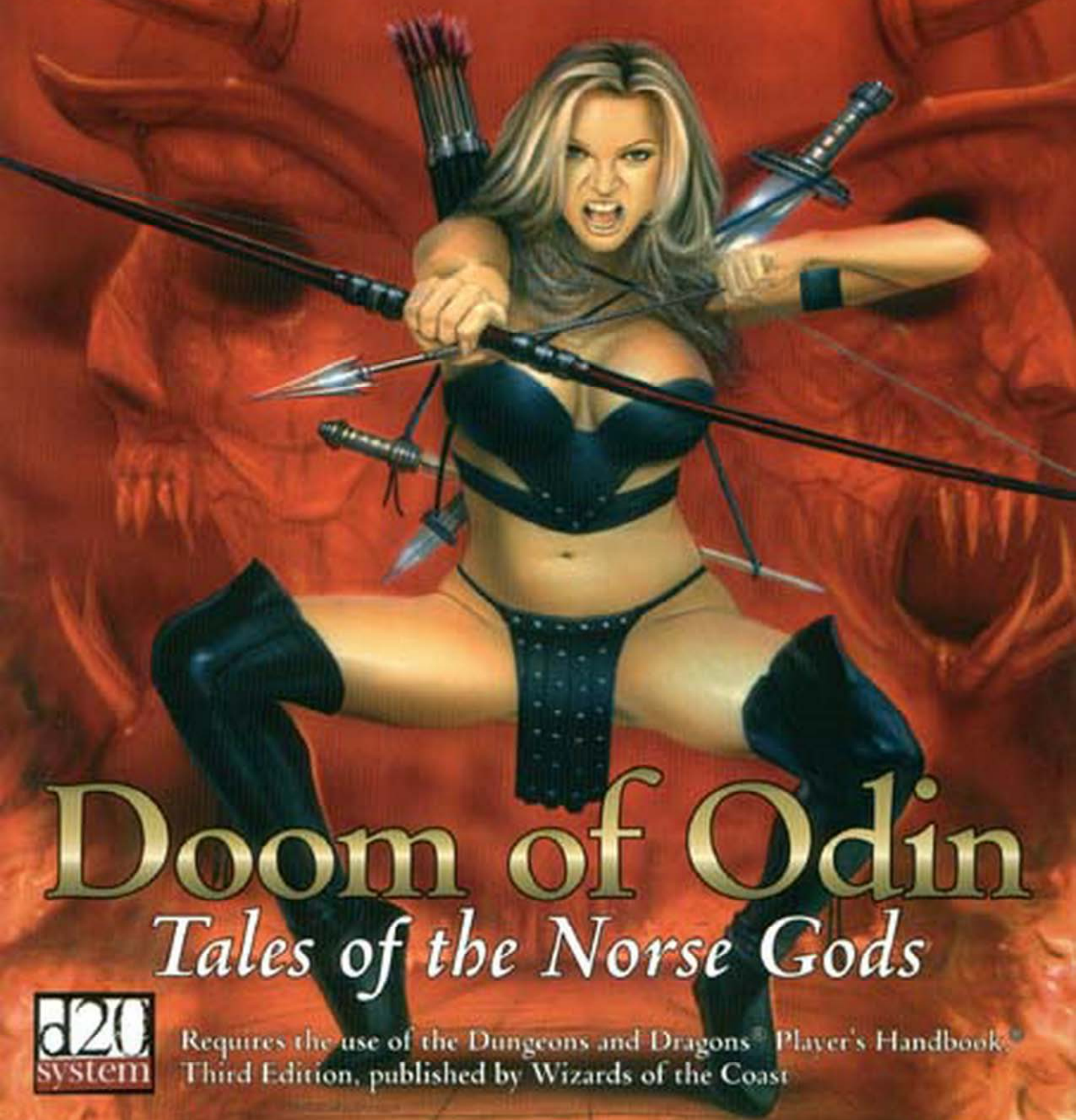




AVALANCHE PRESS



Doom of Odin

Tales of the Norse Gods



Requires the use of the Dungeons and Dragons® Player's Handbook,
Third Edition, published by Wizards of the Coast



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How to Use this Book

Welcome back to the Nine Worlds of Yggdrasil. This product is a sequel and support book to Avalanche Press's RAGNAROK! TALES OF THE NORSE GODS. Thus, the material contained herein is intended to be used in conjunction with that book. Some of the information in RAGNAROK! has been reprinted here for ease of reference, but you will need much of the background information in the first book to run the adventure properly.

DOOM OF ODIN is broken into three parts. The first, "Character and Campaign," offers a new way to treat the gods as Races instead of as simply powerful humans. It also includes two new Prestige Classes, new Feats, new Skills, new monsters, and new magic items. All of this is intended to help you run a smoother RAGNAROK! campaign. In some cases, notes have been made so that you may adapt the material herein to other fantasy campaigns.

"Part 2: Setting" gives you setting-specific information. Detailed discussions of Jotunheim, the home of the Frost Giants, and Nidavellir, the land of the Dwarves, build upon the material originally presented in RAGNAROK! Additionally, some material inadvertently left out of RAGNAROK! appears here for completeness.

The third section, "The Bride of Grivensir," is an epic-length quest for Lesser Gods of 7th through 9th Level. It's important to note that these levels take into account the superior abilities of deities. If you wish to run this adventure outside the RAGNAROK! setting, you should adjust the level of the party up to the 12th-14th Level range.



Size: Small Elemental (Earth)
Hit Dice: 2d8+2 (11 hp)
Initiative: +0
Speed: 20 feet
AC: 18 (+1 Size, +7 Natural)
Attacks: Slam +4 Melee (1d6+3)
Face/Reach: 5' x 5'/5'
Special Attacks: Earth Mastery, Push, Burn
Special Qualities: Elemental

Saves: Fort +4, Ref +0, Will +0
Abilities: Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11
Skills: Listen 5, Spot 5
Feats: Power Attack
CR: 1
Treasure: None
Alignment: Usually Neutral
Advancement: 3 HD (Small)



Molten Earth Elemental, Medium

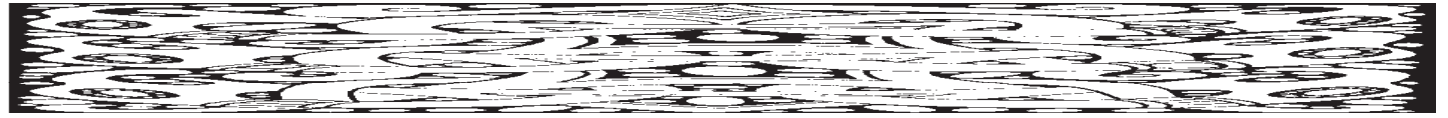
Size: Medium Elemental (Earth)
Hit Dice: 4d8+12 (30 hp)
Initiative: +1 (Dex)

Speed: 20 feet
AC: 20 (+1 Dex, +9 Natural)
Attacks: Slam +8 Melee (1d8+5)
Face/Reach: 5' x 5'/5'
Special Attacks: Earth Mastery, Push, Burn
Special Qualities: Elemental
Saves: Fort +7, Ref +2, Will +1
Abilities: Str 18, Dex 12, Con 17, Int 4, Wis 11, Cha 11
Skills: Listen 7, Spot 7
Feats: Power Attack
CR: 3
Treasure: None
Alignment: Usually Neutral
Advancement: 5-7 HD (Medium)



Molten Earth Elemental, Large

Size: Large Elemental (Earth)
Hit Dice: 8d8+32 (68 hp)
Initiative: +2 (Dex)
Speed: 20 feet
AC: 21 (-1 Size, +2 Dex, +10 Natural)
Attacks: Slam +12/+7 Melee (2d8+6)
Face/Reach: 5' x 5'/10'
Special Attacks: Earth Mastery, Push, Burn



Special Qualities: Elemental, Damage Reduction 10/+1
Saves: Fort +10, Ref +4, Will +3
Abilities: Str 22, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills: Listen 11, Spot 11
Feats: Cleave, Power Attack
CR: 5
Treasure: None
Alignment: Usually Neutral
Advancement: 9-15 HD (Large)

Molten Earth Elemental, Huge

Size: Huge Elemental (Earth)
Hit Dice: 16d8+32 (104 hp)
Initiative: +3 (Dex)
Speed: 20 feet
AC: 21 (-2 Size, +3 Dex, +10 Natural)
Attacks: Slam +19/+14/+9 Melee (2d10+9)
Face/Reach: 10' x 5'/15'
Special Attacks: Earth Mastery, Push, Burn
Special Qualities: Elemental, Damage Reduction 10/+2
Saves: Fort +15, Ref +8, Will +6
Abilities: Str 26, Dex 16, Con 21, Int 6, Wis 11, Cha 11
Skills: Listen 18, Spot 18
Feats: Cleave, Great Cleave, Dodge, Power Attack
CR: 7
Treasure: None
Alignment: Usually Neutral
Advancement: 17-20 HD (Huge)



Molten Earth Elemental, Greater

Size: Huge Elemental (Earth)
Hit Dice: 21d8+105 (199 hp)
Initiative: +4 (Dex)
Speed: 20 feet
AC: 22 (-2 Size, +4 Dex, +10 Natural)
Attacks: Slam +22/+17/+12 Melee (2d10+10)
Face/Reach: 10' x 5'/15'
Special Attacks: Earth Mastery, Push, Burn
Special Qualities: Elemental, Damage Reduction 10/+2
Saves: Fort +17, Ref +11, Will +8
Abilities: Str 28, Dex 18, Con 21, Int 6, Wis 11, Cha 11
Skills: Listen 23, Spot 23
Feats: Cleave, Great Cleave, Dodge, Improved Critical: Slam, Power Attack
CR: 9
Treasure: None
Alignment: Usually Neutral

Advancement: 22-23 HD (Huge)



Molten Earth Elemental, Elder

Size: Huge Elemental (Earth)
Hit Dice: 24d8+120 (228 hp)
Initiative: +4 (Dex)
Speed: 20 feet
AC: 22 (-2 Size, +4 Dex, +10 Natural)
Attacks: Slam +26/+21/+17/+12 Melee (2d10+11)
Face/Reach: 10' x 5'/15'
Special Attacks: Earth Mastery, Push, Burn
Special Qualities: Elemental, Damage Reduction 15/+3
Saves: Fort +19, Ref +12, Will +9
Abilities: Str 30, Dex 18, Con 21, Int 6, Wis 11, Cha 11
Skills: Listen 26, Spot 26
Feats: Cleave, Great Cleave, Dodge, Improved Critical: Slam, Power Attack
CR: 11
Treasure: None
Alignment: Usually Neutral
Advancement: 25+ HD (Huge)

Molten Earth Elementals are similar to their standard Earth cousins, but they are found exclusively underground in volcanic caves. They are composed of magma, and, while they are made of earth, they therefore share some qualities with Fire Elementals and Water Elementals. Molten Earth Elementals are more mobile than Earth ones due to their fluid nature. They lack the easy flow of Water, but they are less rigid than Earth. Likewise, the heat they give off grants them the Burn ability as though they were Fire Elementals.

Combat

Movement: Molten Earth Elementals are faster than standard Earth Elementals, and they share their relentless nature. They can pass through earth like their cousins but only at half speed. Molten Earth Elementals move through magma and lava normally. Like Earth Elementals, Molten Earth Elementals cannot move through water.

Earth Mastery (Ex): Molten Earth Elementals benefit from a +1 bonus to attack and damage rolls so long as both they and their opponents are touching the ground. If the opponent is airborne or on water, the creature suffers a -4 penalty.

Push (Ex): Molten Earth Elementals can begin a Bull Rush maneuver without provoking an Attack of Opportunity.

Burn (Ex): The magma of which they are composed damages those that Molten Earth Elementals touch. Any creature hit by the Elemental's Slam attack must succeed at a Reflex Save

or catch fire. This fire burns for 1d4 rounds. Like a Fire Elemental, the DC for this save varies with the Elemental's size. A burning creature may take a Move Equivalent Action to put out the flames.

Those who strike a Molten Earth Elemental with natural weapons or with Unarmed Attacks suffer damage as though the creature had landed a Slam attack on them. These unfortunates must also make a Reflex Save or catch fire.

Elemental (Ex): Like others of their kind, Molten Earth Elementals are immune to Poison, Sleep, Paralysis, Stunning Attacks, and Critical Hits.

New Magic Items

Two new magic items make their appearance in the adventure that follows in Part 3. Their effects and operation are detailed here so that you can use them elsewhere if you wish. Remember, though, that, in the RAGNAROK! setting magic is very rare



and almost always tied to a particular character or legend.

Amulet of Changing

The Amulet of Changing allows its wearer to polymorph himself or herself as if casting Polymorph Self. The amulet is use-activated, but has a limited number of charges. Changing back to one's original form expends a charge. The amulet can be recharged, but the user who mistakenly employs its last charge to turn into a strange creature may have trouble getting back to normal.

When transforming into a creature very different from the user's original form, the amulet becomes a part of the new form. Thus, an Amulet of Changing made of gold set with a ruby that was used to change the wearer into a frog, might appear as a peculiar red and gold mark on the frog's throat.

Caster Level: 7th

Prerequisites: Craft Wondrous Item, Polymorph Self

Market Price: 28,000

Weight: nil

Orb of Seeing

The Orb of Seeing is a special kind of crystal ball. Rather than operating as a typical scrying device, it allows the user

to experience visions. Typically, the vision it provides is not always clear, but it does have some impact on what the user wishes to know.

To use the Orb, the user must clear his or her mind of extraneous thoughts and concentrate solely on what it is he or she wants to know. The character may then ask a question of the Orb regarding a specific person, place, or thing. The Orb grants a vision in exactly the same fashion as if the user had cast the Divination spell, Vision, except without the experience cost. The item has unlimited uses, but it can only be activated once per day.

Caster Level: 13th

Prerequisites: Craft Wondrous Item, Vision

Market Price: 36,500

Weight: 7 lbs.

Setting

Part 2 presents setting-specific information to enhance your RAGNAROK! campaign. It includes detailed information on two of the Nine Realms: Jotunheim and Nidavellir.

Jotunheim

Jotunheim is not a place for the faint of heart. It is the land of the Frost Giants, and that makes it a very dangerous place to begin with. Jotuns are only one of its many hazards, though. It is populated by a variety of deadly monsters, and it is in many respects a frigid wasteland where only the hardiest survive for long. A journey to Jotunheim is a momentous undertaking for a god. For a mortal, it is the mission of a fool.

Geography

Jotunheim is one of the largest of the Nine Worlds. It stretches out for many, many miles, encompassing enough land to span all the nations of Midgard and more. It is eternally winter there, and the whole of the realm is made up of snow-capped mountains, glaciers, and tundra. Jotunheim does experience seasonal change, but summer (such as it is) lasts only for a month and is characterized by temperatures only slightly above freezing. Autumn lasts for about a week — just enough time to alert the denizens to the fact that winter is returning. Spring tends to be longer — usually two months — but it features alternating periods of warming and sudden storms that plunge temperatures back down.

The northern and western edges of the realm are studded with enormous mountains that stretch up into the clouds. These forbidding peaks are home to the castles of the most powerful giant jarls. Huge glaciers run down the mountainsides like rivers of ice emptying out into the frozen tundra of the plains below.

Jotunheim is bordered on the east by a large sea that separates it from Asgard. While small communities of giants do live on the shore, there are no ports or cities providing access to or from the harsh land. The terrain between the tundra and the sea is marked by large rolling hills that are difficult to navigate in bad weather owing to the snow that lifts into the

air during storms.

Weather

The climate in Jotunheim is extremely harsh, and traveling there has some additional concerns. For the most part, the sky is continually overcast. It is slate grey and covered with clouds. Each day, roll a d10 to determine the sky conditions. If the result is a “10,” roll again to see how much sun is present. On this result, the sky is mostly cloudy 60% of the time, partly cloudy 30% of the time, and clear only 10% of days where the sun actually shines.

Any day when the sun doesn’t shine also presents the chance for a storm. How severe it is depends largely on the season, although there have been terrible storms during every part of the year. If the first die roll above has any result other than 10, roll one percentile die (d%) and consult “Table 2-1: Weather in Jotunheim” to see what happens. If a storm or blizzard breaks out, roll one d6 to determine its intensity and consult “Table 2-2: Storm Intensity.”

Temperature

The weather conditions alone are not all that visitors to Jotunheim must fear. The temperature is also their enemy. Aside from summer, there is no season when the risk of extreme temperatures isn’t a concern. To generate a temperature range, consult “Table 2-3: Jotunheim Temperatures.” The effects of temperature are in addition to any other conditions resulting from the weather. Note that seemingly illogical results such as “Dangerously Cold” and “Rain” are compatible when you account for wind chill. Still, if the results don’t make sense to you, scrap them and reroll.

The weather and temperature rules from DOOM OF

ODIN may also be applied to adventures on the icecap in GREENLAND SAGA: THE LOST NORSE COLONY, also from Avalanche Press.

Denizens

Jotunheim is the land of the Frost Giants, but they are not its sole inhabitants. A wide variety of monsters also populate the frozen realm. Generally speaking, any creature with the Cold Subtype can be found in Jotunheim. It also makes a good home for monsters with any mountain in their climate description, though keep in mind that the temperatures are universally cold so only monsters that can thrive under those conditions will be found here.

If you want to generate random encounters in Jotunheim, use Tables 2-4 and 2-5. The first is for characters of 7th to 10th Level (mid- to high-level mortals). The second is aimed at characters of 11th to 15th Level (high-level mortals and mid- to high-level Lesser Gods). If you need a table for Greater Gods, use Table 2-5 and increase the size or the numbers of the creatures encountered to raise the Challenge Rating to an appropriate level.

Size

It’s important to note that everything in Jotunheim is big. It is a land populated by giants, and everything around them is giant as well. Many of the creatures on the random encounter tables have been adjusted in size to reflect this. As a general rule, if you want to use a creature that doesn’t appear on the charts, you should adjust its size up one level to reflect the gargantuan nature of the land of the Frost Giants. A Jotun’s dog is a big challenge for a mortal and can cause some trouble for a god owing simply to its size. Use your

Table 1-1: Berserker Class Features

Level	Attack	Fort.	Ref.	Will	Class Features
1	+1	+0	+0	+2	Fear 1/Day, Rage 1/Day
2	+2	+0	+0	+3	Weapon Finesse: Throwing Spear
3	+3	+1	+1	+3	Fear 2/Day
4	+4	+1	+1	+4	Ignore Wounds 1/Day
5	+5	+1	+1	+4	Rage 2/Day
6	+6/+1	+2	+2	+5	Fear 3/Day
7	+7/+2	+2	+2	+5	Berserk
8	+8/+3	+2	+2	+6	Rage 3/Day
9	+9/+4	+3	+3	+6	Ignore Wounds 2/Day
10	+10/+5	+3	+3	+7	Battle Fury

Table 1-2: Dwarven Artificer Class Features

<i>Level</i>	<i>Attack</i>	<i>Fort.</i>	<i>Ref.</i>	<i>Will</i>	<i>Class Features</i>
1	+0	+0	+0	+2	Arcane Understanding, Add Minor Curse
2	+1	+0	+0	+3	Bonus Item Creation Feat, Craft Bonus
3	+1	+1	+1	+3	Transfer
4	+2	+1	+1	+4	Add Moderate Curse
5	+2	+1	+1	+4	Bonus Item Creation Feat
6	+3	+2	+2	+5	Reforge
7	+3	+2	+2	+5	Add Major Curse
8	+4	+2	+2	+6	Enhance
9	+4	+3	+3	+6	Efficient Enchantment
10	+5	+3	+3	+7	Add Debilitating Curse

common sense since some of the creatures in the game are already meant to be “giants.” In general, though, bigger is definitely better.

This applies to everything about Jotunheim. The trees are like redwoods. The mountains are like Everest. Everything is expansive. A giant’s house is a mansion to a puny mortal or god. A giant’s castle is akin to a city by way of comparison. Don’t forget that the Jotuns are very worthy foes to the gods. Everything about Jotunheim is large and challenging and dangerous.

Frost Giant Culture

Frost Giants value strength over nearly anything else. They are consummate bullies who dominate those lesser than they and who hold onto their belongings and lands through force. Their organizations are tribal, and tribes are ruled by a jarl. However, much like a pack of dogs, the ruler is the one who is the strongest and can maintain that status. Jarl is not an hereditary title. It belongs to the one who can claim it and hold it.

Consequently, Frost Giants are among the most savage fighters in the Nine Worlds. They fight with utter abandon and show a pronounced tendency towards cruelty. While reprehensible, this behavior is only partially attributable to sadism. There is a fundamental survival urge at work as well. Giants are cruel to their opponents because they want to make sure that someone they defeat can’t come back to get them later, and because they want to send a

warning to everyone else who might trifle with them. The theory is that the opponent you just defeated can’t recover enough to be a threat in the future, and no one else will bother you because they won’t want some of the same treatment.

Despite this brutish behavior, Frost Giants value cleverness as well. Cunning is another form of strength to the giant’s mind because it aids one in the defeat of enemies. A foe that is outwitted is as vulnerable as one who has been beaten down. This has the dual effect of making Frost Giants extremely dangerous opponents and leaving them with a base culture. Because each giant is constantly vying for position in the tribe, and cunning is seen as another form of strength, Jotuns are constantly plaguing each other with a series of nasty pranks and feuds. Typically, one giant outwits another in a bid to move up the social ladder. Angered, the second Jotun strikes back in some equally devious manner. This trend continues with each backstab escalating the conflict until one of them has had enough, and the contest turns violent.

In many ways, this constant infighting is what has kept the Frost Giants from ever effectively assembling against the gods. They are too busy fighting each other to focus on the gods. On the other hand, it has made them extremely clever. When they do fight the gods, this deviousness makes them even more difficult to overcome.

Adventures in Jotunheim

While there is a table for encounters for characters of 7th through 10th Level, Jotunheim is not a place for any but the most powerful of characters. It is, after all, the land of the Frost Giants, and they are no friends of the gods. Mortals make excellent meals, and gods who take them lightly discover the foolishness of their ways. Make sure that your players understand that Jotunheim is a very, very dangerous place before allowing them to travel there.

There are two essential problems with adventuring in Jotunheim. The first is the wilderness nature of the realm. Most encounters occur out of doors on the home turf of hungry monsters. The elements are a constant hindrance to the characters, and there never seems to be enough places to simply stop to rest and recuperate.

The second is that there are virtually no creatures in Jotunheim



Table 1-3: Dwarven Curses

The curses listed below are samples for you to use and to inspire your own ideas. Feel free to roll randomly on these charts to generate a curse or make one up of your own creation.

Minor Curses

- Subject breaks out in hives whenever using the item. 1 point of Constitution Damage.
- Subject forgets the command word whenever trying to use item. Make an Int check at DC 10 + the level of the Dwarf that created the item to use it.
- Item turns invisible whenever the character wants to use it. Subject must make a Wisdom check at DC 10 + the level of the Dwarf who created the item to find it before it can be used.
- Item becomes extremely hot as though under the effects of a Heat Metal spell whenever it is used. In addition to taking damage, the wielder must make a Reflex Save at DC 10+ the level of the Dwarf who created the item or drop it reflexively, thereby negating its use.
- Whenever the wielder encounters someone new, the item loudly announces its presence and either warns the newcomer about how powerful and dangerous it is or how valuable and wonderful it is, thereby encouraging them to steal it.
- Anyone who sees the item instantly covets it and desires to have it for himself or herself. Such characters may make a Will Save at DC 10 + the level of the Dwarf who made the item to resist such impulses.

Moderate Curses

- Anyone who meets the wielder becomes a sycophantic devotee, following the wielder everywhere and getting in his or her way; or becomes obsessed with the wielder's destruction and dedicates all of his or her time to accomplishing this end. When the character meets the wielder for the first time, he or she is allowed a Will Save at 15 + the Level of the Dwarf who created the item to resist these urges.
- Using the item causes the wielder to become ill as though he or she had been poisoned. The wielder takes 1d6 points of Constitution damage and is sick for the rest of the day. Treat him or her as though Fatigued.
- The item refuses to work when activated. It must be persuaded to do so. Persuasion involves the wielder making a Diplomacy check at DC 15 in which he or she more or less asks, begs, or cajoles the thing to do what it is supposed to. Performing this check is a full action.
- Whenever the wielder is in battle, the item talks to his or her opponent in a language the foe understands, explaining the wielder's moves and giving hints on what he or she will do next. All opponents who can hear and understand gain a +2 Circumstance Bonus both to their AC and their attack rolls as a result.

Table 1-3: Dwarven Curses (cont.)

- The item is hard to hold. Whenever the wielder touches it, he or she must make a Dex check at a DC of 15 or the item slips from his or her grasp.
- The item has multiple command words. The wielder may know them all, but there is no telling which one will work on any given use. Roll randomly to determine which command word is correct each time, and then make the user guess. While the wielder will eventually guess right by process of elimination, each incorrect guess means that the item doesn't work that round.

Major Curses

- Using the item causes serious illness. It deals 2d6 points of Constitution damage to the wielder and makes him or her sick for three days. The first day, the character is Nauseated. He or she is Fatigued for the next two.
- The item duplicates any ill effects the wielder aims at a target back on the wielder as well. Thus, a magical sword, for example, deals damage to both to the target of the sword's attack and the user, inflicting an equal amount of punishment on both.
- Whatever the wielder is attempting to accomplish with the item somehow goes wrong. A healing spell targets an enemy instead of a friend, a love potion causes everyone but the target to fall in love with the user, or a lightning bolt makes an enemy more powerful instead of hurting it. Whatever the item is designed to do, it does. It just always manages to work out in the worst way for the user.
- The command word to operate the item changes every time it is used. Note that this is different from having multiple but a finite number of command words as in the Moderate curse. Every single time the item is used, it generates a new command word that must be invoked to use it the next time. This makes using it more than once extremely difficult.

Debilitating Curses

- The item attempts to kill the user whenever it is activated. It deals 3d6 points of Constitution damage and leaves him or her Nauseated for three days. The character is Fatigued for another four days afterwards.
- The item reflects any ill effects back at the wielder. Thus, a Wand of Fireballs, for example, shoots the Fireball back at the wielder instead of the target.
- The magic item vanishes when used instead of doing what it is supposed to do. When the command word is spoken or its use is otherwise triggered, the device simply vanishes into thin air, teleporting itself somewhere else to be found by another person.

Character and Campaign

This section offers several new options for characters in the RAGNAROK! setting as well as providing a new monster and some new magic items for your campaign. There is also reprinted information from RAGNAROK! TALES OF THE NORSE GODS for ease of reference. All of the material contained in Part I is designated Open Game Content, not just the information in the special sidebars.

Race

DOOM OF ODIN presents a new way of handling race for the gods. Rather than assuming that all gods have the same ability score ranges and other special features, players may now choose whether their divine characters will be Aesir or Vanir, garnering a set of racial advantages unique to each classification. A racial profile for the legendary Valkyries is also available.

The three races appear below with their racial abilities listed and brief notes on how they differ. In some cases, two sets of numbers are listed for an ability. The number before the slash is used when generating Lesser Gods. Greater Gods use the number behind the slash. Note that players still generate a Divine Portfolio as described in Part I of RAGNAROK! TALES OF THE NORSE GODS. To determine whether a Greater God should be Aesir or Vanir, consult the deity's listing in Part 3 of RAGNAROK!

Note well that these races are intended for use in creating divine characters for the RAGNAROK! setting. If you are using these races in a standard fantasy campaign, Aesir and Vanir add five character levels for Lesser Gods and six levels for Greater Gods. Valkyries add three levels. All are at d8 Hit Dice and are considered Outsiders.

Aesir

Often referred to as the Scions of Odin, the Aesir are a fierce, warlike

that can be deemed friendly. Whether the characters are gods or mortals, the monsters they encounter are either large beasts looking for food or protecting their lairs, or they are evil creatures opposed to the party's goals. There are no allies to be found here save those who share a common enemy with the characters. Even then, these unscrupulous types will betray the party at the first opportunity.

Don't forget also that Frost Giants are clever. While they enjoy standing toe-to-toe and going at it, they like winning more than the fight itself. Thus, they will seek to set traps, mislead the characters, lie, and generally engage in any behavior designed to give them an advantage. In particular, a Frost Giant knows that a god is a dangerous opponent. He or she will therefore seek to put the deity at a disadvantage before attacking him or her.

Plot Hooks

With the Jotuns and gods eternal rivals, there is always good reason for a party of Lesser Gods to travel to Jotunheim. They can be going to seek justice or to stir up their own brand of trouble. Mortals have less of a place here. While a group of accomplished, high-level characters of the Lesser Races could likely survive a trip to this arctic wasteland, giants are a good match for gods. More than one or two of them will certainly cause a lot of trouble for mere mortals. Listed below are some story ideas around which you can base a Quest or from which you can take elements to make part of a larger adventure.

Investigate a Disturbance: Giants are always stirring up trouble across the Nine Worlds, particularly with the gods. Consequently, when something happens, the gods often look to the Jotuns first for the source of the disturbance. Often, Lesser Gods will be sent to investigate. Their mission is two-fold. They are first to learn who is responsible. Even though they suspect the giants, even the more warlike Aesir wish to see justice done. Hence, they want to make sure that a giant is behind whatever crime is being investigated. If so, then the second part of the mission, punishment, is carried out.

There are a number of ways to run such an adventure. While they seem to do it often, waltzing into Jotunheim and demanding to know if one of the denizens is up to mischief is not the way to endear the gods to the giants. Hence, any investigation will be met with resistance by the natives, and the characters may have to do some fighting to get information. The sample adventure, "The Bride of Grivensir," which appears in Part 3, has a scene that runs in this fashion. A giant must be defeated before he will cooperate.

In addition to the dangers of trying to question surly giants, the natural peril of Jotunheim is another obstacle. Everything here is huge, and that means travel times are long. Getting from one place to another is perhaps no trouble for a Frost Giant, but for medium-size creatures such as the Aesir and Vanir, there's a lot more ground to cover. That means there are a lot more opportunities for bad things to happen. You can harass the PC's on a Quest simply by throwing wilderness encounters at them. Thus, the gods come to Jotunheim and battle their way across a frozen tundra teeming with monsters to arrive at a Jotun homestead and then begin asking questions that are likely to cause the owner to become incensed. And there's no guarantee that this giant is the culprit or can lead the characters to him or her.

