

# The Snow King's Bride

RuneQuest®



SoloQuest 3

Alan LaVergne



# The Snow King's Bride

Let fame, that all hunt after in their lives,  
Live register'd upon our brazen tombs,  
And then grace us in the disgrace of death;  
When, in spite of cormorant devouring time,  
The endeavor of this present breath may buy  
That honour which shall bate his scythe's keen edge,  
And make us heirs of all eternity.

William Shakespeare  
— *Love's Labour's Lost*

## Alan LaVergne

**Chaosium Inc.**

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# Introduction

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*The Snow King's Bride* is a solitaire scenario for a character in the 70-90% skill range, with some stored Power. A novice Rune level might be able to run in it without being too strong, but the attack and parry percentages of the NPCs should be increased by 5% each. A limit of three or so points of reusable Rune magic might be about right. There will be opportunities during the run to regain POW, so a vast amount of stored Power is not essential, though there are quite a few encounters.

The points where a character can spend the night make natural opportunities to suspend play, if it is not possible or desirable to complete the scenario in a single sitting.

The first run through the scenario may reveal certain secrets about the NPCs and the terrain. If you wish to run a second character through the same scenario, you should assume that the character does not yet know these secrets. If you wish to give the character a chance to make inspired conclusions, stringent rolls of INT x 1 or less on D100 may be permissible.

Staying in character helps in making many of the decisions. For instance, is he afraid of heights? How does he feel about other races than his own? Does he ask questions first, or shoot?

Keeping considerations like these in mind will help to repeat the scenario without giving the character the advantage of your prior knowledge.

## The Snow King's Bride

Kring Krissel, the bluff, aging baron of Vitfjord, has hired you to deliver his eldest daughter to her husband-to-be. This daughter, the reasonably attractive Brunhild the Boisterous, needs an escort through the dangerous and frigid mountains. None of the strapping young men of Vitfjord have volunteered for the job, perhaps because Brunhild has rejected most of them at one time or another. Besides, Kring knows the reliability of the Vitfjordings, while you are an unknown quantity. In his little barony, that's actually a plus.

Valhalavahalla is your destination, a palace ensconced among the crags of the interior. You are to hand Brunhild over to her intended, Snorkil Herringsbane, in time for the wedding a week hence.

Brunhild is a healthy, large-sized Viking lass, assembled along generous lines. She is quite independent, which may prove to be a problem, particularly as she is not especially anxious to reach Valhalavahalla. She has heard that Snorkil is elderly and

not exactly bright. However, considering the quality of her alternatives, she is resigned to the arranged match, Snorkil being reputedly rich and of short life expectancy, but there is always the chance that she could change her mind at an inopportune time.

Your pay for this job is 800 oles (the purchasing power of the ole is the same as that of the silver Lunar, at least in these cold climes). Half will be given you in advance, and half is to be turned over to you in Valhalavahalla, at the time of the wedding of Snorkil and Brunhild.

Kring demands that you be an initiate of some cult, as proof of your steadfastness, but he doesn't care what god you worship. He isn't alarmed if you are not human; in some respects, that is an advantage: you won't be tempted to tamper with his precious daughter (who can, of course, take care of herself). Kring is an equal opportunity employer in other respects: females, beings of unusual hues, the handicapped, and barbarians are all welcome to apply for jobs with Kring. He draws the line at lawyers, however.

Kring himself worships Knakkerak, a minor god of the glacier that debouches at the head of Vitfyord. As one might expect, Knakkerak's Runes are Cold and Ice. It is said by irreverent ones of warmer climes that Knakkerak's name is the sound of teeth chattering. If you return to Vitfyord upon successful completion of your mission, the local priest of Knakkerak will teach you the Strength spell for half price (750 oles — no Charisma discount).

Half of Vitfjord is not sorry to see Brunhild leave. To be honest, neither is the other half.

# The Snow King's Bride

## CREDITS

*Author*

Alan LaVergne

*Consultants*

Gigi D'Arn and Lynn Willis

*Editing*

Steve Perrin

*Cover and interior illustrations*

Luise Perrene

*Typesetting*

Sandy Petersen

*Format, Production, and Layout*

Charlie Krank

*Proofreading*

Reid Hoffman, Sherman Kahn, and Sandy Petersen

Starving for solo adventures? This is the third in the *SoloQuest* series. For more information, see page 48 of this book for descriptions of *SoloQuest* and *Scorpion Hall*. Also, our new boxed *RuneQuest* world, *Questworld*, contains a solo adventure in addition to other exciting stories.

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1  
Brunhild will never go in front, and unless otherwise indicated, will not fight in your support. She will cast spells to assist you. You have been hired to risk your life to protect hers; she will let you do it. Apart from these restrictions, you will be playing Brunhild as well as your own character. There may be a few points at which the scenario temporarily takes control of Brunhild's actions.

The journey leads across mountains, through valleys, and down treacherous slopes. It will not be possible to take a riding animal on this trip.

Brunhild is carrying a standard pack, with a week's provisions for herself, a bedroll, some rope, and a first aid kit. You will have to carry your own supplies.

Before you leave Vitfjord, you are told about one of the first obstacles on your itinerary. This is Griffin Gorge, a vast crack in the mountains. There are three ways across the Gorge. One is to climb down into it and up again on the other side; but, fearful monsters are believed to live at the bottom of the abyss. The second route is a rock bridge which leads high over the gorge. Nobody with a tendency to slip, or who fears heights, should try this. Finally, you could ride a griffin.

There are at least two griffins known to offer rides across Griffin Gorge to travelers. They both charge 100 oles for the privilege. One is an honest carrier, with a 95% on-time record. The other griffin is a vile betrayer who dumps his passengers onto the jagged rocks far below in the depths of the gorge, where their shattered remains are presumably consumed by the ferocious creatures which inhabit the chasm.

Unfortunately, it is quite difficult to tell these griffins apart. "The only difference," Kring tells you, "is that one, the good one, has a scarlet beak and crimson eyes, while the other has a crimson beak and scarlet eyes."

If you do manage to get across Griffin Gorge, you are on your own, since the Vitfordings have no hard information about the far side. One of the rumored monsters of the wilds beyond is the Old Goat of the Mountains, and another is the Rime Tiger of Hakkup. Kring hasn't seen either of them, but his brother-in-law has. If you inquire at the brother-in-law's residence, he states that it wasn't he who saw them but his friend's uncle in the next valley but one . . . and so forth.

Below are the characteristics of your companion. You will want to copy these down, because her spells and abilities may come in handy at various points during your travails.

The day is clear when you leave. You spend the first three hours climbing an ever-narrowing path toward a slight gap between the forbidding peaks.

Go to 2.



**Brunhild the Boisterous; human female, age 20**  
**Initiate of Knakkerak**

	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
STR 16	Battle Axe	8	35%	1D8+2+1D6	25%	15
CON 16	Cudgel	8	50%	1D8+1D6	25%	20
SIZ 17	Grapple	9	80%	Special	—	—
INT 10	Thrown Rock	4	75%	1D4+1D3	—	—
POW 15	Mdm Shield	—	—	—	40%	12
DEX 8						
CHA 7						

**DEFENSE: 00%**

**SPELLS:** Binding, Detect Detection, Detect Spirit, Detect Traps, Dispel Magic 1, Extinguish (2), Healing 2

**SKILLS:** Camouflage 30%, Climb 45%, Evaluate Treasure 20%, Hide in Cover 35%, Hide Item 10%, Jump 70%, Lock Pick 00%, Mapmaking 45%, Move Quietly 05%, Oratory 05%, Pick Pockets 05%, Ride 40%, Spot Hidden 40%, Spot Traps 20%, Swim 40%, Track 55%, Trap Set/Disarm 35%,

**LANGUAGES:** Vitfjording 50/05%

**TREASURE:** carries 100 oles

**Brunhild Hit Location Table**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R LEG	01-04	5/6
L LEG	05-08	5/6
ABDOMEN	09-11	6/6
CHEST	12	6/8
R ARM	13-15	5/5
L ARM	16-18	5/5
HEAD	19-20	3/6

*Hit Points:* 18

2

It has been two hours since you caught your last glimpse of Vitfjord. You have emerged from a dense stand of firs onto a bare stretch of rocky ground. A tall rocky spire rises directly in front of you, its top 50m in the air. The snow only clings to its sides in small clefts. The path drops steeply off to your left, and a sheer cliff ascends to your right. It looks like there is enough room to walk on either side of the spire. You ask Brunhild which direction is correct, but she just shrugs. Then, you see the pair of inscriptions on the spire, about 5m up. You can just make them out. By fortunate coincidence, they are written in your native tongue. Underneath each inscription is an arrow, one pointing left, the other right. If you can succeed in reading the sign pointing to your left (try to roll your Read Native Language on D100), then go to 32. Otherwise, go to 3.

3

If you can read the sign pointing to the right, go to 51. To do this, roll your Read Own Language skill or less on D100. If you fail to do it, the sign must have been just a little bit too illegible. Go to 4.

4

It's time to make up your mind. Brunhild will follow you in whatever direction you choose. Do you take the branch to the left of the spire (in which case, go to 22) or the branch to the right of the spire (in which case go to 13)?

5

After another hour's tramp through snowy country, you catch sight of a tremendous canyon about 10 minutes walk off. As you approach, you can see that the vast gap extends far in either direction into impassable mountains. Since there is no way around it, you must cross it. About a kilometer to your left, you can see the outline of a slender bridge stretching across the chasm. It is evidently a natural formation, and has probably been there a long time. Cautiously venturing to the canyon's edge, you can see a path leading down the near side of the canyon, starting about 200 meters off to your left. As you begin to weigh your options, an enormous griffin, lion body and eagle wings, claws, and head, flaps to rest on the edge of the gorge, not far from you. The griffin has red eyes and a red beak.

"Hello," it says in perfect Tradetalk. "My name is Sunwing. I am a civilized griffin and an initiate of Yelmali. I make an honest living carrying folks from one side of Griffin Gorge here to the other, almost a mile away. I charge 100 oles per person, although I will reduce the fee to 80 oles if you can give it to me in gold. I must be perfectly honest and admit that, on a couple of rare occasions, I ran into some unexpected turbulence and my passengers fell off. If they had survived, I certainly would have offered them a refund. However, that's happened only

twice in almost fifty years. It's certainly a better chance than risking the perilous climb down across the base of the gorge, or walking over that narrow rock bridge.

"It's a good thing you met me, and not my cousin Blackheart. He is treacherous and deceitful, and likes nothing better than to pitch travelers off his back into the depths, and then to pick the treasure from their pitiful corpses. Blackheart worships Heshem Plunderhoard, the griffin spirit of greed and darkness. No trick is too mean for him. It's just lucky for you that I was the first one here, not him."

Now we determine which griffin it actually is that you are speaking to (in case you haven't guessed, they both give the same spiel). Roll any die. If the number is odd, you are speaking to griffin A. If the number is even, your acquaintance is griffin Z. If the number is anything else, I don't want to hear about it. (By the way, there is no point in trying to second-guess the scenario designer on this one. I determined which griffin was Blackheart randomly.)

Some cults have special skills which might or might not be useful in this situation. If you are a Humakti initiate, you may have the Sense Assassin skill. If you are a Storm Bull initiate, you will have some ability with Sense Chaos. If you have one of these skills, try to roll it on D100. If you succeed at it, this does not necessarily constitute a successful use of the skill for purposes of improving by experience (you will be informed if it does), but go to 46. If you possess neither of these skills, or if you failed at your attempt, go to 6.

6

Now what? If you are ready to make a choice between riding the griffin, descending into the gorge, or crossing the rock bridge, go to 7. If you are going to cast a Detect spell first, go to 19. Alternatively, you may think of something extremely clever to do. You get just one chance, after which you will have to make your own decision about how to cross the gorge. Give it some thought. If you are convinced that you have a good way to distinguish between Sunwing and Blackheart, go to 87.

7

Are you going to ride the griffin? It should be pointed out that, at the moment, Brunhild represents a load of 22 SIZ points (17 for SIZ, 5 for ENC). Thus, she is too heavy for the Telekinesis spell, in case you have it. The griffin will take you one at a time, and Brunhild categorically refuses to go first. You may assume, however, that if the griffin takes you across safely, it will get Brunhild over as well. On the other hand....

If you wish to ride the griffin, go to 25. If you are selecting one of the other routes, go to 8.

8

Here you are, on the brink of mile-wide Griffin Gorge. How are you going to get across? Having eliminated Griffin Express, you have three choices: take the winding path down the side of the gorge (in which case, go to 31), pick your way carefully over the slender rock bridge (go to 37), or move back about 20m from the edge, get a good run at it, and take a flying leap (in which case, go to 183).

9

You have discovered Thor's Hammer of Much Pounding. It does 4D6 damage, and in addition, has a permanent Bludgeon 6 (gods are above mundane limits) on it. If called, it will always return to the hand of its wielder. While you hold this ham-

mer in your hand, you are immune to all fire damage. You will always know when a lightning storm is coming. With this hammer, you get an automatic skill in Rivet Forging at 100% plus your Manipulation Bonus. The hammer has one other significant property. This will be explained in 136.

10

None. Go to 86.

10

11

The griffin says, "Well, I'm sorry, but if you can't trust me, then I don't see how I can carry you. Good-bye." With that, he takes off into the air, flies strongly away, and is soon lost to view. Now, go to 8 and take one of the other options.

12

During the flight, you have impressed Sunwing with your detailed knowledge and understanding of Yelmi theology and your devotion to the truth. He deposits you in a safe spot, soon returns with Brunhild, and in addition bears a gift. "This scroll was carried by a Yelmalion killed by Blackheart," says Sunwing, "but I retrieved it before that evil griffin could reach it. Go in light and good health." And with that he flies away.

The scroll is written in Firespeech. Anyone reading the scroll all the way through (it is quite long) and follows the inherent training practices it describes will find that after 4 weeks he/she/it has increased by 20% in Throw Javelin. As usual, this will not take the skill above 75%. Dealing as it does with sun worshiper techniques, the scroll is inherently untranslatable. Anyone wishing to get the benefit of the scroll must read it in the original Firespeech. Also, because of its length, it is not possible to have somebody else simply read the scroll to you; you must study it over and over.

You get a new chance to read the scroll (well enough to get the benefit) every time you increase by 05% in Read Firespeech. This is in addition to your initial chance to read the scroll when it is given to you. Of course, once you have successfully read the scroll, you may never gain its particular benefits again.

As an item of treasure, the scroll is worth 1000 L to a Yelmalion temple (it is worth 500 L to any other temple of a cult that can use javelins, but doesn't normally speak Firespeech). If you are a Yelmalion initiate yourself, you will be expected to donate the scroll to your temple after you have read it. You may count the scroll's value against this year's tithe — it's deductible.

Obviously, you don't have time to sit down and study the scroll until after you have reached Valhalavahalla.

Now, go to 69.

13

With the tall cliff on your right and the spire on your left, you and Brunhild trudge along a dangerous-looking defile. No rocks rain on you from above, nor is an ambush triggered by your arrival. After about 50m, the trail merges with the branch which had gone around the spire to the left of it. Continuing, you find yourself in semi-open high country. Go to 5.

14

Which Detect are you casting? Detect Life? Then go to 35. Detect Enemies? Go to 66. Detect Magic? Go to 23. Detect Traps? Go to 29. Detect Undead? There aren't any, unless you're a zombie (I'm sure Brunhild would have noticed by



now). If you were intending to cast a different Detect, either select one of the above if you know it, or go back to 6.

---

15

You are running into some unexpected turbulence. Try your Ride roll. If you succeed, go to 16. If you miss, go to 21.

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16

The griffin deposits you on the far bank of the gorge. He then returns to fetch Brunhild and brings her over without mishap. Making sure he's got the fee of 200 L from you (or 160 L, if you paid in gold), he bids you auf wiedersehen.

Safe for the moment, you and Brunhild start walking down the ill-marked trail away from the gorge, still either shaken or exhilarated, depending upon how you liked the ride. You skirt vast lumpy crests covered with permanent snow and a few stubby plants. Brunhild shows you how to protect your eyes to prevent snow blindness. Go to 24.

