

A GAME OF THANES



THE ICE KINGDOMS

ROLE PLAYING ADVENTURES IN THE FROZEN NORTH

by CS Barnhart

MAD MARTIAN GAMES PRESENTS

A GAME OF THANES



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INTRODUCTION

OVERVIEW

The characters find themselves embroiled in the politics and subterfuge of a Colloquy when three Thanes meet to discuss the boundaries of their lands and settle disputes under the watch of priests of Uthin and by decree of Thanelaw. But when an unexpected proclamation puts the characters at the center of the Colloquy they may be only one double cross away from death. Or worse.

SCENARIO ONE: MIDNIGHT IN THE THANEGARD OF GODS AND DEVILS

The characters arrive at the sight of the colloquy and quickly get caught up in the search for a thief.

SCENARIO TWO: A FISTFUL OF BLOOD

The characters are hired to eliminate a rival's pit fighter champion. Problem is the only way to avoid legal ramifications of murder is to kill the pit fighter in the arena. In order to do that one of them must fight their way through several rounds before finally facing him. In the process the characters uncover the secret behind the champion's success and find help in an unlikely ally.

SCENARIO THREE: HIGH THANE'S SISTER

In retaliation for losing his pit fighting champion, the rival Thane hires the characters to bring back his sister who

has run away to marry a warrior in a rival's house guard. However when another suitor shows up, the result could be more than clan warfare.

SCENARIO FOUR: FOR A FEW SILVER MORE

After Raak escapes captivity it is up to the characters to find him. However the rumor of assassins in the camp complicates the search, especially when an unexpected guest and a mysterious stranger arrive.

SCENARIO FIVE: THE GOD, THE BARD, AND THE GUILTY

When Godi Horus-Moki channels the prophecies of Khoss it reveals that a new Thane is present, much to the annoyance of the cultist Eap Eapson, who claims he is the foretold ruler.

SCENARIO SIX: THE MALIGNANT SEVEN

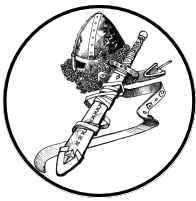
The newly crowned Thane is given their first duty by Godi Horus-Moki, cleanse Wood Keep of the seven savages that recently raided a Bride of Uthin Temple. It is up to the newest Thane and his player character allies to perform this task alone, or their claim to the crown will be passed. Can they make it to Wood Keep, elude the followers of their rival Thanes, and defeat the Malignant Seven?

SCENARIO SEVEN: MYTHIC RIVER

The Malignant Seven were just the beginning. Shortly after defeating them the characters must contend with an army of berserkers invading from the east. Can they unite the thanes at the colloquy to face the surging mass of frenzied warriors, or must they find another way to stop the barbarian horde.

CONCLUSION: ANY WHICH WAY YOU LOSE

Everything doesn't work out as the adventurers have wanted, but the battle is over and many more options lie ahead.



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Rollo of Tenebrous

CAST OF CHARACTERS

Thane Rollo of Tenebrous: AC 4 (chain mail and shield), **Move** 12, **HD** 6d10 (40 hit points), **THAC0** 14 (with long swords) or 15, **Attack** 3/2 long sword (1d8 + 3) or 1 (by other weapons + 1), **Size** M, **Morale** 9, **XP** 270 (6th level Einheriar fighter), **Ability Scores** Strength 16, Charisma 15, **Special** weapon specialization: long sword.

Thane Rollo is the ruler of the city of Tenebrous and the surrounding areas. As with Thane Ornulf and Thane Egil here is at the colloquy to consolidate his power and position himself to take the role of High Thane. Roll is vane and ruthless but a coward and paranoid. He is an experience warrior but has been cautious after losing his eye in a holmgang years ago. He is big, strong, and a natural leader, but cruel and vindictive. He sees any insult or re-

fusal of his status as cause for war and aggression. (Thane Rollo also appears in *The Girl with the Demon Tattoos*).

Thane Ornulf of Bor: AC 6 (scale armor), **Move** 12, **HD** 7d6 (27 hit points), **THAC0** 17, **Attack** 1 broad sword (2d4), **Size** M, **Morale** 10, **XP** 420 (7th level Einheriar thief), **Ability Scores** Charisma 15, **Special** open locks 19%, find/remove traps 9%, hide in shadows 4%, detect noise 24%, climb walls 49%, read languages 19%.

Unlike Thane Egil and Thane Rollo, Ornulf is not a warrior. He is a trickster and manipulator who prefers to avoid fights and direct confrontations. He has come to the colloquy to get his sister Orli back, one way or another. Ornulf is also hoping to use the colloquy to distract from the raids his troops are preparing for back home. He knows Egil suspects he is behind the raids, but plans to use the forum of the colloquy to place blame elsewhere. (Thane Ornulf is mentioned in *The Temple of Drawoh Rock*).



Ornulf of Bor

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Thane Egil of Thron: AC 4 (chain mail and medium shield), **Move** 12, **HD** 6d10 + 6 (44 hit points), **THAC0** 15, **Attack** 1 long sword (1d8 + 1) OR 1 (by other weapons + 1), **Size** M, **Morale** 17, **XP** 420 (6th level Einheriar fighter), **Ability Scores** Strength 16, Dexterity 9, Constitution 15, Intelligence 13, Wisdom 9, Charisma 14.

Thane Egil has the heart of a champion. His goals are on the right path to unite the southern Thanes into something more powerful and beneficial to the Thanelands as a whole. However he has recently lost his son and fiancé to sorcery and he mistrusts practitioners of magic. He is at the colloquy to both unite the Thanes under a common cause and crown (preferably his own) but also to extract revenge on Ornulf for raiding his lands. (Thane Egil also appears in *Under the Temple of Uthin*).

Dunkar Son of Duncan: AC 6 (studded leather armor and shield), **Move** 12, **HD** 6d6 + 6 (30 hit points), **THAC0** 18, **Attack** 1 long sword (1d8 + 1) OR 1 (by other weapons + 1), **Size** M, **Morale** 15, **XP** 420 (6th level Einheriar thief), **Ability Scores** Strength 16,



Dunkar, son of Duncan

Dexterity 16, Constitution 15, **Special** pick pockets 6%, open locks 27%, find/remove traps 12%, move stealthily 12%, detect noise 22%, climb walls 47%, read languages 17%.

Dunkar, Son of Duncan, has been a bandit and raider for years. He now rules over an area of land that covers three minor villages and a small temple. He “protects” these people (largely from himself) and has his own force of warriors (though only a handful with him). He has come to the colloquy to demand he be recognized as a Thane. Most of his lands are in Fenrir territory and this has caused a feud between him and Cariff Bloodclaw. Dunkar hates Fenrir and has been known to hunt and kill them. He would like nothing more than to kill Cariff.

Alcars Amasson: AC 7, **Move** 12, **HD** 5d6 (20 hit points), **THAC0** 18, **Attack** 1 short sword (1d6), **Size** M, **Morale** 15, **XP** 270 (5th level Einheriar thief), **Ability Scores** Dexterity 17, **Special** pick pockets 40%, open locks 35%, find/remove traps 20%, move stealthily 40%, hide in shadows 30%, detect noise 30%, climb walls 85%, read languages 15%.

Alcars Amasson is Dunkar’s right hand man. He shares the same values as his leader.

Grimnar, Dunkar’s Brother: AC 7, **Move** 12, **HD** 5d6 (23 hit points), **THAC0** 18, **Attack** 1 short sword (1d6), **Size** M, **Morale** 14, **XP** 270 (5th level Einheriar thief), **Ability Scores** Dexterity 16, **Special** pick pockets 35%, open locks 30%, find/remove traps 20%, move stealthily 35%, hide in shadows 25%, detect noise 30%, climb walls 85%, read languages 15%.

Grimnar is Dunkar’s brother. If Dunkar is killed he will replace Dunkar in all his roles for this adventure, otherwise he plays no real major part in the adventure. He could be used to get information on Dunkar or as a minor foil for the characters during “down time” or between scenarios.

Cariff Bloodclaw: AC 7 (studded leather armor), **Move** 12, **HD** 5d10 (32 hit points), **THAC0** 16, **Attack** 2 knives (1d6), **Size** M, **Morale** 18, **XP** 270 (5th level Fenrir ranger), **Special** hide in shadows 31%, move stealthily 50%, Cariff’s ceremonial Fenrir knives are equivalent to short swords.



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Cariff Bloodclaw

Cariff Bloodclaw is the chief of his Fenrir tribe. His father and mother were both killed by Dunkar's men. His lands have been raided and his people attacked. He has come to the colloquy to demand justice.

Vimir Wolfmane: AC 7 (studded leather armor), Move 12, HD 4d10 (27 hit points), THAC0 17, Attack 2 short swords (1d6), Size M, Morale 18, XP 175 (4th level Fenrir ranger).

Vimir Wolfmane is Cariff Bloodclaw's sub-chief. If Cariff is killed he will replace Cariff in all his roles for this adventure, otherwise he plays no real major part in the adventure. He could be used to get information on Cariff or as a minor foil for the characters during "down time" or between scenarios.

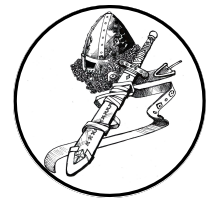
Heimnar Vossan, Arena Manager: AC 10, Move 12, HD 5d6 + 5 (25 hit points), THAC0 18, Attack 1 dagger (1d4), Size M, Morale 11, XP 270 (5th level Einheriar thief), Ability Scores Constitution 15, Intelligence 15, Charisma 14, Special pick pockets 30%, open locks 25%, find/remove traps 15%, move stealthily 25%, hide in shadows 25%, detect noise 30%, climb walls 85%, read language 15%.

Heimnar Vossan is the master of the gladiatorial arena of Bor. He is at the colloquy for one reason only, to earn money. He has brought some of his best and most entertaining fighters and a bunch of expendable slaves. He serves Ornulf of Bor.



Heimnar Vossan

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Uuk: AC 6 (hide armor), **Move** 12, **HD** 4d10 + 8 (39 hit points), **THAC0** 15 (with short swords) or 16, **Attack** 5/2 short swords (1d6 + 3) or 2 (by other weapons + 1), **Size** M, **Morale** 20, **XP** 270 (4th level half-orc fighter), **Ability Scores** Strength 17, Constitution 16, **Special** ambidexterity, dual-weapon method, weapon specialization: short sword.

Uuk is a half orc warrior slave of Heimnar Vossion. Uuk has no goal in life but to kill in the arena. Uuk is actually Heimnar Vossion's son, as part of an early breeding program he secretly conducted to create gladiators.



Uuk



Raak

Raak: AC 7 (studded leather armor), **Move** 12, **HD** 1d8 - 1 (7 hit points), **THAC0** 20, **Attack** 1 dagger (1d4), **Size** S, **Morale** 10, **XP** 35, **Ability Scores** Dexterity 17, **Special** pick pockets 40%, open locks 40%, move stealthily 75%, hide in shadows 75%, detect noise 75%, climb walls 75%.

Raak is a goblin. As a whelp he was captured when Uuk's mother was captured and purchased by Heimnar Vossion. Raak's job in the arena is to care for the half-orc's weapons and tend to his needs. He also serves as a slave for Heimnar Vossion and his food taster. Raak hates Heimnar Vossion and will do whatever he can to kill the fat man.

Eap: AC 7 (studded leather armor), **Move** 12, **HD** 5d6 (18 hit points), **THAC0** 18, **Attack** 1 short sword (1d6 + poison), **Size** M, **Morale** 12, **XP** 420 (5th level Einheriar bard), **Ability Scores** Strength 8, Dexterity 12, Constitution 8, Intelligence 13, Wisdom 8, Charisma 15, **Special** Eap's sword is coated in a poison created from the waters of Ainhild (individuals struck by it must make a saving throw against poison at +1 or suffer an additional 1d3 damage), pick



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Eap Eapson

pockets 30%, detect noise 40%, climb walls 65%, read languages 30%, lore 30%.

Bard Spells :

1st level: *alarm, magic missile, sleep*

2nd level: *invisibility*

In Spellbook: (*alter self, alarm, armor, cantrip, change self, comprehend languages, magic missile, phantasmal force, sleep, invisibility*)

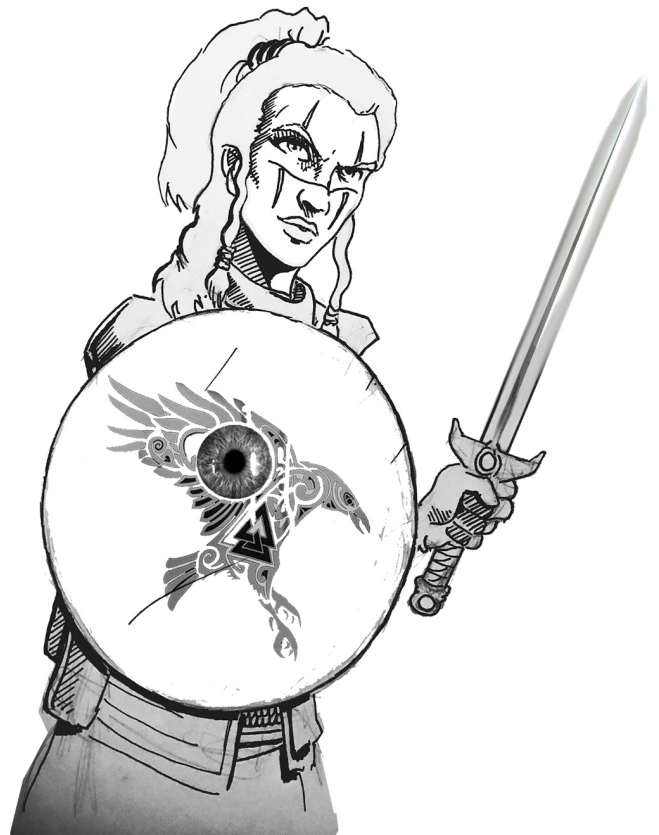
Other Treasure: spellbook

Eap is the high priest of the Cult of the Wyvern. He has travelled from the village of Ainhild to seek his wealth, fame, and fortune. He believes he has been chosen by the Wyvern to lead the Thanesmen, however, he is aware that the temples of the Thanic gods would never permit this. He has decided to befriend what Thanes he can and then betray them to Wolfgar. If he can kill them first, all the better.

For more about the waters of Ainhild see *The Lair of the White Wyvern*.

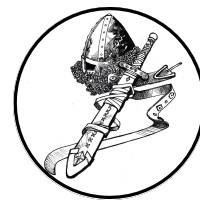
Valdin, Bride of Uthin: AC 4 (chain mail and medium shield), Move 12, HD 5d10 + 5 (40 hit points), THAC0 16, Attack 1 longsword (1d8), Size M, Morale 20, XP 420 (5th level Einheriar Valgard paladin), Ability Scores Constitution 15, Charisma 18.

Valdin was an orphan child rescued by God Horus-Moki. Her parents were killed by raiders and barbarians from the east. At a young age Godi Horus-Moki put Valdin into the Brides of Uthin. Recently he called her from Wood Keep to perform a series of tasks for him. She did not know that her tasks were actually communications with Wolfgar. Upon her return she learned Wood Keep had been over-run by raiders and she has come to the colloquy to get the help of her mentor to save her sisters. Godi Horus-Moki has taken her return as an opportunity to set the Thanes against each other.



Bride Valdin

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Godi Horus-Moki

Godi Horus-Moki: AC 10, Move 12, HD 7d8 + 7 (39 hit points), THAC0 11, Attack 1 battle axe (1d8), Size M, Morale 12, XP 975 (7th level Einheriar cleric), Ability Scores Wisdom 16, Charisma 15.

Cleric Spells :

1st level: *ceremony (druidic)*, command, sanctuary, (+2[†])*

2nd level: *augury, charm, enthrall, (+2[†])*

3rd level: *curse, speak with dead*

* See *Adventurer's Guide to Lost Arcana*, page 39.

