



World's End



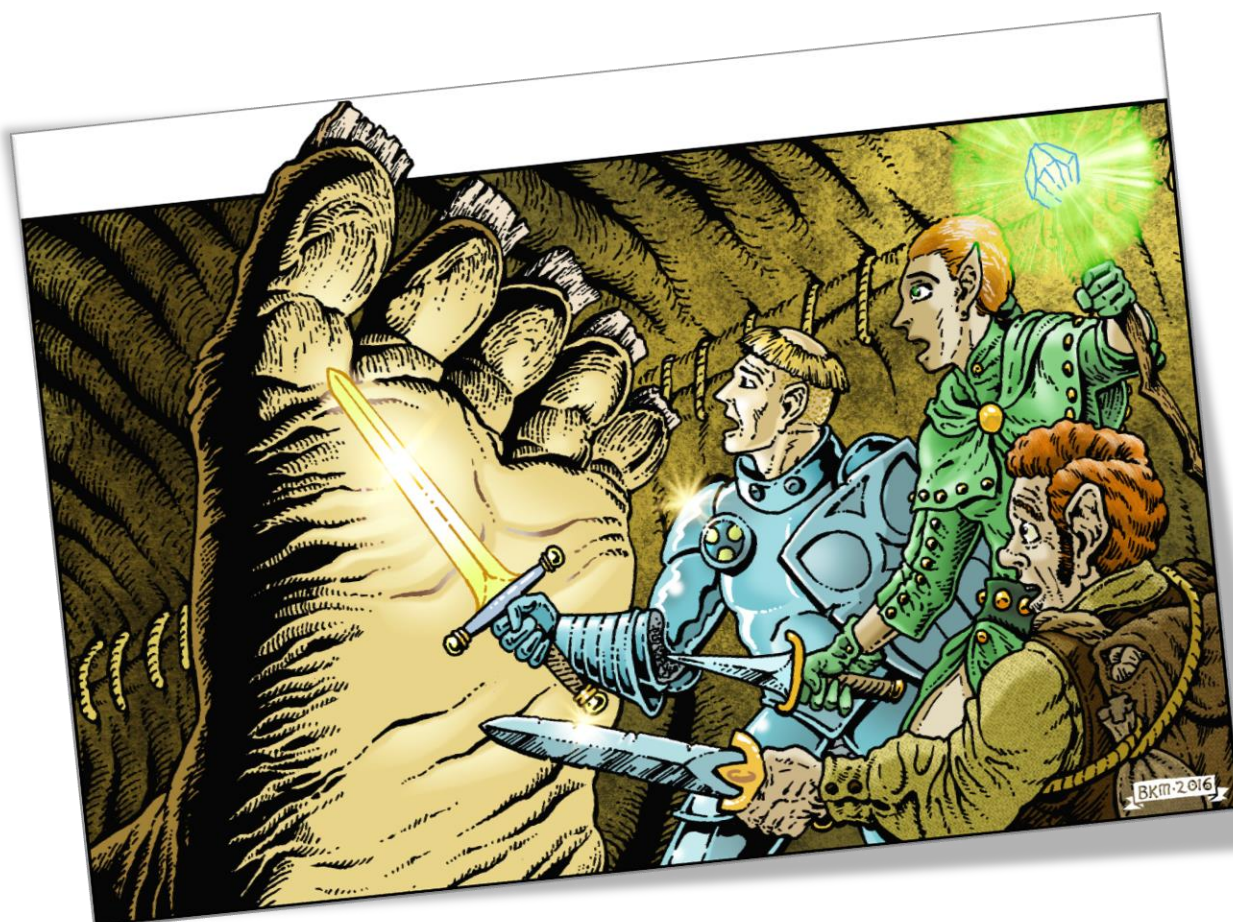
A Pathfinder Roleplaying Game adventure for 4-6 characters of level 1.

The blizzard comes up out of nowhere, its storm clouds rushing overhead as if dragged over the sky by a chariot. One minute you're travelling through open countryside with spring in the air and a spring in your step, the next you're fighting for survival against cold, rain, sleet, snow and a howling gale that is threatening to flay the skin right off your body.

It seems like an inauspicious start to your adventuring career ...

... or perhaps not. Who, in truth, knows how to interpret the omens of the gods. Just as all seems lost and you are certain you will freeze to death you spot a light up ahead which resolves itself into the upstairs window of an isolated traveller's inn. The inn's sign, swaying crazily in the wind, gives the establishment its name: "World's End".

Which given how you're feeling right now seems eerily appropriate...



Four Dollar Dungeons are standalone adventures designed to be logical, entertaining, challenging, balanced and easily integrated into any campaign world.

Each adventure has enough material to last three or more playing sessions and enough experience to raise four characters of, in this case, 1st level up to level 2. Treasure is commensurate with the encounter challenges faced and scaling information is included for adventuring parties of five or six.

This adventure takes place in Asgard.

Four Dollar Dungeons

World's End

By Richard Develyn

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Background

“The World’s End” is not only an Inn for travellers, it’s also an Inn that travels.

Made and controlled by Odin, chief deity of the Norse Pantheon and occasional ruler of Asgard¹, Odin uses it whenever he wishes to go a-wandering, taking with him his wife Frigg and anyone else who wants to come along for the ride.

Additionally, the Inn has the property of transforming itself plus any contents, living or non-living as long as they originated from Asgard, into forms suitable for their destination. So, for example, if Odin wishes to travel to a world made from fire, the Inn will become made-from-fire when it arrives and either grant Odin and its Asgardian occupants immunity to fire or transform them into flame-beings as well. If, alternatively, the Inn was sent to a world which was entirely underwater, the Inn would become buoyant or water-resistant on arrival and grant its Asgardian occupants swim speeds, water breathing, or whatever else was needed.

This transformation performed by the Inn also includes size, which is just as well given that Asgard operates at a scale which is three times bigger than that of most other worlds. Non-Asgardian occupants, however, do not gain this adjustment, meaning that any creature that hitches a ride back to Asgard in the Inn is likely to get a bit of a shock.

Which is exactly what happens to the PCs when they wake up the next morning after an “interesting” drinking game in The World’s End Inn the night before and find that they have been transported into a land made for Cloud Giants peopled by gods!

Norse Mythology

This adventure assumes not only the existence of the gods of the Norsemen such as Odin, Thor, Loki and so on, but also that the stories or myths associated with these deities is real and “in progress” – i.e. some of the myths have taken place, some have not begun and some are half-way through. Indeed, this adventure transports the PCs into Asgard and then either drops

them into the middle of a number of these myths or places them in situations which are a direct repercussion of the events of these myths.

All this doesn’t mean, however, that either you or your players have to be familiar with Norse myths in order to enjoy the adventure, but for those of you who are the events of this adventure occur at a point in time characterised by the following:

1. The Æsir and the Vanir have had their war and Freyr, Freyja and Njörðr have joined up with Odin.
2. Odin has spent time at Yggdrasil and lost one of his eyes.
3. The building of Asgard’s Wall is in progress so Odin doesn’t have his eight-legged horse Sleipnir yet. Loki is still trying to puzzle this one out as explained under the section on Svaðilfari.
4. The events of The Mead of Poetry have taken place, and are picked up on in the chapter on The Dwarves.
5. Idun’s Apples have been stolen and returned. The thief, Þjazi, has been slain and his daughter, Skaði, rather unwisely married off to Njörðr. Njörðr and Skaði haven’t split up yet and their story is picked up on the chapter that deals with the two of them.
6. Another unwise marriage, that of Freyr to Gerðr, has also taken place, and is referred to in the section on Freyr.
7. Freyja’s little “adventure” with the dwarves detailed in “The Necklace of the Brisings” has happened, as Odin tests her out again in the chapter that deals with Freyja.
8. Thor has already had his misadventure with Skrímir, when he decides to spend the night in his glove, and is currently half way through his second crazy tale where he dresses up as a bridesmaid in order to fool the giant Þrymr (colloquially known as Thrym).
9. Loki is currently with Thor. Baldr is still very much alive and irritating Loki no end though Loki’s principle problem is with Svaðilfari.
10. Thor’s wife, Sif, has a metallic wig, thanks to Loki having stolen her original golden hair. Clearly, though, Thor has forgiven Loki now for his little indiscretion.

Notes for the Games Master

Overview

Taking shelter from a sudden blizzard the PCs find themselves in The World’s End Inn where they are challenged to a drinking game by its otherwise friendly occupants. This drinking game is a bit unusual in that it consists of the PCs having to give their opinion on the character and situations surrounding various Norse gods over a series of 8 “riddles”.

¹ i.e. when he can be bothered



The last riddle is delivered by Odin himself, arriving from his wanderings in the PCs' world and now ready to return to Asgard. The next day the PCs discover that they have been transported back to Asgard with him and that everything, including the Inn itself, is three times bigger than it should be.

Odin, apparently the only one who knows how to control the Inn, has disappeared, so the PCs must venture out into Asgard in order to seek him out and ask him for help in getting back. Unfortunately, all of the avenues that lead to him turn out to be false, but along the way the PCs get to meet the various deities that they commented on in their riddles in the Inn, which leads to a number of "interesting" encounters and exchanges of opinion.

Eventually Loki, the trickster god, suggests to the PCs that they might attempt to make their own way home by descending the Bifrost bridge itself, though this turns out to be both bad and dangerous advice, almost ending up with the PCs being overwhelmed near Heimdallr's residence Himinbjörg. Fortunately for them, however, the PCs succeed in using Heimdallr's horn, Gjallarhorn, to summon Valkyries for help, and in this way end up in Valhalla, albeit as guests rather than honoured heroes.

There the PCs get to meet Odin's wife, Frigg, who it turns out can also control the World's End Inn and who, after discussing with them what they have learned from their time in Asgard and their thoughts on the Norse gods, takes them back to their own world and sets them back on the path to their next adventures.

Style of Play

The main thrust of this adventure is to give you and your players the opportunity to discuss in character all sorts of interesting moral conundrums as experienced by the Norse gods through their myths. During the drinking game you, the GM, present these conundrums in riddle form, inviting the PCs to comment on them and noting down their answers, using the worksheets provided here if you wish. Later on in the adventure you play the part of the very gods that they commented on in order to reflect back to them what they said and so "discuss things further".

News in Asgard travels fast, so if the PCs in the second riddle, for example, suggested that they thought Freyja was a bit of a loose woman, then later on when they actually get to meet her she will doubtlessly want to know exactly what they meant by that!

These exchanges cannot result in violence, of course. The PCs are too powerless to do anything to harm the gods and the gods will not demean themselves by resorting to such behaviour. Even Loki, who will be quite friendly during their encounter and



only trick them right at the end, will have no interest in harming the PCs whatever they might do. What would be the point?

As well as this strong role-playing element some of the normal components of an RPG adventure are also present here. There are monsters to be fought, skill challenges to be overcome and puzzles to be solved. There is also wealth to be gained - the equivalent of treasure, though received as gifts and payments rather than stolen loot. Free-form or sand-box style play is, however, quite limited, as Asgard is far too dangerous a place for 1st level PCs to explore unaided.

This being an adventure based on myths the style of play also tends to follow this pattern – i.e. it's very narrative based. There are eight little stories presented here for the PCs to participate in, those relating to Freyr, Freyja, Yggdrasil, Thor, Loki, Njörðr and Skaði, the Dwarves and Bifrost. Freyr's little encounter begins the adventure and Bifrost's dangerous encounter ends it. Apart from these two, the PCs will have some choice about what order they tackle the remainder in however once they are within a particular story, progress tends to be pretty linear.

Obviously, this adventure will best suit players who like to get into character and role-play, as well as doing the normal tactical stuff like fighting monsters and solving puzzles. Note, though, that the role-play elements do not have a right or wrong element to them as such and there are no role-play "puzzles" to solve. In my opinion role-play should be all about flavour and style and an adventure should never proscribe particular role play behaviours for success. That means, of course, that you can treat the whole of the role playing elements as optional, but I feel you will be missing out on the potential of this adventure if you find yourself needing to do so.

Language

I have used the Icelandic / Norse language as much as possible in this text, in order to convey the proper flavour of the setting. The Glossary towards the rear of this adventure provides anglicised versions of some of the names as well as giving you a handy summary of who and what everything is.

Maps

There are four maps in this adventure: the regional one of Asgard itself plus three tactical maps.

The scale for the regional map is one square to 100 miles, the scale of the tactical maps is one square to 10 feet. The regional map is presented more as a piece of artwork than as an accurate map since the PCs in this adventure do not get to plan their journeys around Asgard in any detail having to rely instead on getting around in the company of others. In other words, although the regional map gives an idea of where everything



encountered in Asgard can be found, ultimately this is not important.

The tactical maps detail three encounters which benefit from illustration, i.e. which have some tactical element to them such as the position of furniture and so on. Two of these have players' versions provided which merely omit the labelling, the third one doesn't since it has no labels anyway.

The reason there are so few maps in this adventure is because (a) a lot of the encounters are skill tests and (b) most combats occur in situations which are either:

- 1) very plain and so hardly deserving of a tactical map (such as the Slurk or the Crysmal in caves), or
- 2) happen in fairly free-form wilderness locations, where you might as well make best use of any players mats you might have before reaching for the drawing pen (such as the Draugr, the Viper, the Thoqqua or the Ice Elemental), or
- 3) best left to the GM's discretion (such as the fight with the big cat on the dining room table).

Encounter Summary

The following table summarises what can be found across the whole adventure. The encounter tables further down split this up by each individual area.

Type	Number	Description
Easy (CR < 1)	2	(CR ½) Flaming Skull
Average (CR 1)	8	Giant Spider (medium) Elemental, ice (small) Flaming Skull x 2 Skill Test (cart descent) Skill Test (catching mice) Skill Test (cold survival) Skill Test (going through hedge) Viper (tiny, difficult circs.)
Challenging (CR 2)	6	Cat (leopard) Draugr Rat, Dire, intelligent x 6 Slurk Skill Test (skiing) Thoqqua
Hard (CR 3)	1	Crysmal

As can be seen, this is not a particularly challenging set of encounters, certainly not as challenging as other adventures in this series. This is a deliberate design decision.

Treasure

This adventure does not lend itself to the standard "kill the monsters and take their treasure" trope, because anything in Asgard which is powerful enough to have treasure is going to be too powerful for the PCs to defeat.

Although there are a few little trinkets which the PCs can pick up along the way, the PCs will gain the vast majority of their wealth in the following two ways:

- 1) They will earn most of it by working for it as a background activity, as explained in the section "An Honest Day's Treasure".
- 2) They will receive gifts from the divine inhabitants of Asgard that they interact with.

As explained under Travel and Subsistence, over the course of this adventure PCs will receive 750 gp which they can spend on whatever items they like, or even take some of it home.

Additionally, the PCs can pick up five to seven "gifts" as follows:

- 1) From Freyr, one of Gullinbursti's bristles
- 2) From Freyja, a feather from her cloak
- 3) From Ratatoskr, a rune stone with the letter R
- 4) From Sif, a strand of her golden hair
- 5) From Loki, a magical sprig of mistletoe
- 6) From Skadi, the crystallised tear from her father
- 7) From the dwarven area, a potion bottle with residue of The Mead of Poetry

With four players you will need to miss out two of these treasures, perhaps those from Freyr and Sif, whereas with five players you should miss out one. Since at the final encounter in Bifrost the PCs will have to sacrifice one of them to survive, at the end of the adventure the number of gifts that the PCs will depart with will be equal to their number.

Each of these gifts can be sold for 360 gp. Their exact nature and power is described at the end of this adventure in the section on Item Reference.

In terms of treasure-balance, without taking into account any scaling considerations, the total amount of treasure which should be present according to the encounter CRs here is 6440 gp, however because PCs are effectively receiving the vast majority of their treasure as hard cash to purchase whatever items they want, the amount of treasure in the adventure has been reduced to be in line with the amount of wealth that a PC might be expected to have by the time they reach 2nd level (the "Wealth By Level" measure, which for 2nd level PCs equals 1000 gp).

Therefore, each PC can finish this adventure with 750 gp worth of items that they have had made plus one special magic item which they will have gained which they can sell for 360 gp.



Scaling

Given that this adventure is not easy for parties of 4 characters, there's no problem running it as it stands for parties of 5 or 6, particularly if the players are inexperienced.

Alternatively, the various encounters, experience and treasures could be scaled up in order to present the same degree of challenge for larger parties.

For encounters, I would recommend doing one of the following:

- 1) Increase all opposition HPs by 50% (for 1 extra PC) or by 100% (for 2 extra PCs).
- 2) Add or subtract 1 (for 1 extra PC) or 2 (for 2 extra PCs) to every die roll made during the adventure, in an advantageous way for the opposition and in a disadvantageous way for the PCs.

- 3) Apply a +2 (for 1 extra PC) or +4 (for 2 extra PCs) to every prime characteristic of the opposition and work out the consequences.

There's nothing stopping you using whichever approach you like, even using different approaches for different encounters, however my preferred method is the first. Although changes in HP are not hugely realistic, this change is the least intrusive to the tactics and structure of the encounters in this adventure and therefore the easiest to manage.

Whichever scaling technique you use, you should also increase the experience points awarded for each encounter by 25% (for 1 extra PC) or by 50% (for 2 extra PCs). In this adventure, treasure doesn't need to be scaled as it is effectively awarded individually.

Area	Encounter	CR	XP
The Next Morning	Giant Spider	1	400
Freyja's Cats	Skill Test catching mice	1	400
Dorado	Draugr	2	600
Urðr	Tiny Viper in difficult circumstances	1	400
Skuld	Skill Test going through hedgerow	1	400
Skrýmir's Boot	Slurk	2	600
Sigurd and Fáfnir	Cat (aka leopard)	2	600
Baldr	Crysmal	3	800
Svaðilfari	Thoqqua	2	600
Njörðr	Skill Test skiing down a mountain	2	600
Skaði	Skill Test surviving the cold	1	400
	Small Ice Elemental	1	400
Into the Underworld	Skill Test travelling down a cart	1	400
Fjalar and Galar	6 Intelligent Dire Rats	2	600
Himinbjörg	Flaming Skulls: two at once	1	400
	Flaming Skulls: one at a time	2 x ½	400
Total			8000



World's End

Given its isolated position and the fact that no road runs to it, the World's End inn is surprisingly large. PCs who wish to investigate in the horrible weather before entering will find that they have come across a sturdy two-storied stone building with a tiled roof, approximately 100' x 50' with two single-floored out-buildings at the back each about 50' x 40'. The out-buildings and the main building together make the shape of a "U", with the bit between the two out-buildings at the back consisting of a cobbled courtyard. All of the windows are glass and shuttered apart from the one solitary window over the front door which is glass, closed but not shuttered, and which is allowing the light of a single lantern to shine out into the unwelcoming night.

The main door into the inn is stiff, requiring a DC 10 Strength check to open, though giving way suddenly and so announcing the presence of new arrivals into the inn's tap-room as it flies open. All conversation within ceases when this happens as the occupants, all of a remarkably "Viking" persuasion, turn to look at the PCs in the doorway. This "look" lasts just a little longer than comfortable before a tall, middle-aged woman with long golden hair at the bar calls out to the PCs to get in and shut the door as can't they see that it's freezing cold outside ...

... which acts as a trigger to the Vikings in the room as they all spring to life, get the PCs in, help them out of their wet clothes, close the door, give them chairs by the fire, bring them food and drink, and so on.

Everybody will then be very friendly and the PCs will find themselves the object of much attention. Fighters will be asked their opinion on martial matters by other warriors, clerics will be asked about their views on religion and magic-users will find themselves in conversation with other practitioners of the arts. About half an hour after their arrival the barmaid, Hlín², will tell the PCs that they are welcome to stay the night without charge as she can see that they are clearly novices out on their first forays into the wild world. The World's End inn has a reputation for being hospitable to "independent champions", as she likes to term them, and one day, she's sure, they will be able to pay her back with a favour or two of their own.

So for now, the PCs will be invited to relax and enjoy themselves in the company of other good men and women out to make the world a better place, and any PCs who wish to detect alignment will find that they are surrounded by hordes of chaotic good people (some of it overwhelming, which will stun evil PCs, who will then be thrown out the door and abandoned to be eaten by wolves).

DC	Summary
10	Strength check to open the tavern door

² in fact, the goddess Frigg, though this will not be detectable by the PCs

The Drinking Game

As the evening progresses and the storm outside shows no sign of abating the mood of the conversation will turn jovially towards the PCs. Having at first been solicited for their views, the PCs will now be teased about the over-confidence of their replies. Eventually a hearty but pleasant peasant-like fellow called Byggvir will challenge the PCs to a drinking game which he says will test their wisdom and fortitude. It's a tradition here, and as everybody gathers around and the PCs see purses coming out and coins jingling Byggvir will explain to them how the contest will make them a good sum of money, without risk, if they are able to stop themselves "passing out" from the drink.

The rules of the game are simple. The PCs will be asked a number of riddles or conundrums to test their wisdom. There are no right or wrong answers, each PC must simply state how they feel about each situation described to them. Each PC will be paid for each riddle that they answer – 1gp for the first, 2gp for the second, and so on up to 8gp for the eighth – though this amount will be doubled if the PCs give particularly good or eloquent answers³. After each riddle each PC must drink a pint of barley ale and try not to fall unconscious. A PC that does fall unconscious is out of the game and cannot be revived by his/her fellows. Byggvir and Hlín will swear to the PCs that no harm will come to them if they do pass out and that in fact they'll merely be taken up to their rooms with their winnings and allowed to sleep off their drink.

This game is often played with newcomers as there are many here who believe that the word of men and women who are as yet unsullied by the experiences of the world is a word worth hearing.

The barley ale served by Byggvir is strong, though not in any way poisonous. Imbibers gain no benefit nor lose any abilities from drinking it – basically the ale either hits you between the eyes and you pass out or you survive well enough to continue. The Fortitude DC to avoid passing out is equal to the number of pints of barley ale drunk (i.e. DC 1 for the first, DC 8 for the last). Whilst the PCs are drinking, they will only need to save just after taking another drink. Once the game is over, however, they will need to carry on saving every 10 minutes unless magically made sober again.

Chances are that at least some PCs will see the game all the way through but all of them will pass out in the end.

Should some of the PC's not wish to participate, either because they don't drink or for whatever other reason, they can still do the questions and answers but without reward, and they will find themselves passing out in any case when the Inn makes the transition to Asgard later that night.

³ no diplomacy rolls here – this is entirely a role-play encounter



Once the PCs agree to the game⁴, they will be sat at the main table in the tap-room, a gold piece plus a pint of barley ale placed in front of them, and then Byggvir will begin by asking the first riddle.

The riddles

In each case, a riddle will be preceded with the statement:

Tell us now, then, bold adventurers, since you think that you know everything ...

And once the answer given by the PCs has been heard and considered, and further explanations been provided by the PCs as they are questioned further on their reasoning, the Vikings will chant:

Fairly spoken, we agree, though some we know may well object,

Now take your coin and drink your beer and let us hear what you say next!

After that, the PCs must drink.

Don't forget to use the worksheets provided in this adventure to note down the main points of what everyone says during this game, as word of the PCs' "wisdom" will precede them everywhere they go to from now on.

