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The Ravenar Sagas



THREE VIKING ADVENTURES
 FOR CTHULHU DARK AGES



The Ravenar Sagas

A Viking Themed Monograph for
Cthulhu Dark Ages

By Oscar Ríos

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Phredd Groves, Terry Hope Romero, John Stavropoulos and scores of Norsemen who've rolled dice with me at more gaming conventions than I can remember. The Ravenar belongs to you all. As always, you guys rock!

A special thanks goes out to the fearless, curly haired berserker warrior whose battle cry could stop charging Voormis in their tracks. So, to my daughter Melanie, this one is for you my dark beauty.



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The Ravenar Sagas

By Oscar Rios

It takes sharp wits to wander through the world.

– From the *Havamal*

Introduction – The Ravenar Sagas are a collection of three Cthulhu Dark Ages scenarios spanning a thirteen-year period between 989AD and 1002AD. The Sagas take place across Scandinavia and what will later be known as Nova Scotia. The scenarios are called “The Ravenar Sagas” because players will be taking the roles of the crew of a small Knorr (a Viking longship).

While pre-generated characters are provided keepers may allow players to create their own. These characters will have many adventures during the Sagas, honing their skills as they face countless challenges. Investigator’s skills may well increase from scenario to scenario; Status and the character’s ages definitely will. Investigators will be sailing dangerous waters and battling deadly adversaries, some may not survive. Provisions are written in to allow “replacement” crew to be recruited between voyages (see below).

The Havamal - First recorded from the oral tradition around 1200 AD by Icelandic historian Snorri Sturluson, *The Havamal* is a collection of Old Norse poems. These short poetic verses, said to be handed down from Odin himself, gives us a window into the life, values and warrior traditions of Scandinavian culture during “The Viking Age” (790 – 1070 AD). It is part of a larger collection of pre-Christian lore called The Poetic Edda, which includes many stories from Norse Mythology. Pieces of *The Hamvamal* are sprinkled throughout this book, as well as other, more modern works where appropriate.

The Vikings People – During the Viking Age no one, not the Scandinavian peoples themselves or rest of world, used the term Viking. Scandinavia was without a central ruler, a patchwork of small semi-independent kingdoms long before the formation of countries like Norway, Sweden or Denmark. Outsiders referred to these northern seafaring peoples by many different names. The Irish called them Gaill (Foreigners), the Slaves and Greeks called them Rus, the Arabs called them Majus, the Anglo-Saxons called them Danes and the Franks called them Normanni (Northmen). Of all these varied names Northmen is the term used through this book when referring to native Scandinavian peoples during The Viking Era.

The Saga of the Ravenar- The sagas of the Ravenar are three adventures that take place in Norway, Iceland, Greenland and Vinland, between the years 989 AD and 1002 AD. The scenarios began with “The Unsung Saga”, a short high action demo posted on the Chaosium Missionary website just after the release of Cthulhu Dark Ages. The following scenarios kept to the theme of high action horror. Players expecting to read ancient tomes in monastery libraries while carefully unraveling a mystery are in for a

shock. The crewmen of the Ravenar are men of action, well armed, fearless and eager to carve out legends for themselves.

Part One, The Unsung Saga – Taking place in 989 AD and beginning in the investigators fictitious hometown of Dagvell (in Norway), this scenario introduces the crew of the Ravenar as they are about to set sail on a raid. They are summoned by their lord, Bodvar of Dagvell, and ordered to find his missing son, Svengar, and bring him home. Investigators must follow a trail of clues across Scandinavia and rescue the lost prince from the island that is and is not there. Worse, they soon learn that time is a factor as they must try to accomplish their task quickly in order to prevent a simmering rivalry between two Norse Lords from exploding into all out war and blood feud.

Part Two, The Second Saga – Just three years after the events of “The Unsung Saga” (in 992 AD) the crew of the Ravenar sets out again, this time to the fictitious town of Neskaslya in Iceland. This time they journey to a yuletide celebration not into adventure, or so they think. After their arrival in the new holdings of their old friend Svengar strange things start happening. What begins as an enjoyable holiday quickly becomes a fight for survival. Investigators once again set out to battle the unknown and put things right, before the entire town is destroyed.

Part Three, The Vinland Saga – Ten years after the events of “The Second Saga” the investigators are now lords themselves, each with holdings and men of their own. They board the Ravenar once more, returning to Neskaslya leading six ships and three hundred men. Svengar, their long time friend, has been murdered and an army is being raised to avenge this heinous act. A war is about to begin. Svengar’s young son asks the investigators to lead the army to Vinland on an all out attack on Skraelvoss, a Norse settlement founded by an old adversary located in what today is Nova Scotia. Vinland is a mysterious land, filled with magic, evil and beings mankind was not meant to know. The crew of the Ravenar faces their greatest and final adventure.

“The Ravenar” - This legendary vessel, for which these Saga’s are named, is a small Knorr, or Longship. She is fast and very sturdy, with a low draft for river travel as well as a thick hull for voyages on the open seas. The Ravenar can carry up to thirty men but was designed for a between six and ten crewmembers. She was built to be a stealthy raider, able to carry a small group of men deep upriver to strike at unsuspecting targets and then race out to open seas before any organized defense could be raised. The ship has a gray sail decorated with a black raven and is adorned with a raven figurehead. In the three scenarios some alterations are made to the Ravenar for each voyage.

The Unsung Saga- The newly built ship still has paint drying on her figurehead as the scenario begins. She is loaded with supplies for three weeks as well as a bolt of fine fabric and a box of fine carved beads for trading. The ship shows much promise but must still prove herself, much like the men who built and are about to sail her.

The Second Saga- Nearly four-years-old, the Ravenar has been decorated with knotwork railings and repainted in much richer colors. Her sail are new, gleaming white with the raven emblem sewn onto it in rich black fabric, as artistic as it is functional. The ship has been refitted to carry numerous passengers and is loaded with a week's worth of provisions as well as many gifts for the Jol (Yule) celebration on Neskasyla.

The Vinland Saga - At thirteen-year-old this ship has become a legend as has the men who crew her. While not used as often as she once was she has always been meticulously maintained. As she sets out her gray colored sails have returned, but with a stunningly embroidered black raven decorating them. A ram, which had been installed five years earlier, now rides just below her waterline. The deck has several buckets meant for fighting fire and bailing, as well as a brazier for a source of open fire and a half dozen grappling lines. She is loaded with supplies for three weeks, as well as a spare sail and enough wood and materials to make minor repairs. It is clear to all who see her that the ship is outfitted for war.

The Crew of the Ravenar- Six men sail the longship called "Ravenar", each a heroic warriors from a town called Dagvell (located on the southern coast of what today is Norway). When the Sagas begin (with "The Unsung Saga") the crew is comprised of five young and unproven warriors preparing to set sail on a raid. An older, well-respected veteran joins the crew as they are assigned a quest by their chieftain, Lord Bodvar. They are as follows:

The Heroes of the Ravenar

Finn – The designer and builder of the Ravenar, armed with an axe and a bow.
Hoskuld – A large, powerful warrior armed with a great axe and famous for his war horn.
Askell – A Norse minstrel (Skald) armed with an "enchanted" ancient Celtic sword.
Eske – The pilot and navigator of the Ravenar, who does battle with a spear and bow.
Gizur – A highly skilled swordsmen who is also a skilled healer.
Magnor – A grizzled one-eyed veteran raider who's a decade older than the other men.