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17

You have run into some unexpected malevolence. Blackheart is trying to throw you off his back. Can you stay on? Make a Ride roll. If you succeed, go to 38. If you fail, go to 18.

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18

You are slipping off his back. You have just one last chance. Do you know the Befuddle spell? (If not, go to 28.) You should already have noted his POW. Try to Befuddle him. You get just one chance. If the spell succeeds, he forgot what he was trying to do and flies back to his post. Go to 38. If the spell does not work then you will fall from his back. Go to 28.

---

19

Is this your first Detect spell? If so, go to 14. If you and Brunhild are casting simultaneous Detects, go to 14 for your Detect first, then determine its results. Then determine the results of Brunhild's Detect as well. Don't go back to 6 until after you have completed both Detects.

However, if you (or Brunhild) are casting a *second* Detect spell, go to 11.

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# 20

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20

The griffin is beginning to roll and buck. You have gotten the definite impression that he is up to no good. You may have a chance to talk him out of his nefarious intent. Try your oratory, appealing to his rotten side. If you succeed, go to 16. If not, go to 17.

---

21

It is very gusty above the gorge. A sudden blast of wind buffets Sunwing and blows you from his back. You plummet toward the rocks below. Try his Retrieve Fallen Passenger roll (60%). If he succeeds, he catches you in his claws and carries you to the far side. Go to 16. If he fails, your only hope is Divine Intervention (or Orlanthi Rune magic, if you've got it). That will also take you to 16. Otherwise, go to 186.

22

The path between the spire and the dropoff widens into a comfortable track through the snow. But the comfort is deceptive. Try your Spot Trap. If you succeed, go to 34. If you fail, go to 42.

---

23

None. Go to 6.

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24

If you are a Storm Bull initiate, try your Sense Chaos ability. If you succeed (this does not necessarily constitute a use of the skill for purposes of experience; you will be informed elsewhere), go to 109. Otherwise, go to 27.

---

25

You get onto the back of the griffin, clinging to its great feathery ruff. (First, you must have given it the fare of 100 L in silver, or 80 L in gold — Brunhild will pay her own way. This will reduce Brunhild's store of money down to nothing.) With a leap, the griffin springs out over the gorge. At first it drops dizzily, then its strong wings carry it easily into the wind. It is a long way down to the stony bottom of the chasm. It is time to find out which griffin you are riding. If it is griffin A, go to 98. If it is griffin Z, go to 99.

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26

Having managed to avoid becoming a frozen entree, you finish crossing the base of the chasm. Now you begin the ascent of the far side. The trail takes you up a deep cut in the far wall, where the ground is icy, but not as steep. There are places in here where the sun never reaches, and although it is still reasonably early in the afternoon, the air is chill. At irregular intervals, there is a crevasse or cave visible in the frozen walls of this cut. You watch the openings anxiously, but nothing comes out as you approach. Not yet. Go to 45.

---

27

A snowball comes flying out of the snowy hillside. Roll D100. If the result (write it down, please) is 85 or less, go to 65. If it is 86-99, the snowball missed; go to 54. If the roll was 00, go to 81.

---

28

Blackheart has thrown you from his back. As you plummet toward the sharp rocks below, all that's left is to try Rune magic or Divine Intervention. Unfortunately, you don't *have* the 12 seconds necessary to summon a sylph (assuming you had the spell). This leaves something like Teleportation or Telekinesis. Truesword or Path Watch wouldn't do a whole lot of good in this situation. If you manage to teleport, telekinese, or Divine Intervention yourself back to the edge you left, go to 38. Otherwise, you hit bottom — go to 186.

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29

If your griffin is A, go to 53. If your griffin is Z, go to 40.

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30

Are you trying to Move Quietly? If so, then roll it. If you succeed, go to 55. If you fail, or if you didn't try, go to 80. Note that, given Brunhild's boisterous gait, you won't have much chance of getting a stealthy look at the cave mouth unless you tell her to stay where she is.

31

The path switches back and forth along the wall, winding its way toward the jagged floor of the gorge. After about an hour of careful descent, it levels out and you can begin to pick a path through the deep snow at the bottom of the gorge. You pass skeletons, a few complete but mostly scattered bones, the majority shattered and splintered as by a fall from a great height. It is extremely cold in the gorge, and the snow is frozen quite hard. The wind whips ice crystals through the air and into your faces. You come around a large ice mound and find yourself facing an imposing and intimidating creature, about 3m away.

It is semi-humanoid, 3 meters tall, with massive limbs. Its entire body is covered with what is either thick white fur encrusted with ice, or with matted icicles. Its paws end in very sharp claws. The jaw looks weak, but a spray of ice crystals exhales from its mouth. Its eyes gleam with feral intelligence. If you flee, it won't follow, so you may slog back up the canyon wall path, reach the top, and then think about taking the rock bridge. If so, go to 8. You may also try to speak to the creature. If that is your intent, decide what language you are trying, and then go to 52. Finally, if you are going to attack it, go to 62.

32

The sign says, "This way to Griffin Gorge, if you dare." Go to 3.

33

Your initial glance doesn't reveal anything. Are you going to spend ten seconds or so scrutinizing the landscape for the source of the snowball? If so, go to 58. If not, go to 63.

34

Some fir branches were thrown over a slush-filled depression in the middle of the path. Who knows how deep it is? You can skirt the pit without trouble, now that you know it's there. If so, go to 5. If you are a pit freak and decide to step in anyway, go to 42.

35

If you have been negotiating with griffin A, go to 50. If your friend is griffin Z, go to 70.

36

About 10 meters above you, you see an ice-encrusted jewel stuck in the snow. Although not too far up the side of the rock face, it will be tricky to get to (about two Climb rolls). If you don't want to try for it, Brunhild says that she wants it, and will try to climb for it if you won't. If she goes after it, she's going to keep it for herself, though. Thus, your choices are: climb for it yourself (go to 78), let Brunhild climb for it (also go to 78, but use Brunhild's abilities), or refuse to let her climb for it, and proceed on your way (go to 69).

37

Climbing the rock bridge proves to be easier than you might have thought. As long as you don't look down, you are not having any problems. At the narrowest, the bridge is about 3m across. It is not smooth, but has many outcroppings and rubbed areas. Try your Spot Hidden. If you succeed, go to 48 (Brunhild gets to try too, don't forget). If you fail, go to 60.

38

Through one method or another, you have escaped from a harrowing situation, and returned to the original cliffside, where Brunhild is still waiting for you. Obviously, you aren't going to be able to take Griffin Express. Therefore, you will have to try the rock bridge or the path down into the gorge. Go to 8 and make a choice.

39

You take 3 points of damage to a random location. This damage ignores armor and all magical protection, such as Protection or Shield. Since you can't be carrying your shield on your arm the entire trip, you can't have it out to intercept this shot. Go to 54.

40

None. Go to 6.

**40**

41

None. This was not a successful use of the skill for the purposes of improving by experience. Go to 103.

42

You walked right into a slush-filled pit covered with some concealing fir branches. You immediately sink deep into the chilly wet stuff until only your head is above it. By dint of much effort, Brunhild succeeds in rescuing you, a process she enjoys immensely, since you were supposed to be protecting *her*. Perhaps to your surprise, no enemies rush out to overwhelm you. You get out of the pit, embarrassed and chilled to the bone. For the rest of this adventure, your DEX is reduced by 1. If this drops your DEX across one of the "thresholds" (e.g., from 13 to 12, or from 9 to 8), all your DEX-based skills and your Defense bonus are dropped by 05%. It may affect your Strike Rank with weapons and spells as well.

You also have a chance of catching a cold. Try rolling CON x 5 or less on 1D100. If you succeed, you didn't catch a cold. If you miss the first roll, but make the second, you caught a mild cold. If you miss the first two rolls, you caught a severe cold. If you miss the first three, you got a real lung-blaster. If you manage to miss four CON rolls in a row, you caught pneumonia. (Consider retiring those dice.) A mild cold means that you will sneeze every two minutes (ten melee rounds). The importance of this is that you cannot do anything else in a melee round in which you are sneezing. A severe cold means that you sneeze every minute (five melee rounds). A lung-blaster counts as a severe cold, plus the temporary loss (for the next two weeks) of one point of CON. If you caught pneumonia, you have the lung-blaster plus the temporary loss of two points of STR. Furthermore, if you have pneumonia and if you are not cured within one week by Divine Intervention, Treat Disease, a Chalana Arroyo Cure All Disease or Cure Creeping Chills spell, or Malia cult initiation, the loss of DEX, CON, and STR will be permanent.

Whatever the results of this experience, you can continue on down the path around the spire. It soon connects up with the other branch, and after a little more walking, you catch your first glimpse of Griffin Gorge. Go to 5.

43

He says, "Glad to oblige." and does. Time to make a decision. Go to 7.



44

You take 1 point of damage to a random location. Armor does not protect vs this damage, but Protection or Shield spells would (if you had them up). You cannot parry nor intercept the snowball. Go to 54.

45

You see a particularly large cave mouth up ahead. You have to pass close to it, so you approach it a little nervously, particularly since there are signs that snow has been cleared away from the entrance. Roll 1D100. If this number is half your Spot Hidden chance (or less) go to 68. If not, go to 30.

46

If you met griffin A, go to 59. If you met griffin Z, go to 76.

47

With a lot of agility and some dexterous scrambling, you have reached the jewel. You pluck it out of its niche. Time to Evaluate Treasure. If you succeed, go to 72. If you fail, Brunhild gets a chance when you get back down, so you might as well roll it now. If she succeeds, also go to 72. If both of you fail, go to 93.

48

Ahead is a six-inch nest with three blotchy white eggs. It is closest to the easiest path along the bridge. There is no bird or other creature sitting on the nest. If you decide to walk past the nest, go to 60. If you wish to climb the rocks to the bridge's side to stay clear of the nest, you will need to make Climb rolls for both yourself and Brunhild. First try your roll, and then try hers. If you miss either one, go to 60. If you both succeed, you cross the remainder of the bridge without incident and find an ill-marked trail leading away from the gorge. It leads through rough country covered with permanent snow. Go to 24.

49

Gerti tells you to leave. Do you comply? If so, go to 61. If not, go to 74. (By the way, it is too late to backtrack now, but did you forget that Brunhild is an initiate of an Ice Rune cult? Gerti would have talked to *her*, if she had guessed her Runes correctly.)

## 50

50

You and Brunhild. Go to 6.

51

It says, "This way to the Rime Tiger, sucker." Go to 4.

52

It doesn't really seem very interested in your conversational gambits. It attacks and gets first hit. In other words, in melee round 1, you can parry but you cannot attack. Go to 62.

53

None. Go to 6.

54

Have you spotted the source of the snowballs yet? You would have been told if you had. If you know who or what is tossing them, go to 82. If not, go to 33.

55

A giant cliff toad clinging to the wall above the cave entrance attacks you. It is about 10m away when it strikes. Its tongue has a 40% chance to hit, plus another 20% for surprise if you did not spot it. You can have a shield out covering your abdomen (if small), plus chest (medium) plus shield arm (large). If the tongue hits a location covered by a shield, it will do no damage, but will wrap around and catch hold of your shield arm. If the tongue misses, go to 56. If it hits, you are caught by the tongue. Next round toadie will try to swallow you. Go to 104, there you will be instructed how to compute damage from the tongue attack.

Note that sneaking up on folks isn't always the correct policy.

56

Are you going to run off or stand and fight? If you flee, go to 79. If you are going to fight it out, go to 104.

57

You take no damage. Go to 54.

58

Try a Spot Hidden at  $\frac{1}{4}$  normal chances. What you're looking for is *very* well camouflaged. Brunhild can try too. If either of you succeed, go to 75. If neither makes it, go to 27.

59

Your senses tingle with alarm. This counts as a successful use of the skill for purposes of improving by experience. Go to 6.

60

You are attacked by a fierce hunting bird as you come too close to its nest. If you were trying to climb around the nest, and you made your Climb roll but Brunhild failed then the bird, a Snow Kite, attacks her. Otherwise, it attacks you.

Because of your precarious position on the bridge, all of your attacks and parries are at  $\frac{1}{2}$  normal chance, *and* you cannot apply Defense. If you roll a 00 on any attack or parry, then you slip and fall from the bridge. In that case, you have to bail yourself out with either Divine Intervention or Orlanthi Rune magic. If you don't, then go to 186 (bad news).

Brunhild can participate in this battle in three ways. First, she can Heal you. Second, she can try to cast Binding on the kite. If she succeeds, then the kite will lose its Defense bonus, and its attack damage (which depends a lot on momentum) will be reduced to 1D4 for the peck and 1D6 for the claws. Thirdly, Brunhild could try to throw rocks at the kite. Naturally, her chance to hit is also cut in half. Whether she tries or not is up to you — remember, a 00 on the Thrown Rock attack means that she will fall from the bridge. Similarly, if the kite is attacking her, whether she parries or not is up to you.

If Brunhild was attacked while climbing around the nest, she will be exposed to Peck attacks until she makes a successful Climb roll. She cannot attack, parry, or cast a spell while trying to climb.

If you were attacked while trying to climb around the nest, your situation is the same — attacked by pecks until you make a Climb roll. If the kite attacked you first, it will continue to attack you throughout, ignoring Brunhild.

Finally, if you did not see the nest, or you didn't try to climb around it, you will be exposed to the three peck attacks as you approach the nest and then three

60

claw attacks as you depart from it. In this case, you can attack and parry while moving (though still at ½ normal chances).

The kite, of course, has no treasure.

If you kill or disable the kite, or escape from it, you can cross the rest of the bridge without incident. Refer to 48 for the type of country that you are entering, and then proceed to 24.

### THE SNOW KITE

STR	9	Weapon	SR	Attk%	Damage
CON	15	Peck	7	90%	1D6
SIZ	4	Claw	7	80%	1D8
POW	14				
DEX	19				

Defense: 20% — the kite's defense is figured in *after* your attack chance is halved. Thus, if you are normally 100% to hit, your chance to hit the kite is equal to  $100/2 - 20\% =$  a mere 30%. However, Bladesharp or Bludgeon augmentation is not halved. If you then cast a Bladesharp 2 on your weapon, your chances to hit would go up from 30% to 40%, using the previous example.

NOTE: the kite will peck at approaching opponents, and claw at fleeing ones.

Pecks: The kite pecks directly for the eyes. A successful Peck attack means that the Kite has hit an unarmored part of your head, doing 1D6 damage. Armor won't absorb any of this damage, but Protection or Shield will. If the Kite gets a "special" hit (18 or less on D100), she has pecked one of your eyes. You will not be able to see from that eye for 5 melee rounds after you Heal it, because of blood running into it. The eye hit is determined randomly. Two hits on an eye indicate that it is irreversibly damaged. Both eyes damaged, of course, means blindness — no attacks, parries, or movement.

Claws: The kite will always take three rounds of claw attacks at a fleeing opponent. It gets two claw attacks per round, both at SR 7. Hit location is rolled randomly and armor defends normally. If the bird gets a special hit with a claw (16 or less on D100), then it will do 8 points of damage.

### SNOW KITE HIT LOCATIONS

Location	1D20	Armor/Pts
R CLAW	01-02	1/4
L CLAW	03-04	1/4
BODY	05-08	1/6
R WING	09-12	1/5
L WING	13-16	1/5
HEAD	17-20	1/5

Hit Points Total: 13

61

You are now moving through snowy rugged country on the far side of Griffin Gorge. The only vegetation is stunted conifers. To your left is a steep icy slope. Try a Spot Hidden (Brunhild can try, too). If one of you makes it, go to 36. If both fail, go to 69. If you fumble, make up something suitable.

62

This nasty monster has three attacks per round. First, it breathes on you. Its icy exhalation chills your body, and decreases your DEX by 1 (each round that you fight it — the effect will last for 10 minutes). Protection or other defensive magic will not block this effect. When your DEX reaches 0, you will be helpless. Brunhild will not enter the battle, unless you command her to. If you attack from opposite sides of the monster, it will attack you and ignore her. Note that its left claw does less damage than its right claw.

It will always cast Countermagic on itself before attacking. It *can* be Demoralized or Befuddled.