The 1st riddle

Byggvir will ask the following:

*You may have heard how Freyr desired
the beautiful Gerðr for his bed
but lest he fail to win her hand
he sent his servant there instead.
Who offered Gerðr gold and youth,
and even Freyr's own magic sword
but when she constantly refused,
he used dire threats to get her word.
So Freyr obtained his lovely bride
with curses, surrogates and threats.
Should he be proud of such an act?
Or is it one he should regret?*

The 2nd riddle

A tall shield maiden, blonde and muscular, will put aside her shield next to the table with a loud clang, and look at the PCs levelly in the eyes.

*My patroness, the goddess Freyja
though strong as any warrior known
is not averse to using pleasure
if you have something she would own.*

*She has no shame, should her desires
on your possessions fasten on
and if she doesn't wish to kill you,
she'll bed you till you pass them on.
It's said that those who give their sex
for riches, lose the world's respect.
So tell us now, what's your position?
Is she disgraceful or correct?*

The 3rd riddle

A rather vulgar little man with buck teeth, unpleasant body odour and a coonskin cap will come up to the table next, grin wickedly at the PCs and recite:

*I know a maiden with blond hair
who says, I recollect,
that "the future belongs to the children"
and "it's them we must protect."
Her red-headed sister on hearing this
rolls her eyes in disbelief:
"The world is ruled by adults," she says,
and then the dark one speaks:
"What nonsense is this, everyone knows
that wisdom comes with age."
Which one of the sisters is a dunce?
And which would you call a sage?*

The 4th riddle

A tall, attractive, slender man, in a smart tunic and pantaloons, with a rapier at his side, will weave his way through the Vikings, who seem to let him pass through almost distastefully, get to the PCs' table and ask:

*There is no doubt that mighty Thor,
murder and mayhem prone,
the lightning might be on upstairs
but nobody's at home.
And Sif, his wife, for half a brain
she'd certainly give thanks,
and all the Jötnar that he fights
are as thick as two short planks.
So should you find you're threatened by
these stupid oafish brutes,
how would you use your sharper wits
and prove them nincompoops?*

⁴ it is hoped they all do, as this is just a bit of fun with everything to gain and nothing to lose, though ultimately it only enriches the adventure rather than being essential to it

**The 5th riddle**

In contrast to the previous speaker, a tall red-headed and red-bearded man, dressed in furs, will take a long swig of ale from his tankard and slam it down on the table before asking this:

*They say that the virtues of gods and men
are simply and faultlessly measured
by watching the children that they raise,
so what think-ye of these little treasures?
First there's a wolf to end all wolves
(and everything else as well),
then second a serpent that swallows ships,
and sends all their crews to hell,
where the sister lives, whose choice of job
is presiding over the dead!
What can you imagine the father is like?
if these are the children he's bred.*

The 6th riddle

Hlín herself will ask the next riddle:

*Njörðr and Skaði were joined in wedlock
(a mess beyond recounting)
Njörðr rambles on about the oceans
whilst she reminisces the mountains.
She cannot bear the piercing screeches
of the morning gulls that wake her.
Whilst he says: "I hate those howling wolves,
for the songs of the swans that I hanker"
This is all the fault of Odin because
he made her choose him by his feet!
Were you to encounter this miserable pair
how would you now make them sweet?*

The 7th riddle

A dwarf, golden haired, plaited beard, will come to the table next. "The stakes are getting higher," he'll observe, before launching onto his particular riddle.

*You think that you can fool me
with your highfaluting principles
but I know that adventurers
are money-grabbing cynicals.
You wouldn't lift a finger to
protect the lives of innocents
but when you're offered lots of gold,
you're eagerness is limitless.
They say that you have wisdom, yet
I say that claim is counterfeit.
It's only treasure that you want*

And high time you admitted it!

The 8th riddle (Odin's arrival)

At this point the drinking game will be briefly interrupted as the door to the Inn opens, letting in the wind and the cold, and a man in a hooded robe walks in, slamming the door behind him.

Any PCs which have passed out by now wake up briefly to see the spectacle.

Although for a few seconds everyone in the Inn will go quiet, it's a passing moment as the man throws back his hood and surveys the tap-room with his one good eye, looking at the PCs with interest.

Assuming the drinking game is still going on, after giving a nod towards Hlín for a drink, and divesting himself of his cloak, the one-eyed man will approach the table where the PCs are sitting and present them with their last riddle.

*Do you consider that it's wise
to hang your body from a tree
and pierce your side with a long spear
in order that you learn to read?
Or would you think it fair exchange
for wisdom that is fair and true
to give up one of your good eyes?
Or do you think it should be two?
You've heard of Odin, I am sure,
"The Lord of Gods" who does not rule
but quests for knowledge far and wide.
Is he a wise god, or a fool?*

The speaker is, of course, Odin, and though he is not destined to meet the PCs again during this adventure the PCs answers to his riddle will be referred to by other NPCs encountered in Asgard, in particular his wife Frig at the end.

DC	Summary
Number of drinks	Fortitude save after each drink, or after each 10 minutes after the last drink, to avoid unconsciousness

The Next Morning (CR 1)

The PCs have been given a room to sleep in with exactly the right number of beds for their number. These are pretty beds, with sheets and blankets, bedside tables, wardrobes and chests of drawers and a couple of windows which the next morning will have their curtains drawn back, letting in lots of sunshine with a beautiful cool morning breeze. Spring is in the air once again and even from their beds the PCs will hear the sounds of bird song, rustlings of leaves and even the tinkling of a stream, which is odd because as far as they can remember there were neither trees, leaves nor rivers near the Inn on the night before.



Even more peculiar, however, is the size of the beds, and the size of all the furniture, and the height of the windows, and the size of the door, and the bloody great spider sitting on the end of one of the PCs' beds about to attack.

Either the PCs have shrunk by two sizes, in game terms, or the rest of the world has increased.

In non-game terms, this change of size equates to everything being 3x bigger by length, 9x bigger by area and 27x bigger by volume. For example, the PCs' beds are 15' square, 5' off the ground, 15' apart. The windows are 15' up, the door handle 10' up. A bird perching briefly on the window ledge is 3' long. A bee that wonders in out of curiosity before buzzing out is 3" across.

PCs that were put to bed last night had all of their armour removed and hung next to their weapons in one of the wardrobes. One PC (you choose) will have a giant spider sitting on their bed, about to attack with its web, first, then its bite.

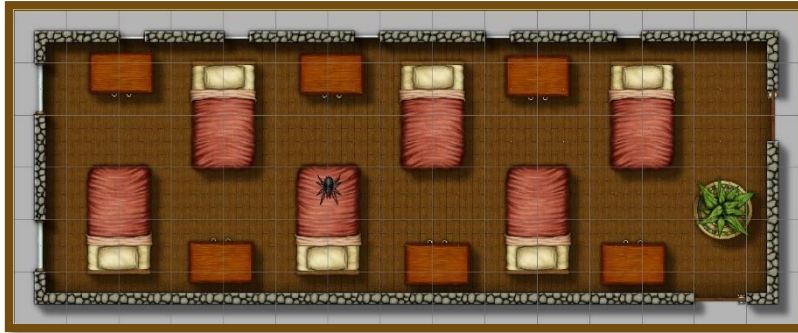
(Circumstances, i.e. no weapons and being spread out in the room on beds 5' up, make this encounter harder than normal, however given that the PCs will have plenty of time to recover from the poison before they encounter anything else I have left the CR of this encounter at 1.)

Breakfast

After negotiating their stuff out of the giant wardrobes and drawers and reaching up to the bedroom door handle the PCs will have to climb down the stairs (almost literally) to get back to the Inn's tap-room. This room, in contrast to the night before, will be clean, tidy and empty, with only one long solitary table in the centre, sized for huge giants as everything in the adventure will be from this point on, laid with breakfast places equal to the number of PCs. As the PCs hop down onto the floor the landlady, Hlín, now the size of a cloud giant, will sweep in from the kitchen with several bowls of porridge, a loaf of bread, a hunk cheese, a piece of ham and two full jugs⁵: one of (weak) ale and another of milk. After setting the stuff down on the table she will lift the PCs onto their chairs and leave them to their breakfast⁶.

Inevitably, the PCs are going to want to ask Hlín all sorts of questions about their predicament, particularly their new size and location, and in answer Hlín will impart the following pieces of information in a broadly speaking sympathetic manner:

1. The PCs are in Asgard now, home of the Norse gods.



2. The World's End Inn is used by Odin to travel to the other planes whenever he wishes to go wandering (which is quite often, by all accounts).

3. That strange one-eyed man who arrived late last night

was, indeed, Odin, back from his latest wanderings.

4. The Inn adjusts itself and any Asgardian natives within it to whatever size is sensible for the locations that it arrives at. Unfortunately, the PCs are not Asgardian natives, so it hasn't adjusted them.
5. The Inn is controlled by Odin. If they want to get back, they're going to have to go out and find him.
6. Hlín has no idea where Odin might be, however she suggests that they go outside and talk to Freyr who is currently getting ready for travel into the rest of Asgard. With a little bit of asking around the PCs

Giant Spider, Medium

CR 1

N Medium Vermin

Init +3; Senses darkvision 60 ft., tremorsense 60ft.

Perception +4 (+8 in webs)

Defense

AC 14, touch 13, flat-footed 11

hp 16 (3d8+3)

Fort +4, Ref +4, Will +1

Defensive Abilities vermin traits

Offense

Speed 30 ft., climb 20ft.

Melee bite +2 (1d6 plus poison)

Special Attacks Web (+5 ranged, DC 12, hp 2)

Statistics

Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2

Base Atk +2; CMB +2; CMD 15 (27 vs trip)

Skills Climb +16, Stealth +7 (+11 in webs)

Poison (ex)

Type injury (bite); Save Fort DC 14 (con based)

Frequency 1/rnd for 4 rnds

Effect 1d2 Str

Cure 1 save

⁵ sic

⁶ if any PCs were a bit rude or saucy with Hlín last night then they're going to be looking pretty foolish now!



might be able to find clues about where Odin has gone.

7. Hlín apologises for the spider in the bedroom but makes the point that the PCs will quickly perish if they try to travel anywhere on their own. Happily, Asgard is in a peaceful phase right now, and given their size they should have no problem finding work in order to sustain themselves and pay for their travel.

Hlín will not reveal her true identity at this point, claiming only to be the owner and keeper of the Inn. Once the PCs have finished their breakfast she will get on with domestic chores and be no further use to them, at least for now.

Freyr

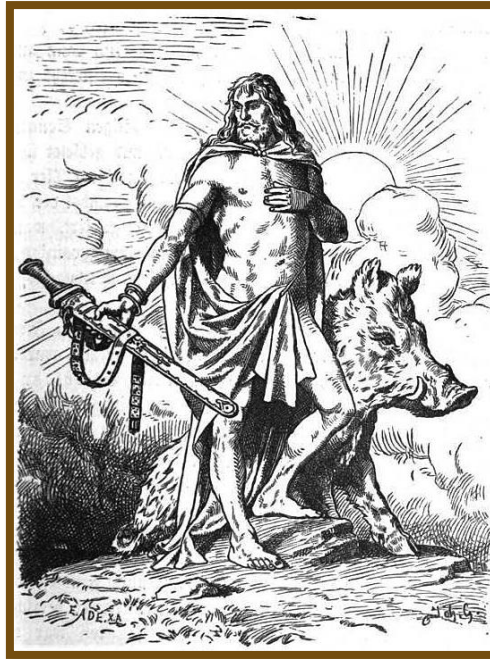
Sitting outside on the driver's board of a cart full of hay is Freyr, deep in thought with a quill in his hand trying to come up with a poem for his wife, and looking to all extents like a love-sick farmer's boy trying to woo his sweetheart.

All things considered, his method of winning his wife was not very well considered, and all is not well in the garden of Freyr and Gerðr's relationship. Gerðr hasn't come to love Freyr in time. Love hasn't healed all wounds. In fact, most of the time, Gerðr can't stand the effete twat, particularly when she contrasts him with her father Gymir, whom she very much admires, and who is a man to be reckoned with. Gymir is a terror on the battlefield, whilst her husband Freyr is apparently so awful at fighting that he has to be given a sword that does all the fighting by itself.

Gerðr has made Freyr's life at home such a misery that Freyr has now taken to delivering hay as a means of getting away from his wife and doing something useful with himself⁷. At the same time as doing his day-job, he tries to come up with the perfect poem to woo Gerðr back over to him again⁸.

When the PCs meet Freyr around the back of the Inn he will be sitting on the cart with his head in the clouds, which given his huge size and the fact that the cart is gargantuan will be true in more ways than one, trying to think of something inspirational. It'll take the PCs a bit of shouting to get his attention.

Freyr is suffering from writer's block right now so he could do with the PCs coming up with a few ideas for his next love-poem. Of course, Freyr will have heard what the PCs responses were



to the first riddle last night, so any conversation they have will be made in the context of what was said then. Although things could get a little awkward Freyr will ultimately agree to take the PCs on his hay-wain if they'll just go around and gather up Gullinbursti, his boar, who seems to have got stuck somewhere in the fields nearby.

Gullinbursti

Gullinbursti is a gargantuan boar with golden fur and bristles. Despite his size and fearsome nature, Gullinbursti's placid unless attacked or ordered to attack, so the only danger to the PCs right now will be falling off whilst trying to get on to his back.

Despite what Freyr said Gullinbursti is not stuck as such, just unwilling to leave a field where he has found many a tasty mushroom. In order to get him next to Freyr's Hay-Wane the PCs will have to make 3 successful skill checks with either DC 15 Handle Animal checks or DC 15 Ride checks. Handle Animal checks can be performed on the ground; Ride checks must be performed up on the boar itself which will require making DC 10 Climb checks to get 20' up on to its back. PCs may aid one another if trained to do so (Handle Animal) or if in position to do so (Ride). Failing either check by 5 or more results in Gullinbursti moving in the opposite direction, adding 1 to the number of checks that must be made to succeed in the task.

If the PCs start to fail dismally in this task Gullinbursti will ask them, in common, what exactly is it that they want and why didn't they ask him in the first place, and then just go along with them without trouble.

DC	Summary
10	Climb check to get on to Gullinbursti (20' up)
15	Ride or Handle Animal check to get Gullinbursti to move

Once Gullinbursti has been taken to the Hay-Wane, Freyr will cease his romantic ponderings, lift the PCs up on to the hay, tether his boar to the wagon and set off into the main body of Asgard. Somewhere along the way, in some town or village of the PCs choosing, Frey will drop the PCs off so that they can start hunting around for Odin, as described in the next section.

As a parting gift, Freyr will give the PCs one of Gullinbursti's bristles, to help them during their time here.

⁷ he is the god of harvests, after all

⁸ hopeless

Asgard and The Hunt for Odin

Asgard

From a planar characteristic point of view Asgard resembles the prime material plane in every way except these:

- 1) The inhabitants are three times bigger (i.e. two size categories larger). The World's End Inn adjusts the size of both itself and any Asgardian contents whenever it travels between Asgard and the other planes, but non-Asgardians are generally in for a bit of a shock when they arrive at Asgard regardless of how they get there.
- 2) There is no magnetic north. Compasses don't work. Non-magical means of knowing direction will not work and it can be assumed that exceptional abilities such as using Survival to determine north will also not work because Asgard runs to a different system of celestial clockwork. Spells such as Know Direction, which specifically refer to North, will also not work.

In this adventure Asgard is both the name of a plane of existence and the name of the island which floats on an endless sea in that plane of existence.

Asgard the island resembles geographically the island of Iceland in our own world, save that it is three times its length and breadth (i.e. about 750 miles by 400 miles) and therefore nine times the surface area (i.e. about 360K square miles). The highest point on the island, Hvannadalshnúkur, the northwest rim of the crater of the volcano known as Öräfajökull, is also three times as high as in our own world (i.e. about 21,000'). To the inhabitants of Asgard of course, who are themselves three times as big as us, Asgard feels to them the same as Iceland feels to us. Little visitors, i.e. the PCs, will find the place rather impressive⁹.

Iceland

Iceland, even normal sized, is an amazing place. Searching on the internet for images of Iceland, particularly "extreme

Iceland", will show you just how astonishing it can be, and it is easy to see how the Icelandic landscape must have had such a huge influence on those early Nordic bards telling their Asgardian tales. These images were certainly an inspiration to me writing this adventure and I would heartily recommend that you use them as an inspiration for yourself while running it (and remember that everything is three times bigger!)

People

Asgard is inhabited by humans, dwarves, elves and gods, all of them giants as far as the PCs are concerned. Should you require stats for any of them then use Cloud Giants¹⁰ for mortal races and consider gods to be effectively indestructible.



The assumption for this adventure is that the "giants", or jötnar, of the Norse myths were not actually giants as such with relation to the other inhabitants of Asgard, apart from a couple of notable exceptions, but rather giants relative to the bards who were recounting the stories. The stories of the Norsemen clearly imagine the gods as huge, apart from when they lived among normal men, so the other races that the gods dealt with and even married must have been huge too. In fact, Jötnar simply means devourer, rather than giant, but in this adventure giants really are giants only because every inhabitant in Asgard is essentially a giant.

It is hoped that the PCs will be careful not to offend them.

⁹ not that Iceland needs much help on that score!

¹⁰ but with a speed of 90'; these are not great lumbering lummoxes, these are normal people 3x bigger



Travel and Subsistence

Dropped in the middle of Asgard with no means to fend for themselves the PCs' first problem is going to be survival and subsistence. Fortunately, though, Asgard is going through a particularly peaceful and gentle period right now and Asgard's denizens will find the PCs cute and helpful. As long as the PCs swallow their pride and do whatever is asked of them they should be able to get a decent meal and somewhere to sleep wherever they go whilst they investigate the whereabouts of Odin.

As far as travel is concerned, first level PCs are simply not strong enough to go tromping through the Asgardian countryside unaided. The distances between locations are too vast, the wildlife too big, and the countryside at three times the size simply too dangerous for a party of 1st level PCs to have any chance of success or progress.¹¹

Though free-form exploration of Asgard cannot be part of this adventure, two other sorts of travel do take place instead:

The first comes under the broad heading of subsistence.

Once Freyr drops the PCs off at the nearest village to World's End the PCs will have to continue travelling around in order to investigate where Odin might have gone and to earn "treasure" (see below). This sort of travel is assumed in the narrative of the adventure in the same way that the PCs will be earning their subsistence – i.e. by doing little jobs for traders, explorers and so on.

The second form of travel takes place when the PCs head off to or return from a particular adventure location. These journeys are described in detail within the individual adventure chapters that follow.

An Honest Day's Treasure

During their stay in Asgard the PCs will not only be earning their keep as described under Subsistence, they will also be receiving mundane and/or magical items in return for services from giant artisans grateful to have had the use of a small pair of hands to help them with the fiddly work.

Every time the PCs complete one of the six interim chapters in this adventure (i.e. not including "Bifrost" and "Valhalla", which conclude it) some of these items will have become available as these craftsmen complete their creations in exchange for the PCs' work¹².

The amount available is 125gp per chapter so that after all six chapters have been completed the PCs will have gained 750gp worth of items. Everything is allowed. These items can be collected from the various craftsmen after every chapter except the one on "Thor" and "Njörðr and Skaði" because those chapters lead directly onto the next.

Note that it is perfectly possible to gain items worth more than 125gp at a time in this way, it's just that the PCs will have to wait a while before they are able to cash them in (i.e. if a PC wants a masterwork greatsword worth 350gp, they can have it after three chapters of the adventure assuming they don't take anything else because $3 \times 125\text{gp} = 375\text{gp}$).

Clues to the Whereabouts of Odin

Exactly when you want to give out these clues is up to you - depending on whether your PCs like to be given one thing to do at a time or be allowed to choose for themselves. There are only three options available at first, each leading to one of the chapters of this adventure, whilst leads to the other three chapters are discovered later on.

The first three clues are as follows:

1. Odin has been after Freyja for ages and he's mentioned recently that he has a new stratagem in mind to win her.

This leads to the chapter on Freyja, which then provides a lead onto the chapter on Njörðr and Skaði, which then immediately follows on to the chapter on the Dwarves.

2. Odin is thinking about returning to Yggdrasil with a riddle for Ratatoskr, the squirrel that runs up and down the tree, in his quest for further wisdom.

This leads to the chapter on Yggdrasil.

3. Odin often goes to visit his son Thor in Bilskírnir, sometimes in the company of Loki.

This leads to the chapter on Thor, which then immediately follows on to the chapter on Loki.

All of these clues are ultimately dead-ends, which is why Loki eventually suggests to them that they descend to their own plane themselves via The Bifrost Bridge¹³.

¹¹ if they insist, have them tangle with a Dire Wolf or two, and then tell them these seem to be cubs

¹² which can include jewellery, effectively meaning the PCs can take cash if they want instead of items

¹³ which also turns out to be a bad idea





Freyja

Getting There

Freyja's hall, Sessrúmnir, is set within a village surrounded by haunted lands known as the Fólkvangr, about more of which later.

This combination of civil and un-civilisation results in a location which is regularly, though not frequently, visited by traders from other places in Asgard. Since Freyja does not appreciate being swamped by merchants, when the PCs decide they want to go to visit her they will find themselves having to travel with a single giant humanoid called Ulf who goes there every month with a couple of wagons full of wares.

Ulf a scarred old warrior well able to protect himself against the dangers of the countryside and well thought of by Freyja herself. He will be happy to take the PCs along without asking for anything in return if he can see that they are genuine in their desire to meet her.

Fólkvangr

Freyja's hall, Sessrúmnir, and its surrounding village of wooden chalet-style houses, sits at the top of a waterfall known as the Ófærufoss, where the river Nyrðri-Ófæra, having cut through miles of desolate Asgardian plains known as the Fólkvangr, descends across two drops into the chasm known as Eldgjá¹⁴ below.

Between the two falls lies a turbulent lake where brave men test their swimming prowess (DC 20) against a current sure to sweep them 300' onto the river bed at the bottom of the second waterfall. For the less foolhardy a natural stone bridge can be used to cross the lake instead.

An important vision greets the PCs when they first come to visit the lake between the two waterfalls. A huge golden fish, easily six feet long, leaps out of the water and down the second drop, almost seeming to pause in mid-air as the sun shines off its beautiful scaled body. A Knowledge Nature DC 15 check identifies the fish as a particularly large species of Dorado, which is normally found in much warmer waters.

Nothing can be seen of it subsequent to this vision no matter how much the PCs might peer over the edge. The significance of this vision will become apparent when the PCs finally get to meet Freyja. Until they do any mention of it to the other inhabitants will be met with polite interest but not any seriousness.

Freyja's village is a matriarchy, not only because Freyja herself rules it but also because all of the families within it are dominated by the eldest female relative - typically a sorceress or Völva. This motherly presence soon becomes apparent to

the PCs when they arrive as they find themselves treated like children by the various matronly giantesses "in charge".

The men of the village all know their place, somewhere or another doing heavy physical work, whilst the women run the village like clockwork. Meal times, in particular, are rigidly adhered to. An inn at the centre of the village gives the men somewhere to have one or two drinks (no more) as the sun comes down before going back home for an early night ready for an early start tomorrow. The women don't socialise the same way but somehow or another they all seem to know each other's news as if they were telepathic.

The desolate hills known as the Fólkvangr which surround the village are full of the shades of dead warriors, male and female¹⁵, gathered up by Freyja and her Valkyries after their death in battle. Most of the time these shades are undetectable, awaiting their call to battle when that fateful time should come. From time to time, however, some of them are invited over to feast in Sessrúmnir, though it is rare to actually see any of them wandering the village streets. The Völva, however, communicate with these shades quite frequently.