† Godi Horus-Moki's 16 Wisdom allows him to cast two bonus 1st level and two bonus 2nd level spells per day. These bonus spells must be from the spells he already knows.

Horus-Moki was born to poor parents and treated with great disdain by the lords of Arfhrdheim. His only escape

was to join a congregation of hermits dedicated to Uthin. Over time he became respected within his temple and then was sent out to the east to share the faith. His convoy was attacked by Varyag berserkers and he was captured by a young warlord named Wolfgar. Wolfgar spared the priest on the condition that he would return to the west with a gift of gold and silver. Horus-Moki was to use that wealth to buy himself titles and station within the temple of Uthin and in ten years prepare for Wolfgar's army. When the time came Horus-Moki arranged for the colloquy to convene, invited Rollo, Egil, and Ornulf as well as the Fenrir tribes men and the bandit leader Dunkar. He then sent out Valdin of the Brides of Uthin on a simple series of quests that left messages and signs to guide Wolfgar to Wood Keep and the banks of the Mythic River so the upstart Thanes could be crushed by his true lord.

Horus-Moki is prepared for everything, except the characters.

Timas: AC 5 (chain mail), Move 12, HD 3d10 (21 hit points), THAC0 18, Attack 1 longsword (1d8), Size M, Morale 12, XP 175 (3rd level Einheriar fighter).

Timas serves as a soldier in the army of Thane Rollo. He is betrothed to Thane Ornulf's sister who has fled her brother to be with Timas. If anything happens to Orli because of the characters Timas will swear revenge against them and Ornulf and will do anything he can to stop them, including aiding Wolfgar.

Orli: AC 10, Move 12, HD 1d6 (5 hit points), THAC0 20, Attack 1 dagger (1d4), Size M, Morale 10, XP 175 (1st level Einheriar thief), Ability Scores Intelligence 14, Wisdom 13, Charisma 16, Special pick pockets 23%, open locks 17%, find/remove traps 8%, move stealthily 17%, hide in shadows 18%, detect noise 22%, climb walls 78%, read languages 7%.

Orli is Thane Ornulf's younger sister and she has fled her brother to be with her betrothed Timas. She loves her brother but dislikes the way he treats her and will refuse to go back to him. However, if Timas' life is at risk she will reluctantly go. But taking her back to her brother will earn the characters her eternal hatred and if anything happens to Timas she is likely to do whatever she can to get her revenge, including helping Wolfgar. This help will come in the form of a sneak attack/backstab of some sort either against a character or against Ornulf. This may be during the final battle against Wolfgar or at some other time as the GM determines.



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Olvaag, Dwarven King from the East: AC 0 (*plate mail* +3), **Move** 6, **HD** 9d10 + 45 (99 hit points), **THAC0** 2 (with *warhammer* +3 or 5 (with other warhammers) or 6 (with all other weapons), **Attack** 5/2 *warhammer* +3 (1d4 + 6) or 5/2 other warhammers (1d4 + 3) or 1 (by other weapons + 1), **Size** M, **Morale** 20, **XP** 6,000 (15th level dwarf fighter), **Ability Scores** Strength 16, Constitution 18, Intelligence 14, Charisma 16, **Special** weapon specialization: warhammer (+3 to attacks and damage).

Olvaag is a powerful king of the Dwarves of Courbahl, but one of many. He is ruthless, cunning, and a master of the iron clad oaths of his dwarven ancestors and the law. He has great interest in expanding his influence into the Thanelands, but little interest in doing it himself, so he has sent his cousin Ffinolg to handle that mission for him.

Ffinolg Firebeard, Olvaag's Representative: AC 5 (*chain mail*), **Move** 6, **HD** 5d6 + 10 (30 hit points), **THAC0** 17 (with *oath broad sword* +1) or 18, **Attack** 1 *oath broad sword* +1 (2d4 + 1), **Size** M, **Morale** 12, **XP** 175 (5th level dwarf bard), **Ability Scores** Constitution 18, Intelligence 14, Wisdom 14, Charisma 15.

Ffinolg is a distant cousin of King Olvaag and his appointment as an ambassador to the Thanesmen is to remove him from the court of his cousin. Olvaag thinks Ffinolg is too ambitious and that his goals could cause trouble. Ffinolg still wants respect and power and now realizes the only way to truly have both is to help the Thanesmen and serve Olvaag faithfully, at least for now. If he can ally with a true leader amongst the Thanesmen and help stop Wolfgar's horde, his honor in both his home society and that of the Thanesmen will greatly increase, perhaps enough for him to be welcomed back to the court of his cousin.

Wolfgar: AC 4 (*scale mail* +2), **Move** 12, **HD** 9d10 + 23 (88 hit points), 7 (with *battle axe* +2) or 9 (with other battle axes) or 10 (with all other weapons), **Attack** 2 *battle axe* +2 (1d8 + 7) or 2 other battle axe (1d8 + 5) or 1 (by other weapon + 3), **Size** M, **Morale** 10, **XP** 2,000 (10th level Varyag fighter), **Ability Scores** Strength 18(01), Constitution 16, **Special** berserker rage (see page 30), two-weapon fighting, weapon specialization: battle axe.

Other Treasure: *boots of the north*



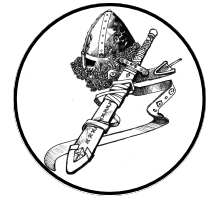
Wolfgar

Wolfgar is a warlord from the east and is the leader of the Varyag berserker horde that is invading the Thanelands. Years ago he spared the life of a priest of Uthin that he captured and in turn that priest, Godi Horus-Moki, has served him faithfully ever since. Now Wolfgar has come for his reward. Godi Horus-Moki has arranged for the three most powerful thanes of the area and a few other important lords to be present at the same location and is doing everything he can to disrupt these lords and set them against each other to pave an easy path to victory for Wolfgar.

WELCOME!

Welcome to A Game of Thanes, an Ice Kingdoms adventure set in the very heart of the political strife of the Thanelands. The adventure assumes the characters begin working for Than Egil of Thron. They are not assumed to be lifelong servants or even loyal followers, but hired swords employed to protect his travel to a colloquy called by Godi Horus-Moki Lawspeaker, High Priest of Uthin and the most powerful priest outside of Avarheim, far to the north.

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A Game of Thanes takes place after the events of *The Temple of Drawoh Rock*, *The Lair of the White Wyvern*, *The Girl with the Demon Tattoos*, and *Under the Temple of Uthin*. Many of the characters in this adventure have appeared in those adventures as well. If you have played those adventures and the events of your game sessions alter the characters in this game (such as killing them off), simply adjust the adventure as necessary (change a name, alter a back story, etc). If you haven't played these adventures, don't worry. *A Game of Thanes* can be played on its own. You may want to change the names of key NPCs though, just in case you do play the other adventures at a later date.

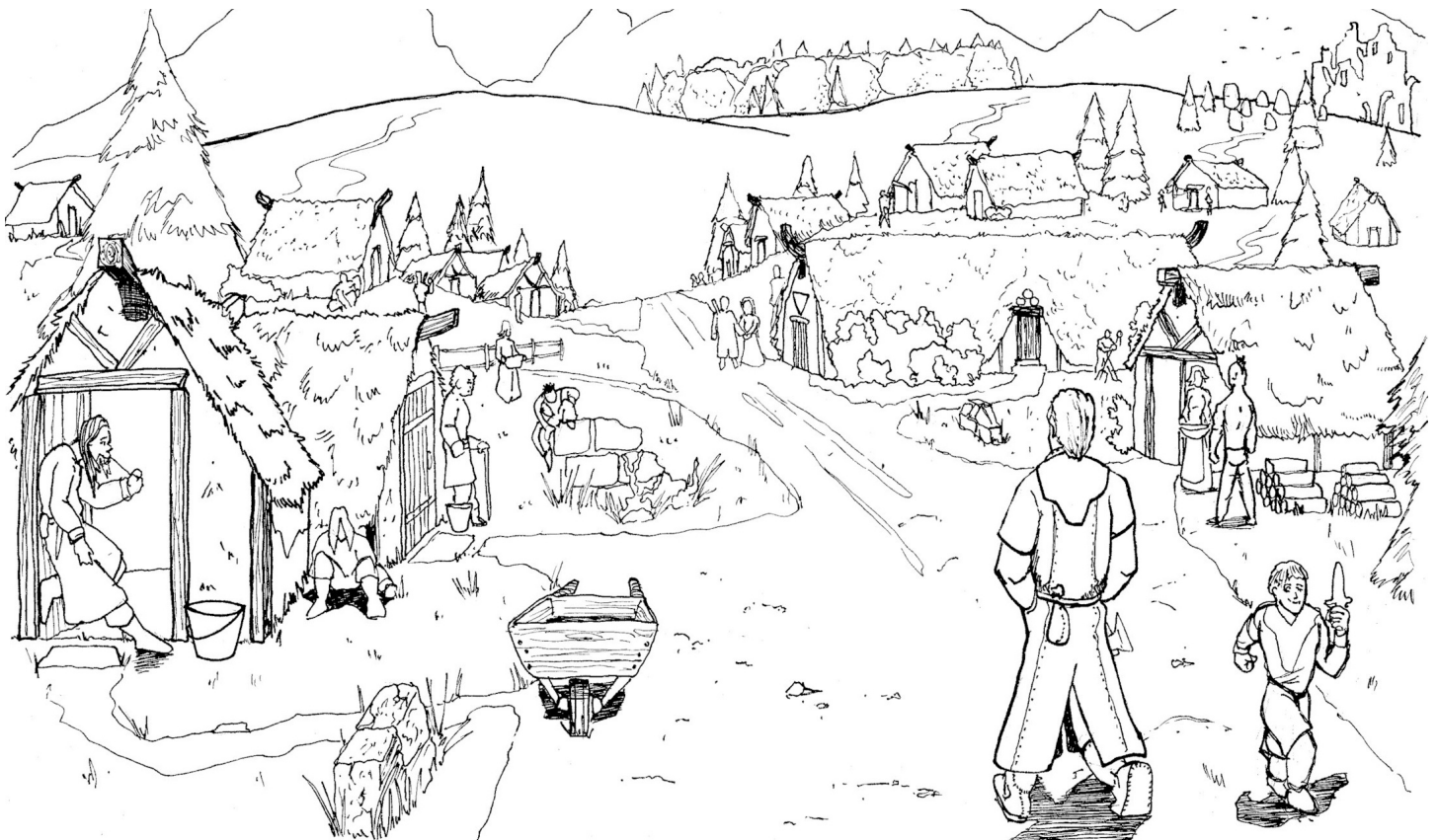
If the characters begin this adventure outside the employ of Thane Egil (perhaps as his enemy for some reason) simply switch the thanes up to compensate for this issue. But remember to be consistent as which Thane is doing what will be important. Otherwise have the characters come under his employ shortly after their arrival at the colloquy.

The adventure also assumes that the characters are not necessarily tried and true heroes, but are either flexible in the morality department or are just greedy mercenaries will to take money from any jarl or merchant with cash on hand. This doesn't mean the party has to be evil mercenaries, or that they have lax morals. Good and heroic char-

acters can still partake in this adventure, you just need to motivate them with different reasons than gold and silver.

During the course of the adventure the characters will meet many NPCs with different agendas and goals. The GM is encouraged to use the descriptions of these NPCs to guide the adventure as they see fit. While there are certain events set up to occur as needed, the GM has full control of the actual events and the order they happen. The point of the first four scenarios is to set up the different factions and to let the characters become involved in the plot and politics, while the fifth scenario thrusts them into the forefront of the plot and politics. This will railroad them into scenarios 5 and 6, but for the most part, the adventure is more of a sandbox. Players are free to work for, align, and assist whoever they want or no one at all. They can work for money, glory, and respect or they can get involved for moral and political reasons.

The adventure depends a lot on the motives and actions of the NPCs and their interactions with the player characters. Therefore events after Scenario One may be altered and the scenarios may occur in different order, though by necessity Scenarios Five, Six, and Seven will almost have to be required to occur at the very end, though anything is truly possible.



SCENARIO ONE: MIDNIGHT IN THE THANEGARD OF GODS AND DEVILS

After a long week of travel, which consisted of many visits to landholdings of the thane, you have arrived at the location of the upcoming colloquy. The area selected by the godi is an open plain at the edge of Thanegard, bordering with the wild open lands of Wolfheim. While the immediate camp area is absent of any permanent dwelling, the dilapidated remains of an old gaol sits north of the encampment where a small village once prospered.

The camp is active, however, with dozens of workers raising tents and building a wooden long house in the center of the muddy, wet, cold location. Merchants set up temporary shops, while smiths and cooks alike prepare their wares on an open face stone furnace. Guards, messengers, and hangar ons scurry about the camp, while skalds and bards sing songs and recite epic poems about thanes of old and the gods they served, disobeyed, or defied. A light rain begins to fall, adding cold discomfort to you bones and mud to your boots.

In the north of the camp a series of ditches and wooden stockades can be seen being constructed. Laborers that appear to be weary and terrified busy themselves digging a large pit. A large man with two top knits extending from his hair and a beard with so many braids it looks like the visage of some horrible sea creature from the depths of the Abyss looms over them, dressed in deer furs, an elaborate toga like robe and large, thick riding boots. A whip in one hand. Cowering at his side, a chained goblin shivers in the cold.

Behind the bearded man is a wagon made of steel reinforced wood, bearing on its back a large lattice worked cage of iron. The bars so close together only glimpses of movement inside, created by shadows blocking out the light, reveal any occupants. A foul stench rolls down from this section of the camp.

Just as the wagon begins to shake your attention to brought it a large red tent that your benefactor, Thane Egil, and his household guard, enters.

The tent Egil enters is a temporary food tent. Inside people from all across the spectrum eat. Workers, thanes, godi alike share the tables, food, and water barrels. Egil is in discussion with a young priest while his household guard stands nearby.

Characters may enter the tent or explore the camp. They can buy wares from the merchants, engage in song and verse with the bards and skalds, look for companionship from the camp followers, or investigate the digging to the north.

The young priest Egil is talking to is the man servant of Godi Horus-Moki. He has grave news about Thane Ornulf. Without talking to the characters the two depart for a private discussion.

The bearded man is Heimnar Vossan, a vile arena manager who oversees gladiatorial fights. He is usually in the service of Thane Ornulf. In the cage is Uuk, his champion pit fighter, as well as a few other pit fighters he uses for the matches. He expects some great matches if the rival thanes are brave enough to test their best fighters against his own.

The goblin is Raak, a half-starved, scared to death slave that Heimnar Vossan captured over a year ago. Those digging the "pit" and building the stockades, are other slaves owned by Heimnar Vossan. They serve also as fodder in his arena, which they are currently digging.

Let the characters explore some, get settled into their own tents, negotiate fees for their travel and to stay on if they wish (1 silver per day is all Egil will pay). After a little while continue with the following.

As the day wears on more people arrive at the camp site. As you have learned the colloquy starts in three days and lasts for seven. But the arena will open for business tomorrow, hoping to accomplish its business before the colloquy begins, at which point violence is forbidden.