Remember to adjust your DEX-based skills, Defense bonus, and Strike Ranks as your DEX decreases during combat. The Coordination spell will insulate your DEX from any further damage from the demon's breath, once cast, but it will not restore any points of DEX lost prior to its casting. Of course, when the spell wears off, you will again begin to take damage.

If you defeat the frost demon, you and Brunhild can try following its tracks back to its lair. Each of you gets one Track attempt. If neither of you succeeds, go to 26.

If you did find its lair, you acquire its treasure: more clacks than you can carry, chips and fragments of an assemblage of broken weapons, a carved ivory miniature worth 350 oles, a stoppered flask, a tattered book with a death rune on the cover, and an ox-horn trumpet worth 82 oles.

In standard symbolism, the inscription on the flask reads Healing 6. However, the script employed went out of use 250 years ago. What do you think the potion would do to you if you took it? Regardless, it is worth 275 oles for its historical interest. The book, written in Stormspeech, is entitled *Simple Rhetorical Devices*. If you read it, it can improve your Oratory skill by 05%, but only if your current Oratory is under 25%: its techniques are too elementary to make a difference if your skill level is 25% or more. The book is worth 350 oles as a treasure.

After packing this stuff up, and deciding what you want to take with you, you resume your journey. Go to 26.

#### The Frost Demon

STR	22	Weapon	SR	Attk%	Damage
CON	14	Right Claw	7	45%	1D6+2D6
SIZ	26	Left Claw	7	60%	1D6+1D6
INT	6	Breath	1	100%	-1 DEX
POW	15				
DEX	10	SPELLS: Countermagic 1, Healing 3			
CHA	2	NOTES: The frost demon attacks with both claws at SR 7. A special hit with a claw is a Crush, doing 3D6+12 points of damage with the right claw, and 2D6+6 points of damage with the left claw.			

#### Frost Demon Hit Locations

Location	1D20	Armor/Pts
R LEG	01-04	5/7
L LEG	05-08	5/7
ABDOMEN	09-11	5/7
CHEST	12	5/8
R ARM	13-15	5/6
L ARM	16-18	5/6
HEAD	19-20	5/7

*Hit Points Total:* 19

63

Are you going to cast a Detect spell? If so, go to 97. Otherwise, you could attempt to run away from the snowballs (go to 129), or you could cast a defensive spell: determine whether the spell works, then go to 27 (incoming!).

64

Yes. This counts as a successful skill use for improving by experience. Go to 123.

65

You are hit by a snowball. If the roll was 01-04 (critical), go to 39. If it was 05-17 (an impale), go to 44. If it was 18-85, then go to 57.

66

If you have met griffin A, go to 53. If you are investigating griffin Z, go to 40.

67

There are a number of clever things you might have tried. For instance, you could have tried chopping down the tree, or harming it in some other way. If that was your idea, go to 139. If you know the Aldryami language, you might have tried saying something friendly in that tongue, just in case someone is around some-



where. If that was your idea, go to 115. If you decided to sacrifice Brunhild on the Alter Yggo to propitiate the Voracious Worm of the Apple, well, there's not a whole lot that can be done for you. If your bright idea was none of these three ingenuities, nothing you did got a reaction, so you will have to continue your journey. Go to 155.

68

Above the large cave entrance you see a huge cliff toad, staring balefully as you approach. It looks about SIZ 30 or so. Go to 30.

69

It is late afternoon. The sun, never very high at any time at these climes, is dipping behind the mountains. Seeking shelter for the night, you find a hollow protected by a small stand of pines. You eat a nourishing dinner, gather pine needles for a mattress, and settle down for a night of recuperation. Unless you are a human male, that's exactly what you get. Go to 85.

If you are a human male, Brunhild might have other ideas. She's rather unruly to begin with (she's been putting snow down your back and snapping vines at you all day); the isolation and shared danger may be stimulating her enthusiasm. First, you need to determine your own reaction: given the nature of your assignment, are you going to get involved with a strapping, extremely vigorous, and highly independent companion?

Now, we need to determine how Brunhild feels about you. If you caught a cold earlier in the adventure, or if you try to show off your knowledge of Snoggi proverbs (such as, "Blondes have more turnips."), she won't be interested in any physical contact.

Assuming you are not disqualified as per the above problems, she might be attracted. If you have not already done so, roll 3D6 to determine your physical Attractiveness (it's not the same as Charisma). Now roll 1D100 twice. If the first roll is less than or equal to your attractiveness times 5, and the second roll is equal to your CHA x 5 or less, Brunhild is willing to be convinced. If you made only one of the two rolls, Brunhild still might be susceptible if you are clearly her type: tall (at least SIZ 15), tough, rambunctious, coarse, and earthy.

Brunhild's physical attractiveness is about 13, but her exact appeal will depend on your tastes.

Anyhow, we now leave you til morning. What two adults do in the privacy of their own hollow is their own business.

When you hit the road again, go to 85.

---

**20**


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70

You, Brunhild, and the griffin. Go to 6.

71

You found 400 clacks, 415 oles, 3 wheels, and a junk gem worth 32 oles. In addition, you found several unreadable scrolls, a couple of indecipherable clay tablets, and a wattle image of the Snoggi Guardian of Stumps. At the back of the cave is a small altar with Earth and Spirit Runes carved on the rock. If you touch the altar, you are attacked by a spirit with POW 19. It is a ghost, so cannot be bound. It will continue to attack until you leave the cave or until its POW reaches 3 or less. When you finish your inspection, go to 61.

72

The jewel, you think, is worth 135 oles. Go to 107.

---

73

"Gosh, I'm sorry," he apologizes. "I just don't have it in mind right now, it being daylight and all. During the day, I usually remember Detect Gold instead." Go to 7.

---

74

The cliff toad attacks. Go to 104.

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75

You spotted a slender, very pale, white humanoid creature, who is almost invisible against the snow. The creature has thin wide feet which seem to glide across the snow. It is hard to get a precise idea of distance in this glare, so the SIZ of the creature is uncertain; it could be SIZ 5, or SIZ 10, for all you can tell. A mocking or, perhaps, contemptuous grin spreads across its translucent face, from ear to pointed ear, as it prepares to throw another snowball. Go to 27.

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76

You feel no uneasiness or alarm. This does not count as a use of the skill for improving by experience. Go to 6.

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77

You feel no uneasiness or alarm. This does not count as a skill use for the purpose of increasing by experience. Go to 174.

---

78

You need to make two Climb rolls to reach the gem. If you (or Brunhild, if she is the one doing the climbing) make both of them, go to 47. If you miss either roll, then go to 101.

---

79

Any round in which you are not held by the tongue, you can get away. If you escape, go to 61. If you trip over your own feet, go to 104, and fight it out.

---

80

From inside the cave, a voice cries, "Halt! Who goes there?" A bent old woman emerges, hobbling with the aid of a cane, and stands in the entrance under an enormous cliff toad (SIZ at least 30) clinging to the rock above the opening. It moved uneasily as she appeared — otherwise, you might not have seen it. The woman looks at you and Brunhild. She acts unintimidated by the toad. "Who are you?" she demands. Go to 86.

---

81

You see a slender humanoid creature, white as snow, so white that it is virtually invisible unless it is outlined against the sky, or (as he is at the moment) stumbling after a badly thrown snowball. With wide thin feet, it seems well-designed for running over snow. In the glare, it is difficult to judge the creature's distance, so you cannot get a precise idea of its height. It could be SIZ 5 or SIZ 10. Go to 82.

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82

Now what? You have many options. If you want to cast Detect Enemies go to 114.

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**80**


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If you want to cast Detect Magic, go to 114. If you want to cast a spell on yourself, check to see if the spell works, and then go to 27. If you cast an offensive spell at the creature, go to 96. If you throw a snowball back at it, go to 135. If you run up and attack it, go to 110. If you simply flee, go to 129.

---

83

You land safely, well beyond the brink of Griffin Gorge. After half an hour, he returns with Brunhild. Go to 69.

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84

Having extricated yourself, or having been extricated from the avalanche, you find that you have been swept down a deep cut halfway to the bottom of the gorge. You are quite close to the entrance of a large cave. If you traversed the gorge by climbing down into the canyon and crossing its floor, you are in familiar territory. Go to 68. If you crossed the gorge in some other fashion, this is all new to you: go to 45.

---

85

You are crossing very desolate country now. A high, uneven plateau stretches away for miles in all directions, broken only by deep gullies and tilted masses of rock. A strong wind is blowing, and what snow lands on the ground has been swept into large drifts piled against the upturned rock faces, so that the ground is mostly bare rock. About noon, you see a narrow plume of smoke, apparently rising from a narrow valley about two miles to the left of the track you are following. Do you make a side trip to investigate the smoke? If so, go to 105. If not, go to 133.

---

86

First, do you cast Detect Enemies? If so, go to 10. Now, what response are you making to the old woman? If you attack her, or cast a spell at her, go to 74. If you intend to leave, continuing up the cut past her cave, go to 61. If you want to socialize, go to 94.

---

87

The griffin claims to worship Yelmalio. Every good Yelmalion knows the Light spell. Even most bad Yelmalions know it. Of course, an evil griffin might also know it, but according to the spiel (at least), Blackheart worships a spirit of Darkness and Greed. So, your clever idea might have been to ask the griffin to cast Light. If that was it, go to 73 if your griffin is A, and 43 if your griffin is Z. If you had a *different* ingenious idea, I didn't think of it, so I can't allow for its results. You have to go to 7.

---

88

Go to 147.

---

89

Whatever magic items you carry, plus another about 20m away. The glow outlines it momentarily against the snow. When the glow fades, the creature seems to vanish back into the landscape. If you make a Spot Hidden, you managed to find it again: go to 81. If you miss the Spot Hidden try, you cannot see it any more: go to 27.

90

Without warning, in the middle of a sentence, Gerti stops and casts Detect Enemies. Is your intent hostile? If so, go to 74. If not, go to 108.

91

More of them keep appearing. You are in it for another five rounds. Return to 167.

92

A large scuttling mass of Cold Cuts (snow scorpions) and Cold Snaps (ice crabs) disperses at your approach. Go to 198.

93

You think the gem is worth about 2 oles. If you fumble your Evaluate Treasure roll, you think the jewel is the lost Emporazz of the Squid Sisterhood and you will never let it out of your possession. Go to 107.

94

The old woman identifies herself as Glacier Gerti, and says she is a prospector. Never finds much, she admits, but she prefers the company and conversation of stones to that of human beings. You might consider yourself the intellectual and ethical superior of a boulder, but Gerti isn't so sure. In fact, she is checking your signs as she speaks. Gerti will talk to an initiate of an Earth, Stasis, Spirit, or Ice Rune cult. She isn't interested in talking to anyone else.

Gerti has a 95% chance of guessing the Runes of any sentient being. Check to see if she guesses yours correctly. Now, if she is interested in talking, go to 90. Otherwise, go to 49.

95

When you reach the middle of the stream (one way or another), you see a large sleek fish with a dozen dentists' worth of sharp teeth aiming right at you. The icy water is now up to your waist, and the fish is opening its jaws wide to excise part of you for dinner. Are you going to try floundering away from it through the water toward the opposite shore? In that case, go to 178. Or, do you want to stand right there in the river and fight it? If this is your plan, go to 195.

96

If it was not your *declared* intent to put extra POW into the spell to get it past Countermagic, the spell fails. Your target is offended. Go to 110.

97

If you cast Detect Enemies, go to 114. If you cast Detect Life, go to 121. If you cast Detect Magic, go to 89. Otherwise, go to 63.

98

Blackheart worships Heshem Plunderhoard, the griffin spirit of devious greed. Heshem's Runes are Darkness, Movement, and Spirit. Heshem was a griffin who originally looted other griffins, but found men and dwarfs easier pickings. Griffins have always been fond of amassing treasure; those not choosy about how they amass it honor Heshem as the Master of Dirty Tricks. Heshem's cult is friendly to trolls and other darkness beings, and also to the cult of Issaries, in which it sees a kindred spirit (to the embarrassment of the latter — incidentally, this friendliness is not returned by the merchant god). Heshem's cult is particularly hostile to the Truth cults, such as Humakt, Yelmatio, Lhankor Mhy, and even Thanatar.



Blackheart says that he charges 100 oles to transport travelers from one side of Griffin Gorge to the other. Usually he dumps them into the gorge, but once in a while, just to stay unpredictable, he actually does the job. What he does this time is determined by the following chart. Roll 1D100 and modify the roll by *adding* 20 to it if you are in a Truth-Rune cult. If you are not in a Truth-Rune cult, and are a darkness creature, or an Issaries initiate, *subtract* 20 from the roll. Otherwise, just use the roll itself. Use results less than 01 as 01, and results over 00 as 00.

1D100	Go to
01-05	83
06-25	20
26-50	17
51-95	18
96-00	28

Note Blackheart's chaotic feature. The Heshem cult has nothing particular against chaos, and the feature was essential to Blackheart's schemes: he couldn't hope to mislead many travelers if they could uncover his intentions merely by casting Detect Enemies. The Cacodemon ogre priest of Primal Chaos who gave Blackheart the feature gets a cut of the profits. Blackheart was able to perform a Divine Intervention (along with the priest) in order to select the particular feature desired, which accounts for his rather low POW. The feature does provide a method for catching him out, however; he doesn't show up on Detect Life.

#### BLACKHEART, male griffin, initiate of Heshem Plunderhoard

STR 41	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
CON 13	Claw	6	80%	1D6+4D6
SIZ 42	Peck	6	90%	1D8+4D6
INT 15				
POW 9	Defense: 00%			
DEX 13	SPELLS: Darkwall (2), Demoralize, Dullblade 2, Extinguish (2), Healing 4, Ironhand 3, Mobility			
CHA 14	CHAOTIC FEATURE: Not detectable by magic.			

#### Blackheart Hit Locations

Location	1D20	Armor/Pts
RH LEG	01-02	4/7
LH LEG	03-04	4/7
HIND Q	05-07	4/8
FORE Q	08-10	4/8
R WING	11-12	4/6
L WING	13-14	4/6
RF LEG	15-16	4/7
LF LEG	17-18	4/7
HEAD	19-20	4/7

*Hit Points Total: 21*

99

Sunwing had been plying his trade as a ferrygriffin across the Gorge for several decades (accumulating a substantial treasury) before Blackheart got the idea of siphoning off some of the trade. Of course, Sunwing is distressed by this development, but all of his challenges to Blackheart for a fair duel to decide the issue go unanswered. These days, Sunwing likes to sleep more than he used to, so Blackheart is often able to take advantage of the honest griffin's absence. A gusty wind often blows in the gorge, so even Sunwing doesn't have a perfect record of delivering his passengers.

Roll 1D100 and consult the following table (subtract 25 from the roll if you are a Yelmali initiate).

1D100	Go to
01-05	12
06-50	83
51-85	16
86-95	15
96-00	21

**SUNWING, male griffin, initiate of Yelmalo**

STR 41	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
CON 13	Claw	6	85%	1D6+4D6
SIZ 42	Peck	6	95%	1D8+4D6
INT 15				
POW 17	SPELLS: Coordination (2), Detect Gold, Farsee, Healing 4,			
DEX 13	Ironhand 2, Light, Lightwall (4)			
CHA 14	SKILL: Retrieve Fallen Passenger 60%			
	NOTE: Possesses Gift of Languages from Yelmalo: that's why he can speak to you in your native tongue. Can only speak Truth to anyone.			

**Sunwing Hit Locations**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
RH LEG	01-02	4/8
LH LEG	03-04	4/8
HIND Q	05-07	4/9
FORE Q	08-10	4/9
R WING	11-12	4/7
L WING	13-14	4/7
RF LEG	15-16	4/8
LF LEG	17-18	4/8
HEAD	19-20	4/8

*Hit Point Total: 22*

100

Try to Hide in Cover. If you make it, go to 154. If you fail, go to 163.