DC	Summary
20	Swimming in the lake between the two falls
15	Knowledge Nature to identify the golden fish as a Dorado, normally found in warmer waters

Sessrúmnir

Freyja's hall, Sessrúmnir, is a massive rectangular wooden structure that dominates the centre of the village. The main building, 600' x 400' x 100' high, is surrounded by a 20' wide platform 15' off the ground that adds another 40' to its length and breadth. Steps lead up to this platform, each step being 3' high.

Even from the outside it is clear that this is a building of exceptional quality. The pillars that hold the roof over the outer decking look to have been each carved from a single oak. The timber walls are so expertly made that they look like they were made from tree trunks grown specifically for that purpose. Indeed, if it wasn't for the fact that the building is clearly made from wood, one would almost expect it to have been carved from stone, such is the craftsmanship that has gone into its construction.

Carvings of warriors of both sexes decorate the walls and hang from the eaves. From the locations of the windows it is clear that Sessrúmnir has several levels on its extreme ends, though perhaps only one at the middle. Huge wooden doors at the centre of each of the two long sides lead in to its central hall.

¹⁴ Ófærufoss, Nyrðri-Ófæra and Eldgjá are all locations in Iceland

¹⁵ of the PCs size, interestingly, since they come from the PCs' world.



Before the PCs can check out the inside the building, however, they are approached by Freyja's two cats.

Freyja's Cats (CR 1)

Freyja's cats pull her chariot, making them large cats relative to Freyja, and gargantuan cats relative to the PCs. Being cats, not a lot escapes their notice, and though Freyja will have asked them not to attack anything intelligent (and these are intelligent cats), they see no problem giving some mouse-sized PCs a little bit of a run for their money.

Freyja's cats will bounce over to the PCs as soon as they approach Sessrúmnir, mixing polite interest with barely concealed menace in order to play out their subtle mind-games with them for their own amusement.

"Why are the PCs here?" they will want to ask, in fluent common. And where do they come from? What do they want? And why shouldn't they be eaten?

And so on.

Eventually the cats will agree to let the PCs pass in exchange for two mice for each cat, which the PCs will have to catch from back in the village. A DC 20 Diplomacy or Wild Empathy check will reduce this to three mice between them (they'll share the third), and you can also allow some particularly clever bit of role play to reduce the requirement by one more. Regardless of how many mice are required, consider this a CR 1 encounter.

DC	Summary
20	Diplomacy check to reduce the number of mice needed from four to three

Catching Mice

The village around Sessrúmnir is not short of mice and a number of tactics to catch them is presented below. In order to make this part of the adventure varied and interesting I suggest you only allow one mouse to be caught using any one particular tactic. I also suggest that you have each tactic require at least two distinct actions to succeed, such as climbing and shooting, or crafting and melee. The following list presents some examples of how this could be done, but I'm sure you and your PCs can think of others:

1. A DC 15 Climb check 30' up into the rafters of a building, followed by a ranged attack (40').
2. A DC 15 Survival check to track one to its nest, followed by melee combat.
3. A DC 15 Perception check to locate a mouse trap (does 2d6 damage) and a DC 15 Disable Device check to set it (failing by 5 or more deals damage to the trap setter instead).
4. A DC 10 Craft Alchemy check to produce some rat-poison. This poison is harmless to non-rodents unless

Mouse

N Small Animal
Init +3; Senses low-light vision, scent
Perception +4

Defense

AC 14, touch 14, flat-footed 11
hp 5 (1d8+1)
Fort +3, Ref +5, Will +1

Offense

Speed 40 ft., climb 20ft., swim 20ft.
Melee bite +1 (1d4)

Statistics

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4
Base Atk 0; CMB -1; CMD 12 (16 vs trip)
Feats Skill Focus (Perception)
Skills Climb +11, Stealth +11, Swim +11

taken in huge quantities. Putting it in the right place requires a DC 10 Survival check.

5. A DC 10 Swim check to find a mouse half submerged in water. Melee can then take place in waist-high water.
6. Magic (only) might be used to persuade one of the village's cats to hunt a mouse for them. This is extremely risky as the cats here are effectively lions to the PCs. Everything's possible though.

Freyja

Once past the cats and through the main doors the PCs will enter Sessrúmnir's central hall which is decked out with enough wooden tables and benches to hold a feast for 200 (giant) men. The walls of the hall are covered in weapons and shields, giving it a distinctly martial look, and since the hall dominates the building itself it seems that the main purpose of Sessrúmnir is to hold vast feasts for small armies.

Although no feast is taking place right now Freyja's handmaidens will be sweeping the place and keeping it tidy. Despite their domestic appearance it is clear that these women are warriors – although what they hold in their hands are brooms rather than swords, it's something about the way they hold them.

Freyja's handmaidens will immediately accost the PCs when they see them and ask them what their business is, probably lifting them up on to the tables first so that they can get a better look at them¹⁶. If the PCs mention their quest for Odin or the vision of the golden fish that they had earlier then the

¹⁶ the PCs should be used to these sort of indignities by now

handmaidens will contact their mistress and Freyja will come across.

Freyja is not a happy bunny right now.

A few days ago a minstrel called Faðr Galdr visited Freyja claiming to be a traveller from the east. On his hand was a beautiful ring of gold, so exquisitely crafted that it looked like a liquid stream of metal wrapped around his finger, moving as it caught the light. Faðr Galdr explained that the ring was dwarven made, and very rare and very precious, and that he would only hand it to over to her in exchange for one night of passion with her in bed. Freyja readily agreed¹⁷ and the next day she had the ring and the minstrel was gone.

At this point, of, course, Freyja will look at the PCs to see whether they want to make any comment on her behaviour. As with all of these encounters, word has reached her of their answers to the second riddle that they were presented with in World's End, and she might just like to challenge them on what they said. Once any awkwardness on that score is over, however, Freyja will go on to explain that the day after Faðr Galdr left, which is also the day before the PCs arrived, the ring slipped off her finger while she was swimming in the lake between the two falls and was then lost. Freyja suspects that she was tricked by Odin in disguise as a test of her greed and or honour, and she is pretty angry about it.

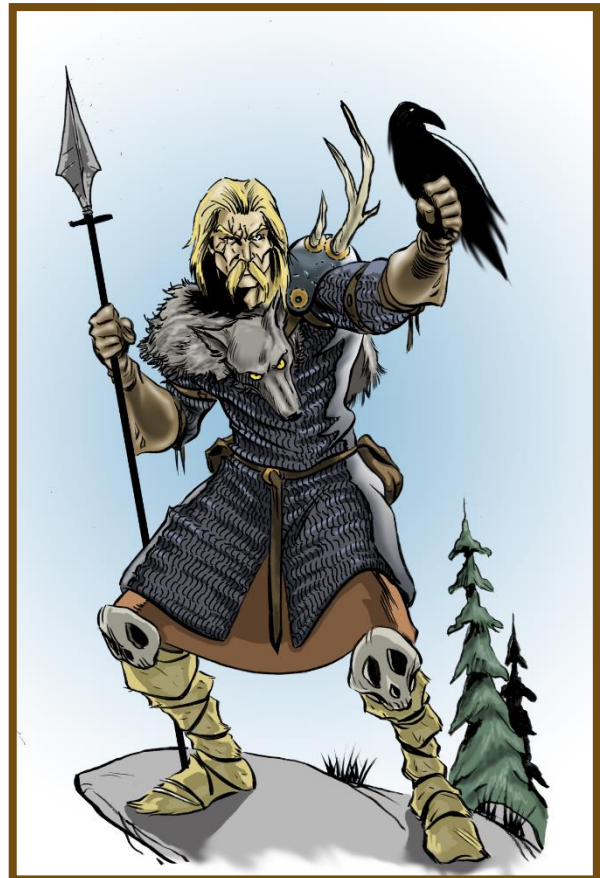
If the PCs explain their vision about the fish she will tell them that she thinks that creature was made to steal her ring by Odin as part of his plan. She will not demean herself by grubbing around the river downstream for the fish herself, doubtlessly to the mirth of all the other gods in Asgard, but if the PCs can find it for her¹⁸ she would be most grateful and might even be able to suggest to them where Odin might have gone, since Faðr Galdr did say something to her about where he was going next while he was sleeping with her.

Dorado (CR 2)

Descending into the Eldgjá chasm and following the river Nyrðri-Ófæra beyond will take the PCs out into the midst of the Fólkvangr, i.e. the fields of the slain.

Following the river of death downstream¹⁹, the PCs will hear the sounds of battle in the distance from time to time, smell the scent of sweat and blood²⁰ carried by a sudden warm gust blowing in from across the plains, or catch sight of a ghostly warrior or two in full armour leaning on a spear or watching them from atop a small hill as if surveying the countryside. Occasionally PCs will also see strange swirls in the river as if something within it was either trailing them or keeping watch on them from its depths.

A decidedly spooky place.



The river itself is 40' wide, 20' deep in the centre, but calm and slow moving now past the two waterfalls (DC 10 Swim check) as if careful not to disturb the surrounding souls of the dead. Anyone who crosses the river by swimming or any other way will see skeletal humanoids swimming beneath them, though these will disappear if they are approached or interacted with²¹.

Fortunately, the Dorado lies beached by the side of the river about 5 miles downstream. The metal of the ring proved toxic to it and the poor fish now lies choked and rotting on the far bank. The PCs will have to cross the river to get over to it after which a DC 10 Survival check will successfully gut the 6' long carcass and retrieve the ring.

Unfortunately, while the PCs are employed with the fish, a Draugr will rise up out of the river and attack them, using its stealth underwater to get close enough to them before striking with surprise²².

These Draugr are rejects from those accepted into the Fólkvangr. From time to time the Valkyries that gather up the dead from the battlefields pick a bad-egg instead of the normal noble slain that they are after, and these rotten souls are eventually expelled by the warrior shades in the plains and forced into the river to rot for eternity.

¹⁷ she's like that, I'm afraid

¹⁸ which their vision suggests might be their destiny to do

¹⁹ or is it a dream

²⁰ and less pleasant things

²¹ but they're **not** illusions!

²² if it gets it



Only one Draugr will attack the PCs now, but more will come if the PCs don't high-tail it back to Sessrúmnir before sundown. The Draugr will not pursue far inland, however, but PCs who leave the side of the river will need to make DC 10 Will saves every hour to avoid becoming frightened and fleeing back to it.

DC	Summary
10	Swim check in the river
10	Survival check to gut the Dorado and retrieve the ring
10	Will save every hour if away from the river, to avoid becoming frightened and running back to the river

Conclusion

Whilst Freyja angry was almost an embarrassment to behold – basically a middle-aged woman having a strop – Freyja becalmed is once more the elegant beauty of legend. She thanks the PCs profusely for their help, all charm and smiles as she gazes with ill-concealed vanity at the ring now once more on her finger. Around her, her handmaidens endure her emotional displays with tolerance; they're used to her swings of mood and are unquestioning of the ways of the gods.

Freyja tells the PCs that Faðr Galdr said he was going to visit her father Njörðr and his new wife Skaði up in the mountains next, which she found somewhat puzzling until she realised that this was probably Odin in disguise. Odin set up the marriage between Njörðr and Skaði some months ago and it hasn't been going well so perhaps he was on his way over to see if there was anything he could do to help.

You can never be sure with Odin.

Freyja presents a final gift to the PCs in thanks for the ring just before they leave: an eagle feather from her cloak.

Draugr	CR 2
CE Medium undead (water) Init 0; Senses darkvision 60 ft., Perception +6	
Defense	
AC 14, touch 10, flat-footed 14 hp 19 (3d8+6) Fort +2, Ref +1, Will +3 DR 5/bludgeoning or slashing; Resist fire 10 Defensive Abilities Undead traits	
Offense	
Speed 30 ft., swim 30 ft. Melee greataxe +5 (1d12+4/x3 plus nausea) or slam +5 (1d10+4 plus nausea) Power Attack greataxe +4 (1d12+7/x3 plus nausea) or slam +4 (1d10+7 plus nausea)	
Offense	
Str 17, Dex 10, Con —, Int 8, Wis 10, Cha 13 Base Atk +2; CMB +5; CMD 15 Feats Power Attack, Toughness Skills Climb +9, Stealth +6, Swim +11 Languages Common (cannot speak)	
Special Abilities	
Nausea (Su) A creature that is damaged by a draugr must make a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.	



Yggdrasil

Getting There

When the PCs first mention that they want to go to Yggdrasil they will be met by not a few raised eyebrows²³. Yggdrasil is a mythical place even by Asgardian standards, and although it is known to be inhabited there are no traders regularly travelling there.

Eventually the PCs will discover that the only way to get to Yggdrasil is to hitch a ride on a giant eagle. This is not exactly a taxi service and it will take days if not weeks of investigations, favours, payments, negotiations and so on just to learn of this fact and of the fact that these eagles can sometimes be coaxed into bringing passengers back with them to their home.

Fortunately for the PCs they will have their small size to thank once again in persuading the eagles to agree to take them, since not only will they be able to ride two or three of them to an eagle but they will also be able to use their small hands to preen away the eagles' feathers and generally delouse them²⁴.

Travelling back, incidentally, will be by means of one of the four giant stags that live at ground level, courtesy of Ratatosrk, the giant squirrel²⁵.

The Tree

The branches of Yggdrasil stretch out over three miles in each direction from a trunk which is itself over one and a half miles diameter²⁶. The top of the tree disappears somewhere up in the clouds whilst the roots of the tree burrow down deep into the earth.

There aren't very many creatures in Asgard or anywhere else who know just how far up or down Yggdrasil goes. Odin is doubtlessly one of them, as is the squirrel Ratatosrk.

Yggdrasil is situated within a massive canyon surrounded by forest on all sides. The walls of the canyon, easily half a mile high, obscure visibility beyond a few miles, though it is clear that this forested terrain must extend well beyond those walls for distance without measure.

(There are, of course, no such trees in existence in real world Iceland, so I have chosen to place Yggdrasil at Ásbyrgi, which lies in a forested rift to the north east of Iceland.)

Yggdrasil functions almost like a land in itself. Within its branches at different levels both above and below ground are ecologies including areas which are desolate, or enchanted, or dangerous, or wild, or populated by intelligent communities of

varying races. The PCs are only going to explore a tiny fraction of the tree but there's enough "land" here to fuel a whole campaign if you should want it.

The branches of Yggdrasil are from 15' to 50' wide, presenting a maze of "passageways" around the tree which are covered by a canopy of foliage 30' high or more. Travel between the various branch "levels" varies in nature, sometimes being done freely, more often than not requiring special skills, magic or negotiations with the local inhabitants.

Illumination also varies in intensity and source – sometimes sunlight inexplicably weaves its way through the foliage, sometimes light is provided by glowing flowers, fruit or even insects.

The flora found hanging on Yggdrasil's branches or growing out of its canopy is as exotic as it is possible to imagine.

Survival checks in here can be made as if travelling through a forest, including the possibility of getting lost if the PCs decide to go seriously wandering²⁷.

The Norns

The giant eagles that bring the PCs to Yggdrasil will deposit them three levels up from ground level at a very Spring-like area frequented by the Norn Urðr. After dropping them off the eagles will fly away again and since there doesn't seem to be a way back up the PCs are going to have to get down to ground level if they are ever going to get home again.

Urðr will present the PCs with a task to solve before letting them down a level into the realm of her sister, Verðandi, who will do the same as will the final sister, Skuld. With the final task done the PCs will be at ground level and so be able to interact with Ratatosrk.

This adventure departs from the depiction of the Norns in The Pathfinder Roleplaying Game as "towering stern women", portraying them instead as young maiden giantesses. The three are currently taking time off from their thread work but should the PCs return at a later date they will find the sisters gone and their passageway down through the branches unimpeded.

Urðr (CR 1)

As the PCs start to explore the branches where the giant eagles deposit them it will almost feel to them like they're entering a scene from a Disney film like Snow White or Bambi. Everywhere there are bright and colourful flowers, chirpy little birds,

²³ and given how high the eyebrows are to start with, we're talking about **very** highly raised eyebrows!

²⁴ which will be seen as payment enough

²⁵ these giant stags don't normally grant lifts to people

²⁶ remember this is made for giants, i.e. 3x bigger for the PCs than for the inhabitants of Asgard, though still enormous even for them

²⁷ should they do so, incidentally, you can use any sort of encounter that takes your fancy in order to steer them back onto the right course. Ancient Green Dragon? Yes, there's probably one living in there somewhere...



friendly woodland animals including at least one skunk with his nose in a flower and one rabbit with a twitchy leg, bees buzzing, dragonflies humming, and so on.

Urðr herself is an 18' tall vision of loveliness with long blond hair hanging down to her waist²⁸ - though she is spoiling the beautiful effect somewhat right now by shouting up at the canopy and banging on its lower branches with her broom. Jolly little fawns, squirrels and the like, are all keeping well out of the way.

When she's not celebrating the joys of Spring, Urðr is the Norn most associated with procreation²⁹. Given that most people encounter her well after they are born, she also tends to be the Norn that most connects with the past, taking particular interest in bloodlines, youth and schooling. She favours children and their potential, but with adults she likes to discover whether the promise of their youth has been realised.

All of this will come out in conversation with her as well as any repercussions of how the PCs answered riddle number three³⁰. Urðr's current problem, however, is an infestation of snakes that has taken place up in the lower branches of her area and the fact that these snakes are eating all of her birds' eggs.

Something clearly has upset Níðhögg down at the bottom of the tree and his stupid little snakes are now running amok.

Urðr will help the PCs get down to the next level of Yggdrasil if they should exercise good faith by rescuing one of her birds' eggs from the snakes. She'll even lift them up into the branches to help them make a start but after that it will be up to them.

The main branches in the upper canopy of this area are 5' wide. Finding a nest with an egg in it will be automatic for anyone who can speak with animals otherwise it will take a DC 15 Perception check. A PC who doesn't spot a particular nest can try their Perception check one more time with a +2 on the roll if the location of a nest can be pointed out to them by someone else. Only PCs who have spotted a particular nest can attempt to rescue an egg from it, as jumping across into the rough right area "blind" is likely to break the egg.

Up to 2 PCs can work together to try to rescue one egg from any given nest. First each must make a DC 20 Acrobatics check to jump over to it (it's 10' away, and there's no running start possible, though note that a DC 20 reflex save allows success if the acrobatics fails by 4 or less), then once across, a DC 15 climb check is needed to stay on the tree to fight. Note how PCs are restricted whilst climbing (flat-footed, no shield, only one hand available for fighting) and that the fall is 30' down. The final obstacle is the tiny viper which is sitting in the nest ready to make a meal of the egg within it.

(The CR of the encounter is raised to account for the difficulty of the environment).

Viper, Tiny	CR ½
N Tiny animal Init +3; Senses low-light vision, scent; Perception +9	
Defense	
AC 16, touch 15, flat-footed 13 hp 3 (1d8-1) Fort +1, Ref +5, Will +1	
Offense	
Speed 20 ft., climb 20 ft., swim 20 ft. Melee bite +5 (1d2-2 plus poison) Space 2-1/2 ft.; Reach 0 ft.	
Offense	
Str 4, Dex 17, Con 8, Int 1, Wis 13, Cha 2 Base Atk +0; CMB +1; CMD 8 (can't be tripped) Feats Weapon Finesse Skills Climb +11, Stealth +15, Swim +11; Racial Modifiers +4 Perception, +4 Stealth	
Poison (ex)	
Type injury (bite); Save Fort DC 9 (con based) Frequency 1/rnd for 6 rnds Effect 1d2 Con Cure 1 save	

DC Summary

15	Perception check to find a nest for anyone unable to speak with animals (anyone who can, succeeds automatically)
20	Acrobatics check to make the 10' long jump without a running start to get near the nest
20	Reflex save if the above check is failed by 4 or less to cling on to the far side and thus get across anyway
15	Climb check necessary to anchor yourself to the tree next to the nest in order to fight the viper. This check only needs to be made once.

Verðandi

Verðandi's part of the tree has more of a Summer feel about it with fruit growing in abundance in the canopy overhead. Apples, pears, grapes, pomegranates, oranges, berries, in fact pretty much everything you can think of is ripe for the picking.

The whole area is bathed in sunlight, almost as if the sun was busily turning corners and dodging leaves and branches in order to get through. The colours of the vegetation are rich and deep, and there is a general feel of abundance and vibrancy

²⁸ but probably still out of reach of the PCs

²⁹ by my interpretation of the myths

³⁰ she's the blond who thinks it's all about children



about the place. All around, animals of all sorts are giving birth, or hatching, and there is a general buzz of exploration and industry.

Anyone who fancies making a DC 15 climb 30' up the tree can pick as much fruit as they like, each providing the benefit of a *Goodberry* spell whilst within Yggdrasil.

Verðandi herself, a 16' tall woman who looks to be in her late 20s, broad of frame topped by a mass of curly red hair resting on her shoulders, sits on a park bench enjoying the spectacle around her, chewing on an apple with one hand whilst playing with a braid of threads of different colours with the other. She watches the PCs pensively as they approach, seeming to be weighing them up in her mind as they get closer, though exactly what her initial attitude will be towards the PCs will depend on what they said in the 3rd riddle about the sister who favours adults.

Verðandi is concerned with the world at present and the people whose choices change the way it turns. For that reason, she will take a great deal of interest not just in the PCs' careers but also in their philosophies, religions and alignments. She will be particularly interested to know why they have chosen to adventure together and how they compromise their personal journeys through life with the need to work as a team.

(Observant PCs will notice that there are as many threads in her hand as there are PCs in the party, but if they point this out she will merely smile at them and call it a co-incidence.)

As far as getting further down the tree is concerned, Verðandi will inform them that as long as they are all, indeed, prepared to make their own choices through life whilst still working together then the way out is down along the one particular branch that she indicates. When the PCs start to travel down this path, however, they will soon find themselves reaching a number of junctions which they will have to choose between in order to succeed with her challenge.

The PCs will encounter one junction for each member of their party. Each junction will have two to three options to it, in some cases leading down, in some up and in some sideways. Each junction will seem different from any junction previously encountered, perhaps in subtle ways such as the location of colourful fruit, the presence of a birds' nest and so on. In order for the PCs to end up in Skuld's area they will have to travel together in a group but with each PC taking a turn at choosing which direction to go on at successive junctions. Failing to have each PC get a turn deciding which way to go will simply return the PCs to a laughing Verðandi back at the beginning again, who will probably scold them for not being altogether truthful with her about showing individuality and still acting together. If they're getting really stuck, she might even offer them further clues.

DC	Summary
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15	Climb check up a tree here (30')
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Skuld (CR 1)

The final Norn-related area of Yggdrasil belongs to Skuld, the Norn associated with the future, destiny and death.

Skuld's part of the tree is autumnal with flowers and fruit giving way to variegated leaves on the canopy above and carpeting the branch-floor below. The evidence of nature in retreat is everywhere, not only from trees losing their leaves but also from animals preparing for hibernation in various ways such as fattening themselves up and building up shelters, migrating away, disappearing deep into their dens underground and so on.

Whilst the colours of Autumn³¹ are a delight, particularly overhead, to the side the paths become rapidly covered by thorny overgrown hedgerows. Passage through these hedgerows is difficult and even dangerous, as the vegetation seems to display an almost deliberate reluctance to let anyone through³².

Fortunately, though, the giantess Skuld is busy here with her pruning shears.

