Helm to scratch his head, providing an opening for attack.

2. JUDGEMENT OF THE WITCHMEN

This long corridor has carvings running along its lengths, depicting the deeds of Logri the Binder. Out of the corner of your eye, you see hands marked with Logri's rune, the Orb of Souls, the destruction of Skolja and armies of the dead marching to war.

The tiled floor of this corridor is broken in several places – there is another chamber underneath this one. A foul stench emanates from the gaps in the floor.

You can hear low voices at the far end of the corridor and you can see torchlight reflected off the wall at the far end.

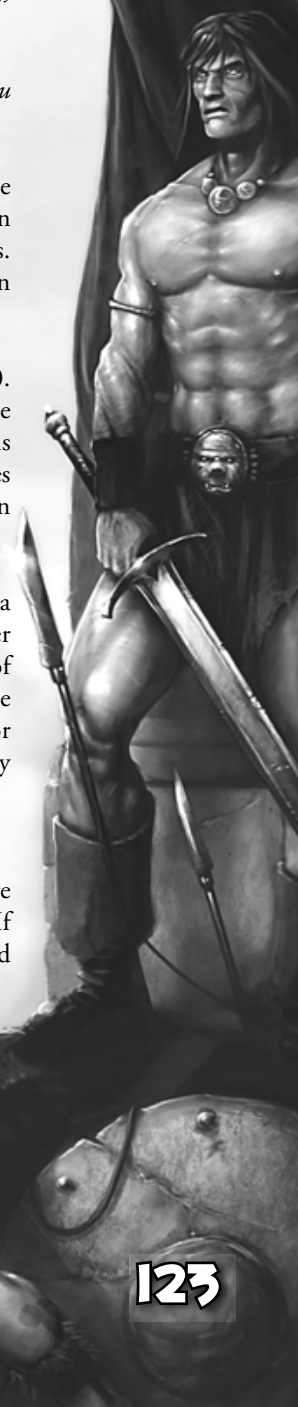
Slave Catacomb Traps: This chamber is just above the Slave Catacombs and there are three concealed pit traps in the corridor that drop victims down into the catacombs. There are also three pit traps that have already been triggered by the trespassers in the tomb.

Spotting a pit trap tile requires a Search check at DC20. If a character moves onto a pit trap tile, he may make a Reflex save (DC18) to avoid falling. If he fails this check, he falls into the Slave Catacombs (3) and takes 2d6 damage. A character may also willingly drop down and take no damage.

Murderous Dogs! At the far end of this corridor is a T-junction. One Murderous Dog per player character is waiting here while the undead do their work of resurrecting Logri. If the Murderous Dogs hear the adventurers approaching (Listen check bonus of +6) or if they are alerted by the guard at the door, then they prepare for battle.

Combat!

- ❖ The murderous dogs take up a defensive line before the last pit trap and shout insults at the adventurers. If the adventurers do not advance, the dogs move forward slowly, carefully avoiding the visible pit traps.
- ❖ The dogs will also try to Bull Rush or otherwise push adventurers into the pits.
- ❖ The dogs are canny fighters and have time on their side





– for every five rounds of combat, the adventurers lose one Victory Point.

- ✦ If the adventurers are winning, then one Dog breaks off from the rest and runs towards the entrance to the Manticore's chamber to warn Logri. If this dog makes it into the Manticore's chamber and shouts a warning, reducing the character's Victory Point total by 1d4.

3. SLAVE CATACOMBS

This narrow catacomb is packed with corpses, hundreds of corpses preserved by the cold. They are so tightly packed that you have to crawl through them, pressed closed against their cold leathery bodies. They all have iron collars around their necks. Suddenly, they start moving – all around you, bony hands claw at you and teeth gnaw at you.

This lightless catacomb contains the remains of all-but-one of the slaves sacrificed to build this tomb. To move through the catacomb, a character must make an Escape Artist check (DC20). Each round, the character takes 2d6 damage from the undead clawing at him. Moving through the catacombs is a claustrophobic, nightmarish experience.

A character in the slave catacombs can climb out through any of the broken pit traps in the entrance corridor (2) or via the Slave Pit (7) – a narrow tunnel leads from the catacombs to the bottom of the pit. Exiting the slave catacombs requires a Climb check (DC15) made at a -6 penalty because of the undead clawing at the character. If the character spends 1d4 rounds hacking at limbs, he can drive any nearby undead away from the exit and climb out without penalty.

4. THE UNDEAD MANTICORE

This large room is dark but you can make out a door in the far wall and a pair of statues in alcoves on either side wall. There's also something lurking in the shadows...

A pair of eyes glitter in the darkness. Skeletal limbs draped in tattered skin unfold, moving like an insect. A long tail drags along the floor as the monster crawls towards you. As it enters the light, you see a humanoid skull mated to a carnivore's skeleton and a scorpion tail and you remember the manticore in Logri's tower. Now, hundreds of miles away and hundreds of years later, the misshapen monster rises once more to defend its creator.

This is indeed the manticore from Logri's tower. After the monster was slain by the previous adventurers in Logri's tower, it was transported here along with other cursed possessions of the necromancer. Now, as Logri returns to life, so too does the manticore – stronger and fiercer than before.

Combat!

- ✦ This is a standard straight-up fight. The manticore will not leave this chamber but will attempt to slaughter anyone who enters.
- ✦ The manticore's stinger is dry of poison but can now punch through armour. It will use its stinger attacks on heavily armoured characters, while pouncing on lightly armoured characters and clawing them to shreds.
- ✦ Two heavy guardian statues depicting Hyperborean warriors stand in this room. A character can hide in an alcove behind a statue, gaining a +4 bonus to Defence Value (but cannot dodge). With a Strength check (DC20), a character can topple a statue; if the manticore is hit by the statue, it takes 6d6 damage.

5. LOGRI'S TREASURE VAULT

Gold! The torchlight shimmers off piles of gold and silver, off jewels and jars and stranger things. This must be the burial goods of Logri the Binder!

A successful Knowledge (Hyperborea) or Knowledge (religion) check (DC15) reveals that the Hyperboeans do not customarily leave such fine grave goods. In fact, the Witch-Men decided that most of Logri's possessions were cursed and had them buried with him. There was no need to dissuade grave-robbers with a trap, as this tomb was to be buried in hundreds of feet of ice and forgotten for all time.

Treasures in this room include:

- ✦ Around 50,000 silver pieces (5,000 luna) in gold, silver and jewellery.
- ✦ A golden throne worth 5,000 silver pieces on its own.
- ✦ A crystal ball of speech and vision.
- ✦ 20 doses of Black Lotus Powder in an ornamental jar.
- ✦ Jars and chests containing various strange creatures and substances.
- ✦ A petrified creature, with a barrel-like body and a star-shaped head, with five radial arms extending from its body.





- ❖ *Tulka*, a broadsword made from meteoric iron. This weapon has the statistics of an Akbitanan broadsword but also counts as silver for the purposes of injuring demons and otherworldly entities.
- ❖ The Acheronian spellbook found by Logri in the tomb in the Blue Mountains.

The treasure in this room is enough to trigger the *unearthly riches* rule – characters must make a Will save at DC19 or become distracted.

If the character waste time in this room, they lose one Victory Point or two if they fail the Will save and become distracted.

6. TUTELARY DEMON

This large room is empty apart from a golden railing half-way along its length.

This room is far from empty. Logri was beholden to a host of otherworldly demons and one of those patrons is bound here. This was Logri's tutelary demon, an evil spirit that taught him sorcery. Its name is Yath. The demon manifests as a handsome young man with a third eye and promises to aid anyone who frees him from this vault. (The Murderous Dogs outside were too scared to enter this chamber; Logri has other priorities than freeing a comparatively minor demon). Yath is well-spoken and diplomatic but has the disconcerting habit of reading the minds of his listeners to learn what they want to hear.

Yath is a being of power and can enhance the magic of anyone who agrees to free the spirit. In game terms, Yath grants the Sorcerous Boon feat twice, giving two new spells. It also increases its partner's Power Points by 2 and temporarily boosts him to double his normal Power Point total. Yath is less useful to non-sorcerers but can increase any one ability score by +4 and gives 20 temporary Hit Points. Doing so counts as entering into a *demonic pact* with Yath and the character must make a Corruption save (DC20) to avoid gaining one corruption point.

Entering the demon's chamber costs one Victory Point.

7. SLAVE PIT

You stand on the edge of a black pit. You can see a door on the far wall but there is no bridge over this deep shaft. Below you, you can see hundreds of corpses writhing in the pit.

There was once a bridge crossing from one side of the slave pit to the other but it was destroyed by

the slaves to seal Logri's chamber forever. Logri's minions crossed this pit by hurling zombies into the slave catacombs below until they could climb up the piled bodies of the dead but the adventurers have no such horde of minions.

There is enough space in the doorway on the far wall for two characters to stand, so characters can jump across the pit without having to move through the door into Logri's crypt.

Jumping Across The Pit: The pit is 20 feet wide, resulting in a Jump check DC of 25. A character who fails the check by less than 5 may make a Reflex save (DC15) to grab the ledge. A character who fails by more falls into the slave catacombs below and takes 3d6 damage.

If a character wishes, he can go smashing through the door on the far side instead of landing on the ledge. This counts as charging into Logri's crypt and gives the character a surprise round in which to act.

Throwing Others Across The Pit: A character may make a Strength check to give a bonus to another character's Jump check. The size of the bonus depends on the Strength check result.

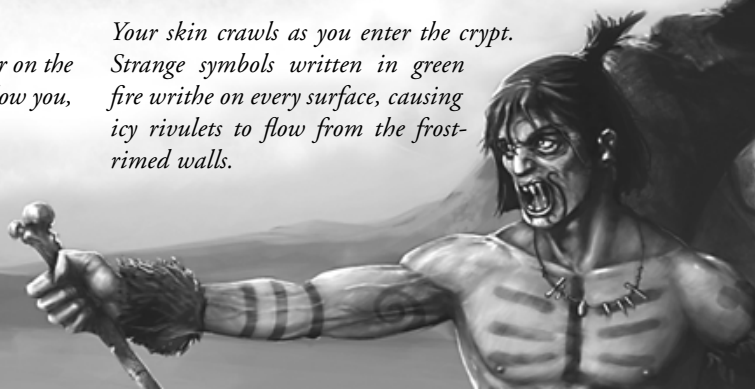
Strength check result	Bonus
10+	+2
15+	+4
20+	+6
25+	+10

Climbing Around The Pit: A character can try climbing around the outside of the pit with a Climb check (DC20). It will take three rounds to climb around the pit.