An interesting variation on this story is that the giants are not involved. Perhaps the gods are here because a mysterious avalanche crushed a small community in the

Middle

Kingdom.

It certainly

sounds

like the

sort of trick

a Frost Giant

would pull, and

the deities have

some leads on

who they think the

responsible party

is. What if it wasn't

this Jotun, though?

Perhaps Hel is up to

new tricks and used the likely culprits of the giants

as a misdirection to throw the Asgardians off the

scent. Or maybe Loki is attempting to stir up

trouble, and he caused the avalanche and pinned

it on the Frost Giants. **Finally, it could be some**

strange creature such as a Frost Worm or

a Remorhaz that caused a ruckus simply

by making it to Midgard. The giants can't be at

fault every time, after all.

It's important to remember that giants are clever.

It's very possible that any such disturbance was

designed to provoke a reaction from Asgard. That

makes this a very dangerous sort of mission since

the characters could be walking into a trap. Former

rivals of the PC's may be trying to draw them to

Jotunheim where they can be dealt with more easily.

They may also be hoping to distract the gods

away from where the true danger lies.

The nature of the adventure also depends on where it happens in the Quest. This type of mission

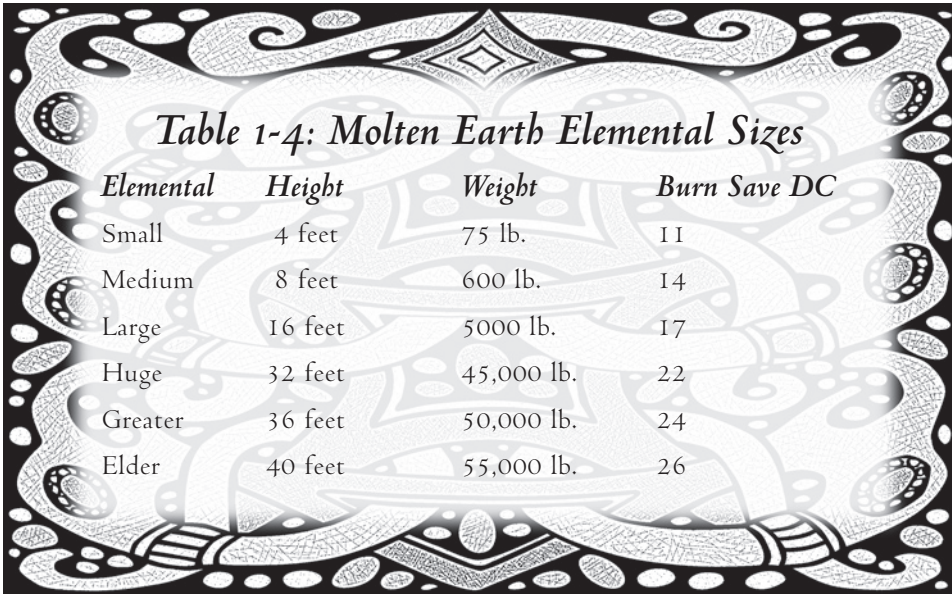


Table 1-4: Molten Earth Elemental Sizes

<i>Elemental</i>	<i>Height</i>	<i>Weight</i>	<i>Burn Save DC</i>
Small	4 feet	75 lb.	11
Medium	8 feet	600 lb.	14
Large	16 feet	5000 lb.	17
Huge	32 feet	45,000 lb.	22
Greater	36 feet	50,000 lb.	24
Elder	40 feet	55,000 lb.	26

happy to see the gods utterly defeated in their attempts to accomplish them. They are also Herculean in nature. The jarl will attempt to ask the impossible to see if he can outwit the deities.

This idea can be used as an epic Quest across the players' Divine Portfolios too. For instance, Greater Gods are sent to Jotunheim to negotiate with a Frost Giant jarl. He agrees to their terms if the characters can bring a magical lily across Jotunheim without it being harmed. While this seems easy enough, in fact, the lily only blooms at the peak of Nidavellir when a mortal without reverence for Odin weeps for his fate, and it crumbles to dust when exposed to severe cold. While the Greater Gods go about finding a way to preserve the flower across Jotunheim, their Lesser God avatars are tasked with finding the flower. The Lesser Gods assign mortal worshippers to cause a princess in the Eastern Kingdom to weep for Odin so that the flower will bloom and the Lesser Gods can retrieve it for their masters to take to the Jotun jarl. Such a Quest is full of challenges and employs all of the players' characters.

usually occurs at the beginning. The gods go to Jotunheim to find out what's going on. The story jumps off from there. However, it could also happen in the middle of a Quest (a clue in their current endeavor leads them to the giants) or at the end (it was the Frost Giants who were behind this after all!). In all, there are a lot of possibilities for this type of Quest. It doesn't have to be a straight go-to-Jotunheim-and-beat-the-bad-giant type of mission.

Attempt to Negotiate a Truce: This is a trickier and sometimes more dangerous mission than tracking down a mischievous giant and meting out justice. In this case, the PC's are sent to a giant jarl to attempt to bring an end to hostilities. Such a Quest is usually undertaken only by Greater God characters, but Lesser Gods could be sent as emissaries or as escort if you choose.

The PC's may have to fight their way across Jotunheim to reach their objective. If there are open hostilities, they may have to fight Frost Giants just to get to the jarl's castle. Or they may be ambushed in hopes of capturing them and forcing Odin to pay ransom to have them returned. Even if not, they'll still have to traverse the wild country of the frozen wasteland, opening them up to attacks from predatory monsters.

Once arrived at the jarl's fortress, they'll find their mission no easier. The Frost Giants hate the gods passionately, and their black hearts only consent to cooperate when it is to their advantage to do so. The characters will have to convince the jarl that there is something to be gained from a truce. Even then, the Jotun may force the characters to prove their worthiness first. The jarl might have them complete a quest or perform a series of great tasks before he will consent to negotiate with them. Such tasks are always dangerous, for the jarl would be

tal without reverence for Odin weeps for his fate, and it crumbles to dust when exposed to severe cold. While the Greater Gods go about finding a way to preserve the flower across Jotunheim, their Lesser God avatars are tasked with finding the flower. The Lesser Gods assign mortal worshippers to cause a princess in the Eastern Kingdom to weep for Odin so that the flower will bloom and the Lesser Gods can retrieve it for their masters to take to the Jotun jarl. Such a Quest is full of challenges and employs all of the players' characters.

Hunt a Magical Creature: This type of adventure is the best sort for mortals traveling to Jotunheim, though it's just as good for Lesser Gods. A terrible creature has been terrorizing one of the other Nine Worlds — most likely Midgard — and the characters have been assigned to stop it. This monster is either native to Jotunheim (such as a Frost Worm) or it flees there as the party pursues it across Yggdrasil.

Like all expeditions to Jotunheim, this adventure is fraught with peril. A cornered animal is a dangerous thing. When the party eventually tracks it down, it will fight with wild abandon, particularly if encountered in its lair. Then there's the small matter of tracking it across the wilderness. Other creatures (including giants) may view the characters as an excellent source of nutrition.

A variation on this idea is hunting the creature not to kill it but to get something from it. Perhaps it will grant a wish to any character that can capture it, or maybe its milk can be used as a special healing elixir. In this variation, the party might have to deal with rival hunters, some of whom may be denizens of Jotunheim.

Nidavellir

While Niflheim is the bleakest of the Nine Worlds, Nidavellir comes in a close second. It is comprised of one giant mountain that stretches into the clouds. Only on a rare clear day can the summit be seen. The mountain is comprised of a reddish clay that gives the whole of it a rusty, worn-out look, and black, acrid smoke pours from a thousand ventilation shafts in the side of the mountain that lead to the forges of Dwarven craftsmen. The sky is tinged with orange light against the dark pallor of the thick vapors, giving the massive peak a ghoulish backdrop. Nidavellir conjures images of the worst of 19th-Century factory towns to the modern eye. To those of the 9th and 10th Centuries it seems ugly, oppressive, and desolate.

Its denizens know little of this. Few of them venture forth from their underground homes to even know what the outside looks like. Still fewer leave Nidavellir and smell the rich beauty of other worlds.

Geography

Virtually all activity on the strange plane occurs under the mountain. Indeed, arriving in Nidavellir is only the first step towards consulting with its inhabitants. The gate to the world lies at the foot of the enormous mountain, but entry to the realm of the Dwarves is higher up. One third of the way up the side of the great peak, there is a large doorway built into the rock face. This aperture is hidden from view, for the Dwarves do not like visitors.

A Spot check at DC 30 or a Detect Secret Doors spell from a character with at least five caster levels is required to notice it.

Once it has been located, it can be opened with a Knock spell or by tracing the Rune, Ethel, on the doorway itself. Inside is a small antechamber with the following legend inscribed in the language of the Dwarves:

ENTER HERE ONLY THOSE WHO ARE WELCOME.

The savvy traveler takes pause here because very few individuals are welcome in Nidavellir. In fact, some of its residents aren't particularly welcome. There is no threat explicitly stated in conjunction with the warning, but the magical prowess of the Dwarves combined with their reputation for beastly personalities causes many to believe that one is implied. Regardless, there is no further barrier to entry past the hidden door, which shuts automatically once it has been penetrated.

There are no lights anywhere within Nidavellir save those of the forges of its residents. The Dwarves' *darkvision* suffices for them to see. Once the outer door shuts,

visitors are encased in total darkness. They will need a light source if they don't have *darkvision* themselves.

Beyond the outer door, there is an archway constructed of silver stones. It appears to be the only way out of the antechamber beyond the outer door (which is much more easily opened from the inside: a simple lever activates it). This arch is only five feet high as indeed are all of the apertures in Nidavellir. Those who are taller will have to stoop.

Through the arch is what appears to be a short passageway, but it is difficult to be sure. A light but eerie mist hangs in the air somehow, making it hard to determine just how far one has gone. It may be 10 paces. It may be 100. However, the traveler does emerge on the other side, passing through another arch into a perfectly circular room containing a dozen archways (including the one through which the individual has just passed).

Here the magic of Nidavellir really begins to assert itself. It seems as though one has walked through a short tunnel into this room. In fact, one has been teleported here. The archway in the antechamber and each of the 12 in this room are magical portals that whisk the traveler to another part of the realm. Worse, each arch looks exactly like the others. Once one enters this nexus, it is difficult to determine by which archway one arrived. While one of them does lead back to the antechamber, it is not immediately obvious which one it is. **Any character entering this room must make an Intuit Direction Skill check at DC 25 to recognize through which portal he or she entered.**

The remaining 11 access the rest of the mountain. Each of them takes the traveler to a completely different part of the underground demesne. The High Skald should simply roll a d12 when the party enters one of the archways. If the result is a 12, they end up back in the antechamber. Otherwise, they are transported somewhere else.

Getting back to the nexus is not easy. In Nidavellir, nothing is ever straightforward. Each archway leads to a separate small series of tunnels or passages. These have portals of their own. Some are arches like in the nexus. Others are doors or simple openings in the rock. All of them lead to other tunnels throughout the mountain, teleporting travelers just as the arches in the nexus do.

However, the passages that can be accessed from the arches in the nexus do not lead directly back to it. While one can get back there, it must be done from other apertures in other caves. The minimum number of "jumps" to return to the nexus is three, and this assumes that the traveler makes the right choice every time. Many visitors who are not familiar with Nidavellir become lost quickly.

All of this makes it difficult to get around the mountain, and so the Dwarves who live there have taken to creating maps and leaving clues so that if they find themselves in an unfamiliar cavern, they can reorient themselves quickly. Notes are written on walls and various identifying symbols are etched near portals.



RAGNAROK! Errata

We inadvertently left some material out of RAGNAROK! TALES OF THE NORSE GODS. It pertains directly to campaign design and deals with limitations and restrictions on certain monsters in the Mythos. We present it here for completeness. These paragraphs directly follow the one in the "Monsters" heading on page 35 of RAGNAROK!

Monster Restrictions

Some creatures simply do not fit in the Mythos. With one exception, all Outsiders are not allowed. The gods and their immortal foes are, in effect, the Outsiders in the Mythos. The one exception is that the High Skald can populate the world of Niflheim with either Demons or Devils, but not both. Decide which at the beginning of the campaign and inform the players.

Likewise, the High Skald should restrict the number of Humanoid races. At the beginning of the campaign, select any two (for example, Orcs and Kobolds) in addition to Elves and Dwarves for use in the campaign and inform the players of those choices too.

Also, choose one type of Evil dragon (dragon-like creatures such as Wyverns are excluded) and one Good dragon to use and leave out the others. The Good dragon is Neutral in this campaign.

Finally, Ogres are referred to as Trolls in this setting. The fantasy-setting troll does not exist here.

Vidar

Vidar's game stat information was also inadvertently excluded from RAGNAROK. It is printed below.

Level/Class: 15th Level Fighter

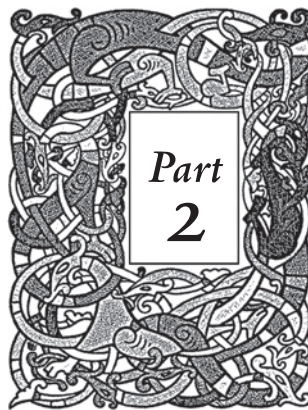
Favored Ability: Strength

Domains: Good, Protection, Strength

Type: Aesir

Vidar's Boots impose a -3 penalty on the opponent's attack rolls. Pinning an opponent requires a successful touch attack, and the target may make a Reflex Save to avoid the magical effects of the boots.

Vidar can also make an area around him completely Silent for a 25' radius once per day. This Spell-like ability can nullify verbal spells, among other things, and lasts 10 rounds.



race of gods. They are noble and extol the virtues of good deeds, but the ferocity of the battlefield and its opportunities for heroism are their chief concerns. These mighty warrior-gods seek adventure and admire the brave whether they are mortal or divine. Though occasionally disposed to teachery themselves (such as when they attempted to bind the Fenris Wolf), the Aesir generally despise trickery, uphold-

ing honor as a high virtue. The Aesir make their home in Asgard, feasting nightly in the Hall of Heroes.

Aesir have the following racial traits:

Ability Scores: +7 Str, Con / +10 Str, Con
+5 Dex, Int, Wis, Cha / +8 Dex, Int,
Wis, Cha

Weapon Focus: Owing to their love of battle, all Aesir have a favorite weapon. Consequently, these characters gain the Weapon Focus Feat for free.

Base Movement: Aesir have a base movement of 30'

Plane Travel (Su): Aesir may travel from one of the Nine Worlds to another once per day.

Inspire (Ex): Gods inspire their mortal worshippers. If a mortal who acknowledges the gods is within visual range of the character (and is aware he or she is divine), the mortal is treated as though he or she is one level higher than their actual status. Roll a temporary hit die for the character, but he or she does not gain additional Skill Points or Feats. The effect lasts so long as the god is in the affected character's presence. Once the god leaves, the character's level returns to normal.

Spell Resistance (Ex): 7/13

Cast Runes (Sp): Because they are divine, Aesir characters can cast Runes. Lesser Gods cast two Runes per day. Greater Gods may cast three. Divine characters begin the campaign knowing a number of Runes equal to their character level. For more information on Runes, see RAGNAROK! TALES OF THE NORSE GODS.

Fearless (Ex): Aesir are immune to the effects of Fear.

Damage Reduction (Ex): 5/+1 / 10/+2

Ignore Damage Reduction (Ex): Owing to their magical nature, Aesir are less affected by creatures with Damage Reduction. A Lesser God may ignore the effects of Damage Reduction for any creature with a DR of +2 or less. That is, treat the target as though the god were striking with a +2 magical weapon. Greater Gods ignore Damage Reduction of +4 or less.

Rapid Healing (Ex): Aesir heal much faster than normal.

These marks are not often useful to strangers, though, since there are literally hundreds of them, all written by individuals to whom the code makes unique sense. Few Dwarves can translate the markings left by anyone else. They simply look for their own notes.

These are precautionary measures, though, for when the residents themselves become lost. Each memorizes the path home (or wherever he might be going) through the portals used most frequently. Many of them have created spells that allow them to navigate less familiar portals. This magic essentially bends the pathway in the gate to take the user somewhere else. This rarely allows a Dwarf to go straight to where he wants, but it frequently cuts down on the length of the journey (fewer jumps are required to get there).

Denizens

Dwarves are not the only creatures that dwell in Nidavellir. There are a host of other monsters and animals that inhabit the realm. *Generally speaking, most creatures that have the underground climate designation can be found here.* If you want to generate random encounters in Nidavellir, use Tables 2-6 and 2-7. The first table is geared towards parties of 7th - 9th Level (mid- to high-level mortals). The second handles character levels 10th to 14th (high-level mortals; mid- to high-level Lesser Gods). Use the table that best fits your group. For Greater Gods, use Table 2-7 and increase the numbers of the beasts encountered to raise the Challenge Rating to an appropriate level.

Dwarf Culture

For the most part, Dwarves are solitary creatures. They don't enjoy the company of others, and they are curmudgeonly when forced to endure it. They don't even care much for other Dwarves. Each Dwarf is opinionated and an expert at whatever he does. Thus, two Dwarves rarely agree on anything and become irritated when someone suggests

Table 2-1: Weather in Jotunheim

Roll one percentile die (d%) and consult the chart corresponding to the proper season.

Spring

Dice Roll	Result
01-20	Calm
21-25	Rain
26-35	Strong Wind
36-40	Thunderstorm with Strong Wind and Rain
41-50	Thunderstorm with Strong Wind and Sleet
51-55	Severe Wind
56-60	Thunderstorm with Severe Wind and Rain
61-70	Thunderstorm with Severe Wind and Sleet
71-75	Thunderstorm with Severe Wind and Snow
76-80	Windstorm
81-85	Thunderstorm with Windstorm and Rain
86-95	Thunderstorm with Windstorm and Sleet
96-00	Blizzard with Windstorm

Summer

Dice Roll	Result
01-35	Calm
36-45	Rain
46-55	Strong Wind
56-70	Thunderstorm with Strong Wind and Rain
71-80	Severe Wind
81-85	Thunderstorm with Severe Wind and Rain
86-90	Windstorm
91-95	Thunderstorm with Windstorm and Rain
96-00	Thunderstorm with Windstorm, Rain, and Hail

Autumn

Dice Roll	Result
01-25	Calm
26-30	Rain
31-35	Snow
36-45	Strong Wind
46-55	Thunderstorm with Strong Wind and Sleet
56-60	Thunderstorm with Strong Wind and Snow
61-70	Severe Wind
71-80	Thunderstorm with Severe Wind and Sleet
81-85	Thunderstorm with Severe Wind and Snow
86-95	Windstorm
96-00	Blizzard with Windstorm

Winter

Dice Roll	Result
01-20	Calm
21-30	Snow
31-40	Strong Wind
41-50	Storm with Strong Wind and Snow
51-60	Severe Wind
61-70	Storm with Severe Wind and Snow
71-80	Windstorm
81-00	Blizzard with Windstorm

Table 2-1: Weather in Jotunheim (cont.)

Calm: The wind is Light to non-existent and there is no precipitation of any kind.

Rain or Snow: The wind is Light to Moderate, and the precipitation is gentle unless it is combined with a storm.

Strong Wind, Severe Wind, or Windstorm: If these results appear by themselves, then the weather is blustery, but not necessarily stormy (unless it's a Windstorm). If they appear in conjunction with a storm, then use them to gauge the wind speed of the storm and any effects associated with it.

Thunderstorm: The storm is accompanied by lightning, the severity of which is determined by the season. In spring, one lightning bolt drops every minute dealing 10d6 points of damage to anything it hits. In summer, one bolt drops every five minutes dealing 7d6 points of damage to anything it hits. In autumn, the rate is one bolt every five minutes, but the damage is only 5d6. Any exposed character has a 3% chance to be hit by a lightning bolt. The odds increase by 1% if he or she is carrying a metal weapon and by another 2% if the character is wearing metal armor.

Storm: A storm has all the effects of a Thunderstorm but there is no lightning. All storms, whether they are Thunderstorms, Blizzards, or regular storms, have a duration. Once the storm begins, roll on "Table 2-2: Storm Intensity" to determine how long it goes on. The maximum duration for any storm is three days. If it continues after 72 hours, the storm suddenly loses strength and dies out.

Blizzard: In addition to all the other effects of the storm, snow comes down at a substantially accelerated rate. Visibility is reduced to zero. The chill of the wind and the driving snow forces characters caught in a Blizzard to make Fortitude Saving Throws as though exposed in cold weather (DC 15 + 1 per previous Save every hour or take 1d6 points subdual damage).

For Lesser Gods the rate is twice as fast. Greater Gods heal three times as fast.

Limited Immortality (Ex): Prior to the onset of Ragnarok, the gods are immortal. An Aesir can only be permanently killed in Asgard. Otherwise, the character simply continues to heal until he or she recovers.

Magic Item: Aesir begin the game with a Magic Item. For guidelines on this item see Part I of RAGNAROK! TALES OF THE NORSE GODS.

Innate Armor (Ex): Their divine status makes the Aesir harder to hit in combat. Consequently, Lesser God Aesir gain a +2 Natural AC Bonus. Greater Aesir have a +5 Natural AC Bonus.

another point of view. In addition, Dwarves are painfully ugly, and they don't like looking at each other. It's too much of a reminder of their own horrid appearances.

Like most craftsmen, though, Dwarves are enthralled by their work. They give meticulous attention to everything they make, and they have an eye for detail that no mortal or god can match. A Dwarf can be charmed into something remotely resembling a cheerful personality if he is indulged to go on at length about his work. The truth is, while Dwarves are solitary and don't like company, they are also lonely because they have no one with whom to share their work. While they hate being interrupted, such an intrusion is more readily forgiven if the offender politely inquires after the Dwarf's work and has an hour or two to listen attentively.

Dwarven Artificers know very well that they have skills others cherish. It is virtually impossible to obtain a good bargain from one of these masters of magical creation. One can get a fair bargain, but it won't be a favorable one. Moreover, these Dwarves are perfectly willing to refuse any job for which they can't get the price they want. They know their talents are rare, and they always have something else on which to be working. If a potential client doesn't want to pay up, he or she can find someone else to build whatever it is that he or she wants.

In general, dealing with Dwarves is painful. They are antisocial to begin with, and they charge exorbitant prices for anything they provide. Hence, they are only consulted when absolutely necessary, which only contributes to the bitterness and resentment they feel towards all other living things.

Adventures in Nidavellir

Though it is certainly not like journeying into Jotunheim, Nidavellir can be dangerous. The Dwarves that call it home are not especially interested in company and, thus, are not predisposed to be helpful. Moreover, it is very easy to become lost, and that can mean accidentally wandering into the home of some devastating creature. With that in mind, Nidavellir is really best reserved for characters of at least 7th Level. Remember that a 7th-Level Lesser God is considerably more powerful than a 7th-Level mortal so be certain to use

the proper chart for creating random encounters.

One of the biggest obstacles your party will face in Nidavellir is getting lost. Because the arches seem to transport them from place to place completely randomly, it can be difficult to get around. There are two ways to handle this. The first is to set it up like a standard dungeon where the PC's go from passageway to passageway in a prescribed order. In other words, no matter which archway they choose, they go to the next set of corridors that you want. It's a simple matter for you to play up the apparent randomness of the experience by emphasizing that arriving on the opposite side of the portal deposits the characters in an environment that doesn't seem to fit with the one from which they just came. They might pass through an arch exiting a lava pit only to arrive on the other side in a cool, well-maintained corridor for example.

The other means is to give them a map or a magic item that allows them to navigate the mountain with greater ease. Such a device should not be a cure-all for getting directly to where they want to go. It can reduce the amount of fumbling around they need to do, keeping the number of jumps to a minimum. The adventure, "The Bride of Grivensir," that appears later in this book has some examples of how to accomplish this.

When crafting corridors and passageways for Nidavellir, remember to keep things ever-changing. The passage to which the PC's jump next

Table 2-2: Storm Intensity

Roll one d6 and consult the table below each hour the storm continues to determine its strength.

Die Roll	Result
1-2	Storm Weakens; Reduce Wind Strength by 1 Level*
3-5	Storm Continues at Current Strength
6	Storm Gathers Strength; Increase Wind Strength by 1 Level†

Notes:

- * If the Wind Strength drops to Moderate or less, the Storm ends.
- † Maximum Wind Strength is Windstorm. If the Wind Strength is already this high, treat this result as 3-5.

Table 2-3: Jotunheim Temperatures

Roll one percentile die (d%) and consult the chart that corresponds to the correct season.

Spring	Dice Roll	Result
	01-40	Balmy
	41-90	Cold
	91-00	Dangerously Cold
Autumn	Dice Roll	Result
	01-25	Balmy
	26-80	Cold
	81-95	Dangerously Cold
	96-00	Extreme Cold
Winter	Dice Roll	Result
	01-60	Cold
	61-85	Dangerously Cold
	86-00	Extreme Cold

Balmy: The temperature is actually pleasant (for Jotunheim). Air temperatures range from 40 to 50 degrees Fahrenheit.

Cold: Things are normal. Air temperature varies from 40 degrees Fahrenheit to about 0. Properly clothed characters operate normally. Exposed ones must make a Fortitude Save every hour at DC 15 + 1 for every previous Save attempt or take 1d6 points of subdual damage from the cold per the usual rules for cold weather.

Dangerously Cold: The air temperature has slipped below 0 degrees Fahrenheit and ranges as low as -30. Properly dressed characters must make a Fortitude Saving Throw every hour as though they were exposed in Cold conditions. Exposed characters must Save every 10 minutes at DC 15 + 1 for every previous Save attempt or take 1d6 points of subdual damage from the cold.

Extreme Cold: In addition to the air temperature dropping so low, the wind chill has made the air feel even colder. Effective temperatures are -50 to -100 degrees Fahrenheit. Properly dressed characters must Save every 10 minutes as though they were exposed. Exposed characters take 1d6 points of normal damage every 10 minutes until they get to shelter or freeze to death.

Table 2-4: Mid-Level Encounters for Jotunheim

Roll one percentile die (d%) and cross-reference the result on the chart below.

Result CR	Creature	Number	CR
01-03	Air Elemental, Huge	1	7
04-05	Air Elemental, Greater	1	
9			
06-08	Annis	1	9
09-13	Cryohydra (7 Heads)	1	8
14-17	Cryohydra (8 Heads)	1	
9			
18-19	Cryohydra (9 Heads)	1	10
20-24	Dire Badger	2	
8			
25-31	Dire Polar Bear	2	9
32-35	Dire Wolverine	2	
10			
36-40	Ettin	4	9
41-60	Frost Giant	1	
9			
61-65	Giant Eagle	1	7
66-70	Giant Owl	1	
7			

should be different from the one in which they are currently standing. Alternate between natural caves and carefully constructed stone hallways. Monsters are unlikely to be found wandering the halls. They have lairs and hunting grounds that the party will accidentally stumble upon.

As much as Nidavellir has a natural randomness, it is also ordered. Within each set of passages, an ecosystem exists, and creatures typically venture beyond these homelands only if they need something they cannot find there. In this way, moving through Nidavellir is actually moving through a series of worlds looking for the one that drew the visitor there in the first place.

Plot Hooks

There are a number of reasons for a party of Lesser Gods or even

Linguistics (Ex): Aesir can speak and read all languages.

Divinity Points (Sp): Lesser God Aesir begin the campaign with one to three Divinity Points (roll one six-sided die and divide the results by two, rounding any fraction up). Greater Gods always have one Divinity Point to spend. For more information on Divinity Points, see RAGNAROK! TALES OF THE NORSE GODS Part 2.

Favored Class: Any

Vanir

The Vanir are not nearly as warlike as their Aesir cousins. Instead, they are much more nature-oriented and are frequently tied to the natural forces of Midgard. Vanir interact with mortals much more easily than the Aesir and find nobility in the Lesser Races beyond heroism on the field of battle. Though they are more even-tempered, they can be roused to anger and are terrible foes in

Table 2-5: High-Level Encounters for Jotunheim

Roll one percentile die (d%) and cross-reference the result on the chart below.

Result	Creature	Number	CR
01-03	Air Elemental (Elder)	1	
11			
04-06	Cryohydra (9 Heads)	1	
10			
07-11	Cryohydra (10 Heads)	1	
11			
12-14	Cryohydra (11 Heads)	1	
14			
15-19	Dire Polar Bear	1	
12			
20-24	Dire Wolverine	2	
12			
25-29	Frost Giant	2	
11			
30-36	Frost Giant	3	
12			
37-46	Frost Giant	4	
13			
47-53	Frost Giant	6	

mortals to travel to Nidavellir. Listed below are some ideas you can use either as jumping-off points for a Quest or as parts of a larger adventure.

Lost Artifact: Many epic quests concern the search for a lost magic item or other great treasure. Nidavellir is an excellent place for such an item to be located. After all, the Dwarves craft most of the magic in the Nine Worlds anyway. Moreover, their magical prowess would make Nidavellir a very safe place to hide something of great power. Dwarven Artificers could craft all sorts of entrapped containers for the item, and they could enchant its final resting place with powerful spells making it difficult to acquire.