Saga to Saga- the sagas continue three years later with "The Second Saga" and then ten years after that with "The Vinland Saga". The character sheets are arranged with three ages, three columns for skills (which may increase from scenario to scenario) and blank spaces for other skills, which may gain additional percentile points. Most characters upgrade their weapons and armor between "The Unsung Saga" and "The Vinland Saga" indicated by an (*). Investigators who survive from one scenario to the next gain +15% points of Status and should roll for increased skill points.

Between The Unsung Saga and The Second Saga –Investigators who survive the events of "The Unsung Saga" should roll once on Table One (see below) before starting "The Second Saga". This determines just who (if anyone) accompanies the investigators to Neskasyla for the yuletide celebration.

Table One, Traveling Companions of Investigator (Roll 1d10)

- 1) None, they are alone.
- 2) A comely female slave (received as a gift from Svengar or Bodvar).
- 3) A wife.
- 4) A pregnant wife.
- 5) A wife, with a newborn (#)
- 6) A wife and a 1-year-old child (#)
- 7) A pregnant wife and 2-year-old child (#)
- 8) A wife, 2 year old child and a newborn (#)
- 9) A wife who is a former widow and her child from the previous marriage (#, 1d8+4 for age)
- 10) A wealthy noblewoman the investigator is courting accompanied by her elderly uncle as a chaperone.

= Roll 1d10 to determine sex; 1-5 is male, 6-10 is female.

Between The Second Saga and The Vinland Saga – Investigators who survive from “The Second Saga” to “The Vinland Saga” also experience considerable changes. Their characters are now landed lords of the lands surrounding Dagvell. They are the heads of their houses, with servants and warriors to command. They also each have a large personal longship, which they will need to name at the start of “The Vinland Saga”. At this point the investigators will all be married and have at least one child, possibly several. Magnor is immune to this possibility, as his nature is well suited to the life of a bachelor.

For a wise man there is no worse sickness than having nothing to love.

- From the Havamal.

Replacement Crew – The dangers the investigators face are both deadly and mind shattering. It is possible that some of the investigators may perish or go insane, keeping them from participating in the following scenario. If this happens players should roll up new characters that are somehow connected to one or more of the surviving characters. These could be younger brothers, cousins or childhood friends of the current crewmembers recruited to take the place of the fallen character(s). The skills and/or professions of these new recruits should reflect those of the lost investigators (ex- a new sailor recruited to replace a fallen sailor).

Various Name Lists – Keepers and players alike may need to have access to appropriate Scandinavian names. These could be for investigator’s wives and children, replacement investigators or the occasional NPC. Table Two is a list of twenty traditional male Scandinavian names; Table Three is a list of twelve traditional female names; Table Four is a list of eight female slave names and Table Five is a list of eight male slave names. Slave names are a mix of traditional Anglo-Saxon, Irish and Slavic names, denoted by AS, I and S respectively.

Table Two
Male Scandinavian Names (1d20)

- 1) Aleksi
- 2) Andor
- 3) Asger
- 4) Baldur
- 5) Erno
- 6) Hagen
- 7) Hakon
- 8) Hinrik
- 9) Jannick
- 10) Keld
- 11) Kersten
- 12) Larus
- 13) Ludvik
- 14) Ormarr
- 15) Regner
- 16) Sindri
- 17) Sigurthr
- 18) Svein
- 19) Vitar
- 20) Volund

Table Three
Female Scandinavian Names (1d12)

- 1) Anika
- 2) Britta
- 3) Dagny
- 4) Fritha
- 5) Gerda
- 6) Hedda
- 7) Kelda
- 8) Klara
- 9) Noora
- 10) Pernilla
- 11) Solvig
- 12) Viveka

Table Four
Female Slave Names (1d8)

- 1) Annis (AS)
- 2) Elva (AS)
- 3) Kaila (I)
- 4) Lula (I)
- 5) Mila (S)
- 6) Roza (S)
- 7) Vesna (S)
- 8) Zora (S)

Table Five
Male Slave Names (1d6)

- 1) Garrick (AS)
- 2) Keefe (I)
- 3) Molan (I)
- 4) Stanko (S)
- 5) Teodor (S)
- 6) Volos (S)

THE RAVENAR SAGAS

Name: Finn Age during The Unsung Saga: 17
Sex & Profession: Male Sailor Age during The Second Saga: 20
Birthplace: Norway, Dagvell Age during The Vinland Saga: 30
Languages: Old Norse (50%), Gaelic (16%).

Str: 14 Dex: 15 Int: 13 Idea: 65 Damage Bonus: +1d4
Con: 14 App: 10 Pow: 9 Luck: 45 Magic: 9
Siz: 13 Sanity: 45 Edu: 10 Know: 50 Hit Points: 14

Skills with Additional Points

(A)The Unsung Saga	(B) The Second Saga	(C) The Vinland Saga
Climb (39%)	Climb (%)	Climb (%)
Craft: Longship (45%)	Craft: Longship (%)	Craft: Longship (%)
Fast Talk (16%)	Fast Talk (%)	Fast Talk (%)
Natural World (30%)	Natural World (%)	Natural World (%)
Navigate (30%)	Navigate (%)	Navigate (%)
Other Kingdoms (40%)	Other Kingdoms (%)	Other Kingdoms (%)
Pilot Boat (40%)	Pilot Boat (%)	Pilot Boat (%)
Repair / Devise (60%)	Repair / Devise (%)	Repair / Devise (%)
Status (15%)	Status (30%)	Status (45%)
Other Improved Skills _____	(%)	(%)
Other Improved Skills _____	(%)	(%)
Other Improved Skills _____	(%)	(%)

Weapons

Melee	A%	B%	C%	Damage	Hand	Range	# of Att.	Hp
Kick	40%/	____%	____%	1d6+db	/	Touch	1	n/a
Axe	50%/			1d6+db	1	Touch	1	15
(*) Frankish axe		____%	____%	1d6+1+db	1	Touch	1	15

(*= Upgraded between The Unsung Saga & The Second Saga)

Missile	A%	B%	C%	Damage	Hand	Range	# of Att.	Shots	Hp
Bow	65%/	____%	____%	1d8	2	60yrd	1	24	10

Equipment: Tunic, fur boots, sack, 20' rope, whetstone, spare bowstring.

Weapons: Axe or Frankish Axe (*), bow, quiver with two-dozen arrows.

Armor: Cuirbouilli (boiled leather armor), iron helmet (Armor = 3 Points)

(*): Chainmail armor, iron helmet. (Armor = 7 Points).

Shield: Round medium shield (10 points absorption, 25 hit points; Parry: 15%(A), _____%(B), _____%(C).

Description: You are a master shipwright learning from your father and uncles the art of shipbuilding from your earliest days. The Ravenar is the first vessel you've designed and overseen construction on. You know every inch of her as well as how to sail and repair her; she is a constant source of pride to you. Aside from shipbuilding you've picked up a bit of Gaelic and are a good man with an axe and a very good shot with a bow.