Skuld is a raven-haired 15' tall beauty with sombre, far-away eyes, a pale complexion, slim body and an almost gothic look to her clothing and appearance. She is the youngest of the Norns, as well as the smallest, and by all accounts the most industrious, pruning away with her shears though exercising meticulous judgement in doing so.

Like her two sisters Skuld's initial reaction to the PC will depend on what they said about the dark-haired sister in the 3rd riddle at World's End. Otherwise, she will happily pause in her work to talk to the PCs about their accomplishments, their experience and the conclusions they've made so far about life. Although she realises that they've only just embarked on their own, singular, adventure, she will nonetheless persuade them to speak openly of the wisdom they have gathered, questioning them here and there about their conclusions with genuine interest.

Regarding moving down the tree, Skuld will explain that there comes a time when progress can only be accomplished by trimming away the dead-weight of accumulated experience, including philosophies and relationships. This trimming requires knowledge and judgement. All around them on this level are hedgerows which represent both the good things and the bad which they have encountered in life. If the PCs want to progress, then they will have to cut their way through with thought and care.

Investigating the hedgerows reveals a curious thing: all of the twigs, leaves, branches and thorns seem to represent branches

³¹ Fall

³² treat as a *Wall of Thorns* spell if someone really wants to push their luck



of knowledge. Here a twig seems to describe, somehow by its form, the best way to make an arrow, whilst another twig nearby “talks” about aspects of metallurgy. Small leaves in another part of the forest appear to deal with the creation of alchemical fire, in some cases correctly and in others not. Pretty much every aspect of knowledge is represented – effectively mirroring every knowledge skill that the PCs may have.

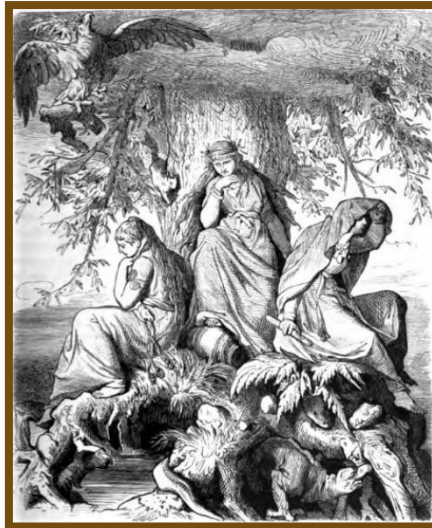
In order for a PC to pass through this wall of knowledge they will have to cut their way through the hedgerow by guiding their hand using knowledge skills. Weapons will still be used to do the actual damage, slashing being needed for full damage, bludgeoning half and piercing none, but a DC 10 Knowledge³³ skill roll will be needed instead of a normal “to hit” in order to attack.

Each PC must choose a weapon and a knowledge skill to use every time they want to make an attack on the hedgerow. Knowledge skills for this can be used untrained, but PCs cannot aid each other since each will be following their own path. Once inside the hedgerow, i.e. once they have made at least one successful “attack”, PCs will have full cover from one another, and though they will be able to speak to and hear each other their ability to heal each other will be curtailed.

Success on a knowledge skill roll allows a PC to do weapon damage in the normal fashion to the hedgerow. 7 points of damage are needed in order to get through, representing about 35’ of hacking through the vegetation. Failure to make the roll, however, results in taking 1 point of Wisdom damage instead for every 5 points of damage done (minimum 1), as the PC’s poor choices cause them to question their own wisdom.

Once through the hedgerow the PCs will emerge onto a 20’ wide wooden stairway which winds down the trunk of Yggdrasil 500’ to the ground.

(I have rated this challenge as being the equivalent of a CR 1 encounter.)



A few weeks back a one-eyed man arrived at the base of the tree in order to offer Ratatoskr a new riddle with which to confound the eagle and the dragon. Happily, neither creature can guess the answer, which has allowed the squirrel ample opportunity to insult the dim wits of both of them.

(Níðhöggr has become so fed up with this that a number of his “worms” are now bothering the tree’s inhabitants, as described above with the encounter with Urðr.)

Ratatoskr will take great pleasure berating the PCs for coming on this fool’s errand after Odin without having any plan for how to get back. In fact, he will

look to every opportunity he can find to throw insults at them, and if they start getting aggressive with him he will laugh even more as he explains that their only chance of getting away from here is to get into his good books.

It so happens that there are a number of giant deer that live at the bottom of Yggdrasil and one of these, Dvalinn, owes Ratatoskr a favour. The squirrel loves to see people humiliated so he will tell the PCs that if they can answer Odin’s riddle he will arrange for Dvalinn to take them home but if they cannot then they can just stay and rot.

(In fact, Ratatoskr will give them as many guesses as they like. He just loves to hear them get it wrong so he can laugh and be rude at them!)

Ratatoskr/Odin’s riddle is this:

What spells the end of the Æsir and Vanir

And the start of Raganarök

Finishes Baldr and Thor

And cuts Yggdrasil in two?

Odin’s one eye cannot see it

It cannot be found in Hel

But Fenrir and Jörmungandr

Know it particularly well.

The answer is the letter “R”.

Although Ratatoskr is a very abusive squirrel he will honour his pledge when they (hopefully) get the right answer. He will also pass on a gift that Odin instructed him should be given to whoever answers the riddle.

Ratatoskr / Odin’s gift to the PCs is a rune stone with the letter “R”.

DC	Summary
10	Knowledge check to attack the hedgerow

Ratatoskr

Ratatoskr is a human-sized squirrel that runs up and down Yggdrasil in order to insult the eagle that sits at its top, the dragon Níðhöggr that lairs at its bottom, and pretty much everything else in between.

³³ you might also wish to allow craft and profession skills



Thor

Getting There

Roads lead from Bilskírnir, Thor's residence in Asgard, to many other locations, so for once the PCs will be able to travel to it on their own without danger despite their relatively shrunken condition. Their journey will still generate considerable interest from other road-users, of course, so that by the time they get to their destination Thor's wife, Sif, will be ready to greet them, having been warned of their arrival by faster travellers.

The PCs will be made welcome when they get to Thor's home, provided with suitable accommodation, food, services and so on, and that evening Sif will invite them to join her for dinner.

Bilskírnir

Bilskírnir, located in the fields known as Þrúðvangr, is the largest building in Asgard. At 150 floors and over 7,000' high, Bilskírnir is to the residents of Asgard what the Burj Khalifa building in Dubai is in our own world³⁴. Relative to the PCs, of course, who are 1/3 the size, it is the man-made equivalent of Yggdrasil and might as well be thought of as infinite.

(Incidentally, at least twice as many floors lie below ground as above - through probably nobody knows for sure.)

The building itself is styled as a series of 1-mile square wooden pagoda-like tiers one atop another disappearing into the clouds. Each tier has an outside balcony area with steps leading up and down to its upper and lower neighbours. Guards patrol the balconies, ever watchful for an oncoming attack from Jötunheimr which lies mainly to the north.

Bilskírnir also lies in an area of outstanding natural beauty with the sea to the north and east, a huge flat estuary to the west, and brown grasslands and distant mountains to the south. Thousands of thralls till the land – ordinary working people (giants here) who form the bulk of the worshippers of Thor outside of Asgard.

(I have chosen to place Bilskírnir at the location of mount Kirkjufell in Iceland, changing that huge solitary peak into Thor's home. Note that all that desolate brown countryside that you can see on photos of the place is covered in farms, farm-buildings, huge fields of wheat, grazing aurochs and so on.)

Sif

Sif is tall and beautiful. Her infamous long golden hair falls down to well below her waist. She wears pale clothes. She has pale skin. She is quietly spoken and perhaps a little frail, but nevertheless a goddess and so commanding of respect from her retainers and, one hopes, from the PCs as well.

Sif welcomes the PCs as honoured guests at her dinner table. She listens to their stories and troubles with a sympathetic ear, though without showing any real capability to being able to help them out. Certainly Thor might know where he is, but Thor has been gone for some days on some errand or another with his brother Loki and she does not know when they'll be back. Sif hasn't seen Odin himself for many months.

(Sif makes no mention at all of the PCs' answers to the 4th riddle regardless of what they might have said about her. Someone probably told her what they said but she didn't bother to



listen.)

The PCs are welcome to stay in Bilskírnir for as long as they like while they wait for Thor to return. While they are here, however, Sif has a favour she would like to ask of them³⁵, which she will gladly repay with a lock of her golden hair which is said by many to have magical properties.

(This adventure, incidentally, takes place after the legendary incident whereby Loki stole Sif's hair and had to have a replacement made by the Dwarves. Sif's hair is essentially now

³⁴ i.e. bloody huge

³⁵ and the PCs will have to accept if this part of the adventure is going to proceed - sometimes narrative has to be allowed to force things along



a very clever wig made out of fine golden thread. Beautiful to look at, but a bit of a pain in the neck to wash³⁶.)

Just beyond the furthest farming settlements at a place called Énésæp to the west, where the land becomes a bit wilder and rugged, a cave has recently been discovered in the peat by one of the thralls that works there. That cave is unusual in that it drops straight down into the soil for a good 30' before opening out into some sort of natural underground cavern. The walls of the cave are covered in lichen including a type called *Parmelia*, easily recognised by its bluey-green colour, which she needs in order to wash and die her metallic hair. Finding and picking the lichen is a delicate task, unsuited to any of her thralls, who would have to squeeze to get down there in the first place, so she would like the PCs to do it instead. Assuming the PCs are happy to assist her, Sif gives them a lock of her hair now in good faith.

As the location of the cave is only an hour or so from Énésæp and therefore safe for the PCs to explore by themselves, as soon as they're ready to go Sif arranges to have someone take them to Énésæp and then point in the right direction.

(Although the PCs will be able to harvest a reasonable quantity of *Parmelia* once they're in the cave, the events which subsequently happen will prevent them from ever delivering it back to Sif. Fortunately, however, Sif discovers what actually happens and doesn't ask for her hair back.)

Skrýmir's Boot (CR 2)

The mouth of the cave in question is a 10' wide hole in the ground dropping straight down. Sif's description of the cave is largely correct save for one important detail: the cave is actually the lost right boot of the giant Skrímir, a terrifying creature almost 150' tall³⁷ that roams the area. Skrímir lost his boot some months back when he was walking during the rainy season when the ground was boggy. Having his head in the clouds, literally, he didn't notice the loss until he got home, but now he's out hunting for it and is due to make an appearance very soon.

In the time that the boot has been stuck here it has:

- filled up with water, which has now mostly evaporated,
- provided refuge for various peat-dwelling creatures, most of which have now gone, and
- joined the local ecology as a good anchor point for lichen to grow, thanks to its fur lining.

To PCs will be unaware of what the cave is as the boot appears to be a hole in the ground, 10' across, 30' deep, with an underground cave extending from one side at the bottom, 10' high and 30' long. Climbing down the hole requires a DC 15 check since the interior of the cave tends to crumble away in the climber's hands. The ground at the bottom of the cave has a 1' layer of stinky water covering a greasy floor courtesy of the

³⁶ and she breaks a comb on it about once a week

Slurk	CR 2
N Medium magical beast Init +6; Senses darkvision 60 ft.; Perception +0	
Defense	
AC 15, touch 12, flat-footed 13 hp 17 (2d10+6) Fort +6, Ref +5, Will +0	
Offense	
Speed 30 ft., climb 30 ft. Melee bite +4 (2d6+3) Ranged slime squirt +4 ranged touch Special Attacks belly grease, slime	
Statistics	
Str 15, Dex 14, Con 17, Int 3, Wis 10, Cha 10 Base Atk +2; CMB +4; CMD 16 (20 vs. bull rush, grapple, overrun, and trip) Feats Improved Bull Rush, Improved Initiative, Improved Overrun Skills Acrobatics +16, Climb +14, Escape Artist +6 Languages Boggard (can't speak) SQ hunker	
Special Abilities	
Belly Grease (Ex) The slurk exudes a slippery grease from its belly that grants it a +4 bonus on Escape Artist skill checks and to its CMD versus grapples. Once per minute, a slurk may wallow on a solid surface as a full-round action to coat the floor in a 5-foot radius with this grease. The smear created turns that area of floor into difficult terrain for 10 minutes, after which the grease dries to a nasty crust.	
Hunker (Ex) The slurk gains a +4 bonus to its CMD to avoid bull rush or overrun attempts.	
Slime (Ex) A slurk's back is crusted with thick, dry slime and dozens of nodules. As a standard action at will, a slurk can squirt a jet of this slime from one of these nodules as a ranged touch attack against any target within 30 feet. The slime quickly hardens to the texture of cold tar, entangling the foe. Anyone the slurk successfully bull rushes or overruns is automatically squirted with back slime. The hardened slime can be removed as a full-round action with a DC 15 Strength check. The slurk's back slime grants a creature riding it a +8 bonus on Ride checks made to stay in the saddle, but a –8 penalty on Ride checks to dismount.	

Slurk that lives there. This covering makes the ground difficult terrain, which the Slurk avoids by climbing onto the walls instead.

³⁷ a bit bigger than the Statue of Liberty

Lighting conditions inside the cave are one level lower than the outside once beyond being underneath the hole that leads up to the surface.

The Slurk lurks at the end of the boot and uses its jet of slime to attack anything that comes in its sight, closing in to melee only when it no longer detects any movement³⁸. The creature is an undomesticated example of its type, a wild animal native to the area, and it acts without strategy or finesse.

Not long after the PCs kill the Slurk, however, the PCs will sense what they can only imagine to be an earthquake and a few seconds later a huge foot will come down into the cave, blocking out the light as its five smelly toes push the PCs to the back of the cave and threaten to crush them³⁹.

DC	Summary
15	Climb check 30' down into the cave

Skrýmir

Fortunately for the PCs Skrýmir's toes are particularly sensitive and he will be cautious about pushing his foot somewhere that might hold some sort of stinging insect, therefore as soon as his toes come into contact with the PCs he will hastily withdraw them, peer carefully into his boot and then shake the PCs out onto the floor. PCs can make a DC 10 Reflex save to avoid taking the 1d6 points of falling damage which this entails by clinging onto the furry boot sides, though Skrýmir will then pluck them off his boot and deposit them on the floor next to their colleagues.

Then, once Skrýmir has got over the shock of seeing them, Skrýmir will ask them what the hell do they think they're playing at hiding away in his boot?

Now as it happens, Skrýmir is on his way to Jötunheimr to wish Prymr best wishes on his marriage to Freyja, an event which is happening today. Skrýmir was a bit stuck thinking what sort of gift he should bring to the wedding but now it seems the PCs have provided him with the perfect answer. Once Skrýmir bores of their conversation he will pick them up, put them in his satchel and trundle off north to the wedding reception in "giant-land" through many leagues of freezing land and ocean.

DC	Summary
10	Reflex save to avoid taking 1d6 damage when shaken out of Skrýmir's boot

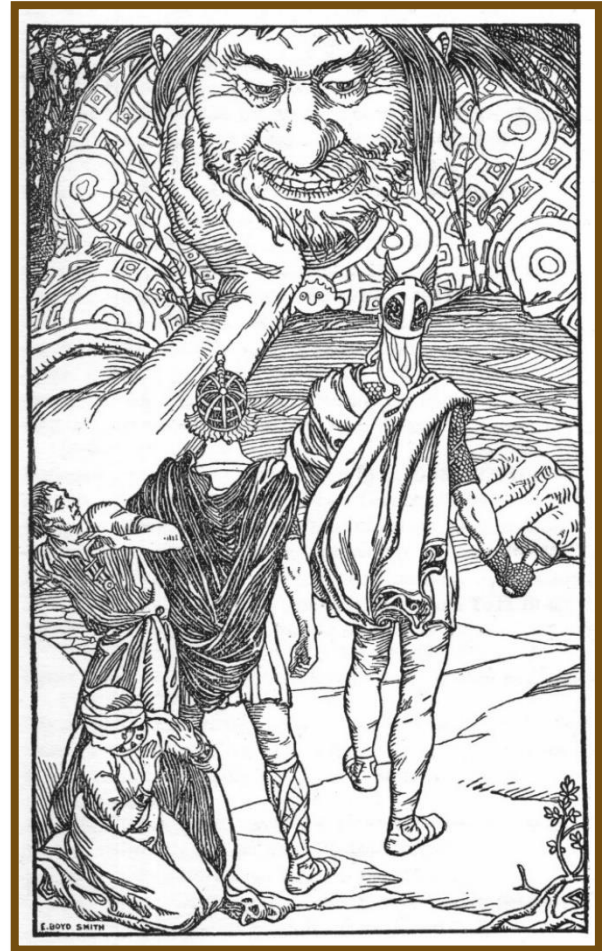
Prymr

Prymr may well think he is about to marry Freyja however as the well-known poem *Þrymskviða* from the Poetic Edda describes the person that is currently in his hall dressed up as

Freyja at the wedding feast is Thor, with Loki dressed up as his bridesmaid.

To briefly paraphrase the tale, Prymr has stolen Thor's hammer Mjölnir⁴⁰ and demanded Freyja be given to him in exchange for its return. Thor and Loki have gone along dressed in drag in order to fool Prymr and get the hammer back without giving up the goddess.

Quite how Prymr and his friends and family have failed to figure out that this huge red-haired, red-bearded muscular brute of a man in a wedding outfit is not actually Freyja is an interesting



question, however when Skrýmir delivers the PCs to one of Prymr's servants as a gift, and that servant then drops the PCs onto the dining table where the wedding feast is in full swing, this is the situation that the PCs will find themselves in, and unlike the surrounding giants the PCs have no trouble at all seeing exactly what is going on.

Vikings are rowdy in the best of times. Vikings the size of Cloud Giants getting drunk at a wedding feast make a noise that is beyond all reason. The PCs will be aware of all this ruckus as Skrýmir approaches Prymr's hall as the sounds of laughing, shouting, slamming of tankards on table, broken plates and so

³⁸ i.e. when it's figured out that anything hostile has been neutralised by its slime

³⁹ the scale of the foot in the cover picture isn't quite right – please allow for artistic licence

⁴⁰ careless, huh!



on grows ever closer. When the PCs get decanted onto the main dining table in front of Þrymr, his war chiefs, their shield-maidens⁴¹ and two very odd looking “women”, the scene around them will be absolutely terrifying.

The dining table is a huge wooden structure 120' long by 10' wide and 6' off the ground. It is covered with spat-out food, spilt mead, platters with half-eaten carcasses, knives, tankards and goblets all of huge size. As if this didn't make the “terrain” difficult enough, the giants regularly bang on the table in merriment causing the whole thing to jump up and down like a trampoline. Around the table are 18 of them, including Þrymr, Loki and Thor, who will all shout and laugh as soon as the PCs are dumped into the middle, some of them calling out for them to dance or do something similar by way of entertainment.

Then someone will call out “isn't it the witty midgets?”, referring to the 4th riddle, and for a while things will get *really* embarrassing!

Sigurd and Fáfnir (CR 2)

Beyond and below the table dogs will be heard chasing after bones which the giants will toss to them from time to time. The dogs won't bother the PCs, which is just as well, however one of the giantesses has a cat on her lap which cannot quite resist the temptation to take a closer “look” at them. As the cat approaches the PCs Þrymr will suddenly call out that here might be an omen on his wedding night that clearly should be noted, for surely the scene in front of them is a reproduction of the tale of Sigurd and the dragon Fáfnir presented in miniature.

Although the giantess owning the cat will seem uncomfortable about this Þrymr will insist that the scene playing out in front of them should not be interfered with, and soon the giants around the table will be placing bets with each other and shouting encouragement either to the PCs or to “Fáfnir”, the cat.

The fight on the dinner table⁴² therefore will be allowed to run to its conclusion.

Þrymskviða

The events of the poem Þrymskviða should now continue pretty much as written, though you might wish to change them if you wish. In essence, Thor will behave in a very un-Freyja like way. He will start by eating an entire ox, eight salmon and not-a-few vol-au-vents, which Loki, as his handmaiden, will explain is due to “Freyja” not having eaten for 8 days. Then when Þrymr looks under Thor's veil and finds rather fierce looking eyes looking back at him, Loki will explain that this is due to “Freyja” not having slept for 8 days⁴³.

⁴¹ with very fetching blonde hair-styles à la Lagertha Lothbrok in the “Vikings” TV show

⁴² difficult terrain, don't forget

⁴³ the beard is presumably there because “Freyja” hasn't shaved for 8 days

Cat (leopard) CR 2	
N Medium animal Init +4; Senses low-light vision, scent; Perception +5	
Defense	
AC 15, touch 14, flat-footed 11 hp 19 (3d8+6) Fort +5, Ref +7, Will +2	
Offense	
Speed	30 ft., climb 20 ft.
Melee	bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3)
Special Attacks pounce, rake (2 claws +6, 1d3+3)	
Statistics	
Str 16, Dex 19, Con 15, Int 2, Wis 13, Cha 6 Base Atk +2; CMB +5 (+9 grapple); CMD 19 (23 vs. trip) Feats Skill Focus (Stealth), Weapon Finesse Skills Acrobatics +8, Climb +11, Stealth +11 (+15 in undergrowth)	

Somehow or another Þrymr will be convinced by all of this⁴⁴ and agree to give “Freyja” Mjöltnir as a wedding present. Thor will then grab his hammer and start using it to kill everyone in sight.

The PCs will be rescued from this mayhem by Loki stuffing them into his “brassiere” and other discrete places about his person and then rushing out of the hall. Once outside, Loki will load the PCs up onto Thor's horse, jump onto his own horse and ride them all back to Asgard.

The PCs will now be “companions” of The Sly One, as he is known, and the events that happen next are detailed in the section on Loki.

The PCs' gift in this part of the adventure was the lock of Sif's hair which they were given right at the beginning.

⁴⁴ they say love is blind, but honestly! You might also wish to have Þrymr ask the PCs their opinion of Loki's answers, though no matter what they say this adventure assumes that the events of the myth are unchanged



Loki

As Loki and the PCs ride away from Prymr's hall and all the mayhem therein, a cold mist will rise up around them as they begin to cross the long boundary between Asgard and Jötunheimr.

The ground underfoot is snowy, sometimes icy, sometimes a slushy mixture of ice and water, as if occasionally passing near the edges of a frozen lake. It's eerily chilly and quiet. The PCs' horse will continue walking regardless of the difficulty of the terrain or the PCs' clumsy attempts to control it. Anyone who decides to jump off at this point will never be seen or heard from again.

Loki will only occasionally be visible through the mist, riding his horse, staring straight ahead as if lost in thought. He won't take any notice of the PCs while they travel, though the PCs will see that as the journey progresses his woman's clothes start to disappear to be replaced by a simple tunic, breeches and leather boots. Eventually both horses will emerge into a strange uneven moss-covered landscape, the ground underfoot looking like the bodies of thousands of sleeping people covered in a green mossy blanket. As the temperature rises to a comfortable mid-morning summer level, the sky clears and the sun comes out, the misty area just travelled through will be nowhere to be seen.

The PCs have arrived in Asgard at a place called Eldhraun⁴⁵, an old lava field covered in moss. Mountains are up ahead, and towards these Loki is headed. When Loki finally comes out of his reflections to address the PCs it will be clear to them that right now his attitude towards them is perfectly friendly, regardless of what they said in answer to the 5th riddle⁴⁶.

Loki will enquire after their health, offer to help with any problems, heal them, laugh about the events at Prymr's hall and ask them all about their problems here in Asgard. He will even, as a gesture of courtesy, shrink down to their size in order that they may speak to each other eye-to-eye.