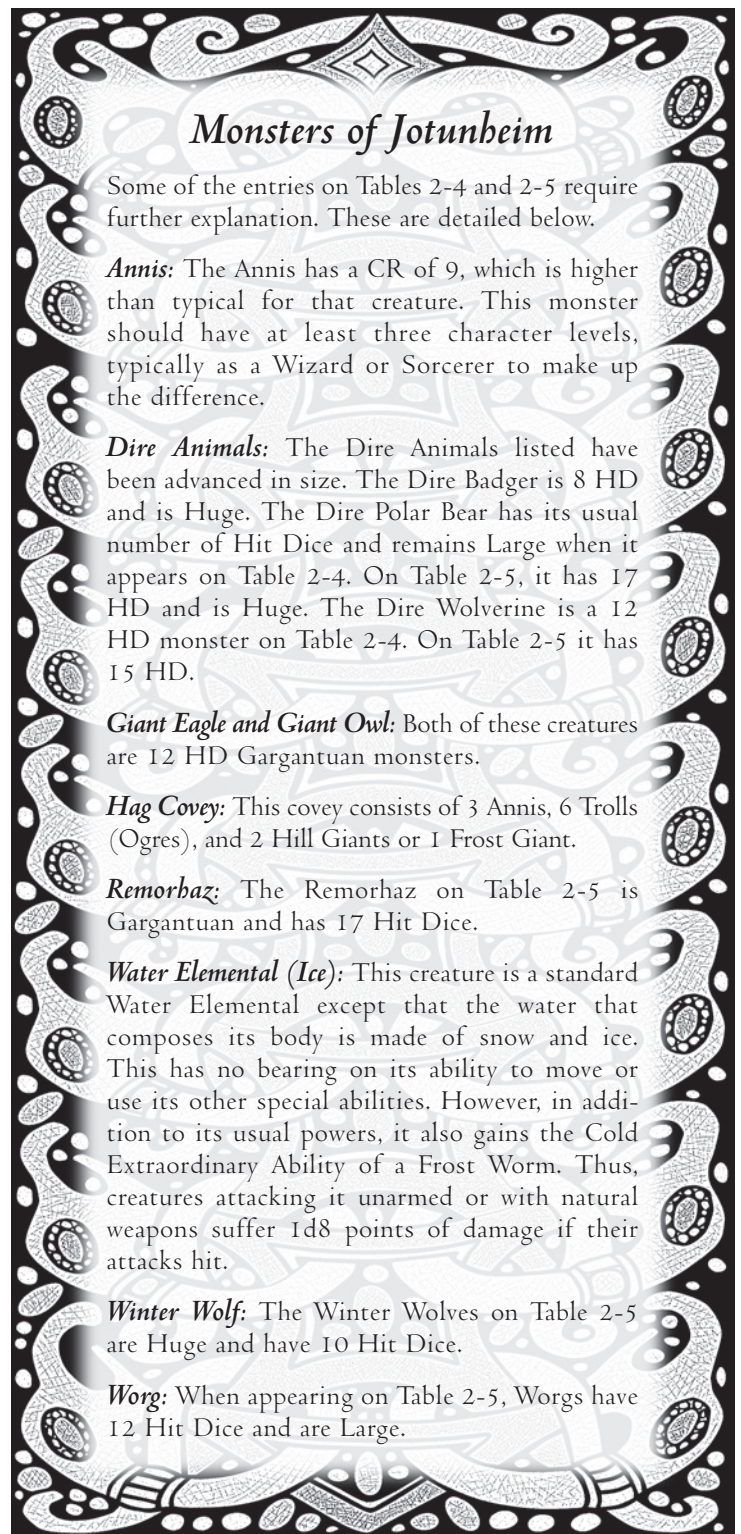
Further, trying to find something in Nidavellir is extremely difficult. Only those assigned to protect it might know its true location. Thus, part of the Quest could also involve finding one's way through Nidavellir. Without a map or some other clue, this could take months or even years to accomplish. In short, the demesne of the Dwarves — with its seemingly random construction, fearsome monsters, and powerful denizens — is the perfect place to hide something you don't want found.

You might construct the adventure like this: the characters have a treasure map or a series of clues that carries them through the mountain. Such information is never complete, though. It only helps the players along the way. Each clue or portion of the map leads them to a new encounter in the strange realm. The characters must overcome a series of obstacles such as finding a key in one room, which unlocks a door in another chamber that reveals passage to an exclusive set of rooms that cannot be accessed by any other means in which the treasure is both hidden and guarded. Along the way, they must stumble through not only the locations wherein the key and door are hidden, but several other random passages filled with monsters and other challenges. They might also become lost at any point in the quest.

The next question becomes where does this adventure fit into the quest as a whole? Is it the final goal? Is it the jumping off point for the expedition? Is it instead more in the middle? The sample Quest, "The Bride of Grivensir," places the Nidavellir sequence of events early in the adventure as a jumping-off point by way of example. After all, sometimes the artifact is only the first piece of the larger puzzle.

Find a Clue to a Lost Artifact: This is a similar idea to searching Nidavellir for the item itself, but this time the characters are instead hoping to consult a Dwarven denizen of the mountain for help. As Dwarves are authorities on all things magical, there's bound to be one in the bowels of the mountain who has information on what the party seeks. However, Dwarves give nothing away for free. Whatever information the subject of the adventure might have, he won't part with it without a significant reward. The players will have to negotiate a price.

Running this type of adventure can have all the same challenges as the previous type. The characters might know the name of the Dwarf they wish to consult, but finding him under the



Monsters of Jotunheim

Some of the entries on Tables 2-4 and 2-5 require further explanation. These are detailed below.

Annis: The Annis has a CR of 9, which is higher than typical for that creature. This monster should have at least three character levels, typically as a Wizard or Sorcerer to make up the difference.

Dire Animals: The Dire Animals listed have been advanced in size. The Dire Badger is 8 HD and is Huge. The Dire Polar Bear has its usual number of Hit Dice and remains Large when it appears on Table 2-4. On Table 2-5, it has 17 HD and is Huge. The Dire Wolverine is a 12 HD monster on Table 2-4. On Table 2-5 it has 15 HD.

Giant Eagle and Giant Owl: Both of these creatures are 12 HD Gargantuan monsters.

Hag Covey: This covey consists of 3 Annis, 6 Trolls (Ogres), and 2 Hill Giants or 1 Frost Giant.

Remorhaz: The Remorhaz on Table 2-5 is Gargantuan and has 17 Hit Dice.

Water Elemental (Ice): This creature is a standard Water Elemental except that the water that composes its body is made of snow and ice. This has no bearing on its ability to move or use its other special abilities. However, in addition to its usual powers, it also gains the Cold Extraordinary Ability of a Frost Worm. Thus, creatures attacking it unarmed or with natural weapons suffer 1d8 points of damage if their attacks hit.

Winter Wolf: The Winter Wolves on Table 2-5 are Huge and have 10 Hit Dice.

Worg: When appearing on Table 2-5, Worgs have 12 Hit Dice and are Large.

mountain may prove difficult. They have chances to get lost just by trying to traverse Nidavellir, and they may need a map or other help just to find the individual. "The Bride of Grivensir" employs this tactic too, forcing the gods to locate Svendari, a Dwarven Artificer who has information they need.

You can also marry this adventure idea with the previous one. Suppose the object for which the characters are looking is a map that can lead them to the next part of the Quest? The map might be the only know way to find the lost artifact,

Table 2-6: Random Mid-Level Encounters for Nidavellir

To generate an encounter, roll one d% and cross-reference the result on the chart below.

Result	Creature	Number	CR
01-04	Ankheg	4	7
05-06	Aranea	4	8
07-12	Athach	1 or 2	7 or 9
13-14	Basilisk	2	7
15-18	Behir	1	8
19-22	Carrion Crawler	5	9
23-24	Cockatrice	6	8
24-26	Delver	1	9
27-36	Dwarf Expert	1	7
37-41	Dwarf Wizard	1	9
42-44	Earth Elemental (Huge)	1	7
45-47	Earth Elemental (Greater)	1	9
48-50	Gray Ooze (Large)	1	7
51-60	Humanoid Race	12	7
61-62	Molten Earth Elemental (Huge)	1	7
63	Molten Earth Elemental (Greater)	1	9
64-67	Monstrous Spider (Large)	6	7
68-70	Monstrous Spider (Huge)	4	8
71	Monstrous Spider (Gargantuan)	1	7
72-73	Ochre Jelly (Large)	1	7
74-77	Otyugh	4	8
78-81	Roper	1	9
82-85	Rust Monster (Large)	2	7
86-89	Shambling Mound (Large)	1	7
90-94	Shield Guardian	1	8
95-97	Troll (Ogre)	8	8
98-00	Umber Hulk	2	9

chief too. They might ask the characters to steal something from a rival, from a giant, or even from the gods.

Don't forget that Dwarves do not like to be crossed. If the players try to cheat the one they hire, they invoke whatever curse was bound into the item. This can create a whole new adventure as the characters attempt to remove the curse and use the item as it was intended. If the object was intended to complete the next part of a Quest, this could have larger consequences.

Perform a Rescue: This is an especially good Quest for mortals. It is worthy of the gods too, but a rescue mission is just the sort of thing to test the mettle of a mortal who wishes to become a legend.

The characters might be hired to rescue a woman. Dwarves often take human brides (since there are very few Dwarven females), and not all of them are willing. Some are betrothed to Nidavellir's wretched inhabitants as prices for the completion of work. Others, though, are simply kidnapped and brought to the strange realm where they are forced to submit to the desires of their captors. Heroic humans and Trollborn might venture forth to release such a victim from her captivity, particularly if her father is offering a reward. The PC's would have to navigate their way through the strange mountain until they could locate the woman, and then not only break her out, but escape back to Midgard.

and it's carefully guarded in the depths of Nidavellir.

Hire a Dwarf to Make Something: Most travelers who come to Nidavellir do so because they want to hire the services of the finest artificers in the Nine Worlds. Like the two previous plot ideas, the characters must find their way to the home of a Dwarf who can do what they ask. That alone can be an adventure. Then they must bargain with the Dwarf, and that too can seem like a full adventure. Perhaps as payment, the artificer will require the characters to perform some service for him. He might command them to go to Niflheim to fetch him raw materials, or he could ask them to slay a particularly troublesome creature within Nidavellir. If that creature were a colossal monstrous spider or a purple worm, the fee for the item would be hefty indeed. Dwarves have a bent for mis-

A fine variation on this theme is the mission to rescue a comrade or friend who has become lost in Nidavellir. This person traveled to the Dwarven demesne for his or her own reasons, but became lost and could not escape. Somehow, the party has been alerted to this fact and has been sent in to find the person and bring him or her back. This is an extremely difficult task since the characters risk getting lost themselves while searching for the target of their Quest. Once found, they still must find their way back out, something the character for which they are looking could not do. You can add tension to this adventure by making the lost person be someone of great importance. Perhaps it is the jarl whose disappearance has sparked a war and who is the only hope of stopping it. Or perhaps this individual knows of a secret plan by the Romani Templars to bring the Northern Kingdom fully under its control. If he or she isn't

found in time, these villains will succeed.

The Bride of Grivensir

The Bride of Grivensir is an epic adventure for Lesser Gods of 7th through 9th Level. It begins in Asgard but quickly moves across the Nine Worlds from Nidavellir to Midgard to dreaded Jotunheim. The adventure is complex and should challenge the PC's on political and social levels in addition to combative ones. If they fail, they could well be responsible for the onset of Ragnarok. As the story progresses, impress upon the players the importance of this mission and its success.

The First Cycle: A Dream of Doom

Odin's Dream

As the adventure opens, the PC's are feasting in the Hall of Heroes with the other gods and the honored dead. After the meal, Odin tells his subjects that he has had another disturbing dream. This one was even more vivid than some of his other doomsday visions, and, while he hates to alarm his noble brothers and sisters, he felt compelled to share it with them. Thus, he tells his brethren of what he saw.

Odin doesn't know what the vision means, and he sloughs it off in a quick toast to the heroism of the assembled, but it is clear that it troubled him. *Any character may make a DC 15 Knowledge: Religion check to draw parallels between this dream and that of the Ragnarok one to conclude that perhaps this is how the Doom of the Gods begins.* Characters only make this check if the player asks to do so, and Skalds should emphasize that any conclusions are purely speculative.

If the players decide to have their characters investigate this matter on their own, there are several places where they could jump off:

They could go directly to Odin to ask him what it means. He doesn't know of course, but he suggests that they consult Mimir's Well. The visions the water gives are never exactly clear, but if you focus your mind around what you want to know, it always gives you a vision that will lead in the right direction, he says. If the players choose this route, see "Mimir's Well" below.

The players could think to go to Mimir's Well themselves without speaking with Odin. Treat such occurrences as though they had since it takes them directly to the "Mimir's Well" event below.

Table 2-7: Random High-Level Encounters for Nidavellir

To generate an encounter, roll one d% and cross-reference the result on the chart below.

Result	Creature	Number	CR
01-07	Athach	4	11
08-10	Basilisk	6	10
11-18	Behir	2	10
19-24	Dwarf Artificer	1	14
25-37	Dwarf Expert	1	10
38-44	Dwarf Wizard	1	12
45-51	Earth Elemental (Elder)	1	11
52-54	Molten Earth Elemental (Elder)	1	11
55-61	Monstrous Spider (Colossal)	1	10
62-68	Ochre Jelly (Huge)	1	12
69-75	Purple Worm	1 or 2	12 or 14
76-82	Roper	2	11
83-92	Stone Golem	2	13
93-00	Umber Hulk	4	11

Because he is given to strange visions as well, the PC's could consult Balder. See "Balder" on page 27 if they choose this path.

No one knows the identity of the giant in the vision, but the PC's could attempt to journey to Jotunheim and ask. This is the most dangerous option and should be undertaken with care. See "Journeying to Jotunheim" on page 27 if the players adopt this plan.

If the PC's choose not to follow up on Odin's revelation, then their patron will insist that they do so. Possible motivations for some of the gods are listed below:

- ◆ Thor wants to know who this giant is that threatens Odin. He assigns his avatar the task of learning the Jotun's identity so that Thor may add his name to those of the other giants he has defeated. Because the Thunder God will be most upset if the PC's best the fiend instead, use this motivation only if it seems the best option.

- ◆ Freya is particularly interested in the terrestrial origins of this ring of fire. She instructs her servant to learn what it means. Similarly, Frey is fascinated by a ring that is made of pure flame but does not burn the finger of a Frost Giant. He

Inhabitants of Nidavellir

The entries on Tables 2-6 and 207 requiring further explanation are detailed below:

Dwarf: Dwarf characters met are Artificers, Experts, or Wizards. You should create an NPC character that is a fitting challenge for your party. These characters are almost always encountered in their homes. One of the portals in the passageway in which the characters find themselves has a door on it that leads to the Dwarf's home.

Gray Ooze: This ooze is advanced to 9 HD.

Humanoid Race: Because the RAGNAROK! setting allows for only two Humanoid Races but asks you to choose which two, this entry has been left vague so that you may customize it to your campaign. You may have to adjust this encounter if your Humanoid Race differs significantly.

Ochre Jelly: Like the Gray Ooze, this creature has been advanced. A Large Jelly (Table 2-6) should have 9 Hit Dice. A Huge one (Table 2-7) should have 18 Hit Dice.

Rust Monster: This Rust Monster has been advanced to Large size and should have 10 Hit Dice.

Shambling Mound: The Shambling Mound has also been advanced. It has 10 Hit Dice.

Shield Guardian: A Shield Guardian has been left behind by a Dwarven Wizard who wants something protected. You'll need to decide just what it is defending, and where the Dwarf who created it is in proximity to the encounter. It's possible, of course, that the Dwarf who crafted the creature is long since dead, and it now serves a non-existent purpose. That doesn't keep it from working any less efficiently, though.

Stone Golem: Like Shield Guardians, Stone Golems have been left behind by a Dwarven Wizard or Artificer. They are assigned to protect something and do so with single-minded devotion. You will need to decide what it is that a golem guards.

Troll: Remember that Trolls in the RAGNAROK! setting are Ogres, not the Trolls from a standard campaign.

such circumstances. The Vanir officially reside in Vanaheim, but many make their homes elsewhere.

Vanir have the following racial traits:

Ability Scores: +7 Dex, Wis, Cha / +10 Dex, Wis, Cha
+5 Int, Str, Con / +8 Int, Str, Con

Skill Bonuses: Owing to their affinity with nature, Vanir characters get +4 Racial Bonuses to the following skill checks: Handle Animal, Heal, Knowledge: Nature, and Wilderness Lore.

Base Movement: Vanir have a base movement of 30'.

Plane Travel (Su): Vanir may move from one world to another once per day.

Inspire (Ex): Like the Aesir, the Vanir can inspire those mortals who acknowledge them as gods. The mortal is considered one level higher when in the presence of the god, receiving a temporary extra Hit Die. The effect vanishes when the Vanir leaves.

Spell Resistance (Ex): 10/15

Cast Runes (Sp): Lesser Vanir may cast two Runes a day. Greater God Vanir may cast three. A god starts with a number of Runes equal to his or her class level. For more information on Runes see Part 3 of RAGNAROK! TALES OF THE NORSE GODS.

Fearless (Ex): Vanir are immune to the effects of Fear.

Damage Reduction (Ex): 5/+1 / 10/+2

Ignore Damage Reduction (Ex): Owing to their magical nature, Vanir are less affected by creatures with Damage Reduction. A Lesser God may ignore the effects of Damage Reduction for any creature with a DR of +2 or less. That is, treat the target as though the god were striking with a +2 magical weapon. Greater Gods ignore Damage Reduction of +4 or less.

Rapid Healing (Ex): Vanir heal twice as fast as usual if they are Lesser Gods; Greater Gods heal three times as fast.

Limited Immortality (Ex): Until the Doom of the Gods, Vanir can only truly be killed in Vanaheim. If they are reduced to less than 0 hit points on any of the other Nine Worlds, they simply continue to heal until they are able to act again.

Magic Item: Vanir characters begin the game with a magic item. Guidelines for the capabilities of the item can be found in Part 1 of RAGNAROK! TALES OF THE NORSE GODS.

Innate Armor (Ex): Their divine status makes the Vanir harder to hit in combat. Consequently, Lesser God Vanir gain a +2 Natural AC Bonus. Greater Vanir have a +5 Natural AC Bonus.

Linguistics (Ex): Vanir can read and speak any language.

Divinity Points (Sp): Lesser God Vanir begin the campaign with one to three Divinity Points (roll one six-sided die and divide the results by two, rounding any fraction up). Greater Gods always have one Divinity Point to spend. For more information on Divinity Points, see RAGNAROK! TALES OF

might instruct his servant to acquire it for him.

- ♦ Heimdal, as the Guardian of Asgard, is most concerned about any threat. He instructs his avatar to learn the nature of this menace so that it may be repelled.

- ♦ Hel wants to know what power this giant has found. She, of course, wants it for herself and instructs any avatars of hers to get it for her.

- ♦ Loki sees this vision as a riddle Odin cannot solve. He very much would like to do so in order to win favor at court. His servants are to bring him information so that he may unravel the secret himself and then present the answer to Odin. He is not above having his avatars figure out what is going on themselves, so long as he is the one who gets credit for solving the mystery.

- ♦ Vidar demands that his devotees find this giant and slay it before it becomes powerful enough to destroy Odin. If he already has the ring, they are to return to Asgard to fetch him immediately.

Mimir's Well

If the party goes to Mimir's Well to receive a vision, one of them will have to drink from it to gain insight. The waters of the well are powerful and can have negative effects, even on the gods. *Have the drinking character make a Fortitude Save at DC 20. If it fails, the character becomes violently ill and passes out. The water's power is simply too much for him or her. The character remains unconscious for 1d10 rounds before waking Nauseated and remaining so for another 1d10 rounds.*

A successful Saving Throw causes the waters to impart a vision to the character. Images assault the god's mind and take a few moments to sort out. Afterwards, the god is left with the following impressions:

The Frost Giant in Odin's vision does not yet have the ring.

To acquire the ring for themselves, the gods will need the assistance of the Dwarven artisan, Svendari.

Svendari resides in Nidavellir. To find him, the characters will need to correctly answer three riddles (see sidebar on page 27).

The players will have to solve the riddles themselves. Encourage them to attempt to do so on their own. If they are clearly stumped, you can give them a few hints. *If they still can't crack the code, allow them to make Solve Riddle checks. The DC for Riddle #1 is 10, for Riddle #2, it is 20, and for Riddle #3, it is 15.*

Balder

If the characters go to Balder to seek insight, he receives them with grace (especially if one of them is an avatar of his). He has also had a vision, which he believes to be in conjunction with this father's. In his dream, he saw a Dwarf holding a key. He understood that this key could destroy Odin and all for which he stands. However, he also gathered that the Dwarf did not know what he was holding. Balder



believes him to somehow be innocent of the dreadful consequences of possessing this key.

The Son of Odin spent some time researching the identity of this Dwarf. He is Svendari, a great Dwarven craftsman who lives deep in the bowels of Nidavellir. Balder suggests that the characters seek him out to see if they can ascertain what this key is and if it is related to the fiery ring from Odin's vision.

To aid them, he gives them a small amulet inscribed with the Rune, Rad. Balder explains that Nidavellir is difficult to traverse because every portal leads somewhere seemingly random. If they wear the amulet and think Svendari's name every time they pass through an aperture, though, it will speed their journey along and bring them to him more quickly.

Journeying to Jotunheim

As mentioned above, this is by far the most dangerous path with which to start the adventure. The gods and the Jotuns are immortal foes and only cooperate rarely. The PC's will get a hostile reaction at first, and they should be prepared to fight.

They will have to cross the ocean that separates Asgard from Jotunheim using their Plane Travel ability. Whether or not they encounter any danger along the way is up to you as the High Skald. You may choose to throw a few waterborne encounters at them or simply have them arrive.

Once there, they will need to begin trudging across the frozen wastes in search of someone who can help them. After they have traveled for half a day, they come to a small

(for a giant) dwelling. A cottage sits on a hill. As the PC's approach, a loud barking breaks over the hillside, and two large Winter Wolves come running up. The beasts stop short of the characters and demand to know who they are. Once they ascertain that the PC's are from Asgard, the wolves tell them that gods are not welcome at their master's house and warn them to turn back or there will be trouble.

If the characters attempt to talk, the Winter Wolves will refuse to be helpful, but the discussion will get the attention of Gnord, the Frost Giant who lives at the house. He will come down to see what the noise is about. Once he sees Asgardians, he will become angry and most uncooperative. Any pleas for help or requests for information will result in rude retorts and open threats. This confrontation will end in a fight if the gods don't leave.

If the characters attack or just plain threaten the Winter Wolves, the beasts attack. One expends a free action to shout a warning to Gnord, and then leaps at the throat of the nearest character. The other unleashes its breath weapon immediately. Gnord comes running at the sound of the warning and arrives ready to fight one round after the wolf shouts to him. If the fight breaks out after he has already arrived, both wolves use their *breath weapons* before leaping into the fray.

Gnord has no love of the gods, but he's not stupid, either. *Once he is reduced to 25% of his hit points, he will surrender, not wishing to be killed.* At this juncture, he will tell the characters anything they wish to know. The Winter Wolves fight to the death unless Gnord calls them off. He will do so if he surrenders,

but they may be killed before he can. *This is a Challenge Rating 10 Encounter.*

Gnord knows nothing about Odin's vision or a ring of fire, but, if the characters describe the events of the vision to him, he knows who the giant is. He tells the gods that it is Hrothgar, a particularly devilish Jotun. Hrothgar is more black-hearted and hates the gods with more passion than the average giant. He has raved for years about destroying Odin himself, cracking the All-Father's throne over his knee. However, despite his boastful claims, Hrothgar has never had the skill or the wherewithal to make good on his threats. Then about a month ago, he started bragging that he had at last uncovered the means by which to fulfill his fantasies. When pressed for information, he would give none, and most Jotuns considered him to be making another round of empty boasts. However, if he is the giant from Odin's vision, it's just possible that Hrothgar wasn't lying after all.

Gnord doesn't know where Hrothgar may be found or what he's planning, but he does know someone who might. There is a wizened Hag not far from here that many giants consult when they need unusual information. She is treacherous and gives nothing away for free, but she may know what Hrothgar's plan is, and, if so, she will be willing to sell that information. Gnord gives the characters directions to her home, which is a day's journey from their present location, and her name: Frieda. If the players adopt this path, see "Meeting Frieda" below.

Meeting Frieda

Frieda's lair is a small hut that sits against a jagged hill-top. Thick, black smoke emanates from the chimney of this house, producing a foul smell. A large raven nestles on the doorframe, and, as the characters approach, it calls out, "Visitors! Visitors!" and then flaps up to the roof where it can both get a better look at the new arrivals and be farther away from them.

Frieda emerges from the hut a moment later. She is an ugly crone dressed in dirty red robes, but she leers at the PC's through her sunken eyes, clearly appraising them. As a 5th Level Wizard and an Annis, she is a much more formidable opponent than she appears to be, and the party would do well not to underestimate her.

She is willing to listen to their requests and, while she has no love of the gods, she is willing to deal with them. She tells them that she has a pet Remorhaz for which she has not been able to provide a nice treat in some time. However, she knows of a Frost Worm lair two days' journey from here. If the gods consent to slay it and bring it back here so that her Remorhaz can feast on it, she will tell them what they wish to know.

The players may choose to counter. Frieda will bargain if they make what she deems is a reasonable offer. However, Frieda knows that if gods are consulting her, the information they seek is extremely important. Therefore, she demands a high price for it. You can settle on

whatever you like, but it must be similar in scope to slaying the Frost Worm and somehow transporting it back.

If they do not do as she asks or strike an agreeable alternate bargain, Frieda will refuse to help the PC's. No amount of threats or actual violence can sway her. She despises the gods and would rather die with the information they seek just to spite them rather than give it up. If they want to know what she can discover for them, they will have to pay and pay dearly for it.

If the players consent, Frieda gives them directions to the Frost Worm's lair. See "Lair of the Frost Worm" below. She will not tell them anything until they have satisfied the conditions of her bargain with them. If they attempt to beat it out of her or otherwise engage in violence, she defends herself to the best of her abilities. She summons the Remorhaz, which arrives one round after the fight begins. Her raven offers what help it can. All three creatures fight to the death. **This is a Challenge Rating 11 Encounter.**

Lair of the Frost Worm

The journey to the creature's lair takes the characters up the jagged hilltop next to Frieda's home and up a mild slope to a low mountain peak. The beast's lair is purportedly in a shallow chasm that exists just below the summit. It takes two days to make this trek, and, to make matters worse, the weather is unkind. A fierce snowstorm kicks up and assails the gods as they trudge through the snow. Visibility drops to almost nothing. If they are somehow flying, the characters are grounded by the wind and snow, particularly if they are doing so via mounts. **The party must make hourly Fortitude Saves according to the rules for Cold.**

The storm lasts until the evening of the second day, when the characters approach the mountain peak. **If they decide to hole up and wait it out, they will either have to erect some sort of a shelter, cast a spell to protect them against the elements, or make a Wilderness Lore check at DC 30 to find a cave where they can wait out the storm.** Once it passes, they can make it to the worm's lair unmolested.

The entrance to the nest itself is in a glacier that fills a portion of the chasm. As the gods approach the ice cave, the Frost Worm approaches them from behind, slithering through the snow. It begins the fight by using its trilling ability to attempt to mesmerize the party. **Due to the echoes bouncing off the canyon walls and the ice, it will require a successful Listen check at DC 20 to determine that the sound is coming from behind them. One round later, the beast rises up out of the snow and attacks. When it is reduced to one third of its hit points, it attempts to flee into its cave. Here, the creature gets a 1/2 Cover Bonus (+4 to AC). Additionally, the PC's suffer a -2 penalty to attack rolls owing to the slick conditions inside the glacier unless they have some means to combat the natural slipperiness of the ice. It takes the Frost Worm two rounds to get into the cave.**

The Frost Worm itself is a Challenge Rating 12 Encounter.

However, defeating the creature is only part of the problem. The gods still have to figure out how to get it back to

Frieda's lair. The worm is approximately five times the size



of the characters, and, while they might be able to carry it short distances if there were enough of them (at least five), they certainly couldn't get very far, especially given the monster's Death Throes ability. Thus, they will have to devise some means of transporting the dead worm to Frieda's home. Herein lies the sinister nature of the price. Not only did the gods have to put themselves at

great risk, they also must complete a seemingly impossible follow-up task.

This is a Challenge Rating 7 conundrum. You are encouraged



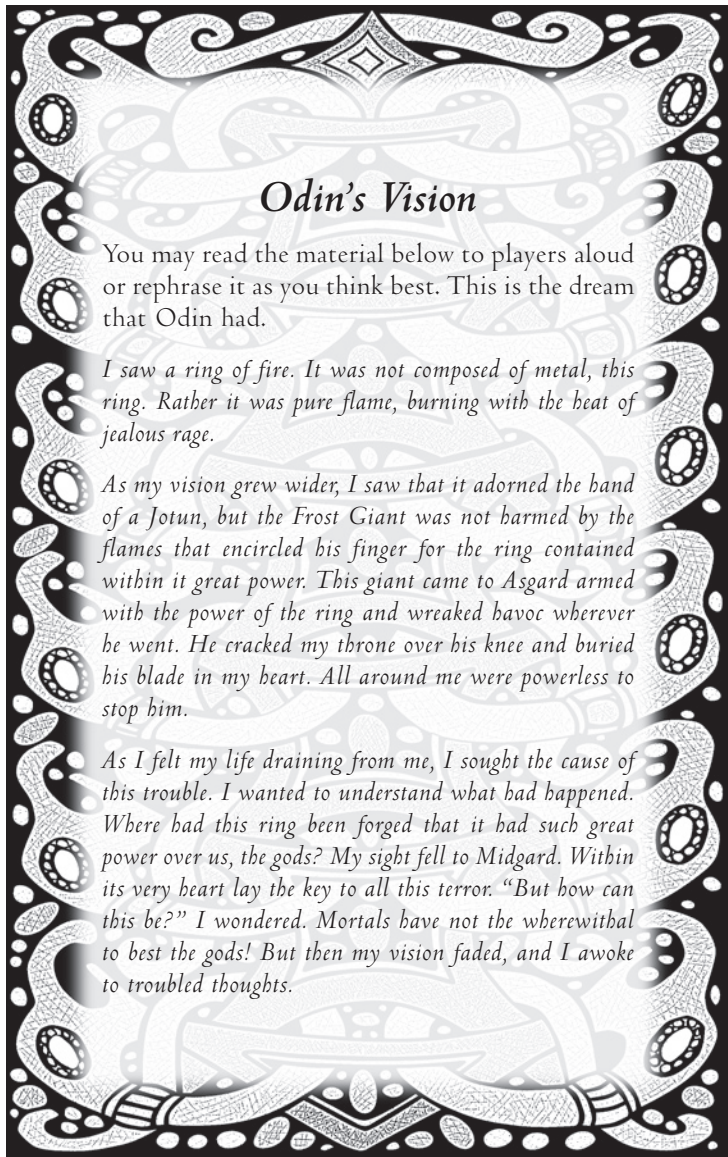
to reward innovative thinking, but make certain that the task is completed: the remnants of the Frost Worm make it back to Frieda's lair. Upon their return, see "Returning to Frieda" below.