Name: Hoskuld

Sex & Profession: Male Brigand

Birthplace: Norway, Dagvell

Languages: Old Norse (60%).

Age during The Unsung Saga: 17

Age during The Second Saga: 20

Age during The Vinland Saga: 30

<u>Str:</u> 17	<u>Dex:</u> 9	<u>Int:</u> 10	<u>Idea:</u> 50	<u>Damage Bonus:</u> +1d6
<u>Con:</u> 17	<u>App:</u> 8	<u>Pow:</u> 13	<u>Luck:</u> 65	<u>Magic:</u> 13
<u>Siz:</u> 16	<u>Sanity:</u> 65	<u>Edu:</u> 12	<u>Know:</u> 60	<u>Hit Points:</u> 17

Skills with Additional Points

(A)The Unsung Saga	(B) The Second Saga	(C) The Vinland Saga
Art: War Horn (45%)	Art: War Horn (%)	Art: War Horn (%)
Conceal (35%)	Conceal (%)	Conceal (%)
Hide (30%)	Hide (%)	Hide (%)
Jump (45%)	Jump (%)	Jump (%)
Listen (45%)	Listen (%)	Listen (%)
Natural World (25%)	Natural World (%)	Natural World (%)
Navigate (30%)	Navigate (%)	Navigate (%)
Sneak (50%)	Sneak (%)	Sneak (%)
Throw (40%)	Throw (%)	Throw (%)
Track (25%)	Track (%)	Track (%)
Status (15%)	Status (30%)	Status (45%)
Other Improved Skills _____	(%)	(%)
Other Improved Skills _____	(%)	(%)
Other Improved Skills _____	(%)	(%)

Weapons

Melee	A%	B%	C%	Damage	Hand	Range	# of Att.	Hp
Head butt	35%/	_____%	/_____%	1d4+db	/	Touch	1	n/a
Large knife	35%/	_____%	/_____%	1d6+db	1	Touch	1	10
Great axe	75%/	_____%	/_____%	2d6+db	2	Touch	1	25

Equipment: Tunic, cloak, fur boots, belt, large pouch, hunting horn, knife scabbard, whetstone.

Weapons: Great axe with leather strap (able to sling across back), large knife

Armor: Leather scale armor, iron helmet. (Armor = 6 Points).

(*): Chainmail armor, iron helmet. (Armor = 7 Points).

(* = Upgraded between The Unsung Saga & The Second Saga)

Description: You are a large and powerful man, the son and grandson of successful warriors and raiders. It's a proud tradition and one you always wanted to carry forward. Growing up you heard stories of the fighting men in your family and looked forward to the day when it would be your time, and that day has come. You carry a blade on your belt but do battle with a two handed axe, which you wield with considerable skill to use it. With a mighty call upon your war horn you charge forward into battle, eager to win glory and carve out your own legend of your own.

THE RAVENAR SAGAS

Name: Askell Age during The Unsung Saga: 20
Sex & Profession: Male Minstrel Age during The Second Saga: 23
Birthplace: Norway, Dagvell Age during The Vinland Saga: 33
Languages: Old Norse (60%), English (30%).

Str: 11 Dex: 12 Int: 15 Idea: 75 Damage Bonus: +1d4
Con: 12 App: 12 Pow: 13 Luck: 65 Magic: 13
Siz: 14 Sanity: 65 Edu: 11 Know: 55 Hit Points: 13

Skills with Additional Points

(A)The Unsung Saga	(B) The Second Saga	(C) The Vinland Saga
Art: Poetry (45%)	Art: Poetry (%)	Art: Poetry (%)
Art: Singing (45%)	Conceal (%)	Conceal (%)
Bargain (25%)	Hide (%)	Hide (%)
Fast Talk (25%)	Jump (%)	Jump (%)
Insight (31%)	Listen (%)	Listen (%)
Occult (45%)	Natural World (%)	Natural World (%)
Other Kingdom (25%)	Navigate (%)	Navigate (%)
Own Kingdom (50%)	Sneak (%)	Sneak (%)
Persuade (35%)	Throw (%)	Throw (%)
Swimming (35%)	Track (%)	Track (%)
Status (20%)	Status (35%)	Status (50%)
Other Improved Skills _____	_____ (%)	_____ (%)
Other Improved Skills _____	_____ (%)	_____ (%)
Other Improved Skills _____	_____ (%)	_____ (%)

Weapons

Melee	A%	B%	C%	Damage	Hand	Range	# of Att.	Hp
Large knife	70% / _____%	_____%	_____%	1d6+db	1	Touch	1	10

Equipment: Tunic, cloak, fur boots, belt, large pouch, water skin, scabbard.

Weapons: Celtic short sword (statistics as large knife, see “Serpent of Valor”).

Armor: Leather & rings armor, iron helmet. (Armor = 5 Points),

(*) Chainmail armor, iron helmet. (Armor = 7 Points).

(*= Upgraded between The Unsung Saga & The Second Saga)

Shield: Round medium shield (10 points absorption, 25 hit points; Parry: 45%(A), _____%(B), _____% (C).

Description: You are the son of a well-respected Norse warrior and his Anglo-Saxon war bride. Your mother, a pagan druid, taught you hundreds of songs and legends of her people. This led to your true calling, that of a skald, a keeper of history and teller of heroic sagas. You are the voice of your people, its memory and its spirit; it’s a great honor and responsibility. You carry a Celtic style short sword, which you call “Serpent of Valor”. Your mother on her deathbed gave the weapon to you, telling you it was enchanted by the Sidhe or “fair folk” of her homeland. Who really knows for sure? You know she believed it and “Serpent of Valor” always felt like it belonged in your hand.

THE RAVENAR SAGAS

Name: Eske Age during The Unsung Saga: 16
Sex & Profession: Male Sailor Age during The Second Saga: 19
Birthplace: Norway, Dagvell Age during The Vinland Saga: 29
Languages: Old Norse (60%).

Str: 11 Dex: 12 Int: 17 Idea: 85 Damage Bonus: +1d4
Con: 10 App: 10 Pow: 11 Luck: 55 Magic Points: 11
Siz: 14 Sanity: 55 Edu: 12 Know: 60 Hit Points: 14

Skills with Additional Points

(A)The Unsung Saga	(B) The Second Saga	(C) The Vinland Saga
Climb (45%)	Climb (%)	Climb (%)
Craft: Nets (32%)	Craft: Nets (%)	Craft: Nets (%)
Fast Talk (35%)	Fast Talk (%)	Fast Talk (%)
First Aid (40%)	First Aid (%)	First Aid (%)
Natural world (15%)	Natural world (%)	Natural world (%)
Navigate (60%)	Navigate (%)	Navigate (%)
Other Kingdoms (20%)	Other Kingdoms (%)	Other Kingdoms (%)
Pilot Boat (75%)	Pilot Boat (%)	Pilot Boat (%)
Spot Hidden (45%)	Spot Hidden (%)	Spot Hidden (%)
Throw (25%)	Throw (%)	Throw (%)
Occult (15%)	Occult (%)	Occult (%)
Swim (40%)	Swim (%)	Swim (%)
Status (30%)	Status (45%)	Status (60%)
Other Improved Skills _____	(%)	(%)
Other Improved Skills _____	(%)	(%)
Other Improved Skills _____	(%)	(%)

Weapons

Melee	A%	B%	C%	Damage	Hand	Range	# of Att.	Hp
Punch/Fist	60%	/	____%	1d3+db	1	Touch	1	n/a
Short spear	55%	/	____%	1d6+db	1	Touch	1	15

Missile	A%	B%	C%	Damage	Hand	Range	# of Att.	Shots	Hp
Short spear	25%	/	____%	1d6+1/2 db	1	25 yards	1	1	15
Bow	65%	/	____%	1d8	2	60 yards	1	24	10

Equipment: Tunic, fur boots, sack, six torches, whetstone, small net, spare bowstring.