Right now, Loki has no idea where Odin might be, or whether there may be any other way out of the PCs predicament. Since fortune has thrust them together, however, Loki will suggest that they help each other out: the PCs doing a couple of favours for him in exchange for Loki either finding out where Odin has gone or by seeing if there might be some other way for them to get home.

Once more, the PCs can do nothing but agree.

Baldr (CR 3)

Baldr's residence, Breidablik, an extensive and luxurious roman style villa, can be found inside the remains of a caldera – all that

is left of a volcano that blew its top here many years ago and which formed the surrounding moss-covered lava field.

Baldr is the second son of Odin and Frigg, so beloved of all of the gods that Frigg made everything in creation⁴⁷ swear that it would not harm him in order to keep him safe. As the various myths explain Frigg forgot to ask the mistletoe plant to make its promise. This is something that Loki is destined to discover but at the moment Loki is still investigating whether Frigg might have left anything out⁴⁸.

As the PCs and Loki approach, Baldr will be seen happily wrestling and fighting all sorts of animals, gods and giants, and beating them without trying because, as Loki will be at pains to point out, "it's a hardly a fair fight, is it?"

Loki has a huge problem with Baldr. He cannot see anything particularly noble or wonderful about the god, cannot recall any great deed performed by him or even something that might be worthy of a mention in some ballad or another. As far as Loki can tell Baldr has been granted invulnerability purely because he's "pretty" - and where's the justice in that? To make matters worse, Baldr is clearly lording his special power over everyone else as if it was some sort of reflection of his personal purity, rather than merely his privilege, and the whole spectacle of Baldr standing there laughing while people throw things at him is making Loki physically sick.

This is why Loki is determined to discover Baldr's Achilles' heel.

Right now, however, mistletoe's about as likely to cross his mind as orchids, lilies or daisies⁴⁹, as not unsurprisingly his line of enquiry run towards things like hard metals, crystals and stones. After a bit of investigation Loki has discovered that there is a cave nearby full of crystals of so many different varieties that he's gambling Frigg may well have forgotten to ask all of them to make their promise. Unwilling to draw attention to himself in his endeavours, Loki will ask the PCs to go down into that cave and retrieve as many different sorts of crystal as they can, bring them back up to the surface to throw at Baldr to see if any of them gets his notice.

Unfortunately, the cave is home to a strange otherworldly creature called a Crysmal, which the PCs will have to defeat before they can fulfil this particular request.

Getting to the cave requires scrambling down an old lava tube, 5' in diameter, which twists, turns and drops at a 45-degree angle. Three DC 10 climb checks will be needed to get down or up, though failure will only result in a 10' fall as the tunnel soon straightens out again.

The natural cavern at the bottom counts as difficult terrain, the floor being uneven but not sufficiently so to require climb

⁴⁵ another real place in Iceland

⁴⁶ that's not to say he won't refer to their answers from time to time with a sly grin, though it will be pretty impossible to tell what's going on in his head

⁴⁷ in theory, anyway

⁴⁸ and whether to consider something as soft as mistletoe, though presumably Frigg didn't forget jelly

⁴⁹ though he'll start to give it some thought by the end of this part of the adventure



Crysmal	CR 3
N Small outsider (earth, elemental) Init +2; Senses darkvision 60 ft., crystal sense Perception +11	
Defense	
AC 17, touch 13, flat-footed 15 hp 26 (4d10+4) Fort +7, Ref +8, Will +2 DR 5/bludgeoning; Immune cold, fire; Defensive Abilities elemental traits; Resist electricity 10	
Offense	
Speed 30 ft., burrow 20 ft. Melee sting +7 (2d6+3) Special Attacks shard spike +7 (3d6, range increment 60 ft.)	
Spell-Like Abilities	
CL 4; touch +6, conc +6 At will: <i>detect magic</i> , <i>ghost sound</i> (DC 12), <i>mage hand</i> , <i>silent image</i> (DC 13) 3/day: dimension door, sanctuary (DC 13), <i>touch of idiocy</i> (DC 18)	
Statistics	
Str 15, Dex 14, Con 13, Int 6, Wis 13, Cha 14 Base Atk +4; CMB +5; CMD 17 (29 vs. trip) Feats Great Fortitude, Lightning Reflexes, Skill Focus (Perception) Skills Acrobatics +9, Climb +9, Stealth +13 (+15 in rocky areas) Languages Terran	
Special Abilities	
Crystal Sense (Sp) Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.	
Shard Spike (Ex) Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.	

checks. The walls of the cavern are rounded, betraying the fact that this was once a huge lava tube 100' across which is now blocked at both ends (i.e. the distance from end to end is 200'). The walls are not smooth, however, as one might expect, being covered instead in a multitude of different coloured crystals

which reflect the light of the PCs torches in a wonderful rainbow of colour.

The Crysmal that lairs within this cavern will attack with stealth, using hit-and-run tactics three times with its *Dimension Door* ability before closing in for the kill.

Round by round, the Crysmal's tactics are these:

- 1) Create a diversion with *Silent Image* of a glowing vein of gold, then close in with stealth to 60' and use its Shard Spike on a PC it can target without cover that is close to other PCs
- 2) *Dimension Door* away
- 3) Cast *Sanctuary*
- 4) Use stealth to close in with the PCs and either attack with its tail or use *Touch of Idiocy* on likely spell-casters
- 5) Repeat steps (2) to (4) two more times
- 6) Finally, just start attacking normally

Assuming the PCs prevail, they will emerge from the cavern with several armfuls of crystals, including bits of the Crysmal. Loki will invite them to throw their crystals at Baldr but none of them will hurt him.

In the end, Baldr will just laugh at the PCs. Then he will also laugh at Loki.

Loki wont laugh.

If the PCs wish to talk to Baldr he will be perfectly happy to have a conversation with them. Exactly how you wish to portray Baldr is up to you. Baldr is often "described" in the myths as being the god of love, peace, forgiveness, justice, light and purity, but there's nothing actually written in them to support that he was anything of the sort. Perhaps Baldr is just as Loki suggested – a pretty boy spoilt by his parents.

In any case, once Loki sees that the PCs efforts are in vain, he will lead them away to the second task that he has for them regarding a rather annoying builder and his over-capable horse.

DC Summary

10	Climb check (x3) needed to descend or ascend from the crystal cavern
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Svaðilfari (CR 2)

A few weeks ago Loki persuaded the gods to grant a builder the contract to build a wall around Asgard. The builder had made some pretty outlandish claims about his ability to complete the job and Loki felt, from past experiences with builders, that he would never accomplish it.

Unfortunately, the builder wanted Freyja as payment⁵⁰, which the gods were loath to accede to, however Loki persuaded

⁵⁰ and, after a sharp intake of breath and much mutterings about the low quality of the local stone, the unevenness of the ground, and so on, asked for the sun and the moon too



them to agree based on the fact that the builder could never possibly finish the job on time and so claim his payment.

The builder's only other request was that he be allowed to use his horse to help him. The gods agreed and the job began, and now Loki is beginning to have second thoughts about the whole affair.

It's the horse, Svaðilfari, which is troubling him, as it's quite an incredible beast, easily outworking any horse anyone's ever seen before, and even outworking the builder. Loki isn't sure, now, whether the builder and his horse might not be able to succeed in their endeavour, and since Loki was instrumental in persuading the gods to accept the contract he feels certain that when the manure hits the hammer, so to speak, it will be his head that the hammer will be descending on!

Loki has therefore decided that he would like the PCs to try to discover a bit more about Svaðilfari just in case the situation turns nasty⁵¹.

Svaðilfari is currently quarrying stones in a mountainous region to the west of Asgard called Mjóifjörður⁵². The builder has a huge boat down on the fjord which his horse is filling up with stones from the higher, stronger, parts of the mountain at an extraordinary rate. When the boat fills up, the builder paddles the boat away only to return a few hours later to get some more. Svaðilfari doesn't travel with him at this time, just carries on piling the rocks down on the coast while the builder is away.

Loki will explain all of this to the PCs as they travel from Breidablik to Mjóifjörður, covering the distance in a single day and night⁵³. As they travel, Loki will ask the PCs for suggestions about how they might find out more about Svaðilfari, as clearly the horse is the key to the problem. If the PCs suggest some sort of amorous approach, which is in fact what happens in the myth, Loki for now will just nod sagely and accept it as a suggestion. By the time they all reach Mjóifjörður, however, Loki will have decided, perhaps with the PCs agreement, that he needs to have the PCs act as spies. As the PCs are wondering how on earth they're supposed to spy on a horse Loki will wave his hands over them and turn them all into ponies.

(If you really want to, you can give the PCs a Fortitude save DC 30 to resist this, but since this is a god who specialises in transmutation you can also assume that he has abilities that 1st level PCs are not going to be able to do anything about.)

A pony in Asgard is a huge creature so the PCs will be transformed as follows:

- Size Huge (size modifier to bab and ac = -2)
- Space 15', Reach 10'
- Strength +6
- Dexterity -4
- Natural Armor +2

- Two Hoof attacks doing 1d8 points of damage each, though since PCs are considered to be "trained for combat" these are not secondary attacks
- Land speed of 120'⁵⁴

Additionally, PCs will gain the ability to converse with horses as well as maintaining their own speech, which will allow them to continue to be able to cast spells which require verbal components only.

This transformation will in all other ways behave like a polymorph effect, i.e. the PCs' kit will merge with their new bodies, which will most likely mean the PCs can forget the use of their gear.

After getting used to their new forms Loki will point the PCs in the direction of Svaðilfari and it will then be up to them to go up to the horse and parley. Svaðilfari, for his part, will be quite pleased to meet a bunch of pretty ponies up in the mountains ready to keep him company, and he will agree to tell them a bit about his master in exchange for some help near where he's quarrying stones.

As Svaðilfari will explain, some of this part of Asgard is still a bit volcanic, causing hot steam to rise from time to time through sulphurous vents. More of a problem, however, are the fiery worms that occasionally pop out and burn his hooves. If the PC/ponies would like to kill one of these as a gesture of goodwill, then Svaðilfari will tell them something about the builder that he works with.

The worms that Svaðilfari is talking about are Thoqqas, nasty little (for here) creatures from the elemental plane of fire which occasionally travel off to other planes in search of ores and minerals to consume. Every time that Svaðilfari makes a trip up into the mountains of Mjóifjörður he finds himself needing to deal with one of these troublesome outsiders. If the PC/ponies come with him and kill one of them off, then Svaðilfari will repay them with some useful information.

Assuming the PCs agree it will not take long before they find themselves attacked by a Thoqqua, in difficult terrain, burrowing up from under them with stealth. The PCs will have to attack the creature with natural weapons (i.e. their hooves), which will mean they will take 1d6 points of fire damage every time they strike it, and when it strikes them they will run the risk of catching fire.

Still, at least all of their items will be protected.

Assuming the PCs prevail, Svaðilfari will inform them that the builder is actually a Jötnar in disguise. Loki more or less had guessed this already so that particular piece of information will not be of much use to him. Of much more interest, however, will be Svaðilfari's obviously flirtatious nature, communicated either overtly with any female PC in the party or in conversation

⁵¹ which, of course, it does, as chronicled in the myths

⁵² another real place in Ireland

⁵³ in some remarkable, deity-powered, way

⁵⁴ the fact that size increase doesn't grant speed increase is a bit of an anomaly with the rule system; huge ponies in Asgard move 3x as fast as medium sized ponies on the prime material plane



with all of the males, which will tell Loki that Svaðilfari has not been gelded.

DC	Summary
30	Optional Fort save against Loki's transmutation spell / ability

Return

If this is the last quest that the PCs must complete, then Loki will speak to them straight away about Bifrost and offer to take them there, as described in the chapter on Bifrost. Otherwise Loki will drop the PCs off back at one of their home villages in Asgard and approach them later on once all of their quests are completed.

As a parting gift, Loki will give the PCs a sprig of mistletoe, which he suggests to them might come in useful one day.

Thoqqua

CR 2

NE Medium Outsider (earth, elemental, extraplanar, fire)
Init +1; **Senses** Darkvision 60 ft., Tremorsense 60 ft.
Perception +10
Aura Molten Body (DC 13)

Defense

AC 15, touch 11, flat-footed 14
hp 22 (3d10+6)
Fort +5, **Ref** +4, **Will** +2
Immune fire; **Defensive Abilities** elemental traits
Weakness Vulnerability to Cold

Offense

Speed 30 ft., burrow 20 ft.
Melee Slam +4 (1d6+1 plus burn)
Special Attacks Burn (1d6) (DC 13)

Statistics

Str 13, **Dex** 13, **Con** 15, **Int** 6, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +4; **CMD** 15 (can't be Tripped)
Feats Nimble Moves, Skill Focus (Perception)
Skills Acrobatics +7, Stealth +7, Survival +7
Languages Ignan (can't speak)

Special Abilities

Molten Body (DC 13) (Su) A thoqqua's body is hot enough to melt stone. Anyone striking a thoqqua with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a thoqqua or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a thoqqua with a manufactured weapon can attempt a DC 13 Reflex save to pull the weapon away from the creature's molten body quickly enough to avoid having the weapon take 1d6 points of fire damage—damage caused to a weapon in this manner is not halved as is normal for damage caused to items, and ignores the first 5 points of hardness possessed by the item. As a result, most metal weapons can generally safely strike a thoqqua without taking much damage, but wooden weapons have a significant chance of burning away if used against one of these creatures. The save DC is Constitution-based.



Njörðr and Skaði

Getting There

Njörðr and Skaði live by lake Öskjuvatn in an isolated location in the centre of Asgard/Iceland and in the middle of extremely hostile landscape. Since Njörðr and Skaði are pretty self-sufficient and there are no traders and very few visitors who ever go over to see them getting there presents a bit of a challenge but if the PCs are patient they will eventually discover that four servants, effectively huge frost giants relative in size to the PCs, are due to return there after spending some time away visiting family and bringing back supplies and, together with their two equally huge polar bears, they will be happy to have the PCs tag along with them.

The bears will even talk to the PCs, in their own language, and tell them a little bit about the background to the situation.

Despite the rather alarming nature of their travelling companions, the PCs have nothing to fear from them.

Öskjuvatn

Njörðr and Skaði have not been getting on very well lately since they got married. She likes living in the mountains, he likes living by the sea. She likes skiing, he likes fishing. He likes nothing better than a wealthy feast after a bountiful harvest, she is so cold and emotionless that it takes considerable effort just to get her to share a bacon sandwich.

Odin, who has a bit of a soft spot for Skaði, and who feels a bit responsible for their ill-fated match, has built a house for them next to lake Öskjuvatn which occupies the crater of a now dormant volcano called Askja⁵⁵, hoping that the combination of icy mountains and fresh-water lake might provide the two of them with the environments both like. Unfortunately, neither Njörðr nor Skaði like the house very much, both being more of an outdoor type, and the closeness of their home to their favoured terrain has merely made them more likely to spend time apart.

The PCs will arrive at Öskjuvatn following a lead, perhaps from Freyja, that Odin might be found here trying to help patch things up between the newlyweds.

Njörðr's and Skaði's domain is an impressive white stone edifice, with many rooms and halls, perched half-way up the volcano. The two gods have many (giant) servants keeping the place clean and the PCs will be made welcome as soon as they arrive. As the servants will inform them, however, both Njörðr and Skaði are out and about and no one is sure when they'll be back, however Njörðr said he was going down to the lake to fish so that will probably be the PCs' best first call.

Since Skaði moved into the area the place has been in a perpetual state of winter, with Askja's sides constantly covered in snow and the lake constantly frozen over. The PCs, therefore,

will need to equip themselves for a wintery journey when they go exploring, and be prepared to use skis to get down to the lake.

(Although the PCs will not know it at this stage, they are destined to spend a night outdoors in freezing conditions as well. Sensible PCs will make sure that they have cold-weather clothing. How much of a clue you wish to give them of the possibility of further cold danger is up to you.)

Njörðr (CR 2)

(I have rated the following sequence of skill challenges as being the equivalent of a CR 2 encounter.)

Skiing

To start with the PCs will have to use skis to get down to the lake as travelling by foot on soft snow is far too dangerous given the hidden crevasses and risks of avalanches. Skis are available at the house in all sizes, and skiing is accomplished using the Acrobatics skill, since it is essentially a balancing activity (the PCs may well wish to divest themselves of their armour before making the journey downslope).

Getting down from the house to the lake will require making 3 descents, each hundreds of feet long though each only requiring one Acrobatics roll. Once at the bottom, PCs will have to make another Acrobatics check to stop. PCs may also wish to make Acrobatics checks to stop themselves after each descent should they wish to help a colleague who has come to grief as a result of a bad roll. If PCs don't stop themselves in this way, they will automatically continue from one descent to the next unless they fall. PCs on different descents cannot see, hear or in any way aid each other.

The DC of the Acrobatics skill to either descend or stop is 10.

Failure by 1-4 on a roll to **descend** means the PC has inadvertently stopped at the end of the descent. There is no negative repercussion to this and it might even be useful if the PC intended to stop! Failure by 5 or more means the PC also takes 1d6 points of damage as he is wiped out in the snow. In either failure case, progress will be made on that particular descent as if for a success.

Failure by 1-4 on a roll to **stop** means the PC simply didn't. Failure by 5 or more means the PC has lost control and must now take a cumulative -2 check on all future checks until they stop.

A PC who ends up on the frozen lake because he fails to stop at the bottom will automatically crash onto the ice, taking 1d10 points of damage plus needing to make a DC 15 Reflex save to avoid suffering two points of damage to Dexterity as a result of their skis and poles twisting all around themselves in a tangle.

⁵⁵ both locations in Iceland



DC	Summary
10	Acrobatics check to descend or stop on skis
15	Reflex save to avoid taking Dexterity damage if a PC doesn't stop before hitting the icy lake

Fishing

Njörðr is fishing for a huge fish in a hole in the ice in the middle of the lake. He looks pretty miserable as the PCs approach him, but he is civil enough to speak to. If the PCs are prepared to indulge him he will complain liberally about how awful he feels his existence is here and how he wishes he had uglier feet. If the PCs ask him about Odin he will concede that Odin was, indeed, speaking to his wife when last he saw them this morning, though they both left soon after. Skaði probably knows where Odin has gone but she's up in the mountain right now waiting to speak to her father, Þjazi. If the PCs would care to help him catch his fish, Njörðr will show them how they can get up to see his wife.

Assuming the PCs agree, Njörðr will start swirling his fishing line around in the hole, explaining that he thinks he already has his catch but simply needs to haul it up. Given the huge size of the hole, and the thickness of the fishing line, PCs should realise that what Njörðr is talking about is a pretty big fish.

Njörðr will expect everyone in the party to help. Any PC who doesn't will catch Njörðr's eye and, ultimately, curse, if they don't change their mind and help.

(A cursed PC will automatically fail their next 3 swim checks, though they will not be aware of the curse until they come to make the checks.)

The huge fish that eventually comes out of the ice is not dangerous in the normal sense, however the sheer size of the thing and the fact that it's desperately flapping its fins around means that all helping PCs will need to make a DC 10 Reflex save to avoid taking 1d6 points of damage.

Once the fish is out, Njörðr will drag it over to the side of the lake where he will cook it over a huge bonfire and share it with the PCs for lunch. During this time, he will speak to them about their answers to riddle number 6. He's a friendly sort of person, so even if their answers were a bit "off" he will give them the benefit of the doubt and talk patiently about what they meant, particularly with anything they might have said about him. Once they have eaten, Njörðr will instruct them to walk around the lake until they find a huge sleigh pulled by reindeers and manned by a couple of his servants. If they tell the servants that Njörðr sent them the servants will take the PCs up in the sleigh to see Skaði.

DC	Summary
10	Reflex save to avoid taking damage from a huge flapping fish

Skaði (2 x CR 1)

(On this occasion, I have rated the skill challenge associated with this part of the adventure as being the equivalent of a CR 1 encounter; the second CR 1 encounter being a creature to be fought).

Skaði's sleigh has the capacity to carry four huge humanoids, as well as space for the two huge drivers, so the PCs will have no trouble fitting in. The interior of the sleigh is sparse but



comfortable; it offers no protection against the cold but it is clear from the thin clothing worn by the drivers that these particular giants are not bothered by the cold weather. Once the PCs are in the sleigh, four huge reindeer will pull them up to the highest point of the caldera surrounding the lake, arriving where Skaði stands alone on a cold stone bench patiently waiting for the stars to come out.

There is no sign of Odin here.

Skaði is a beautiful, tall, ash-blond woman, who carries a bow and a set of skis on her back, even though her sleigh might seem to obviate the need for the latter. She is a cold and distant person, little concerned with the plights of mortals though not actually actively hostile towards them. Her body, cold to the touch, mirrors her personality, neither draining heat from the living nor willing to impart on them any warmth to help them stay alive.

At night, Skaði frequently likes to talk to her father, who exists now only as a pair of stars up in the sky, these being his eyes, which is all that is left of him. When the PCs arrive in search of Odin Skaði will tell them that she will be happy to explain where Odin has gone after she's had time to commune with her father, and since this only happens at night this will mean that the PCs will have to survive the cold conditions which night-time brings before she points them in the right direction in the morning.

At night, the temperature at this location drops to "cold" for 2 hours, "severe cold" for 4 hours, then "cold" again for 2 hours more. It is to be hoped that the PCs have prepared themselves

with cold-weather outfits, and PCs who think to huddle themselves up next to the reindeer will gain a further +5 bonus on their fortitude saves against the cold, stacking with that provided by the cold weather outfits, and providing the same reduction in saving throw requirement as if wearing a cold weather outfit. Huddling up to Skaði or her servants will not do the PCs any good and she will refuse to provide them with any other sort of protection.

While the PCs shiver away, Skaði will talk away to her father up in the sky, bemoaning the fact that she was tricked into marrying Njörðr by the beauty of his feet, complaining of his lacking as a husband and, more than anything else, blaming Loki for her predicament and the death of her father which she swears she will one day avenge. Depending on what the PCs said in answer to riddle 6 she will also bring them into the "conversation" in one way or another. Skaði's a little bit less forgiving than her husband so if they said anything rude about her she'll have a bit of a go at them.

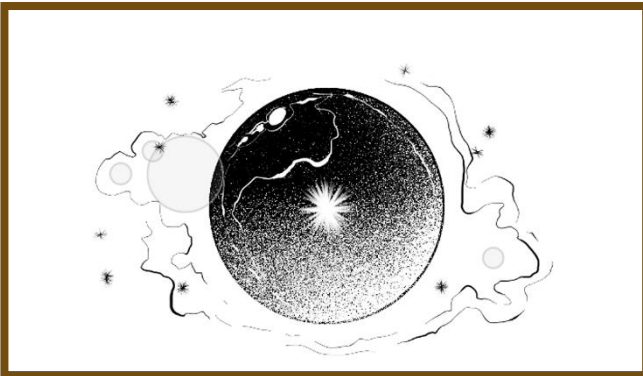
As the night wears on, whilst the cold is still severe, Skaði will say something particularly heart-breaking about how she misses her father and Þjazi will shed a tear which will fall all the way down onto Asgard and land right in the middle of the PCs. On the way down the tear will pick up a Small Ice Elemental which will attack the PCs on landing⁵⁶. The elemental will not attack anything Huge like Skaði, or her servants or the reindeer, having enough sense to recognise when it is totally outclassed, but it will have no trouble taking on the PCs.