A character that fell into the pit can also climb out, again with a Climb check at DC20. However, a character in the Pit will be clawed at by the zombies in the depths, giving a -6 penalty to checks made in the pit. If the character spends 1d4 rounds hacking at limbs, he can drive any nearby undead away from the exit and climb out without penalty.

8. THE CRYPT OF THE BINDER

Your skin crawls as you enter the crypt. Strange symbols written in green fire writhe on every surface, causing icy rivulets to flow from the frost-rimed walls.





At the far end of the room is a sarcophagus, encased in ice. Logri's rune is visible on the coffin lid. A dozen undead horrors come shambling towards you and you can see three white-robed figures clustered around the coffin, performing some blasphemous magic.

If the characters have 0 or fewer Victory Points, read the following:

Sitting cross-legged on his own coffin is a masked figure – Logri the Binder. Lotus smoke swirls around him and eldritch power flows through him. The spirit and flesh of the necromancer have been reunited!

'You are too late,' he intones. 'One choice only remains to you – serve me in life or serve me in death!'

If the character have 1-4 Victory Points, read the following:

The three robed figures are casting their spells under the direction of a spectral figure that hovers over them. You recognise the ghostly form of Logri the Binder. He spins to face you and roars 'you will not interfere with my rebirth! Kill them!'

If the characters have 5 or more Victory Points, read the following:

More undead are hacking at the ice surrounding Logri's coffin, trying to free the necromancer's body from his frozen tomb. A ghostly shape hovers over them and you recognise it as Logri's spirit. The ghost screams at his minions 'faster! Faster! Nothing can be permitted to slow my rebirth!'

The characters face Logri in *The Final Confrontation!*

THE FINAL CONFRONTATION

Summary: The adventurers slay Logri the Binder or die in the attempt!

This is the most challenging and dangerous encounter in the whole campaign and it is likely to drain Fate Points or kill characters. The adventurers will have to work together and use all their resources and the *Orb of Souls* to defeat the Binder.

Logri has three groups of defenders – the undead, the spirits he can summon and his acolytes. He will also intervene in

the battle personally if he must or if he manages to reunite with his body.

THE COUNTDOWN

It takes several rounds for Logri to be reanimated. The undead need to clear away the ice encasing the tomb (if the adventurers have less than five Victory Points, this has already been completed) and the acolytes need to complete the rites to remove the body from suspended animation (if the adventurers have 0 or fewer Victory Points, this has been done and Logri is awake). This ritual takes a number of rounds equal to the adventurer's Victory Point total – in effect, the adventurers lose one Victory Point per round until they reach 0.

Killing one of the risen dead who is pulling ice away from the tomb gives one Victory Point.

Killing an acolyte gives 1d3 Victory Points.

THE UNDEAD

Currently in the chamber are three risen dead per Player Character (or two per player character if the adventurers have managed to arrive at this chamber with five or more Victory Points). The risen dead lumber towards the adventurers, clawing at them. If the adventurers have five or more Victory Points, then one risen dead per Player Character is busy pulling ice away from the coffin.



LOGRI'S ATTACKS

Attacks marked with an * can only be used when Logri is embodied.

Menacing Aura: Logri can intimidate anyone who comes within 15 feet of him as a free action. He must make an Intimidate check against the target's modified level check (1d20+1/2 character's level + Wisdom modifier + saving throw bonus vs fear). If successful, the target suffers a -2 penalty to attack rolls, ability checks and saving throws.

War of Souls (vs sorcerers only): Logri has a +17 bonus to his War of Souls check
***Summon Demon:** Costs 10 Power Points, summons a *Child of the Dark* to serve Logri

Entrance: Costs 0 Power Points, targets must make a Will save against Logri's Magic Attack Roll. Victim cannot attack.

Domination: Costs 2 Power Points, only works on Entranced targets, allows Logri to command Entranced foes. Only works on characters of 7th level or less.

***Death Touch:** Costs 2 Power Points per touch attack, targets make a Fortitude save against Logri's Magic Attack roll. A failed save kills the target; a successful save means the target is only stunned for one round.

***Agonising Doom:** Costs 4 Power Points per target, victims must make a Fortitude save against Logri's Magic Attack roll. Fail, and you lose 4d6 Hit Points per round until you die. Furthermore, you must make a Will save each round or you only get a partial action.

Dead Dogs: 2 power points/Dog, animates the Murderous Dogs outside.

Summon Spirits of the Dead: 4 Power Points, calls the ghosts of the previous heroes for 1d6 rounds.

DEFENSIVE BLASTS

Master, Aid Me! Costs all of Logri's Power Points; summons four *Children of the Dark*, which fight for a number of rounds equal to Logri's remaining Power Points divided by 4.

Chill of the Grave: Costs all of Logri's Power Points; deals 1d6 cold damage to everyone within 10 feet of the sorcerer. A successful Fortitude save halves the damage.

At some point during the fight, if the adventurers are winning, then Logri uses *Raise Dead* to animate the corpses of the Murderous Dogs out in location 2. The Murderous Dogs arise as Dead Dogs and leap across the pit to join the fray. Doing so costs Logri two Power Points per Dead Dog.

Logri also has an effectively infinite supply of Lesser Walking Dead in the slave catacombs, so throw in as much zombie cannon fodder as you wish. Don't forget the +1 bonus per previous attacker this round, allowing the zombies to hit high-level adventurers.

THE SPIRITS

Logri can also call the spirits of the dead to serve him – in this case, the spirits of the heroes who slew him the first time. At a key point in the battle, Logri calls for the spirits of any of the adventurers who died in the flashback sequence in *A Tale of Shadows*. These ghosts appear around Logri's coffin and charge into battle. Each spirit lasts



for 1d6 rounds before fading away. Summoning up the dead costs Logri four Power Points.

Optionally, with the expenditure of a fate point and a suitable bit of heroic roleplaying, an adventurer could rally the ghosts and have them turn on Logri.

THE ACOLYTES

The three Acolytes serving Logri are members of a mysterious Acheronian cult, drawn by the resurgent power of the necromancer. The Acolytes do nothing except reanimate Logri until the necromancer rises again; they then start blasting the adventurers with their own spells. The acolytes will attempt to flee if the battle goes against them.

Logri can also drain power points from the acolytes as if they were his apprentices, using the Rule of the Master.

LOGRI THE BINDER

The disembodied necromancer is immune to mundane attacks (but sorcerous attacks or magical weapons like the broadsword *Tulka*. He can still cast several of his spells while in ghost form and will flit around the chamber trying to stop the adventurers from reaching his physical body.

THE RESURRECTION OF LOGRI

If the adventurers are too late and hit 0 Victory Points, then Logri rises from the dead. His ghostly form merges with his physical body and the necromancer returns to life. He gains 2d6 power points and adds the Hit Points of his physical body and his ghostly form together.

The magical force of his resurrection blasts the lid off his coffin, knocking anyone within ten feet of the coffin prone.

FIGHTING LOGRI

Obviously, physical attacks on Logri's ghostly form are useless, unless the characters have a weapon capable of hitting a ghost.

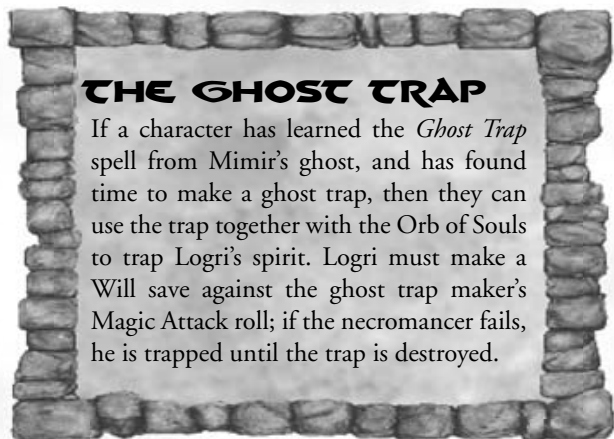
Characters can make physical attacks on Logri's body. The body has 25 Hit Points and counts as a prone and helpless target (DV10, or DV14 against ranged attacks because he is prone). However, it is encased in an ice-

encrusted stone tomb. To open the tomb, the characters can either wait for Logri to be reanimated or push or smash it open.

Opening the coffin requires a Strength check at DC25, +2 per Victory Point over five (because of the weight of ice). Smashing through the coffin requires dealing 30+2 per Victory Point over five points of damage to the coffin, which has DR10.

If the Orb of Souls is brought within 10 feet of Logri, the necromancer and the orb's bearer must make opposed Will saves. The orb's bearer has a +10 bonus to his roll. If the necromancer loses, his spirit is trapped in the orb for 1d4+1 rounds the first time the orb is used on him. If trapped again, the necromancer is only trapped for one round, as he now knows the flaw in the orb's magical prison.

If Logri is embodied when the Orb of Souls is used on him, then his body becomes temporarily vulnerable. Killing Logri's body is the only way to finally defeat the necromancer.

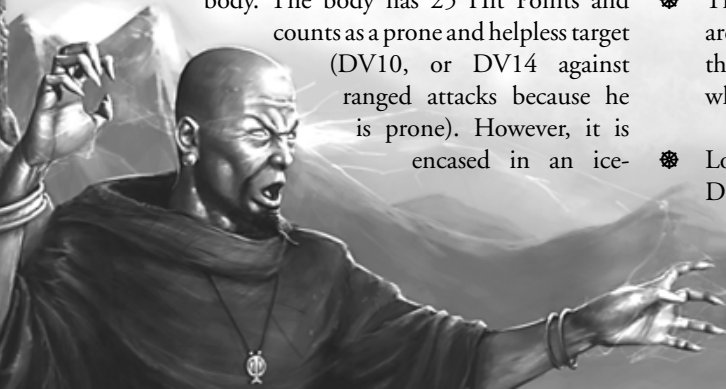


THE GHOST TRAP

If a character has learned the *Ghost Trap* spell from Mimir's ghost, and has found time to make a ghost trap, then they can use the trap together with the Orb of Souls to trap Logri's spirit. Logri must make a Will save against the ghost trap maker's Magic Attack roll; if the necromancer fails, he is trapped until the trap is destroyed.