As you prepare your sleeping areas a commotion overtakes the camp as a band of seven men ride into town. They are dressed in tattered clothing and war torn leather armors, armed with chipped wooden shields,

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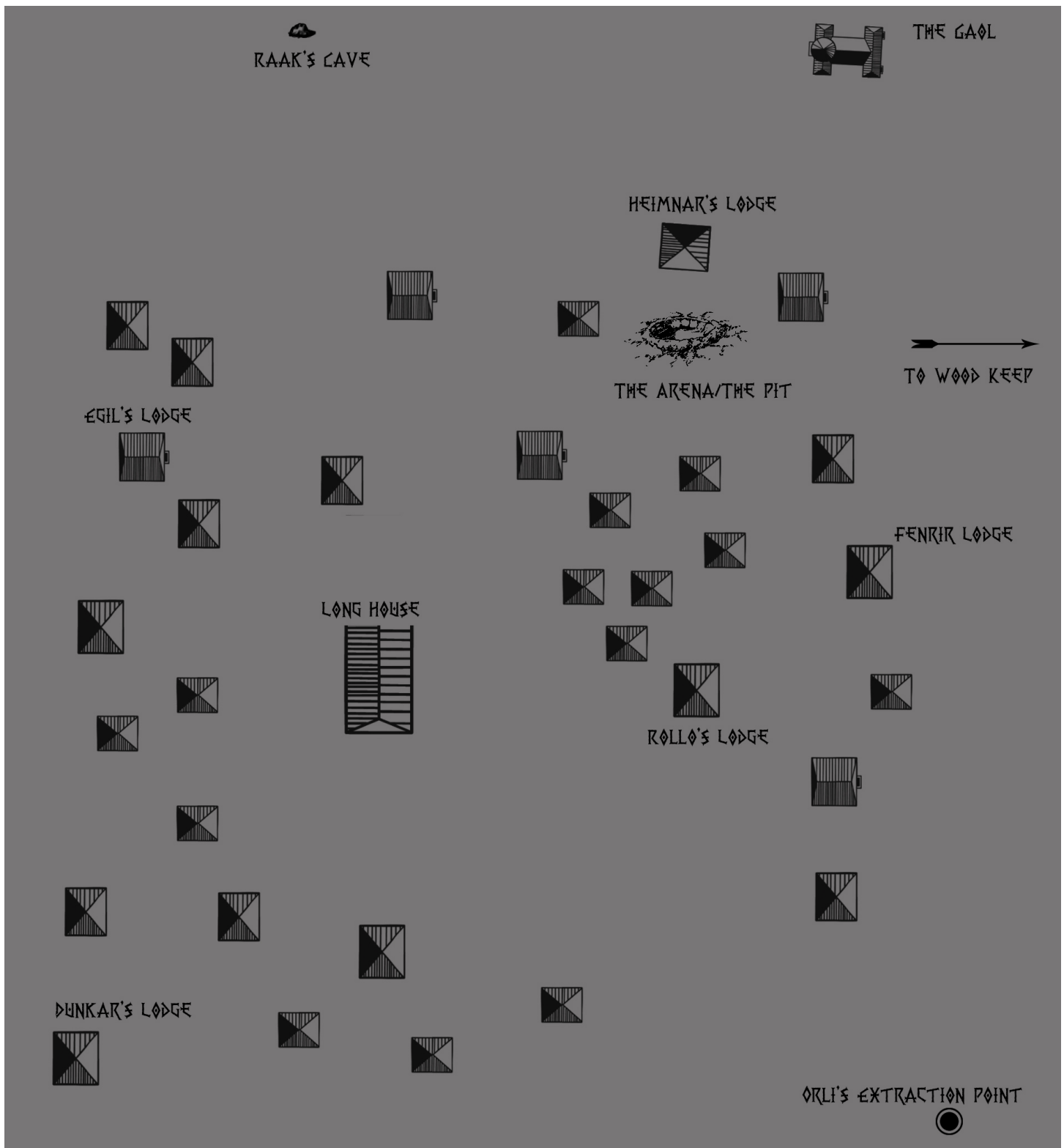
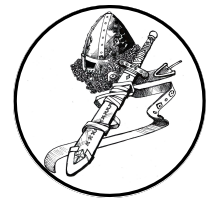


Figure 1: The Colloquy Camp



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and sheathed swords and crossbows. Black cloaks flow behind them. They appear as ravens in the sky, scavenging the goods of the camp with their greedy eyes. You can almost see them lick their lips and twitch their fingers as they pass merchants counting their hard earned coins.

The seven ride to an empty section of field, just outside the growing tent city and dismount. Five of them immediate begin to construct a fire and primitive wooden shelters from wood and tent cloth removed from their horses. A sixth begins the slow process of walking the perimeter of the camp, while the seventh stares long and hard at the quickly rising long house at the center of the camp. You definitely see him lick his lips.

This is Dunkar, Son of Duncan, an outlaw chief who preys on travelers near tenebrous. Over the years he has established a small conclave of bandits and their families, charges fees for safe passage and engages in trade with the nomadic Fenrir and lesser nobles of Thanegard, usually with stolen goods. In recent months he has taken to calling himself Thane, claiming that he is the only Thane that truly represents and understands the people.

The characters can engage Dunkar or his lieutenant, Alcars Amasson. Though neither is real talkative and usually replies only in grunts. Some of the local merchants know of him, some of them have been his victims on the trade routes. Dunkar is here to assert his claim as a legitimate Thane, if not by birth of decree of the Temple, than by right of deed and sheer presence. After all, he does lead over thirty men and their families, and his influence is felt through dozens of miles. Many thanes have less of both.

Trumpets sound and voices sing before you even see the next arrival. A large parade of twenty men on horses followed by twenty more on foot and finally a man on a white horse, followed by two horn-blowers and five maidens singing. The man wears a white crown with a blue robe and an ornate, ancient armored breastplate. His red hair flows in long locks and a longer beard. His hands are bejeweled in rings and an ornate sword rests in a leather sheath on the horses flank. He waves to the camp goers, but gives them a look of disdain. His entourage rides up to the long house, which is still under construction, and he dismounts. The parade continues on to a set of already set up tents, while five of the mounted warriors stay with him.

This is Thane Ornulf.

He stares at the long house until he is approached by Heimnar Vossion. Ornulf will not speak with any of the characters, they are beneath him. Any attempt is met with

a sneer as he turns away. His skalds (either a horn-blower or a singer) will step in and ask the characters to petition for an audience with his eminence once the colloquy commences.

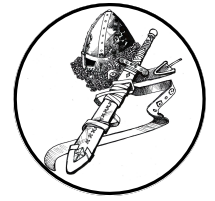
DINNER

The dinner feast in the makeshift "great" hall is a welcome diversion from the recent travels in the cold. Warm food, hearty drinks, scintillating entertainment, and more keeps the spirits of the guests up. But those in power (or who wish to be in power) are on edge. Always waiting for a rival to make a move. The feast provides the characters a chance to interact with the various figures at the colloquy. Here they can hear firsthand from Cariff Bloodclaw and learn of the plight and complaint of his people. They can witness firsthand the romance between Orli and Timas and watch as Ornulf fumes at the two of them.

During the middle of the feast the dwarf lord King Olvaag will arrive with his entourage of twenty dwarven warriors. His arrival is a site to see as the Thanes all grovel and seethe at the same time. His grandeur is undeniable and his status as king seems more legit than the status



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any Thane present has. He will casually comment of how he knew Arfhrd personally and he is delighted to see his heirs so ready to fulfil his responsibilities and he looks forward to that day, hopefully soon. But he is only here to present a gift to Thane Rollo. After a short ceremony of deep chanting, Olvaag's priest presents to Rollo a short sword and accepts Rollo's oath of friendship. Olvaag then retires from the hall leaving behind his representative, Ffinolg Firebeard, to feast in his stead.

The characters may have a chance to talk to Ornulf, but he gives them as little time as possible. He has no use for them and is focused on other matters. He will inquire about things that will lead him to conclude they are adventurers, mercenaries, and untrustworthy in their lust for wealth.

Heimnar Vosso is even less friendly. He will talk down to the characters. While doing so he will be presented with food by his serving women, and with each serving of food he slices a piece from it and shoves it into the goblin Raak's mouth, forces the goblin to chew and swallow and after a few moments will smile and eat the rest of the food himself.

STOP! THIEF!

The celebration is interrupted by the loud screams of Thane Rollo. He is hectic and angered. The Oath Sword he was given only momentarily ago is missing and he is holding a serving boy by the throat, swatting at him with a wooden rod. If no one intervenes Rollo will beat the serving boy to death. If someone tries to stop him his bodyguard will intervene to protect the Thane.

Anyone who intervenes will be accused by Rollo as being an accomplice to the theft. He will demand they be arrested. But they won't be. Without evidence or motive the other thanes just ignore the pleas of Rollo.

Rollo's Bodyguard: AC 6 (scale mail), Move 12, HD 4d10 (21 hit points), THAC0 17, Attack 1 short sword (1d6 + 1) OR 1 (by other weapon + 1), Size M, Morale 13, XP 175 (4th level Einheriar fighter), Ability Scores Strength 16.

Ffinolg Firebeard laughs at the situation and continues to drink. If questioned he will merely explain that the Oath Swords have two unique properties. The first, is quite simple, in the hands of a loyal ally of the dwarven lord the sword is bonded to the sword is a magical weapon of exceptional sharpness and balance. The second, to Rollo's detriment, is that the sword will fade to nothingness in the hands of a dishonorable warrior. "Apparently Rollo

is a thane and a thief" Ffinolg Firebeard will quip. "My Lord Olvaag is a great leader, but often his judgement and understandings on the Thanesmen is clouded. I imagine most of you are unworthy. But perhaps one will prove themselves otherwise this moon."

Before the altercation between the characters and Rollo (or anyone else and Rollo) gets too deadly, Ffinolg Firebeard will blow his Horn of the Keep and draw everyone's undivided attention.

"My dear Thanes and Thanesmen. It is an unfortunate occurrence that this has come to pass. But I am bound by honor and duty to my Lord Olvaag to bear witness of your unworthiness, for you may now witness, Rollo Thane of Tenebrous, that while thy Oath Sword may indeed be missing, that the sheath still rests where you left it. It is with regret, and dishonor, that I must now proclaim your friendship and your loyalty is lacking, and you have proven to be unworthy of my Lord Olvaag's friendship. But rest assured all who bear witness to these events, one of you here will lift the Oath Sword before your Colloquy disbands. So has spoken the Runes of Grugnir."

With that Ffinolg Firebeard turns and departs the fest hall. Rollo, in a huff, also departs.

The characters are free to spend the rest of the night exploring the camp, interacting with other NPCs, drinking, eating, or resting.



SCENARIO TWO: A FISTFUL OF BLOOD

MEETING THANE EGIL

The next day the characters are summoned to Thane Egil's tent.

As always Thane Egil is accompanied by his brother and a few of his top advisors, including priests and Huirdu fortune tellers. The thane looks very angry and agitated. Shifting in his chair he waits until his brother brings you before him. He then stands.

"My friends, I have a favor to ask. I have just learned that Thane Ornulf was responsible for the raids that have terrorized the fishing villages under my protection. Because of the rules of the Colloquy, I cannot touch him. But I want his blood. I want him to pay for what he has done. However, my advisors warn me against war. But there is a way. Ornulf has a champion fighting in the arena. I want one of you to join the arena and kill his champion. But I warn you, his champion has survived fights that no man should have lived through. We suspect he is cheating by some means. The rest of you are to find out how. But we must hurry, as we only have three days until the Colloquy begins and then all violence, even the arena, is forbidden by Uthin's laws."

Egil will offer the characters money and other rewards, but not too much. He is counting on either loyalty or fear to get the characters to do his bidding. If the players are not interested have Ornulf insult the characters during a chance encounter, at dinner or somewhere else in the camp. If they still are not interested, move on to another scenario. It is possible they get involved in the arena for other reasons.

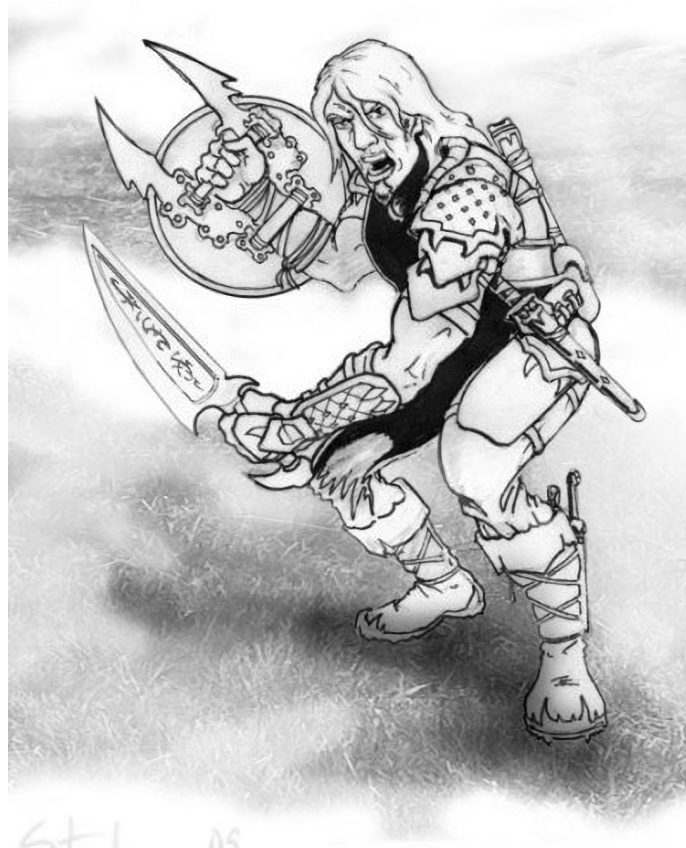
After accepting Egil's offer (or otherwise entering the arena) the characters must determine which character will be the gladiator. They must go to the arena and meet with Heimnar Vossion in order to join the arena. He will gladly accept, setting up fees and rewards based on his evaluation of the character joining the arena. It isn't hard to convince him, he doesn't have many warriors other than his champion, a few special beasts, and the slave laborers.

The other characters will have an opportunity to search and investigate the arena going on to see if they can figure out the mystery behind the success of Ornulf's champion.

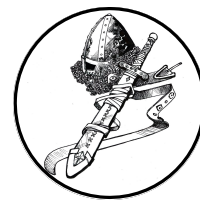
THE ARENA

The arena is actually a 20 foot deep pit that is about 30 foot diameter. The edges of the pit is surrounded by dozens of wooden benches and make shift chairs crafted from tree trunks and large stones. Straw cover the muddy ground around the pit making walking around the area easier and cleaner.

At the east and west ends of the pit trenches are dug. These trenches are blocked off from the arena by simple and fairly flimsy wooden gates and each trench is di-



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vided into two sections. Behind these wooden areas in the trenches is a small containment area for fighters to wait for their matches.

Because of the winter weather the bottom of the pit is very muddy with pools of ankle deep water created from melting ice and snow. During the actual matches it is not uncommon for fighters to become drenched in the muddy water. This is a highlight in the matches as fighters fall or splash about. Many in the audience cheer and enjoy the spectacle of strong warriors dying in the cold mud. Heimnar Vossion knows this and periodically will have one of his servants throw more water into the pit. Sometimes during a match.

The arena is run by Heimnar Vossion and his assistant Geoff. Heimnar handles the public face of the fights, announcing matches, arranging for fighters to join the arena, and wooing the crowd. Geoff prepares the fighters and oversees the betting.

THE FIGHTERS

Before joining in on any real matches the character who has joined as a gladiator will be sequestered with the other fighters. Only their manager can accompany them. In the fighter's pit they will have a chance to interact with the human fighters and slaves who will be fighting in the pit, as well as with the goblin Raak.

Most have no real information to add, but the following can be learned.

1. The last time Uuk had a real challenge it seemed as if the brutal champion was doomed to lose, but when his opponent took a tumble into the water, he suddenly became sluggish and sloppy and was then quickly killed by Uuk.
2. Uuk fights with the strength and endurance of ten men. He is a beast, and many believe he is not human.
3. Heimnar Vossion keeps a few captured orcs to use in his matches. While many say these beasts were caught by Thanic warriors, others think they were purchased from orc warlords.
4. The human slaves sent to the pit are those that Heimnar Vossion no longer has a use for. He prefers to not just have his good fighters die and therefore will let them kill his less fortunate slaves. Saves money.

Uuk: AC 6 (hide armor), **Move** 12, **HD** 4d10 + 8 (39 hit points), **THAC0** 15 (with short swords) OR 16, **Attack** 5/2 short swords (1d6 + 3) OR 2 (by other weapons + 1) **Size** M, **Morale** 20, **XP** 270 (4th level

half-orc fighter), **Ability Scores** Strength 17, Constitution 16, **Special** ambidexterity, dual-weapon method, weapon specialization: short sword.