Weapons: Short Spear, bow, quiver with two-dozen arrows.

Armor: Cuirbouilli (boiled leather armor), iron helmet (Armor = 3 Points)

(*): Chainmail armor, iron helmet. (Armor = 7 Points).

Shield: Round medium shield (10 points absorption, 25 hit points; Parry: 15%(A), _____%(B), _____%(C).

THE RAVENAR SAGAS

Description: The Sea always seemed to call you, even as a child. You know the North Atlantic better than your mother's face and could sail a ship through the eye of a needle. You are known for your sharp mind, your skills with both a spear and the bow.

Name: Gizur

Age during The Unsung Saga: 20

Sex & Profession: Male Brigand

Age during The Second Saga: 23

Birthplace: Norway, Dagvell

Age during The Vinland Saga: 33

Languages: Old Norse (60%), French (9%)

<u>Str:</u> 15	<u>Dex:</u> 9	<u>Int:</u> 14	<u>Idea:</u> 70	<u>Damage Bonus:</u> +1d4
<u>Con:</u> 9	<u>App:</u> 11	<u>Pow:</u> 11	<u>Luck:</u> 55	<u>Magic:</u> 11
<u>Siz:</u> 16	<u>Sanity:</u> 55	<u>Edu:</u> 12	<u>Know:</u> 60	<u>Hit Points:</u> 16

Skills with Additional Points

<u>(A)The Unsung Saga</u>		<u>(B) The Second Saga</u>		<u>(C) The Vinland Saga</u>	
First Aid	(51%)	First Aid	(%)	First Aid	(%)
Listen	(45%)	Listen	(%)	Listen	(%)
Natural World	(30%)	Natural World	(%)	Natural World	(%)
Navigate	(26%)	Navigate	(%)	Navigate	(%)
Listen	(45%)	Listen	(%)	Listen	(%)
Natural World	(30%)	Natural World	(%)	Natural World	(%)
Navigate	(26%)	Navigate	(%)	Navigate	(%)
Other Kingdoms	(25%)	Other Kingdoms	(%)	Other Kingdoms	(%)
Sneak	(40%)	Sneak	(%)	Sneak	(%)
Swim	(45%)	Spot Hidden	(%)	Spot Hidden	(%)
Spot Hidden	(45%)	Swim	(%)	Swim	(%)
Throw	(45%)	Throw	(%)	Throw	(%)
Track	(30%)	Track	(%)	Track	(%)
Status	(15%)	Status	(30%)	Status	(45%)
Other Improved Skills	_____	_____	(%)	_____	(%)
Other Improved Skills	_____	_____	(%)	_____	(%)
Other Improved Skills	_____	_____	(%)	_____	(%)

Weapons

Melee	A%	B%	C%	Damage	Hand	Range	# of Att.	Hp
Head butt	65%/	_____%	_____%	1d4+db	0	Touch	1	n/a
Long Sword	80%/	_____%	_____%	1d8+db	1	Touch	1	20
* Frankish Sword	/	_____%	_____%	1d8+1+db	2	Touch	1	20

Equipment: Tunic, fur boots, belt, cloak, long sword scabbard, six torches, flint.

Weapons: Long Sword or Frankish Sword (*)

Armor: Leather & rings armor, iron helmet. (Armor = 5 Points);

(*) Chainmail armor, iron helmet. (Armor = 7 Points).

(*= Upgraded between The Unsung Saga & The Second Saga)

Shield: Round medium shield (10 points absorption, 25 hit points; Parry: 60%(A), _____%(B), _____%(C).

THE RAVENAR SAGAS

Description: Of all the young warriors in Dagvell you proved to be the most gifted. Somehow you were just born to wield a sword and shield, which seemed strange, as you are the only child of the town's healer. You quickly surpassed your instructors becoming one of the most dangerous swordsmen in Dagvell as well as a very competent healer.

Name: Magnor

Age during The Unsung Saga: 32

Sex & Profession: Male Household Officer

Age during The Second Saga: 35

Birthplace: Norway, Dagvell

Age during The Vinland Saga: 45

Languages: Old Norse (65%).

Str: 12	Dex: 10	Int: 16	Idea: 80	Damage Bonus: +1d4
Con: 12	App: 9	Pow: 13	Luck: 65	Magic: 13
Siz: 15	Sanity: 65	Edu: 13	Know: 65	Hit Points: 14

Skills with Additional Points

(A)The Unsung Saga	(B) The Second Saga	(C) The Vinland Saga
Accounting (40%)	Accounting (%)	Accounting (%)
Conceal (65%)	Conceal (%)	Conceal (%)
Craft – Armorer (65%)	Craft – Armorer (%)	Craft – Armorer (%)
Fast Talk (30%)	Fast Talk (%)	Fast Talk (%)
Insight (35%)	Insight (%)	Insight (%)
Listen (30%)	Listen (%)	Listen (%)
Occult (20%)	Occult (%)	Occult (%)
Sneak (30%)	Sneak (%)	Sneak (%)
Throw (45%)	Throw (%)	Throw (%)
Write Language (41%)	Write Language (%)	Write Language (%)
Status (30%)	Status (45%)	Status (60%)
Other Improved Skills _____	(%)	(%)
Other Improved Skills _____	(%)	(%)
Other Improved Skills _____	(%)	(%)

Weapons

Melee	A%	B%	C%	Damage	Hand	Range	# of Att.	Hp
Short spear	55%/	____%	____%	1d6+db	1	Touch	1	15
Frankish sword	75%/	____%	____%	1d8+1+db	1	Touch	1	20

Missile	A%	B%	C%	Damage	Hand	Range	# of Att.	Hp
Short spear	45% /	____%	____%	1d6+½ db	1	25 yards	1	15

Equipment: Tunic, fur boots, leather belt, cloak, 30' fiber rope, six torches, sack, whetstone, flint & steel, scabbard, two skins of flammable oil.