COMBAT!

- ❖ The undead are there to slow the adventurers down – at this stage in the game, though, the adventurers will have high enough Dodge defences or armour to be able to avoid the clumsy attacks of the Risen Dead, so the initial defenders of Logri's tomb will be the summoned spirits and Logri himself.
- ❖ The fast-moving Dead Dogs and summoned demons are Logri's heavy hitters and will be called in as soon as the adventurers start attacking the acolytes or undead who are freeing Logri from his icy tomb.
- ❖ Logri can also reanimate fallen adventurers – use the Dead Dog statistics.



- ✦ If the adventurers bypassed the undead manticore, you can throw that into the fray too!
- ✦ If Logri sees the Orb of Souls, then he has his minions concentrate their attacks on the orb's bearer.
- ✦ The characters may have allied themselves with the Kozaks or the Turanians in Skolja and may wish to return there to find employment in the great empire of Turan or to fight against King Yezdigerd.

THE DEATH OF LOGRI

Summary: The adventurers have inflicted lethal damage on Logri the Binder, killing him.

Logri's body slumps as blood gushes from the mortal wound you have dealt to him. His ghost form materialises again and desperately tries to prop his dying body up but the incorporeal form lacks the physical strength. Logri spits a curse at you, speaking through the blood-spattered lips of his dying body and in the telepathic language of the soul.

'Curse you! Curse you! My death curse upon you, wretches! All those bound to my will shall die with me – join me in death!'

Logri's body comes stumbling towards [AN ADVENTURER].'

Logri's last attack is an attempt to cast *Binding of the Will* on the adventurer who killed him. Logri must make a successful touch attack on his target; if successful, the target must make a Will save to resist. If the attack is successful, Logri's rune is burned into the victim's hand and the victim feels his soul being drawn into death along with the necromancer.

The characters can save their doomed ally by putting Logri's dying body back into the sarcophagus, which will freeze the necromancer on the brink of death. Alternatively, they can try cutting the rune-marked hand off and spending a fate point to avoid being caught in Logri's death.

If still alive, the Hand dies along with Logri.

The death of the necromancer also destroys his undead army and banishes any spirits or demons left in the room.

Asgard is safe once more.

AFTERMATH

If Cneph was not that Hand and is still alive, then the characters can return to his fort and be acclaimed as heroes of Asgard. Cneph will reward them each with a thousand silver pieces but this is a small reward compared to the treasures of Logri's burial vault.

There are several possible further adventures leading on from *The Betrayer of Asgard*.

- ✦ Logri's Acheronian spellbook is among the treasures in the vault. It is written in Acheronian and encoded with a subtle cipher but a sufficiently dedicated and ambitious sorcerer might be able to unlock its secrets. However, using the forbidden magic in this book is a quick route to Corruption and will also draw the wrath of the Witch-Men of Hyperborea.
- ✦ The adventurers could also explore the Acheronian ruins in the mountains.
- ✦ The characters have angered the priests and warriors of Vanaheim by stealing the Onyx Horn of Hrulf from Jormanshalt and the Witch-Men by taking the Orb of Souls from its tomb. Either or both groups might seek revenge!
- ✦ Who were the white-robed acolytes in Logri's tomb?

MONSTERS & FOES

UNDEAD MANTICORE

Large Undead Beast

Hit Dice: 12d12+12 (84 hp)

Initiative: +6 (-1 Dex, +3 Reflex, +4 Improved Initiative)

Speed: 40 ft.

Dodge Defence: 12 (-1 Dex, +4 natural, -1 size)

DR: 6

Base Attack/Grapple: +12/+24

Attack: Claw +15 (1d10+10) or Tail Swipe +10 finesse (1d8+5, AP12)

Full Attack: Two claws +15 (1d10+10) and Bite +10 (2d8+12) and Tail Swipe +10 finesse (1d8+5, AP12)

Space/Reach: 10 ft. (2)/5 ft. (1)

Special Attacks: Pounce

Special Qualities: Undead

Saves: Fort +5, Ref +3, Will +10

Abilities: Str 30, Dex 8, Con -, Int 2, Wis 15, Cha 13

Skills: Hide +7, Move Silently +7, Spot +4

Feats: Multiattack, Improved Initiative, Alertness



Tail Swipe (Ex): The manticore may make a tail swipe once per round in addition to its other attacks. The tail swipe is a reach weapon with a reach of 20 feet.

Pounce (Ex): If the manticore charges, it may pounce on a foe. A pounce attack works like a claw attack but the manticore then makes a grapple roll against its target. If the manticore wins, it knocks the target prone and moves into the target's square.

DEAD DOG

Medium Undead
Hit Dice: 7d12 (48 HP)
Initiative: +2

Speed: 30 ft.
Dodge Defence: 16
Parry Defence: 19 (+4 large shield, +3 strength, +1 parry)
DR: 6 (Mail Shirt, Steel Cap)

Attack: +12 Broadsword (1d10+7/19-20x2, AP9)
Full Attack: +12/+7 Broadsword (1d10+7/19-20x2, AP9)

Special Attacks: +1 racial damage bonus to sword attacks
Special Qualities: Undead
Space/Reach: 5 ft. (1)/5 ft. (1)
Saves: Fort +2, Ref +3, Will +5
Abilities: Str 22, Dex 12, Con -, Int 10, Wis 11, Cha 11
Skills: Climb +11 (+8), Hide +7, Listen +6, Move Silently +7, Spot +7, Survival +6
Feats: Track, Parry, Weapon Focus (broadsword), Endurance, Mobility, Armoured Stealth, Stealthy
Possessions: Mail Shirt, Large Steel Shield, Steel Cap, Broadsword, provisions, fur cloak, 20 silvers.

LOGRI THE BINDER

Medium Humanoid (18th level Hyperborean Scholar)
Hit Dice: 10d6+40 (30 HP) (Logri's spirit form has 55HP – add his hit point totals together when he becomes embodied)
Initiative: +9

Speed: 30 ft. (Fly 40 ft in ghost form)
Dodge Defence: 18
Parry Defence: 19

DR: 4 (can only be hit when embodied. Magical weapons can damage the disembodied Logri)

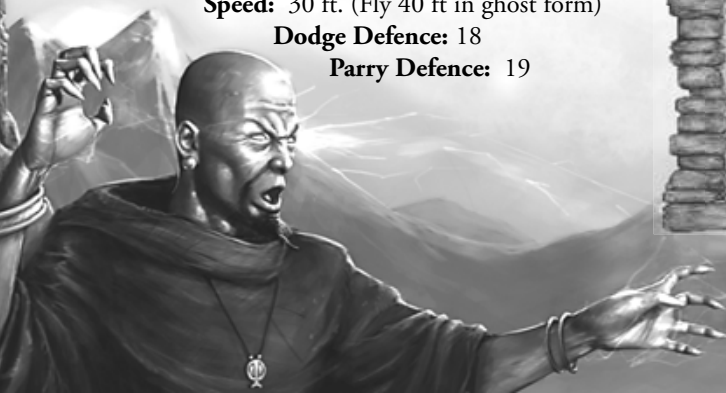
Attack: Bony claw +15 (1d4+2, AP0) (only when embodied)
Full Attack: Bony claw +15/+10/+5 (1d4+2, AP0) (only when embodied)
Magic Attack: +14
Power Points: 19 (max 76) (+5 PP per Victory Point below 0; +2d6 Power Points when Logri becomes embodied)

Special Attacks: Sorcery
Special Qualities: Knowledge is Power, Background (pact)
Space/Reach: 5 ft. (1)/5 ft. (1)
Saves: Fort +10, Ref +9, Will +17
Abilities: Str 14, Dex 17, Con 18, Int 21, Wis 18, Cha 21
Skills: Bluff +19, Concentration +19, Craft (alchemy) +20, Decipher Script +20, Gather Information +20, Heal +20, Knowledge (arcana) +21, Knowledge (geography) +15, Knowledge (nobility) +15, Knowledge (history) +20, Knowledge (nature) +20, Knowledge (religion) +20, Intimidate +20, Listen +19, Perform (ritual) +20, Search +20, Sense Motive +19, Sleight of Hand +7, Spot +13
Feats: Iron Will, Sorcerer's Boon x2, Ritual Sacrifice, Tortured Sacrifice, Opportunistic Sacrifice, Steely Gaze, Menacing Aura
Possessions: Logri's Mask,
Sorcery:
Summonings: Demonic Pact, Master, Aid Me!*, Greater Demonic Pact, Summon Demon*, Cosmic Sacrifice
Necromancy: Raise Dead, Chill of the Grave, The Dead Speak, Death Touch*, Agonising Doom*, Legion of the Dead, Make Greater Undead
Hypnotism: Entrance, Domination, Hypnotic Suggestion, Ranged Hypnotism, Binding of the Will*
Divination: Astrological Prediction, Sorcerous News, Greater Sorcerous News, Visions
Conjuring: Prestidigitation, Deflection, Telekinesis
Counterspells: Warding

Spells marked with a * can only be cast when Logri is embodied.

LOGRI'S MASK

Logri's enchanted mask is a powerful relic. A sorcerer wearing it gains +2 base Power Points and a +1 morale bonus to his Magic Attack. It also gives DR4.



New Sorcery Spells

Two of these new spells are known only to the shamans and mystics of the frozen north. The other three are all forbidden Acheronian magics that were thought lost with the fall of that dark and demon-haunted empire. Utilising those spells is certain to doom the sorcerer's soul!

MAKE GHOST TRAP

Necromancy

PP Cost: 2 points

Components: V, S, M, F

Casting Time: One day

Range: Touch

Effect: Creates a ghost trap

Duration: 3d6 months

Saving Throw: Will negates

Magic Attack Roll: Sets DC for target's saving throw

Prerequisites: The Dead Speak

This spell turns a simple braid of leather and hair into a ghost trap. The trap lasts for 3d6 months before losing its power.

Each day, there is a base 1% chance that a ghost wanders into the ghost trap (this chance can be increased by ghost lure or by clever positioning of the trap). Most of the ghosts that wander into the trap are just animal spirits, which are useless for most purposes, although a sorcerer who also knows Nature Magic can use these spirits as part of a Summon Beast or Animal Ally spell. Other ghosts are the ghosts of recently deceased mortals, which are of more use to the sorcerer.