**100**

101

The icy mass on the hillside gives way, sweeping you and Brunhild down a ravine in the side of Griffin Gorge. Roll 2D6+6. This represents how deep you and Brunhild have been buried by the avalanche, in SIZ units. If this number (which we will call the Depth) is equal to or greater than a character's SIZ, that character is buried and invisible under the snow. If the Depth is one or two less than the character's SIZ, his head is above the snow, but he cannot extricate him- or herself. Finally, if the Depth is three or more less than the character's SIZ, the character can dig his way out of the snow because his (her) arms are free.

Now, if both you and Brunhild are completely buried, you cannot dig out by yourselves. If one of you can dig out, and the other is visible, at least, you can both get out. If one of you can dig out, and the other is invisible, try a Spot Hidden by the freed character; if it is successful, the other is found and freed. A Detect Life or Detect Magic (if the buried character was carrying a magic item) will also serve to find a buried character's location, if cast by the free character. It is assumed that the buried character is unconscious. If you don't have the Detects in mind, maybe some Rune spells will help. A buried character will die in 15 minutes unless rescued. An undine or gnome will be able to dig through the avalanche fast enough to locate a buried character (salamanders would just get extinguished, and sylphs couldn't blow off the snow fast enough — shades are, of course, useless). The Eiritha spell of Speak to Beasts, cast on a weasel who just happens to wander by, will convince the weasel to sniff out the location of the buried character. A Summoned Ancestor would also be able to give enough help to find the buried character, but it would be simpler just to know Detect Life.

At any rate, either you get yourselves out (go to 84), or you don't (go to 151).

102

Try to Spot Hidden in the direction the snowball came from. If you succeed, go to 130. Otherwise, you can either run away (go to 177), or continue (go to 142).

103

Are you going to enter the cave? If so, go to 120. If not, you return to your original path. Go to 133.

104

If anyone tries to attack the cliff toad with missiles, Gerti will cast Demoralize him, and pepper him with sling stones. She will Xenoheal the toad as necessary.

Brunhild will not join in any attack on the toad.

Demoralized characters cannot fire missiles unless under direct attack, or unless given direct orders. Since there is nobody around to issue orders, this means that Demoralization prevents you from using missiles.

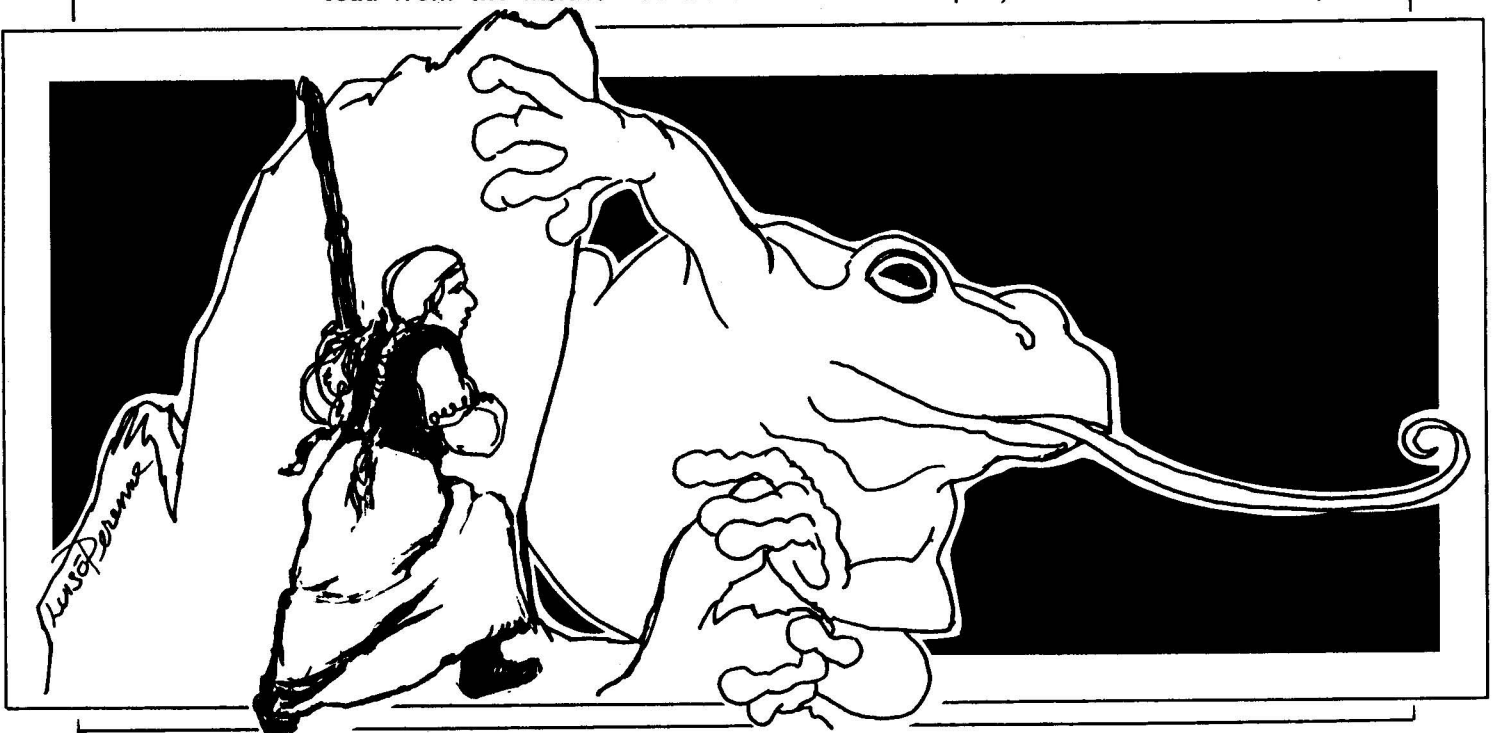
If you wish to escape once you have begun combat, but before you have been swallowed by the cliff toad, you can get away any time that you are free of the toad's tongue for two consecutive rounds, *and* announce in each of those rounds that you are backing. While backing up, you may attack (but not with missiles), at -20% to hit.

If you kill the toad, you still have to fight Gerti. You can escape her any round in which Brunhild casts Binding on Gerti (she will try if you order her to). If you escape, go to 61. If you kill Gerti and her toad, go to 71.

The toad always initially attacks with its tongue. If it is successful, it not only damages the rolled location, but sticks to it. Parrying the tongue will intercept the usual amount of damage, but the very long tongue will stick to the parry arm instead (if you are parrying with a two-handed weapon, determine the afflicted arm randomly). The toad's damage bonus is 'only' 2D6 because its entire mass is not contributing to the tongue's attack.

If the tongue catches you, the toad will attempt to swallow you next round. To determine if this is successful, roll its STR vs. your SIZ + 1/3 your ENC on the Resistance Table. If the roll is successful, you are zipped into the toad's mouth and down into its stomach.

Once you are swallowed, each subsequent round you will take 10 points of general hit point damage from the toad's digestive acid. Your armor does not help defend against this damage, but it only takes 1 point of damage per round from the acid (the toad's acids and enzymes are designed to operate most effectively against living flesh, not metal and cured hides). Protection or Shield will protect against this damage until their resistance is overcome, as the acid flows to your skin. Thus, if you had Protection 4, the first round, you would take 6 points of damage, and the second and all later rounds, you would take 10 points of damage. As long as you have any hit points left, you can try to strike at the toad from the inside. You are blinded and cramped, but it is harder to miss, so



you get your normal chances to hit. The stomach lining counts as 4-point armor. Because of the cramped quarters, you do not get your damage bonus. All damage done from inside the toad is vs. the toad's forequarters.

The toad has two different hit location tables, depending on whether the tongue has hold of you or not. Any location held by the tongue is immobilized until a STR vs. STR roll is successfully made vs. the toad's STR of 28.

### CLIFF TOAD

STR 28  
CON 7  
SIZ 32  
POW 13  
DEX 12

*Hit Point Total: 12*

Weapon	SR	Attk%	Damage
Tongue	3	40%	1D6+2D6
Swallow	3	Special	10-point acid

#### Cliff Toad Hit Locations

##### If tongue has not hit target:

Location	1D20	Armor/Pts
RH LEG	01-02	6/3
LH LEG	03-04	6/3
HIND Q	05-07	6/5
FORE Q	08-10	6/5
RF LEG	10-13	6/3
LF LEG	14-16	6/3
HEAD	17-20	6/4

##### If tongue has hold of you:

Location	1D20	Armor/Pts
RH LEG	01	6/3
LH LEG	02	6/3
HIND Q	03-04	6/5
FORE Q	05-09	6/5
RF LEG	10-11	6/3
LF LEG	12-13	6/3
TONGUE	14-18	6/4
HEAD	19-20	6/4

### GLACIER GERTI, human female, age 63

STR	CON	SIZ	INT	POW	DEX	CHA	Weapon	SR	Attk%	Damage	Parr%	Pts
13	13	13	10	16	10	11	Heavy Cane	8	45%	1D8+2+1D4	50%	20
							Sling	3/11	60%	1D8	—	—
							Mdm Shield	—	—	—	55%	12
SPELLS: Countermagic 1, Demoralize, Detect Enemies, Healing 3, Xenohealing 4 SKILLS: Figure out Runes 95%												

#### Glacier Gerti's Hit Locations

Location	1D20	Armor/Pts
R LEG	01-04	4/5
L LEG	05-08	4/5
ABDOMEN	09-11	3/5
CHEST	12	3/6
R ARM	13-15	3/4
L ARM	16-18	3/4
HEAD	19-20	2/5

*Hit Point Total: 14*

### 105

The smoke is coming from a small fire in front of a small cave near the bottom of a shallow ravine. A kettle hung over the fire contains a broth of some sort, though it is impossible to tell whether it is edible or not. There is nobody in sight. If you have the Sense Chaos skill, roll 1D100. If you succeed, go to 41. If you do not succeed, or if you lack the skill, go to 103.

### 106

Try your Climb skill roll. If you make it, go to 188. If you fail, go to 157, and if you fumble, go to 181.

### 107

Now you have to climb down. One more Climb roll, please. If you make it, go to 69. If you fail, go to 101.

### 108

"Hey, it's nice to have somebody friendly to talk to once in a while," she says. She asks where you are going. "I was in Valhalavahalla about eight years ago," she tells you. "But I don't remember any Snorkil Herringsbane." She asks for news of Vitfjord and beyond, and you probably ask her about the country between here and Valhalavahalla. She says that one of the obstacles may be a berserker type who lives in a house in a high meadow about a day from her cave. If you have the Befuddle spell, she tells you, a good tactic is to let him cast his Protec-

tion and Fanaticism, then Befuddle him. When the Befuddle wears off, so will his spells, so he will have to recast them. He'll do it, too; he's not too bright, by all accounts. If you can avoid getting chopped up first, you can run him out of Power that way.

Past his meadow is a vast circular crater, left by an ancient catastrophe. In a cave on the left side of the crater lives a dwarf named Irk. He worships Humakt and is a decent fellow, as dwarfs go. Irk has a pet ocelot or tiger of some kind, with snow-white fur, but you needn't fear it. It's quite tame; in fact, it seems almost intelligent. She is sure that the cat wouldn't try to hurt you unless you attempted to harm it or Irk.

"Wait here," she says, and hobbles back into the cave. She returns with a small piece of parchment. She says she found it on a body that had been dropped into Griffin Gorge by Blackheart, the griffin. If you can't read it, she informs you that it is a certificate entitling the bearer to a season's training (8 weeks) in Reading and Writing Firespeech at any Yelmatio temple. This is based on time, not money, but it works out to be the equivalent of 3200 oles-worth of training. You would be allowed to pay some of your own money, if you desired, to purchase more training along with the certificate. Since it is based on time, even if you (for example) were a Yelmatio initiate and got to learn Firespeech at  $\frac{1}{2}$  price, you would still only get 3200 oles-worth of training, though training bought past that would be cheaper. If you have the gift of languages from Yelmatio, then, naturally, you learn twice as fast.

A Darkness creature is unable to redeem the certificate. Moreover, you cannot sell or transfer the certificate. When this certificate is presented at the temple, a Divination is performed to ascertain its history, and how it came into the hands of the present bearer. Since this allows them to ascertain the fate of the original recipient, they will grudgingly redeem it for you. But, anyone interested in learning Firespeech would know enough to understand the bright golden words on it: NOT TO BE SOLD.

"I've been holding on to it," Gerti explains, "but it's obvious that I'll never use it. I have no intentions of going into a grubby town for an entire season just to learn some useless, trifling cult language. So, you may as well get the benefit."

If you don't want it, Brunhild can and will accept it. You might offer Gerti something gracious in return. That's about it for her cave's highlights, unless you want to sample a little of her jerked weasel.

When you leave, go to 61.

---

109

None. This does not count as a successful use of the skill for improving by experience. Go to 27.

---

110

Shivertwig, the ice pixy, like the others of his ilk, likes to play pranks on, and chuck snowballs at, any travelers daring the North Mountains. Few of his race have ever been seen by man. These mountain creatures possess a special battle magic spell:

**ICICLE:** *2-point spell, temporal, focused, range 80m*

When this spell is cast upon any small amount of snow or water, it causes it to freeze into a razor-sharp, metal-hard sliver of ice, which can be hurled by a sling. It does damage like a heavy crossbow bolt (2D6+2). At the end of the 10 melee rounds, the ice melts normally.

This spell is rarely used, because pixies hardly ever have occasion to play hardball. But this may be one of them. If you cast an offensive spell at Shivertwig, it must have overcome his 2-point Countermagic, as well as his current POW of 12. If he can, he will try to Befuddle you and then flee. If you attack him physically, he will sling Icicles at you for as long as his POW holds up. Then he will flee or hide. Resolve the melee, then go to 61.

### SHIVERTWIG, Ice Pixy, age 14

STR 7	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
CON 12	Snowball	1	85%	Special
SIZ 4	Sling	1/6	80%	1D8
INT 9				
POW 14	Defense: 20%			
DEX 21	SPELLS: Befuddle, Countermagic 2, Healing 3, Icicle (2),			
CHA 7	Mobility			
	SKILLS: Hide in Snow 95%, Spot Hidden 75%			

### Shivertwig Hit Locations

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R LEG	01-04	0/4
L LEG	05-08	0/4
ABDOMEN	09-11	0/4
CHEST	12	0/5
R ARM	13-15	0/3
L ARM	16-18	0/3
HEAD	19-20	0/4

*Hit Point Total: 11*

111

You trek around the edge of the crater, working your way through and across the many rifts and gullies in its wall. Finally, in a particularly cold, deep, and rocky crevice, you and Brunhild are attacked by a pack of ice-encrusted arthropods. Brunhild has heard about them, but never seen them before. They are of two types: Cold Cuts and Cold Snaps.

**Melee Round One:** Make a Listen roll both for yourself and Brunhild. Anyone making it will hear the scuttling of the animals from under their concealing rocks, and will be able to attack and parry normally this round. A character missing the Listen roll can do neither, and cannot cast a spell. In this round, you and Brunhild are each attacked by one cold snap.

**Melee Round Two:** In this round, you and Brunhild are each attacked by a cold cut, in addition to the cold snap still (if capable) attacking you from last round. You may both attack, parry, and cast spells normally (if capable). At the end of this round, you must make a decision: do you want to stand and fight it out, run through them to make it to the other side of the crevice, or back up out of the crevice to go around the crater on the other direction? If you stand and fight, go to 167. If you run through the nasty crawly things to the other side, go to 118. If you want to flee back the way you came, go to 124.

**COLD SNAPS (ice crabs):** These polar crustaceans have very large pincers, which can inflict severe damage on small mammals and insufficiently protected legs. A mass of cold snaps can bring down a strong man. Their claws cannot get a special hit, such as an impale, but naturally, they can still critically hit.

**COLD CUTS (snow scorpions):** These arctic arachnids have razor-sharp tails. Scorpions have the ability to impale with their stings, doing 1D6+6 points of damage. An impaling hit also injects systemic poison of POT 10; a critical hit will also inject this poison, but an ordinary hit will not, even if it penetrates armor.

When a standing humanoid (with a SIZ of 7+) is attacked by either of these creatures, roll 1D10 for the hit location. Smaller humanoids, or someone that has been knocked down should use normal 1D20 for hit locations. Hit locations for non-humanoids should be modified appropriately, to reflect what the attackers could reach.