Returning to Frieda

Frieda is both pleased and impressed to see the PC's arrive back at her home. If they have somehow failed to complete the mission, she will chide them and refuse to part with the information they require. She might consider striking a new deal, but it will be no less challenging than the last one. If the characters refuse to deal with her and try to extract the intelligence from her violently, see "Meeting Frieda" for how she will defend herself.

If the characters have succeeded, however, she instructs them to leave the "carcass" out just to the west of her home so that the Remorhaz can get it. She then brings them into her hut, which smells horrible. A cauldron sits atop a fire in the hearth with a grotesque-smelling liquid bubbling inside it.

Frieda uncovers a crystal ball at which she sits. She asks the characters what they wish to know (which should be something along the lines of "how does Hrothgar plan to destroy Odin"). You may need to adjust the answer she receives based on the question. Frieda strokes and caresses the crys-



Odin's Vision

You may read the material below to players aloud or rephrase it as you think best. This is the dream that Odin had.

I saw a ring of fire. It was not composed of metal, this ring. Rather it was pure flame, burning with the heat of jealous rage.

As my vision grew wider, I saw that it adorned the hand of a Jotun, but the Frost Giant was not harmed by the flames that encircled his finger for the ring contained within it great power. This giant came to Asgard armed with the power of the ring and wreaked havoc wherever he went. He cracked my throne over his knee and buried his blade in my heart. All around me were powerless to stop him.

As I felt my life draining from me, I sought the cause of this trouble. I wanted to understand what had happened. Where had this ring been forged that it had such great power over us, the gods? My sight fell to Midgard. Within its very heart lay the key to all this terror. "But how can this be?" I wondered. Mortals have not the wherewithal to best the gods! But then my vision faded, and I awoke to troubled thoughts.

tal ball, mumbling to herself as she does so. Then she tells the party that Hrothgar has struck a deal with the Dwarf, Svendari. She does not know the nature of the deal, and she doesn't believe that Svendari is part of some sort of alliance, but it is clear that he holds the key to Hrothgar's plan. Any attempt to stop the giant will have to go through him.

Arriving in Nidavellir

The characters must use their Plane Travel ability to go to Nidavellir. They arrive at the foot of the mountain that dominates the landscape. Unless they have been here before, it is not immediately apparent which way they should go. **A Wilderness Lore or Spot check at DC 15 will reveal a path.** It appears to have been used infrequently, but it exists nevertheless. This path leads up the mountain. **If the players are stumped, you could also allow them Intuit Direction checks to figure out where they should go.**

Once the party has climbed the mountain, allow them to make the Spot check necessary to notice the door to the realm of the

Dwarves. If any of them have been here before, you may grant that character a +5 Circumstance Bonus since he or she will know for what to look. Don't forget that they need a Knock spell or to trace the Rune, Ethel, to open the door.

Once the characters have made it to the nexus, they must choose a path. Roll a d12 when they enter an archway. If the result is 12, they return to the antechamber. Otherwise, assume that they move to "The First Corridor" below.

Traversing Nidavellir

What path the characters took to get to this part of the adventure will in part determine how they navigate it. If they got the vision from Mimir's Well, then they can go almost directly to Svendari's home so long as they solve the riddles. If not, they may get spun off into alternate corridors. If they have Balder's amulet, there is no chance of failure. If they use it as he instructed, it doesn't matter which arch they penetrate. It will lead them in the correct direction. If they went to Jotunheim to get their information, though, they will have no "map" to guide them through the maze of Nidavellir.

It's important to realize that the party must meet Svendari for the adventure to continue. He knows what's going on and can help the characters stop it (see "Meeting Svendari" below). Nidavellir is an obstacle that the gods must overcome to meet with him, but it should not be an obstruction to accomplishing their goals. In other words, it's fine to let them get lost for a little while, but they should eventually find their way to Svendari. While it will take the characters a minimum of three jumps to get from the nexus to the Dwarven Artificer's lair, don't hang them up with more than six jumps if they get lost. Otherwise this part of the adventure will just become frustrating.

A few encounters are included here for your use. If you find you need more or would like to alter the ones presented, use Table 2-7 to create some random events. Make sure the Encounter Level is adjusted properly to your party.

The First Corridor

This passageway moves 30 feet directly away from the archway through which the party enters it. It then bends off to the right for another 10 feet before terminating in another arch. Ten feet down the corridor on the left is a large opening that appears to have been carved out of the stone. It is fully 10 feet wide but only the usual five feet high. It is filled with garbage. Just opposite it but a little further down on the right side is a door.

The garbage pile "belongs" to Neblin, the Dwarf that lives across the hall behind the door. He carries it out and tosses it there because he has developed a symbiotic relationship of sorts with an otyugh. The beast comes to eat his trash, so Neblin has succeeded in creating a garbage disposal service for himself. If you want to throw a quick challenge at the PC's, you can have the otyugh be present when they check out the garbage pile. It will aggressively defend its territory, attacking anyone that begins rooting around in the refuse. If a fight breaks out, Neblin will come out to see

what the ruckus is about and become very upset at the gods for attacking his pet. He'll do everything possible to stop the fight and be less disposed to help the characters. If they kill the creature, he'll flatly refuse to help. For its part, the ottyugh knows when it is overmatched and retreats into a connecting tunnel at the first sign of real trouble.

If you prefer not to have the characters get into a fight at this juncture, just skip this part of the encounter. The ottyugh isn't "at home" at the moment. Neblin is home, however, and he may be willing to help if properly persuaded. His door is locked, and, if the players try to kick it in or otherwise treat it as a standard dungeon door to be penetrated, he'll be most upset at them breaking into his house even if they are gods. *You may offer any character an Intelligence check at DC 5 to consider knocking.*

If they knock, Neblin answers the door after a moment or two. If they break in, he comes running to defend his home. Regardless, he's in a surly mood. He doesn't like being bothered, but the more polite the characters are, the more cooperative he is.

Neblin knows Svendari and where he lives. He only has a vague idea of how to get there, though. He knows that Svendari wrote riddles to unlock the portals that led him there the fastest. If properly bribed, he is able to remember the riddles but not the answers. He also knows that the characters must pass through the arch around the bend and not the one through which they came to get where they want to go. Aside from that, he has no other useful information.



The arch at the other end of the hall (around the bend) is marked with various notes and clues. Among them is Riddle #1 (see sidebar, page 27). To navigate this portal, the characters must correctly speak aloud the answer to the riddle and then walk through. If they do so (or if they have Balder's amulet), they proceed to "Magma Pit" below. If they simply pass

through or offer the wrong answer they are taken to "Ruined Corridor."

Magma Pit

This passage is a bit trickier than the previous one. The archway opens up on a natural cave. It's much warmer here,

The Three Riddles

The three riddles for finding Svendari are presented below. Each is a key to shorten the journey to his lair in Nidavellir, and they are consequently inscribed on the wall adjacent to the portals that lead where he wants them to go. A character must simply recite the correct answer before walking through the aperture in question. A Challenge Rating is assigned to each so that you may reward the players for solving them.

Riddle #1:

Of seven colors, rich and true,
Am I composed, but go not through
If you have not the leave to see
What lies beyond. What can I be?

Answer: The Rainbow Bridge to Asgard

Challenge Rating: 3

Riddle #2:

I sail on the ocean, carried forth by good cheer,
But no boat am I, though by sailors held dear.
I make my port in the hearts of good men
Seeking out those worthy and returning again.
I float through the air, held aloft by great need,
But no bird am I nor Valkyrie's steed.
I make my nest in the minds of the wise
Who see me in comrades by the truth in their eyes.

I am stronger than iron, no edge keener than mine

To adhere to my virtue invokes the divine.
But I'm sundered by falsehood, laid low by degree

If not fed with honor. Just what can I be?

Answer: Trust

Challenge Rating: 9

Riddle #3:

I make the strongest man weak
I strengthen a heart that is meek
I drive the sanest folk mad
I conquer the good and the bad
None can compete with my power
To sweeten life or make it sour
Sometimes I give joy, sometimes shame
But all seek me. What is my name?

Answer: Love

Challenge Rating: 5

Favored Class: Any

Valkyries

The Valkyries were created by Odin and serve him loyally, but they are not truly gods in the same sense as the Lesser and Greater Gods. They are more accurately demigods, lacking all of the powers of even the Lesser Aesir and Vanir. They remain powerful creatures, however, with whom a wise person does not trifle.

All Valkyries are female. They are beautiful warriors whose job it is to inspire mortals to greatness and to conduct the worthy fallen to Valhalla. While not technically Aesir themselves, they cherish the Aesir ideals of heroism and battlefield greatness. Consequently, they frequently encourage mortals to take up arms for the purposes of winning glory for themselves and for the gods.

Odin has specifically tasked the Valkyries with finding the fallen and bringing them to Valhalla. Those who die bravely and those who win glory in Odin's name are brought to the great hall in Asgard. There, they battle during the day and feast at night, all in preparation for the final battle of Ragnarok when they will fight at Odin's side. The most worthy of these are chosen to be Einheriar, the elite guard assigned to Odin and Freya.

Gnord, the Frost Giant

Size: Large Giant

Hit Dice: 14d8+70

Hit Points: 120

Initiative: -1 (Dex)

Speed: 40 feet

AC: 17 (-1 Size, -1 Dex, +9 Natural)

Attacks: Huge greataxe +18/+13
melee (2d8+13)

Face/Reach: 5 feet by 5 feet/10 feet

Special Attacks: Rock-throwing

Special Qualities: Rock-catching,
Cold Subtype

Saves: Fortitude +14,
Reflex +3, Will +4

Abilities: Str 29, Dex 9, Con 21,
Int 10, Wis 10, Cha 11

Skills: Climb +13, Jump +13,
Spot +6

Feats: Cleave, Great Cleave,
Power Attack, Sunder

Alignment: Chaotic Evil

wish
to

Gnord's Winter Wolves

Size: Large Magical Beast

Hit Dice: 6d10+18

Hit Points: 45 and 57

Initiative: +5 (+1 Dex, +4
Improved Initiative)

Speed: 50 feet

AC: 15 (-1 Size, +1 Dex,
+5 Natural)

Attacks: Bite +9 melee (1d8+6)

Face/Reach: 5 feet by 10 feet/5 feet

Special Attacks: Breath Weapon, Trip

Special Qualities: Cold Subtype, Scent

Saves: Fortitude +8, Reflex
+6, Will +3

Abilities: Str 18, Dex 13, Con 16,
Int 9, Wis 13, Cha 10

Skills: Hide +7, Listen +9,
Move Silently +7,
Spot +9,
Wilderness Lore +1

Feats: Alertness, Improved
Initiative

Alignment: Neutral Evil

**Breath
Weapon (Su):** Cone of cold; 15 feet;
usable every 1d4 rounds;
damage of 4d6; Reflex Save
at DC 16 for half damage.

Trip (Ex): A successful Bite attack
enables the Winter Wolf to
make a Trip attempt as a
Free Action without making
a Touch Attack or provoking
an Attack of Opportunity.
If the attempt fails, the
opponent may not attempt
to Trip the Winter Wolf.

Cold Subtype: Immune to Cold; Double
damage from fire except on
a successful Saving Throw.

and a soft orange glow comes from around the bend. The initial passage bends almost immediately to the right before it cuts back and straightens out, crawling forward 25 feet and then ending in a "T." The glowing that the characters notice when they enter this passage (along with the apparent source of the heat) is obviously coming from the left fork. The right path is darker (though there is still plenty of light being thrown down the cave).

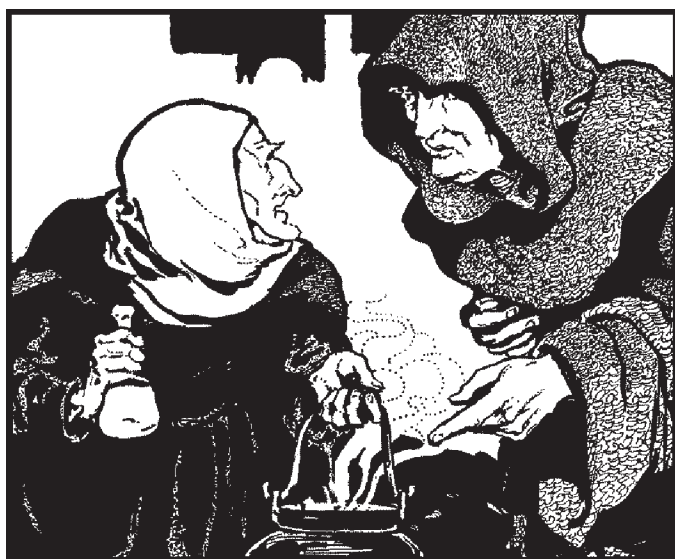
The correct way off of this level is back the way the party came if they are following the riddles. If they have Balder's amulet, it doesn't matter which way they take. The second riddle is scrawled above the arch. However, don't tell the players this unless one of them thinks to check. Part of the mystery of Nidavellir is that it doesn't fit together logically. The players will most likely anticipate having to go forward, so don't tell them that the correct way is backwards until they figure it out for themselves.

If the characters once again state the correct answer to the riddle before passing through this arch (or if they are using the amulet Balder gave them), go to "The Round Room" below. If not, send them to one of the other random encounters. If they get lost, remember that this is the correct way to Svendari's home if they are following the riddles. You might consider having them come back here after a few jumps.

Room #1. This is a large cave that falls away into a magma pool. The drop down to the molten rock is 50 feet. A ledge extends well out (on average 15 feet) on the near side, but it narrows as it winds around to the far side of the cave. It averages five feet wide in some areas, and at other points it is only three feet.

On the opposite wall is an arch. The riddle the characters seek is not written on it, but they may think that they need to pass through it anyway, especially if they don't know about the riddles. If the characters go through this archway, they are taken to another corridor out of their way unless they have Balder's amulet.

Living in the pit is a Greater Molten Earth Elemental. The party eventually disturbs it, and it rises up to confront them.



Frieda, the Hag

Size: Large Monstrous Humanoid

Hit Dice: 7d8 + 5d4 + 24

Hit Points: 70

Initiative: +1 (Dex)

Speed: 40 feet

AC: 20 (-1 Size, +1 Dex, +10 Natural)

Attacks: 2 Claws +13 melee (1d6+7), bite +8 melee (1d6+3)

Face/Reach: 5 feet by 5 feet/10 feet

Special Attacks: Improved Grab, Rend 2d6+14, Spell-like Abilities

Special Qualities: SR 19, Steely Skin, Spellcasting

Saves: Fortitude +5, Reflex +7, Will +10

Abilities: Str 29, Dex 9, Con 21, Int 13, Wis 10, Cha 11

Skills: Concentration +15, Hide +7, Listen +11, Scry +12, Spot +11

Feats: Alertness, Blind-fight, Combat Casting, Empower Spell, Still Spell

Alignment: Chaotic Evil

Improved Grab (Ex): Frieda must hit a Large or smaller creature with a claw attack to use this ability.

Rend (Ex): If she hits with both claws, Frieda can latch on an tear at the opponent's flesh, inflicting an additional 2d6+14 points of damage automatically.

Tear (Ex): If she has a hold on an opponent, Frieda automatically hits with all of her melee attacks.

Frieda, the Hag (cont.)

Steely Skin (Ex): Slashing weapons have their damage reduced by 1 point against Frieda. Bludgeoning weapons add an extra point of damage.

Spell-like Abilities: Three times a day, Frieda can cast each of the following spells as if she were an 8th Level Sorcerer: Change Self and Fog Cloud

Spells: As a wizard, Frieda can cast the following spells:
1st Level: Identify, Comprehend Languages, True Strike, Shield; 2nd Level: Detect Thoughts, Locate Objects, Mirror Image; 3rd Level: Clairaudience/Clairvoyance, Tongues; any 4 0-Level Spells.

Wand of Fireballs: Frieda also possesses a Wand of Fireballs, which she will use if necessary. The fireballs are cast as though from a 5th-Level caster. The wand has 36 charges remaining, and the command word is, "Char."

reserve Valkyries as NPC's in their campaigns because the mighty warriors are always pledged to the service of Odin. Thus, they cannot choose to have another of the Greater Gods as their patron in the Divine Portfolio. Still, the Skald may choose to run a Valkyrie campaign or allow Valkyries to act in concert with the Lesser God devotees of other deities so long as they are acting upon Odin's directives. Like the other Lesser Gods, Valkyries must be of Good alignment.

Valkyries have the following racial traits:

Ability Scores: +5 Str, Cha
+3 Dex, Con, Int, Wis

Weapon Focus: In accordance with their adher-

It is not an unreasonable creature, and it can be persuaded to let them pass. However, it considers the gods trespassers, and it wants a satisfactory explanation as to why they disturbed it. If it doesn't get one, it will demand that they leave by the way that they came and block their passage to the arch. **Getting past the elemental is a Challenge Rating 9 Encounter.**

Any character who falls into the magma takes 20d6 points of damage every round. Falling into the pit is a big problem even for the immortal gods. Even though they cannot be killed in this way, until they escape they take continual damage. Thus, such a character cannot ever recover and is effectively dead until rescued.

Room #2. This is a small cave that has a set of downward-going steps

Frieda's Remorhaz

Size: Huge Magical Beast

Hit Dice: 7d10+35

Hit Points: 75

Initiative: +1 (Dex)

Speed: 30 feet, Burrow 20 feet

AC: 20 (-2 Size, +1 Dex, +11 Natural)

Attacks: Bite +13 melee (2d8+12)

Face/Reach: 10 feet by 20 feet/10 feet

Special Attacks: Improved Grab, Swallow Whole

Special Qualities: Heat, Tremorsense

Saves: Fortitude +10, Reflex +6, Will +3

Abilities: Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10

Skills: Listen +10, Spot +9

Feats: Power Attack

Alignment: Neutral

Improved Grab (Ex): The Remorhaz must hit with its bite attack to employ this ability. If it does, it automatically deals bite damage and can attempt to swallow the target creature.

carved into its floor out of the rock. The material is clearly cave rock, but the craftsmanship suggests they were made deliberately and are not a natural phenomenon. This portal is actually another arch. Going down the steps takes the party to the “Troll Lair” below unless they use Balder’s amulet.

Troll Lair

This “corridor” is really more of a series of caves that serves as a troll (in this setting, *ogre*) lair. If the party comes to this corridor via the steps in Room #2 of “Magma Pit,” they enter through the archway in Room #3. If they get here some other way, have them come in through the arch in Room #6 or the one in the passage just outside of Room #6. That portal will lead to “Meeting Svendari” if the party gets help from Bumberlin (see Room #5 below). Otherwise, it simply leads to another corridor.

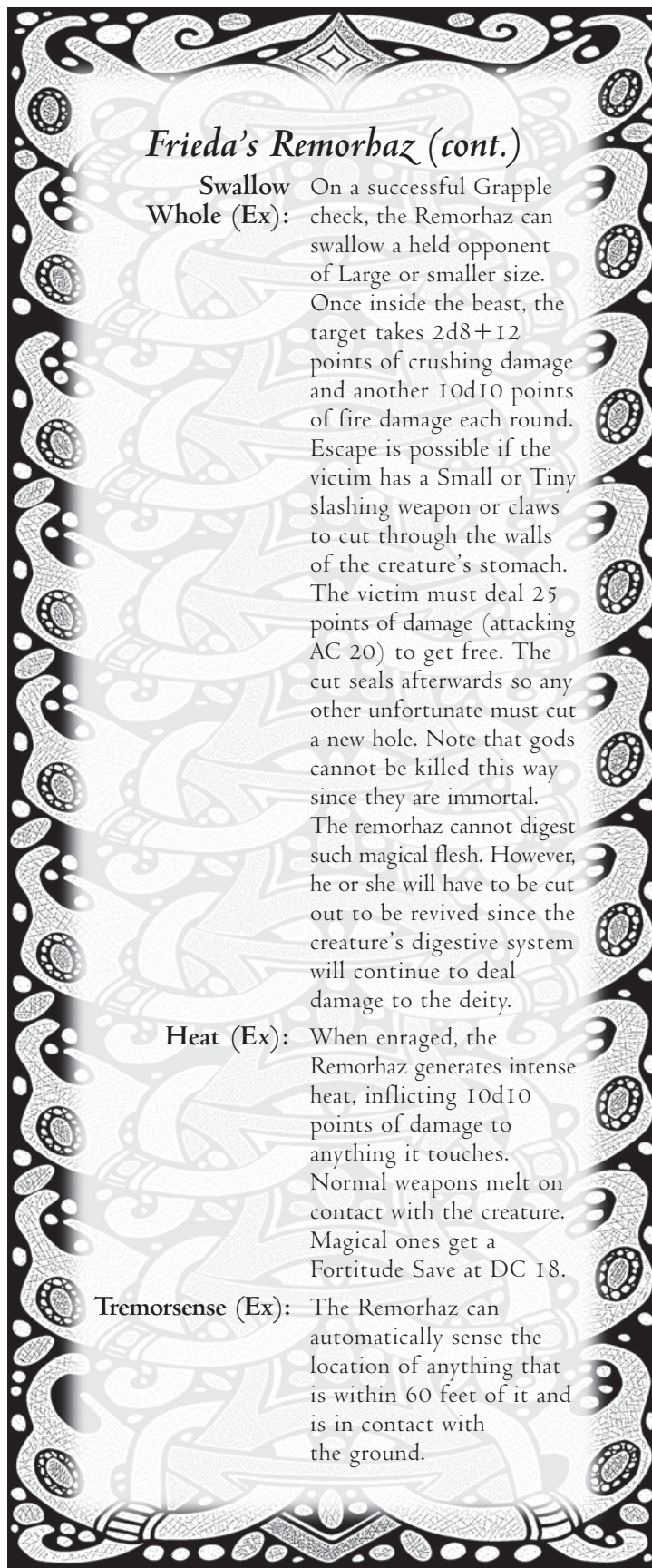
Room #3: This cave is the antechamber to the troll lair. Four trolls are “on guard” here, which is to say that they are lazing about wishing that they could do something more fun. Regardless of the way by which the gods enter the cave, the trolls will be completely stunned. The last thing they were expecting was for anyone to actually come along, let alone gods. So long as the party isn’t equally surprised, they may act first, the trolls having been caught flat-footed. The next round, the guards recover enough to shout a warning and run into Room #4, thereby provoking Attacks of Opportunity against them. If all the trolls are killed, then two more trolls come to investigate one round later. Otherwise, move this encounter into Room #4.

Room #4: By the time the party makes it into this cave, it will be in total disarray. There are 8 trolls in this room in addition to any that made it from Room #3. All are taking up arms to defend themselves, but the unexpected nature of the gods’ arrival leaves all the trolls who were not in Room #3 flat-footed during the first round of the fight in here.

In addition to the trolls, there is a lone Dwarf who is bound and gagged and tied to a large pole. He attempts to shout for help when he sees the gods, but his gag prevents him from being clear.

Whether the party wants to fight or not, they must. The trolls were planning on sacrificing the Dwarf to the Molten Earth Elemental in Room #1 of “Magma Pit.” They assume that the gods are here to stop them and therefore defend themselves. Their leader is a 3rd Level Cleric who instructs them to attack while throwing what few spells he can at the gods. When he dies and more than half the trolls are dead, the rest scatter. Until the leader is killed, the trolls will continue to fight. *This is a Challenge Rating 10 encounter.*

If rescued, the Dwarf, whose name is Bumberlin, will explain that the troll leader was a cult figure who had convinced his comrades that sacrificing Bumberlin to the elemental would gain them favor and bounty. He’s most appreciative of being rescued and offers to repay the characters. If asked, he can get them to Svendari’s home. He has them pass through the arch just outside of Room #6 after reciting the phrase, “Bumberlin bids you good journey.” Take the characters to



Frieda’s Remorhaz (cont.)

Swallow Whole (Ex): On a successful Grapple check, the Remorhaz can swallow a held opponent of Large or smaller size. Once inside the beast, the target takes 2d8+12 points of crushing damage and another 10d10 points of fire damage each round. Escape is possible if the victim has a Small or Tiny slashing weapon or claws to cut through the walls of the creature’s stomach. The victim must deal 25 points of damage (attacking AC 20) to get free. The cut seals afterwards so any other unfortunate must cut a new hole. Note that gods cannot be killed this way since they are immortal. The remorhaz cannot digest such magical flesh. However, he or she will have to be cut out to be revived since the creature’s digestive system will continue to deal damage to the deity.

Heat (Ex): When enraged, the Remorhaz generates intense heat, inflicting 10d10 points of damage to anything it touches. Normal weapons melt on contact with the creature. Magical ones get a Fortitude Save at DC 18.

Tremorsense (Ex): The Remorhaz can automatically sense the location of anything that is within 60 feet of it and is in contact with the ground.

Frost Worm

Size: Huge Magical Beast (Cold)

Hit Dice: 14d10+70

Hit Points: 152

Initiative: +4 (Improved Initiative)

Speed: 30 feet, Burrow 10 feet

AC: 18 (-2 Size, +10 Natural)

Attacks: Bite +20 melee (2d6+12 and 1d8 cold)

Face/Reach: 5 feet by 40 feet/10 feet

Special Attacks: Trill, Cold, Breath Weapon

Special Qualities: Cold Subtype, Death Throes

Saves: Fortitude +14, Reflex +9, Will +6

Abilities: Str 26, Dex 10, Con 20, Int 3, Wis 11, Cha 5

Skills: Hide +13, Listen +5, Spot +4

Feats: Alertness, Improved Initiative, Iron Will

Alignment: Neutral

Trill (Su): When the Frost Worm begins trilling, all creatures within 100 feet of it must make Will Saves at DC 17 or they will be Stunned for as long as the worm keeps trilling, even if they are attacked. If they are attacked or someone uses a full-round action to violently shake them, such characters are allowed another Saving Throw. Once a creature resists the effects of the trill it can no longer be affected.

ence to the Aesir values of battlefield heroism, Valkyries gain the Weapon Focus Feat for free.

Base Movement: Valkyries have a base movement of 30'

Plane Travel (Su): Once per day a Valkyrie can travel from one of the Nine Worlds to another.

Charm Person (Sp): A Valkyrie can cast Charm Person once per day for every three character levels she possesses as though she were a 5th Level Arcane spellcaster.

Spell Resistance (Ex): 5

Cast Runes (Sp): Valkyries can cast Runes like the other gods, but they do not possess the same natural aptitude for it. A Valkyrie may cast one Rune per day, and she learns one new Rune for every two char-

Frost Worm (cont.)

Cold (Ex): Characters attacking the Frost Worm with natural weapons or with unarmed attacks suffer 1d8 points of damage from the cold the creature generates if their attacks succeed.

Breath Weapon (Su): Cone of cold; 30 feet; usable once per hour; damage of 15d6; Reflex Save at DC 22 for half damage. Targets who are mesmerized by the beast's trill do not get a Saving Throw.

Cold Subtype (Ex): Immune to Cold; Double damage from fire except on a successful Saving Throw.

Death Throes (Ex): When the Frost Worm dies, it turns to ice and then shatters. The resulting explosion deals 12d6 points of cold damage

and another 8d6 points of piercing damage to everything within 100 feet of it. Opponents may attempt a Reflex Saving Throw at DC 22 for half damage.

“Meeting Svendari” below if this happens.

Room #5: This room is the troll leader’s treasure trove, such as it is. He has managed to steal 150 gold coins from other denizens of Nidavellir. He has also amassed 579 pieces of silver and 804 coppers. The rest of his treasure can only be described as dubious. There are a number of animal skins, some tattered clothes, worthless rocks, a clay chalice, and a crown made of indeterminate bones.

Room #6: This is the watering hole for the trolls. A small underground reservoir serves as their water source. Iridescent lichens cling to the walls, and an arch sits on one side of the room. Unless the characters employ Balder’s amulet, this archway leads them to a random corridor.

The Round Room

The passage to this chamber is foggier than usual. The characters pass through a very strange, thick, cold mist. When they emerge from it, they find themselves in a perfectly round room, 50 feet in diameter. The walls are perfectly smooth and are marked by no doors or other apertures whatsoever. How the party could have gotten here is a complete mystery and attributable only to the magic of Nidavellir.

There does not appear to be any way in or out of the room. However, there is no ceiling that the characters can see. The chamber seems simply to go up and up and up. About 50 feet up, just at the limit of their sight, the characters can make out what appear to be archways.

Scaling the walls is a difficult task. They are absolutely sheer, and an attempt cannot be made without proper climbing tools (a rope and a Climber’s Kit). *If such tools exist, the DC for the Climb check is 15.* Otherwise, it is impossible to climb.

Hovering just off the ground is a large flat stone. It is about 20 feet long and 10 feet wide. It stands away from the wall, but definitely rests off to one side of the room. If the characters stand on it, it will support their weight.

The stone is a Levitation Platform. When the command word, “arise,” is spoken, it lifts up into the air, hugging the wall as it ascends the chamber. It stops rising when someone utters the word, “stop.” It will lower if someone says, “descend.” When it has reached the first 50 feet, it draws even with the arch the characters spotted. There are two other arches set equidistant from this one around the chamber. Looking up, the characters can spot another three such arches up another 50 feet.

Like most of the arches in Nidavellir, there are a vast number of codes and marks written around this one. Riddle #3 is not here, but it can be seen on one of the archways adjacent. *Reaching it would require a Jump check if attempted from the Levitation Platform.* The distance is 20 feet. However, if someone uses the command word, “over,” the platform moves to the next archway on this level in a clockwise direction. The characters will need to move the platform clockwise twice to meet the correct archway. Once there, they can simply step off it into the aperture. If they speak the answer to the riddle, take them to “Meeting Svendari” below. If not, take

them to another of the random corridors.