A sorcerer may speak to trapped ghosts, although the spirits are not compelled to respond in any way. Ghosts retain most of their memories but are usually confused by their deaths and tend to repeat themselves a great deal. Ghosts also slowly decay along with the trap, so a trap has only a month of useful power left to it will hold a ghost that is very disorganised and forgetful. Destroying a trap frees a ghost and it is impossible to reuse traps.

If the ghost is that of a powerful entity (5 or more HD/Levels), then the ghost tends to be stronger and more assertive. Such trapped ghosts can sometimes manifest for a few seconds after the trap is destroyed.

The ghosts of sorcerers retain some spellcasting ability and have 2+Wisdom Modifier Power Points remaining to them. They can only cast spells with Verbal or Somatic components. Ghostly sorcerers can be induced to teach their spells to others.

Material Components: Twigs, leather strips, strings and feathers.

Focus: The completed trap itself.

GHOST LURE

Necromancy

PP Cost: 1 point per round of concentration

Components: V, S, M

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Effect: Attracts all ghosts and free-willed undead within range

Duration: Concentration+1d6 rounds

Saving Throw: Will negates

Magic Attack Roll: Sets DC for target's saving throw

Prerequisites: The Dead Speak, Magic Attack Bonus +2

When this spell is cast, the sorcerer scatters a few droplets of blood around. Any ghosts or other undead creatures within range of the spell scent this sweet blood and are drawn to the location where the spell is cast. Undead creatures must make a Will save each round that the spell is maintained to resist this compulsion.

Undead creatures that have prior commandments have a +5 bonus to their Will saving throws to resist this spell.

Undead creatures that sight living foes clearly or are commanded by their master have a +10 bonus to their Will saving throws to resist.

Undead creatures that are attacked or in combat may ignore the spell completely.

The primary use of ghost lure is in concert with a ghost trap—it increases the chance that a ghost is caught that day by 5% per round of concentration. It can also be used to distract undead guards or horrors.



MAKE GREATER UNDEAD

Necromancy

PP Cost: Varies

Components: V, S, M, F

Casting Time: Varies

Range: Touch

Effect: Creates an undead monster

Duration: Concentration +1d6 rounds or permanent

Saving Throw: None

Prerequisites: Raise Corpse, Knowledge (arcana) 6 ranks, Heal 6 ranks, Magic Attack Bonus +3

This spell is a more powerful and complex form of the raise corpse spell. It can be used to create ordinary zombies or more powerful undead creatures. Each form of undead requires its own particular magical incantations and spell components and each recipe must be researched or discovered individually.

If the sorcerer spends the listed experience cost, the undead creature is animated permanently, lasting as long as the sorcerer's magic endures. Otherwise, the creature lasts for as long as the sorcerer concentrates +1d6 rounds. The casting time for the spell varies depending on the type of creature being created.

The table below is not an exhaustive list of the monsters that can be created with this spell but it covers all the undead monsters conjured up by Logri.

Undead	Notes	Power Point Cost	Experience Point Cost	Component Cost	Creation Time
Lesser Walking Dead	Creates a 1HD Zombie	1 per 5 corpses	10 XP per corpse	0	1 standard action
Walking Dead	Creates a 3HD Zombie	1 per corpse	50 XP per corpse	0	1 standard action
Greater Walking Dead	Creates a Zombie with HD equal to its HD in life	3 per corpse	100 XP per corpse	50 silver	1 standard action
Skull-Face	Conjures a Skull-Face	4	50 XP	100 silver	10 minutes

BINDING OF THE WILL

Hypnotism

PP Cost: 1 point/level or HD of the target

Components: V, S

Casting Time: One action

Range: Touch

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Magic Attack Roll: Sets DC for target's saving throw

Prerequisites: Domination, Demonic Pact or Greater Demonic Pact, Knowledge (arcana) 10 ranks, Intimidate 10 ranks, Magic Attack Bonus +5

This spell is properly known as Ubbu-Zorath's Binding of the Will, according to the book of unholy Acheronian sorcery where it was first discovered. To cast this spell on a foe, the sorcerer must be touching or grappling the target. If successfully cast and the correct number of Power Points are expended, then the victim is bound to the caster forever. This has the following effects:

- ☛ The caster's personal sigil or rune is branded onto the target's flesh, inflicting 1d6 damage and forever marking the target as a possession of the caster.
- ☛ The mark counts as a magical link for the purposes of spellcasting.

☛ The target now counts as the caster's thrall for the purposes of The Rule of the Master.

☛ The caster has a +10 morale bonus to all Diplomacy, Intimidate or Sense Motive checks made against the target.



- ☛ The target suffers a -4 penalty to all saving throws against the master's spells.
- ☛ If the caster is reduced to -1 Hit Points, the target is stunned for 1d4 rounds.
- ☛ If the caster dies, then the target also dies.

Furthermore, the caster may make a Concentration check (DC20) to attune himself to the target. This takes one full round at least, more if the target is very distant or if the target resists. While attuned, the caster has the following added abilities:

- The caster possesses the target's body and may dictate the target's actions.
- The caster may cast spells through the target, as long as the spells are Verbal or Somatic only. Spells with a Material component or a Focus can be cast if the target has the relevant items on his person. If the caster casts a spell through the target, then each spell costs the target one Power Point (or inflicts 1d4 points of Wisdom damage, if the target has no Power Points remaining). Use the target's Spell Failure chance if the target is wearing armour.

Yoking the will of another to your own is a vile deed; casting the spell garners one Corruption Point.

Experience cost: 250 xp.

COSMIC SACRIFICE*

Summoning

PP Cost: 10

Components: V, S, M

Casting Time: One minute to begin ritual

Range: 0

Effect: Conjures a demonic storm

Duration: Concentration

Saving Throw: Will negates

Prerequisites: Greater Demonic Pact, Summon Demon, Ritual Sacrifice, Knowledge (arcana) 15 ranks, Perform (ritual) 15 ranks, Corruption 7+

This spell opens up a rift in the heavens, calling upon demonic entities from beyond this world. The Power Point cost is just enough to open the rift – after that, the spell starts consuming living beings to fuel its own fury.

To cast the spell, the sorcerer must sacrifice an innocent mortal as well as calling on his demonic patrons for aid.

The spell has the following effects:

One Minute After Casting: A storm of terrible power forms above the caster. This storm is a Windstorm. The storm expands to cover a large area (1/3 mile per level of the caster).

Three Minutes After Casting: Bolts of lightning lash the land below the storm.

Ten Minutes After Casting: All sorts of unnatural effects manifest; the dead rise, minor demons are conjured, the spells of other sorcerers go awry and so on.

Thirteen Minutes After Casting: Random people within the area of effect are dragged into the sky and consumed by flames. This counts as sacrificing the victims of the spell; most of the Power Points generated are used to fuel the spell or are taken by the otherworldly entities but the sorcerer gets a cut of the power.

Every minute after the thirteenth minute, the sorcerer may make a Perform (ritual) check to determine how many Power Points he gains.

Spell Cast In	Perform Check Result			
	Less than 20	21-25	26-30	30+
Lightly populated area	0	1d4	1d6	1d10
Densely populated area	1d6	1d10	1d12	3d6

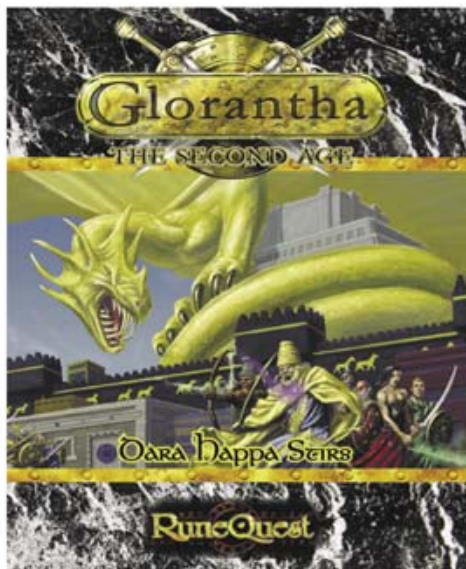
Casting this spell increases the caster's Corruption total by 1d6.



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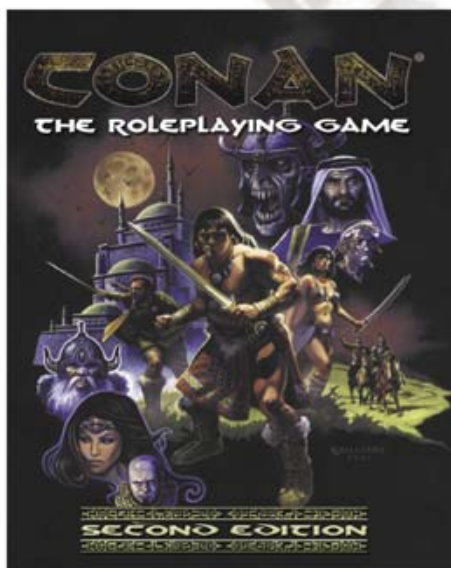
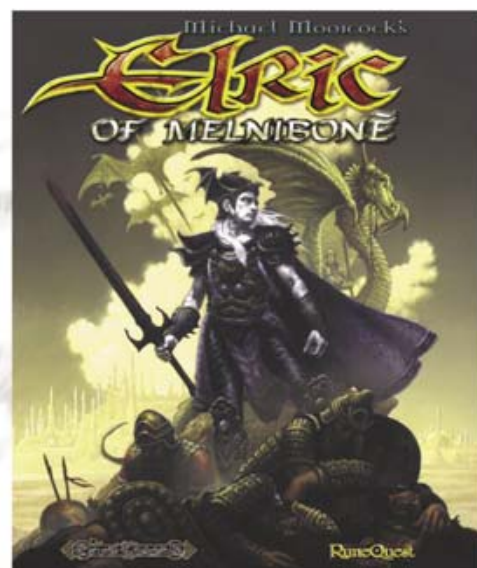
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Dara Happa Stirs is a Gloranthan sourcebook and campaign setting of epic proportions. Within its pages you will find detailed information concerning Yelm's empire: history, myths, and political structures for the empire in Glorantha's Second Age. You will also find new cults, new magic, expanded character creation for Dara Happan adventurers, a full campaign spanning 10 years of Dara Happan history and numerous story seeds for additional action and intrigue.