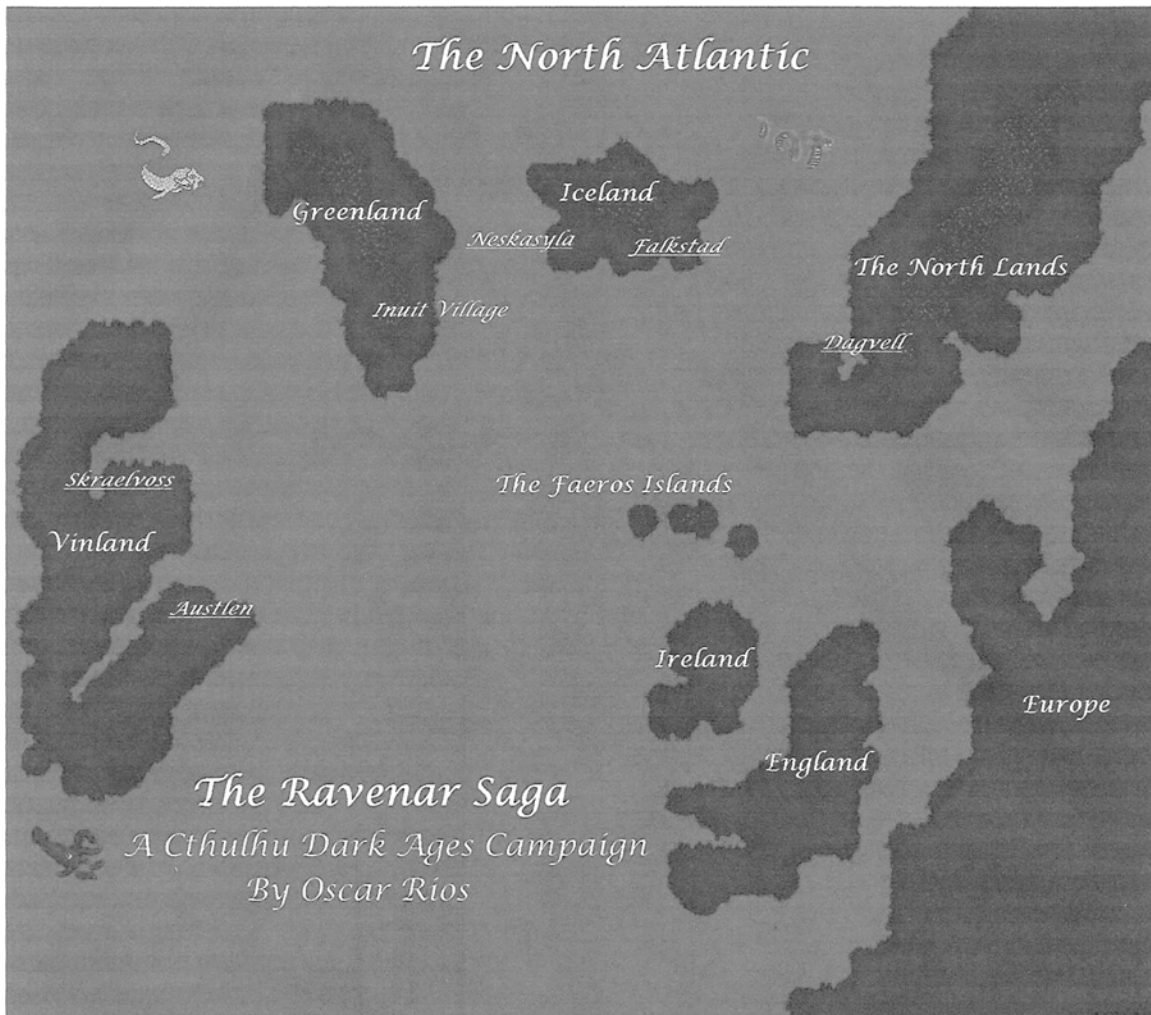
Weapons: Frankish sword, short spear.

Armor: Chainmail armor, iron helmet. (Armor = 7 Points).

Shield: Round medium shield (10 points absorption, 25 hit points; Parry: 45%(A), _____%(B), _____%(C)).

Description: You are King Bodvar's right hand man, a grizzled one-eyed former raider. The days of adventure are behind you or so you thought. You spend your time making

armor, telling tales of your glory days and keeping Bodvar's accounts. Mostly you train young warriors, nearly every warrior in Dagvel was once your student. Bodvar is your brother in law; he's married to your younger sister, which makes you Svengar's uncle.





The Unsung Saga

The Ravenar Sagas – Part One
A Cthulhu Dark Ages Scenario by Oscar Rios

*Do not leave your weapons behind when you travel
in the open field,
for you never know when on the distant road you may
suddenly need your spear.*

- From the Havamal

Introduction - For long months all of you had prepared for the raiding season. The newly built Knorr, which you've named "Ravenar", was ready to sail. Her lines were sleek; her hull strong, her draft shallow and her raven figurehead was newly painted black. Axes were sharpened, swords oiled, spears and bows secured; her crew was ready. Farewells had already been given and by dawn you would all be on your way to Ireland with the outgoing tides. Rich prizes, adventure and glory awaited you, just across the sea.

As the final supplies were stowed away a messenger arrives at your ship, informing you that Bodvar of Dagvell, your lord summons you to his hall. With curious steps you cross the village and enter the massive wooden structure, the home to Dagvell's lord. There in the darkened hall the chieftain sat in silence, with his

long time friend and advisor beside him. The fire pit was dark and gone were the throngs of feasting warriors.

“I am told you men are setting out and your ship is ready to sail” speaks the chieftain, “That is well for I have need of good men with a good ship. There is a task that needs doing and I have chosen you to do it.”

He leans forward in the silent hall. “My son Svengar is missing. I was told his ship set out for the Faeroes two weeks ago. He and his men were going to do some hunting and return in a few days. This is a thing they have done many times in the past year without incident but this time his ship never returned home.

I sent a ship to the Faeroes Islands looking for him only to learn that Svengar’s ship never arrived there. Those of the Faeroes also say that my son has not visited their shores in more than a year. I have no idea where he could be or where he’s been going these past seasons.

You men will find Svengar and return him safely to Dagvell. When he is safely back home rich rewards will be yours. Lands, slaves, coins, all this and more will I grant to you. The Ravenar seems a good, strong ship and you men are all sharp-witted and brave. You will take Magnor with you, my most trusted man. Leave as soon as you are able and may you not drink from the bitter cup of failure.”

With that you are escorted from the hall, your chieftain had spoken. You will not be raiding after all; you have been given a quest, a seeming impossible one but the rewards promised were great. What better way to prove yourselves?

Keeper Information: Svengar did not go hunting in the Faeroes, an island chain to the west of Dagvell. In his travels he met and fell in love with Wanda, the daughter of an Icelandic chieftain named Ketil. Svengar has been secretly meeting with Wanda in her hometown of Falkstad for several months.

There was good reason for this secrecy. Ketil is lord of a town called Falkstad and was once a bitter rival of Bodvar before re-settling in Iceland. While there is no open hostility between Dagvell and Falkstad, neither is there any affection. The reason for this feud is Lady Tofa, wife of Bodvar and mother of Svengar who also happens to be Magnor’s younger sister. In their youth Bodvar and Ketil were the best of friends, until Tofa came of age and both wished to court her. The two men fought a duel, with the winner being allowed to marry Tofa and the loser leaving Dagvell for Iceland, never to return. Bodvar won and married Tofa; Ketil lost and honored his agreement. He sailed to Iceland and never returned, starting a new life there and doing rather well for himself.