Raak: AC 7 (studded leather armor), **Move** 12, **HD** 1d8 – 1 (7 hit points), **THAC0** 20, **Attack** 1 dagger (1d4), **Size** S, **Morale** 10, **XP** 35, **Ability Scores** Dexterity 17, **Special** pick pockets 40%, open locks 40%, move stealthily 75%, hide in shadows 75%, detect noise 75%, climb walls 75%.

Orc Fighters: AC 7 (studded leather armor), **Move** 12, **HD** 1d8 (6 hit points), **THAC0** 19, **Attack** 1 short sword (1d6), **Size** M, **Morale** 12, **XP** 15.

Human Fighters: AC 7 (studded leather armor), **Move** 12, **HD** 1d10 (7 hit points), **THAC0** 20, **Attack** 1 short sword (1d6), **Size** M, **Morale** 14, **XP** 15 (1st level Einheriar fighters).

Human Slaves: AC 10, **Move** 12, **HD** 1d6 (4 hit points), **THAC0** 20, **Attack** 1 dagger (1d4), **Size** M, **Morale** 7, **XP** 15 (level 0 Einheriar).

THE MATCHES

Heimnar Vossion doesn't trust the character who freely joined the arena. He has heard rumor that the character is friends of Thane Egil. Therefore, while the other real gladiators star their matches against the unfortunate human slaves, the character will start their match off against two orc fighters.

Provided they win they will make it to the free for all matches. This a four gladiator every one against everyone match. However, Heimnar Vossion has offered money to the other three warriors to kill the character.

If the character survives that match they go to the final match against Uuk. But it is a blind handicap match. The character is placed in one of the two pins on the east side with the interior wall on their dominant side (left side for a left hand character, etc). Their dominant hand is then tied to the hand of the fighter in the other cage. Once released the character can enter the arena and realizes their dominant hand is chained to Raak. They are facing a human fighter and Uuk.



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If Uuk begins to lose some of Heimnar Vossion's servants will throw a bucket of water into the pit aimed at the character. The water has bugroot in it (see below).

Thane Ornulf will be present for the last match. If Uuk loses the Thane and his guards will storm off.

MAKING THE FIGHT EVEN

Uuk isn't a super high level fighter (4th) but he is a half orc which gives him great strength and endurance. He is also specialized in the short sword and is allowed to use it in every fight he is in (and he wields two short swords). This is an advantage of being the favored warrior of both Ornulf and Heimnar Vossion. But there is still a chance that the character who goes into the arena to fight Uuk outclasses Uuk by quite a bit. In order to compensate for this, give the character gladiator weapons they are not trained in and bind their dominant hand to Raak during the doubles match. Forcing them to fight with the non-proficient penalty and offhand penalty should balance out the fight. You can even do this if Uuk is the better fighter.

BUGROOT

While the matches are going on the other characters can investigate the arena. They can make bets with Geoff. Or they can engage with the crowd. Searching the area the characters will eventually find a wagon stationed in a tent not far from arena. The wagon has several barrels loaded on the back, most are full of ale. A few are full of water. Then there is a foul smelling barrel. The barrel is full of

bugroot. Once the characters find it, a few of Heimnar Vossion's servants will come into the tent with a bucket. Unless confronted (or killed) the servants will fill the bucket up with water, mix in some bugroot and be on their way. They will toss this concoction into the arena if Uuk begins to lose (unless they are stopped).

Note, it is possible that bugroot appears earlier. If the characters are having difficulty tracking down clues or other information, have someone report a dead body of one of Heimnar Vossion's servants. The servant was transporting a bucket of water across the camp, slipped in the mud, and died after a series of seizures caused by exposure to the bugroot.

BUGROOT

A paralytic poison that when ingested or injected causes muscle seizures and paralysis. Consuming too much can lead to death (save vs paralysis or be paralyzed. If paralyzed save vs death or die). As a contact poison it causes numbness and lethargy causing -2 penalties to attack, damage, initiative, ability checks, and saves. Any skill also suffers a -2 (-10%) penalty. For some reason, goblins (including orcs, ogres, half orcs and the rest) have a natural immunity to bugroot.

After (if) Uuk is defeated, Heimnar Vossion will refuse to pay any winnings to those who bet against him. After a few threats Heimnar Vossion will eventually pay his debts off. Uuk will be revealed to be a half orc. It is important that Raak survive this scenario as he is needed later in the adventure.

At some point afterwards Heimnar Vossion will be poisoned during dinner and will die a violent death after a series of seizures. He has been poisoned by bugroot. No one knows this, but his food was tested by Raak before Heimnar Vossion died. Raak will be accused of the murder, but Godi Horus-Moki will not allow the little beast to be killed, until the colloquy is complete. The goblin is captured, chained, and led out of the hall.

SCENARIO THREE: HIGH THANE'S SISTER

The next night (after the arena) the characters are once again invited to join the thanes in the feast hall. Hopefully this time one of them is hailed as arena champion. At this point in time the feast is very similar to the previous one. The characters can interact with the various NPCs allowing the Game Master to further expose the different plots and motivations of the key characters.

Some key events include the following:

- Cariff Bloodclaw confronts Thane Egil about his intrusion into sacred Fenrir lands. He threatens war if the invaders do not abandon their settlements and stop the ravaging of Fenrir lands.
- Dunkar, son of Duncan, offers his men and services to Thane Rollo in exchange for a small tribute of silver and the rights to farm the lands directly south of Tenebrous. Thane Rollo says he will take the offer under serious consideration, as long as this means less raids on his people.
- Thane Ornulf will have a confrontation with Thane Rollo where people can over hear words such as "your servant" and "sister". The encounter is heated, but brief. Eventually the confrontation causes Rollo to depart, followed by Dunkar, son of Duncan.

Of course the characters can follow up on these as they like and can engage anyone in conversation, game, or drink as they wish. Refer to the backgrounds of the NPCs for other potential subplots and motivations.

THE MEETING

As the feast winds down the characters are approached by one of Thane Ornulf's servants. He will ask them if they are willing to come see Thane Ornulf for an opportunity to gain some extra wealth. The servant cannot explain or detail how much wealth or what kind of wealth, the only way is to go meet Thane Ornulf.

The characters will be lead to Thane Ornulf's tent where the house guard will ask them to leave their weapons and shields behind as they enter the tent. Those who do not disarm will not be permitted entry. Thane Ornulf's personal guard are skilled warriors and very well armed (long

swords, shields, chainmail, 2nd level fighters lead by a 3rd level fighter). Once they agree to the terms they will be escorted into the tent. Note, only those who agree will gain entry, the rest will be forced to stay outside (though they can return to the great hall or their own tents, or even go elsewhere).

Thane Ornulf's tent is not as ornate and pampered as you would expect it to be, based on what you know of the Thane. It is a simple arrangement of sleeping pillows, warming and cooking fires, and a plain wooden table where the thane conducts his business. It is around this table that Thane Ornulf's men currently hover. The thane himself is seated at the center of the table, his back to the tent walls and facing you. He peers at you from across the table. You can tell he doesn't like you and would very much like to lash out at you, but you can also see him holding back. Something more important must be going on for him to hold back his hatred.

He waves his arm to the left and right, shushing off his advisors who quickly move away from the table to provide him a better view of you. "I assume you are wondering why I have called you?"

Give the characters a chance to attempt to engage in some conversation with Thane Ornulf, but keep it brief. He really doesn't like them and is in a rush to get to business.

"My sister, Orli, has left our family." Thane Ornulf begins. "Partly to upset my other, largely to protest me. Possibly, I suppose, because she is in love. I do not hate love, or the fact that she loves a man below her station. What I despise is that she loves a man who serves that bastard Rollo." Ornulf stands up. His full height is intimidating, though he is far too thin to use his height to any real physical advantage, it does add to his imposing charisma.

"Timas, some lesser household guard of Rollo, has stolen my sister. I implore you, return her to me and I will make you wealthy. I will lavish you with jewels, silver, and gold, worth her weight. You need not kill her



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lover, you need not separate them if you do not desire to break their love. But you must return her to me.”

Ornulf walks toward the rear of the tent where one of his guards holds a chest. Ornulf opens it and you can hear him run his fingers through coins. “Know that you have done a great crime against me, against the late Heimnar Vossan, and against poor Uuk. Know that I have a hundred reasons to see you dead and I have the means to do so. But I have no need for future enemies. I have only a need for my sister. So please, return her to me, before this colloquy becomes a bloodbath.”

THE RESCUE

If the characters accept the offer they will be provide with information about Orli and Timas. Where they are staying in the camp (Rollo’s tent area between Rollo’s tent and the Great Hall). How many allies Timas has (aside from Rollo’s guards and entourage, Timas has three very good friends who are all accomplished soldiers). Ornulf insists that the deed has to be done before dawn when the colloquy officially begins, giving the characters about three hours to perform the task.

Timas is no fool and he fully expects Ornulf to try something. He receives a bonus of +2 on any surprise (to include alertness and perception) rolls he is required to make. His three friends have a +1 bonus because of Timas’s wariness. During the early hours of the evening Rollo provides Timas and Orli with extra guards to protect them, but he must reserve their strength for other needs and he calls of these guards in the middle of the night. They are replaced by Timas’s friends, two of which guard the tent from the outside. The third patrols Rollo’s section of the camp as a roving guard.

Ornulf only provides the characters with the guidance that Orli must be unharmed, Timas does not have to be killed, and Orli is to be escorted to the edge of the camp to the south where some of Ornulf’s men will be waiting on horseback to take Orli to safety.

Allow the characters (players) time to organize their plan, provide them the map and a rough idea of the guards if they do a quick recon. This mission requires stealth and secrecy. If they are caught not only will the most likely face execution under Thane law but they are sure to start a Thanewar between Rollo and Ornulf.

THE AFTERMATH

The results of this scenario can have grave consequences for the future of the area. If Timas is killed there will be a war of words between Ornulf and Rollo. Neither will attack the other during the colloquy, but shortly after there will be open war between the two. If Timas survives and avoids capture, he will gather a posse of his allies to harass the kidnappers. If Orli is killed in the attempt to “rescue” her, Ornulf will wish the characters dead and will do whatever he can to achieve this task.

Upon success of the mission the characters will be given 600 silver coins, 250 gold coins, and 200 copper coins. This is a total of 105 pounds of coins. The characters will also be given three short swords of exceptional quality (+1 to hit, +1 on saves to resist damage/breakage). Together these rewards roughly weigh the same as Orli.

If Timas survives he will cause trouble the following day, but won’t be able to legally pursue any challenges or outright attack anyone because of the rules of the colloquy. However he will be antagonistic and vulgar to anyone that he is aware of that is involved in the taking of Orli. This will eventually lead to Timas being restrained and placed in confinement. Since the colloquy camp does not have any sort of prison system, a temporary gaol has been set up and Timas will be held in the same confinement as Godi Horus-Moki. Next to the pits that the slave gladiators are kept in.

Timas: AC 5 (chain mail), **Move** 12, **HD** 3d10 (21 hit points), **THAC0** 18, **Attack** 1 longsword (1d8), **Size** M, **Morale** 12, **XP** 175 (3rd level Einheriar fighter).

Rollo’s Men: AC 5 (scale mail and shield), **Move** 12, **HD** 1d10 (8 hit points), **THAC0** 20, **Attack** 1 broad sword (2d4), **Size** M, **Morale** 12, **XP** 175 (1st level Einheriar fighters).

Orli: AC 10, **Move** 12, **HD** 1d6 (5 hit points), **THAC0** 20, **Attack** 1 dagger (1d4), **Size** M, **Morale** 10, **XP** 175 (1st level Einheriar thief), **Ability Scores** Intelligence 14, Wisdom 13, Charisma 16, **Special** pick pockets 23%, open locks 17%, find/remove traps 8%, move stealthily 17%, hide in shadows 18%, detect noise 22%, climb walls 78%, read languages 7%.

SCENARIO FOUR: FOR A FEW SILVER MORE

The first day of the colloquy goes fairly smooth. The characters are more than free to observe the proceedings conducted in the great hall. The Thanes meet with Godi Horus-Moki to discuss legal and financial compensations for use of various trade routes through one another's territories as well as handling the weregeld fees for transporting of servants and slaves. A few minor transactions of lands are covered and in all the Thanes seem to be willing to focus on the tasks at hand and not dwell on the events of the last few days, at least for now. Many others attend the events, such as Cariff Bloodclaw, Dunkar, the representative of King Olvaag, Valdin, and a host of petitioners, some servants, some just peasants, others members of the households of the Thanes.

The characters will notice that Cariff Bloodclaw and his Fenrir entourage are nervous and anxious, waiting for their turn. Several times as Cariff gets up to take his place before the Thanes, he is greeted by a servant of the court who rushes him back to his waiting area. Heated words are exchanged, mostly quietly, but enough to draw attention. Careful observers who make an attempt to look into what is going on will see the servant of the court converse with Dunkar, Son of Duncan on a regular basis.

If the characters intervene on behalf of Cariff Bloodclaw, the servant of the court will protest and so will Dunkar. Eventually, before any bloodshed hopefully, Godi Horus-Moki will intervene and call Cariff forward to make his claim.

Cariff takes his place at the head of the circle of thanes. Cheers and jeers rise from the crowd. There is obviously no love for the Fenrir in the room. Even the thanes look annoyed at his presence. Cariff stands tall, removes his wolf cloak, and clears his throat. "I come on behalf of my people, the children under the moon of the wolf-mother. Long have we paid our required tribute to your lords and sent out sons to die in your fyrds. We do this with the understanding that our homes will be safe and left undisturbed by your war and your greed. But now that one (points to Thane Engil) builds cities in our fields and take our land and game from our grasp, and this one (points to Dunkar) raids out tribe and take our women

as his gold. Skins our brave warriors and desecrates our sacred grounds. We, the children under the moon of the wolf-mother, and I Cariff Bloodclaw, Chieftain's Son, lay forth our claim that these men leave our lands and take their people with them."

The thanes quietly discuss between themselves and turn to Godi Horus-Moki. After a few more moments Godi Horus-Moki turns back to Cariff.

"Cariff Bloodclaw, Chieftain's Son, of the children under the moon of the wolf-mother, we have heard your claim and we leave it with the gods. Your answer awaits in the days the come ahead, as we divine your rights in your request, and we see if these men you accuse are indeed guilty of crimes against you and your people." Godi Horus-Moki then turns and heads toward the thanes, "The Colloquy is closed for the day. No one is to discuss these matters until the sun returns to us, tomorrow."

The crowd roars with laughter and derision aimed at Cariff and his tribesmen. He turns and departs the tent with his followers. Godi Horus-Moki watches the young Fenrir leave, and then he himself exits the far side of the hall, the Thanes following him.

ENTER THE BRIDE

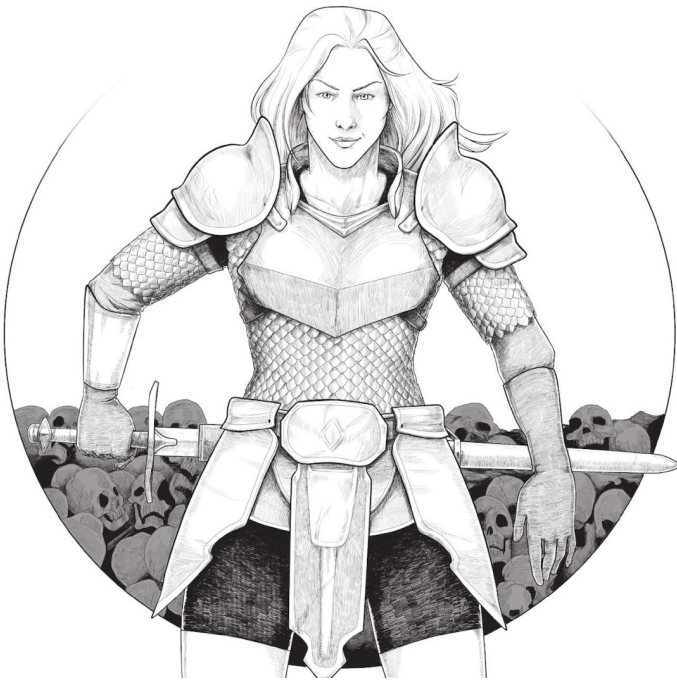
Shortly after the conclusion of the colloquy for the day the characters will notice a rider enter the camp. A tall, angular featured female riding on a large black warhorse. The war paint on her face and her gray chainmail armor under her furred cloaks reveal her as a warrior, while the golden eye of Uthin on her steel shield show she is a Bride of Uthin.