The eldritch isle of Melnibone and the Young Kingdoms across the sea provide a wealth of strange places, deadly foes and potent spells for the Elric of Melnibone roleplaying game. Sail the seas of fate into a demon-haunted world where dragons ride the storm-racked skies and the price of dreams is above rubies. Walk the streets of fabled Elwher, steal the lore of Pan Tang, and cross the Sighing Desert as you quest for eternal Tanelorn.

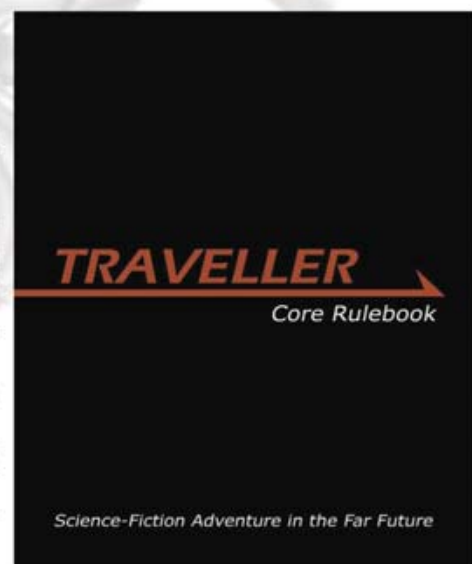


Enter the Hyborian Age. The civilised kingdoms at the heart of the world make war on one another with massed ranks of mercenaries while idle nobles chatter and gossip in the courts of Aquilonia and Nemedia. In the north the barbarians of Asgard, Vanaheim and Cimmeria make war on anyone close enough to raid and in the west the Picts savagely reject the encroachment of settlers into their primeval forests. Pirates infest both the open ocean in the south and the inland Vilayet sea, earning the ire of Stygian sorcerer-priests and Turanian horse lords alike. This world of expansive plains, steaming jungles, ancient tombs and otherworldly horrors gives no quarter - you must wrest your destiny from it with the strength of your limbs and the edge of your sword!

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HRULF

The Barbarian of Cimmeria

Hrulf's hands closed around the gladiator's throat, closing like a vice. He lifted his foe clean off the ground and then dashed the Brythunian's head against the stone wall of the arena. Another foe lay dead at the Cimmerian's feet and though the blood crashed through his veins, his heart was cold as stone.
- *The Wheel of Pain*

The slavers came when you were a child. They rode into your village on horses and set fire to your home. You remember your father, stuck like a hog on a Hyperborean lance. You remember your mother, trampled underfoot even as she tried to protect your infant sister from the raiders. They caught you and carried you across the hills of Cimmeria, past the Skull Gate, into Hyperborea.

For 10 years, you toiled on the Wheel of Pain, growing strong and tall. You impressed your masters when your strength and size and they trained you to fight in the gladiatorial pits. You learned to fight with sword and shield and axe and with your bare hands. You lived; many hundreds of men died.

A month ago, you were bought from the slave pits by a white-faced stranger. You know what it means in Hyperborea to have a white-painted face – your nameless new master is a sorcerer, a Witch-Man! You know that steel is stronger than any spell, but still, you fear sorcery as any sane man should. Nothing good ever comes of meddling with magic.

Your master has sent you and a few other slaves to spy on another sorcerer, Logri the Binder. Your mission is to steal a book of magic from Logri's tower. You made your way across the wasteland of Hyperborea, until the tower loomed twisted and black before you. The tower was surrounded by a high wall and guarded by many men but one of your companions found a hidden passage leading into the depths...



You are grim, humourless, cruel when you have to be but sometimes you show the nobility and courage that the Hyperboreans were unable to wholly erase from your soul. You are Hrulf, a killer and a slave – but you are also Hrulf the Hero and one day, Hrulf the King.

Character: HRULF

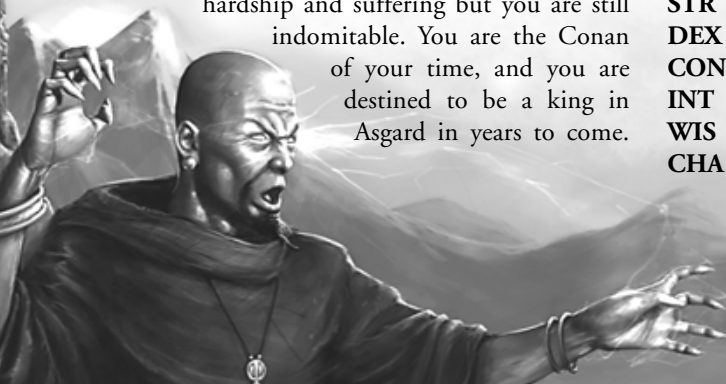
Race: Male **Class:** Barbarian **Level:** 9
Gender: Male **Age:** 23 **Height:** 6' 4"
Weight: 264 lb **Handedness:** Right
Hair: Black **Eyes:** Grey **Skin:** Tanned
Code of Honour: Barbaric
Allegiance #1: Owner **Allegiance #2:** Fellow Slaves

PLAYING HRULF

You have endured an immense amount of hardship and suffering but you are still indomitable. You are the Conan of your time, and you are destined to be a king in Asgard in years to come.

ABILITY SCORES

Score	Mod
STR	23 +6
DEX	16 +3
CON	16 +3
INT	10 +0
WIS	11 +0
CHA	11 +0



SAVING THROWS

Total	Base	Ability Mod	Misc Mod
Fort	9	6	3
Ref	9	6	3
Will	6	2	0+4

HIT POINTS

90 hit points

LOAD

Lift Over Head:	200 lb
Lift Off Ground:	400 lb
Pull/Drag:	1,000 lb

SPEED

25 ft

DEFENCE

Misc	Class	Stat
Base Defence	10+	
Parry Defence	23 10+ 43	6
Dodge Defence	19 10+ 6	3

INITIATIVE

+9 3+ Dex 6+ Reflex +Misc

ARMOUR AND PROTECTION

Type	DR Max	Dex	ACP	Spell Fail	Speed	Weight
Mail Hauberk	Medium	6+3	-4	80%	25FT	35lb
Large Shield	Shield	+4	-4	15%		8 lb
Steel Cap	Helm	+1		10%		3 lb

ATTACK BONUS

Base +9
Total Base Ability Misc
Melee 15 9 6
Finesse 12 9 3
Ranged 12 9 3

WEAPON PROFICIENCIES

Simple & Martial Weapons, Two Weapon Combat, Light & Medium Armour, Shields

COMBAT MANOEUVRES

Aim
 Bull's Charge
 Cat's Parry
 Dance Aside
 Force Back
 Hooking Parry
 Human Shield
 Improvised Attack
 Kip Up
 Leaping Charge
 Masterful Disarm
 Pantherish Twist
 Riposte
 Shield Slam
 To The Hilt

LANGUAGES

Cimmerian, Hyperborean

EQUIPMENT

Mail Hauberk, War Sword, Large Shield, Slave Collar, Steel Cap

FACE POINTS

1

CHARACTERS



Skills

Skill	Skill Mod	Ranks	Stat Mod	Misc Mod	Stat
Appraise	0		0		INT
Balance	9	6	3		DEX
Bluff	-2		0	-2	CHA
Climb	13	5	6	+2	STR
Concentration	3		3		CON
Craft ()	0		0		INT
Decipher Script	0		0		INT
Diplomacy	-2		0	-2	CHA
Disable Device	3		3		DEX
Disguise	0		0		CHA
Escape Artist	3		3		DEX
Forgery	0		0		INT
Gather Information	0		0		CHA
Handle Animal	0		0		CHA
Heal	0		0		WIS
Hide	9	4	3	+2	DEX
Intimidate	6	6	0		CHA
Jump	12	6	6		STR
Knowledge (local)	1	1	0		INT
Knowledge ()	0		0		INT
Knowledge ()	0		0		INT
Listen	12	8	0	+4	WIS
Move Silently	10	5	3	+2	DEX
Open Lock	3		3		DEX
Perform	0		0		CHA
Profession	0		0		INT
Ride	7	4	3		DEX
Search	0		0		INT
Sense Motive	0		0		WIS
Sleight of Hand	3		3		DEX
Spot	8	4	0	+4	WIS
Survival	7	5	0	+2	WIS
Swim	8	2	6		STR
Tumble	3		3		DEX
Use Rope	3		3		DEX



Feats

Track	Follow tracks using survival
Endurance	+4 bonus to checks made to resist fatigue and environmental damage
Mobility	+4 bonus to Dodge Defence against attacks of opportunity when moving into or out of a threatened area
Die Hard	Automatically stabilise at negative hit points; can choose to fight when at negative hit points
Two Weapon Combat	Reduces penalties for using two weapons
Exotic Weapon Proficiency (war sword)	Can wield war sword one-handed
Improved Grapple	+4 to grapple checks; you do not trigger attacks of opportunity when grappling
Crushing Grip	You can apply grapple damage to a foe's Str, Dex or Con; he gets a Fortitude save at DC20 for half damage.
Power Attack	You can reduce your attack bonus to increase your damage by a like amount
Improved Unarmed Strike	You count as being armed when making unarmed strikes, and so do not draw attacks of opportunity by attacking in this fashion.
Stunning Attack	You may stun a foe for one round with an unarmed or pommel attack; the foe gets a Fortitude save (DC20) to resist. You may do this twice per day.

Special Abilities

Fearless	+2 resistance bonus to Will saves against fear
Bite Sword	You can carry your sword in your teeth for up to 9 rounds
Crimson Mist	If you succeed in a Will save against Terror, you enter a furious madness (as per the Fighting Madness feat)
Trap Sense +3	+3 bonus to Reflex saves against traps and Dodge Defence against traps
Improved Uncanny Dodge	You cannot be flanked except by a 13 th level Thief or Pirate; you can dodge when flat-footed or when fighting invisible foes
Versatility	You can use Improvised Weapons without penalty

Weapons

Weapon	Attack Bonus	Damage	Crit	AP	Range	Hardness
Warsword	+15/+10	1d12+6	19-20 x2	9	-	10
Large Shield	+15	1d4+3	X2	7	-	6

Weapon	HP	Type	Size	Weight	Finesse Y/N	Notes
Warsword	8	Slashing	M	4 lb	N	-4 penalty if using two-weapon combat
Large Shield	10		M	8 lb	N	-4 penalty if using two-weapon combat



ORUXA

A Thief from Zamora

She danced with the flickering shadows cast by the torches, her lithe body moving perfectly in time with the flames. She slipped down the marble corridor unseen by any guard.