Ketil learned of the liaison between his only daughter and the son of his rival. He was not pleased. Ketil confronted Svengar and ordered him to stop visiting his lands, forbidding him from seeing Wanda again. Svengar countered by asking for her hand in marriage. Ketil didn’t want to refuse the prince outright, as he was of noble birth and managed to impress the Icelandic lord. However, the fact remained that he did not wish his daughter to marry Bodvar’s son either. He decided to offer Svengar a challenge.

If Svengar could bring him five hundred silver coins held in the pelt of a wildman Lord Ketil would allow the pair to wed. The prince of Dagvell had more than enough coins but the skin was another matter. Only the Inuit of newly discovered Greenland knew how to find the wildmen and even among them such skins were very rare. Svengar accepted the challenge set before him, leaving immediately for Greenland.

Svengar sailed west to trade with the Inuit for one of these rare pelts. Wanda, who was enraged at her father for his actions snuck onto Svengar's ship. She was not discovered until the ship was halfway to Greenland, so Svengar decided to press on rather than turn back. The young couple planned to acquire the hide of a wildman and return to Falkstad together in triumph. This plan went badly awry.

The Inuit villagers could not sell or trade Svengar the pelt of a Wildman, as they did not possess one. They told him only a shaman could claim such a prize and informed him how to find their local holy man. Svengar then visited the Inuit shaman and learned how to find the wildmen and how to journey to "The Island That Is and is Not There".

While visiting this island Svengar, his company and Wanda found wildmen but in greater number than they anticipated. The Northmen were overwhelmed by the creatures, called Voormis, with most of them slain and the others captured. The survivors, who included Svengar and Wanda, were hauled into the subterranean lair of the Voormis to be slowly sacrificed to their god and its offspring. "The Island That Is and Isn't There" is one of the sleeping places for The Great Old One, Tsathoggua.

Svengar managed to escape before being put into a cell. Once free of the caverns he discovered that his ship had been burned and that war parties of hairy Voormis were searching for him. In desperation he attempted to swim away from the island. The prince got to a rocky outcropping about thousand yards offshore from the island when his strength failed and he could swim no further. Currently Svengar is still trapped on that rock, as a strange bluish nine-gilled shark circles it and Wanda remains a prisoner of the hairy Voormis awaiting her turn for sacrifice to the child of Tsathoggua.

Part One- Dagvell.

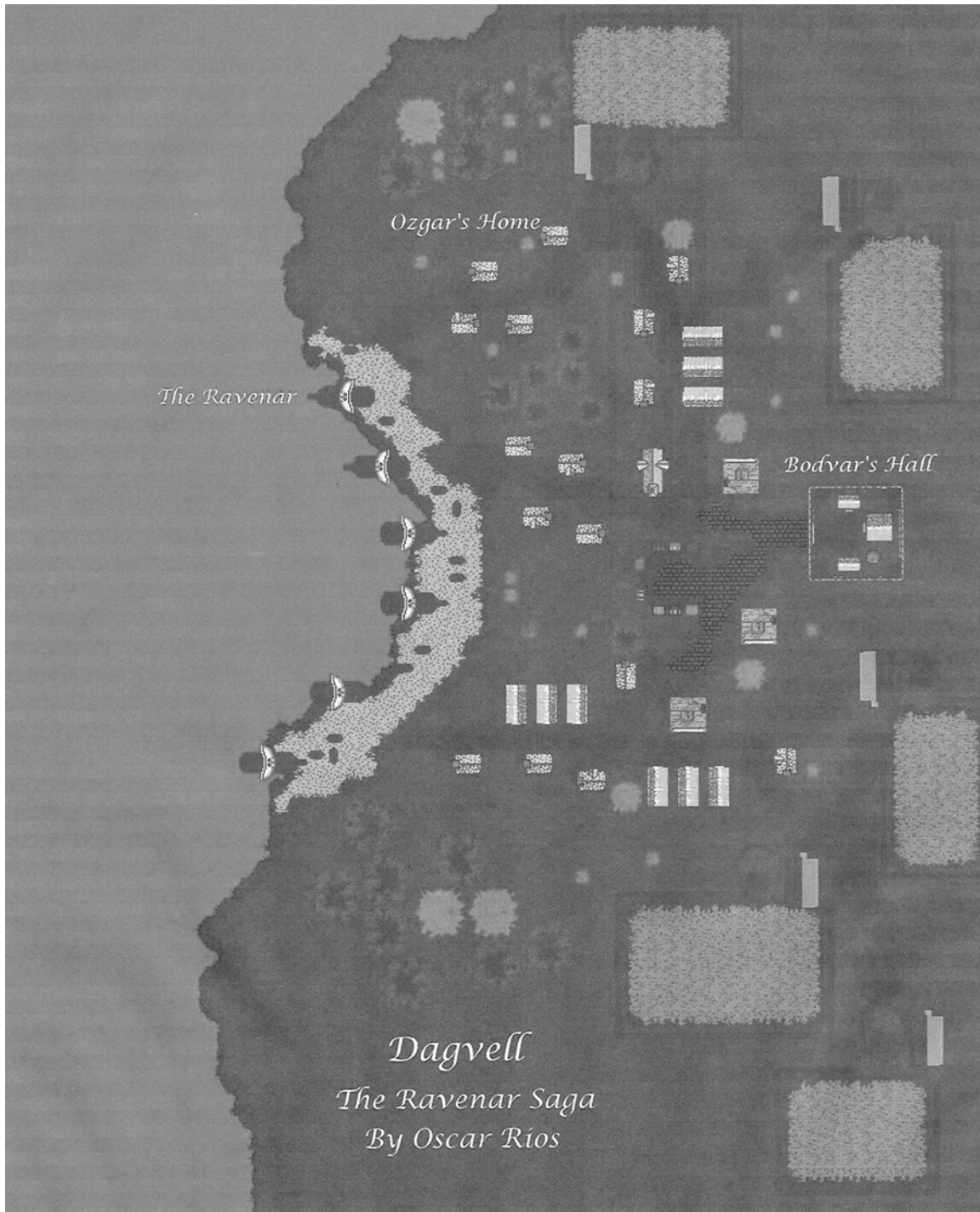
Talking to Ozgar - Investigators who make a successful Know roll realizes that Svengar's closest and most loyal friend is still in Dagvell. This man, named Ozgar, always puts to sea with Svengar and has accompanied him on the other "trips" to the Faeroes Islands. Investigators who fail the Know roll may remember bumping into Ozgar earlier that day, should they instead make a successful Luck roll.

Ozgar is a decent man, a friend of Svengar since childhood. He is about twenty, tall with dark hair, dark eyes and neatly trimmed beard. Investigators will know where his home is and which is where he can be found. When the investigators speak with Ozgar he will appear tired and troubled.

Ozgar will explain that he did not go with Svengar because his wife, Kelda, is heavily pregnant and perhaps days away from delivering their first child. Ozgar was invited by Svengar to go on this latest trip, but declined as he promised Kelda that he'd remain home for the birth. Svengar understood why his friend wanted to remain home and wished him well, telling Ozgar that he'd be back in Dagvell within a week.