All cold cuts and cold snaps are identical, except for POW. Do not roll for POW of a particular creature until you cast a spell at it.



**COLD SNAP, ice crab**

STR 6	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
CON 10	Claw*	7	30%	1D6
SIZ 6	* can attack with both claws at once.			
POW 2D6+2				
DEX 20	Defense: 10%			

**Cold Snap Hit Locations**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
BODY	01-20	2/9
<i>Hit Point Total: 9</i>		

**COLD CUT, snow scorpion**

STR 5	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
CON 9	Sting	10	25%	1D6*
SIZ 4	* plus injects poison POT 10 on an impaling hit.			
POW 2D6				
DEX 11	Defense: 05%			

**Cold Cut Hit Locations**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
BODY	01-20	1/7
<i>Hit Point Total: 7</i>		

112

In Tradetalk, a voice from the cave's interior shouts, "In the name of Humakt, begone!" However, if you now identify yourself as an initiate of Humakt, you are invited to enter the cave, slowly. Go to 132.

If you decide to continue past the cave, leaving it alone, go to 140. If you decide to enter the cave without stating that you are a Humakti, go to 190. If you call out a challenge to a Humakti duel, go to 150.

113

"Well, if you don't want to fight, why you comes here for?" he asks. Try your Oratory. If you make it, go to 185. If you fail, there's nothing to do but leave (go to 140), or reconsider your decision not to fight: if you want to fight after all, go to 144.

114

None. Go to 27.

115

A voice from under the tree, or behind it, or *somewhere* like that, says softly, "What do you want with me, stranger?" The voice is female, and is speaking in Aldryami. If you don't give any indication of understanding her, she will switch to Tradetalk, but you had to speak *some* Aldryami to get her to speak to you. If you are a troll or dwarf, she tells you to scam (you may leave, going to 155, or you may vent your spleen on the tree: go to 139). If you are not one of the Racial Enemies, she tells you her name is Yggo and she is a very old dryad. This tree is her altar. She asks you to do her the following boons: sacrifice two points of your own POW to Aldrya at this altar (this cannot be drawn from spirits or crystals, but is regained normally), pledge to remember Yggo once a day in your prayers, and tell any elf you ever meet about Yggo's loneliness and devotion.

If you sacrifice the POW and make the pledges, go to 168. If you refuse and leave, go to 155. If you act trollish and beat up on her tree, go to 139.

116

Working through the cliffs beside the crater is slow work, but you and Brunhild are making gradual progress. Eventually, you see a spacious cave entrance ahead. (You may have noticed by now that this country has a large population of caves.)

Just as you come into sight, a white feline, larger than a shadow cat, but smaller than a tiger, dashes into the cave and out of sight. Its fur was pure white. (You estimate its SIZ to be 10 or so.) You now have two basic choices: you can

run quickly past the entrance, hoping to avoid any trouble (go to 140), or you can walk up to it, looking about for anything of interest (go to 127).

117

You get eaten. Brunhild may or may not make it to Valhalavahalla on her own. If you want to find out, go to 140, playing Brunhild as your character. Or, you can start over with a different character, picking up Brunhild somewhere near here on the way.

118

It takes you seven more melee rounds to work your way through them. In each of these rounds, a new creature joins the attack — a cold snap in odd-numbered rounds and a cold cut in even-numbered rounds, so that by the end you will have a large cluster of the monsters around you. However, any injured creatures will be unable (or unwilling) to pursue, regardless of the severity or superficiality of its wound(s). Remember, both you and Brunhild are being attacked, and both you and Brunhild will gain a new monster each round. Refer to 111 for the stats of your opponents.

If, while you are wading through this crevice, you changed your mind and wished to go back, it would take you five more melee rounds — hardly worth it once you have started. If you win your way across, go to 140. If you die, well, there's not much point in continuing, is there?

119

You and Brunhild each get a Spot Hidden, but at  $\frac{1}{2}$  normal chances for success. If one of you makes the roll, go to 130. If both miss, go to 142.

120

You enter a cramped, damp, uncomfortable, dismal grotto. Light is provided by a small lantern on a hook in one wall. Opposite you in the grotto is a cowering creature of bizarre appearance: he has the upper body, head, and arms of a human male, the lower body of a goat, and rubbery-looking feet with no toes. He is holding a quarterstaff before him and looking darkly at you. The only other large items in the grotto are a ragged bedroll, a fishing pole, a heavy crossbow (hanging from the wall near the creature), and a basket of turnips or something similar. Now, you may: cast Detect Enemies (go to 134), attack him (go to 162), threaten him (go to 131), leave the cave in disgust (go to 133), or try to strike up a conversation (go to 159).

121

You, Brunhild, and one other. Try a Spot Hidden in that direction (normal chances for success, but only you may try, not Brunhild). If you make it, go to 75. Otherwise, go to 27.

122

After several hours of walking, you come to a sheltered vale. Amid small shrubs and tough ferns, you see a gnarled, ancient tree with few leaves. It looks like it might be an apple tree. One striking thing about the tree, if you peer at it closely, is that none of the sparse leaves have been chewed or damaged in any way, though nearby shrubs and ferns show plentiful signs of insectoid depredation. In fact, the only insects you see on or near the tree itself are dragonflies and ladybugs. Although it is by no means tropical, this valley is quite a bit warmer than the sur-

# 120

rounding hills. Now roll 1D10. If the result is 1-5, go to 147. If the result is 6-10, go to 161.

123

Now what do you do? You can just walk on by the cave (go to 140), enter the cave (go to 132), or call into the cave, presumably in Tradetalk (go to 112).

124

It takes you two more rounds, but no further cuts or snaps join in the attack. If you get away, go to 116. Refer to 111 for their stats. If they manage to kill you, it's the end of the line.

125

You were hit by a snowball. If the die roll was 01-04 (critical) go to 169. If it was 05-17 (impale?) go to 158. If it was 18-85, go to 152.

126

Before you get out of range, you are thrown at three more times. Add 3 to COLDPOW. Each missile has a 70% chance of hitting, does 1D8 points of damage if it hits, and is hurled at SR 2. After those three shots, Brunhild is the target for two more missiles. Add 2 to COLDPOW. If you escape, go to 154. If either you or Brunhild is knocked down, you can either continue to flee when you get up (taking one missile per round) or you can return to fight. If you wish to fight, go to 180. You cannot parry or apply Defense while you are running away, nor can you position a shield to protect any hit locations. You may cast unfocused spells.

127

It is dark within the cave, but the entrance shows nothing of special interest. You cannot see the cat. About 10m in, the cave entrance bends toward the right. If you are in the Storm Bull cult and have the Sense Chaos skill, try to roll it. If you make it, go to 64. If you don't have the skill, or you miss the roll, go to 123.

128

If the roll was 6, go to 192. If the roll was 7, go to 88.

129

You hear a cascade of high-pitched laughter as you flee. You may not be amused. No further missiles come your way. Continuing, go to 61.

## 130

130

You caught a glimpse of a white pixyish humanoid creature skipping across the snow. You think he is the one who threw the snowball at you. You may have seen one much like him back near Griffin Gorge. He blends in quite well with the snow, and is extremely difficult to see. You have a lot of choices here. You can continue on your way, ignoring the creature (go to 137). You can cast Detect Enemies; if the spell works, go to 156. You can say something friendly to him in Tradetalk or Aldryami (go to 148). You can throw a snowball at him (go to 148). You can run up to him and try to pulverize, slice, or skewer him, depending upon your choice of weapons (go to 153). You can try to run away; Brunhild will follow if you do (go to 126). You can cast a spell at it (go to 199). Or, you can try to Hide in Cover in the snowdrifts (go to 100). Finally, you could sing the Snoggi national anthem ("My mem-or-ee keeps draggin me ba-ack to your swamps and di-itches") but I refuse to say what would happen then.

131

As soon as you utter a harsh word, the creature dashes deeper into the cave, out of sight. Go to 162.

---

132

You find yourself in a sizable cavern, facing a dwarf in chainmail, with a surcoat bearing a cross, holding a greatsword. On his back is a large shield, and on his belt, scabbarded, swing a long sword and a shortsword. The cavern is lit by a lantern. Are you an initiate of Humakt? If so, go to 138. If not, he demands that you either leave immediately or fight a duel with him. If you leave, you may continue unmolested (go to 140). If you are willing to fight the duel, go to 150. If you refuse to leave, but do not agree to dueling terms, go to 190.

---

133

After a potentially restful night, you strike out toward Valhalavahalla. Several hours later, you emerge from a high pass into a mountain-rimmed plateau. It is meadowland and mostly free of snow. A swift river splits the plateau. Near the only bridge across it is a rustic hut, large but rude, and a pillar of smoke rises from a firepit before it.

As you approach, you see a very large man near the river spearing fish. He has already caught several. He has been watching you as you come near, and his eyes glitter at the sight of Brunhild. It's not hard to imagine what must be going through his mind; women can't come by here too often. Casually, he hefts a great axe which leaned against a boulder on the river bank and starts toward you. He wears leather and furs as protection and insulation. He looks formidable.

"Hey, you!" he growls when you are about 30m away. "Scram across that river there and I'll pretend I never saw you. Mosta the time, I turn folks coming this way into fertilizer. And the dame stays with me. She'll like that, I can tell." If you are a human male, he adds a few choice remarks about your virility (or lack of it), your ancestors and quality of same, and your endowment.

Unfortunately, this *is* the sort of fellow who might appeal to Brunhild! Determine her reaction. If you got affectionate with Brunhild last night in your hollow, roll your CHA+5 vs. his CHA of 12, on the *RuneQuest* resistance table. If you 'win', Brunhild prefers you. If you are not a human male, or if you made no advances last night, or if you did and they were rejected, the choice is not between *you* and Haakon (that's this brute's name) but between Haakon and Snorkil Herringsbane far off in Valhalavahalla. In this case, roll Haakon's CHA of 12 vs. Brunhild's INT of 10, giving Haakon a 60% chance of winning her affection.

Whatever the method used, if Brunhild prefers you (or her upcoming marriage, with its creature comforts) to the romantic squalor of life with Haakon, she will fight by your side against him. If she prefers Haakon, she will not fight against you, but will remain neutral and uncommitted.

One way or another, you will have to fight. Haakon will never try to hit Brunhild, for she is the prize he wants. He will always strike at you. If you choose not to fight, Brunhild will stay behind with Haakon as you leg it out across the bridge. If you do flee, leaving Brunhild behind, go to 202.

If you stay and fight, Haakon first casts Protection on himself, while continuing to parry, then casts Fanaticism. He will always try to parry your attacks, and apply his Defense to Brunhild's attacks (look, I know he doesn't have a Defense bonus, but I'm not going to tell *him* that). Once Fanatical, of course, he will no longer parry.

Back while you were approaching him, Haakon was trying to apply his Sense Chaos skill. If you *are* chaotic, and he realizes it, or if you *aren't*, but he fumbles his attempt, and thus *thinks* you are, he will give no quarter, and will not cease fighting until you are dead and minced. Nor can he accept any sort of surrender or flight while he is Fanatical. Brunhild, even if she is neutral, will Dispel his Fanaticism if you command her to (you may not try this before the third round of his Fanaticism, as you don't realize he has it until then). As long as he is not Fanatical and doesn't believe that you are chaotic, you can run away without hindrance if you abandon Brunhild (although he will throw rocks after you). This takes you to 202.

Unless you are willing to leave Brunhild behind, there is no point in fleeing: he knows the country much better than you and he will overtake you quickly. Thus, to win, you must disable him or kill him. He doesn't leave you with any humanitarian choices, even if you were inclined to look for them. If you could Harmonize him, you can walk him into the river and have him practice singing under water.

#### HAAKON SLASH, human male, initiate of the Storm Yak cult

	Weapon	SR	Attk%	Damage	Parr%	Pts
STR 15	Great Axe	6	50%	2D6+2+1D4	60%	15*
CON 14	Thrown Rock	3/11	100%	1D4+1D2	—	—
SIZ 16						
INT 8						
POW 14	Defense: 00%					
DEX 10	SPELLS: Bladesharp 2, Fanaticism, Healing 2, Protection 3					
CHA 12	SKILLS: Sense Chaos 45% (fumbles on 98-00)					

\*NOTE: Haakon has specially reinforced great axes. Damage to these axes is not cumulative: to break one, you must do 15 points of damage in one blow (i.e., when he parries with it or you parry it when he misses). He has three of these axes, including the one he is carrying.

#### Haakon's Hit Locations

Location	1D20	Armor/Pts
R LEG	01-04	4/5
L LEG	05-08	4/5
ABDOMEN	09-11	5/5
CHEST	12	5/6
R ARM	13-15	4/4
L ARM	16-18	4/4
HEAD	19-20	3/5

*Hit Point Total:* 15

Assuming that you emerge victorious from the battle, you can search his hovel for useful possessions. Brunhild, if she was standing aloof from the combat, will once again practice her limited version of cooperation, and assist in the investigation. Try to Spot Hidden for each of the following items:

- a cheap leather bag containing 256 oles
  - a greasy rag containing 7 wheels
  - a purse holding 46 clacks
  - an unmagical copper bracelet worth 600 oles
  - a junk gem worth 7 oles
  - a lead amulet worth 40 oles
  - a carved yak tooth worth 2 oles
  - an iron axe head worth 500 oles
  - a small jar containing two doses of 6-point spider/scorpion poison antidote.
- This antidote is equally effective against both types of poison.

If Brunhild fought with you against Haakon, she expects a 50% cut on anything she finds, but you don't have to share what you find (you get to try your own Spot Hidden on each item first). If she was neutral, you don't have to share, but she will try to hide anything she finds, even though she is only 10% at Hide Item. Thus, if she was neutral, you can get anything that she finds but does not successfully Hide.

Not hidden is a scroll. It is written in the Snoggi 'Language.' Snoggi is a very simple-minded tongue; anybody can read it just as well as his own native tongue,

and when he improves at reading his own language, he improves simultaneously at Snoggi. The reverse is not true: getting better at Snoggi does not make you better in your native language. The scroll (if and when you read it) describes a complicated method to train up STR. The course takes 17 weeks, and requires you to purchase 500 oles-worth of non-reusable equipment (the equipment is destroyed in the process of improving your STR) and exotic health foods. It will raise your STR by a point. Of course, it will not raise your STR past species max, nor past the present maximum of your CON or SIZ. But this is in the future, after you reach Valhalavahalla.

Other possible treasures are Haakon's special axes. They are worth 107 oles each and there are three of them. However, each is 2 points of ENC. Brunhild cannot carry any more than she is already toting, and you may not have much ENC to spare either, what with lugging all that other stuff.

You cross the river, and are most of the way to the other side of the plateau by nightfall. You find another sheltered spot to get a little sleep.

The next morning, you and Brunhild climb out of the plateau, through a high pass, and down a winding trail which leads at last to an immense crater, apparently a remnant of some antique catastrophe. The pit is half a mile deep and two miles across. Skirting it to the left would take you along some fairly vigorous climbing, but the path itself (except for its declivity) does not look too difficult. Going around the pit to the right would take you on a more level path, but it is broken in quite a few places by gullies, clefts, and crevices. You see no sign of life, plant or animal, along either flank of the crater. Do you go left (which takes you to 116) or right (111)?

134

None. Go to 120.

135

He loves it. Unless snowballs are packed hard into hard frozen chunks of ice or unless they impale or critically hit, they do no damage. Your chance to hit is equal to your rock-throwing percentage. His chance to hit is 85%. Unless somebody gets hurt, he will keep in up as long as it stays a good-natured contest (a snowball impale does 1 point of damage, ignoring all armor; a snowball critical hit does 3 points of damaging, ignoring all armor). After one of you gets tired, you can sit down in the snow and have a chat. He tells you (in either Aldryami or Tradetalk heavily accented with Aldryami) that his name is Shivertwig and he is an ice pixy. Snowball fights are what ice pixies live for — they are a lot more fun than eating lichens (the other main occupation of ice pixies). As long as you are not a dwarf or a troll, he will tell you about an apple tree “on the far side of the crater.” By it dwells a very old dryad named Yggo, and the tree itself is an altar to Aldrya. He asks you to speak to Yggo, because she gets very lonely. “If you would worship at the Altar Yggo,” he says, “just call out this Aldryami phrase which I will teach you. She will hear and know that you are a friend.”