- *The Twins of Midnight*

You were born on a night when the moon was dark and the stars were filled with ill omens. You were the elder child by a matter of minutes, creeping out into the world ahead of your sister Orchana. Your father, a nobleman of Shadizar, disowned you and your sister on the advice of his astrologers, selling you into slavery before you could walk, out of fear you would bring bad luck to his house.

You were bought by the thieves' guild. The night brought good luck to you and you became a successful thief. There was no lock in the City of Wickedness you could not pick, no treasure vault you could not rob. Your sister would seduce the fat merchants and learn who was richest and where he kept his money and you would creep in and steal everything. The two of you lived as illicit princesses of the night. When you were seventeen, you stole your father's fortune and bankrupted him, then bought him as a slave and had him put to death.

Perhaps those astrologers were right.

If only you had been content with a life of wealth and debauchery! When Shadizar held no more allure for you, you and Orchana went adventuring. A sorcerer in Hyperborea captured you both and once again you found the iron collar of the slave close around your slim necks. He has promised you and Orchana your freedom if you complete a mission for him. He is troubled by a rival sorcerer, Logri the Binder and you and a few other slaves must break into Logri's tower and steal his spellbook.

You made your way across the wasteland of Hyperborea, until the tower loomed twisted and black before you. The tower was surrounded by a high wall and guarded by many men but one of your companions found a hidden passage leading into the depths...

certainly when combined with your sister's talents, your skills are very formidable indeed. Growing up in Shadizar has given you a healthy respect for magic, though and you fear angering your sorcerer owner. Still, maybe you can pick up a few treasures in Logri's vault as well as that spellbook.

Your twin sister is the only person in the whole world that you trust.

Character: Oruxa

Race: Zamoran **Class:** Thief **Level:** 9
Gender: Female **Age:** 22 **Height:** 5' 3"
Weight: N/A **Handedness:** Right
Hair: Black **Eyes:** Green **Skin:** Dusky
Code of Honour: None **Allegiance #1:** Your Sister

ABILITY SCORES

Score	Mod
STR	10 +0
DEX	23 +6
CON	11 +0
INT	16 +3
WIS	11 +0
CHA	15 +2

SAVING THROWS

Total	Base	Ability Mod	Misc Mod
Fort	3	3	0
Ref	12	6	6
Will	6	3	0
			+3

HIT POINTS

45

LOAD

Lift Over Head:	33lb
Lift Off Ground:	66lb
Pull/Drag:	165 lb

SPEED

30 ft.

PLAYING ORUXA

You consider yourself the best thief in the world and



DEFENCE

Misc	Class	Stat
Base Defence	10+	
Parry Defence	14 10+ 4	0
Dodge Defence	21 10+ 14	6

INITIATIVE

+12 6+ Dex 6+ Reflex +Misc

ARMOUR AND PROTECTION

Type	DR	Max Dex	Armour Check	Spell Fail	Speed	Weight
Leather Jerkin	Light	46	-1	40%	30 ft	5lb (Superior)

ATTACK BONUS

Base	+6		
Total	Base	Ability	Misc
Melee	+6	+6	+0
Finesse	+12	+6	+6
Ranged	+12	+6	+6

WEAPON PROFICIENCIES

Simple weapons, light and one-handed martial weapons, light armour.

COMBAT MANOEUVRES

Aim
 Cat's Parry
 Dance Aside
 Distracting Arrow
 Leaping Charge
 Masterful Disarm
 Riposte
 Shield Slam

LANGUAGES

Zamoran
 Hyperborean
 Shemite
 Brythunian

EQUIPMENT

Superior Quality Leather Jerkin 1
 Thieves' Tools
 13 daggers
 5 doses of Apple of Derketo Juice
 20 doses of alchemical poison
 Slave Collar

FACE POINTS



Poison	Type	Damage	Saves Required	Save Interval	Price
Apple of Derketo Juice	Injury DC22	1d4 Con	4	1 round	500 sp
Alchemical Poison	Injury DC15	1d6	1	1 round	50 sp



CHARACTERS



Skills

Skill	Skill Mod	Ranks	Stat Mod	Misc Mod	Stat
Appraise	8	5	3		INT
Balance	11	5	6		DEX
Bluff	8	6	2		CHA
Climb	13	12	0	+1	STR
Concentration	0		0		CON
Craft (herbalism)	4		3	+1	INT
Decipher Script	8	5	3		INT
Diplomacy	2		2		CHA
Disable Device	14	6	6	+2	DEX
Disguise	7	5	2		CHA
Escape Artist	14	8	6		DEX
Forgery	8	5	3		INT
Gather Information	9	5	2	+2	CHA
Handle Animal	2		2		CHA
Heal	0	0	0		WIS
Hide	15	8	6	+1	DEX
Intimidate	2		2		CHA
Jump	5	5	0		STR
Knowledge (local)	9	6	3		INT
Knowledge (rumours)	9	6	3		INT
Knowledge ()					INT
Listen	9	8	0	+1	WIS
Move Silently	15	8	6	+1	DEX
Open Lock	14	6	6	+2	DEX
Perform	2		2		CHA
Profession ()	3		3		INT
Ride	11	5	6		DEX
Search	8	5	3		INT
Sense Motive	5	5	0		WIS
Sleight of Hand	14	6	6	+2	DEX
Spot	5	5	0		WIS
Survival	0		0		WIS
Swim	0		0		STR
Tumble	14	8	6		DEX
Use Rope	11	5	6		DEX



Feats

Eyes of the Cat	You can see in the darkness
Light-Footed	When not wearing armour, you gain an extra die of sneak attack damage, +1 Dodge and +1 to Hide and Move Silently
Poison Use	You may use poison on your weapons without risking poisoning yourself, and extract poison from venomous creatures.
Two Weapon Fighting	You can fight with a light weapon in each hand without penalty
Dodge	+1 to your dodge defence
Quick Draw	You may draw weapons as a free action
Precise Shot	You may fire weapons into combat without the -4 penalty to avoid hitting your allies
No Honour	You have a +3 bonus to all Will saves, except for ones to resist Corruption
Point Blank Shot	You have a +1 bonus to attack and damage on ranged attacks made on targets within 30 feet

Special Abilities

Sneak Attack	+5d6 damage when your foe is flanked or unable to defend himself
Sneak Attack Style (daggers, thrown daggers)	Your sneak attack damage is increased to +5d8 and you get a +1 bonus to attacks when using daggers or thrown daggers
Trap Disarming	You can disarm traps with a DC higher than 20
Trap Sense	+3 bonus to Reflex saves and Dodge defence against traps
Skill Mastery	You may take 10 on Balance, Climb, Jump, Hide, Open Lock and Tumble checks even when distracted

Weapons

Weapon	Attack Bonus	Damage	Crit	AP	Range	Hardness
Dagger	+12/+7	1d4	19-20/x2	1	-	10
Dagger	+12	1d4	19-20/x2	1	-	10
Thrown Dagger	+12	1d4	19-20/x2	1	10 ft	10

Weapon	HP	Type	Size	Weight	Finesse Y/N	Notes
Dagger	1	Piercing	M	1 lb	Y	
Dagger	1	Piercing	M	1 lb	Y	Off-hand
Thrown Dagger	1	Piercing	M	1 lb	N	



ORCHANA

A temptress from Zamora

'You are a devil' he wailed, 'a devil'.

'But you will worship me as a goddess' she replied, 'and offer up whatever sacrifices I wish.'

- *The Twins of Midnight*

You were born on a night when the moon was dark and the stars were filled with ill omens. You were the younger child by a matter of minutes, following your sister Oruxa out into the world. Your father, a nobleman of Shadizar, disowned you and your sister on the advice of his astrologers, selling you into slavery before you could walk, out of fear you would bring bad luck to his house.

You were bought by the thieves' guild. You were trained as a thief for a while but as you grew, you discovered that your enchanting face and alluring body were better tools than any rope or lockpick. Your talent for seduction borders on the supernatural and you learned to delight in lust. You and your twin sister formed a partnership – you would seduce the merchants and the guards and they would tell you their secrets eagerly. Oruxa would then rob them blind while you charmed them. When you were seventeen, you bewitched your father's major-domo and Oruxa stole your father's fortune and bankrupted him. You then bought your father as a slave and had him put to death.

Perhaps those astrologers were right.

If only you had been content with a life of wealth and debauchery! When Shadizar held no more allure for you, you and Oruxa went adventuring. A sorcerer in Hyperborea captured you both and once again you found the iron collar of the slave close around your slim necks. He has promised you and Oruxa your freedom if you complete a mission for him. He is troubled by a rival sorcerer, Logri the Binder and you and a few other slaves must break into Logri's tower and steal his spellbook.

You made your way across the wasteland of Hyperborea, until the tower loomed twisted and black before you. The tower was surrounded by a high wall and guarded by many men but one of your companions found a hidden passage leading into the depths...

PLAYING ORCHANA

You are a devil clad in white flesh, as wicked as any scion of Shadizar. You hate being enslaved again but growing up in Shadizar taught you to fear sorcery and you would prefer to be freed by completing this mission instead of escaping the sorcerer's chains. You consider most men to be nothing more than unthinking brutes but sorcerers often have too much self-control to fall to your charms (cursed eunuchs and Witch-Men!).

Your twin sister is the only person in the whole world that you trust.

Character: Orchana

Race: Zamoran **Class:** Temptress **Level:** 9

Gender: Female **Age:** 22 **Height:** 5' 3"

Weight: N/A **Handedness:** Left

Hair: Black **Eyes:** Green **Skin:** Dusky

Code of Honour: None **Allegiance #1:** Your Sister

ABILITY SCORES

	Score	Mod
STR	10	+0
DEX	18	+4
CON	11	+0
INT	13	+1
WIS	16	+3
CHA	21	+5

SAVING THROWS

Total	Base	Ability Mod	Misc Mod
Fort		3	0
Ref		6	4
Will		6	3

HIT POINTS

36

LOAD

Lift Over Head: 33 lb
Lift Off Ground: 66 lb
Pull/Drag: 165 lb



SPEED

40 ft.