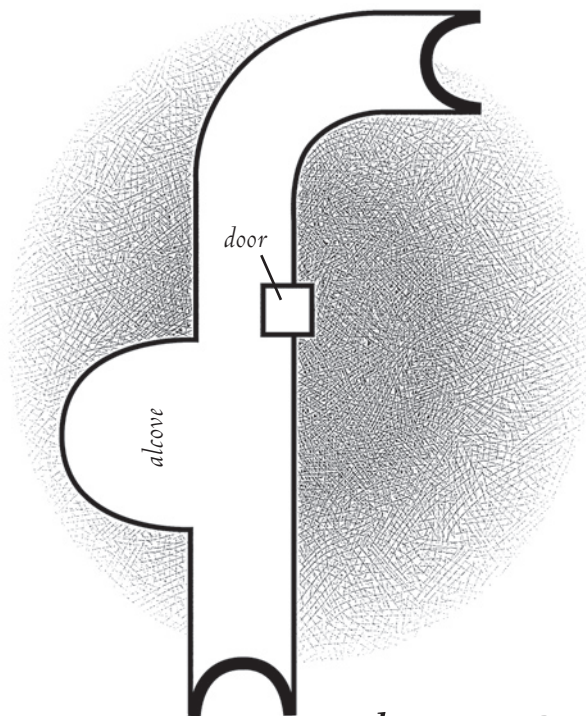
If the characters scaled the walls instead, they can get to the correct level by making two successful Climb checks (one every 25 feet). Roll 1d3 to determine if they went up the side that will bring them to the proper arch. If not, they will have to make another Climb check at DC 20 to move across the wall to get to it. Getting through this room is a Challenge Rating 4 encounter.

Svendari’s Storerooms

This passage is a bit of a trap. It isn’t a trap by design, but it will seem so if your party gets stuck in it. Be careful about throwing this series of chambers at your players. If they are becoming frustrated by being continually lost in Nidavellir, this may not be the best challenge to use.

The goal of this series of rooms is to figure out how to get out of them. The corridor is similar to a lobster trap in that it is easy to get in, but difficult to escape. Once the characters have entered this series of rooms, there is only one way out, and it is not immediately apparent. *Figuring out how to leave is a Challenge Rating 7 encounter.* The solution is not painfully difficult, but it isn’t readily apparent either.

Room #7: This is the room wherein the characters enter the corridor. They come in through the hall on the south side of the room. The chamber is 20 feet wide by 20 feet long.



The First Corridor

It is laid stone, and passageways go off in each of the four cardinal directions.

Sitting in the exact center of the room is an obelisk, four feet high and two feet by two feet at the base. When the

Neblin's Otyugh

- Size:** Large Aberration
Hit Dice: 6d8+6
Hit Points: 40
Initiative: +0
Speed: 20 feet
AC: 17 (-1 Size, +8 Natural)
Attacks: 2 Tentacle Rakes +3 melee (1d6), bite -2 melee (1d4)
Face/Reach: 5 feet by 5 feet/10 feet (15 feet with tentacle)
Special Attacks: Improved Grab, Constrict 1d6, Disease
Special Qualities: Scent
Saves: Fortitude +3, Reflex +2, Will +6
Abilities: Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6
Skills: Hide +13, Listen +6, Spot +9
Feats: Alertness
Alignment: Neutral
Improved Grab (Ex): If the otyugh hits a Medium size or smaller creature with its tentacle attack, it can constrict the target.
Constrict (Ex): With a successful Grapple check, the otyugh can inflict an automatic 1d6 of tentacle damage to a successfully held target.
Disease (Ex): A successful bite attack can pass along Filth Fever to the victim. If the character fails a Fortitude Save at DC 12, he or she is infected. The incubation time is 1d3 days. The damage is 1d3 temporary Dexterity and 1d3 temporary Constitution.

acter levels she possesses.

Fearless (Ex): Like the rest of the gods, Valkyries are immune to the effects of Fear.

Damage Reduction (Ex): 5/+1

Linguistics (Ex): Valkyries speak and read all languages.

Arms and the Woman (Su): Valkyries are the epitome of the great warrior. This includes the weapons they wield and how they use them. Valkyries begin the game with masterwork weapons and armor of their choice. In addition, any weapon a Valkyrie picks up is considered masterwork for purposes of its quality and bonuses so long as she is wielding it.

Odin's Champion (Sp): This powerful ability allows the Valkyrie to select a particularly heroic mortal for infusion with divine fury for several rounds. The target strikes with +10 on all attack rolls for a number of rounds equal to his or her Constitution score. When the duration expires, the subject dies, having been ravaged by the divine energies coursing through him or her. The target character is transported to Valhalla afterwards to take his or her place among the honored dead. The subject must be willing to become Odin's Champion, though only a coward unworthy of Valhalla would decline. The Valkyrie may only use this ability once per day.

Favored Class: Fighter

New Prestige Classes

DOOM OF ODIN presents two new prestige classes for characters of the Lesser Races: the Berserker and the Dwarven Artificer. Because Dwarves are not typically allowed as PC races in RAGNAROK!, the High Skald will have to decide if he or she wishes to allow players to create Dwarves or if this latter class should be reserved as an NPC class.

Berserker

Norse legends of the berserk warrior are numerous. Berserker women are fierce on the field of battle, striking fear into the hearts of otherwise stout men. This class specializes in the wild and often bloodthirsty ways of these strange women.

Berserkers are most often found in the military units of the Northern and Middle Kingdoms, though a rare few do have a taste for adventuring. Most are women, but there are some men who have learned the mental exercises necessary to push themselves over the edge into blind battle fury.

Requirements: Mortal (Human or Troll-born), Base Attack Bonus +5, May not be of Lawful Alignment

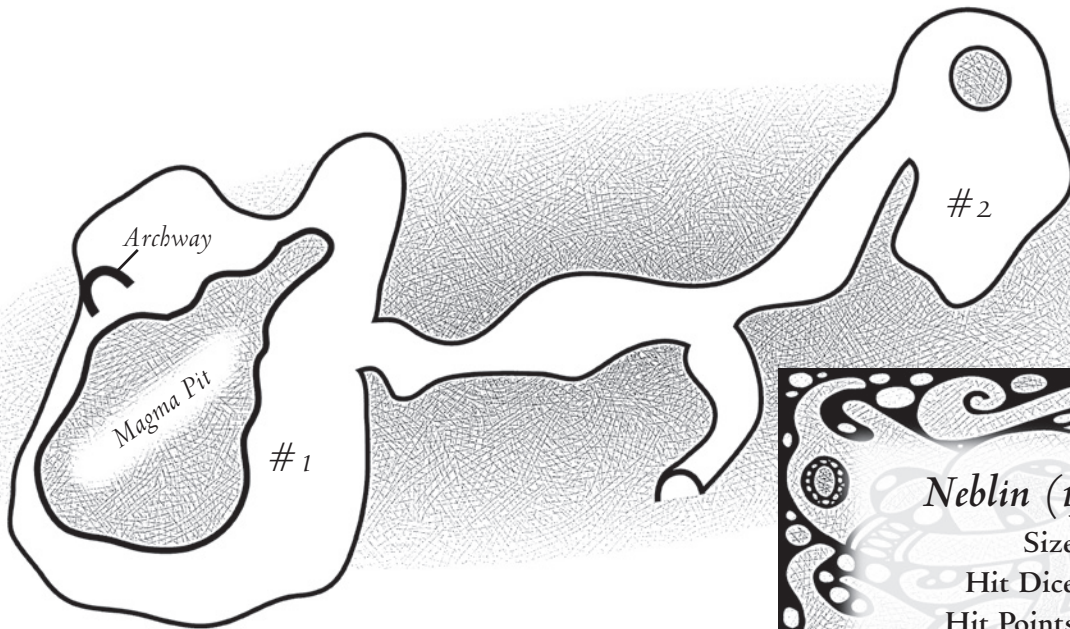
Hit Die: d12

Skill Points: 2 + Int Bonus per level

Class Skills: Intimidate, Intuit Direction, Jump, and Ride

Weapon and Armor Proficiency: Berserkers are profi-

The Magma Pit



party enters the chamber, a Magic Mouth appears on it near the top and says, "Please let me know when you have that for which you came." Then it falls silent. Questioning it produces no further information.

The mouth has two other functions. When someone takes something from one of the four rooms without first deactivating the curse (see Rooms #8 through #11 below), the Magic Mouth says, "I'm sorry. I don't think that belongs to you." The curse then activates immediately.

When a character says, "I have that for which I came" (or some variation on those words) aloud, the Magic Mouth says, "Thank you. Please come again." This activates the magic on the portals out of Room #7. Each one now becomes an arch that transports the traveler to some other part of Nidavellir. Because this is Svendari's storeroom, you can choose to have each of these exits lead to his home (see "Meeting Svendari" below) if you wish.

Room #8: This room is a treasure trove. It is stacked with bars of gold and of silver. There are gems of virtually every variety. Coins of various denominations and mints are kept in chests and in sacks. There are a few pieces of art and some jewelry. For the most part, though, this is where Svendari keeps raw materials for his magical compositions. He keeps his payments here too (hence, the coins and the artwork), but for the most part, he has stacked up things that he needs for construction (which is why the gold and silver are in bars; most of the stones are also uncut).

There is no monster to defend this treasure or horrible traps to destroy those who would think of stealing it. It is all simply cursed. If anything is removed without specifically speaking the phrase, "I am Svendari, and this belongs to me," the treasure becomes worthless as soon as it enters Room #7. After the Magic Mouth says, "I'm sorry. I don't think that belongs to you," whatever was taken is transmuted into something worthless. Gold and silver become lead. Precious stones transform into coal or some other common rock. Art becomes torn, threadbare, or made

Neblin (15th Level Expert)

Size: Medium Humanoid

Hit Dice: 15d6+45

Hit Points: 105

Initiative: +3 (Dex)

Speed: 20 feet

AC: 13 (+3 Dex)

Attacks: Huge Greatclub +8
melee (2d6+7)

Face/Reach: 5 feet by 5 feet/5 feet

Special Attacks: None

Special Qualities: Darkvision

Saves: Fort +8, Ref +8,
Will +10

Abilities: Str 15, Dex 16, Con 16,
Int 20, Wis 14, Cha 11

Skills: Alchemy +17, Appraise
+19, Craft: Armorsmithing
+19, Craft: Blacksmithing
+20, Craft: Weaponsmithing
+21, Disable Device +17,
Knowledge: Arcana +20,
Listen +17, Spot +17,
Use Magic Device +17

Feats: Alertness, Ambidexterity,
Skill Focus: Blacksmithing,
Skill Focus: Knowledge
Arcana, Skill Focus:
Weaponsmithing

Alignment: Neutral

Neblin is not much of a fighter. He is a smith, and he enjoys crafting armor and weapons. Such items made by him are all of masterwork quality, fit perfectly, and are beautiful to behold. He'll grab a mostly completed weapon to defend himself if necessary. He also keeps a pouch filled with Dust of Sneezing and Choking, which he uses to stun any would-be attackers or welchers.

Greater Molten Earth Elemental

Size:	Huge Elemental (Earth)
Hit Dice:	21d8+105
Hit Points:	210
Initiative:	+4 (Dex)
Speed:	20 feet
AC:	22 (-2 Size, +4 Dex, +10 Natural)
Attacks:	Slam +22/+17/+12 Melee (2d10+10)
Face/Reach:	10 feet x 5 feet/15 feet
Special Attacks:	Earth Mastery, Push, Burn
Special Qualities:	Elemental, Damage Reduction 10/+2
Saves:	Fort +17, Ref +11, Will +8
Abilities:	Str 28, Dex 18, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen 23, Spot 23
Feats:	Cleave, Great Cleave, Dodge, Improved Critical: Slam, Power Attack
Alignment:	Neutral
Earth Mastery (Ex):	The elemental gains a +1 bonus to attack and damage rolls so long as its targets are in contact with the ground. Airborne and waterborne opponents impose a -4 penalty.
Push (Ex):	The molten earth elemental may begin a Bull Rush maneuver without provoking an Attack of Opportunity.
Burn (Ex):	Any creature hit by the elemental's Slam attack must make a Reflex Save at DC 24 or catch fire. This fire burns for 1d4 rounds and may be put out with a Move Equivalent action. Those who attack the elemental with natural weapons or unarmed must also Save if they hit.
Elemental (Ex):	Immune to Poison, Sleep, Paralysis, Stunning Attacks, and Critical Hits.

cient with all Simple and Martial Weapons, Light Armor, Medium Armor, and Shields.

Class Features: Berserkers gain the class features described below at a rate indicated on Table I-I.

Fear (Su): The tales told of Berserkers in battle are terrifying, and the awe that these characters inspire is no small thing. Consequently, Berserker characters can inspire Fear in their opponents as though the targets were under the effects of the Arcane spell of the same name cast by a magician of caster level equal to the character's Berserker level. Using this ability is a standard action. Table I-I indicates how many times it can be used per day.

Rage (Ex): Because Berserkers provide some of the inspiration for the Barbarian class, they have access to the Rage ability. Table I-I indicates how many times a Berserker can Rage per day. Characters who were Barbarians prior to becoming Berserkers may add their previous allotment of Rage attempts to those provided by the Berserker class.

Weapon Finesse: Throwing Spear: Berserkers gain the Weapon Finesse: Throwing Spear Feat from RAGNAROK! TALES OF THE NORSE GODS for free.

Ignore Wounds (Sp): The Berserker may now shake off damage and ignore pain to a higher degree than ever before. As a full action, the character makes a Will Save to heal damage. The DC for this check is equal to 5 + the total number of hit points to be recovered. Table I-I indicates how many times per day this ability may be used.

Berserk (Ex): Berserkers with this ability are truly formidable opponents. Such a character loses his or her mind altogether, becoming completely consumed with blood lust. The Berserker automatically succeeds on all Will Saving Throws and Morale checks. The sole exception is the Will Save for the Ignore Wounds ability. Berserk lasts for a number of rounds equal to five times the character's Wisdom Bonus. While in this state, the Berserker must attack something every round if possible — if there are no opponents nearby, a tree or rock will do. If the player does not designate a target for this wrath, the berserker will attack the nearest being, including a member of his or her own party. Afterwards, he or she is Fatigued for a number of rounds equal to 10 minus the character's Constitution Bonus.

Battle Fury (Ex): The greatest Berserk warriors are nearly impossible to kill. Once they enter into battle, they lose themselves in fighting, often continuing on long past the time when a normal person would simply succumb. When in battle, the character can sustain damage past 0 hit points to a total equal to 10 times his or her Constitution Bonus. He or she does not lose consciousness at 0 hit points as normal but is automatically dead once the bonus hit points have been exceeded.

Dwarven Artificer

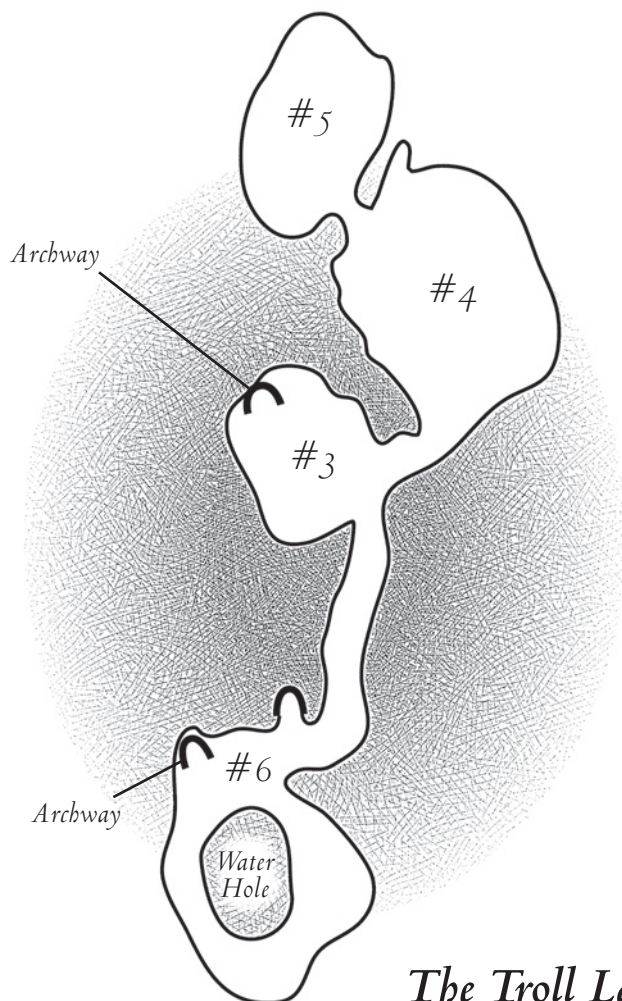
[This class reprints some of the Open Game Material of the Artificer class found in TWILIGHT OF ATLANTIS from

of cheap materials. Worse, if any of these tainted materials are removed from this corridor altogether, they begin affecting other treasure. *Anything placed into the same container as the ruined treasure must make a Fortitude Save at DC 30 or become valueless as well.*

Room #9: This room is stacked with several cords of firewood. Svendari keeps it for his forge. Like the treasure in Room #8, it is cursed. If it is removed from the room without first saying the phrase, "Ah, wood for my fire," it bursts into flame as soon as it reaches Room #7. *Creatures carrying it suffer 1d4 points of fire damage and must make a Reflex Save at DC 15 or catch on fire themselves. The flames inflict an additional 1d4 points of damage per round. Putting them out is a Move Equivalent Action.*

Room #10: Svendari keeps iron in this room. Like the treasure in Room #8, this is stored here for his work. The biggest fear of thieves here is other artisans who might need it. If it is removed from the room without speaking the phrase, "Iron for Svendari's forge," the metal animates, becoming a Medium-Sized Animated Object. The creature fights to the death against the thief. If the Animated Object is "killed," it shatters into billions of iron shavings, completely unusable unless they are first smelted down again.

Room #11: This chamber is where Svendari keeps his foodstuffs.



The Troll Lair

Troll Leader (3rd Level Cleric)

Size: Large Giant

Hit Dice: 7d8+14

Hit Points: 56

Initiative: -1 (Dex)

Speed: 30 feet

AC: 16 (-1 Size, -1 Dex, +5 Natural, +3 Hide)

Attacks: Huge Greatclub +8
melee (2d6+7)

Face/Reach: 5 feet by 5 feet/10 feet

Special Attacks: Death Touch

Special Qualities: Spellcasting, Cast Chaos spells at +1 caster level

Saves: Fort +9, Ref +1, Will +5

Abilities: Str 21, Dex 8, Con 15, Int 8, Wis 13, Cha 11

Skills: Climb +5, Listen +3, Spot +3

Feats: Dodge, Mobility, Weapon

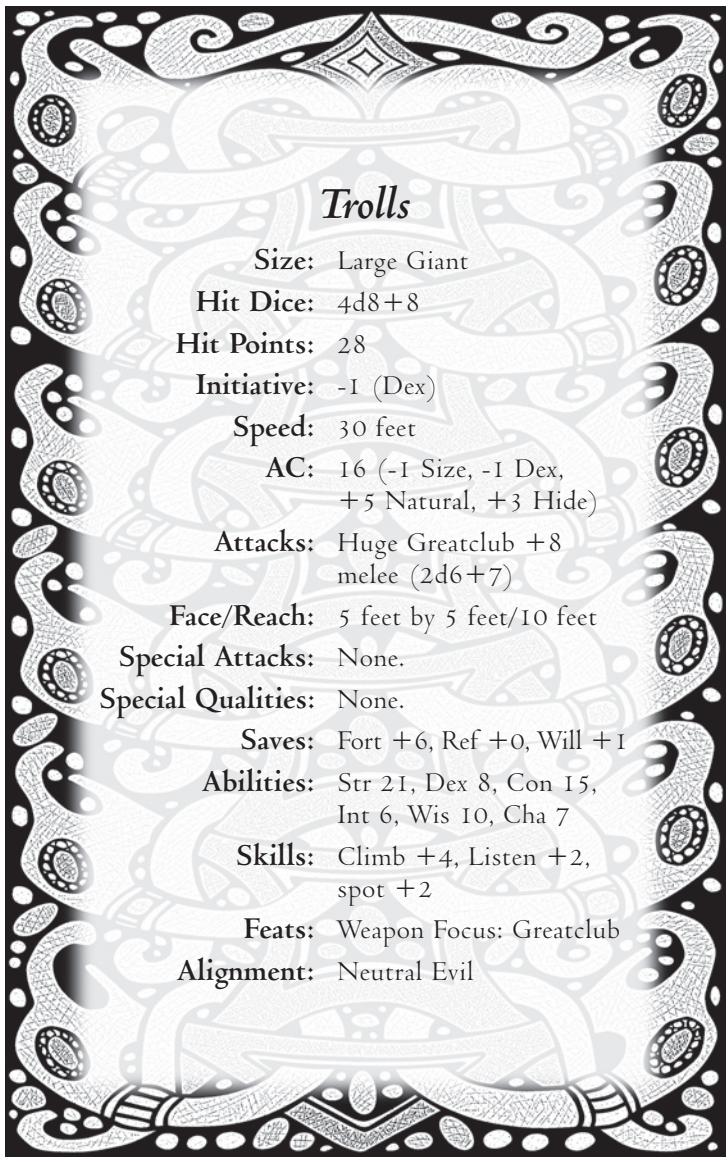
Focus: Greatclub

Alignment: Neutral Evil

Death Touch (Sp): Once per day, the Troll Leader may make a melee Touch Attack against a living creature. If it succeeds, roll 3d6. If the result of the dice roll equals or exceeds the target's Hit Dice, the target dies. Gods are unaffected by this ability.

+1 Caster Level (Ex): The troll leader casts Chaos Domain spells as though he were one caster level higher.

Spellcasting: The Troll Leader is a devotee of Hel. He has access to Chaos and Death Domain spells as a result. He is a 3rd Level Cleric and so may cast 4 0-Level spells, 3 +1 1st-Level spells, and 1 +1 2nd Level Spells.



There are barrels of grain, dried fish and meat, some fruit, and, of course, plenty of mead. Like all of his other possessions, Svendari has cursed his food. If it is eaten or removed without uttering the words, "I am welcome at Svendari's table," it turns to poison.

The effects of the poison are dependent upon how it is absorbed. *Anyone who eats the food before it becomes poisonous, suffers 2d6 Constitution Damage unless he or she makes a successful Fortitude Saving Throw at DC 20. One minute later, the character must make another Fortitude Saving Throw at DC 20 or suffer an additional 1d6 Constitution Damage.*

If the food is removed from the room instead of eaten, it transmutes into large fungal spores that explode in a cloud with a 10-foot radius. *Anyone caught in this explosion must make a Fortitude Save at DC 17 or suffer 1d6 Constitution Damage. One minute later, another save at the same DC prevents an additional 1d6 Constitution Damage.*

Ruined Corridor

The characters come into this corridor through the arch in the east hall. The passage begins as carved and laid stone, but about 15 feet in, it falls away into an enormous pit. Another arch stands on the north wall, but only a small ledge leads to it. The floor appears to have been subject to a massive cave-in some time ago.

Once the characters approach the lip of the pit, the source of this cave-in becomes obvious. A purple worm comes boring up the crevasse to attack, drawn there by the tremors of the characters' footsteps. *The worm fights until it is reduced to 1/4 of its hit points (it is hungry and wants its dinner), at which point it will slither back down into the dark recesses of its hole. This is a Challenge Rating 12 encounter.*

Stalagmite Cavern

The party enters this corridor through the archway on the far wall of Room #12. This is another of the random chambers you can throw at them if they get a little lost.

Room #12: This chamber is a large underground cavern, the floor of which is covered in stalagmites and littered with what look to be humanoid bones. Water can periodically be heard to drip from the ceiling, though the source of it is not immediately apparent.

In the center of this room on the floor is what appears to be an arch. However, instead of an archway, it is a perfectly round hole in the floor. It is framed with perfect silver stones like the other arches, which is what seems to indicate that it is an archway portal despite its otherwise unusual appearance. Nothing can be seen or heard beyond its aperture. It is, in fact, an archway, but not a friendly one. *Wherever it leads the characters who venture through it, they fall from the ceiling, taking 1d6 points of damage from the fall.* It is another example of the strangeness of Nidavellir.

Avalanche Press.]

The Dwarves of Nidavellir craft the vast majority of the magical objects found in the Norse Mythos. Many of them are skilled artisans and smiths who specialize in creating items of exceptional beauty and great power. A select few of these become Artificers, specialists among specialists. These characters are even more proficient at the creation of magic than their brethren and are often sought out by those who seek power.

A Dwarven Artificer has dedicated his life to the forging of rare objects. Creating magic items is the Dwarf's passion. There are no finer tools in all the Nine Worlds than those that come from the forges of these masters. However, finding and dealing with these characters is often difficult and dangerous. Virtually all Artificers live deep within Nidavellir, and the journey to find them can be fraught with peril (see Part 2 for more information on Nidavellir). Additionally, Artificers expect to be well paid for their services. They exact exorbitant prices for their work and trap their creations to ensure they are paid. Anyone who fails to make good on the

Two of the stalagmites in the room are actually Ropers. These creatures are extremely hungry, because they've been thwarted by the Hobgoblins in Room #13 (see below), cutting off their food supply. Consequently, they are a little careless. While they attempt to stand still waiting for victims to walk close enough for their strands, their hunger makes them impatient, and they try to creep closer when the characters aren't looking. *Any character can make a Spot check at DC 15 to notice this movement. It takes the Ropers three rounds to creep close enough to make strand attacks from 10 feet away.* If they aren't noticed by then, they strike at the beginning of the fourth round, catching the party flat-footed. If the gods appear about to leave before the beasts can get in range, the vile creatures throw off the ruse and simply attack, charging and/or following through the arch if necessary. The same is true if they are spotted before they can spring their surprise attack.

The Ropers fight until one of them is dead. The other one attempts to flee by any means possible when this happens. *Defeating these monsters is a Challenge Rating 12 encounter.*

Room #13: This room is a smaller cave set off from the one with the Ropers. It is also the last holdout of a desperate band of Hobgoblins (*if you're not using Hobgoblins in your campaign, substitute another humanoid race of CR 1/2*). These unfortunates were using the other cavern as a base of operations from which to strike the inhabitants of other corridors. They would launch a raiding band from the arch on the floor, dropping in on their targets.

Then the Ropers moved in. The strange creatures were more than a match for the Hobgoblins, and it got so that they could no longer raid without losing a minimum of two or three of their number to the Ropers, which simply waited for them to come out. They attempted to move on by using the archway in Room #13, which leads to the arch in Room #6. Unfortunately, this got them into a turf war with the Trolls that live in that corridor, and that hasn't been going well. The larger, stronger Trolls have been slaughtering them. On top of that, when they quit venturing out into Room #12, the Ropers came in after them.

Now, they have formed a crude barricade of stone and bodies to keep the Ropers out. The strange beasts have attempted to breach it on several occasions, so far with no luck. Every attempt has terrified the Hobgoblins, though. Their leader was just killed in their last attack on the Trolls, and there are now 20 Hobgoblins left, and none of them has any idea what they should do.

If the gods attempt to break through the barricade, the Hobgoblins will assume they are Ropers. By the time they get through, the poor frightened creatures will be so insane with terror that they won't care that it is gods coming through

Animated Object

Size: Medium Construct

Hit Dice: 2d10

Hit Points: 19

Initiative: +0

Speed: 30 feet

AC: 14 (+4 Natural)

Attacks: Slam +2 melee (1d6+1)

Face/Reach: 5 feet by 5 feet/5 feet

Special Attacks: None.

Special Qualities: Construct, Hardness 10

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

Abilities: Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1

Construct: As a construct, the iron monster is immune to mind-influencing effects, poison, disease, critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Hardness (Ex): The animated iron retains its Hardness of 10. Thus, all attacks against it initially must deal in excess of 10 points of damage to cause the construct any harm.

not horrible monsters. They attack with utter abandon and, assuming that they are doomed anyway, fight to the death.