WAR CRIES IN THE NIGHT

As the first day ends Dunkar, son of Duncan, gathers his followers together and they head to where Cariff Bloodclaw and his group are staying. Both Dunkar and Cariff are waiting their turn to be seen by the Thanes to plead



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Dunkar's Outlaws: AC 9, Move 12, HD 2d6 (10 hit points), THAC0 20, Attack 1 longsword (1d8) OR 1 light crossbow (1d4), Size M, Morale 13, XP 65 (2nd level Einheriar thieves), Ability Scores Dexterity 15, Special pick pockets 28%, open locks 17%, find/remove traps 13%, move stealthily 27%, hide in shadows 18%, detect noise 22%, climb walls 78%, read languages 7%.

The Fenrir: AC 7 (leather armor), Move 12, HD 2d10 (16 hit points), THAC0 19, Attack 1 short sword (1d6) OR 1 dagger (1d4) OR 1 short bow (1d6), Size M, Morale 15, XP 65 (2nd level fighters), Ability Scores Dexterity 15.

THE GAOL, THE GOBLIN, AND THE GOD

The gaol is a stone building that has been in the area for centuries. One of the reasons this area was picked for the colloquy was because the gaol was still standing and it makes a great base of operations while the camp is prepared and then can be used for other reasons, such as a gaol.

The cells are currently empty, save for the two dead guards. The two guards assigned to watch the wretched creature have been killed. Their throats neatly slit. Anyone

their cases. But Dunkar has taken it upon himself to rid the Thanes of the nuisance that is Cariff and his Fenrir followers. Dunkar has given his men explicit instructions to not engage in conflict with the Fenrir, but they do interfere with the Fenrir camp. Putting out the camp fire, knocking over containers of water and food, throwing water on tents, and other acts of indirect aggression. All the while Dunkar watches from horseback.

Thane Rollo can be seen watching from a distance, but Thanes Egil and Ornulf are not present. The characters can intervene if they wish or just observe the events. They may even ignore them if they so choose. If the characters engage and start a fight they will have to face the punishment for violating the colloquy rules (exile if they are lucky, imprisonment if an extended fight occurs, execution if severe injury or death occurs in the fight).

The Fenrir stand quietly and do their best to withstand the abuse. Knowing they are not allowed to fight by the rules of the colloquy. This doesn't stop Cariff from engaging in abusive dialogue with Dunkar. Each seems to be trying to get the other to attack them. Neither obliges. As the tension between Cariff and Dunkar reach a boiling point, a shout comes from the north. There has been an escape from the gaol. This shout quickly calms the nerves of the Fenrir and Dunkar's men, who separate and go about their own business. Dunkar is obviously annoyed by the intrusion on his fun, but turns his horse and rides back to his camp area.

During the commotion caused by Dunkar's confrontation with the Fenrir someone has broken Raak out of the gaol.

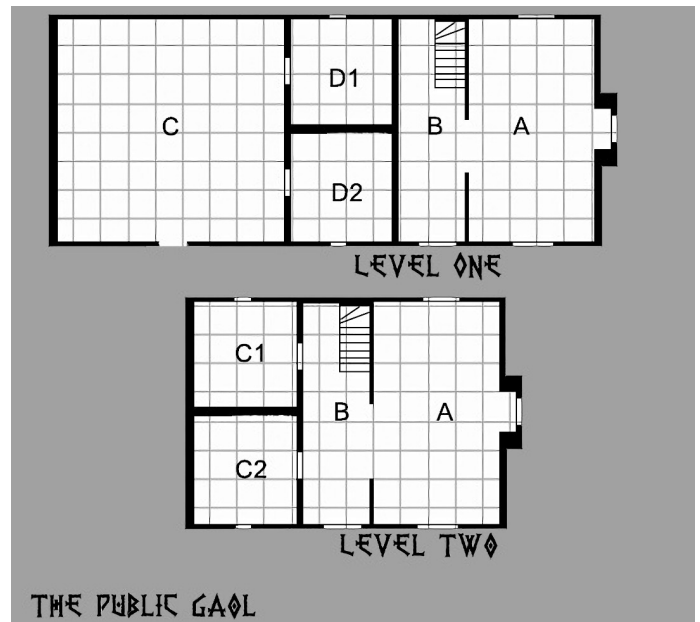
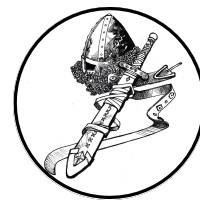


Figure 2: The Gaol

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with lock smithing or picking skills can tell that the lock was expertly picked. Tracking will only reveal one pair of tracks. The ones belonging to Raak. Whoever broke Raak out, slipped in and out of the gaol like the wind.

If the characters are at the gaol (there is no rule preventing them from going or forcing them to go) Godi Horus-Moki will call them to him and ask them to find the goblin and find the assassin. If they are not at the gaol, Godi Horus-Moki will send for them. He will express to them that he is very much afraid that there is indeed an assassin on the loose. Not just because of the death of Heimnar Vossan or the escape of the goblin, but because of the tensions between the thanes and others present at the colloquy. He will tell the characters that he wants them to do the investigation of the escape, find the goblin, and root out the assassin because he knows they have worked for multiple different thanes of the last few days and therefore he believes they have no loyalty to one man over another.

LEVEL 1

A: In ages past this was the main office of operations for the gaol. Legal procedures, hearings, and charges were conducted here. These days it is run down wreck of a stone room. Holes in the walls, cracked floors, and debris litters the ground.

B: This area was once a storage area for weapons and supplies. It has a broken and shattered staircase leading up to the second floor.

C: This area is the open yard for the gaol. Sometimes used as an exercise area when the gaol has few occupants, or as a play area for the family that tends the gaol. In times of need the entire yard was used as a large group holding cell.

D1 and D2: These are the main two cells of the gaol. Iron bars still block the deep set windows and heavy wooden doors still stand strong in the entrance ways. The cells are dark, damp, and very cold.

LEVEL 2

A: This was once the living area of the warden and jail keepers and their families. It is now empty and has no roof.

B: This area was once the additional living area and storage room for the gaol's residents. It has a shattered and broken stairway leading down to the first level.

C1 and C2: These two rooms are extra cells for overcrowding and for special prisoners. When not used as cells they were used as extra living space for the residents of the gaol.

TRACKING RAAK

Raak's tracks are simple and easy to follow (+6/+30%). The trail in the snow and ice is supplemented by splatters of goblin blood and Raak's inability to rationally try to hide his goings. It only takes the characters an hour or so to track the goblin to his refuge in a cave under a tree north of the colloquy camp.

Raak is easily subdued. If he isn't killed or can otherwise be interrogated after being killed, he will reveal to the characters that he does not know the person who freed him, and the cloaked figure instructed him to flee to the cave after he was released.

The cave is relatively empty. It is a small, muddy hole in the ground, roughly 10 foot in diameter. It does have several sacks of dried rations, a few blankets, and a currently unlit fire pit in the center. A careful search of the cave will reveal a small 3'x3' deerskin scroll that has an image of the priest rune inked on it.

THE ASSASSIN

The assassin is a ruse created by Godi Horus-Moki. He hopes to use the idea of the assassin to keep the thanes in their place so he can control them enough to maintain the peace and create a series of alliances that will make these thanes the strongest power in the Ice Kingdoms. Most of all he wants to prevent the possibility of war amongst these thanes.

He has used the Bride of Uthin Valdin to do "Uthin's Work" which includes freeing Raak and killing the two guards. He wants to make it look like he is the target of the assassin. Of course this will backfire as rumors of Assassins run amok the thanes will accuse each other, and Dunkar will use it as an opportunity to try and kill Cariff Bloodclaw.

NIGHT OF ASSASSINS

After the characters return from the cave, either with Raak dead or alive, the camp will be in an uproar about the assassin. Everyone is talking about it. Extra guards can be seen posted outside of the tents of the different thanes and people of importance. People stick to who they know, friends and family only. Everyone else is treated as a stranger. The characters are given a cold shoulder. If the rumors they have heard about them are true, then it is a good chance the characters are the assassins.

The game master can do many things with this phase of the scenario. The characters could be approached by a thane to augment their bodyguard for the night, or another



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thane may try to figure out if they are the assassins and if so, how much would it cost to work for them?

At some point Dunkar's lieutenant, Alcars Amasson, will sneak into Cariff Bloodclaw's tent and try to kill him. The characters may see him before he gets into the tent, or otherwise thwart the attempt. If they do not Cariff Bloodclaw will be seriously injured, but he will kill Alcars Amasson as well.

Alcars Amasson: AC 7, Move 12, HD 5d6 (20 hit points), THAC0 18, Attack 1 short sword (1d6), Size M, Morale 15, XP 270 (5th level Einheriar thief), **Ability Scores** Dexterity 17, **Special** pick pockets 40%, open locks 35%, find/remove traps 20%, move stealthily 40%, hide in shadows 30%, detect noise 30%, climb walls 85%, read languages 15%.

Cariff Bloodclaw: AC 7 (studded leather armor), Move 12, HD 5d10 (32 hit points), THAC0 16, Attack 2 knives (1d6), Size M, Morale 18, XP 270 (5th level Fenrir ranger), **Special** hide in shadows 31%, move stealthily 50%, Cariff's ceremonial Fenrir knives are equivalent to short swords.

The wounded Cariff Bloodclaw (or unwounded if the characters successfully intercede) will demand the head of Dunkar, Son of Duncan. He will demand the thanes see him and make right the crimes committed against him and his tribe. And he will vow war. Dunkar and his men will attempt to flee the camp.

Before the tensions can escalate into full open warfare,

Godi Horus-Moki will arrive claiming an assassin also tried to kill him. He will then call for an immediate Thane-Meet to be held at dawn. He summons all involved parties to dispute the issues in council. He will announce that anyone resisting his authority will be declared outlaw and no longer benefit from the protection of the colloquy.

AFTERMATH

There are several possible situations that can be left at the end of this scenario. Some will have major impact on the rest of the campaign.

If Raak survives or dies there is no issue, his appearance is no longer required in this adventure and his persistence in life may or may not be useful for a Game Master.

However, if Dunkar, son of Duncan, or Cariff Bloodclaw die then they will need to be replaced by someone within their group in order to push the subplot along. Since Alcars Amasson will die (or should die at least), Dunkar can be replaced by his younger brother, Grimnar, instead (see Dunkar's description for information on his brother).

If Cariff Bloodclaw dies he is replaced by Vimir Wolfmane who is less peaceful minded than Cariff (see Cariff Bloodclaw's description for information on Vimir Wolfmane).

Characters who have been on the ball may have done something that reveals Godi Horus-Moki's plan, such as setting up watches and guards or the creative use of magic, etc. This could cause problems if they try to confront the high priest. Valdin will defend Godi Horus-Moki to the best of her ability.



SCENARIO FIVE: THE GOD, THE BARD, AND THE GUILTY

Early the next morning, Godi Horus-Moki, calls the Thane-Meet. The hall is filled with most of the inhabitants of the colloquy camp. The thanes sit outside the inner circle as Godi Horus-Moki burns incense and chants an ancient tune of the gods. As the sweet smoke fills the chamber, the priest addresses the gathered assembly.

"It is with great respect to the gods of death and fate that I can even speak to you this morning. For last night an attempt on my life was made even as the assassins struck out against others in our gathering. But lo I survived and I am wary of the future. For none should need to fear death at the hands of treason." The priest raises his prized medicine bag and pulls forth a set of divination bones.

"I call for his sacred bones to be cast to gleam from Khoss and the sisters of fate of the truth of the future, past, and now." With that he casts the bones onto the dirty floor at his feet. He quickly kneels over and begins to hum a tune similar to the one he was chanting only moments before.

Suddenly he rises with a shocked look on his face. "The bones reveal that Uthin's true chosen Thane lord is amongst us."

Murmurs spread through the crowd. The thanes all rise, expecting their name to be called. After careful study and deliberation he looks up and points to (insert character's name). "It is you. Uthin has chosen you!"

FIT TO BE KING

The character picked should fit the following criteria as best as possible: Be a standard single classed Einheriar fighter. Be the lowest level of those available. Have the lowest strength of those available. If there is a tie, choose the one with the lowest constitution. Continue to break any further ties with highest charisma and then lowest max hit points. If you somehow still have a tie, roll randomly.

This declaration enrages all of the thanes. They all threaten to leave the colloquy and break off the truce if

Godi Horus-Moki doesn't deny the prophecy as a trick of Pohjola. Finally it will be agreed upon that only the true thane could fulfil a quest sent to God Horus-Moki by Uthin and he will consult the stars for meaning to this quest, adjourning the Thane-Meet until the following morning.

At this point the characters are free to do as they please. If they stay and await Godi Horus-Moki's degree then three key things will occur over the next day and night before the next meeting with Godi Horus-Moki. If they flee or otherwise leave the area then the adventure essentially ends here, they will be declared outlaws and the Thane War will erupt anyway.

THE SIEGE OF WOOD KEEP

Valdin will approach the new "thane" and ask for an audience. She explains the plight of her sect of Brides of Uthin who were recently attacked by a band of brigands within their shrine at Wood Keep. Her Sister-Brides were captured, some were killed, and now Wood Keep is under the control of the bandits. She has sought out God Horus-Moki for his counsel and guidance, but she has become wary of his recommendations. She doesn't outright confess to the fake assassin scare or her role in the escape of Raak, but she will mention having to do "questionable deeds" and "acts that feel unworthy of Uthin".

SONS OF THE WYVERN

After the Thane-Meet the characters are approached by Eap, of Ainhild, who greets the potential thane-lord with honor. He warns them to not trust the dreams of Uthin but to be wary of the song of the Wyvern that will dictate who is indeed the true Thane.

Eap will use his charm spells and abilities to try to win the characters over as friends. He plans to lead them out of the camp and to their deaths by leading them into an ambush. During the ambush he will use his spells (especially magic missile) to attack the characters while they are ambushed by his allies. How this ambush happens is up to the game master. It could be as simple as luring the



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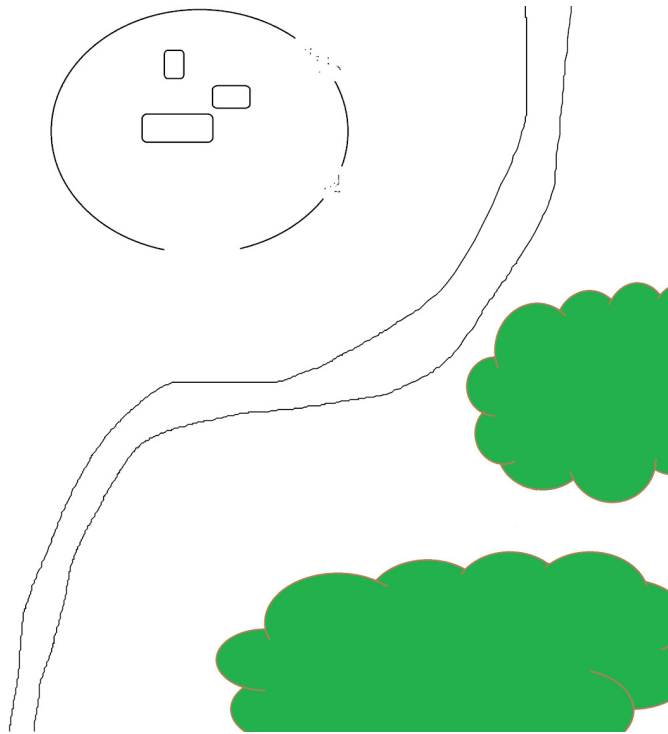


Figure 3: The Area around Wood Keep

characters outside the camp and ambushing them in the wild or Eap could wait to ambush them on their way to Wood Keep (see below). Eap may or may not make an alliance with another thane or faction at the camp based on who the characters may have alienated since the start of the game. Or he may use his enchantment magics to trick someone else into attacking them or to trick them into attacking each other.