⁵⁶ without taking any damage from landing, probably thanks to the magical tear that it is wrapped around



With the elemental defeated, the PCs will find a fist-sized crystal on the ground (Pjazi's tear) which Skaði will then allow them to keep as a gift.

The next morning Skaði will explain that Odin did come to speak to her some days back but that he then went on into the realm of the dwarves in order to continue with some unfinished business that he had there with Galar and Fjalar. Skaði doesn't know any more than that, however she can take the PCs to a cave high up in the mountains which the dwarves use to transport water and ice down into their tunnels to cool their forges. There are normally one or two dwarves there and Skaði is sure that if she speaks to them nicely they will happily let the PCs travel down into the underworld to find Odin.

**Elemental, Ice, Small****CR 1**

N Small Outsider
(air, cold, elemental, extraplanar, water)
Init -1; **Senses** Darkvision 60 ft., Snow Vision
Perception +5

Defense

AC 16, touch 10, flat-footed 16
hp 13 (2d10+2)
Fort +4, **Ref** +2, **Will** 0
Immune cold; **Defensive Abilities** elemental traits
Weakness Vulnerability to Fire

Offense

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60ft.
Melee Slam +4 (1d4+1 plus 1d3 cold)
Power Attack Slam +3 (1d4+3 plus 1d3 cold)
Special Attacks Numbing Cold (DC 12)

Statistics

Str 12, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +2; **CMD** 11 (can't be Tripped)
Feats Power Attack
Skills Knowledge Planes +2, Stealth +8, Swim +9
Languages Aquan

Special Abilities

Ice Glide (Su) A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Icwalking (Ex) This ability works like the spider climb spell, but the surfaces the elemental climbs must be icy. The elemental can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Numbing Cold (Su) When an ice elemental deals cold damage to a creature, that creature must succeed on a Fortitude save or be staggered for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

Snow Vision (Ex) An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.



The Dwarves

Into the Underworld (CR 1)

(I have rated the following sequence of skill challenges as being the equivalent of a CR 1 encounter.)

Skaði will take the PCs to a large icy cave full of stalactites and stalagmites which holds one end of a rail track leading deep down into the mountain.

The track in the cave winds around several points⁵⁷ controlled by huge levers which regulate the movement of massive mining carts full of ice, a number of which are parked on side-lines. There are no dwarves around when they arrive so Skaði will help the PCs prepare one of the carts for their use by tipping out the ice and filling it with shoring timber so that they have something to stand on and hold without suffering cold-burns from the carts' metal sides. Once the PCs are ready, Skaði will push their cart to the beginning of the track leading down and with a final shove send them on their way into the darkness.

The cart is big enough to hold 12 PC-sized creatures. With the shoring timber in place the PCs can stand up and see over the side of the cart which at that point will provide about 4' of cover. The cart will pretty soon pick up speed and unless the PCs have some sort of extraordinary ability they will have no way of stopping it until it gets to the bottom. Along the way, however, treasures and dangers await.

(Please feel free to embellish this part of the adventure as much as you like with your own personal touch).

The different parts of the journey are described below, each separated by a 1-minute gap.

1. The first steep descent.

The cart will drop precipitously and everyone will need to make a DC 12 Fortitude save or be nauseated. Anyone carrying a naked flame such as a torch must make two DC 12 Reflex saves – one to prevent themselves taking 1d3 points of fire damage, the second one to prevent the torch going out. Nauseated PCs will automatically fail both saves. PCs will recover from the nausea in time for the next stage of the descent.

2. Bats

The cart will next plunge through a cave full of bats, taking about 30 seconds to get from end to end. Anyone carrying a non-flame based light source will find it obscured by 2-4 bats clinging on to it, reducing the light given off to "dim" until all the bats have been pulled off. Pulling a bat off requires a DC 15 Reflex save to avoid getting nipped for 1 point of damage.

3. Helter Skelter

The cart now descends in a rapid downward spiral. PCs will need to make a DC 12 Fortitude save or become sickened until

the cart finally stops at the bottom (i.e. the end of the complete descent).

4. Dragon

The cart will next pass through the lair of a colossal dragon, its colour uncertain due to the huge piles of coinage that it sleeps under. Any PC who can succeed on a melee touch attack against an AC of 15 can pinch a piece of jewellery worth 1d100 gp as they pass by⁵⁸. This, however, will anger the dragon who, though fortunately unable to get at the PCs before the cart takes them away, will still breathe its flaming breath after them. Happily, only the tips of this breath attack will get the PCs, who will need to make DC 12 Reflex saves to avoid catching fire (this DC includes the protection from the side of the cart).

5. Drop

The cart now goes through a series of drops in a zig-zag descent each of a few hundred feet. Each section of the zig-zag ends with a hole in the floor that drops the cart neatly onto the next level down. Dwarven engineering ensures that the cart hits the tracks correctly. It's an unpleasant experience but one which doesn't cause any damage to the PCs.

6. Bones

The cart slows down as it passes through a large dark cave full of bones, weapons and armour, where it is clear that some huge battle took place many years ago. Everything, including bones and all items, is sized for huge humanoids, apart from the remains of one massive humanoid creature at least 40' tall which must have been part of the battle and in front of which the cart temporarily stops.

The cavern will be eerily quiet for a moment before gears and levers start to operate an elevator mechanism that lowers the cart to the next stage of its journey. As this happens, however, whispers in the dark start up, as if surprised that something warm-blooded has entered the cave, and the PCs will need to make DC 12 Will saves to avoid becoming shaken. Anyone who rolls a natural 1 on their save will be frightened instead, and frightened PCs will attempt to climb out of the cart for 1 round, never to be seen again if they succeed. Non-frightened PCs may attempt to save their comrades via grapple attacks and the like, though note that the PC trying to escape will fight back.

A PC should only be lost in this encounter if they become frightened and nobody tries to stop them, otherwise, 1 round later, the cart will drop down onto the elevator and the danger will have passed.

7. Elevator

The platform on which the cart rests will drop down over the course of the next 30 seconds (i.e. 5 rounds) at a rate of 10' a second. Any PC brave enough will be able to climb out of the cart now and retrieve a huge masterwork battle axe lying on

⁵⁷ as in railway points, or track switches

⁵⁸ plus miss chance in case the PCs have no light source or darkvision



the platform. PCs not climbing back in again (DC 10) when the elevator reaches the bottom will have a long walk to finish the last stage of the journey. The elevator tips up when it hits the bottom so that the cart can be sent on its way again.

8. The long final descent

The final stage of the descent sees the cart winding its way slowly for 5 miles, covering the ground in about ½ hour. Along the way the cart passes through several caverns holding huge mining and forging machinery, none of it in operation. The place looks pretty much deserted and though any PCs who are walking rather than riding will be able to investigate it at their leisure there is nothing of any interest to be found here. After plunging through an underground waterfall crossed by a stone bridge the railway will finally come to an end inside a huge cavern (walking PCs will need to make a DC 5 Acrobatics check in order to cross this bridge⁵⁹ and then a DC 12 Reflex save, whether successfully crossing the bridge or not, to avoid taking 1d3 points of bludgeoning damage from the water).

Behind the waterfall is the residence of the dwarf Andvari.

DC	Summary
12	Part 1) Fortitude save to avoid becoming nauseated
12	Part 1) Reflex save (x2) to avoid taking 1d3 points of fire damage if carrying a naked flame
15	Part 2) Reflex save when pulling off a bat to avoid taking 1 point of damage
12	Part 3) Fortitude save to avoid becoming Sickened for the entire remainder of the ride
12	Part 4) Reflex save to avoid catching fire if the dragon is angered
12	Part 6) Will save to avoid being shaken, a natural "1" meaning a PC is frightened instead
10	Part 7) Climb check to get back in the cart
5	Part 8) Acrobatics check to cross the bridge on foot
12	Part 8) Reflex save to avoid water damage if crossing the bridge on foot

Andvari

Andvari is a huge (for here) golden haired and bearded dwarf, perhaps greying at the edges, with exaggerated features even for his race, opulently dressed (without arms or armour) and sitting on a throne-like chair behind a massive stone desk in a hall filled with many riches as well as racks of scrolls, ledgers and books. Once past the waterfall, the PCs' cart will run on its rails for 100' or so before entering this hall, stopping at a point not far from Andvari's desk and onto a set of scales. As the cart stops, Andvari will look up from the accounts that he's currently



working on to inspect and annotate the weight of the cart before pulling on the lever that allows the cart to continue. When he sees the PCs, however, he will stop what he's doing in order to ask them to get out of the cart and explain to him exactly what's going on.

Andvari is a miserly creature, seeing little value in anything that has no value in gold, and only respecting anyone who is good at accumulating it. He firmly believes that fools and their gold should soon be parted, however he's prepared to be generous to anyone likely to think along the same lines as him as allies are always valuable.

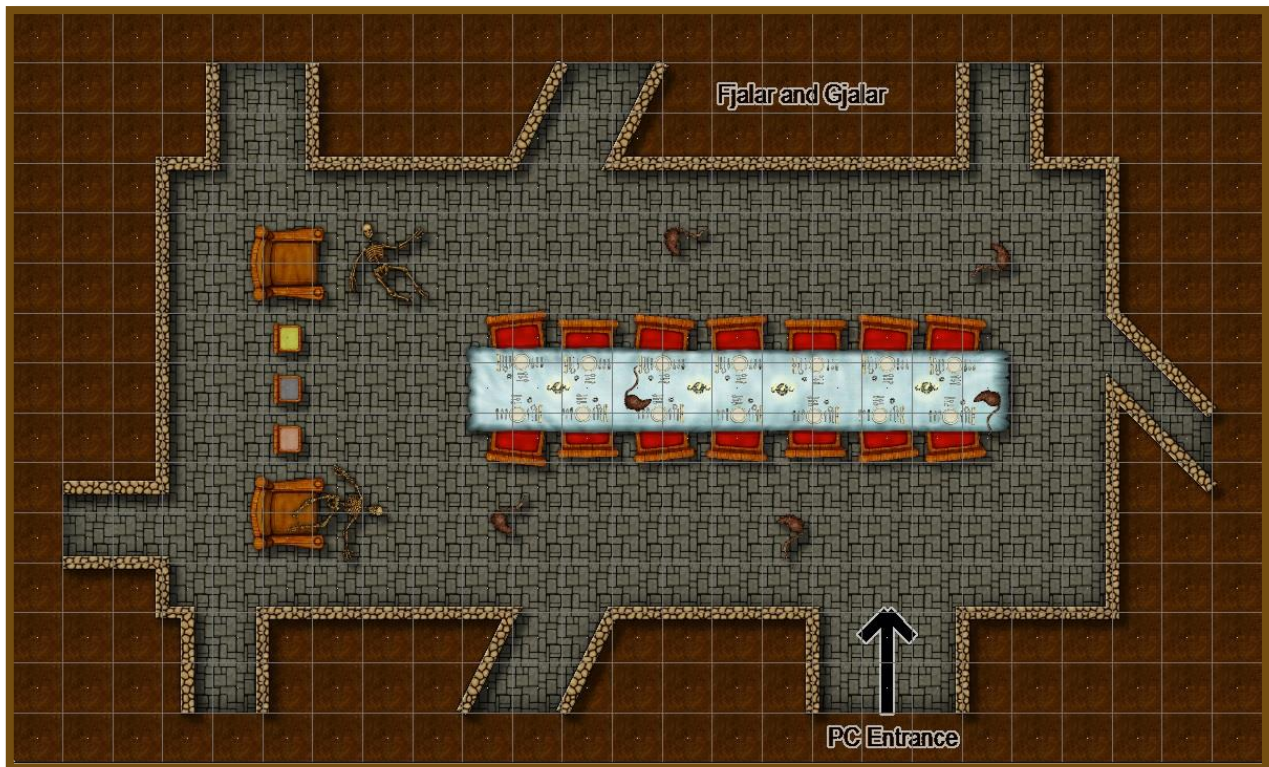
After listening to the PCs' tale, Andvari will present them with a bill for the use of the cart, and the rails, and anything else that he can think to charge them for. He will listen to counter-arguments but always try to manoeuvre the PCs into some sort of situation where they must accept that they are in debt. If it is to his advantage he will refer the PCs to their answers to riddles 7 and 8, and any of the others, however in the end to what degree he succeeds will depend largely on the players' ingenuity.

(If the PCs do finally agree that they owe him money then Andvari will simply ask them to sign an agreement that the debt must be repaid sometime in the future and demand nothing more from them than that⁶⁰.)

With regards to Odin, Andvari will explain that a rather rough and savage man called Bolverk came down some days ago

⁵⁹ failing this by 5 or more is essentially fatal

⁶⁰ the repayment of this debt is outside of this adventure and need never actually take place



looking for two dwarves called Fjalar and Galar, and Andvari suspects that this might have been Odin in disguise. Fjalar and Galar were well known for having created “The Mead of Poetry” using some rather questionable techniques and Andvari thinks Odin might have come to “put things right”. Although many tunnels lead from Andvari’s hall, Andvari advises the PCs to follow Bolverk’s footsteps rather than risk getting lost in the maze of tunnels that form the dwarves’ homes. This direction will also eventually lead them to a lake where the PCs might be able to find some way to travel back to their own civilisation.

As the PCs finally take their leave Andvari will also offer them one last piece of advice:

There’s always some truth, and some falsehood, everywhere you go. Remember it well.

The meaning of this cryptic phrase will become apparent in the next section.

Fjalar and Galar (CR 2)

A winding stairwell cut in the rock, 30’ wide and 30’ high, with steps sized for huge creatures, descends 500’ or so from Andvari’s hall to the dining hall belonging to the dwarves Fjalar and Galar.

Fjalar and Galar, however, are both dead, their skeletal bodies lying next to chairs at the ends of a massive stone dining table, 100’ long by 15’ wide, that dominates the room. The bodies of

the two dwarves have been picked clean by rats, six of which remain. Since Fjalar and Galar came to fame by creating and imbibing The Mead of Poetry, a drink that grants intelligence and the gift of poetry, the rats which feasted on their carcasses have also gained intelligence and poetic eloquence, which will become apparent to the PCs as the rats engage them in combat. The rats will work together well whilst taunting the PCs, discussing their tactics with each other in erudite fashion, and so on, in much the same way that the PCs probably like to do themselves⁶¹. Note that the rats do not carry any disease – that sort of thing is beneath them.

The room itself is over 200’ long and 100’ wide. Various exits lead to other parts of the residence of the two dwarves including kitchens, bedrooms, workrooms and so on. There’s nothing of any interest in any of these other rooms however PCs who wish to gather any sort of mundane huge-sized household item are sure to find whatever they might need here. One exit from this area leads outside to a lake. The other main interesting feature in this room are the three caskets placed between two thrones at one end of the dining room.

The caskets are 5’ square by 3’ high. One is golden, one silver and the other a dull lead-colour. Each casket is inscribed as follows⁶²:

Gold casket: the mead isn’t in the silver casket.

Silver casket: the mead isn’t in this casket.

Lead casket: the mead is in this casket.

⁶¹ e.g. “move over to the left and give me a flank”, or “watch out for that one he’s using a weapon with reach!”, if that’s the sort of things your PCs like to say in combat

⁶² in dwarven and common



None of the caskets are locked, but the silver and lead caskets are trapped with a *Bestow Curse* spell which triggers on opening the casket and which targets the opener, or main opener if there are more than one (single target, Spot/Disarm DC 28, CL 5, DC 14 Will save negates, effect depends on casket – see below).

The answer to this particular conundrum requires remembering Andvari's advice of there always being some truth and some falsehood in everything. In this case one needs to pick the casket which, if it contains the mead, ensures that at least one of the statements on the caskets is true and at least one of them is false. Therefore:

- If the mead was in the lead casket, then all of the statements would be true, so opening it triggers the curse and a magic mouth which proclaims (in dwarvish) "Since you value the truth so much, may you never be caught in falsehood." The curse is to always tell the truth.
- Conversely, if the mead was in the silver casket, then all of the statements would be false. The effect is similar to the lead casket save now the proclamation is "Since you value the truth so little, may you never be heard to speak it", and the curse is of always having to lie.
- The gold casket is the only one where, if the mead is within, then two of the statements are true (gold and silver) and one false (lead). Opening it reveals over a hundred potion bottles of various sizes all of which are empty *apart from one potion bottle, small and square shaped, coated on the inside with a residue which comes from the Mead of Poetry itself, and which functions as a divine item as described in the Item Reference.*

The curses from the lead and silver caskets cancel each other out, should someone end up with both.

DC	Summary
28	Spot / Disarm check for the silver and lead casket <i>Bestow Curse</i> trap
14	Will save to avoid the <i>Bestow Curse</i> trap

Return

There is a corridor leading from the living areas of Fjalar and Galar which leads down to a lake to the east of Öskjuvatn – a lake used by humans (i.e. giants) to fish and travel. From here the PCs will be able to get back to Asgardian civilisation.

Clever Rat, Dire	CR 1/3
N Small Animal Init +3; Senses low-light vision, scent Perception +8	
Defense	
AC 14, touch 14, flat-footed 11 hp 5 (1d8+1) Fort +3, Ref +5, Will +1	
Offense	
Speed 40 ft., climb 20ft., swim 20ft. Melee bite +1 (1d4)	
Statistics	
Str 10, Dex 17, Con 13, Int 16, Wis 13, Cha 4 Base Atk 0; CMB -1; CMD 12 (16 vs trip) Feats Skill Focus (Perception) Skills Acrobatics +6, Climb +15, Stealth +11, Swim +15	



Bifrost

Getting There

Once the PCs have looked everywhere for Odin and not found him, and after they have picked up the last of their items as described under “An Honest Day’s Treasure”, Loki will once again approach them somewhere in Asgard with a suggestion.

If Odin does not want to be found, then maybe it’s the case that he cannot be found. Given that the PCs have drawn blanks everywhere they’ve looked this looks likely so why not consider another strategy for getting home.

It just so happens that a huge bridge called The Bifrost Bridge connects Asgard to the Prime Material World (i.e. the PCs home plane). The bridge flames with a fire which charcoals anyone coming up it but anyone travelling down the bridge and away from Asgard is unaffected⁶³. If the PCs are interested, Loki will take them to where the bridge begins and set them on their way.

If they’re not interested then, well, life in Asgard isn’t that bad, is it ...

The Bridge

Deep in the centre of Asgard a range of otherwise unremarkable mountains takes on a colourful appearance as the PCs approach, betraying the presence of the rainbow bridge nearby.

As Asgardian protocol dictates that no one should come to Bifrost unless they wish to use it, Loki will leave the PCs to make the last mile’s journey to it by themselves. Happily, though, there are no natural predators in the area and Asgard’s defences are situated further down the bridge so nothing will disturb the PCs as they get nearer.

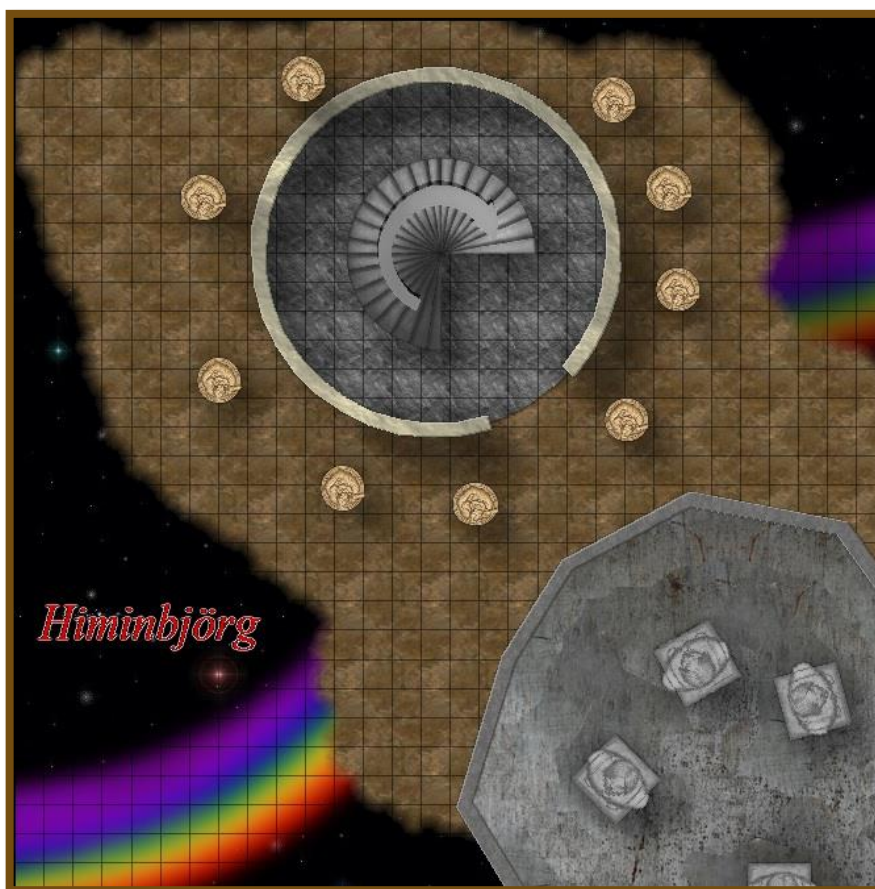
Reaching the mountain range the PCs will be forced to climb up a path to get around the first summit and then find themselves descending its far, shallower, side along a broad slope covered in the rainbow’s colours, as if somehow the rainbow lay along the side of the mountain.

Finally, as the PCs descend, the ground will start to become less and less substantial, with the rainbow somehow or another still holding the PCs’ weight, until at the bottom of the slope the PCs

will pierce through the crust of Asgard itself and emerge onto the Bifrost Bridge which is crossing, not earth or sea, but sky.

Himinbjörg (1 x CR 1, 2 x CR ½)

Progressing along the bridge Asgard will soon look like a child’s balloon trailing behind them at the end of a multi-coloured piece of string. As the heat of the rainbow bridge underfoot starts to become apparent, by the time the PCs have travelled a mile or so it will be clear that any attempt to retreat will result in incineration.



The rainbow, now consisting of seven coloured strands each 20’ across, fizzes and pops alarmingly as the PCs move down it, flames occasionally shooting up between the coloured strands but leaving the PCs unharmed, unless they foolishly take a step backwards. Soon a huge palace floating on fluffy white cumulous clouds will become apparent in the distance, interrupting the bridge’s progress. This palace must clearly be Himinbjörg, fabled residence of Heimdallr, the god with responsibility of warning Asgard of invasion⁶⁴. Surely Heimdallr will not impede the PCs progress, however as the PCs approach the sound of many shouting voices will be heard from under the bridge and when the PCs are within 100’ of the palace hundreds

⁶³ well, not according to the myths, though they don’t say otherwise ...

⁶⁴ if none of them have heard of it or Heimdallr then Loki will doubtless have told them about it as they came here



of burning skulls will rise up through the rainbow and start flying through the air towards them.

The skulls are all that remains of invaders of the past, slain in battle on the bridge and then left to burn once their fire protection ran out its course.

These skulls are of many sizes and races, in as much as a skull can betray the physiognomy of its original owner via teeth, tusks and so on. Clearly crazed and in pain, the skulls make no concerted effort to attack the PCs directly but by virtue of their sheer number some of them end up crashing into the party and attacking them anyway.