DEFENCE

Misc	Class	Stat	
Base Defence	10	10+	
Parry Defence	13	10+3	0
Dodge Defence	19	10+14	4

INITIATIVE

+10 +4 Dex+6 Reflex +Misc

ARMOUR AND PROTECTION

Type	DR	Max Dex	Armour Check	Spell Fail
Speed	Weight			
None				

ATTACK BONUS

Base	+6		
Total	Base	Ability	Misc
Melee	+6	+6	+0
Finesse	+10	+6	+4
Ranged	+10	+6	+4
Magic	+8	+2	+6

POWER POINTS

5

WEAPON PROFICIENCIES

Simple Weapons, Whips

COMBAT MANOEUVRES

Aim, Cat's Parry, Dance Aside, Hooking Parry, Kip Up, Masterful Disarm, Riposte, Shield Slam

LANGUAGES

Zamorian
Hyperborean

EQUIPMENT

A wisp of silk
Two daggers
Rope
Slave Collar

FACE POINTS

1



CHARACTERS



Skills

Skill	Skill Mod	Ranks	Stat Mod	Misc Mod	Stat
Appraise	5	4	1		INT
Balance	4		4		DEX
Bluff	10	5	5		CHA
Climb	0		0		STR
Concentration	0		0		CON
Craft ()	1		1		INT
Decipher Script	1		1		INT
Diplomacy	10	5	5		CHA
Disable Device	7	1	4	2	DEX
Disguise	10	5	5		CHA
Escape Artist	8	4	4		DEX
Forgery	1		1		INT
Gather Information	12	5	5	2	CHA
Handle Animal	5		5		CHA
Heal	8	5	3		WIS
Hide	4		4		DEX
Intimidate	5		5		CHA
Jump	0		0		STR
Knowledge (local)	2	1	1		INT
Knowledge (rumours)	6	5	1		INT
Knowledge ()			1		INT
Listen	8	5	3		WIS
Move Silently	9	5	4		DEX
Open Lock	7	1	4	2	DEX
Perform (ritual)	15	10	5		CHA
Profession	1		1		INT
Ride	4		4		DEX
Search	5	4	1		INT
Sense Motive	8	5	3		WIS
Sleight of Hand	12	6	4	2	DEX
Spot	8	5	3		WIS
Survival	3		3		WIS
Swim	0		0		STR
Tumble	9	5	4		DEX
Use Rope	4		4		DEX



Feats

Fleet-Footed	Increases your movement by 10 feet
Dodge	+1 Dodge Defence
Two-Weapon Combat	You may use two weapons in combat
Combat Expertise	You may take a penalty of up to -5 to your attacks to gain a like bonus to your Defence
Mobility	You have a +4 bonus to Dodge Defence to avoid attacks of opportunity provoked when moving into or out of a threatened area
Improved Trip	You do not provoke an attack of opportunity when you trip a foe; you have a +4 bonus when tripping foes; if you trip a foe, you get a melee attack on that foe

Special Abilities

Comeliness	+2 to all Charisma checks where appearance plays a part
Savoir-Faire	Impress others with style
Seductive Art +2	Increases various skills. +2 bonus to all rolls for one day if you seduce a person of a different class and level combination not previously seduced by you
Compelling Performance	Distract others who fail a Will save against DC25. Targets suffer a -6 penalty to Listen & Spot rolls. This is doable twice per day.
Inspire	You can inspire allies, giving a +2 morale bonus to all attacks, saving throws and skill checks made by one ally within 30 feet. That ally also gains +2 Defence when actively defending you.
Outrageous Flattery	You may flatter others, who must succeed in a Will save (DC19) to take any hostile action against you.
Secret Art	Sorcery. You may use spells from the Hypnotism school of sorcery.
Tantric Magic	You may generate power points through ritual passion.
Spell: Entrance	Target creature must make a Will save against a DC equal to your Magic Attack roll or be unable to act as long as you concentrate.
Spell: Hypnotic Suggestion	You can give suggestions or suggest illusion to entranced foes. Costs 1 Power Point

Weapons

Weapon	Attack Bonus	Damage	Crit	AP	Range	Hardness
Dagger	+10/+5	1d4	19-20x2	1	-	10
Whip	+10	1d4 nonlethal	X2	-	15 ft	2

Weapon	HP	Type	Size	Weight	Finesse Y/N	Notes
Dagger	1		M	1 lb	Y	
Whip	2	1lb	M		Y	Can be used to trip



HALBAD

A Borderer of Brythunia

Three arrows were loosed from his mighty bow and two men fell dead. The third stumbled and fell, his knee pierced clean through by a shaft. The shadow of the Brythunian fell over him.

'Where is my daughter?' asked Halbad.

The wounded man spat blood and laughed. 'The slavers have her now! She's cattle for the market, a slave for some fat lord's lusts!' The borderer was unmoved. 'Which way did they go?' he asked, his voice the grinding of stones deep underground.

The wounded man pointed north, and then the hatchet silenced him forever.

- A Hunter Of Men

For many years, you lived in the forests of Brythunia, a peaceful pastoral life. You were an adventurer in your youth, a mercenary and a thief but you returned to the quiet woodlands of your youth to rest and raise a family. Your daughter, Hama, was born 16 years ago and for those 16 years you knew happiness beyond measure. All the gold you stole from forgotten tombs or merchant caravans was nothing compared to a single strand of Hama's golden hair and her laugh was more enchantment to you than any sorcerer's spell.

The slavers came over the hills from cold Hyperborea and snatched her away. You took up your bow and your axe and you followed them north into their icy homeland, searching for a sign of Hama. You learned that she was the prisoner of a sorcerer named Logri and that a cabal of other sorcerers were plotting against this sorcerer. You knew that alone, you would have no chance of defeating Logri's magic, so you agreed to put on a slave's collar and serve for the chance of freeing Hama.

You and a few other slaves must break into Logri's tower and steal his spellbook. You made your way across the wasteland of Hyperborea, until the tower loomed twisted and black before you. The tower was surrounded by a high wall and guarded by many men but one of your companions found a hidden passage leading into the depths...



PLAYING HALBAD

Halbad is a simple man, a trapper and a forester. His single obsession is rescuing his daughter Hama from the slavers and sorcerer who took her. Unlike the other adventurers on this quest, he was never taken as a slave himself – he willingly put on the iron collar for a chance to rescue her. In his youth, he was a wild and dangerous man, a killer for hire but he found a reason to live in his daughter. Without her, he is nothing but a killer of men.

Character: Halbad

Race: Brythunian **Class:** Borderer **Level:** 9
Gender: Male **Age:** 42 **Height:** 6' **Weight:** N/A
Handedness: Right **Hair:** Blonde **Eyes:** Blue
Skin: Ruddy **Code of Honour:** Mercenary **Allegiance #1:** His daughter **Allegiance #2:** The Witch-men

ABILITY SCORES

Score	Mod
STR	21 +5
DEX	16 +3
CON	12 +1
INT	11 +0
WIS	16 +3
CHA	11 +0



SAVING THROWS

Total	Base	Ability Mod	Misc Mod
Fort	+7	+6	+1
Ref	+9	+6	+3
Will	+9	+3	+3

HIT POINTS

79

LOAD

Lift Over Head: 153 lb.
Lift Off Ground: 206 lb.
Pull/Drag 765 lb.

SPEED

30 ft.

DEFENCE

Misc	Class	Stat
Base Defence		10+
Parry Defence	20	10+1,4,5
Dodge Defence	17	10+4,3

INITIATIVE

+9 +3 Dex +6 Reflex +Misc

ARMOUR AND PROTECTION

Type	DR Max	Dex	Armour Check	Spell Fail	Speed	Weight
Mail Shirt	Light	5	4	-3	60%	30 ft. 20 lb.

ATTACK BONUS

Base +9	Total	Base	Ability	Misc
Melee	+14	+9	+5	
Finesse	+12	+9	+3	
Ranged	+12	+9	+3	

WEAPON PROFICIENCIES

Simple and Martial Weapons, Two Weapon Combat, Light Armour, Shields

COMBAT MANOEUVRES

Aim, Bull's Charge, Cat's Parry, Dance Aside, Force Back, Hooking Parry, Improvised Attack, Kip Up, Leaping Charge, Cleave, Masterful Disarm, Riposte, Shield Slam, To the Hilt

LANGUAGES

Brythunian
Aquilonian
Hyperborean

EQUIPMENT

Mail Shirt
Greatsword
Battleaxe
Axe
Large Shield
Bossonian Longsword (+5)
40 arrows
Slave Collar

FACE POINTS

0

CHARACTERS



Skills

Skill	Skill Mod	Ranks	Stat Mod	Misc Mod	Stat
Appraise	1		1		INT
Balance	3		3		DEX
Bluff	0		0		CHA
Climb	10	5	5		STR
Concentration	1		1		CON
Craft ()	1		1		INT
Decipher Script	1		1		INT
Diplomacy	0		0		CHA
Disable Device	3		3		DEX
Disguise	0		0		CHA
Escape Artist	3		3		DEX
Forgery	1		1		INT
Gather Information	5	5	0		CHA
Handle Animal	6	6	0		CHA
Heal	9	6	3		WIS
Hide	9	6	3		DEX
Intimidate	0		0		CHA
Jump	10	5	5		STR
Knowledge (local)	2	1	1		INT
Knowledge (geography)	6	5	1		INT
Knowledge ()					INT
Listen	9	6	3		WIS
Move Silently	8	5	3		DEX
Open Lock	3		3		DEX
Perform	0		0		CHA
Profession	1		1		INT
Ride	8	5	3		DEX
Search	8	5	1	+2	INT
Sense Motive	3		3		WIS
Sleight of Hand	3		3		DEX
Spot	8	5	3		WIS
Survival	11	6	3	+2	WIS
Swim	5		5		STR
Tumble	3		3		DEX
Use Rope	3		3		DEX



Feats

Track	You can follow tracks using survival
Two Weapon Combat	Reduces the penalties for using two weapons at once
Endurance	+4 bonus to checks and saving throws to resist fatigue and environmental damage
Die Hard	You automatically stabilise, and can choose to fight when at negative hit points
Two Weapon Defence	You can give up an attack with one weapon at your highest attack bonus to get a +3 bonus to Parry Defence
Improved Two Weapon Combat	You may make multiple attacks with your offhand weapon when using full attack
Exotic Weapon (Bossonian Longbow)	You may use your Bossonian Longbow without penalty
Power Attack	You may take a penalty to your attack rolls to gain a like bonus to damage
Cleave	You may make another attack if your attack drops a foe
Point Blank Shot	You have a +1 bonus to attacks and damage when making ranged attacks on foes within 30 feet
Rapid Shot	You may make an additional attack with your bow when making a full attack, but all attacks suffer a -2 penalty
Parry	+1 Parry Defence