Eap: AC 7 (studded leather armor), **Move** 12, **HD** 5d6 (18 hit points), **THAC0** 18, **Attack** 1 short sword (1d6 + poison), **Size** M, **Morale** 12, **XP** 420 (5th level Einheriar bard), **Ability Scores** Strength 8, Dexterity 12, Constitution 8, Intelligence 13, Wisdom 8, Charisma 15, **Special** Eap's sword is coated in a poison created from the waters of Ainhild (individuals struck by it must make a saving throw against poison at +1 or suffer an additional 1d3 damage), pick pockets 30%, detect noise 40%, climb walls 65%, read languages 30%, lore 30%.

Bard Spells :

1st level: *alarm, magic missile, sleep*

2nd level: *invisibility*

In Spellbook: *(alter self, alarm, armor, cantrip,*

change self, comprehend languages, magic missile, phantasmal force, sleep, invisibility)

Other Treasure: spellbook

Eap is served by five cultists who are actually converted from local bandits.

Sons of the Wyvern: AC 8 (leather armor), **Move** 12, **HD** 1d6 (3 hit points), **THAC0** 20, **Attack** 1 short sword (1d6) or 1 short bow (1d6), **Size** M, **Morale** 12, **XP** 15 (1st level Einheriar thieves), **Special** pick pockets 17%, open locks 18%, find/remove traps 7%, move stealthily 8%, hide in shadows 12%, detect noise 23%, climb walls 67%, read languages 8%.

GOBLINS

It is quite possible the Eap has an alliance with local goblin tribes and using his Alter Self spell he could appear as a goblin leading a goblin band. If something like this occurs, it is recommended that Valdin join the party earlier to help the odds in the players' favor.

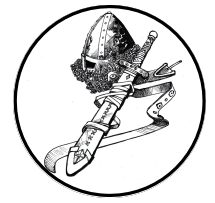
Goblins (10): AC 6 (brigandine), **Move** 6, **HD** 1d8 – 1 (3 hit points), **THAC0** 20, **Attack** 1 short sword (1d6), **Size** S, **Morale** 10, **XP** 15.

OLVAAG'S GIFT

Later the characters are visited by Ffinolg Firebeard, ambassador of the dwarf king Olvaag. He gives them royal greetings and offers the "new thane" an oath sword like the one given to Rollo earlier. He promises them long life, friendship, and wealth, as long as they remember his lord Olvaag in their times of need.

THE OATH SWORD

The Oath Sword is a magical +1 Broad Sword that also provides a +1 on all saves. If the user is ever deemed to be unworthy as an ally to Lord Olvaag (GM's discretion) the sword will turn to dust, and then fade into nothing.



GODI HORUS-MOKI'S REVELATION QUEST

The next morning the characters are summoned to see the high priest. He has finally determined the quest necessary to prove the rights of the new thane. The new thane must lead his band to Wood Keep and rescue the captured Brides of Uthin and kill the bandits involved. According to his vision for Uthin and Khoss they have until the full moon in four days to return or the blessing of the title of thane will be revoked.



SCENARIO SIX: THE MALIGNANT SEVEN

Several months earlier, War Chief Wolfgar of the Varyag tribes located near the Gagorok sent out his advance parties to scout out the eastern Thanelands for invasion. Since that time Wolfgar's army of berserkers have been on the move. Recently his messengers encountered a keep dedicated to the worship of Uthin and staffed by the Brides of Uthin. Wolfgar dispatched his daughter Siggla with a small party of raiders to infiltrate the keep and to take it. During the attack most of the Brides of Uthin were killed, many were captured and one, Valdin, escaped. From their new base of operations, Wolfgar will plan and coordinate his further raids into the Thanelands. For the past few weeks Siggla and her party have been waiting for her father, holding up in Wood Keep with their prisoners.

Wood Keep is only a day's journey away from the colloquy camp. At the request of Godi Horus-Moki, Valdin will lead the characters to the keep. Valdin will inform the characters about Siggla and her father, but she doesn't know the full details. She is unaware of Wolfgar's army, the presence of several Godi who serve the dark gods, or of Wolfgar's plans. She can inform the characters that Siggla is a dangerous and skilled warrior and the daughter of a great chief in the east. The Siggla is accompanied by six men, with a least one priest following her. She recommends that they infiltrate the keep and take out the barbarians one by one if possible.

CANNIBALISM

The Varyag are barbaric berserkers. They are savage and brutal. And often they are cannibals. The GM needs to decide how big a factor this is in their game before continuing on with this scenario. Many of the players (or at least their characters) may already be aware of the cannibalism within Varyag culture. The GM can play this up as big or little as they want. They can totally ignore it, they can imply it and leave it unconfirmed, or they can make it an aspect of the encounters in the keep. If the GM is running a brutal, gritty, and gory campaign then amp up the descriptions of cannibalism. Half eaten corpses, bodies on spits, soup with human parts in it, etc. Of just never mention it is it is an uncomfortable subject matter. Maybe some of the Brides have been eaten, maybe they

haven't. The overall plot and story of the adventure will remain unchanged by the decision, but the atmosphere of the game can be vastly different based on the inclusion of exclusion of cannibalism.

The keep is under the control of Siggla, the Godi Brath, his assistant the skald Grak, and four Varyag warriors. The warriors are not expecting the characters and the keep is lightly guarded as they keep themselves busy drinking the mold wine and mead the Brides of Uthin kept for ceremonial purposes as well as torturing their prisoners. The degree of the torture is left to the GM and on how gritty and horrible they want the Ice Kingdoms to be. But at least a few Brides should still be alive when the characters arrive.

BERSERKER RAGE

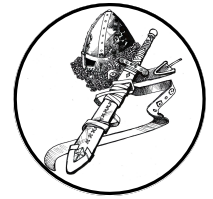
The Varyags are berserkers, the same as the encounter entry found in many monster books. However, many of these Varyag warriors, such as Siggla, Brath, and Wolfgar have class levels. Even with these differences to them they are still berserkers. For simplicity sake they gain the same basic berserker ability. If a GM wants to use more complex berserk/frenzy rules then they may do so. But the following is the recommended simple method and the one this adventure is written assuming to be using.

Berserkers can either take a +2 bonus to hit on one of their attacks (if they have more than one attack that is) or may take a single extra bonus attack. For example, the War-Chief has two attacks with his sword because of his specialization. He can make one of these two attacks with a +2 to hit and the other with a +0 modifier (in addition to other modifiers) or he can make an additional attack raising his attacks per round to 3.

Remember all Varyag have the following special abilities as well:

- Varyags are a savage people who enjoy the violence of combat and feed off the carnage they create. If a Varyag delivers an attack that immediately causes an opponent to die by dropping to -10 hit points or lower, they gain several benefits. They gain a +1 bonus to damage and a +2 bonus on saves. These benefits last until they finish their next opponent

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where the benefits are lost (but may have been regained). Note that the Varyag must deliver a blow that slays a conscious, active opponent. They do not gain this benefit if they kill a helpless foe.

- Varyags wear war paint, cover themselves in elaborate tattoos and brandings, and carry gruesome war trophies. Their appearance promises bloodshed and savagery in battles. This tends to startle or cause fear in their opponents. During combat, any opponent with less hit dice than the Varyag has levels that is engaged in combat with a Varyag must make a saving throw against petrification at the start of the combat. If they fail, they automatically lose initiative for that round of combat. Creatures immune to fear effects ignore this trait while creatures with more than 4 hit dice gain a +1 bonus to their saving throw for each hit dice over 4.

It is up to the players on how they approach the keep. They could sneak in or confront the brigands at the gate or even lie in ambush waiting for the warriors to leave, or a combination of these and other ideas not expressed directly in this adventure.

Wood Keep is a simple keep. It is a medium sized long-house with a few out buildings and storage sheds, surrounded by a ten foot high wooden wall made of sharpened logs. A single road leads up to the keep but does not go all the way to the entrance, rather the road turns sharply to the east and then heads north. To reach the keep one must traverse a slight hill for about 100 feet.

The walls have three openings, all recently made from the attack by the brigands. What once was a wooden gate (and originally the only entrance) is now a gaping hole. Two other sections of the wall have also been hacked down. The former gate is roughly a ten foot wide gap, while the two additional holes are roughly 5 foot wide. The gate faces south, while both of the smaller gaps are on the eastern side.

The brigands are actually the vanguard of a Varyag berserker horde coming from the east, from within the Gagorok.

Present at Wood Keep is Siggla the sub chief (7th level fighter), a godi named Brath (7th level cleric), a skald named Grak (4th level cleric), two berserker leaders (5th level and 4th level fighters), and two normal berserkers.

Siggla: AC 3 (*leather armor +1 and buckler +1*), **Move** 12, **HD** 7d10 + 7 (50 hit points), **THAC0** 12 (with *scimitar +1*) OR 13 (with other scimitars) OR 14, **Attack** 2 *scimitar* +1 (1d8 + 3) OR 2 other scimitar (1d8 + 2) OR 1 (by other weapons), **Size** M, **Morale** 10, **XP** 975 (7th level

Varyag fighter), **Ability Scores** Dexterity 16, Constitution 15, **Special** berserker rage, weapon specialization: scimitar.

Both the leather armor and buckler that Siggla wears are items that she has looted from the brides of Uthin.

Brath the Godi: AC 3 (*bracers of defense AC 5 and shield +1*), **Move** 12, **HD** 7d8 (35 hit points), **THAC0** 16, **Attack** 1 mace (1d6), **Size** M, **Morale** 10, **XP** 95 (7th level Varyag cleric), **Ability Scores** Wisdom 15, **Special** berserker rage.

Cleric Spells :

1st level: *ceremony (druidic)*, remove fear, shillelagh (+2[†])*

2nd level: *aid, charm, enthrall (+1[‡])*

3rd level: *cloudburst[†], prayer*

4th level: *cloak of bravery*

Other Treasure: *potion of clairvoyance, scroll (bind), elixir of life, scroll of protection from weapons and non-magic missiles, scroll (message)*

*See *The Adventurer's Guide to Lost Arcana*, page 39.

†See *The Adventurer's Guide to Lost Arcana*, page 43.

‡Brath the Godi's Wisdom of 15 allows him to cast two bonus 1st level and one bonus 2nd level spells per day. These bonus spells must be from the list he already knows.

Grak the Skald: AC 6 (*leather armor and shield +1*), **Move** 12, **HD** 4d8 (22 hit points), **THAC0** 18, **Attack** 1 mace (1d6), **Size** M, **Morale** 10, **XP** 270 (4th level Varyag cleric), **Special** berserker rage.

Cleric Spells :

1st level: *ceremony (druidic)*, remove fear, shillelagh*

2nd level: *aid, enthrall*

*See *The Adventurer's Guide to Lost Arcana*, page 39.

Donar: AC 7 (*leather armor and shield*), **Move** 12, **HD** 5d10 (32 hit points), **THAC0** 15 (with short swords) OR 16, **Attack** 3/2 short sword (1d6 + 3) OR 1 (by other weapons + 1), **Size** M, **Morale** 10, **XP** 270 (5th level Varyag fighter), **Ability Scores** Strength 16, **Special** berserker rage, weapon specialization: short sword.



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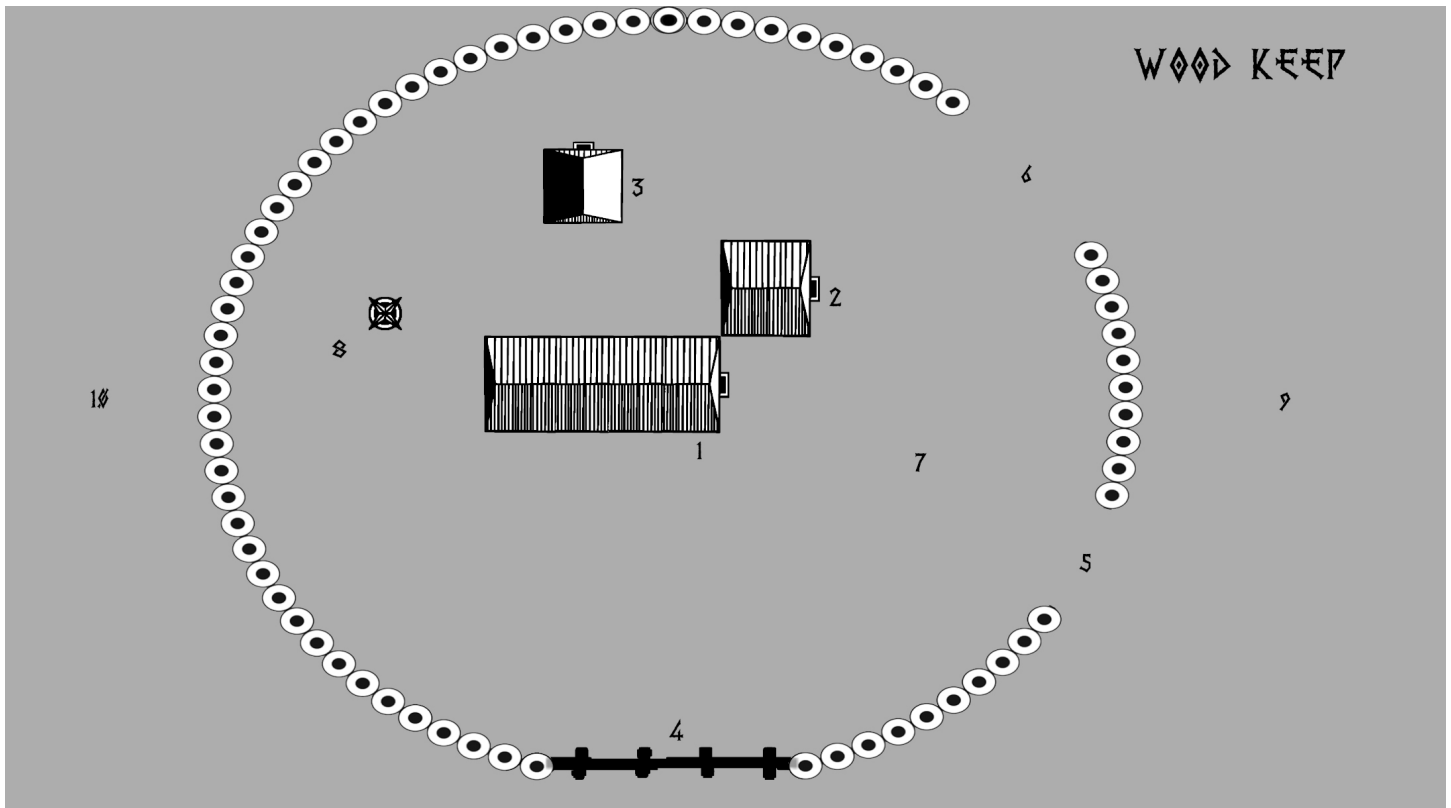


Figure 4: Wood Keep

Loknar: AC 8 (leather armor), **Move** 12, **HD** 4d10 (27 hit points), **THAC0** 16 (with hand axes) OR 17, **Attack** 5/2 hand axes (1d6 + 2) OR 1 (by other weapons + 1), **Size** M, **Morale** 10, **XP** 270 (4th level Varyag fighter), **Special** berserker rage, ambidexterity, dual-weapon method, weapon specialization: hand axe.