Ozgar is obviously worried about his apparently missing friend and being an expectant father but there is another thing on his mind. Anyone making a successful Insight roll quickly realizes he's hiding something. He will stick to Svengar's story of "going hunting" on the Faeroes Islands, becoming confused if confronted with the information that Bodvar already sent a ship there to look for his son. Investigators

making a successful Fast Talk or Persuade roll will be able to convince Ozgar to confess all he knows.



The Secret: Ozgar will tell the investigators about Wanda, daughter of Ketil. He will explain to them that Svengar was headed for Falkstad in Iceland to see her and that they've never gone to the Faeroes Islands. Ozgar will then tell of Svengar's love for Wanda and how they've been meeting in secret for the last three seasons. He will also

explain that neither of their families know anything about this and would not approve if they learn of it. Ozgar will say that both he and the rest of Svengar's men tried to talk him out of this course of action, many times. "He's crazy, he won't listen to reason."

Ozgar fears that Ketil of Falkstad discovered the relationship and imprisoned Svengar, or worse. He has not gone to Bodvar yet, because there is no proof that Ketil took any action against Svengar. Also, Svengar made him swear an oath of secrecy, which he's broken in speaking to the investigators.

*Sport with a maiden in the dark; the day has many
eyes.*

- From the Havamal

Blood Feud - Investigators making a successful Own Kingdom or Know roll will realize that an incident like this could easily lead to a blood feud between the two families. Such feuds often lead to bitter warfare complete with knives in dark alleys and full blow battles lasting generations. Investigators making a second successful Know roll will recall that King Bodvar seemed very distraught, is known for having a volatile temper and hasn't had a kind thing to say about either Ketil or his holding Falkstad in over fifteen years.

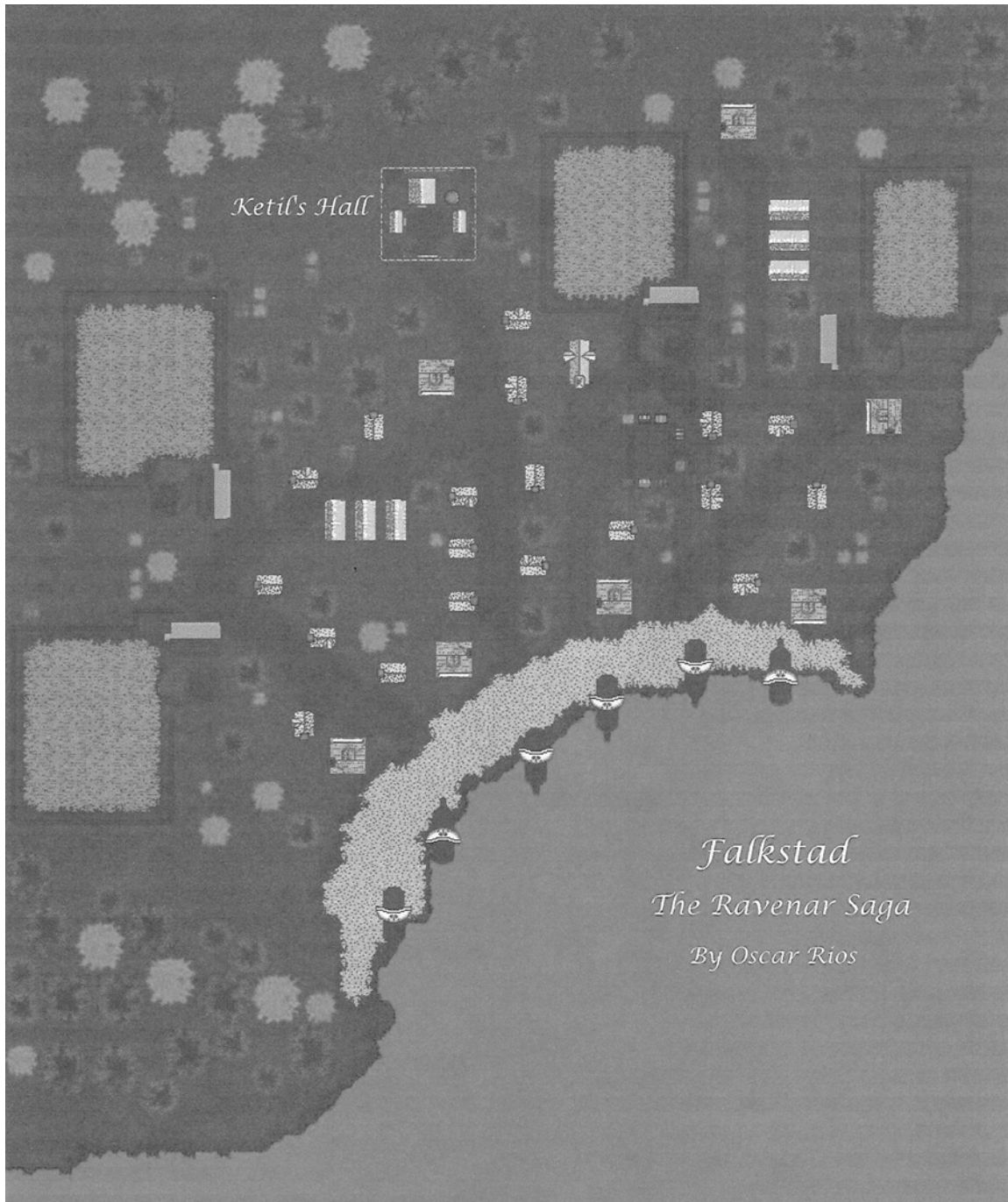
From Dagvell to Falkstad - A successful Navigation roll is required to sail from Dagvell, (on the west coast of what will become Norway) to Falkstad (on the northern shore of Iceland). This is a voyage of roughly 650 miles. The Ravenar does about 8 knots under sail on the open ocean (15 miles per hour) so the trip takes roughly 45 hours.

General Rules for Open Ocean Travel – Investigators must make a Navigation roll when traveling on the open ocean while seeking a specific destination. If this roll succeeds the investigators vessel reaches it's destination in the least amount of time the voyage should take. If investigators fail the Navigation roll the trip takes longer.

Keepers should add 1d6 hours of travel time to the voyage for every 5 points the roll failed by (Ex. – Investigators roll an 85% failure for a 60% Navigation score. Keepers then add 2d6 hours to the travel time). At the end of this extended duration another Navigation roll is attempted. If this roll is successful the investigator's vessel arrives at its proper destination; if the roll fails additional hours of travel are added again. This will continue until the players make a successful roll.

Part Two- Falkstad.

Arriving in Iceland - After making the trip from Dagvel to Falkstad investigators have no problems beaching their ship and entering town in an open manner. Some investigators may wish to beach their ship several miles away and enter Falkstad on foot. While an unnecessary precaution, Keepers should allow them to do so should they wish as it changes nothing.