Special Abilities

Favoured Terrain (forests)	+3 bonus to Hide, Listen, Move Silently, Search, Spot and Survival checks in forests. +3 bonus to Dodge defence in Forests
Favoured Terrain (Hyperborea)	+1 bonus to Hide, Listen, Move Silently, Search, Spot and Survival checks in Hyperborea. +1 bonus to Dodge defence in Hyperborea. Normally, a character would not be permitted to take a whole country as favoured terrain, but Halbad's desperation to find Hama makes him an exception.
Two Weapon Combat Style	Gain bonus Two Weapon Combat feats
Guide	Give a +1 bonus to ally's Hide, Move Silently, Survival and Search checks when in favoured terrain
Swift Tracker	Move at normal speed while following tracks

Weapons

Weapon	Attack Bonus	Damage	Crit	AP	Range	Hardness
Greatsword	+14/+9	1d10+1d8+8	19-20x2	9	-	10
Battleaxe	+14/+9	1d10+5	X3	9	-	7
Axe	+14/+9	1d8+2	X3	3	-	5
Bossonian Longbow	+12/+67	1d12+5	X3	10	80 ft	5

Weapon	HP	Type	Size	Weight	Finesse Y/N	Notes
Greatsword	10	Slashing or Piercing	M	6 lb	N	Two-handed
Battleaxe	5	Slashing	M	3lb	N	
Axe	3	Slashing	M	2lb	N	
Bossonian Longbow	3	Piercing	M	2 lb	N	



TIW

A Soldier of Hyperborea

Seven men held the bridge against half a hundred, and the greatest of those seven was Tiw.

-Slave's Saga



You were born a slave and you will die a slave. This is your fate and there is no escape from it. The thought of breaking free was entirely foreign to you – you are a living weapon, an instrument of the Witchmen's will. Your father was a slave, so too was your grandfather and your grandfather's father, a long chain of iron back into prehistory. This was the way of things since the beginning – the nobles and witchmen rule and the slaves toil.

Hyperborea is a cruel and cold land, where only the strongest survive. You have trained yourself to be strong and callous. Your heart is like stone and you admit no human weakness or

emotion. You do whatever is commanded of you, because to do otherwise is futile. No man can resist the power of the Witchmen or the whips of the slavers. Defiance is useless...

... or so you thought for a long time. Now, a sorcerer named Logri the Binder has arisen to power and he troubles your Witchmen masters. They have sent you to steal Logri's book of spells from his tower. For the first time, you hear fear in the Witchmen's voices. The other slaves sent on this mission are also strangely defiant, as if their wills have not been wholly broken by the iron collar and the chain. Such a thing is surely impossible.

If not, what does that say about you?

PLAYING TIW

Tiw is a slave who has never realised that freedom is even possible. For all his life, he has been a servant of the Witchmen and he dedicated himself to being the best servant he could be. The drive and strength that would have made him in a king in a free country has been channelled into furthering the foul goals of the Witchmen. Now, in the company of these strange defiant slaves, Tiw might finally break the chains of habit and belief that have held him back all these years.

Character: Tiw

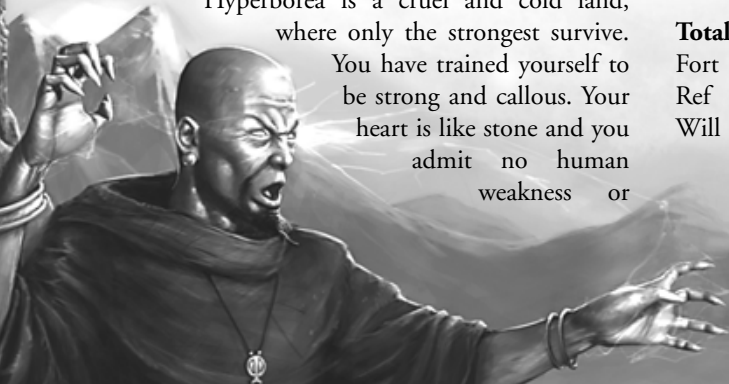
Race: Hyperborean **Class:** Soldier **Level:** 9
Gender: Male **Age:** 29 **Height:** 5' 9" **Weight:** N/A
Handedness: Right **Hair:** Brown **Eyes:** Blue **Skin:** Pale
Code of Honour: None **Allegiance #1:** Witchmen

ABILITY SCORES

Score	Mod
STR 19	+4
DEX 13	+1
CON 19	+4
INT 10	+0
WIS 15	+2
CHA 11	+0

SAVING THROWS

Total	Base	Ability Mod	Misc Mod
Fort	10	+6	+4
Ref	7	+6	+1
Will	4	+2	+2



HIT POINTS

112

LOAD

Lift Over Head: 116 lb
Lift Off Ground: 232 lb
Pull/Drag: 580 lb.

SPEED

25 ft.

DEFENCE

Misc	Class	Stat	
Base Defence	10+		
Parry Defence	25 10+4 shield 7	4	
Dodge Defence	16 10+5	1	1

INITIATIVE

7 +1 Dex +6 Reflex +Misc

ARMOUR AND PROTECTION

Type	DR Max	Dex	Armour	Check Spell Fail	Speed	Weight
Mail Hauberk	Heavy 91	-8		95%	25ft.	55 lb
Great Helm	Helm +2	-	-2	20%	-	7 lb
Large Shield	Shield --	-4		30%	-	8 lb.

ATTACK BONUS

Base	+9		
Total	Base	Ability	Misc
Melee	+13	+9	4
Finesse	+10	+9	1
Ranged	+10	+9	1

WEAPON PROFICIENCIES

All simple and martial weapons, Two-Weapon Combat, all armour, shields

COMBAT MANOEUVRES

Aim, Bull's Charge, Cat's Parry, Dance Aside, Force Back, Hooking Parry, Improvised Attack, Leaping Charge, Leave Them For Dead, Masterful Disarm, Riposte, Shield Slam, To The Hilt

LANGUAGES

Hyperborean
Aquilonian

EQUIPMENT

Mail Hauberk & Breastplate, Great Helm, Large Shield, Broadsword, Short Sword, Provisions, Slave Collar

FACE POINTS

1

CHARACTERS



Skills

Skill	Skill Mod	Ranks	Stat Mod	Misc Mod	Stat
Appraise	0		0		INT
Balance	1		1		DEX
Bluff	-1		0	-1	CHA
Climb	8	4	4		STR
Concentration	4		4		CON
Craft (stone)	1	1	0		INT
Decipher Script	0		0		INT
Diplomacy	-1		0	-1	CHA
Disable Device	1		1		DEX
Disguise	0		0		CHA
Escape Artist	1		1		DEX
Forgery	0		0		INT
Gather Information	-1		0	-1	CHA
Handle Animal	0		0		CHA
Heal	2		2		WIS
Hide	1		1		DEX
Intimidate	3	3	0		CHA
Jump	7	3	4		STR
Knowledge (local)	1	1	0		INT
Knowledge ()	0		0		INT
Knowledge ()	0		0		INT
Listen	9	5	2	2	WIS
Move Silently	1		1		DEX
Open Lock	1		1		DEX
Perform	-1		0	-1	CHA
Profession	0		0		INT
Ride	5	4	1		DEX
Search	4	4	0		INT
Sense Motive	2		2		WIS
Sleight of Hand	1		1		DEX
Spot	9	5	2	2	WIS
Survival	2		2		WIS
Swim	4		4		STR
Tumble	1		1		DEX
Use Rope	1		1		DEX



Feats

Two Weapon Combat	You can use a light weapon in your off-hand without penalty
Power Attack	Take a penalty to your attack to increase your damage by a like amount
Cleave	Make another attack if your attack drops a foe
Great Cleave	You can keep cleaving if your attacks keep dropping does
Weapon Focus	+1 bonus to attacks with your broadsword
Weapon Specialisation	+2 damage to attacks with your broadsword
Greater Weapon Focus	+1 bonus to attacks with your broadsword
Parry	+1 parry
Combat Reflexes	You may make an extra attack of opportunity each round
Web of Death	When making a full defence action, you may make an attack of opportunity on anyone who attacks you
Alertness	+2 Listen and Spot

Special Abilities

Formation Combat	You may give two allies and yourself a +1 bonus to Will Saves and Fortitude Saves using the Fighting Spirit formation combat
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Weapons

Weapon	Attack Bonus	Damage	Crit	AP	Range	Hardness
Broadsword	+15	1d10+6	19-20x2	8	-	10
Short Sword	+13	1d8+2	19-20x2	3	-	10
Large Shield	+13	1d4	X2	-	-	6

Weapon	HP	Type	Size	Weight	Finesse Y/N	Notes
Broadsword	5	Slashing	Medium	2.5 lb	N	
Short Sword	3	Slashing or Piercing	Medium	1.5 lb	N	
Large Shield	6	Bludgeoning	Medium	8 lb	N	



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CONAN[®]

BETRAYER OF ASGARD

**'LET NOT THE SWORD SLEEP IN YOUR HAND, SON OF ASGARD,
NOR LET THE BLOOD LIE THICK AND COLD IN YOUR VEINS! NOW
IS THE TIME FOR BATTLE, FOR BLOODSHED AND FOR BOLD
DEEDS THAT YOU WILL BOAST OF IN THE MEADHALL - OR IN
VALHALLA! THE WHITE SNOWS SHALL BEAR WITNESS TO OUR
RED VICTORY OVER THE DOGS OF VANAHEIM!'**

So speaks Cneph Coalhair, a mighty king of Asgard – but forces are moving in the north beyond the petty rivalries of mortal men. A foe, terrible and ancient, sleeps in the cold wastes beyond the north wind. Across the frozen tundra and towering mountains, the men of Asgard battle the Vanir, unaware that their true foe stirs in his sleep and plots to bring all the world to ruin. He is able to do this because one of the Aesir has turned on their kin and allied with the enemy – Asgard has been betrayed, and doom is coming!

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