The first combat, with two skulls together, will occur on the bridge itself. Note that here the skulls can move about freely whilst the PCs can only move forwards or sideways⁶⁵. Once they have finished combat, assuming they do not wish to fight an endless stream of flaming skulls, the PCs will need to run forwards towards Himinbjörg for shelter.

Unfortunately, flaming skulls can be seen emerging from the rainbow bridge ahead of Himinbjörg, suggesting that perhaps crossing Bifrost wasn't such a good idea. As another skull attacks the PCs as they climb up off the bridge onto the grounds in front of the palace it looks like somebody's going to have to think of something quickly or this adventure is about to be over!

Flaming Skull (Beheaded)	CR ½
NE Tiny undead Init +1; Senses darkvision 60 ft.; Perception +0	
Defense	
AC 13, touch 13, flat-footed 12 hp 5 (1d8+1) Fort +1, Ref +1, Will +2 Immune fire, undead traits	
Offense	
Speed fly 40 ft. (perfect) Melee slam (1d2–1 plus 1d6 fire)	
Statistics	
Str 9, Dex 12, Con –, Int –, Wis 10, Cha 13 Base Atk +0; CMB -3; CMD 8 (can't be tripped) Skills Fly +9	

The Black Gates

To the left of the PCs as they emerge from Bifrost is a huge pair of black iron doors, easily 100' high and 50' wide, and providing the only way into Himinbjörg that can be imagined from this vantage point (the main structure of the palace being both

huge and windowless and stretching back impossibly onto the sky behind the doors without any path around it). The black iron doors neither have handle, keyhole nor knockers, and though they clearly open outwards it can only be assumed that they do so by being pushed out from within.

The doors themselves are decorated with bas relief scenes of a huge battle with humanoids, perhaps gods, in mortal combat with wolves, snakes and dragons on ground, sea and even on the Bifrost Bridge itself. It is hard to say who might win such a conflict but one thing's for sure, there is no salvation for the PCs in this direction, and if they tarry here overlong they will be attacked by another flaming skull.

The House of the Horn

Across the courtyard from the black gates, on the right of the rainbow bridge leading down from Asgard, lies the House of the Horn, a round edifice 120' in diameter and 80' high. Steps from the open entrance lead up to a platform near the ceiling where a huge horn known as the Gjallarhorn rests, sticking out through a break in the ceiling rather like a telescope in an astronomical modern observatory.

Nine statues of majestic looking women, each 30' high, surround the building, depictions of Heimdallr's nine mothers. Labels on their plinths give their names: Angeyja, Atla, Eistla, Eyrgjafa, Gjöl, Greip, Imth, Jarnsaxa and Ulfrun.

The horn itself, twisting hugely into the sky atop the observatory platform, is held in such a way that its mouthpiece descends almost to the level of the platform, allowing it to be blown by one of the PCs' size as well as by a giant standing further down the stairs. Next to the mouthpiece of the horn is a concave bronze platter in which burns a cold blue flame. Written on the platter's inside surface, and visible through the flame, is the inscription "Prove Thine Divinity", in many different languages including common.

Another of the flaming skulls will fly in through the roof to attack the party as they take stock of their situation. Clearly, nowhere is safe is from these creatures, and it seems that the skulls are now beginning to cluster around the building as if scenting out their prey.

The answer, obviously, is to blow the horn, but anyone who tries to do so will find themselves unable to generate any sound unless they sacrifice one of the divine items that they've encountered during the adventure⁶⁶. Only one such item needs to be placed in the platter. This will consume it utterly but then allow the person so doing to place their lips to the mouthpiece of the horn and blow out a sound of sorts.

If the PCs were expecting a blast to be heard all over the nine worlds, then they will be sorely disappointed. The best any of them will manage is a sort of "parp!" - just about audible, and not exactly heroic, but heroic enough.

⁶⁵ moving backwards is, literally, suicide

⁶⁶ see the Item Reference appendix



The Ride of the Valkyries!

The flames on the platter will die down completely when the horn is blown. No more sacrifices can be made and the horn cannot be blown a second time. The flaming skulls will continue their slow progress up the building, both inside of it and out, occasionally bumping into each other and the walls as they seek the PCs out.

Just as one of them emerges over the roof a huge giantess on a flying horse will kick the thing out of the way as she swoops down to pick up a PC. Others will follow, and soon all of the PCs will be aloft and on their way to Valhalla.





Valhalla

Being an edifice of stone big enough to hold a giant army, its roof “thatched” with golden shields, the PCs might be forgiven for thinking that they’ve been flown towards a second sun as their Valkyrie rescuers bank down towards Valhalla in a perfect aerodynamic formation. A huge golden tree hides massive open doors which admit the flyers in, and once dismounted and dusted down the PCs will be taken into one of the many banquet halls that seem to be permanently feasting Valkyries and their dead Viking champions⁶⁷.

The PCs, of course, are neither, but it seems that for the day they’ve been granted a “visitor’s pass” to the place. Quickly taken to one of the Valkyrie tables the PCs will soon see that it’s a blithesome occasion even if they are, given their relative size, a little bit over their heads.

The PCs may well feel that they haven’t achieved very much in this adventure. Told to go off to find Odin they not only failed to do so but ultimately had to be rescued by a load of lasses on flying horses. Added to that the fact that it is clear that the celebrations, the toasts, the boastings, the tales and the praise, are all directed at the giant warriors in the hall who were clearly heroes when alive, it’s almost as if the Valkyries have been invited to participate in a “bring your child to work” scheme today as no one has any interest in the PCs apart from occasionally giving them a friendly wink as if to say “how are you enjoying your day with the grown-ups?”⁶⁸

Still, the PCs are fed, given mead to drink⁶⁹, and all wounds and ailments are healed. Eventually their Valkyrie “mummies” pop them down at the end of the table while they go to get progressively drunker and rowdier. As the PCs sit there feeling more and more ignored and wandering what they should do next an older but very beautiful Valkyrie will come over to them and sit at their table.

Frigg

“How have you enjoyed your time in Asgard?” she’ll begin.

Most probably bitter-sweet, but that’s for the PCs to explain. If asked, she will give her name and explain that she is the wife of Odin, but she won’t have much more to say than that about herself as she prefers to let the PCs do the talking. When it is clear that the PCs feel that their adventure is over and they would really rather like to go home now, though they don’t know how, Frigg will ask them to follow her out of the hall as she’s sure she can help them as long as they are, indeed, decided.

Frigg will lead the PCs down a series of steps and corridors, past other banqueting halls and kitchens, dormitories and practice halls, until eventually coming out onto a long corridor which drops through a series of 90-degree turns to an unremarkable wooden door. As the PCs follow her both the corridor and Frigg herself will appear to become smaller until by the time they reach the door everyone will be of the same size – i.e. the same size as the door.

Anyone who turns back now will be lost in Asgard forever. Those who go through the door with Frigg⁷⁰, however, will find themselves back in the World’s End inn, in the kitchen, which through another door leads into the tap-room.

Normal scale has returned, and as the PCs turn to look at Frigg they will suddenly recognise that this is exactly the same woman who went earlier by the name of Hlín.

The door out of the Inn to the outside world lies open, and beyond it the PCs recognise the countryside that they were travelling through before, now bright and colourful in the mid-morning sun. As Frigg leads them through back into their own world she will speak to them thus⁷¹:

It’s important to have a sense of perspective. The gods that inhabit Asgard are not in any way special: they have virtues and vices like everyone else. Their extraordinary abilities do not indicate any superiority - apart from the purely practical. They don’t deserve their powers; they just have them.

You shouldn’t measure yourself against gods. Gods have advantages over you which you cannot hope to match, for reasons which are steeped in mystery and mythology that none of us understand.

Don’t be surprised, also, if you never find anything in Thor, Freyja, Loki or even in my own husband Odin that you consider admirable. Don’t imagine that the qualities that you observe in them must be laudatory just because they happen to be the qualities of gods. Don’t be fooled. Gods are not paragons.

And remember also that Asgard is not your world and that the gods are not your people. This is your world and this is where you must begin. Set your sights on the worldly, your goals on the achievable, and your competitors and adversaries amongst your peers, and you will succeed or fail against a fair opposition. Perhaps in the end if you live a hero’s life you will end up in Valhalla as one of the equals there.

As Frigg finishes her speech, the PCs will find that they have wondered outside and ahead of her, and when they turn around to say goodbye, Frigg and the World’s End Inn will have disappeared.

⁶⁷ including any PCs that perished during the adventure, though these are now giant sized and unable to return to the normal world without a *Raise Dead* or similar spell

⁶⁸ and if any of the PCs like their women voluptuous, they’re best advised to keep their eyes firmly under control. The breasts around them might be big but so are the biceps!

⁶⁹ and have their faces wiped

⁷⁰ and as these doors close behind them, nothing short of divine power will open them again

⁷¹ please feel free to modify this speech to suit your own and your players’ feelings and sensibilities



Glossary

People

Æsir, The, principle pantheon including Odin, Frig, Thord and Baldr, the second pantheon being The Vanir.

Andvari dwarf that lives underneath a waterfall, can turn himself into a fish at will and is very wealthy thanks to a magical ring. Loki eventually forces him to give up his wealth.

Angeyja, Atla, Eistla, Eyrgjafa, Gjolp, Greip, Imth, Jarnsaxa and Ulfrun Heimdallr's nine mothers.

Baldr (Baldur) second son of Odin, interpreted as a god of love, peace, etc, though this is never recounted in the myths. Supposedly un-killable he is eventually slain by the wiles of Loki.

Bolverk name assumed by Odin in pursuit of The Mead of Poetry.

Byggvir Freyr's servant.

Dvalinn (in this case) one of the four stags in Yggdrasil.

Faðr Galdur (Fadr Galdur) name assumed by Odin meaning "father of magical songs".

Fáfnir a dragon slain by Sigurd.

Fenrir monstrous wolf, son of Loki.

Fjalar and Galar, two dwarven brothers who killed Kvasir in order to make The Mead of Poetry.

Freyja goddess associated with love, sex, beauty, fertility as well as gold, war and death. Freyr is her brother, Njörðr her father.

Freyr fertility god, brother to Freyja, known to possess a sword which fights by itself.

Frigg wife of Odin, goddess of foreknowledge and wisdom.

Gerðr (Gerd) jötunn, wife of Freyr, daughter of Gymir.

Gullinbursti Freyr's pet pig, with a mane that glows in the dark.

Gymir jötunn father of Gerðr.

Heimdallr god of foreknowledge, keen eyesight and hearing, guardian of Asgard who will blow his horn, Gjallarhorn, to warn of the onset of Ragnarok (the end of the world).

Hel daughter of Loki, ruler over Hel (i.e. the underworld).

Hlín name assumed by Frigg.

Jörmungandr huge serpent that encircles the whole of Asgard, and another one of Loki's children.

Jötnar race of humanoids that live mainly in Jötunheimr, though they often mingle with the residents of Asgard, often thought of as giants but only considered so in this adventure because everything in Asgard is giant.

Loki shape-shifting god that sometimes helps and sometimes hinders, father to Fenrir, Hel and Jörmungandr.

Níðhöggr (Nidhogg) dragon that gnaws at the root of Yggdrasil.

Njörðr (Njord) god of the sea, seafaring, wind and fishing, father of Freyja, in an unhappy marriage with Skaði.

Odin principle Norse god, married to Frigg, most closely associated with the royalty, wisdom and runes.

Þjazi (Thiazi) jötunn father of Skaði who stole Idunn's apples and was killed as a result.

Þrymr (Thrym) king of the jötnar who stole Thor's hammer prompting the myth which the PCs participate in on the chapter on Thor.

Ratatoskr abusive squirrel that runs up and down Yggdrasil insulting the eagles at the top and the dragon at the bottom.

Sif wife of Thor, possessing golden hair made of metal after her real golden hair was stolen by Loki as a prank.

Sigurd hero who slays the dragon Fáfnir.

Skaði (Skadi) goddess associated with bow hunting, skiing, winter and mountains, daughter of the now dead Þjazi, unhappily married to Njörðr.

Skrýmir giant, in the true sense, as well as a jötunn; Thor once camps out in his glove without realising it, the PCs will encounter his boot.

Skuld third of the Norns, associated with the future and with snipping life's thread.

Svaðilfari (Svadilfari) stallion used by a jötunn to help build the walls around Asgard.

Thor god of thunder, lightning, storms, strength and common people, son of Odin, husband to Sif, and probably the most famous of the Norse deities.

Urðr (Urd) first of the Norns, she most associated with youth and potential, and drawing off life's thread.

Vanir, The, second pantheon of gods, including Njörðr, Freyr and Freyja.

Verðandi (Verdandi) second of the Norns, most associated with the present and the measuring of life's thread.

Völva collective term for female shaman or wise women.

Places in Asgard and other Norse terms

Bifrost burning rainbow bridge that runs between Asgard and, in this adventure anyway, the PCs home plane.

Bilskírnir Thor's residence in Þrúðvangr, a building with over 640 floors.

Breidablik home of the god Baldr.

Fólkvangr fields of the dead ruled by Freyja.

Gjallarhorn Heimdallr's horn which he will blow to announce the arrival of Ragnarok (and which on PC will blow to ask for help!)

Himinbjörg home of Heimallr, placed where Bifrost meets Asgard.

Jötunheimr the homeland of the jötnar.

Mjölknir Thor's hammer, capable of levelling mountains.



Þrúðvangr (Thrudvang) fields where Thor has built Bilskírnir.

Þrymskviða (Thrymskvida) Norse poem known as the Lay of Þrymr, which describes the events surrounding the chapter on Þrymr under Thor.

Ragnarök the End of the World! More or less, anyway, perhaps just the end of a lot of the gods but not all of them.

Sessrúmnir Freyja's hall in Fólkvangr (also the name of a ship but not used that way here).

Valhalla Odin's hall of the slain, where half of the heroic dead end up, taken there by Valkyries (the other half end up in Fólkvangr).

Yggdrasil immense tree in Asgard, and other planes, where Odin went to get his wisdom.

Places in Iceland

Ásbyrgi canyon in the north-west of Iceland, hugely forested, where Yggdrasil is placed.

Askja and Öskjuvatn form the location of the palace built by Odin for Njörðr and Skaði. **Askja** is the name of a volcano by the side of a huge lake which contains in its caldera a smaller, but nonetheless still impressive, lake called **Öskjuvatn**.

Eldgjá, Nyrðri-Ófæra and Ófærufoss are the names of a chasm, a river and a waterfall which can be found near Freyja's home Sessrúmnir.

Eldhraun a large lava field now covered in green mossy grass, this is where the chapter on Loki starts as he leads to PCs up to Baldr's residence in Breidablik.

Énæsæp a rugged peaty land to the west of Bilskírnir where the PCs are destined to meet Skrímir when he caught them in his boot.

Hvannadalshnúkur highest peak in Iceland, which together with the volcano **Öræfajökull** which it is part of, is mentioned in the text by doesn't actually feature in the adventure.

Kirkjufell is a huge solitary peak in Iceland which here is replaced with Thor's home Bilskírnir.

Mjólfjörður is where the horse Svaðilfari is quarrying stones for his Jötnar master, that is building a wall around Asgard, the Loki must stop at all costs!





Bestiary Reference

Textual descriptions of the various creatures found in this module plus the base Knowledge DC needed to recognise them.

Beheaded

This humanoid head floats silently and ominously, bits of flesh still hanging from its face and graying teeth clattering slightly as it bobs in the air.

Knowledge Religion DC 11 (based on CR 1)

Beheaded are floating skulls or severed heads whose bodies have long since abandoned them, either in the moment of death or long after. Reanimated via dark magic, these horrors are usually created as mindless sentinels for dungeons or lairs. Beheaded silently hover at about eye-level, often making them the last thing a casual wanderer or careless villager in an infested area ever sees.

Cat, Great (i.e. leopard, panther, etc)

With each graceful step, this leopard's steely muscles ripple beneath its spotted fur.

Knowledge Nature DC 12

Leopards are 4 feet long and weigh 120 pounds. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions—what differentiates these big cats from the similarly sized cheetah is primarily their habitats—leopards and their kin prefer to hunt at night and ambush their prey from above, pouncing down from trees or high rocks.

Leopards eat almost any animal they can run down and catch, preferring Small prey but capable of downing Large herbivores or surviving on rodents, birds, and insects. Healthy leopards are generally not aggressive toward humanoids, and if they aren't hungry and don't feel threatened, it is possible to approach closely without a hostile reaction. Yet a leopard that settles in an area bordered by humanoid civilization can easily and swiftly become a dangerous predator.

Crysmal

An animated cluster of translucent crystals shaped disturbingly like a gemstone scorpion scuttles into an aggressive stance.

Knowledge Planes DC 13

Scorpion-like crysmals originate in the deepest caverns of the Plane of Earth. On rare occasions, these strange creatures wind up on the Material Plane, usually in subterranean areas rich with natural gem and crystal formations. The crystalline planes of their bodies absorb and refract natural light, which some claim is the source of their supernatural powers.

Singular in purpose, a crysmal seeks only to reproduce. It does so by gathering stone crystals and gemstones, fashioning them into a Tiny facsimile of its own body, and jolting the new creature to life with a burst of the crysmal's own life energy. These newly created crysmals are known as shardlings (treat as a crysmal with the young creature simple template), and grow to adulthood after a few months of gorging on crystals and gemstones.

To make a single shardling, a crysmal requires 1,000 gp worth of crystals. Until it has enough material to reproduce, it stores

these gems inside its body, and if slain, the gems are visible among the shards of the creature's corpse. Because of this reproductive need for gemstones, crysmals are relentless in their pursuit of the treasures, valuing them much as other living creatures value infants of their own race. Crysmals do not recognize that other creatures treat gems as wealth, and attempt to seize gems carried by others whenever the opportunity arises. A crysmal normally uses its spell-like abilities to befuddle opponents, grabbing at pouches with gems when the bearer is distracted, and normally only resorts to physical violence once all other tactics fail.

Draugr

This barnacle-encrusted walking corpse looks like a zombie, but is dripping with water and gives off a nauseating stench.

Knowledge Religion DC 12

Draugr smell of decay and the sea, and drip water wherever they go. These foul beings are usually created when humanoid creatures are lost at sea in regions haunted by evil spirits or necromantic effects. The corpses of these drowned sailors cling fiercely to unlife, attacking any living creatures that intrude upon them. Their attacks smear rancid flesh, rotting seaweed, and swaths of vermin on whatever they hit.

In the case of draugr who manifest when an entire ship sinks, these undead usually stay with the wreck of their ship. Some draugr may be found under the control of aquatic necromancers, while others may wander the seas as undead pirates aboard ghost ships.

Elemental, Ice

From the waist up, this icy creature's features are humanoid, but below its body is a snake-like, slithering tail.

Knowledge Planes DC 11 (based on CR 1)

Ice elementals are creatures made of animated snow and ice. They form in especially cold parts of the Plane of Water and along its border with the Plane of Air, where giant icebergs careen off of world-high waterfalls into the open sky. Ice elementals vary in their exact appearance.

Rat, Dire

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

Knowledge Nature DC 6 (common)

Dire rats grow up to 2 feet long and weigh up to 25 pounds. They are common menaces in dungeons and city sewers alike.

Slurk

This disgusting beast looks like a slime-covered toad, but with two walrus-like tusks jutting from its upper jaw.

Knowledge Arcana DC 12

Slurks are frog-like creatures, the descendants of the failed result of a dwarven attempt to domesticate and breed subterranean frogs as food and labor animals. Though the



dwarves failed to create suitable livestock, the sticky frog-beasts are often befriended by other underground races. Slurks are carnivores and have a formidable bite, thanks to their massive tusks. Their true strength, however, lies in their foul-smelling and unnatural secretions. The mucus exuded from the slurk's back is incredibly sticky and quickly hardens into a powerful resin, a quality the creature turns to its advantage by squirting it at intruders and then waiting for it to harden before closing for the kill. At the same time, the liquid excreted by glands on a slurk's stomach is incredible slippery, allowing the slurk to keep from being immobilized by its own back slime and also making it extremely hard to grapple or maneuver without its consent. Combined with slurks' natural ability to climb walls and hang from ceilings with ease, these abilities make the foul-smelling creatures extremely desirable to kobolds, who domesticate and train the frog-beasts as powerful mounts and guardians.

Snake, Venomous

This brightly coloured snake assumes an aggressive posture, its hissing mouth open to display its fangs.

Knowledge Nature DC 6 (common)

Countless species of poisonous snakes dwell in the wild, their bites capable of bringing down creatures much larger than themselves. Snakes of the size presented here are thankfully rarer than their smaller kin, but many species of rattlesnake, cobra, and similar reptiles can grow to this size.

Snake, Viper

Vipers are not particularly aggressive snakes, but their poisonous bite can be deadly.

Spider, Giant

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

Knowledge Nature DC 6

Thoqqua

This creature's thick, serpentine body is protected by dense, horny plates. A visible haze of heat rises from its red-hot scales.

Knowledge Planes DC 12

Thoqqas are cantankerous creatures of fire and slag. Their bodies generate incredible heat that allows them to burrow or melt through most surfaces, even solid rock. Thoqqas are native to the vast ash deserts and lava fields where the Plane of Fire abuts the Plane of Earth. There they consume ore and minerals, which their furnace-like bodies then smelt into armor plates that grant the creatures their natural armor—as outsiders, these creatures have no need to eat to survive, but a “starving” thoqqua generally has a lower natural armor bonus than a healthy one.

A thoqqua's frontmost body segment tapers into a straight, horn-like beak that glows with a blistering heat. Steam and smoke constantly hiss from its joints, and from a distance a thoqqua can be mistaken for a strange metallic Construct. Adult thoqqas are 5 feet long and weigh 200 pounds.

Their fiery tempers make thoqqas dangerous to approach—they attack without thinking when startled or frustrated. If a thoqqua does not immediately chase away humanoids within its territory, then it gradually comes to view that settlement as property, and even guards it.

Mephits seem to understand the thoqqua thought process, and occasionally broker deals with the simple-minded worms. The mephits say that the mountain-sized ancestors of modern thoqqas were servants of the Elemental lords, and dug the first volcanoes in the young worlds of the Material Plane. These progenitor worms then retired to the worlds' cores, where their heat warms the planets even today. Thoqqas on the Material Plane do indeed congregate around volcanoes—though whether this is to protect a mineral-rich food site or a sacred place is unknown.

Item Reference

Due to the unusual nature of this adventure, the only magic items which the PCs will gain, rather than have made for themselves, are of a unique type strongly related to the deities in Asgard. Up to seven of these can be gained, one for each PC in the party plus one extra, allowing for the fact that one will have to sacrificed at the end.

These items are all:

- 1) slot-less wondrous items,
- 2) once a day produce the equivalent effect of a 1st level spell, different in each case,
- 3) activated by a command-word (a standard action in all cases save for Freyja's Cloak Feather which is instantaneous),
- 4) operate at caster level 1,
- 5) require a DC 18 Spellcraft check to identify (but see below).
- 6) have faint auras of a type to match their spell,

- 7) sell for 360 gp (which is half the cost to buy a slot-less wondrous item which duplicates a 1st level spell).

Should you wish to do so, you could also consider them to be very minor artifacts, as this would certainly be in keeping with their divine origin. The exact effect of doing so is up to you and the needs of your campaign, as, for example, a feather from Freyja's cloak is going to be worth more than 360 gp to Freyja's followers.