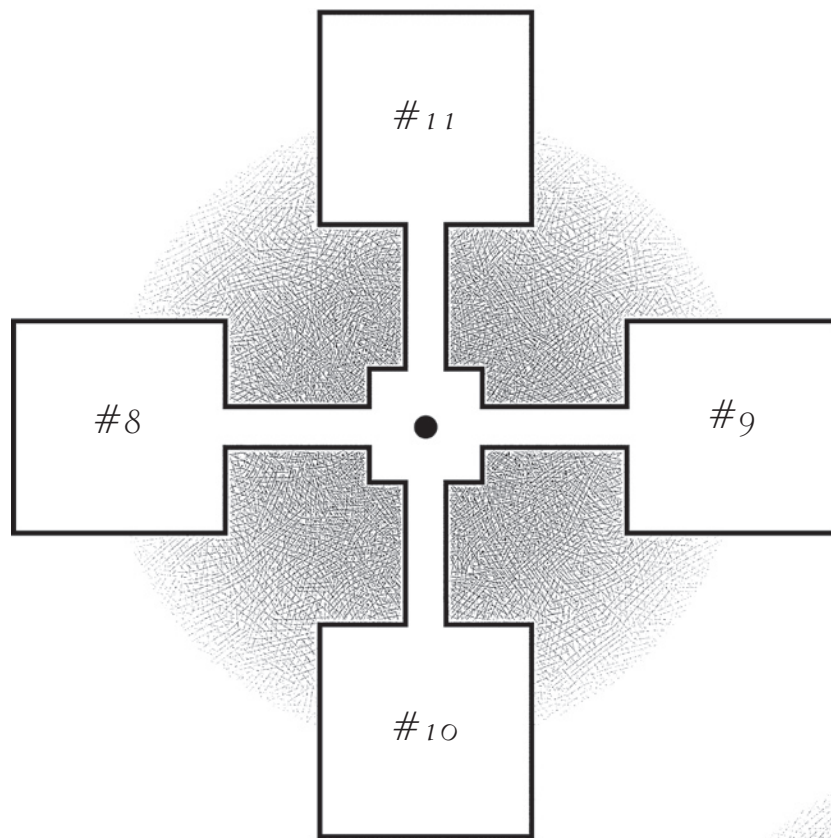
Breaking through the barricade is difficult but possible. The wall, such as it is, *has a Break DC of 20 and a Hardness of 7. It has 70 Hit Points. Clearing a path through it is a Challenge Rating 3 encounter. The Hobgoblins are Challenge Rating 10.*

Meeting Svendari

The corridor containing Svendari's chambers is the simplest one the party has yet encountered. It extends 20 feet in a straight line and then ends in a large oaken door. On a brass plaque attached to the door is the following legend:

HERE LIVES SVENDARI

Svendari's Storerooms



Key

-  = Archway
-  = Stairway
-  = Door
-  = Open Pit
-  = Obelisk
-  = Stalagmite
-  = Barricade

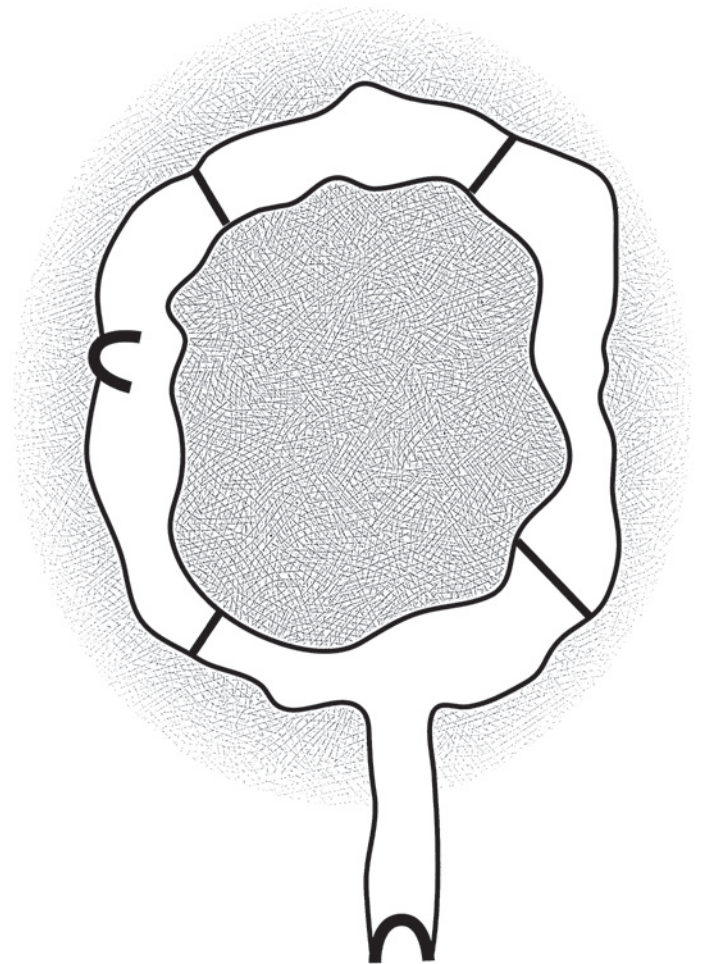
PLEASE DON'T DISTURB ME
UNLESS YOU'VE COME FULLY PREPARED
TO PAY FOR WHATEVER SERVICES YOU SEEK

The door is locked, but Svendari is home. Assuming the characters knock, he isn't very pleased to see them. He doesn't like being interrupted, and he knows that if gods have business with him, whatever they want can't be good. If the characters break in, he defends his home as if they were invaders (which, really, they are).

Svendari invites the gods into his home, but he warns them not to waste his time. He's very busy. He then asks them how he can help them. Presumably, the characters will now ask him to sort things out for them. What they ask him will depend largely on what information they have, but the bottom line is, they need to find out what Svendari knows about Hrothgar and how he plans to destroy Odin.

After he has heard their questions, Svendari strokes his beard and nods thoughtfully. "So," he says, "that's what he intends to do with it." When asked what "it" is, he responds almost proudly, "the key I am making for him." If the party wants to know what sort of a key or to what lock it corresponds, the Dwarven Artificer gets a little gleam in his eye and asks them "Have you ever heard of the 'Bride of Grivensir?'" None of the characters has. Svendari then tells the story in "The Legend of the Bride of Grivensir" on page 44.

The Dwarf theorizes that Hrothgar plans to use the key to circumvent the flames that surround Mathilda so that he can



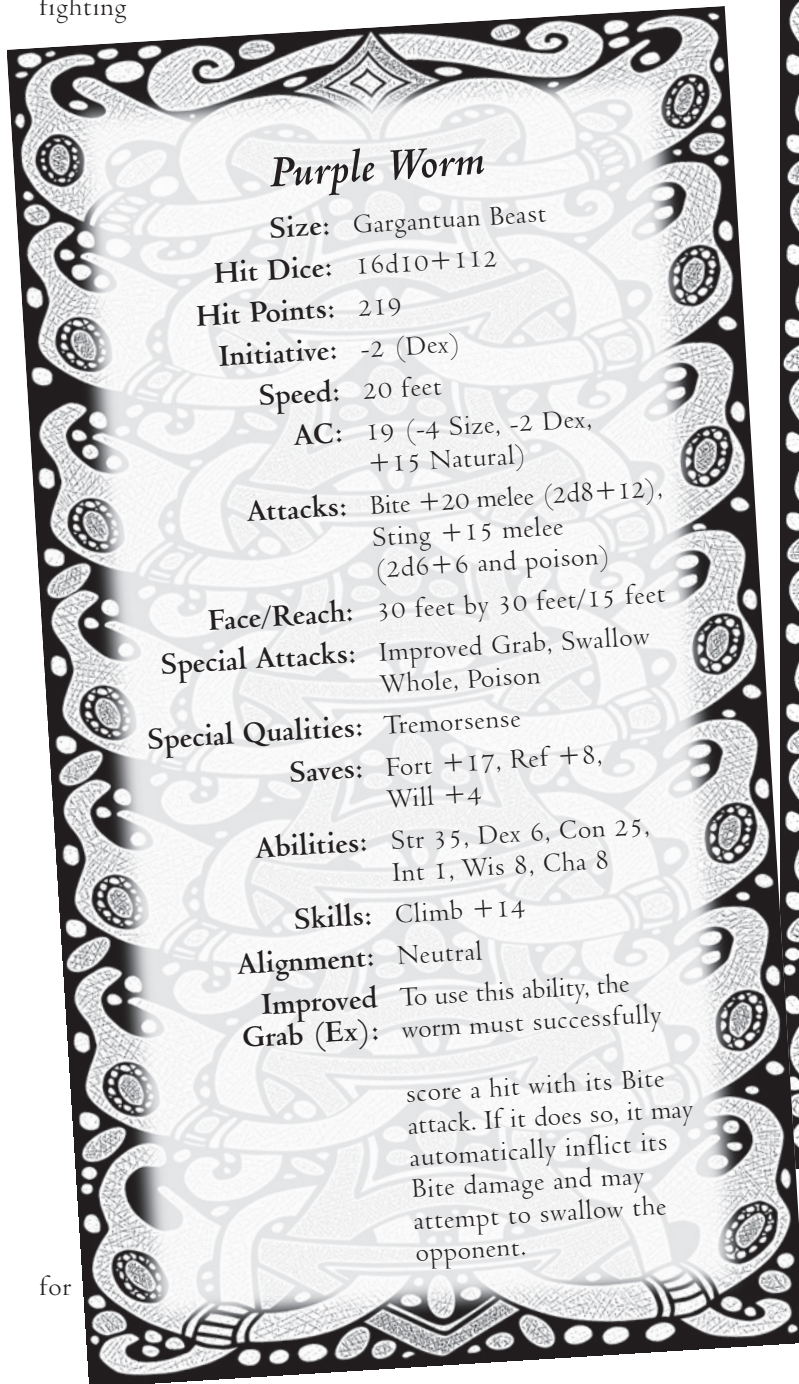
The Ruined Corridor

rescue her. He'll then take her back to Jotunheim, marry her, and use his wish to gain the power to defeat Odin.

The key itself is a potion that, when drunk, makes the drinker proof against the flames. It is not yet finished.

This should make Odin's vision fairly clear. The ring of fire he saw is actually the circle of flame that surrounds Mathilda's bed. It did not burn Hrothgar's finger because he has the key, and, of course, Svendari is probably right. He'll use his wish to become powerful enough to defeat Odin.

Here's where things get tricky. The party must somehow prevent Hrothgar from getting the key and saving Mathilda. It may occur to them to simply kill Svendari. While this is the simplest solution, it will constitute a failure of the Quest and incur the three-point loss to the campaign's Fate Point total. There are several reasons for this. First, fighting



Purple Worm

Size: Gargantuan Beast

Hit Dice: 16d10+112

Hit Points: 219

Initiative: -2 (Dex)

Speed: 20 feet

AC: 19 (-4 Size, -2 Dex, +15 Natural)

Attacks: Bite +20 melee (2d8+12),
Sting +15 melee (2d6+6 and poison)

Face/Reach: 30 feet by 30 feet/15 feet

Special Attacks: Improved Grab, Swallow Whole, Poison

Special Qualities: Tremorsense

Saves: Fort +17, Ref +8, Will +4

Abilities: Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8

Skills: Climb +14

Alignment: Neutral

Improved Grab (Ex): To use this ability, the worm must successfully score a hit with its Bite attack. If it does so, it may automatically inflict its Bite damage and may attempt to swallow the opponent.

Purple Worm (cont.)

Swallow Whole (Ex): If the purple worm makes a successful Grapple check against a held opponent of Large or smaller size, it swallows the target whole. Once inside, the unfortunate takes 2d8+12 points of crushing damage and another 1d8 points of acid damage per round. To escape the victim must either climb back up the worm's gullet via a successful Grapple check and then make a second Grapple check to escape the maw, or it can cut its way out. Claws or a Tiny or Small slashing weapon is needed to perform the latter. The escapee must inflict 25 points of damage against an AC of 20 to get out. Once free, muscular action closes the hole, so a new victim must cut his or her own way out.

Poison (Ex): Targets stung by the purple worm must make a Fortitude Save at DC 24 or take 1d6 points of temporary Strength damage. The secondary damage from the poison is 2d6 points of temporary Strength.

Tremorsense (Ex): The beast can automatically sense the location of anything within 60 feet of it if that creature is touching the ground.

for

Ropers

Size: Large Magical Beast

Hit Dice: 10d10+30

Hit Points: 73 and 78

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 10 feet

AC: 24 (-1 Size, +1 Dex, +14 Natural)

Attacks: 6 Strands +11 ranged (see below), Bite +8 melee (2d6+2)

Face/Reach: 5 feet by 5 feet/10 feet (50 feet with strand)

Special Attacks: Strands, Attach, Weakness

Special Qualities: Electricity Immunity, Cold Resistance 30, Fire Vulnerability, SR 28

Saves: Fortitude +10, Reflex +8, Will +8

Abilities: Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12

Skills: Climb +7, Hide +10, Listen +13, Spot +13

Feats: Alertness, Improved Initiative, Iron Will, Weapon Focus: Strand

Alignment: Chaotic Evil

glory on the field of battle is behavior worthy of a god. Murdering a Dwarf to prevent the end of everything isn't. It's a coward's way out. Rather than facing Hrothgar directly, the gods are choosing to sneak around to eliminate his loophole.

Second, Grivensir unjustly treated Mathilda. This is an opportunity for the gods to set things right. If they rescue her from her torment and find a husband for her, they can prevent the damage of Hrothgar getting his wish and undo an ages-old wrong.

Attach (Ex): If a Roper hits with its strand attack it adheres to the target character's body. Unless the character can break free via a successful Escape Artist Check (DC 23) or Strength Check (DC19), he or she is pulled 10 feet closer to the Roper per round until close enough for the beast to use its bite attack on the victim. The caught character gets no Attacks of Opportunity for being drawn in, and the Roper's bite attack comes with a +4 bonus if the character can't escape. Strands can

be severed with a slashing weapon that does 10 points of damage or

more. **Weakness (Ex):** In addition to hauling the victim in, a Roper's strands can sap his or her strength.

Caught characters must make a Fortitude Save at DC 18 or suffer 2d8 points of Temporary Strength Damage.

Fire Vulnerability (Ex): Ropers are susceptible to fire. Any fire-based attack does double damage unless a Saving Throw is allowed. Successful Saves allow the creature to only

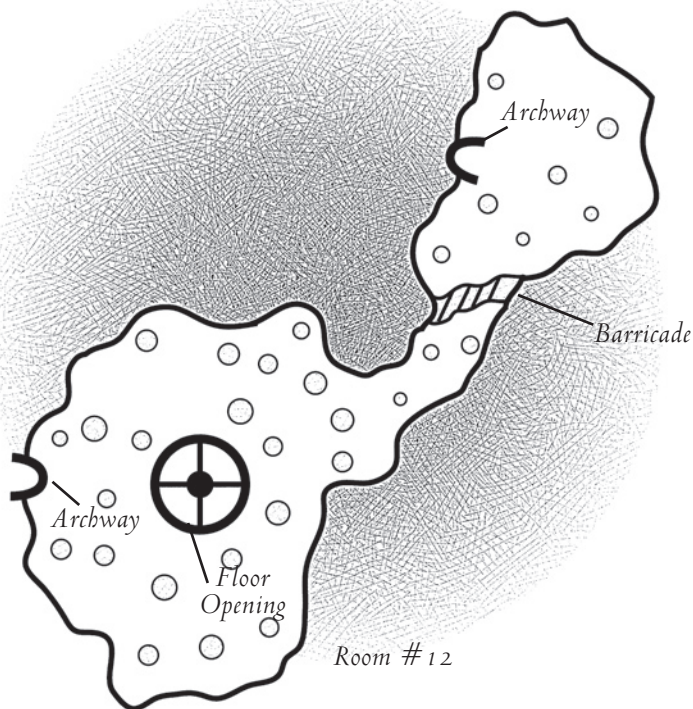
arranged price either doesn't get the work or acquires an item that is horribly cursed.

An Artificer is the person to see when one needs a unique item. However, dealing with one is always difficult and generally carries long-ranging consequences.

Requirements: Dwarf, any Craft skill (10 Ranks), Feats (Four Item Creation Feats), Arcane Spellcasting (Seven Enchantment spells, at least one of which must be 3rd Level).

The Stalagmite Cavern

Room #13



Room #12

For his part, Svendari is not willing to cease working on the key. Whatever doom it may portend, he's been hired to craft the thing, and he feels obligated by the fee paid him to finish his work. He can be persuaded, however, to give it to the gods instead. His contract only calls for him to make the key. Hrothgar didn't actually specify that it should be given to him. Svendari will agree to sell it to the gods instead. The price is a high one, though.

On the border of the Northern and Middle Kingdoms, there is a beautiful woman named Helga. She is betrothed to the young jarl, Bertrand. If the gods can persuade her to marry Svendari instead, he will give them the key.

The Second Cycle: The Battle for Helga

This portion of the adventure assumes the characters take Svendari up on his bargain. They will have to go to Midgard and attempt to collect Helga for the Dwarf. If they choose another solution to the problem, you'll have to decide what to do next based on what your players choose to do. If they decide to simply wait for Hrothgar to get the key, you can skip this section and move on to the "Third Cycle." If they choose another option, you'll have to adjust the adventure a bit.

They find Bertrand in a small settlement near the border of the Northern and Middle Kingdoms. He has come here to settle the

Hobgoblins

Size: Medium Humanoid

Hit Dice: 1d8+1

Hit Points: 9

Initiative: +1 (Dex)

Speed: 30 feet

AC: 15 (+1 Dex, +3 Studded Leather Armor, +1 Small Shield)

Attacks: Longsword +1 melee (1d8) or Javelin +2 ranged (1d6)

Face/Reach: 5 feet by 5 feet/5 feet

Special Qualities: Darkvision 60 feet

Saves: Fortitude +3, Reflex +1, Will +0

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

Skills: Hide +1, Listen +3, Spot +3

Feats: Alertness

Alignment: Chaotic Evil

marriage plans with Bjorn, Helga's father. Bertrand is here with a small entourage of soldiers and housecarls. Bjorn has a slightly smaller force of his own with him.

Despite the cold and the snow on the ground, the sun is shining brightly and most of the mortals are in a good mood due to the impending nuptials. It's an ironic backdrop for what the PC's will have to say.

Options for Getting Helga

There are a variety of ways for the gods to get Helga to marry Svendari. Several are outlined below. In essence, the characters can choose to kidnap her, negotiate for her, or a combination of those two ideas. What they ultimately decide is partially up to the players and partly your decision based on how you present the scenario.

Option #1: Kidnapping Helga

The simplest and most direct method is for the gods to ride into the settlement, thump anyone who gets in their way, and take Helga by force back to Nidavellir. If they choose to go

The Legend of the Bride of Grivensir

This is the story that Svendari tells the party. You may read it as is, or rephrase it to your own taste:

No doubt you are aware that there are few female dwarves, and we must often find mortals with whom to couple so that we may reproduce. Oftentimes, a bride is part of the payment for the crafting of some magical weapon when one deals with a Dwarf.

So it was with the master Artificer, Grivensir. Years ago, this Dwarf was one of the finest craftsmen of magical items. A minor jarl from the Middle Kingdom sought him out. He was helplessly in love, this jarl, with a beautiful princess. Her father agreed to give her to the jarl if he could prove that she loved him. For whatever reason, though, she did not. So this jarl found Grivensir and bade him make her love him.

Grivensir agreed, but, as with all things made by Dwarves, there was a cost. The first daughter that resulted from their coupling should be given to him as a wife. The pact was a fair one. Grivensir was providing the man with a bride. Should the jarl not do the same? In his haste and his lust, the jarl agreed to Grivensir's terms.

this route, when they attack will determine what sort of resistance they meet. If they attack at night, Bertrand is able to summon 10 housecarls and 20 warriors to repel the invasion. Assuming the attack is unexpected, the camp will be in total disarray. The characters can attack defenders as though they were caught flat-footed for three rounds. After this time, the captain is able to send an organized force of 20 soldiers to defend the settlement. Bertrand arrives with his housecarls one round later.

It will take the gods five rounds to find Helga's quarters in the midst of the fray. If they previously scouted the settlement, it only takes three rounds. Assume that, if they scouted first, they can reach Helga's quarters before Bertrand's men can muster any real resistance (when the 20 warriors show up). If not, they get attacked by the soldiers two rounds before they reach Helga. **Continuing to move while engaged in combat is possible but provokes the usual Attacks of Opportunity.** Bertrand will move to his betrothed's defense, fight-

The Legend of the Bride of Grivensir (cont.)

The Dwarf created an elixir and told the jarl to see that his beloved ingested it. He did so, and the next morning, she awoke deeply in love with him. They were married shortly thereafter, and, less than a year later, the jarl's new wife brought forth a beautiful daughter named Mathilda.

When the girl came of age, Grivensir came to the jarl and reminded him of his fee. The jarl was distraught, but he knew better than to cross a Dwarf. Reluctantly, he allowed Grivensir to collect on his debt.

This girl had something of her mother in her, though. She would not marry someone she did not love, and she felt nothing but revulsion for this ugly little Dwarf who had, to her mind, stolen her from her family. She refused to marry him and spurned all of his advances. Grivensir complained to the jarl that he had reneged on the deal, but the man told him that he could not make Mathilda love him. He had needed Grivensir's help to get her mother to love him!

Furious, but knowing that the jarl was right, Grivensir exacted revenge upon Mathilda. He transformed her from a beautiful young woman into a hideous, old crone. He promised to change her back if she would marry him, but still she refused. Grivensir went wild, beating Mathilda mercilessly and then turning her loose back on Midgard with the promise that now no one would want her so she would never marry. Ashamed, Mathilda did not return home.

She came across an Elf who was visiting the Middle Kingdom, though, and he took pity on her. He cast a spell on her so that whoever did marry her would be granted one wish, thereby giving every man some incentive to make her his wife despite her appearance.

When Grivensir learned this, he became even more furious than before. He traveled to Midgard and found her. There, he promptly cast a spell on her to put her to sleep. Then he interred her in an elaborate cave filled with traps that would give even the gods pause. He surrounded her bed in a circle of fire preventing all from breaking her curse for all eternity. Only by taking her from this horrible tomb can the spell that keeps her forever asleep be broken.

Grivensir is dead now, but his legacy lives on. Occasionally, some hero will attempt to rescue the unfortunate Mathilda from her eternal curse, but, to date, all have failed.

ing to the death for her if he is still alive when the characters reach her and attempt to carry her off.

If they attack during the day, there is less confusion, and Bertrand is able to bring more forces to bear on the gods. The mortals are flat-footed only for the initial round of the combat. After that, they fight back with all bonuses. 50 soldiers defend the settlement against the attack. Two rounds later, Bertrand arrives with 20 housecarls. If it becomes obvious that the gods are headed for Helga's quarters, Bertrand organizes a small retreat, taking 10 soldiers and any surviving housecarls with him to defend her quarters. ***This is a Challenge Rating 13 encounter if the characters attack during the day. It is Challenge Rating 11 if they attack at night.***

There are problems with doing things this way, though. First, performing a kidnap isn't an honorable thing to do. It goes against the gods' Good alignments. You should make the players convince you that the ends justify the means if they choose this option.

Second, it causes mortals to lose faith in the gods. If human beings see the gods riding in and carrying off young virgins without asking, they have to wonder what gives such beings the right to do so. They may be more powerful than mortals, but that doesn't mean they shouldn't adhere to certain codes of ethical behavior. You might choose to declare the mission a failure (costing the campaign three Fate Points) for gods causing the people's faith in divine justice to falter. Alternatively, you could penalize them by not awarding any experience for this part of the Quest.

Third, and perhaps most insidiously, by resorting to blatant kidnap, the gods are sinking to the same lows that Grivensir did. By forcing the marriage on Helga, they are simply recreating the same events that led to this mess in the first place. Thus, they are replacing one victim with another.

Option #2: Negotiating with Bertrand

This is a more difficult solution, but it is also nobler. Bertrand is a reasonable man, and, if the gods explain the situation to him, he will be inclined to help. He will want some recompense for giving up his bride, but it should be possible to reach an amicable solution. The most obvious one is to give Bertrand Mathilda after the gods have rescued her. In this way, Bertrand will be rewarded for his loyalty by having a wish granted to him, and that will simultaneously prevent Hrothgar from marrying her and getting the wish. ***This is a very neat solution, and if none of your players come up with it, you can give their characters a Wisdom check at DC 15 to think of it.***

There is a complication, though. Helga is a devout woman, and, though she doesn't fancy being married to a Dwarf, she is willing to make such a sacrifice for the gods. Her father, on the other hand, is not so cooperative. His name is Bjorn, and he wants no part of Helga being married off to a Dwarf as a fee for the gods. He objects strenuously, and, gods or no gods, he's willing to fight for her future. He is accompanied by his advisor of many years, the Valkyrie, Sieglinde. She cuts an imposing figure and offers advice to Bjorn throughout



Svendari (9th Level Wizard/10th Level Dwarven Artificer)

Size: Medium Humanoid

Hit Dice: 19d4+76

Hit Points: 129

Initiative: +2 (Dex)

Speed: 30 feet

AC: 19 (+2 Dex, +7 Bracers of Armor)

Attacks: Club +9/+4 melee (1d6+2)

Face/Reach: 5 feet by 5 feet/5 feet

Special Attacks: None.

Special Qualities: Darkvision, Spellcasting, Artificer Class Features

Saves: Fortitude +10, Reflex +8, Will +14

Abilities: Str 14, Dex 15, Con 18, Int 20, Wis 15, Cha 8

Skills: Alchemy +16, Appraise +12, Concentration +10, Craft: Armsmithing +14, Craft: Blacksmithing +17, Craft: Weaponsmithing +14, Knowledge: Arcana +16, Knowledge: Religion +10, Knowledge: History and Legends +12, Scry +10, Spellcraft +10, Use Magic Device +11

Feats: Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Empower Spell, Maximize Spell, Still Spell

Svendari (9th Level Wizard/10th Level Dwarven Artificer) (cont.)

Alignment: Lawful Neutral

Spells: Svendari has the following spells memorized when the characters meet him.

0-Level Spells: Arcane Mark, Mage Hand, Mending, Read Magic

1st Level Spells: Charm Person, Comprehend Languages, Endure Elements, Identify, Magic Missile, Unseen Servant

2nd Level Spells: Arcane Lock, Detect Thoughts, Glitterdust, Knock, See Invisibility

3rd Level Spells: Clairaudience/Clairvoyance, Dispel Magic, Lightning Bolt, Protection from Elements, Tongues

4th Level Spells: Detect Scrying, Maximized Magic Missile, Minor Creation, Minor Globe of Invulnerability, Scrying

5th Level Spells: Dismissal, Fabricate, Major Creation, Stone Shape, Permanency

6th Level Spells: Analyze Dweomer, Maximized Lightning Bolt, [Mordenkainen's] Lucubration, Repulsion

7th Level Spells: Delayed Blast Fireball, Greater Scrying, Spell Turning (x2)

8th Level Spells: Empowered and Maximized Fireball, Mind Blank, Protection from Spells

9th Level Spells: Empowered Delayed Blast Fireball (x2), Wish

Hit Die: d4

Skill Points: 4 + Int Bonus per level

Class Skills: Alchemy, Appraise, Concentration, Craft, Knowledge (Any), Spellcraft, Use Magic Device.

Weapon and Armor Proficiency: Artificers gain no additional weapon or armor proficiencies.

Class Features: An Artificer benefits from the class features described below. The character gains these advantages at a rate indicated on Table 1-2.

Arcane Understanding: The Artificer continues to study the arcane arts. The character's Artificer level adds to the class level of his or her prior spellcaster level for determining spell access and caster level. Thus a 9th Level Wizard/2nd Level Artificer casts spells as an 11th Level Wizard. Characters with multiple spellcasting classes must choose to which class their Artificer levels add.

Add Curse (Sp): Few actions are more foolhardy than double-crossing a Dwarf. These masters of magical creation know the value of their work all too well, and they ensure that they are paid handsomely for it. Dwarves may add a curse to any magic item they create at no extra cost. The curse lies dormant and is only activated if the Artificer's price is not paid in full exactly as specified. Once activated, the only way to remove the curse from the item is for a Remove Curse spell to be cast on it by a magician of at least one caster level higher than the Dwarf who created the item. The nature of the curse is partially determined by the level of the Artificer who created the object. The more powerful the creator, the more devastating the curse. Curses are classified as Minor, Moderate, Major, and Debilitating and are outlined on Table 1-3.

Craft Bonus (Ex): The Artificer may add half his or her class level (round any fraction down) to all Craft skills and may also attempt Craft checks in areas in which the character is not trained.

Transfer (Ex): This ability allows the Artificer to have another person share the experience cost of creating a magic item, typically the person who commissioned its creation. The maximum amount is half the number of required experience. The other person must be willing to do so and may not be under any form of magical or mundane compulsion.

Reforge (Ex): With a successful Craft check at DC 25, the Artificer can alter magic items without disrupting the enchantment. The Dwarf could, for example, alter a pair of magical boots to resize them for a new wearer. The DC assumes minor alterations to the item in question. Major alterations, such as changing those same boots into a small cloak, increase the DC to 30.

Enhance (Ex): The Artificer can add additional abilities to a magic item for only a 10% increase in cost rather than the usual double.

Efficient Enchantment (Ex): Spells count as one level

the negotiations. She is unafraid of the gods, confident in the execution of her duties. If any of them call her into question, she asserts that her orders come directly from Odin, and there is no higher authority.

It's important to note that Bjorn's concern is not for his daughter's welfare. It's for his. Her marriage to Bertrand would have created a powerful alliance between his house and that of the jarl's. While Bertrand is willing to compensate him, Bjorn knows full well that this will not result in the same relationship between their two houses, and he has designs on ruling through any sons Helga may produce. Bertrand will be grateful to him, but Bjorn won't have his ear, and that's what he wants.

Further, he's concerned about what this will do to his reputation. Bjorn is not interested in being

Bertrand's Housecarls (5th Level Warriors)

Size: Medium Humanoid
Hit Dice: 5d8+10
Hit Points: 29
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 feet
AC: 19 (+3 Dex, +4 Chain Shirt, +2 Large Wooden Shield)
Attacks: Battleaxe +8 melee (1d8+2)
Face/Reach: 5 feet by 5 feet/5 feet
Special Attacks: None.
Special Qualities: None.
Saves: Fortitude +6, Reflex +4, Will +2
Abilities: Str 15, Dex 16, Con 14, Int 12, Wis 12, Cha 12
Skills: Climb +6, Handle Animal +6, Intimidate +10, Jump +8, Ride +6
Feats: Improved Initiative, Weapon Focus: Battleaxe
Alignment: Lawful Good

Bertrand's Soldiers (3rd Level Warriors)

Size: Medium Humanoid
Hit Dice: 3d8+9
Hit Points: 24
Initiative: +2 (Dex)
Speed: 30 feet
AC: 14 (+2 Dex, +1 Padded Armor, +1 Small Wooden Shield)
Attacks: Shortspear +7 melee (1d8+3)
Face/Reach: 5 feet by 5 feet/5 feet
Special Attacks: None.
Special Qualities: None.
Saves: Fortitude +6, Reflex +3, Will +2
Abilities: Str 17, Dex 14, Con 16, Int 13, Wis 13, Cha 12
Skills: Climb +5, Handle Animal +6, Intimidate +6, Jump +5
Feats: Weapon-Catching, Weapon Focus: Shortspear
Alignment: Neutral Good

known as "the man whose daughter married a Dwarf." It may be an heroic sacrifice she is making, but she still has to submit to the desires of one of the foul denizens of Nidavellir. Bjorn doesn't see that reflecting very favorably on him, and that's the crux of the problem. He doesn't value his daughter for herself or her accomplishments. He is only interested in what she can get for him. If she makes him look good, he is pleased with her. If she disappoints him in some way, she suffers.

He admits none of this, however. When protesting the deal, he pretentiously defends her honor and makes a big deal out of what the gods are asking her to do. It isn't until she tries to persuade him that she has made this choice on her own that his true feelings start to show a little. He lashes out at her, saying that she doesn't know

Bertrand (7th Level Aristocrat /3rd Level Fighter)

Size: Medium Humanoid
Hit Dice: 7d8 + 3d10 + 30
Hit Points: 80
Initiative: +4 (Improved Initiative)
Speed: 30 feet
AC: 17 (+5 Chainmail, +2 Large Wooden Shield)
Attacks: Masterwork Longsword +12/+7 melee (1d8+4)
Face/Reach: 5 feet by 5 feet/5 feet
Special Attacks: None.
Special Qualities: None.
Saves: Fortitude +8, Reflex +5, Will +8
Abilities: Str 17, Dex 11, Con 17, Int 12, Wis 14, Cha 17
Skills: Bluff +8, Climb +3, Diplomacy +10, Gather Information +4, Handle Animal +5, Intimidate +10, Jump +3, Ride +8, Sense Motive +8, Spot +4
Feats: Cleave, Greater Cleave, Leadership, Lightning Reflexes, Improved Initiative, Power Attack
Alignment: Neutral Good

what she's doing, claiming she's too stupid to recognize when she is being tricked and asserting that she doesn't appreciate anything that he tries to do for her.