Berserkers (2): AC 7 (leather armor and shield), **Move** 12, **HD** 2d10 + 2 (11 hit points), **THAC0** 18, **Attack** 1 short sword (1d6 + 1) OR 1 (by other weapon + 1), **Size** M, **Morale** 10, **XP** 65 (2nd level fighters), **Ability Scores** Constitution 15, **Special** berserker rage.

The rest of the horde will arrive in **Scenario Seven: Mythic River**.

Wood Keep treasure: 1,000 gp. By the time the characters arrive at Wood Keep a portion of this money has been sent back to Wolfgar (roll 1d100 to determine the percentage that has been moved).

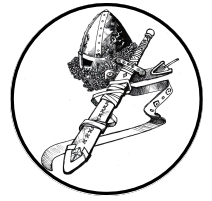
A NOTE ON VARYAG MAGIC ITEMS

The magical items used by the Varyag are not appealing to non-Varyag/Pohjolan characters. They are grotesque items dedicated to profane gods and are seen as cursed. Though exceptions can be made as the GM sees fit. But in general the items are bloody, disgusting, and covered in obscene markings. Even clothing items appear as if they were rotting and covered in gore.

1. LONG HOUSE

This is the dormitory and dining area of the Brides of Uthin. It is currently where Donar, Loknar, and the two berserkers stay. At night time Loknar or Donar will be here with one berserker. The others will be on guard duty. They keep two bound and gagged Brides of Uthin her for amusement.

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2. SHRINE AND TEMPLE

This is the primary place of worship for the Brides of Uthin. It is not where Brath and Grak stay. At night both will be in this building 75% of the time. Otherwise Grak will be performing a guard check and Brath will be with Siggla discussing their plans. Brath keeps one bound and gagged Bride of Uthin here for interrogation and amusement.

3. TREASURY AND STORAGE

Siggla has converted the treasury of the Brides of Uthin into her own quarters. Their tokens and treasures are piled up around her bedroll and pillows. Weapons, holy symbols, paintings, religious writings, and more are scattered and staged about the small room. Siggla is only here at night. During the day she partakes in the day watches and scouting of the area. Siggla keeps one bound and gagged Bride of Uthin here for interrogation and amusement.

4. THE MAIN GATE

Once a heavy wooden door reinforced by metal spikes and defended by spear and arrow slots. Now the gate is shattered and the keep is wide open. Donar, Loknar, and the two berserkers (and occasionally Grak) are responsible for guarding everything in area 4, 5, 6, and 7. There will always be at least one of them there, usually two.

5. THE SOUTH EAST HOLE

The berserker brigands broke their way into Wood Keep by hacking through the eastern wall. They haven't bothered to repair the gate. The mud, ice, and shards of wood make it hard to sneak around this area (-20%/-4 on all move stealthily attempts).

6. THE NORTH EAST HOLE

The berserker brigands broke their way into Wood Keep by hacking through the eastern wall. They haven't bothered to repair the gate. The mud, ice, and shards of wood make it hard to sneak around this area (-20%/-4 on all move stealthily attempts).

7. THE KEEP'S COURTYARD

The grounds of the keep are a muddy patch of earth. It is cold and wet. The courtyard is patrolled by Donar, Loknar, and the berserkers as well as by six war dogs.

8. STATUE OF UTHIN

A large wooden statue of Uthin carved into a still living and growing tree. The berserkers have desecrated the statue with blood, axe strikes, and other insulting actions. Two Brides of Uthin are chained to the statue at all times, their hands and feet bound and they are gagged and blindfolded.

9. THE EASTERN FIELD

Outside to the east is a large open field that leads to the road. Because the walls have two large gaps in them the guards of the keep have a better than average chance of noticing anyone approaching the keep (-20% to hide in shadows attempts, -3 to surprise attempts, there is a 75% chance anyone approaching will be noticed by the guards).

10. THE WESTERN FIELD

Unlike the eastern side, the walls are intact here giving the characters a better chance of approaching unseen. (-5%/-1 to hide in shadows attempts, -1 to surprise attempts, there is a 45% chance anyone approaching will be noticed by the guards).



SCENARIO SEVEN: MYTHIC RIVER

The culmination of A Game of Thanes can happen in several ways. The basis is pretty simple, a horde of berserkers is descending into the Thanelands from the Gagorok. They Varyag berserkers are a dangerous threat.

But by no means does there have to be a major battle.

The characters may be able to negotiate with Wolfgar to arrange a peace, or at least a temporary halt in any violence (unlikely unless your players are really charismatic and cunning).

It isn't impossible that the characters may opt to take on the horde on their own (and if they have wizards with fireball, a decent supply of mid to high level fighters, or other edges, they may just win).

The most likely (and best) course of action is to go back to the colloquy and try to unite the Thanes to fight the horde as one. But even this is not likely, or impossible, based on how the characters interacted with the Thanes earlier in the adventure.

Hopefully, the least likely course of action is the characters turn tail and run away, leaving the horde to pillage and destroy as it wishes.

THE BATTLEFIELD

The battle will occur near the Mythic River, a river given special importance for legends of giants and gods using the river to cross into Valagard and beyond. Of course it is possible the characters will attack early, or flee to another location. It is highly likely they will try to fend off the barbarian horde from Wood Keep. Let them. These kinds of plans and strategies can severely alter the course of the adventure. So stay flexible.

But if the characters don't change things up too much, then the battle should occur near Mythic River with Wolfgar and his berserkers coming from the east. The GM has

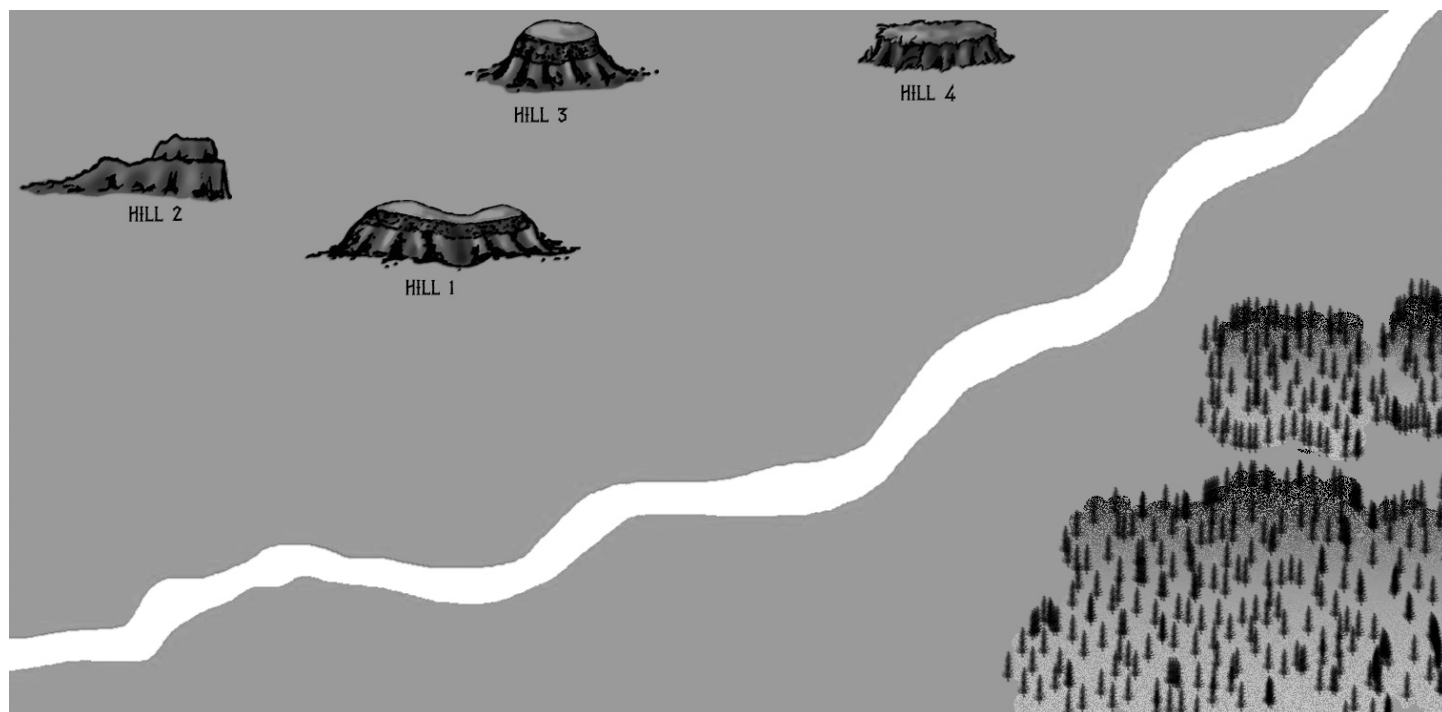
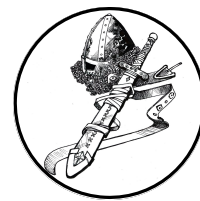


Figure 5: Mythic River

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to decide how they want the battle to be fought. Use the general rules of the game? Recreate it with miniatures or other table top game? Theatre of the mind? They can focus only on a few important skirmishes or play out the entire battlefield.

A GATHERING OF WARRIORS

If the characters return to the colloquy to enlist allies in the upcoming battle their success will depend on their previous encounters with the primary NPCs in this adventure.

In general use the following guidelines for who will help and who will not help.

Thane Rollo will not help the characters if they intervened with him and his search for the Oath Sword in **Scenario One**. Thane Rollo has 10 men with him. Thane Rollo will not partake in the fight himself.

Thane Ornulf will not help the characters if they killed Uuk but didn't save Ornulf's sister. If they saved his sister but didn't kill Uuk he will help them. If they saved his sister and killed Uuk he will help them as long as they show him proper respect and courtesy while asking him. Thane Ornulf has 20 men with him (the rest have been sent back home with his sister whether she is dead or alive). Thane Ornulf will not partake in the fight himself, instead he will lead a party back to his domain to gather a larger force.

Thane Egil is inclined to help the characters if they managed to kill Uuk and Egil was not revealed to be involved, provided they renounce their claim to the title of thane. Thane Egil has 15 men with him. Thane Egil will partake in the battle, but he will send his brother back to Thron.

Dunkar, Son of Duncan will help if the characters didn't interfere with his conflict with Cariff Bloodclaw in **Scenario Four**. He will not help the characters if Cariff Bloodclaw has joined with them. In that situation Dunkar will align with Wolfgar and the Berserkers. Dunkar has 5 men with him. Dunkar will go to the battle but slip away before it starts, though his men will stay and fight. If assisting Wolfgar they attack from the southwest.

If **Eap Eapson** is alive and he finds out about the berserker horde, he will help Wolfgar however he can.

Valdin doesn't want to return to get aid. She is eager to kill Wolfgar. The characters must convince her to return with them or she will seek out Wolfgar on her own.

Cariff Bloodclaw will help the characters if they intervened on his behalf in **Scenario Four**, but he will not help if they enlist the aid of Dunkar first. Cariff has 6 men with him. Cariff will partake in the battle.

Godi Horus-Moki is actually in league with Wolfgar. He has been sowing discord amongst the thanes and delaying them for days waiting for Wolfgar to arrive. When asked to help he will try to convince the characters to flee.

When (if) that fails he will resort to using his magic to persuade them otherwise, and as a last resort he will try to kill them.

Ffinolwg Firebeard will assist the characters if they accepted the Oath Sword in Scenario Five.

These alliances will shift and change based on earlier interactions or as the GM needs. The characters may need to make deals and bribes to gather their forces. They should be able to get around 30 warriors to join their cause.

THE BARBARIAN HORDE

Berserkers (2): AC 7 (leather armor and shield), Move 12, HD 2d10 + 2 (11 hit points), THAC0 18, Attack 1 short sword (1d6 + 1) OR 1 (by other weapon + 1), Size M, Morale 10, XP 65 (2nd level fighters), Ability Scores Constitution 15, Special berserker rage.

Berserker Champions (6): AC 7 (leather armor and shield), Move 12, HD 2d10 (16 hit points), THAC0 18, Attack 1 short sword (1d6 + 1) OR 1 (by other weapon + 1), Size M, Morale 10, XP 120 (2nd level Varyag fighters), Special berserker rage.

Berserker Veterans (3): AC 7 (leather armor and shield), Move 12, HD 3d10 (21 hit points), THAC0 17, Attack 1 short sword (1d6 + 1) OR 1 short bow (1d6) OR 1 (by other melee weapon + 1), Size M, Morale 10, XP 175 (3rd level Varyag fighters), Special berserker rage.

Treasure: Each berserker veteran carries 12 arrows, one of which is an *arrow* +4—they will use them early in combat to target leaders and characters that look important.

Berserker Heroes (2): AC 7 (leather armor and shield), Move 12, HD 4d10 (21 hit points), THAC0 16, Attack 1 short sword (1d6 + 1) OR 1 short bow (1d6) OR 1 (by other melee weapon + 1), Size M, Morale 10, XP 175 (4th level Varyag fighters), Special berserker rage.

Treasure: Each berserker hero carries 12 arrows, one of which is an *arrow* +4—they will use them early in combat to target leaders and characters that look important.



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Godi: AC 7 (leather armor and buckler), **Move** 12, **HD** 7d8 + 7 (35 hit points), **THAC0** 13 (with *morningstar* +2 OR 14, **Attack** 1 *morningstar* +2 (2d4 + 3) OR 1 (by other weapon + 1), **Size** M, **Morale** 10, **XP** 975 (7th level Varyag cleric), **Ability Scores** Constitution 15, Wisdom 13, **Special** berserker rage.

Cleric Spells :

1st level: *ceremony (druidic)**, *remove fear*, *shillelagh* (+1[†])

2nd level: *aid*, *charm*, *enthrall*

3rd level: *cloudburst*[‡], *prayer*

4th level: *cloak of bravery*

*See *The Adventurer's Guide to Lost Arcana*, page 39.

†See *The Adventurer's Guide to Lost Arcana*, page 43.

‡The Godi's Wisdom of 13 allows him to cast one bonus 1st level spell per day. This bonus spell must be from the spells he already knows.

Godi: AC 6 (leather armor and buckler +1), **Move** 12, **HD** 7d8 + 7 (35 hit points), **THAC0** 13 (with *mace* +2 OR 14, **Attack** 1 *mace* +2 (1d6 + 3) OR 1 (by other weapon + 1), **Size** M, **Morale** 10, **XP** 975 (7th level Varyag cleric), **Ability Scores** Constitution 15, Wisdom 13, **Special** berserker rage.

Cleric Spells :

1st level: *ceremony (druidic)**, *remove fear*, *shillelagh* (+1[†])

2nd level: *aid*, *charm*, *enthrall*

3rd level: *cloudburst*[‡], *prayer*

4th level: *cloak of bravery*

*See *The Adventurer's Guide to Lost Arcana*, page 39.

†See *The Adventurer's Guide to Lost Arcana*, page 43.

‡The Godi's Wisdom of 13 allows him to cast one bonus 1st level spell per day. This bonus spell must be from the spells he already knows.

Godi: AC 7 (leather armor and buckler), **Move** 12, **HD** 7d8 + 7 (35 hit points), **THAC0** 13 (with *quarterstaff* +2 OR 14, **Attack** 1 *quarterstaff* +2 (1d6 + 3) OR 1 (by other weapon + 1), **Size** M, **Morale** 10, **XP** 975 (7th level Varyag cleric), **Ability Scores** Constitution 15, Wisdom 13, **Special** berserker rage.

Cleric Spells :

1st level: *ceremony (druidic)**, *remove fear*, *shillelagh* (+1[†])

2nd level: *aid*, *charm*, *enthrall*

3rd level: *cloudburst*[‡], *prayer*

4th level: *cloak of bravery*

Other Treasure: *scroll of cure light wounds*

*See *The Adventurer's Guide to Lost Arcana*, page 39.