Shivertwig hands you a small packet of dried leaves. When you come to the crater, he tells you, you can go around either the left or the right side. On the left side lives a nasty dwarf, so that isn't safe. On the right side of the crater are vicious crabs and scorpions (well, that's what he *says*, anyway!), who hide under rocks and in snowbanks. If you take that side of the crater, rub these leaves on your legs. The crabs and scorpions don't like the smell of the leaves and won't be as anxious to attack you, though it won't keep them away completely. (If, later on in this adventure, you actually *do* meet up with crabs and scorpions, their



attack chance will be reduced by half. This will not be mentioned later, so it will be up to you to remember. The effect of the leaves will completely wear off after this adventure is over, and there is only enough stuff for you and Brunhild for one use.)

With a shake and a laugh, he is gone. You continue on your way. Go to 61.

136

The only problem with Thor's Hammer of Much Pounding is that any character touching it drops immediately, irreversibly, irremediably, irretrievably dead. Characters who just *hear* about it give up adventuring immediately and switch to being sundial repairmen.

137

Another missile comes your way. Go to 163.

138

The dwarf introduces himself as Irk. "I likes to fight," he states. "Wants to fight a duel? Huh?" You get the idea that he is challenging you to a Humakti duel, with no evident hostility, just for the entertainment or exercise. "I gots a hundred oles here says I takes you. What you says, hey?" You have to put up a hundred oles too, winner take all. Will you fight him? If so, go to 144. If you decline, go to 113.

139

What a rotten person! You have aroused the wrath of Yggo. First, Yggo casts Create Warrior of Wood, which turns the apple tree into a fighter. It has a DEX of 10, hits at SR 3 with one branch at a time, does 2D8+3D6 if it connects, has a 50% chance of connecting, and has 10 branches. The POW of the spirit in the tree is 20. Each branch has 20 hit points. The tree is mobile and can pursue you to make sure that you leave.

Yggo has already cast Chameleon on herself: that's why you can't see her. If she or her tree is in grave danger, she will try Divine Intervention to transport herself and the tree elsewhere, out of danger. She has no treasure, having given it all away.

The tree gets at least one hit at you. It will then continue to strike at you until you flee (Brunhild is already running). The only way to deactivate the tree is to lop off all of its branches.

Resolve the melee. If you win or escape, go to 155. If you lose, Yggo won't spend her Divine Intervention to resurrect you.

**YGGO, Dryad, age 170**

STR 8	Weapon	SR	Attk%	Damage	Parr%	Pts
CON 11	Staff	6	45%	1D8+1D4	45%	15
SIZ 4						
INT 13	Defense: 15%					
POW 20	SPELLS: Befuddle, Detect Enemies, Food Song, Protection 4, Speedart, Vigor (4), Xenohealing 2					
DEX 9	RUNE MAGIC: Chameleon, Create Warrior of Wood, Divination 2, Divine Intervention 4, Spell Teaching					
CHA 17	SKILLS: Hide in Cover 45%					
	LANGUAGES: Aldryami 100%, Trade 65%, Snoggi 100%					
	ALLIED SPIRIT: In tree, INT 8 POW 20					
	NOTE: Yggo will generally cast her spells such as Protection and Xenohealing to help the tree rather than fight herself.					

**Yggo Hit Locations**

Location	1D20	Armor/Pts
R LEG	01-04	0/3
L LEG	05-08	0/3
ABDOMEN	09-11	0/3
CHEST	12	0/4
R ARM	13-15	0/2
L ARM	16-18	0/2
HEAD	19-20	0/3
<b>Total Hit Points: 9</b>		

140

You have successfully reached the opposite side of the crater. The trail now leads away from the crater into rolling hills covered with snow. After several hours, you see small footprints in the snow. For a brief time, we are going to need to keep track of a certain number. Call this number COLDPOW and set it equal to zero to begin with. Now, back to those footprints. As usual, you can try to Sense Chaos if you've got the skill. If you make the roll, go to 193. If you lack the skill, or missed the roll, go to 142.

141

If you are a troll, dwarf, or some other ancient enemy of the Aldryami, the apple conveys an attack by the spirit in the tree. You are engaged for three rounds of spirit combat with a spirit of POW 20. You cannot bind this spirit. After the three rounds, you faint, your Power (possibly) lowered. When you awaken, with Brunhild watching over you, you are many miles from the tree, and can no longer see it. Go to 155.

If you are not one of the Cursed Races (from the Aldryami viewpoint), you receive the Blessing of Yggo. You get one use of the Aldrya Rune spell of Heal Body. You also receive one point of Divine Intervention from Aldrya. This can be stacked with Divine Intervention from any other god not hostile to Aldrya. Alternatively, it counts as 10 points of POW towards an initiate-type Divine Intervention; that is, if you, as an initiate of another god or Aldrya, ask for Divine Intervention, Aldrya will supply up to 10 points of POW toward making up the POW required for success. For instance, if your POW was 15, and you rolled a 17 on 1D100, Aldrya would supply the first 10 points, so the Divine Intervention would succeed, and you would lose only 7 points of POW, bringing your POW to 8. If you had rolled 10 instead, your POW would not drop at all, but the Aldrya Divine Intervention would be consumed: it can only be employed once, though it remains available if the call for Divine Intervention is unanswered.

In return for these gifts, you must pledge to remember Yggo daily in your prayers and to tell any elf you ever meet of Yggo's loneliness and devotion. If you ever neglect one of these duties, you will find that you will have lost the Heal Body and Divine Intervention, if you haven't used them yet. If you have used them already, then, as punishment for your ingratitude, Yggo will haunt you as a nature spirit. Some time in the future, while you are in a forest, and during a time of great danger to yourself, when it is most inconvenient to you, Yggo's ghost will attack you for three rounds in spirit combat. Obviously, she will only be able to do this after she dies (sometime in the distant future), and she will only do it once in any case, wishing to get on with reincarnation. But, it may still prove inconvenient.

By the way, the Heal Body spell is not reusable, even if you are a priest of an appropriate god such as Chalana Arroy or Aldrya, because it was not your own POW which was sacrificed for it. Say thank you and farewell. Go to 155.

142

Add 1 to COLDPOW. A snowball comes whizzing toward you. Roll 1D100. If the number is less than or equal to 85, go to 125. If the roll was 86-99, go to 146. If the roll was 00, go to 130.

143

You might just as well have sung Snoggi. He doesn't seem interested in your conversation. Go to 163.

144

You remember the rules of a Humakti duel? The duel is only to first blood, at which point it must stop. The loser forfeits all stakes to the winner. Any magic can be used except for Sever Spirit. Both parties are bound to accept the outcome without attempting revenge. Of course, there is no resurrection should one of the combatants be slain.

"One more rules," he states. "You don't Befuddles me and I don't Befuddles you. Fanaticism neither. Them bad spell. You agrees?" If these new conditions (no Fanaticism nor Befuddle) are unacceptable to you, you may decline the duel without loss of honor (go to 113). If the terms are acceptable, go to 166.

145

Are you looking for a bridge or convenient ford? You work along the stream in both directions, then. Go to 170. If that's not what you're doing, go back to 155.

146

A snowball narrowly misses you. Go to 119.

147

Every so often, this ancient tree bears a single apple. This occurs once every ten years, but this year isn't one of them. Decide what you are doing next, and then go to 67.

148

Your chance at throwing a snowball is equal to your Thrown Rock skill. Determine whether it hits. Then go to 163.

149

Here you see, about 20m away, a large (about SIZ 25) creature with white fur like icicles, long arms ending in sharp claws, and a jaw set with many sharp teeth. It is more or less humanoid in shape. You may have seen something very like it in Griffin Gorge. It is watching you, but does not move toward you. Go to 171.

150

If you are a Humakti, go to 144. Hence, from this point on, we will assume that you are not a Humakti. A dwarf in chainmail, holding a greatsword, is challenging you to a Humakti-style duel. Technically, you cannot fight a genuine Humakti duel, because only initiates of the cult, sworn to uphold their cult's standards of honor, can do so. However, the gleam in the dwarf's eyes suggests that he just likes to fight.

He will review the conditions and rules for the duel, since you may be unfamiliar with them. "First, you can use anythings you gots, right? Magic, weapons, all fine, except no Sever Spirit. The fight goes to first blood, then finished, right. Stops right away, no late hits. If you dies, or I dies, no resurrection, period. Them is just the lucks of the game. Now one more things. We both agrees, no uses Befuddle and no uses Fanaticism. Them bad spell. Not in these cave. Right, you 'grees to term?" If you accept these terms and are willing to match his 100 ole wager on the outcome, go to 166 and see how it comes out. If you aren't willing to fight a duel under these terms, you must leave (go to 140). If you attack the dwarf without agreeing to the duel, go to 190.

151

Somebody comes along and digs you out. He is a large shaggy-haired ruffian and

150

engages in a great deal of merriment at your expense. He is, he tells you, LummoX Low-Key, the Insufferable Prankster of the Mountains. Boy, did I put one over on you, he gloats, getting out of range just in time. What's worse, you will find that he gets to Valhalavahalla before you and spreads the word about how he had to rescue you, and what a dope you were. This is the sort of crude humor they love there: you will find that your CHA has dropped by one, as the tale of this episode follows you wherever you go. When you are a lot tougher, some day, you may be able to exact vengeance on LummoX; for the time being, go to 84.

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152

The snowball, perhaps to your surprise, does 1D8+3 damage. Armor absorbs as usual. Go to 102.

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153

Before you reach the creature, you are the target of two more iceballs, each with an 85% chance to hit. A normal hit does 1D8+3 points of damage, an impale does 11 points of damage, and a critical hit, of course, ignores all armor and protection. Add 2 to COLDPOW. Go to 180.

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154

You got away from whatever it was. Go to 122.

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155

Leaving the sheltered valley, you plod down a jagged slope. After two hours, you come to a wide stream. It is about 10m wide, and does not look too deep, perhaps about a meter. If you are SIZ 8 or more, you should easily be able to wade across. Small chunks of ice are carried along by the current, which is steady, but not too swift. Brunhild says that she thinks she knows about this river. If I'm right, she opines, this is the Chillstream, and up about 3 miles are the Iceberg Rapids. We're not too far from Valhalavahalla now; in fact, it should be just around that next mountain. Now, are you going to try to slosh across the river, or are you going to look for another way across (which is necessary if you are SIZ 7 or less)? If you wade, go to 95. If you look for another way across, go to 145.

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156

One. It's him. Go to 163.

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157

You slipped and sat down on the bridge. However, you did not fall off, even though you took 1D3 points of damage to your, er, abdomen (armor does not absorb — it does not cover the relevant portion of your anatomy from that particular angle). Once you recover, you wriggle across the bridge safely, as does Brunhild. Go to 165.

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158

Whump! You take 11 points of damage. Armor absorbs as usual. Go to 102.

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159

He is delighted to talk. You get the idea that it is his favorite pastime, and the lack of a conversation partner does not hinder him from indulging in it. "My name," he begins, "is Pangalosh, and this is where I live. Although it looks modest and unassuming, I have proved, by irrefutable calculations using the Nine Shaky Principles of Snoggi Bog Management, that this cave is the best of all possible

caves, in the best of all possible wastelands. There is no way it could be improved; this follows inevitably from the axioms of Dialectical Lobotomy, even though it might appear to the untrained that removing that mass of decaying vegetation over there might spruce up the place a bit." Pangalosh runs on like this for a while.

"What *are* you?" asks Brunhild.

"Well may you inquire," he continues. "My name used to be Xiii. I was a famous alchemist, and my most important project, upon which I lavished fifteen years of incessant meditation and experiment, was the discovery of the fabled Broo Antidote, which would transform those benighted creatures back into normal human beings. After superhuman labors, I had prepared a small batch and was ready to give it an actual trial. Unfortunately, it looked a lot like Hollandaise sauce, and my cook accidentally spread it on the asparagus, with the result that I was metamorphosed into the peculiar being you see now. I never did find out what it would do to a broo. I had to abandon my laboratory and flee the town in which I dwelt, as the populace had little appreciation of the wonders of alchemy. Many were the hours I spent bemoaning my fate, but I have since come to understand that all was for the best: otherwise I would never have come here, to the best of all possible holes. Here, have a rutabaga."

When you tell him that you are going to Valhalavahalla, he has a piece of advice. "Just this side of the palace town is a river called the Chillstream. It looks easy to wade, but I advise against it. If you look upstream a ways from the trail, you will find a log bridge, which looks very slippery, but isn't. Take that route instead." Of course, he has been wrong before.

He has tried to pursue his alchemical studies, he explains, but not having proper equipment or materials is a great impediment. He will give you one sample of his latest accomplishment: the Universal Poison Antidote. This concoction will counteract scorpion venom, spider venom, snake venom, and all other known animal and plant toxins, plus mineral poisons as well. Unfortunately, its Potency is only 2. "It's pretty tough doing real Alchemy," he says with a hint of complaint in his voice, "using cultured lichens and distilled herring." There is one dose of the Universal Poison Antidote for you and one for Brunhild.

It is still before noon, but you may, if you wish, spend a night in Pangalosh's cave. In his dank, smelly, cold, littered, mouldering cave.

When you hit the road again, go to 133.

## 160

160

Down this path you see, under rocks and against snowbanks, a scuttling mass of whitish crabs. They are giants for crabs, about SIZ 5. They are about 20m away. You may have encountered their like at the crater. Go to 172.

161

If the D10 roll was 8-10, go to 147. If the roll was 6 or 7, go to 128.

162

He flees in terror deeper into the cavern (yes, even if you Befuddled or shot him). The passages branch and branch again, getting more and more confusing. Retreating to the main room, you will find a few measly personal possessions: a crooked staff, a small statuette of Knakkerak (value: 17 oles), a toadstool collection, and a slim volume of Snoggi love poetry ("I suppose I could compare thee to the Lesser Snarvish"). That and some dried herring is about it. Well, At least you routed a dangerous, foul chaos monster, maybe. When you resume your journey, go to 133.

163

Add 1 to COLDPOW. Another iceball is slung at you. It has an 85% chance to hit, does 1D8+3 damage if it hits (11 if it impales, and, of course, ignores armor if it critically hits). Go to 130.

164

As you stride along the path, you see Brunhild retreating in front of you. Glancing back, you see Brunhild right behind you. Now try a Spot Trap at half chance. Brunhild (the real one, behind you, if she's still with you) gets to try, too. If one of you makes it, you see that part of the trail ahead, in front of the ersatz Brunhild, is actually quickice and not snow. Go to 198. If both you and Brunhild miss your ½-chance shots, you step into the quickice: tiny, slightly wet particles of ice which flow easily over one another. You rapidly sink to your shoulders in the slush. The more you struggle, the deeper you sink. Go to 179.

165

Reaching the other side of the Chillstream safely, you soon find a broader trail showing signs of recent use. After about an hour, you pass a sign at the side of a desolate field of scrub. It says, "Valhalavahalla City Limits". After another half an hour, without having encountered a living being, you pass a second sign, this one reading "Leaving Valhalavahalla: Please Come Again". Brunhild says that she has heard Valhalavahalla has peculiar boundaries. The trail now leads into a forest of yellow trees. There is a foot of snow on the ground. The trail unexpectedly forks. One branch leads through a jumble of massive white rocks, another past heavy snowdrifts, and a third beside a frozen pond. Try to Spot Hidden along the first trail. If you make it (Brunhild tries, too), go to 149. If neither of you succeed, go to 171.

166

Irk fights first with his greatsword. If that gets severely damaged (more than 10 points), he switches to bastard sword and shield. Finally, he has a shortsword if he loses all other weapons. When using the greatsword, he casts only 2 points of Bladesharp on it (since the greatsword already does quite a bit of damage, he figures he can save the POW for other uses). When using other weapons, however, he throws the whole Bladesharp 4. Of course, he casts Protection 2 on himself.

As you can see below, Irk's chainmail hauberk and his chainmail treads overlap. It helps to be able to carry 16 points of Encumbrance.