In the end, she acquiesces to the gods' request, and Bertrand supports her. Bjorn swears revenge and storms out. See "Battling with Bjorn" below for the repercussions of this negotiation.

Option #3: Negotiating and Kidnapping

You can marry these two options several ways. You could have the characters negotiate with Bertrand only to have him refuse to deal. He is polite and reasonable, but, in the end, he decides not to give up his wife and the alliance with Bjorn that the marriage will yield. To make this scenario work best, Helga should still be willing to sacrifice herself. In this way, the gods can

still act nobly by helping her to willingly fulfill her destiny.

Handle the kidnap largely like Option #1 above, but include Bjorn's forces as well (since he will move to protect his arrangement with the jarl). Add 20 of Bjorn's soldiers to the mix if the characters attack during the day, 10 if they come in the night. Also add in 10 Berserkers but leave out Sieglinde (see below). **This is a Challenge Rating 15 encounter.**

Alternatively, you may have Bertrand agree to the exchange with Bjorn still objecting. In this case, though, he takes his daughter with him when he storms out of the conference, and she, because she is afraid to defy her father, doesn't protest (though she secretly wishes to do the right thing and go with the gods). Handle this variation by running things as they are in "Battling with Bjorn" but with the goal to be to rescue Helga. Bjorn will be ready

Bertrand (7th Level Aristocrat /3rd Level Fighter) (cont.)

Notes: Bertrand is the jarl for a sizeable chunk of land in the Northern Kingdom bordering the Middle Kingdom. He has a difficult territory to govern due to the frequent raids from the Middle Kingdom and several squabbling vassals who constantly jockey for power in his court. He has taken steps to smooth over this latter problem by agreeing to marry the daughter of one of these warlords, Bjorn. He believes that this will give him some influence over the brutish warrior. It doesn't hurt that Bjorn's daughter, Helga, is beautiful.

Bertrand likes to listen. He has found that the most effective means of keeping his vassals in line is to let them go on at length about whatever perceived injustices they have suffered. Typically, they unwittingly give him some key piece of information that he can use either for them or against them to maintain the peace. Consequently, he has become a thoughtful ruler. He doesn't always govern justly, but he does rule wisely. He is careful and deliberate. The frequent fights of his warlords have taught him the value of human life. He prefers to seek a peaceful solution to a conflict before taking up arms.

For the most part, Bertrand is an easy man to get along with. He's smart, charming, and charismatic. He listens more than he speaks, but when he does open his mouth, it is to say something worth hearing.

for the gods and, presumably, Bertrand's forces, so it will take a minimum of 10 rounds of fighting before she can be located.

Battling with Bjorn

When and where this battle occurs depends upon how the negotiations went. Three scenarios are detailed below. One thing is common among them, though: the gods, along with Bertrand's forces, will fight a huge battle with Bjorn's people for Helga's destiny.

Despite taking on Lesser Gods, Bjorn is not without resources of his own. He has 100 warriors ready to fight and die at his command. He also has 20 female Berserkers. Perhaps his most potent weapon, though, is Sieglinde. She is a Valkyrie, and she has been advising him for several years now. Bjorn has a reputation as a ruthless, though noble, warrior, and it's largely because Sieglinde advises him to solve problems with his sword.

It might seem wrong for her to fight against the gods, but, from her perspective, death in glorious battle only sends more warriors to Valhalla. Since none of the PC gods will have Odin as patron, she

Sieglinde (10th Level Fighter)

Size: Medium Valkyrie

Hit Dice: 10d10+50

Hit Points: 106

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 30 feet

AC: 19 (+4 Dex, +4 Chain Shirt, +1 Small Steel Shield)

Attacks: Masterwork Longsword +16/+11 melee (1d8+8)

Face/Reach: 5 feet by 5 feet/5 feet

Special Attacks: Charm Person 3/day

Special Qualities: Cast Runes, Damage Reduction 5/+1, Fearless, Linguistics, Odin's Champion, Plane Travel, Spell Resistance 5

Saves: Fortitude +12, Reflex +8, Will +7

Abilities: Str 20, Dex 20, Con 20, Int 18, Wis 18, Cha 21

Skills: Climb +12, Craft: Weaponsmithing +12, Handle Animal +12, Jump +12, Ride +12

Feats: Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical: Longsword, Improved Initiative, Power Attack, Ride-by Attack, Weapon Focus: Longsword, Weapon Specialization: Longsword

Alignment: Neutral Good

Charm Person (Sp): Three times per day, Sieglinde may cast Charm Person as though she were a 5th Level caster.

Sieglinde (10th Level Fighter) (cont.)

Cast Runes (Sp): Sieglinde knows the following Runes: Eoh, Eolh, Nyd, Ur, and Wyn. She may cast one per day.

Fearless (Ex): As a Valkyrie, Sieglinde is immune to the effects of Fear.

Linguistics (Ex): Sieglinde speaks and knows all languages.

Odin's As a Valkyrie, Sieglinde

Champion (Sp): may choose one willing target to become a potent avatar of Odin on the field of battle. The target character dies when the duration expires. See page 6 for the full effects of this ability.

Plane Travel (Su): Sieglinde may travel from one of the Nine Worlds to another once per day. She rides an enormous white charger that travels with her. This horse can gallop into the sky when



lower (minimum zero) for the purposes of determining costs when enchanting an item.

New Skills

Knowledge: History and Legends (Int)

This skill is similar to the Bard's Bardic Knowledge Class Feature, but it may be purchased by anyone as a cross-class skill. Additionally, instead of random bits of useful area-specific information, the character knows the general history and major legends of an area.

In the RAGNAROK! setting, any legend concerning the gods and their exploits is covered under this skill. Legends and the history of a particular region must be specified, however. Thus, to know the history and legends of the Eastern Kingdom, the character must specify that when taking this skill. Knowledge: History and Legends may be taken several times, specifying a different region each time. In non-RAGNAROK! campaigns, characters may have to specify that they are proficient in the knowledge of the gods' legends as well.

Knowing any particular fact is similar to a Bard gleaning information via Bardic Knowledge. Common information requires a DC 10 check. Uncommon but available knowledge is DC 20. Obscure information is DC 25, and extremely obscure knowledge is DC 30. Knowledge: History and Legends is class skill for Bards, Clerics, Paladins, Sorcerers, and Wizards, as well as Aristocrats. It is a cross-class skill for all other classes.

Solve Riddle (Int)

This skill allows the character to crack the code of difficult riddles. He or she has the experience to study the text and intuit the correct answer. The character must understand the language in which the riddle is written or spoken to attempt a check. Solve Riddle is a Class Skill for Bards, Rogues, Monks, and Wizards. It is a cross-class skill for all others. It may be attempted untrained.

sees no reason to adhere to their requests. She is doing her duty as Odin charged her. If one of the characters is also a Valkyrie, she will accuse her of not properly carrying out her duties. Sieglinde fights at Bjorn's side in battle, and she will cross swords with a god if necessary. Only the glory of the battle matters to her.

Scenario #1: Attack at Dawn - This scenario assumes that the attack comes before the party returns to Nidavellir. Bertrand offers them places to sleep and then throws a feast in honor of Helga's heroism.

The next morning at dawn, Bjorn attacks the settlement. He gathers his forces atop a hill overlooking the town and has one of his soldiers blow a horn just after dawn breaks. A second note is blown a few moments later, and then the whole army charges down the hill. 40 of his warriors form a wedge to lead the attack. Directly behind them are the 20 Berserkers. Bjorn and Sieglinde follow next, surrounded by the rest of the army.

They hit the village in three rounds, which gives Bertrand's forces just enough time to come to their senses, but not enough time to actually get organized. The early tide of the battle goes to the attackers. Bjorn hacks at the weakest men he can reasonably attack from horseback with his battleaxe. Sieglinde is also mounted, and she begins meting out death wherever she can.

By the time, the gods arrive on the scene, the battle is looking like a rout. The attackers have already slaughtered a third of the jarl's men, and Sieglinde and the Berserkers are driving the scattered remnants before them.

The party can enter the fray at any point they like, but don't let them get to the primary antagonists right away. Sieglinde is reasonably easy to spot in the fray, but make the PC's fight their way to her first. The gods each should reasonably be able to handle two to three of Bjorn's soldiers at a time. The Berserkers might best be limited to one or two at a shot. Still, you could have five Berserkers attack the party at once.

Shortly after the gods enter the battle, the tide begins to turn. Bertrand assembles his housecarls and rallies the rest of his forces around them. **Any character who makes a Wisdom check at DC 15 will be able to see what is happening and then begin driving Bjorn's forces between themselves and those of Bertrand.**

After the PC's have cloven their way through a fair number of foes, you can bring them to a direct confrontation with Sieglinde and/or Bjorn. If they are encountered together, she is fighting by his side. **Any character can make a Wisdom check at DC 15 to notice that he is using her for cover.** Both of them have become unhorsed, and they have their backs to one another. Bjorn, though, is making sure that Sieglinde fights the tougher opponents.

Sieglinde smiles at the gods when they meet at last and salutes them with her sword. Then she assumes a defensive pose and waits for one of them to challenge her. She will fight them all if necessary, but keep in mind that there is

honor to be lost here. If one of the characters duels her and she perishes, there is no Fate Points penalty for the death of a Lesser God in the mission. All was for the glory of Odin. If they gang up on her, though, the Fate Points loss is incurred since there is no honor to be found in several Lesser Gods teaming up to kill a Valkyrie. Remember that Valkyries can be permanently killed outside of Asgard. If one of the PC's slays Sieglinde, she is gone for good.



Bjorn is not happy to see the gods at all. He is an archetypal bully. He likes to dominate those he deems to be inferior to him, but he runs from anyone who has the ability to hurt him. If he is confronted alone, he snarls at the gods and tries to posture, but the first one of them to actually attack him causes him to drop his weapon and snivel for mercy.

If he and Sieglinde are together, she attempts to defend him. She knows that a mortal is no match for a god, and there are plenty of humans around for him to fight. When she is reduced to one third of her hit points, though, she will recognize that the gods are likely too much for her. She will then offer to bestow her Odin's Champion on Bjorn so that he can fight the gods on equal footing and meet his death with honor. Bjorn has no interest in dying, and he refuses because he knows accepting her proposition is fatal. *Sieglinde is devastated by the revelation that her prodigé is a coward, and whoever is fighting her gets an Attack of Opportunity owing to the distraction this causes.* Sieglinde then abandons him to whatever fate befalls him on the battlefield, and ceases to fight the gods if possible.

When Bjorn or Sieglinde die, the rest of the soldiers break and run. The Berserkers, if any are left alive, continue to fight until dead, consumed with their own battle lust.

Scenario #2: Return to Battle - In this variation, Bjorn's attack occurs after the gods return with Mathilda. Thus, you can only really use this scenario if you went with the swapping-Mathilda-for-Helga angle.

As the party approaches the settlement, they find it locked in battle. Bertrand and his forces are desperately defending

Bjorn (6th Level Aristocrat)

Size: Medium Humanoid

Hit Dice: 6d8+9

Hit Points: 32

Initiative: +0

Speed: 30 feet

AC: 17 (+5 Chainmail, +2 Large Steel Shield)

Attacks: Greatsword +5 melee (2d6+1) or Battleaxe +6 melee (1d8+1)

Face/Reach: 5 feet by 5 feet/5 feet

Special Attacks: None.

Special Qualities: None.

Saves: Fortitude +3, Reflex +2, Will +4

Abilities: Str 12, Dex 10, Con 12, Int 12, Wis 8, Cha 16

Skills: Bluff +10, Forgery +4, Gather Information +8, Handle Animal +4,

Innuendo +12, Intimidate +15, Perform +5, Ride +6

Feats: Leadership, Toughness, Weapon Focus: Battleaxe

Alignment: Chaotic Evil

Notes: Bjorn is a large man who attempts to carry his weight like it was muscle instead of the fat it actually is. He has dark blonde hair and a long beard that he doesn't keep as well as his station suggests he should. He glares at virtually everyone, hoping to intimidate them into submission before they even speak.

Despite his proficiency with two large weapons (greatsword and battleaxe) and his almost uncouth bravado, he is by no means a great fighter. He blusters and he roars and he occasionally beats down an unworthy foe so as to impress those around him, but, when the chips are down, Bjorn isn't much to speak of. He prefers to use the greatsword because it is more impressive looking even though he is more skilled with the battleaxe.

In all, Bjorn is a bully and a petty tyrant. He maintains his power through intimidation, abuse, and sheer charisma. Faced with someone greater than he, he will attempt to poison others against

Bjorn's Soldiers (4th Level Warriors)

Size: Medium Humanoid
Hit Dice: 4d8+4
Hit Points: 29
Initiative: +1 (Dex)
Speed: 30 feet
AC: 13 (+1 Dex, +1 Padded Armor, +1 Small Wooden Shield)
Attacks: Shortspear +9 melee (1d8+4) or Shortbow +5 ranged (1d6)
Face/Reach: 5 feet by 5 feet/5 feet
Special Attacks: None.
Special Qualities: None.
Saves: Fortitude +5, Reflex +2, Will +2
Abilities: Str 18, Dex 12, Con 13, Int 10, Wis 12, Cha 12
Skills: Climb +5, Intimidate +6, Jump +5
Feats: Weapon-Catching, Weapon Focus: Shortspear
Alignment: Lawful Neutral

themselves against an overwhelming onslaught. Basically, Bjorn left the town and returned to his own province. There, he summoned the full might of his army and returned to attack Bertrand, who agreed to wait here for the gods to return with his new bride.

The gods can immediately enter the fray on behalf of Bertrand and fight their way to Bjorn. You can otherwise treat his scenario just as if it were Scenario #1.

Scenario #3: Rescuing Helga - This scenario presumes that you are using Option #3 from above, and Bjorn has taken Helga with him. In this case, the gods and whatever forces Bertrand sends with them (which is totally at the players' discretion — Bertrand will send his whole army if allowed) must pursue Bjorn across the snowy hills so that they can rescue Helga.

Bjorn has made his encampment at the top of a hill, which will make him difficult to attack. He may be a coward at heart, but he is an intelligent general — at least he is when he has a Valkyrie to advise him. If Bertrand and his army are along, Bjorn has 50 soldiers with him. If not, reduce the number to 25. Likewise, there should be 20 Berserkers for a full-army assault. If you just have a small group, cut this number in half.

Assuming that the characters attack, it will take them three rounds to get up the hill. During the first round, the defenders ready themselves. In rounds two and three, they fire shortbows down on the attackers. After that, of course, it's straight melee. Sieglinde rides out to the front line and begins cutting attacking soldiers down. She does not run from the gods if they encounter her on the field of battle, but neither does she seek them out. Her goal is to send valorous foes to Valhalla.

Bjorn organizes a group of 10 soldiers to help him defend Helga from the kidnapping. It should take the PC's a minimum of five rounds of combat to cut their way to the center of the camp where she is being held in her tent. Bjorn will command his men to fight the characters, and he'll take the opportunity to flank them for extra damage whenever possible. He does not engage any of them directly, though. When his soldiers have been killed or when he is attacked directly by one of the gods, he drops his weapon and begins blubbing about how it isn't fair.

If they try to sneak in instead (because it's just them), they'll have to make several Move Silently and Hide checks. The first is at the perimeter of the camp and is DC 15. The second is within the encampment and is at DC 20. Finally, they must make them at DC 25 to sneak into Helga's tent unnoticed.

Inside, they will have to persuade Helga to come with them. *A simple Charisma check at DC 12 will suffice (she wants to go with them but is afraid to defy her father).* If it fails, though, she will not willingly accompany the gods. She'll scream for help first. This will bring 15 guards running, forcing the players to choose whether to fight their way out with her, or abandon her in favor of some other plan.

New Feats

Summon Blade [General]

Prerequisites: Weapon Focus, Base Attack Bonus +7, Masterwork Weapon

Benefits: By means of this Feat, the god can call his or her weapon, and it will answer. As a standard action, the deity commands the weapon to spring forth, and it instantly teleports to his or her hand so long as it is within 50 feet. The weapon in question must be the same one that was chosen for the god's Weapon Focus Feat. This Feat is only available to Aesir, Vanir, and Valkyries in the RAGNAROK! setting. The Lesser Races cannot take it.

Getting out of camp with her is equally difficult. *The gods and Helga must make the Move Silently and Hide checks at DC's 25, 20, and 15.* If any of them fail, they are spotted. It is Sieglinde who catches them, and she admonishes gods for sneaking around in the night. She then sounds the alarm. Sieglinde will duel any character who challenges her, but she otherwise lets the mortals fight the PC's while she attempts to snatch Helga and return her to her father. If the PC's attempt to gang up on Sieglinde, she will once again fight them as best she can, but she makes certain to call them cowards for having to team up against her, a mere Valkyrie. Use this opportunity as a reminder to players that killing her dishonorably will have a negative effect on the Fate Points of the campaign. Once again, there is no penalty if she dies in single combat. If she is slain as a result of them all teaming up to beat her, though, you should impose the -3 penalty for the death of a Valkyrie.

This is a Challenge Rating 15 encounter. That's a little above the recommended level for the party for this adventure, so be careful. The gods are much more powerful than any opponent in this encounter, but, grouped together, Bjorn's army makes for a tough challenge. Remember that, if Bertrand's army is along, they will be fighting too. **This is why the CR of the encounter doesn't change.** With Bertrand and his soldiers along, the party can handle a force double the size of the one that they can take alone.

Returning to Nidavellir

Once the characters have successfully gotten Helga to come with them, they can use their Plane Travel ability to once again journey to Nidavellir. You can choose to gloss over finding Svendari again if you like. The characters have been there once already, so you can save them the hassle of trying to make their way back. On the other hand, if you want to play up the angle of Helga acclimating to her new environs, or you just want to throw some more challenges at them, you can have them make the journey again.

Getting the Key

What happens next, depends on how you want the adventure to go. In every scenario, Svendari will remain true to his word. Whatever deal he made with the PC's he will honor. However, he may have a trick or two up his sleeve yet. Use whichever option you feel offers the best level of complication for your players.

Option #1: The Straight Deal - If you go this route, Svendari gives the PC's the key just as promised. It is in a small vial, and he instructs them to sip it before attempting to pass through the ring of fire. Engraved on the bottle is a map to Mathilda's tomb. He wishes them good luck and warns them that Hrothgar will doubtless come in pursuit of them.

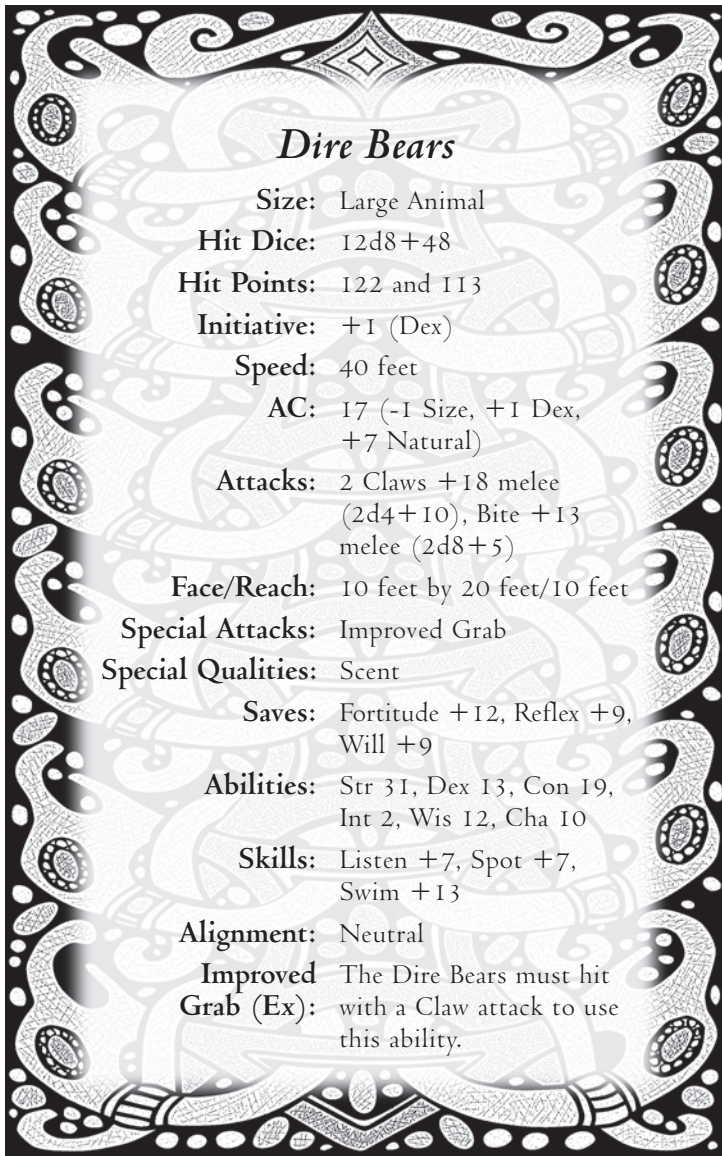
Option #2: A Small Twist - In this variation, Svendari gives the characters the key in fulfillment of their deal. However, he does not provide a map for the location to the tomb. That was not a condition of their deal, he explains. The bargain was the key for Helga. He has fulfilled it accurately. If they

Bjorn's Berserkers (5th Level Warriors/3rd Level Berserkers)

Size:	Medium Humanoid
Hit Dice:	5d8 + 3d12 + 13
Hit Points:	68
Initiative:	+0
Speed:	30 feet
AC:	13 (+3 Dex)
Attacks:	Shortspear +13/+8 melee (1d8+4) or Shortspear +12/+6 ranged (1d8+4)
Face/Reach:	5 feet by 5 feet/5 feet
Special Attacks:	None.
Special Qualities:	Fear 2/Day, Rage 1/Day
Saves:	Fortitude +5, Reflex +2, Will +4
Abilities:	Str 18, Dex 16, Con 14, Int 13, Wis 10, Cha 13
Skills:	Intimidate +10, Intuit Direction +9, Jump +9, Ride +9
Feats:	Weapon Focus: Shortspear, Weapon Finesse: Shortspear, Whirlwind Attack
Alignment:	Neutral
Fear (Su):	Twice per day, the Berserkers can employ an Aura of Fear. Target characters must make a Will Save at DC 13 to avoid being panicked.
Rage (Ex):	Once per day, the Berserkers can use the Barbarian Class Feature, Rage.

want to know where the tomb is, they will have to bargain with him again or find it through some other means.

Option #3: A Crooked Deal - Here, the bargain is not at all what the PC's thought it would be. Svendari explains that he could not break his bargain with Hrothgar. He finished the key and gave it to the giant on collection of his fee. However, he knows exactly where Hrothgar is and can point the gods towards him so that he can be defeated and the key



Dire Bears

Size: Large Animal
Hit Dice: 12d8+48
Hit Points: 122 and 113
Initiative: +1 (Dex)
Speed: 40 feet
AC: 17 (-1 Size, +1 Dex, +7 Natural)
Attacks: 2 Claws +18 melee (2d4+10), Bite +13 melee (2d8+5)
Face/Reach: 10 feet by 20 feet/10 feet
Special Attacks: Improved Grab
Special Qualities: Scent
Saves: Fortitude +12, Reflex +9, Will +9
Abilities: Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10
Skills: Listen +7, Spot +7, Swim +13
Alignment: Neutral
Improved Grab (Ex): The Dire Bears must hit with a Claw attack to use this ability.

taken from him. Svendari makes it plain that this is within the terms of their deal. They were to purchase the key with Helga. He has delivered it to them, albeit in a roundabout fashion. They'll have to defeat the Frost Giant, but they'll get the key. Svendari throws in the location of the tomb as a bonus and tells the characters how to work the key when they come into possession of it.

The Third Cycle: The Ring of Fire

This final cycle in the epic concerns liberating Mathilda from her dreadful fate and battling the evil Hrothgar to forestall Odin's doom. You should make sure that your PC's are as close to fully stocked on resources as possible before starting this final stage of the adventure. Most of the encounters within are tough, and the action is somewhat non-stop.

Encountering Hrothgar

At some point during this cycle, the PC's will have to confront the Frost Giant, Hrothgar. Where and when is somewhat dependent on what has happened up to this point. If

you chose to go with Option #3 for how Svendari executes the deal, it will likely occur before they reach Mathilda's tomb. The gods will be hunting Hrothgar. If not, he will be hunting them. He could ambush them before they get there or after they have rescued Mathilda, whichever you prefer.

Hrothgar has a large band of followers that makes this a difficult encounter. **He commands four Hill Giants and five Winter Wolves, making fighting him a Challenge Rating 13 Encounter.** As a general rule, have a look at the overall health of your party. If they are pretty beaten up, you can reduce the level of pounding they'll take by having Hrothgar do some of the work for them. If he gets the key first, you could have them track him down after he has circumvented the dangers of the tomb. Reduce his band's hit points by a quarter if this is the case. He could also steal the key from the gods and navigate the tomb before they catch up with him. **Alternatively, you can reduce the Challenge Rating of Hrothgar's band from 13 to 12 by eliminating the Winter Wolves or from 13 to 11 by eliminating the Hill Giants.**

Outside the Tomb

Mathilda's tomb is ensconced within a large hill in the center of the Middle Kingdom. The area is overgrown with vegetation and looks largely uninhabited. The air is still, and gives one the impression that the place is haunted.

As the gods make their way up the hillside towards the entrance, two Dire Bears emerge from the trees and bar their way. The animals are present to keep all away from the tomb, and they will fight the gods savagely in pursuit of that duty. **This is a Challenge Rating 9 encounter.**

The Cave Entrance

A large stone door blocks entry to the tomb itself. Vines have grown over it, partially obscuring its existence. The opening appears to be a natural cave mouth, and the door has been crafted to fit it perfectly. It's quite solidly locked, and the following inscription is carved upon it:

HERE LIES MATHILDA, UNFAITHFUL
BRIDE OF GRIVENSIR.

ENTER ONLY THOSE WHO WOULD
INCUR HIS WRATH.

The door is magically locked, and cannot be broken down. It can be bashed in if the PC's have appropriate tools. It has 60 hit points. **It can also be opened with a simple Knock spell or circumvented with a Transmutation spell such as Transmute Rock to Mud or, more gruesomely, Stone to Flesh.**

Once inside, there is a small antechamber that is clearly the cave that nature made. On the far side, there is an aperture cut into the cave wall, and a set of steps of carved stone leading down. The steps go down about 15 feet before opening up on a small platform.

Rune Walk

The platform on which the steps terminate is a landing into a large room that is 20 feet wide by 30 feet across. Inlaid in stone on the floor are the 24 Runes of the Futhark. There are six rows of four Runes. Each Rune is on a five foot by five foot



Row #1 is the first row right against the platform. Row #6 is adjacent to the far wall.

There are no doors on the opposite wall, but there is an inscription. It reads:

FIND ME YOU WILL IF THROUGH THIS
WALL YOU PASS
BUT CAUTIOUSLY STEP AND WALK NOT
TOO FAST
SOLVE THESE RIDDLES AND YOU BECOME
MY GROOM
BUT ANSWER IT WRONG AND YOU'LL
MEET YOUR DOOM

Below the inscription is another group of six lines. Each is a clue for determining on which Rune to step. The room itself is a trap. If the characters step on the correct stone, nothing happens, and they can continue. If they don't, a trap goes off. The safe stones are Thorn, Os, Rad, Gyfu, Nyd, and

Eoh. Note that Rad and Gyfu are on the same row and there are no safe stones on Row #4.

The clues are as follows:

A DEAL WITH THE DEVIL YIELDS NEITHER
STRENGTH NOR HARVEST.
IT CAN LET ONE PASS FORWARD, THOUGH.

ARE THE FRUITS OF FIRE AND LIGHT GODS
OR MERELY FOOLS?

CLEVERNESS IS NO MATCH FOR A GOOD
STEED IN THE WINTER.

WHAT GIFT WILL YOU BRING POOR MATHILDA?
COLD TO PUT OUT THE FLAMES?
WAR TO BRING VENGEANCE UPON ME?
HEALTH THAT SHE MAY LIVE AGAIN?

OR GLORY THAT SHE MAY BE KNOWN
FOREVER? SHE WANTS NONE OF THESE.

CROSS THE ICE TO FULFILL YOUR NEED.

COME HAVE HER NOW. SHE SLEEPS IN A LAKE
OF FIRE, AND I HAVE COME HOME TO
MY POOR MATHILDA'S DEFENSE.

Each clue is tied to the meanings of the Runes. Encourage your players to think along those lines when they are attempting to solve the riddles. *If they are stumped and want to use the Solve Riddle Skill, the DC is 25.*

Listed below are detailed descriptions of the consequences of stepping on each stone. Note that the safe stones are only rarely adjacent. This means that the characters must jump from stone to stone to navigate the room safely. *A Jump check is necessary for each leap to be successful except for two.* Os and Rad are adjacent, and thus, it is not necessary to jump from one to the next. Nyd and Eoh are not only nonadjacent, the jump is diagonal, making it even more difficult. For most of the jumps, the characters need only move five feet. To complete this leap successfully, though, they'll need to move 10. *Any character that fails a Jump check lands on the stone immediately adjacent to the one he or she intended. Thus, a character attempting to jump from Gyfu to Nyd lands instead on Is if the Jump check is failed.*

Discharging the trap on a stone does not make it safe for another character to step there. The traps reset automatically. *Unless otherwise noted, the DC for the Saving Throw against any particular trap is 27. Making it from the platform to Eoh is a Challenge Rating 14 encounter.*

Row #1

Feoh: Upon stepping on this stone, the character's capacity for good judgment is magically attacked. *He or she takes 2d6 Wisdom damage. A Will Saving Throw negates the damage.*

Thorn: Safe.

Ur: *Stepping here triggers a Ray of Enfeeblement to emit*

from the floor, attacking the character. He or she loses 1d6 + 5 points of Strength unless the character can succeed at a Fortitude Save at DC 18.