Just having these items be artifacts doesn't have to change their power, however if you are running a mythic campaign you might also consider making these be mythic items, allowing their possessor to enhance the effect of the spell in the item to its mythic version by expending one use of their own mythic power (or more for augmentations). Note that using an item's spell in this way doesn't change the caster level which means that some parts of the spell's effects might not change (i.e. where a mythic version of a spell changes the target from 1 creature to 1 creature per level, it's still going to be 1 creature).



If you wish to make the items artifacts, or mythic, you might also wish to make them harder to discern via Spellcraft.

The following table details the spell generated by each gift and its corresponding aura:

Gullinbursti's Bristle

Color Spray (*Illusion*)

Freyja's Cloak Feather

Feather Fall (*Transmutation*)

Odin's Runestone

True Strike (*Divination*)

Sif's Strand of Golden Hair

Theft Ward (*Abjuration*)

Loki's Sprig of Mistletoe

Murderous Command (*Enchantment*)

Pjazi's tear

Magic Missile (*Evocation*)

The Mead of Poetry

Cure Light Wounds (*Conjuration*)

Rules Reference

All rules-related terms not otherwise explained within the text.

Note that feats or abilities which result in an unconditional bonus or penalty will already have been factored into a creature's statistics block.

Ability Damage and Drain (Ex or Su)

Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. Ability damage can be healed naturally. Ability drain is permanent and can only be restored through magic.

Burn (Ex)

A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Catching on Fire

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't

normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out—that is, once he succeeds on his saving throw, he's no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. A character cannot recover from the damage dealt by a cold environment until she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving



throw and might be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure. Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Damage Reduction (DR) (Ex or Su)

A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantite, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotically, or lawfully aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon that inflicts damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction, and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black-and-white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Elemental Traits

An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

Immunity to bleed, paralysis, poison, sleep effects, and stunning.

Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

Elementals do not breathe, eat, or sleep.

Energy Resistance

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type per attack, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

Great Fortitude

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Improved Bull Rush

You are skilled at pushing your foes around.

Prerequisite: Str 13, Power Attack, base attack bonus +1.



Benefit: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Normal: You provoke an attack of opportunity when performing a bull rush combat maneuver.

Improved Initiative

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Overrun

You are skilled at running down your foes.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

Normal: You provoke an attack of opportunity when performing an overrun combat maneuver.

Lightning Reflexes

You have faster reflexes than normal.

Benefit: You get a +2 bonus on all Reflex saving throws.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to him as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Nauseated (condition)

Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Nimble Moves

You can move across a single obstacle with ease.

Prerequisites: Dex 13.

Benefit: Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Poison

No other affliction is so prevalent as poison. From the fangs of a viper to the ichor-stained assassin's blade, poison is a constant threat. Poisons can be cured by successful saving throws and spells such as neutralize poison.

Contact poisons are contracted the moment someone touches the poison with his bare skin. Such poisons can be used as injury poisons. Contact poisons usually have an onset time of 1 minute and a frequency of 1 minute. Ingested poisons are contracted when a creature eats or drinks the poison. Ingested poisons usually have an onset time of 10 minutes and a frequency of 1 minute. Injury poisons are primarily contracted through the attacks of certain creatures and through weapons coated in the toxin. Injury poisons do not usually have an onset time and have a frequency of 1 round. Inhaled poisons are contracted the moment a creature enters an area containing such poisons. Most inhaled poisons fill a volume equal to a 10-foot cube per dose. Creatures can attempt to hold their breaths while inside to avoid inhaling the toxin. Creatures holding their breaths receive a 50% chance of not having to make a Fortitude save each round. See the rules for holding your breath and suffocation in Environment. Note that a character that would normally suffocate while attempting to hold its breath instead begins to breathe normally again.

Unlike other afflictions, multiple doses of the same poison stack. Poisons delivered by injury and contact cannot inflict more than one dose of poison at a time, but inhaled and ingested poisons can inflict multiple doses at once. Each additional dose extends the total duration of the poison (as noted under frequency) by half its total duration. In addition, each dose of poison increases the DC to resist the poison by +2. This increase is cumulative. Multiple doses do not alter the cure conditions of the poison, and meeting these conditions ends the affliction for all the doses. For example, a character is bit three times in the same round by a trio of Medium monstrous spiders, injecting him with three doses of Medium spider venom. The unfortunate character must make a DC 18 Fortitude save for the next 8 rounds. Fortunately, just one successful save cures the character of all three doses of the poison.

Pounce (Ex)

When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Power Attack

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

**Rake (Ex)**

A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake - it can't begin a grapple and rake in the same turn.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen.

Note: using scent to pinpoint a square a stealthed creature is in still means that you've got a 50% miss chance if you can't see it with your Perception check.

A creature with the Survival skill and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. A creature with the scent ability can attempt to follow tracks using Survival untrained. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill in regards to tracking. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Skill Focus

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Toughness

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Tremorsense

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Undead Traits (Ex)

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Vermin Traits

Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). A vermin-like creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.

Darkvision 60 feet.

Proficient with its natural weapons only.

Proficient with no armor.

Vermin breathe, eat, and sleep.

Vulnerabilities (Ex or Su)

A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Web (Ex)

Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to $10 + \frac{1}{2} \text{ creature's HD} + \text{creature's Con modifier}$. Attempts to burst a web by those caught in it suffer a -4 penalty.



Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/-.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Weapon Finesse

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Spell Reference

A reference for all the spells which might be cast by the denizens of this adventure or which become available to the party via magic items found in this adventure.

Bestow Curse

School necromancy; **Level** cleric 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

You place a curse on the subject. Choose one of the following.

–6 decrease to an ability score (minimum 1).

–4 penalty on attack rolls, saves, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

Color Spray

School illusion (pattern) [mind-affecting];

Level sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (red, yellow, and blue powder or colored sand)

Range 15 ft.

Area cone-shaped burst

Duration instantaneous; see text

Saving Throw Will negates; **Spell Resistance** yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4

rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by color spray.

Cure Light Wounds

School conjuration (healing);

Level bard 1, cleric 1, druid 1, paladin 1, ranger 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text;

Spell Resistance yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Detect Magic

School divination;

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Component: V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the



school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Aura	Spell (spell level)	Magic Item (caster level)
Faint	3 rd or lower	5 th or lower
Moderate	4 th to 6 th	6 th to 11 th
Strong	7 th to 9 th	12 th to 20 th
Overwhelming	10 th + (deity)	21 st + (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell.

Dimension Door

School conjuration (teleportation)

Level bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V

Range long (400 ft. + 40 ft./level)

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object)

Spell Resistance no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by

stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Feather Fall

School transmutation; **Level** bard 1, bloodrager 1, magus 1, sorcerer/wizard 1, summoner 1; Domain feather 1

Casting Time 1 immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Targets one Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft. apart
Duration until landing or 1 round/level

Saving Throw Will negates (harmless) or Will negates (object);
Spell Resistance yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Ghost Sound

School illusion (figment); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a bit of wool or a small lump of wax)

Range close (25 ft. + 5 ft./2 levels)

Effect illusory sounds

Duration 1 round/level (D)

Saving Throw Will disbelief; **Spell Resistance** no



Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

Goodberry

School transmutation; **Level** druid 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets 2d4 fresh berries touched

Duration 1 day/level

Saving Throw none; **Spell Resistance** yes

Casting goodberry makes 2d4 freshly picked berries magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Mage Hand

School transmutation; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one nonmagical, unattended object weighing up to 5 lbs.

Duration concentration

Saving Throw none; **Spell Resistance** no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Magic Missile

School evocation [force]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Murderous Command

School enchantment (compulsion) [mind-affecting];

Level antipaladin 1, cleric 1

Casting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

Sanctuary

School abjuration; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** no

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Silent Image

School illusion (figment)



Level bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a bit of fleece)

Range long (400 ft. + 40 ft./level)

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration concentration

Saving Throw Will disbelief (if interacted with)

Spell Resistance no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Theft Ward

School abjuration

Level cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target one object

Duration 1 day

Saving Throw Will negates (harmless, object)

Spell Resistance yes (harmless, object)

You ward a single object in your possession against theft. You gain a +10 bonus on Perception checks to notice someone trying to take the object from you.

Touch of Idiocy

School enchantment (compulsion) [mind-affecting]

Level bloodrager 2, sorcerer/wizard 2, witch 2; Domain madness 2; Subdomain lust 2; Bloodline accursed 2

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 10 min./level

Saving Throw no; **Spell Resistance** yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

True Strike

School divination; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, F (small wooden replica of an archery target)

Range personal

Target you

Duration see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Wall of Thorns

School conjuration (creation); **Level** druid 5, shaman 5; Domain plant 5; Subdomain blood 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect wall of thorny brush, up to one 10-ft. cube/level (S)

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

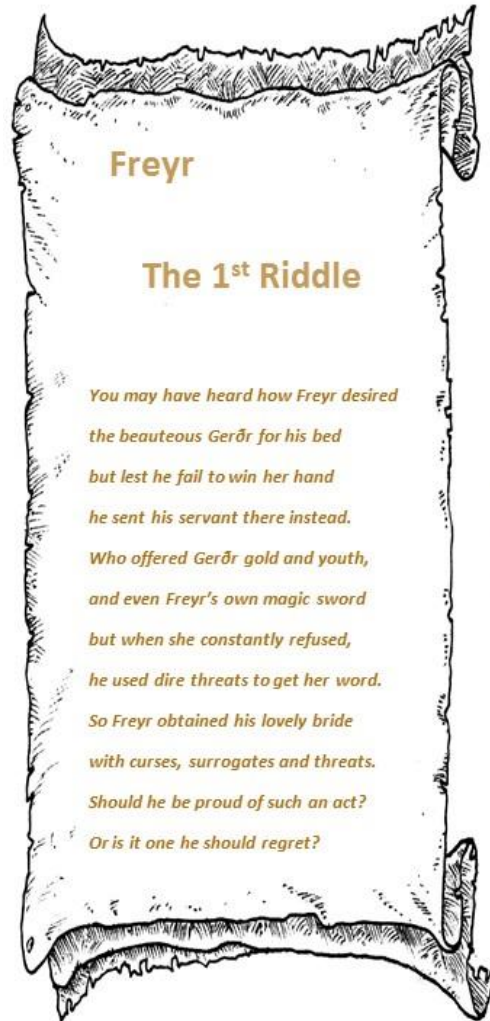
A wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a wall of thorns takes piercing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an AC of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a wall of thorns at normal speed without taking damage.

A wall of thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.



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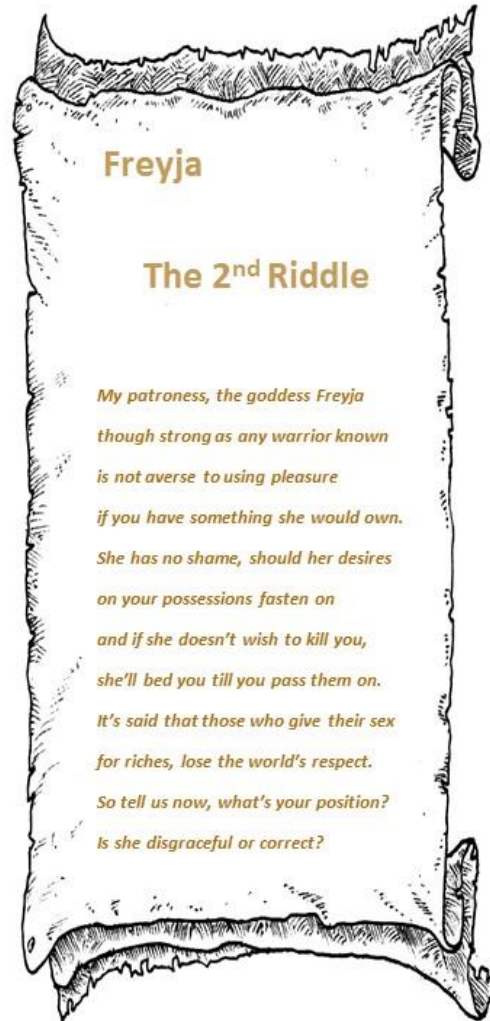
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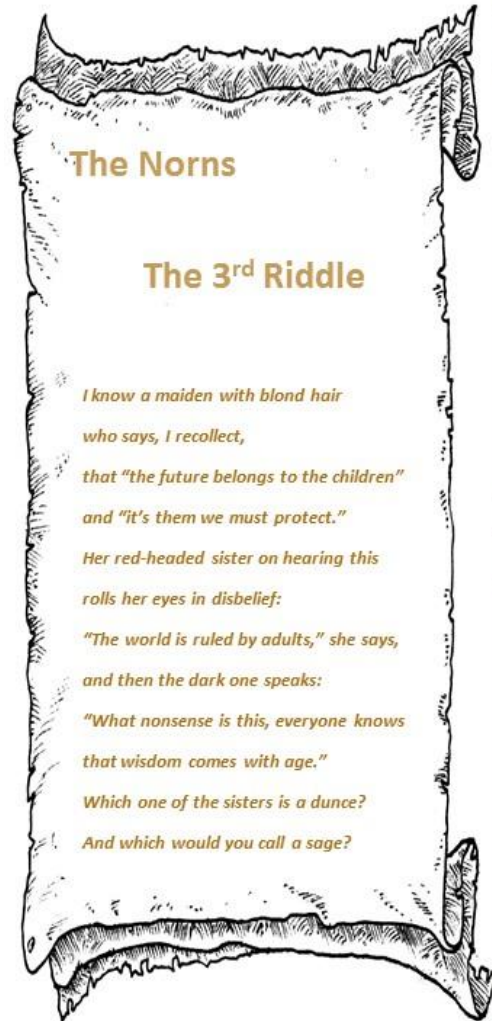
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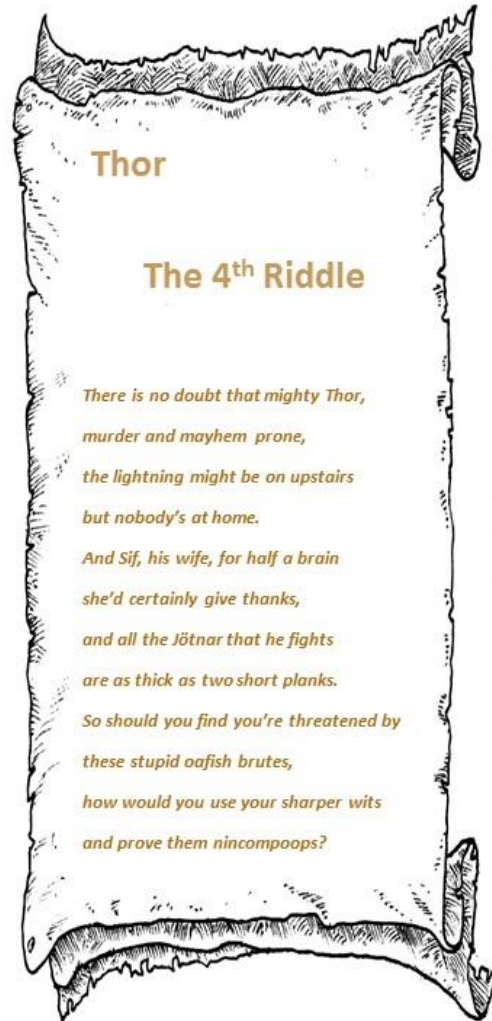
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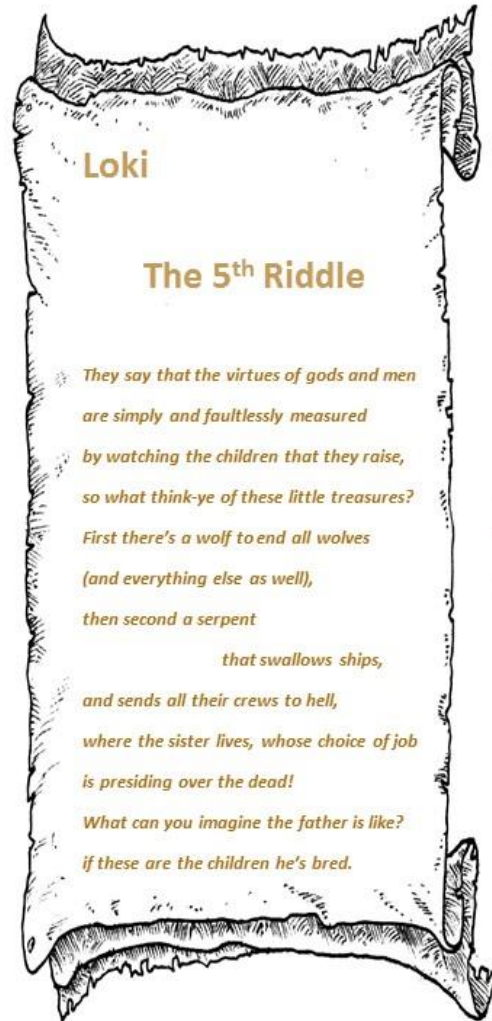
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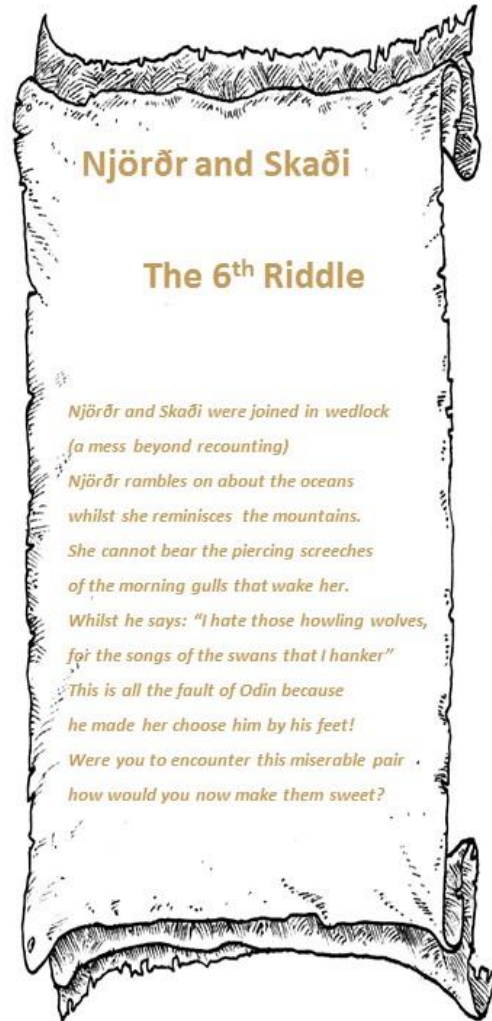
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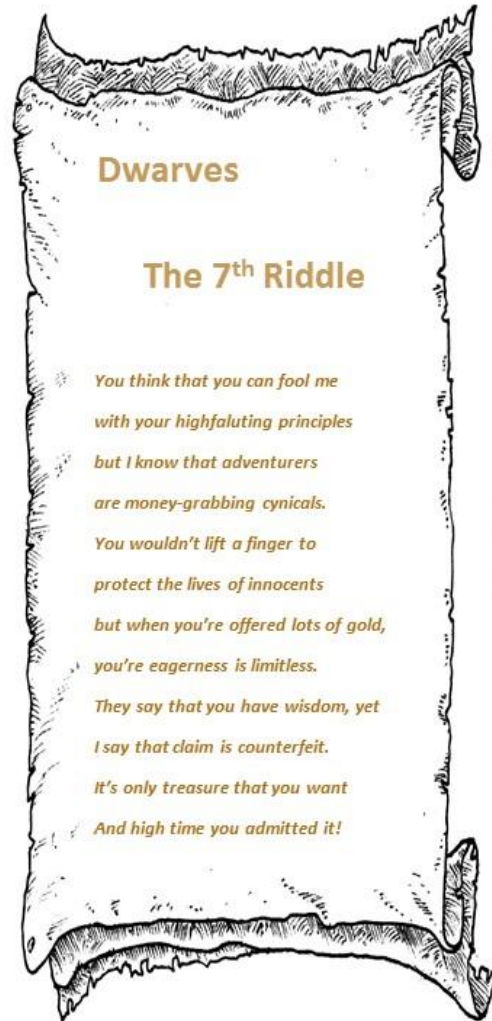
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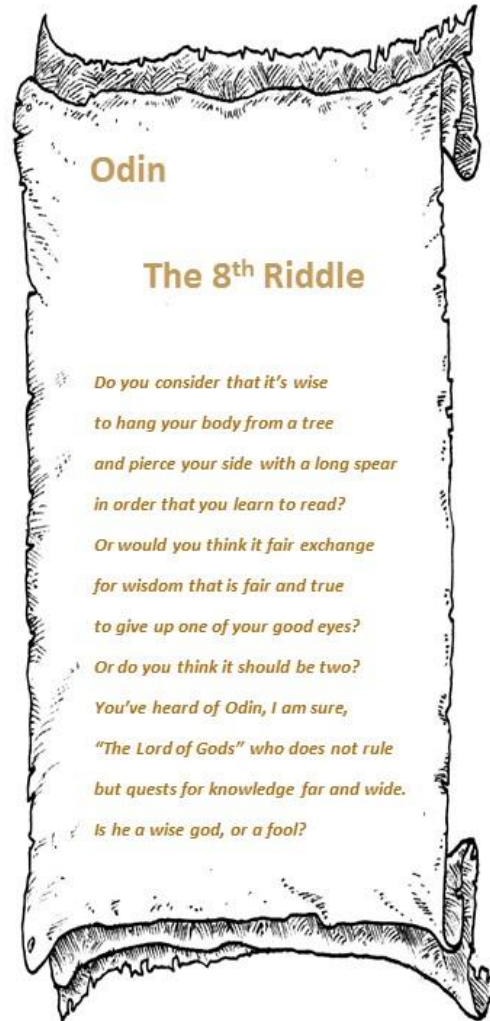
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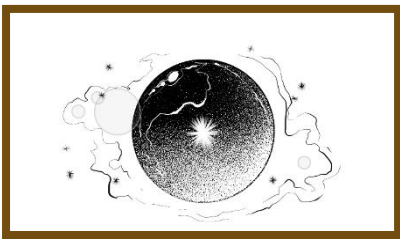
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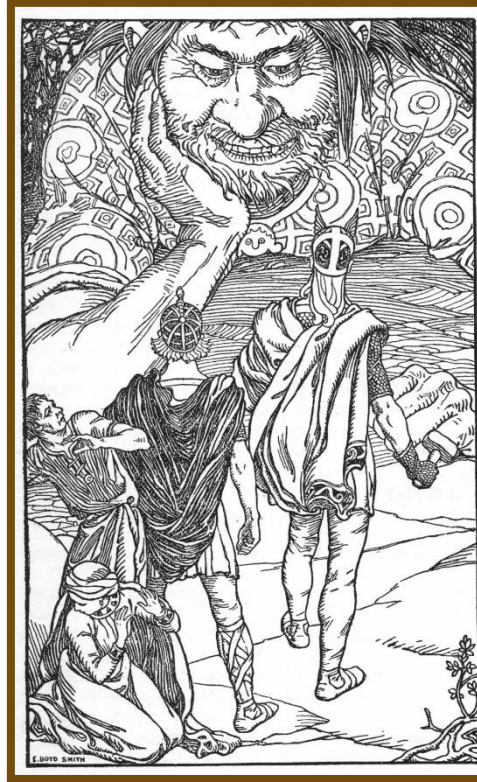
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