Now fight the duel to its conclusion. It is supposed to stop at first blood. If the duel concludes honorably, and you are still alive, go to 185. On the other hand, if you violate the terms of the duel, including casting Befuddle or Fanaticism, go to 190. If you are slain, Irk gives you a touching funeral, and Brunhild may or may not shed a tear or two.

**IRK, dwarf male, initiate of Humakt**

STR	19	Weapon	SR	Attk%	Damage	Parr%	Pts
CON	13	Greatsword	5	60%	2D8+1D4	65%	15
SIZ	10	Bastard Sword	6	45%	1D10+1+1D4	40%	20
INT	10	Shortsword	7	65%	1D6+1+1D4	30%	20
POW	14	Lg Shield	—	—	—	50%	16
DEX	13						
CHA	5						
		Defense:	05%				
		SPELLS:	Bladesharp 4, Detect Enemies, Healing 3, Protection 2, Repair (2) (not in mind), Detect Undead (matrix in shortsword)				

**Irk Hit Locations**

Location	1D20	Armor/Pts
R LEG	01-04	6/5
L LEG	05-08	6/5
ABDOMEN	09-11	11/5
CHEST	12	6/6
R ARM	13-15	6/4
L ARM	16-18	6/4
HEAD	19-20	4/5

*Hit Point Total:* 13



167

More and more of them begin to crawl out from behind rocks and through snowbanks. In round 3, you are attacked by another cold snap. You are attacked by another cold cut in round 4, a cold snap in round 5, and so on.

These creatures are attacking Brunhild on the same schedule. You must both fight in place until the beginning of round 8, at which point you may make another decision. At this point, you and Brunhild may each be under attack by up to seven animals. Will you stand and fight (91), run forward through the pack (118), or flee back the way you came (124)?

Here's a rehash of the crawlies' characteristics:

**COLD SNAP, ice crab**

STR 6	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
CON 10	Claw*	7	30%	1D6
SIZ 6	* can attack with both claws at once.			
POW 2D6+2				
DEX 20	Defense: 10%			

**Cold Snap Hit Locations**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
BODY	01-20	2/9
<i>Hit Point Total: 9</i>		

**COLD CUT, snow scorpion**

STR 5	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
CON 9	Sting*	10	25%	1D6†
SIZ 4	* plus can impale, for 1D6+6 damage			
POW 2D6	† plus injects poison POT 10 on an impaling hit.			
DEX 11	Defense: 05%			

**Cold Cut Hit Locations**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
BODY	01-20	1/7
<i>Hit Point Total: 7</i>		

168

You receive one use of the Aldrya Rune spell Heal Body. Even if you are some sort of priest, all you get is one use of it because it was not your POW which was sacrificed for it. If you forget your pledges to Yggo, to remember her once a day in your prayers and to tell any elf you meet about her loneliness and devotion, you will lose the use of the spell, if you have not already used it. This spell is a potential savior of life and limb, so great gratitude is warranted, even after the spell has been used. Saying farewell to Yggo, you and Brunhild resume your journey. Go to 155.

169

Wow! Does that smart! You just took 1D8+3 points of damage, ignoring all Protection, Shield, or armor. Whoever is throwing those things, he's nastier than Haakon Slash. Go to 102.

**20**

170

About a mile upstream from where you arrived at the Chillstream, you find a fallen log over the river. It looks slippery. You may wonder how the log came to be there, since there are no trees (and not much of any other plant life) in the vicinity. Do you try to cross the river on the log? As usual, Brunhild has no intention of going first. If you take the log, go to 106. If not, return to 155.

171

Try to Spot Hidden along the second trail, among the snowdrifts. If you make it (Brunhild can try, too), go to 160. If not, go to 172.

172

Try to Spot Hidden along the third trail, beside the frozen pond among the trees. If you make it, go to 189. If not, go to 173.

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173

As usual, you can try Sense Chaos if you have the skill. If you make it, go to 77. If not, go to 174.

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174

Before you select one of the branches, you might try to cast a Detect spell. If you intend to do so, go to 176. If not, go to 175.

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175

All right, choose a path. Number one, by the whitish jumbled rocks? Then go to 197. Number two, by the snowbanks? Then go to 92. Number three, past the frozen pond? Go to 164.

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176

If you are casting Detect Life, go to 196. Detect Enemies is 184, Detect Spirit is 187, Detect Traps is 200, and Detect Magic is 191. If you don't know any of those spells, your Detect is a flop, and you must return to 175.

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177

Add 2 to COLDPOW. Two more iceballs come zinging towards you. Each has an 85% chance to hit, and does 1D8+3 points of damage if it does. Since you are running, you cannot parry or apply Defense. A special hit ("impale") does 11 points of damage, and a critical hit does normal damage ignoring armor and magical protection. If you can still move after the two attacks, go to 154 — you escaped. Otherwise, you take another shot for each round you stay in range. No iceballs are thrown at Brunhild, so she can help to drag you off: she can get you out of range in four more rounds if you fell, so you will be exposed to a maximum of five missiles. Add 1 more to COLDPOW for each extra missile hurled. Even if you fall down, unless you die, you will eventually crawl your way to 154.

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178

As you splash your way toward the opposite bank, you will be attacked three times by the Polar Barracuda. A bite hits on SR 8, has an 80% chance of connecting, and does 1D4+1D4 points of damage. If it gets a special hit, it is a Crush, and does 1D4+1D4+4 points of damage. You cannot parry or apply Defense. In fact, its hit chance includes a 20% add for attacking from advantage, because you are in its element (you may, therefore, reduce its attack to 60% if you are a duck or newtling). If you make it across the river, it is Brunhild's turn next. Because you distracted the fish, she will be exposed to only two attacks.

If the barracuda's bite connects, roll 1D10 for hit location. If the fish damages you so that you can no longer stand, the fish will get extra, 'free' attacks until you are Healed so that you can walk again, and it gets to roll 1D20 for hit location. An injured character can be rescued by the other. It will take twice as long to reach the opposite bank in that case (twice as many more attacks from the fish). The fish will randomly attack either of the two in the water. Resolve this struggle, then go to 165 if you survive. If you change your mind about not fighting the fish, go to 195.

179

Brunhild has to try to get you out. Match her STR vs. your effective SIZ (your normal SIZ plus 1/3 your Encumbrance). She only gets one try. If she misses, then she falls in the quickice, too. You may divest yourself of any encumbering items (except for chest and abdomen armor) in order to increase her chances of getting you out, but whatever you abandon is lost for good in the quickice and cannot be recovered. If your effective SIZ is no more than 20, and you have the Telekinesis spell, you could pull yourself out with it. Summoning a gnome or Undine will also get you out. Naturally, if you can cast Strength on Brunhild, that will increase her chances of freeing you. If she pulls you out, go to 198. If she falls in, joining you in the quickice, go to 194.

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# 180

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180

Snurmible, who started out as an ice pixy, wanted a chaotic feature, and he got one, a pretty good one, too. It took some searching, but he finally found someone to help him, in return for financial considerations (this was the same priest that obliged Blackheart — he really gets around). Snurmible was pleased until he found that acquiring the feature had a rare, but not unheard-of, side effect: it had turned him into a broo. Naturally, this made him an outcast among the other ice pixies, so he has taken to wandering the more deserted icy wastes, attacking those hardy enough to venture into them. He prefers to stand off and use his sling, counting on his natural camouflage for protection.

Snurmible draws first on his bound spirit's POW for casting spells, such as the Speedarts he has been casting on the iceballs (so *that's* why those iceballs did so much damage!). The number of Speedarts that Snurmible has cast is equal to COLDPOW (remember it?) Subtract the current value of COLDPOW from the spirit's POW of 14. If COLDPOW is more than 13 (really?), subtract the excess from Snurmible's POW; he won't use the spirit's last point of POW.

When in melee, Snurmible relies mostly on magic. First, he will cast Shimmer on himself, giving himself a 45% Defense. He will also cast Demoralize at you, in order to reduce yet further your chances of hitting him. He will keep trying Demoralize until it works. Don't forget that *he* reflects one-point spells, and that you can't know about that (and thus stack extra POW with your spells) until you find out about it by experience.

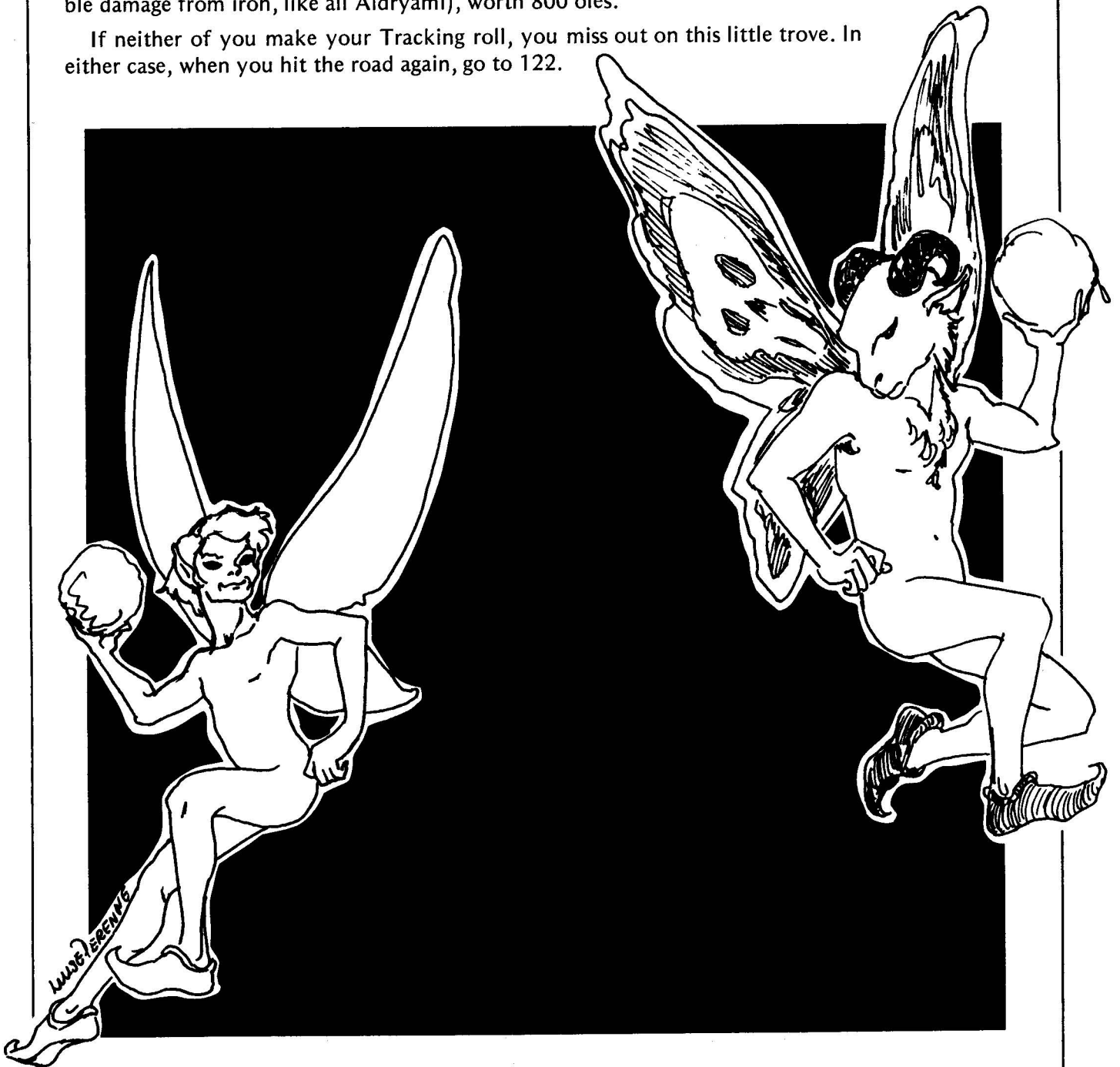
It takes a Spot Hidden to find the weasel, who is well-camouflaged against the snow. Brunhild is the only person that can try to spot it, because you are pre-occupied. It will take a couple of rounds, but she may eventually realize (INT x 2 or less on 1D100 means that she does) that the weasel is a familiar. You may have a similar chance if Snurmible seems to be casting a lot of spells. The weasel is outside of Brunhild's missile range, but not spell range. She could cast Binding at it and then run the weasel down, if the spell succeeded. It would take her two rounds to catch it. The weasel (at least when Bound) has no defense; it also lacks armor. It has one hit location with 10 hit points. If Brunhild catches and kills the weasel, the spirit will be released, and Snurmible cannot draw on its spells or POW anymore. This may take quite a while, though. Once Snurmible is killed, the weasel will run off, and not interfere any more.

There is no special advantage to casting spells at the weasel rather than at Snurmible. The spells attack them both along the Mind Link, but Snurmible still reflects one-point spells (back at *you*, not the weasel), whatever their source. He can still use the bound spirit's POW and spells, even if it is Befuddled or Demoralized.

Once you manage to close with Snurmible, you will probably defeat him; his Shimmer can only protect him so long, even if you are also Demoralized. The sling is his favored weapon; slugging it out in hand-to-hand combat is not part of the plan. If you defeat him, you and Brunhild may try to track back to his lair. If one of you makes a Tracking roll, you succeed, and find the following treasure:

- 1) A lacquered carving of a dragon, worth 160 oles.
- 2) A book of Snoggi cartoons about a fat, grumpy weasel named Garflopp; worth about 5 oles.
- 3) The name and address of the ogre priest of Primal Chaos and Cacodemon who gave both Snurmible and Blackheart their chaotic features; worth 250 oles at any temple of the Storm Yak.
- 4) An iron broadsword (obviously of no use to Snurmible, who takes double damage from iron, like all Aldryami), worth 800 oles.

If neither of you make your Tracking roll, you miss out on this little trove. In either case, when you hit the road again, go to 122.



**SNURMIBLE, ice pixy broo**

	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
STR 8	Sling	1/7	70%	1D8	—	—
CON 13	Shortsword	7	55%	1D6+1-1D4	40%	20
SIZ 4	Small Shield	—	—	—	50%	8
INT 14						
POW 17						
DEX 18	Defense: 25%					
CHA 2	SPELLS: Bladesharp 4, Demoralize, Healing 3, Shimmer 4, Speedart, Spirit Binding; (known by bound spirit in weasel) Detect Life, Detect Spirit, Repair (2), Xenohealing 2					
	CHAOTIC FEATURE: Reflects one-point spells back at caster					
	BOUND SPIRIT: in weasel, INT 7 POW 14					

**Snurmible's Hit Locations**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R LEG	01-04	0/4
L LEG	05-08	0/4
ABDOMEN	09-11	0/4
CHEST	12	0/5
R ARM	13-15	0/3
L ARM	16-18	0/3
HEAD	19-20	0/4

*Hit Point Total: 12*

181

Splash! That was as easy as falling off a log. The impact with the bottom of the stream does 1D4 points of damage to the leg of your choice, so long as it's one of your own. Armor will not help vs. this damage. No sooner are you wet than you see this fish swimming toward you with an unpleasant set of cutlery in its mouth. Go to 95.

182

If you cast Harmonize, Demoralize, Befuddle, Mind Blast, Sever Spirit, Fear, Icecube (a Knakkerak specialty), or Sit Down and Eat Your Toenails (a Snoggi specialty), or any equivalent spell, the missile barrage ceases, and the slinger does whatever is appropriate: mimics you, runs off, dithers, etc. If you approach the creature, go to 180. If you want to leave, go to 122. If the spell was Disruption, calculate the effect (the target has 12 hit points and a normal humanoid hit location chart). If he still can, he continues to sling missiles at you; go to 163. If the Disrupt has disabled him, it is only momentary; he Heals and then sends another missile at you — go to 163, once more.

183

You fall short by only a thousand meters or so. Go to 186.

184

None. Go to 174.