†See *The Adventurer's Guide to Lost Arcana*, page 43.

‡The Godi's Wisdom of 13 allows him to cast one bonus 1st level spell per day. This bonus spell must be from the spells he already knows.

Skalds (3): AC 7 (leather armor and shield), **Move** 12, **HD** 4d8 (22 hit points), **THAC0** 17, **Attack** 1 *mace* (1d6 + 1) OR 1 (by other weapon + 1), **Size** M, **Morale** 10, **XP** 270 (4th level Varyag cleric), **Special** berserker rage.

Cleric Spells :

1st level: *ceremony (druidic)**, *remove fear*, *shillelagh*

2nd level: *aid*, *enthrall*

*See *The Adventurer's Guide to Lost Arcana*, page 39.

Apprentice Skalds (3): AC 7 (leather armor and shield), **Move** 12, **HD** 3d8 (17 hit points), **THAC0** 19, **Attack** 1 *mace* (1d6), **Size** M, **Morale** 10, **XP** 175 (3rd level Varyag cleric), **Special** berserker rage.

Cleric Spells :

1st level: *ceremony (druidic)**, *remove fear*

2nd level: *aid*, *enthrall*

*See *The Adventurer's Guide to Lost Arcana*, page 39.

Apprentice Skalds: AC 6 (leather armor and buckler +1), **Move** 12, **HD** 3d8 (17 hit points), **THAC0** 19, **Attack** 1 *mace* (1d6), **Size** M, **Morale** 10, **XP** 175 (3rd level Varyag cleric), **Special** berserker rage.

Cleric Spells :

1st level: *ceremony (druidic)**, *remove fear*

2nd level: *aid*, *enthrall*

*See *The Adventurer's Guide to Lost Arcana*, page 39.

Wolfgar: AC 4 (*scale mail* +2), **Move** 12, **HD** 9d10 + 21 (88 hit points), **THAC0** 6 (with *battle axe* +2) OR 8 (with other battle axes) OR 9 (with all other weapons),

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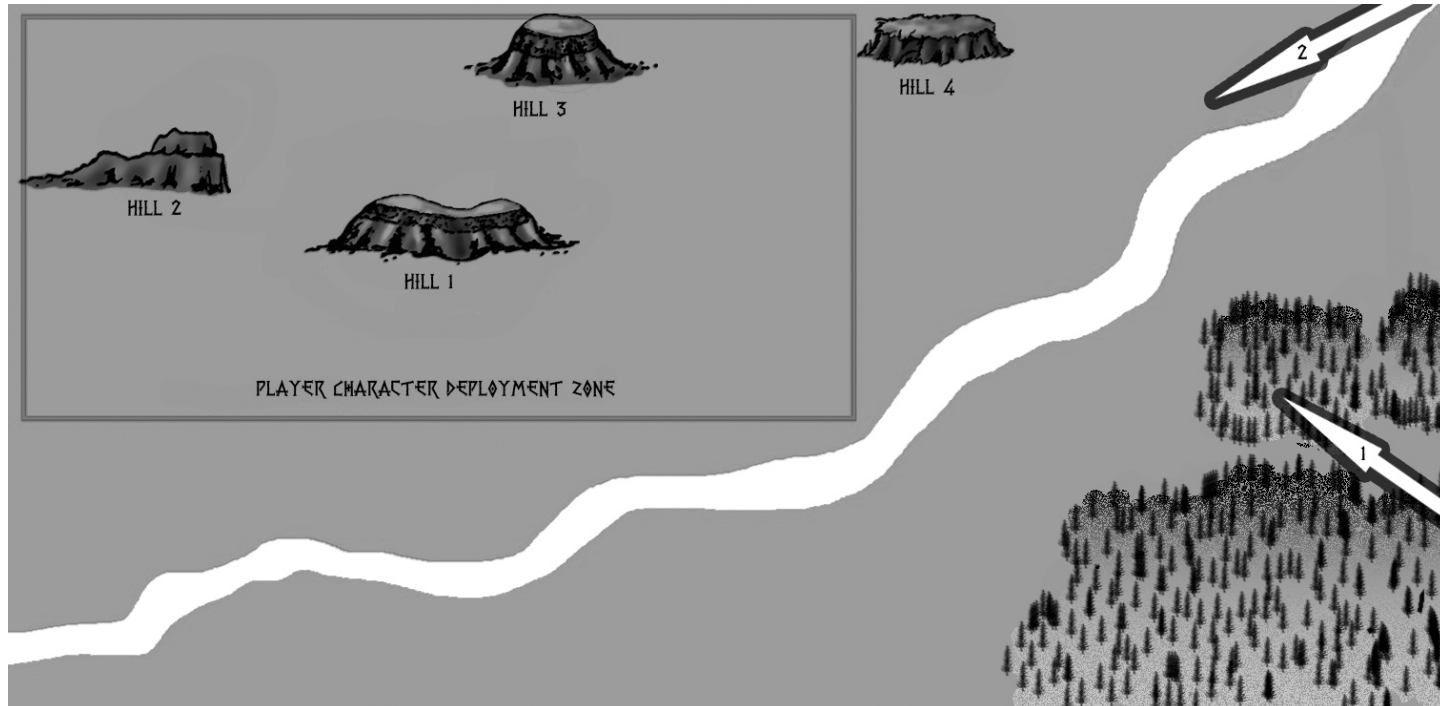
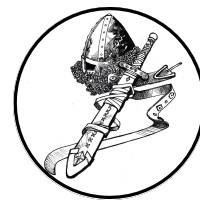


Figure 6: Beginning the Battle

Attack 2 *battle axe* +2 (1d8 + 8) OR 2 other battle axes (1d8 + 6) OR 1 (by other weapon + 4), **Size** M, **Morale** 10, **XP** 2,000 (10th level Varyag fighter), **Ability Scores** Strength 18(01), Constitution 16, **Special** berserker rage, weapon specialization: broad sword.

Coinage: 6687 cp. Wolfgar does not have this money on him. It is back in his base camp within the Gagorok. He will only have 10d10 cp on his person and another 1d100 transported by others.

Other Treasure: *boots of the north*, a coin that is marble in color and design but feels like metal. It has a coiled snake on one side and a series of star constellations on the other side. This coin gives him a +1 on all saves.

Dunkar's Outlaws: **AC** 9, **Move** 12, **HD** 2d6 (10 hit points), **THAC0** 20, **Attack** 1 longsword (1d8) OR 1 light crossbow (1d4), **Size** M, **Morale** 13, **XP** 65 (2nd level Einheriar thieves), **Ability Scores** Dexterity 15, **Special** pick pockets 29%, open locks 20%, find/remove traps 14%, move stealthily 30%, hide in shadows 19%, detect noise 25%, climb walls 79%, read languages 9%.

The Fenrir: **AC** 7 (leather armor), **Move** 12, **HD** 2d10 (16 hit points), **THAC0** 19, **Attack** 1 short sword (1d6) and 1 dagger (1d4) OR 1 short bow (1d6), **Size** M, **Morale** 15, **XP** 120 (2nd level Fenrir fighters), **Ability Scores** Dexterity 15, **Special** ambidexterity, dual-weapon method.

ALLIES

The Thanesmen of Rollo, Ornulf, and Egil: **AC** 5 (scale mail and shield), **Move** 12, **HD** 1d10 (8 hit points), **THAC0** 20, **Attack** 1 broad sword (2d4), **Size** M, **Morale** 12, **XP** 157 (1st level Einheriar fighters).

THE BATTLE

The battle can be fought in several ways. As a large encounter. Through role play. As a story. Using miniatures and the war-gaming system of your choice, etc. The means and methods don't matter as much as player involvement in the event.

There is a chance that the characters can raise an army of upwards to 50 warriors plus a few powerful NPCs. If this



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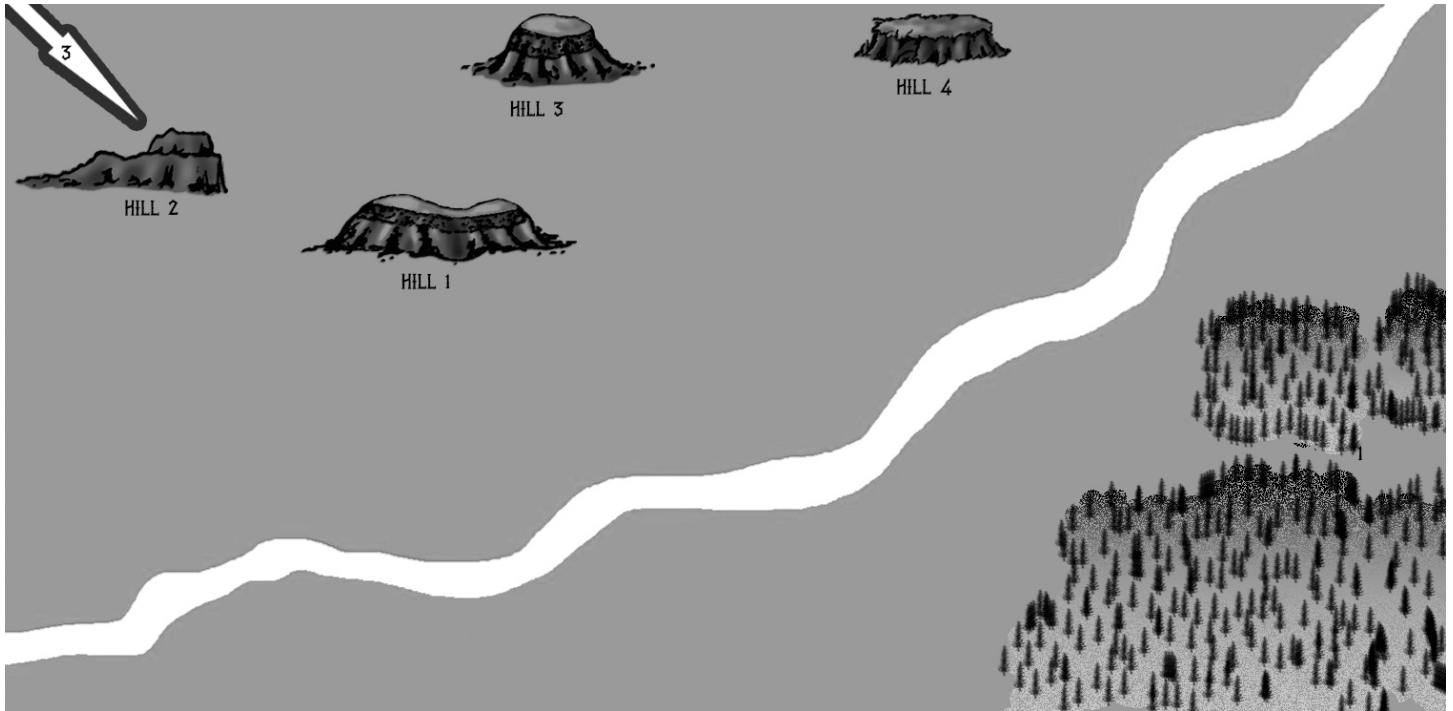


Figure 7: The Battle Progresses

is the case the battle will most likely be relatively short and the characters will almost assuredly win.

Alternatively it may only be the characters fighting the horde. This can be quite tragic for them as even though they may be powerful characters, they are greatly outnumbered by skilled warriors who have fearsome NPC leaders.

Generally the battle will come in waves with the Varyags divided into three groups.

The Berserkers are divided into three groups. Two groups (groups 1 and 2) have 30 Berserkers and one has 13 Berserkers (group 3). In addition each group has two Berserker Champions, one Skald, one Godi, and one Berserker Veteran. The two larger groups are each led by a single Berserker Hero. The four Apprentice Skalds will linger near the battle to lend the aid of their magic to the larger two groups as needed.

Group 1 will attack from the south-east, group 2 will attack from the north-east. Group 3 (the smallest group) has moved to flank the characters (and their army) and will attack from the north-west about 15 minutes after the initial battle starts. GMs should determine when this extra attack occurs based on the length of time of each combat round in the game system they are using to conduct the battle. Wolfgar is wherever the GM needs to put him that is the most dramatic.

Wolfgar has gifted each of the Berserker Heroes and Veterans with one of these magical arrows. The Godi, Skalds, and Apprentice Skalds will use their magic to aid the Berserker Heroes and Veterans by granting them extra

hit points (*aid* spells) and to keep their troops in line (*fear*, *cloak of bravery* spells) as well as to try to turn foes into allies (*enthrall*). They will use other spells to gain whatever bonuses they can (*prayer*, *ceremony*) even if only temporarily or for minor benefits.

Regardless of the battle's outcome, the only NPC that must survive is Thane Egil.

THE RESCUE

If the characters are losing, are about to lose, or otherwise are in a bad situation, the GM may opt to have Lord Olvaag and his dwarves arrive to save the day. This will empower Olvaag's hold in the Ice Kingdoms while weakening the three key Thanes of the area (Egil, Rollo, and Ornulf).

If the characters win the day on their own, they won't need to be rescued.

CLIMAX

The climax of the battle should be a fight between Thane Egil and Wolfgar with the characters helping. Egil doesn't have to be the one to defeat Wolfgar, but he should at some point engage the berserker warlord. If Wolfgar is killed, the berserker horde will begin to break up.

CONCLUSION: ANY WHICH WAY, YOU LOSE

At this point the adventure as written is pretty much over. There are many ways that the campaign can go from here. Political intrigue, rivalries, and responsibilities can change the campaign entirely. However, with the revelation that Godi Horus-Moki was working with Wolfgar and the Varyag Berserker Horde, the proclamation making one of the characters the next Great Thane is rescinded and the surviving thanes depart the colloquy without a truce.

As the only Thane present during the battle, Egil will claim the right to Wolfgar's property. If hard pressed he will let the weapons and boots go, but he will not give up the coin.

If the PCs wish it, Egil will keep them in his employ, sending them on future missions for him, or they can depart on their own. He will offer them official spots in his court, ranging from advisors, to body guards, to military leaders. The GM should use their own judgement on what is offered.

There are several possibly follow ups to this adventure.

War of Wolves If you haven't played *War of Wolves* yet it is a good follow up to this adventure as the tension between the Einheriar and the Fenrir rises even more. It is even possible that elements from *War of Wolves* can be intertwined into this adventure (such as rumors of Fenrir raids, refuges from these same raids, and perhaps a wandering Fenrir Totemic Monk making a special appearance). See *War of Wolves*. *War of Wolves* is a short enough adventure that you could possibly just incorporate it into *A Game of Thanes*. Either directly or as a sequel (or prequel). Agnar, Bael, and Azra-Loki could all play a part in the scheme of Horus-Moki and Wolfgar.

Into the Mournwood If you haven't played *Into the Mournwood* yet, it is possible the adventurers may pursue fleeing Varyag's eastward and track them into the dreaded Hag infested forests. They may be sent by Egil to finish off the Varyag invaders. Perhaps the fleeing Varyag are the culprits who initially kidnap the children from the travelling caravan that starts that adventure? See *Into the Mournwood*.

The Girl with the Demon Tattoos Ideally this adventure occurred before *A Game of Thanes*. But if not, then it is possible the characters have to deal with these events af-

terwards. Perhaps they are sent to Thane Rollo's court by Thane Egil on some sort of intelligence gathering mission or official business and are present at the party when Elsa attacks her first victim. It is also possible that the Assassins of Pohjola that have infiltrated the Temple of Khoss and serve brother Arms may be sent to extract payment/revenge against one of more of the Thanes at the Colloquy. See *The Girl with the Demon Tattoos*.

Under the Temple of Uthin Ideally this adventure occurred before *A Game of Thanes*. But if not, then it is possible the characters have to deal with these events afterwards. Thane Egil could send them to escort Lady Ysja to meet him when he returns to Thron. See *Under the Temple of Uthin*.





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