Ger: Characters victimized by this stone have their Alignment changed. Roll a die to randomly determine if it is the first aspect of the PC's Alignment (Law vs. Chaos) or the second aspect (Good vs. Evil). If either aspect is Neutral, the non-Neutral aspect is the one affected. Thus, a Neutral Good character has his or her second aspect targeted (making him or her Neutral Evil). The change makes the character assume the opposite aspect (Lawful characters become Chaotic, Good characters become Evil, etc.) and lasts for 1d4 days. *The effects of this stone can be avoided with a successful Will Save.*

Row #2

Ken: *In keeping with Ken's association with torches, stepping on this stone causes a 10d6 Fireball to explode on top of the character. He or she may make a Reflex Save at DC 20 for Half Damage.*

Peord: *Characters setting foot here are poisoned and suffer 2d6 Constitution Damage. A Fortitude Save negates the attack.*

Sigil: Sigil sets off a brilliant blast of white-hot light that burns the target for 2d6 points of damage. *A Reflex Save is allowed to halve the effects. In addition, the character must make a Fortitude Save at DC 19 or be Blinded for 1d4 days.*

Os: Safe.

Row #3

Gyfu: Safe.

Hegal: Stepping here causes the area to be pounded by hailstones. *The damage inflicted is 5d6.*

Rad: Safe.

Man: This stone assaults the reasoning power of humanity and other higher creatures. *Those who tread on it take 2d6 points of Intelligence damage. A successful Will Saving Throw negates the attack.*

Row #4

Is: Winter itself strikes from this stone. *The character who walks here must make a Fortitude Save at DC 23 or be turned to ice. The person literally becomes an ice sculpture and can only be restored via a Stone to Flesh (except that a drop of pure water replaces the pinch of earth in the Material Components).* If the statue melts, the water must be preserved and somehow animated first. Note that the Quest does take place during winter, and it is cold outside. It is quite warm within the tomb however. If left as is, a transformed character will melt completely in six hours. After three hours, there will still be shape to the "statue," but it will no longer be recognizable as the character.

Tiw: Tiw attacks the target's battle prowess. *Those who walk on this stone suffer 2d6 Strength damage. A Fortitude Save*

prevents it.

Beorc: Stepping here causes the victim to be wracked with pain. *The seizures that this magic causes inflict 5d6 points of damage on any affected character. A successful Fortitude Saving Throw halves it.*

Wyn: *Attacking the very glory of their godhood, the power of this stone Drains Levels from the characters. For every round he or she spends in contact with it, the Wyn stone Drains one Level permanently from the character. Those reduced to 0-Level lose their divinity and become mortal. Treat this as a "Temporary Death of a Lesser God" result for purposes of campaign Fate Points. Those reduced below 0-Level are permanently dead. A Will Save prevents the Level Drain, but a new Saving Throw must be made for each round that the character has contact with Wyn.*

Row #5

Nyd: Safe.

Eh: *Contact with this stone makes the character the target of a Slow spell. He or she may negate the effects by making a Will Save at DC 20. If it is failed, the character is affected for 20 rounds. Because the trap resets after each discharge, victims can be Slowed multiple times. However, the effects of the spell are not cumulative. It simply increases the duration of the spell.*

Ing: *Characters that fall into this trap take 2d6 points of Charisma damage. A Will Save negates the attack.*

Daeg: The trap on this stone is truly sinister. The target is bathed in warm, soothing light that holds him or her transfixed. *While so entranced, he or she receives 2d6 points of damage from the light. The character can make a Will Save each round to break free of the sorcery and get off the stone so as to avoid the damage, but, until he or she does so successfully, the damage is applied to the oblivious character. Each round, the DC of the Saving Throw is reduced by one (as the character gradually becomes aware of what is happening), but otherwise he or she is helpless.*

Row #6

Lagu: This stone opens up into a water-filled pit. The character falls 20 feet into the water, which is 10 feet deep. A stone door then closes over the water, preventing escape and causing the character to drown. *The door has 60 hit points and a Hardness of 8 but is difficult to damage from the pit side. All attacks on it are halved due to the water slowing down blows and the character being unable to stand on his or her feet to get any leverage. Spells damage it normally. Gods trapped within can drown, and, while it is only Temporary Death since the tomb is on Midgard, they cannot recover until they are freed.* Companions can attempt a rescue by falling the 20 feet to the new "floor" and assaulting it from the dry side.

Ethel: This is perhaps the most frustrating and sinister of the 18 trapped stones. It teleports anyone who steps on it back to the platform on the other side of the room, forcing him or her to attempt the journey again.

Eoh: Safe. Once the character fully steps on this stone, it begins

lowering into the ground. It acts as a platform elevator, taking the characters down to the next level of the tomb. It lowers 10 feet, revealing a portal into “Mathilda’s Chamber” below.



Eollh: *Characters stepping here are inflicted with 2d6 points of Dexterity damage. A Fortitude save prevents it.*

Mathilda’s Chamber

Once the platform has lowered them down to this level, the gods find themselves standing in a small chamber with a portal opening out onto an horrific sight. A narrow bridge (five feet wide) stretches out 30 feet to a large platform. The platform is completely encircled by tall flames. Occasionally, the characters can see a woman sleeping on an ornate bed through the flickering of the fire.

Standing adjacent to the circle of fire is a 10-foot tall metallic construct. It gleams in the firelight, but otherwise stands silent. The room into which the bridge leads is enormous. It is over 100 feet in diameter and the ceiling is vaulted well above the characters’ heads. The platform on which Mathilda sleeps, rises up from the floor, which is 30 feet below. Fire also rises from the floor of the chamber, completely surrounding Mathilda’s platform.

As soon as one of the gods sets foot outside the small chamber onto the bridge, the construct comes to life. **It is a Shield Guardian, and it will fight to keep the characters from crossing the bridge.** The amulet that controls the guardian is around Mathilda’s neck, but Grivensir programmed it to defend her from all interlopers.

In the first round of the battle, the Shield Guardian casts Lightning Bolt at the bridge (as it has been instructed to do). The bridge is thin as well as narrow, and it has 40 hit points. If the Lightning Bolt (10d6 damage) inflicts 40 or more points of damage, it blows a seven-foot-wide hole in the bridge. If it does less, the bridge is severely weakened and continues to crumble. Every character who passes over the affected area deals an additional 1d4 points of damage to it, until it falls away altogether. The affected area is again seven feet of bridge,

and the character who causes it to fall away must also make a Reflex Save at DC 15 to avoid falling with the rock.

*Getting across the hole in the bridge requires a Jump check (assuming that the character can’t fly). If successful, the PC lands on his or her feet on the other side. If it fails, the character falls through the hole to the floor below (for damage, see below). A character who jumps only six feet misses the landing but is suspended on the ledge on the other side. **If he or she succeeds in a Strength check at DC 15, the character can pull himself or herself up without falling. If not, he or she slips and falls as though the Jump check had been missed normally.***

The Shield Guardian assaults any character who makes it across. It attempts to knock him or her off the platform and into the fire below. If it has no one to fight and a character is clinging to the ledge trying to pull himself or herself up, the Shield Guardian will run up and try to knock the god off. Otherwise, it stays on the platform outside the ring of fire and whacks anyone who gets near. **If the guardian scores a hit in combat, the target character must make a Reflex Save to avoid being knocked into the fire below. The DC for this check is 5 + the amount of damage done on the attack.**

A character who falls into the fire (either from being knocked off the platform by the Shield Guardian or by failing a Jump check) takes 3d6 points of damage for the fall, and another 2d4 from the flames. The character automatically catches fire and takes another 2d4 points of damage for every round he or she is unable to fully climb back up to the bridge or the platform. Once he or she has escaped the pit, the character must a Reflex Save at DC 15 to put out the flames or suffer an additional 1d4 points of damage as he or she continues to burn.

Once the Shield Guardian has been defeated, the gods can rescue Mathilda. To do so, one of them must drink the elixir from the key, which provides proof against the flames that encircle her. The fire inflicts 10d6 points of damage on anyone who has not drunk the elixir. Such an unfortunate catches fire automatically and suffers another 5d6 points of damage every round until the flames can be put out. One who has used the key can walk through the fire unharmed.

Once the flames have been penetrated, Mathilda can be awakened by simply speaking to her. When her eyes open, the circle of fire is extinguished. **Defeating the Shield Guardian and rescuing Mathilda is a Challenge Rating 9 encounter.**

Mathilda is painfully ugly. Grivensir beat her horribly, and it is easy to see where broken bones did not heal properly. As though this weren’t bad enough, he deliberately disfigured her too, and not all of the damage was done magically. The years of magical sleep have done little to ease her mind. She is frightened, and her experience has driven her slightly mad. In all, she is a pitiful creature, and, if Hrothgar gets his hands on her, she can expect little better than the treatment she received at the hands of Grivensir.

Hrothgar Attacks

Hrothgar

- Size:** Large Giant
- Hit Dice:** 14d8 + 3d4 + 70
- Hit Points:** 168
- Initiative:** -1 (Dex)
- Speed:** 40 feet
- AC:** 21 (-1 Size, -1 Dex, +9 Natural, +4 Chain Shirt)
- Attacks:** Huge Greataxe +19/+14 melee (2d8+13) or Rock +10/+5 ranged (2d6+9)
- Face/Reach:** 5 feet by 5 feet/10 feet
- Special Attacks:** Rock-Throwing
- Special Qualities:** Cold Subtype, Rock-Catching, Spellcasting
- Saves:** Fortitude +15, Reflex +4, Will +7
- Abilities:** Str 29, Dex 9, Con 21, Int 12, Wis 10, Cha 14
- Skills:** Climb +13, Concentration +9, Jump +13, Spot +6
- Feats:** Cleave, Combat Casting, Great Cleave, Power Attack, Sunder
- Alignment:** Chaotic Evil
- Cold Subtype:** Immune to the effects of Cold; double damage from Fire except on a successful Saving Throw.
- Rock-Throwing (Ex):** Hrothgar has 5 rocks (Small objects) that he can hurl in range increments of 120 feet.
- Rock-Catching (Ex):** By making a successful Reflex Save, Hrothgar can catch incoming objects that would have hit him. The DC for the Save is 15 for Small objects, 20 for Medium objects, and 25 for Large ones.

Hrothgar (cont.)

Spellcasting: Hrothgar is a 3rd Level Sorcerer. He will use his spells to the best of his ability in a fight, particularly to get away from the gods if he gets his hands on Mathilda. He can cast six 0-Level spells and six 1st Levels per day. He knows the following spells:

0-Level: Detect Magic, Mending, Read Magic, Ray of Frost, Daze

1st Level: Change Self, Magic Missile,

Protection from Good, True Strike

Notes: In addition to his spellcasting abilities, Hrothgar has an Amulet of Changing through which he has managed to traverse the small passages of Nidavellir. It has 17 charges remaining.

Hrothgar is a black-hearted giant who desires nothing less than the total destruction of the gods and all for which they stand. He hates them passionately and had dedicated his life to finding a way to bring them down. Unfortunately, despite the purity of his passion, he has never had the skill or the luck to bring his ideas to fruition. He's not the most accomplished giant in Jotunheim, and this has led him to become even more mean-spirited. He has few friends, though he does have a small band of allies, mostly Hill Giants whom he has been able to dominate with his superior strength.

Recently, he began studying magic in the hopes that it would hold the key to at last realizing his goals. In a roundabout fashion it did. It was in his studies that he chanced across the legend of the Bride of Grivensir. When he realized that he could wish for the power to destroy Odin, he set upon a quest to free Mathilda from her curse. He found that means in the craftsmanship of Svendari. Now he stands poised to realize his dreams at last if the gods don't stop him.

If he has not done so already, Hrothgar attacks the party when they emerge from the tomb. His principal goal is getting Mathilda and getting back to Jotunheim for the wedding. He will direct his followers to attack the gods while he makes a grab for Mathilda. If he can get his hands on her, he will attempt to Plane Travel back to Jotunheim right away.

Hrothgar's followers fight as long as he is alive to command them. They are fiercely loyal to him, and they will stay to cover his escape even if he has to leave them behind to get Mathilda away from the gods. *If he is killed, all of them have to make a Will Save at a DC equal to 10 + the highest Charisma Bonus of the gods to keep fighting.* If they fail, they scatter.

Hrothgar himself will fight to the death if necessary. He's mainly interested in getting to Mathilda, but as long as the gods can prevent that, he will fight for her. He sees her as the key to his plan (which she is), and the sheer possibility of its coming to fruition has driven him to desperation. If he can't have her, he can't succeed, and so he must have her at any cost. That may just get him killed.

If Hrothgar escapes, he returns to Jotunheim and endeavors to get himself married to Mathilda as quickly as possible. Have the gods crash the wedding just as the priest is about to complete the marriage ritual. The priest heads for the hills when the attack starts, but Hrothgar and his two witnesses (Frost Giants; use Hrothgar's stats as a basis) will fight the gods. *This is a Challenge Rating 12 encounter.*

Epilog

Assuming they made a deal with Bertrand for Mathilda, the gods must wrap up the Quest by delivering her to him. He is as moved to pity as the gods were by her condition, and he marries her straightaway. He then uses his wish to restore her. In this way, he proves himself a just man. His wish is for her rather than for him, and this reconciliation enables the gods to have righted a great wrong in addition to preventing the Doom of Odin.



Hrothgar's Hill Giants

Size: Large Giant

Hit Dice: 12d8+8

Hit Points: 117, 124, 112, and 110

Initiative: -1 (Dex)

Speed: 40 feet

AC: 20 (-1 Size, -1 Dex, +9 Natural, +3 Hide)

Attacks: Huge Greatclub +16/+11 melee (2d6+12) or Rock +12/+7 ranged (2d6+7)

Face/Reach: 5 feet by 5 feet/10 feet

Special Attacks: Rock-Throwing

Special Qualities: Rock-Catching

Saves: Fortitude +12, Reflex +3, Will +4

Abilities: Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17

Skills: Climb +9, Jump +9, Spot +4

Feats: Cleave, Power Attack, Weapon Focus: Greatclub

Alignment: Chaotic Evil

Rock-Throwing (Ex): The Hill Giants can throw rocks of 40 to 50 pounds (Small objects) in range increments of 120 feet. Each giant has four rocks he can throw.

Rock-Catching (Ex): By making a Reflex Save, the giants can catch rocks (or similar objects) that would have hit them. The DC for the Save is 15 for Small rocks, 20 for Medium ones, and 25 for Large.

Hrothgar's Winter Wolves

Size: Large Magical Beast

Hit Dice: 6d10+18

Hit Points: 48, 40, 50, 41, and 58

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 50 feet

AC: 15 (-1 Size, +1 Dex, +5 Natural)

Attacks: Bite +9 melee (1d8+6)

Face/Reach: 5 feet by 10 feet/5 feet

Special Attacks: Breath Weapon, Trip

Special Qualities: Cold Subtype, Scent

Saves: Fortitude +8, Reflex +6, Will +3

Abilities: Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10

Skills: Hide +6, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1

Feats: Alertness, Improved Initiative

Alignment: Neutral Evil

Breath Weapon (Su): Cone of cold; 15 feet; usable every 1d4 rounds; damage of 4d6; Reflex Save at DC 16 for half damage.

Trip (Ex): A successful Bite attack enables the Winter Wolf to make a Trip attempt as a free action without making a Touch Attack or provoking an Attack of Opportunity. If the attempt fails, the opponent may not attempt to Trip the Winter Wolf.

Cold Subtype: Immune to Cold; Double damage from fire except on a successful Saving Throw.

Weapon-Catching [General]

Prerequisites: Shield Proficiency; Dex 12+

Benefit: This Feat, which can only be used to effect with a wooden shield, enables the warrior to catch an enemy's weapon (slashing or piercing weapons only) in the shield's rim. If the opponent rolls an unmodified "1" on his or her attack roll, the defender has caught the weapon, the blade being buried in the wood. The defender can choose to discard the shield as a partial action, thereby disarming the attacker. Additionally, the opponent is thrown off balance and suffers -1 to his or her Initiative for the next round. If the defender does not spend the partial action to immediately discard the shield, the attacker can wrench the weapon free. Regardless, if the Weapon-Catching Feat is employed there is a chance that the shield may be ruined in the action. Roll a d20 and add the attacker's Strength Bonus to the result. If the number generated is 20 or more, the shield is ruined.

The above rules assume the use of a large shield. If the character is using a small shield, Weapon-Catching can be employed on an opponent's unmodified attack roll of 1 or 2.

Weapon Expertise: Throwing Spear [General]

Prerequisite: Proficient with Shortspear; Dex 12+; Weapon Focus: Shortspear

Benefit: The spear is the most common weapon of the age since it is useful for both melee and ranged attacks. Skill in its use is highly desirable, and some warriors become masters. A character with this Feat can throw two shortspears in the same round so long as his or her off-hand is free. However, there are some limitations. Both throws lose 15 feet per range increment, and the second throw does not receive the +1 bonus to the attack roll normally conferred by Weapon Focus.

New Monsters

DOOM OF ODIN presents two new monsters for the RAGNAROK! setting. Both are elementals. The first is a variation on the Water Elemental. The only difference is that the creature is made of snow and ice (because it is found in places where the temperature is below freezing). As a result, treat this monster as a standard Water Elemental except that it also has the Cold (Ex) ability of a Frost Worm. Any creature striking it with natural weapons or with an Unarmed Attack takes 1d8 points of cold damage if the attack lands. Likewise, if the target is hit by the elemental's Slam attack, it takes 1d8 points of cold damage.

The second is the Molten Earth Elemental. Possessing characteristics of both Earth and Fire Elementals, a separate discussion of this monster is in order.

Molten Earth Elemental, Small

R *The Runes*

Below are brief descriptions of each Rune and the effects of casting them. These descriptions, originally printed in RAGNAROK, are included for your convenience. All of this section is designated Open Game Content. Each entry contains the name of the Rune, its translation, and the English letter that most approximates its sound, along with a brief definition. The entries also list the beneficial and baleful effects of each Rune. All Runic effects are treated as Spell-like effects for purposes of game play.

Feob (*Cattle, F, Moveable Wealth*)

Beneficial Effect: Any financial transaction or discovery by a person under the effect of this Rune results in an extra 5%-10% profit. Roll 1d6 + 4 to determine the percentage increase. Explanations of the results include better haggling, purer metal content in coins found, etc.

Baneful Effect: Same as Beneficial but with a corresponding decrease in value instead of the increase.

Saving Throw: Will negates

Duration: 10 minutes/Caster Level



Ur (*Aurochs, U, Untamed Strength*)

Beneficial Effect: The recipient of this Rune gains two points of Strength temporarily.

Baneful Effect: The target loses two points of Strength.

Saving Throw: Fortitude negates

Duration: 1 round/Caster Level

Thorn (*Devil, TH, A Fell Rune to overcome or fear*)

Beneficial Effect: Characters under the beneficial effects of this Rune enjoy greater proof against harm. All saving throws receive a +1 bonus for the duration of the Rune's effects.

Baneful Effect: Just as Thorn can offer greater protection from harm, it can also make a creature more vulnerable. Those suffering from the baneful effects must make all saving throws with a +1 penalty until the duration expires.

Saving Throw: Will negates

Duration: 1 hour/Caster Level

Os (*God, A, A Rune of Enlightenment*)

Beneficial Effect: While under the effect of this Rune, the recipient is especially insightful. The character adds +2 to all Knowledge Skills.

Baneful Effect: Os can also be used to block cognitive processes, making it much harder to apply the intellect to problems. When so affected, the character must subtract -2 from all Knowledge Skills.

Saving Throw: Will negates

Duration: 1 hour/Caster Level



Rad (*Riding, R, A journey on horseback*)

Beneficial Effect: The caster is able to summon a steed to serve him or her. Upon this Rune having been cast, the nearest unriden horse will come to serve the character. The amount of time it takes for the horse to arrive is completely dependent on its distance from the god casting the Rune, however, the absolute furthest a steed will come is one mile. The horse obeys the summons as quickly as possible. While under the effects of the summons, it will be completely loyal to the god who cast the Rune.

Baneful Effect: The caster may target a single steed of any type. If the Rune is successfully cast, the courser flees (carrying its rider)

from the god at top speed in the most convenient direction available, which may take it in a hazardous direction. The steed receives a Will Save to negate the effects, but the throw is made by the mount itself, not its rider.

Saving Throw: Will negates

Duration: Beneficial - 1 hour/Caster Level, Baneful - 1 round/Caster Level



Ken (*Torch, K, Light and Fire*)

Beneficial Effect: By inscribing this Rune on an object, the caster calls forth a magical flame that cannot be extinguished by normal means. The flame provides perfect illumination in a 20-foot radius from the object on which the Rune is inscribed.

Baneful Effect: Alternatively, Ken can be used to immediately extinguish any single light source. Normal lights save as usual. A magical light source receives a bonus equal to the level of the caster

who created it.

Saving Throw: Will negates

Duration: 10 minutes/Caster Level



Gyfu (*Gift, G, Gifts for favor and honor*)

Beneficial Effect: Unlike other Runes, the effects of this Rune are not immediately invoked. Gyfu is inscribed on an object either in the god's possession or that of a willing recipient. Its magic lays dormant until the object is subsequently given to another person, who will treat the giver as his or her best friend for the duration of the Rune's effect.

Baneful Effect: The baneful application of Gyfu is slightly more sinister. Once again, the Rune is cast on an object. However, this time the owner of the object so inscribed sees it as abhorrent and casts it as far from his or her person as possible. He or she will refuse to retrieve or even to touch the item until the duration of the Rune expires.

Saving Throw: Will negates

Duration: 10 minutes/Caster Level



Wyn (*Glory, W, Glory in deeds and war*)



Beneficial Effect: A creature under the influence of this Rune is more powerful and glorious in all that it does.

Target creatures temporarily gain one additional Level and all the benefits (hit points, modifiers, etc.) that accompany it. Note that this Level gain does not grant knowledge or abilities that the creature wouldn't already have. Thus, while a spellcaster would be able to cast more spells than normal, he or she wouldn't have access to new spells the character couldn't previously know.

Baneful Effect: Characters under the baneful effects of Wyn are stripped of some of their glory and, consequently, some of the abilities that accompany it. The baneful effect reduces a character temporarily one Level. All benefits of the character's proper Level are lost until it is restored.

Saving Throw: Will negates

Duration: 1 round/Caster Level



Hegal (*Hail, H, A powerful force of nature*)

Beneficial Effect: Hegal calls upon the power of a storm to affect the surrounding area. Beneficially used, the caster summons a calm shower that provides light to moderate rainfall with all the natural benefits inherent in such. This storm covers a one-mile radius.

Baneful Effect: This application summons a violent storm that produces heavy rain and rock-sized hail. The caster can direct a number of hailstones equal to his or her Level to strike targets in the storm's path. Each stone inflicts 2d6 + 2 points of damage. Once all of the available hail damage is applied, the god can no longer direct their fall, but the storm continues unabated for the duration of the Rune's effect. As with the beneficial option, the storm's radius is one mile.



Saving Throw: Beneficial - None, Baneful - Reflex for half damage

Duration: 10 minutes/Caster Level



Nyd (*Need, N, The need to endure*)

Beneficial Effect: Nyd allows those beneficially affected to endure harm better, granting them a temporary bonus of two points of Constitution.

Baneful Effect: It has the opposite effect on those targeted with its ill effects, causing them to suffer. Such creatures temporarily lose two points of Constitution. Keep in mind that any creature reduced to 0 Constitution is killed.

Saving Throw: Fortitude negates

Duration: 1 round/Caster Level



Is (*Ice, I, The many aspects of winter*)

Beneficial Effect: Those beneficially affected by Is have the aspects of the hardiest of winter creatures. The affected character does not need to make Saving Throws in cold weather (below 40) and must only make them every hour instead of every 10 minutes in frigid weather (below 0 F). Additionally, the creature gains a +3



bonus on all Saving Throws against magical cold-based attacks.

Baneful Effect: The god projects a Ray of Cold that inflicts 1d4 points of damage per Level of the caster.

Saving Throw: Beneficial - Will negates, Baneful - Reflex for half damage

Duration: Beneficial - 1 hour/Caster Level, Baneful - Instantaneous

Ger (*Harvest, J, Ever-turning Cycle/Wheel of Life*)

Beneficial Effect: The target has great insight into life and the nature of the universe. He or she is therefore afforded a +2 bonus on Saving Throws against illusions.

Baneful Effect: The true nature of things becomes clouded in an affected individual. He or she must reverse one aspect of the character's alignment. The caster chooses which. Thus, Lawful characters become Chaotic, Evil ones become Good, etc. Characters who are Neutral (NG, NE, LN, or CN) always change the non-neutral aspect of their alignment. True Neutral characters become either Lawful Good or Chaotic Evil at the caster's discretion. This change is temporary and lasts only so long as the duration of the Rune's effect.

Saving Throw: Will negates

Duration: 1 hour/Caster Level



Eob (*Yew, EI, A durable, elastic wood*)

Beneficial Effect: Eob conveys the advantages of the yew tree. Yew bows were among the best, and the recipient of this Rune's effects receives a +2 bonus on all ranged attacks as the qualities of those bows are imbued within his or her attacks.

Baneful Effect: When targeted with the baneful effects, all of the yew's qualities are stripped from the individual, subjecting him or her to a -2 penalty on all ranged attack rolls.

Saving Throw: Will negates

Duration: 1 round/Caster Level



Peord (*Apple, P, An apple a day keeps the leech away*)

Beneficial Effect: This Rune is inscribed on a piece of fruit. If the fruit is consumed before the duration of the effects expire, the person who eats it heals damage. How much depends on the type of character that consumes the magical apple. Mortals heal 1d10+1 hit points. Gods, who can absorb more of the magic, fare better. Lesser Gods receive 2d10+2 hit points, and Greater Gods heal 3d10+3.

Baneful Effect: Peord can also be cast on a creature, causing it to suffer as though it had been poisoned. Mortal creatures suffer 3d10+3 points of damage. Gods are a little more immune with Lesser Gods taking 2d10+2 points of damage, and Greater Gods suffering 1d10+1 hp.

Saving Throw: Fortitude negates

Duration: Beneficial - 1 hour/Caster Level, Baneful - Instantaneous



Eolb (*Defense, Z, Defense and Protection*)

Beneficial Effect: Eolb provides a +2 AC bonus to those under its positive influence.

Baneful Effect: It subtracts 2 from the AC of those it is intended to harm.

Saving Throw: Fortitude negates

Duration: 1 round/Caster Level



Sigil (*Sun, S, The brilliance of the sun*)

Beneficial Effect: The light of the sun blesses the recipient of this Rune's effect. A magical light centered on the target extends in a radius of 60' and offers illumination equal to that of mid-afternoon on a cloudless day.

Baneful Effect: The light of the sun can also cause harm, though. A target creature is Blinded by the brilliance of the sun's power.

Saving Throw: Reflex negates

Duration: Beneficial - 10 minutes/Caster Level, Baneful - 1 round/Caster Level



Tiw (*Tyr, T, War and Martial skill*)

Beneficial Effect: Those blessed by Tiw know greatness in hand-to-hand combat. Correspondingly, they gain a +2 bonus on all melee attacks for the duration of the Rune's effects.

Baneful Effect: Characters who are adversely affected have their martial prowess stripped from them and suffer -2 penalty on all melee attacks while under Tiw's influence.

Saving Throw: Fortitude negates

Duration: 1 round/Caster Level



Beorc (*Birch, B, Spring's awakening, Health*)

Beneficial Effect: While under the influence of Beorc, the target is renewed and refreshed as though Spring itself were alive in the creature's body. The target temporarily gains two hit points per Level of the recipient, and these bonus hp are lost first to any damage the character sustains while so affected.

Baneful Effect: New growth is not always so easy, and a creature affected negatively suffers from the growing pains that often accompany such renewal. The creature is wracked with pain spasms, inflicting two points of Subdual Damage per Level of the recipient.

Saving Throw: Fortitude for half damage

Duration: 1 round/Caster Level

Eh (*Horse, E, Transportation and Speed*)



Beneficial Effect: The recipient of this Rune's effects is imbued with the speed of a mighty courser. His or her movement rate is temporarily doubled.

Baneful Effect: The target of the baneful effects of Eh is burdened as though he or she were a packhorse overloaded with goods. The character's movement is slowed as if the weight of the equipment he or she is carrying were one level higher than it actually is.

Saving Throw: Fortitude negates

Duration: 1 round/Caster Level

Man (*Man, M, The intellect of humanity over beasts*)

Beneficial Effect: This Rune lifts the intellect of the target creature, granting a +2 bonus to Intelligence for the duration of its effect.

Baneful: It can also be used to drag a character's mind down to the lower level of animals. Creatures so affected suffer a two-point loss to their Intelligence.

Saving Throw: Will negates

Duration: 1 round/Caster Level

Lagu (*Water, L, The Subconscious of Humanity*)

Beneficial Effect: Similar to Man, Lagu stirs at the inner recesses of the mind. Beneficially applied, it raises the target character's Wisdom by two points.

Baneful Effect: As it can make things clear, though, so too can it cloud them. Those struck down by this Rune suffer a -2 penalty to their Wisdom scores.

Saving Throw: Will negates

Duration: 1 round/Caster Level

Ing (*Fertility, NG, Fullness of Life and Sexuality*)

Beneficial Effect: Those under the influence of Ing seem more virile and appealing. They are thus blessed with a +2 bonus to their Charisma scores while so enchanted.

Baneful Effect: Not all are perfect specimens, though, and those cursed by the baneful effects of this Rune are exposed as such. They have a -2 penalty imposed on their Charisma for the duration of the effect.

Saving Throw: Will negates

Duration: 1 round/Caster Level

Credits

Text and Design: John R. Phythyon, Jr.

Additional Design Work: Marcelo Figueroa, Kevin Millard, William Sariego

Advice and Assistance: Charles Carter, Kat Figueroa, Chris Pramas, William Sariego, Ree Soesbee

Art Direction: Peggy Gordon

Front Cover: Lorenzo Sperlonga

Back Cover: Terry Moore Strickland

Interior Art: Terry Moore Strickland, Peggy Gordon

Editing: Dr. Mike Bennighof, Ph.D.

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