185

If you fought a duel with Irk (and didn't do him any permanent harm) or if you cajoled him into being sociable, he will share some of his mountain goat stew with you. Also, he warns you to watch out for a lone tree in a sheltered valley not far from the crater in the direction you are headed. "Him tree very bad place," he states. "Steer clear." He also gives you what he thinks is a trinket; even dwarfs fumble their Evaluate Treasure once in a while. It is a small stone wolf, with cheap jewels set in for eyes and teeth. The glittery stones were an addition by somebody who didn't know any better, long after the little statue was made. It is at least five hundred years old, from the fabled chaos wars, and is worth about 1330 oles. However, in order to realize this fact, you must make *your* Evaluate Treasure. If Brunhild makes hers, she may or may not tell you, depending on how the two of you are getting along. If you fail to realize its value, you must roll your POWx5 or less on D100 (for luck) or else you sell it for a measly 35 oles before you next improve in Evaluate Treasure. After each improvement in the skill, you get another chance to evaluate it, and if you fail, another Luck roll to see whether or not you sell it for the colossal 35 oles. Now take your leave of Irk.

Of course, if you did something like hack off one of his limbs and then be incapable of replacing it, he won't be feeling at all friendly. You are evicted without the stew, the warning, or the wolf.

In either case, go to 140.

However, if you slew him, his spirit won't hold it against you. Going to join Humakt's *enheriar* was always his eventual intention, although he wasn't planning on it quite so soon. You may either leave, as above, without warning or wolf, in which case go to 140, or you can search the cave for what's left: go to 201.

186

SPLAT! Blackheart gets your treasure and the denizens of the canyon floor get your food value. Brunhild hoofs it back home to daddy, there to await another, one would hope luckier, plucky adventurer to escort her to her husband-to-be.

187

None. Go to 174.

188

You trip lightly across the log with no difficulty. So, we will assume, does Brunhild. Go to 165.

189

You see a human female, about SIZ 17, app. 20 years old, red cheeks, buxom ... in fact, she looks exactly like Brunhild. You wheel about; yes, Brunhild is still behind you. You turn back to the other one; yup, she's still there too. She is about 20m off and is waving at you. Go to 173.

190

You are preparing to fight a siberian tiger. Yes, it really is the same guy. Like all lycanthropes, he is now invulnerable to bronze and wooden weapons. Only Rune metal and magic can harm him.

Icefang (his new name) attacks with two claws per round. If a claw hits, then he will attack with bite and claw in the next round. If the bite connects, he gets a bite and two claw attacks (the hind legs) in the round after that, all at SR 8.

If you just blundered into his cave, Icefang will be content with chasing you out: this means two rounds of attacks — or only one round if you are obviously fleeing in abject terror. After all, it isn't that humiliating to flee in abject terror from a weretiger in chainmail.

If you are here because you violated the terms of the Humakti duel, Icefang wants to send your treacherous spirit to your god, right away. He told you not to cast Befuddle or Fanaticism; the reason is because if he is Befuddled or Fanaticized, he involuntarily turns into the tiger form, And ... Icefang isn't all you have to cope with. There's his son, Stenn.

Stenn is pure tiger, but by some fluke, he was born with intelligence, or at least a semblance of it. At any rate, Stenn is not a lycanthrope and can be harmed by normal weapons. Ordinarily, Stenn is passed off as Irk's pet. This also lets Irk account for the occasional sighting of Icefang (his alter-ego) himself.

Irk designed his chainmail armor so that when he made his transformation, it would all fit except for the helm, which he drops off. Note that the hauberk and treads no longer overlap. Of course, if you just wandered in here and never met Irk at all, you don't know what all this is about, but believe me, you bettah off. You at least can run away.

# 190



He who has violated the terms of the Humakti Duel, on the other hand, is in big trouble. About the only thing that can save you is Rune magic, like Extension used to cast Befuddle, Demoralize, or Binding (which would allow you to get far enough away before the spell wears off); or Summon Gnome (ditto); or Telekinesis, or Teleportation, or Summon Sylph. If you don't have Rune magic, you will need super luck, such as a couple of critical hits with Fireblade.

If you are fighting Icefang, Stenn will try to keep Brunhild from helping you, attacking her if she tries. They will not try to kill her unless she fights.

If you get away from the tigers, go to 140. If you violated the terms of the Humakti duel, Icefang will not spare you, so if you lose go to 117. What's that you say? You *killed* Icefang? I think I better check your dice; did you actually roll them? Oh well, just wait till you meet the vampire giant scorpion bearwalker rune lord. He might be a bit more of a challenge. You have your choice: go to 140 or go to 9.

### ICEFANG, tiger son

STR 47	<i>Weapon</i>	SR	Attk%	Damage
CON 13	Claw	8	80%	1D6+3D6
SIZ 10	Bite	8	60%	1D8+3D6
INT 5				
POW 14	SPELLS: Healing 3, Protection 2			
DEX 13				
CHA 5				

### Icefang's Hit Locations

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
RH LEG	01-02	7/4
LH LEG	03-04	7/4
HIND Q	05-07	7/6
FORE Q	08-10	7/6
RF LEG	11-13	7/4
LF LEG	14-16	7/4
HEAD	17-20	1/5

*Hit Point Total: 15*

### STENN, tiger, son of Icefang/Irk

STR 33	<i>Weapon</i>	SR	Attk%	Damage
CON 15	Claw	8	60%	1D6+2D6
SIZ 9	Bite	8	50%	1D8+2D6
INT 7				
POW 13	SKILL: Hide in Cover 65%			
DEX 14				
CHA 6				

### Stenn's Hit Locations

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
RH LEG	01-02	1/4
LF LEG	03-04	1/4
HIND Q	05-07	1/6
FORE Q	08-10	1/6
RF LEG	11-13	1/4
LF LEG	14-16	1/4
HEAD	17-20	1/5

*Hit Point Total: 15*

191

Only your own. Go to 174.

192

Once every ten years, this tree bears exactly one apple. And this is the year. The apple is rather small, but it doesn't have any wormholes. It looks fairly appetizing, with its red and green marbled skin. Will you eat it? If so, go to 141. If not, just take off down that road. Brunhild doesn't want anything to do with that apple, so if you don't eat it, go to 155.

193

Yes, by golly. This counts as a successful use of the skill for purposes of improving by experience. Go to 119.

194

This big uncouth guy named LummoX Low-Key comes along. He has a huge, prolonged, obnoxious guffaw at your expense. Then, he pulls both of you out. He is going to tell everyone in Valhalavahalla how you fell into his simple trap. They will all have equally huge, prolonged, and obnoxious guffaws at your expense. This is going to cost you a point of Charisma. LummoX gets his jollies from this sort of moronic prank, and he's going to make sure the whole world hears about it. Go to 198.

195

When the polar barracuda hits, roll 1D10 to see where it has hit you. Roll 1D20 if you have fallen down. You cannot apply your Defense to this attack because you are not mobile enough in the water. If you wish to try to escape from the fish, forgetting about fighting it, go to 178.

Because you are in an unfamiliar environment, all your attacks and parries are halved. Thrusting weapons such as spears, daggers, and shortsworDs all do full damage if they connect. Slashing weapons (swords, axes, and their ilk) do normal damage, but you get no damage bonus. Smashing weapons are not too great vs. an underwater target — they only do ½ normal damage, and you don't get any damage bonus. But, you do make a big splash. Disruption, of course, works normally. Missile attacks are futile.

If you kill the barracuda, you get across the river. Go to 165. If you want to try to escape without killing it, go to 178.

#### POLAR BARRACUDA

STR 15	<i>Weapon</i>	SR	Attk%	Damage
CON 15	Bite	8	60%	1D4+1D4*
SIZ 10	* A special hit with the bite is a Crush, doing 1D4+1D4+4			
POW 10	points of damage.			
DEX 13				

#### Polar Barracuda's Hit Locations

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
TAIL	01-05	1/5
BODY	06-13	1/6
HEAD	14-20	1/6
<i>Hit Point Total: 15</i>		

196

Yourself, Brunhild, many down the central path, and one by the pond. Go to 174.

197

You and Brunhild edge uncertainly among the hodge-podge of tilted stones. Beside one of them, you pass a snowman cleverly decorated to look like a frost demon. Otherwise, nothing of special significance occurs. Go to 198.

198

Welcome to Valhalavahalla!

Snorkil Herringsbane, far from being dull and decrepit, turns out to be young, husky, and handsome. He is rich, though — that much was correct. Whatever momentary weakness Brunhild may have experienced along the way is instantly dispelled when she meets him.

If you are a male human and if you and she exchanged a little affection during the journey, you have a slim chance of winning her over, but, unless you're offering marriage, she won't even *look* at you. Even at that, your chance is only 04%.

When the marriage between Snorkil and Brunhild is celebrated, you will receive the remainder of your fee (400 more oles) plus a bonus of 500 oles from Snorkil.

One of the guests at the wedding is a certain LummoX Low-Key. He is famous here for the ruffian pranks he loves. He is one of the few who can move confidently and easily in the country between here and Vitfjord. He had three of his little jokes planted for you. He will be disappointed if you didn't fall into at least *one* of them.

If you flew *across* Griffin Gorge on the back of Blackheart and lived to tell the tale, you gain a point of CHA.

In case you caught some unpleasant malady on your journey, there is a healer in Valhalavahalla with Cure All Disease. Having her cast the spell on you will cost you 10% of your proceeds from this expedition (including loot found en route). Nobody with any sense holds out on a healer.

In a week or two, you'll probably want to be on the road again, but for now there is celebration in Valhalavahalla. Beings of every size and description are making merry, and there is companionship for those who seek it. A soft-cheeked young maiden with blonde pigtails, Snorkil's younger brother, Snorkil's widowed aunt, an elf herb salesman, a dwarf healer, two troll jugglers (no, they don't juggle trolls), a singing gargoyle, a Snoggi turnip reposessor, whatever your taste and preference, you will find what you seek in Valhalavahalla.

THE END

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199

If the spell was a one-point spell, it is reflected back to you. Go to 163. If the spell was a higher-POW spell, it must overcome the target's POW of 17. If it does, go to 182. If not, go to 163.

---

200

Yes, by the frozen pond. Go to 174.

---

201

You find the following treasures:

- 1) Five iron crossbow quarrels, worth 600 oles total.
- 2) Two small gems, worth 50 oles each.
- 3) 20 wheels.
- 4) A battered canteen, which is also an Extinguish matrix. Unless you have the Detect Magic spell and use it, you will not realize that this is valuable and will leave it behind.

Go to 140.

---

202

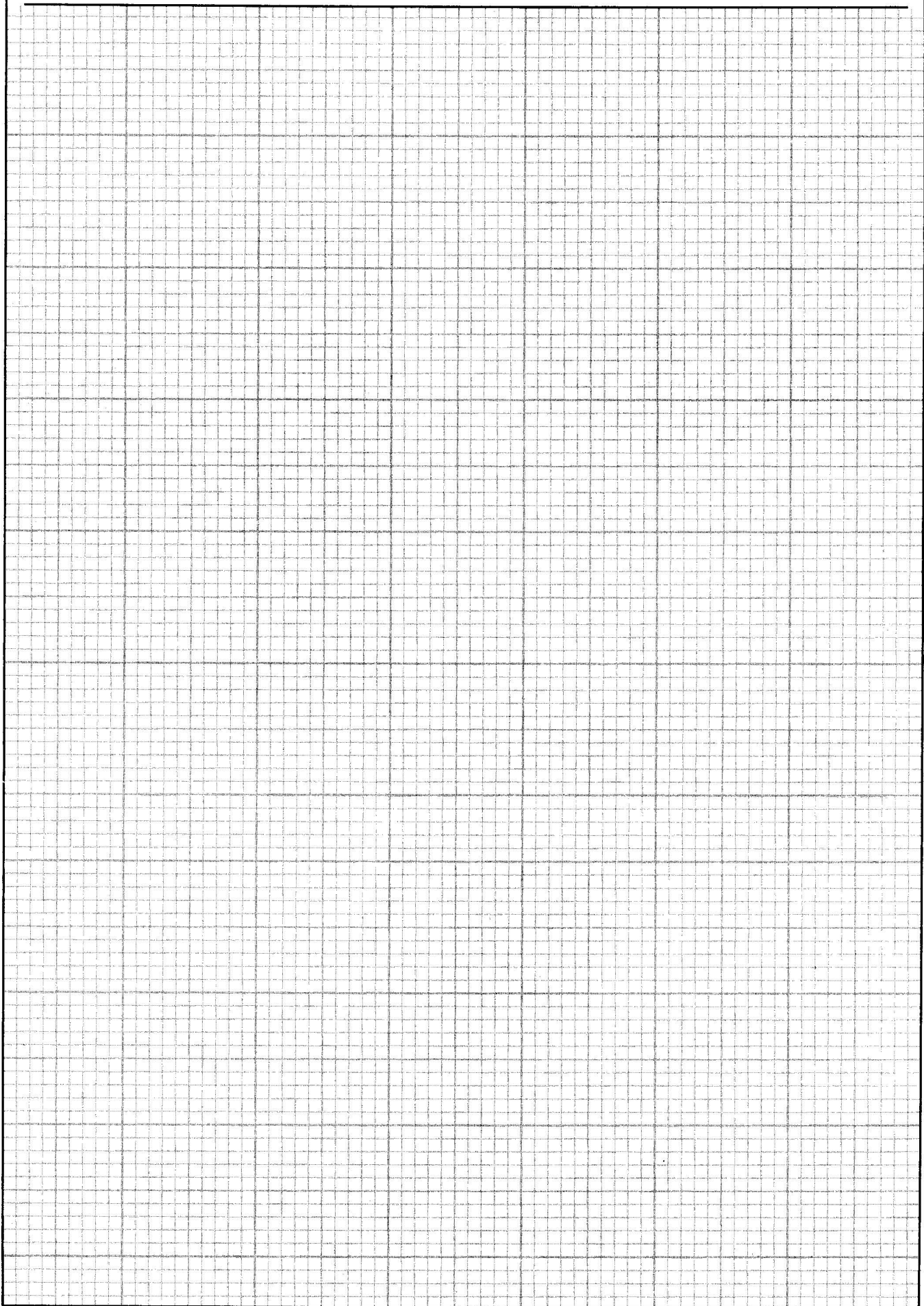
You reach Valhalavahalla safely, avoiding all other dangers and opportunities by running from them. You also lose a point of Charisma for your failure. You also receive no reward. The rowdy inhabitants of Valhalavahalla think you're pretty much of a wimp.

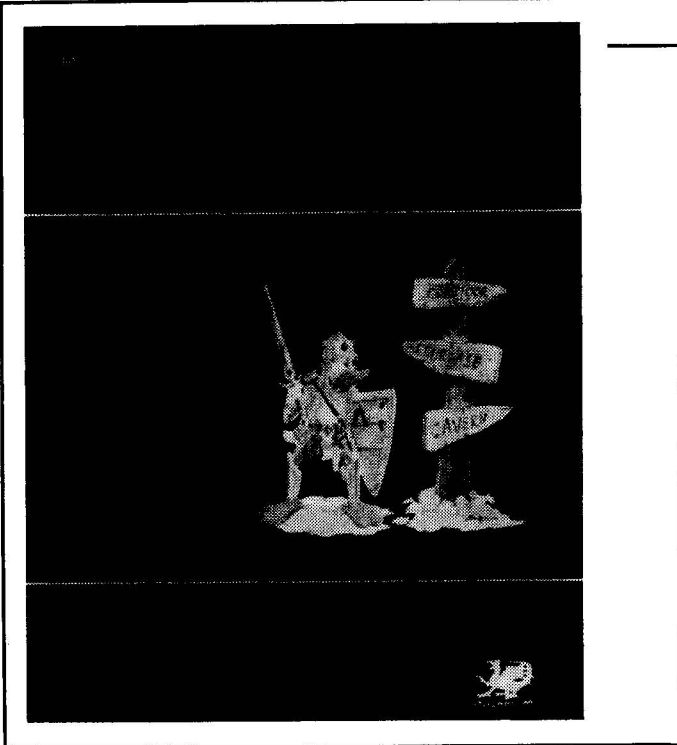
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**200**

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**A PAGE FOR NOTES AND MAPPING**





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An initiate of any non-chaotic cult may apply for the job. Brunhild's father favors no particular race or sex, but he intensely dislikes lawyers. They need not apply.

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