Falkstad's Bay - Keepers should allow investigators to make a Spot Hidden roll as they approach Falkstad's beaching bay (should they choose to enter Falkstad in this way). If they succeed investigators notice a dozen longships, beached side-by-side, being loaded with provisions and made ready for sea. An equal number of armed men guard this area. Shields hang from the sides of the ships as well, showing that less than half of the warriors intending to sail on these ships have arrived. The vessels are in the early stages of these preparations. It will be clear to investigators that they are being made

ready for war, and those making an Idea roll will realize the ships won't be ready to sail for at least another week.

Falkstad - Falkstad is a town very similar to Dagvell in size, population and layout. Most of the streets are laid out the same, as well as the location of the central well, Town Square, open-air market and the Chieftain's Hall. Investigators making a successful Idea roll quickly realize this could only be accomplished by design. Ketil, homesick for Dagvel, laid out his new holding from his memory of his former home across the sea.

The people of Falkstad will treat the investigators with respect but some distance. They will avoid answering questions but be happy to allow them to wander town, shop or serve them a drink in the local public tavern. They will however send word to Ketil that strangers have arrived as soon as the investigators are spotted. Once investigators are in town for an hour or so Lord Ketil will send about twenty of his warriors to bring the investigators to his hall.

The Messengers – After about an hour wandering Falkstad, possibly questioning locals unsuccessfully, investigators encounter Ketil's messengers. These will be twenty of his finest warriors, fully armed for battle and led by Isrod, and imposing looking man and captain of Falkstad's guards. The men do not draw their weapons but position themselves around investigators, ready to take them by force if necessary.

Isrod will do all the talking for these men and speaks in a courteous and disarming manner. His manner however offers no hint of weakness or doubt that he is in control of the situation. Isrod will welcome them to Falkstad and if they are in the public tavern join them for a drink, paying for it if investigators allow. If they are in mid meal he allows them to finish it before delivering his message. If the investigator playing Magnor makes a status roll Isrod will recognize him, telling Magnor he has heard much about him and is pleased to finally meet him face to face.

When the captain of the Falkstad's guards gets down to business he delivers his message, telling investigators they are to accompany him to the hall of Ketil, lord of Falkstad. He will also tell him that he does not wish to disarm them, as it would be dishonorable and they are not yet enemies. If they give an oath not to draw their weapons they may retain them, otherwise he will need to have them handed over at this time. If investigators refuse to give the oath, hand over their weapons or accompany him to meet with Ketil his men level spears and draw swords. Isrod will tell investigators that they do not have a choice in this matter saying, "Ketil is chieftain here outlanders, not Bodvar. Come peaceably or show yourselves to be outlaws". Should investigators refuse battle ensues, all hope for learning of Svengar's whereabouts, rescuing the missing noble couple and successfully completing the scenario are lost.

Meeting with Ketil – Investigators will then be escorted to the hall of Lord Ketil of Falkstad. They are taken to a large hall, where they are offered food and drink by a trio of lovely noblewomen of Ketil's household, while Isrod and a few of his men remain close by. They will then be offered seats by the fire to warm themselves. This treatment is consistent with the welcoming of friends and honored guests. Shortly after this the noblewomen depart and Lord Ketil enters.

Lord Ketil is not too dissimilar from their own lord Bodvar in age, manner and dress. He will enter, recognize Magnor, and greet him personally as the two were friends back in Dagvel in their youth. Ketil will spend a few moments asking the investigators if they are comfortable, and if they have eaten and been offered drink. Once investigators answer that they have he instantly changes gears and goes on the offensive.

His first questions is “Where is Wanda and how much ransom are you asking for her return!” Ketil firmly believes that his daughter was stolen by Svengar and is now a captive in Dagvell. He will admit she is probably a willing captive but that doesn’t matter, as she is his daughter. Ketil also states that Falkstad is willing to send out its warriors to take Wanda back by force. Investigators making successful Know rolls realize that this would mean open war between Dagvel and Falkstad, trigger a blood feud between both clans.

Lord Ketil will state that he discovered the affair and spoke with Svengar, treating him with respect. He says he forbade Svengar from setting foot in Falkstad or seeing Wanda ever again but that Svengar refused and asked for her hand in marriage. Ketil then admits that this impressed Svengar and that he saw something of Tofa (Svengar’s mother) in the boy. He then says that he gave Svengar a task in good faith (one he thought to be impossible) to accomplish in order to win Wanda’s hand. Ketil then says “But the boy betrayed me, stealing my daughter in the night and sneaking away like a thief. I treated him like a man, with respect, and this is how he repays me? He seemed a good sort too but I’ve been wrong about people before.”

Investigators will need to tell Ketil their side of the story. If they ask what the task was he tells them, “I told the boy to bring me five hundred pieces of silver and the skin of a wildman.” If they ask him further about this he explains that the wildmen are found only in far off Greenland and that only the local Inuit of a certain village know how to find one. He saw such a pelt many years ago and has wanted one of his own for many years, but that the Inuit owner wouldn’t part with it.

The Ultimatum - If the party convinces Ketil that Svengar is missing and not back home in Dagvel, Ketil will tell them how to find the Inuit village in Greenland. He will say, “I want my daughter back. I’m giving you one week to return Wanda to Falkstad, after that it will be war. I do not want this but honor demands no less. I cannot let such an insult to my family done on my own lands stand unanswered. I trusted Svengar and this is how he repaid me. In memory of the kinship we once shared and for the boy’s mother’s sake I am going to trust you, Magnor, to fix this. One week Magnor, bring her home.” One week is exactly how long Ketil’s men need to finish making their ships ready for war. Ketil also warns the investigators that if they sail back to Dagvel to warn Lord Bodvar rather than to Greenland to retrieve Wanda that Falkstad’s attack, when it comes, will be without mercy of any sort.

Part Three - Greenland.

The Trip from Iceland to Greenland – The distance between Iceland and Greenland is about 220 miles. This takes the Ravenar roughly 20 hours to cover. Keepers should use the above “*General Rules for Open Ocean Travel*” to determine the actual time it

takes to make the journey. During this part of the voyage the weather becomes colder; small icebergs and seals can easily be seen from the ship.

Once investigators arrive in Greenland they must make either a successful Luck or Spot Hidden roll to find the Inuit village, as it is small and easy to miss. Investigators failing this roll spend 2d6 additional hours traveling along the coast searching for the village before finding it.

The Inuit Village – The Inuit of this particular village often trade fur and ivory to the Northmen in return for iron implements, beads and fabric. The village consists of about twenty fur and skin huts along the rocky shoreline, with racks of drying fish and sealskins. The beach is well suited for beaching a Longship and the villagers come out to greet their Northmen visitors. The Inuit will be dressed in furs having darker skins and dark black hair. They will be speaking their own language. The villagers try to help pull the Ravenar onto shore and start bringing out pelts and ivory for trade, obviously having done this many times in the past.

The Translator and Guide - Investigators must try to communicate as best they can until the tribal leader; Qigirn (KE Kern) arrives. He can speak Old Norse and is more than happy to converse with the investigators and translate for them. Qigirn believe the Ravenar to be an unexpected trade ship, wishing to obtain seal pelts and ivory.

Investigators can question Qigirn about Svengar, his men and Wanda. While willing to answer these questions the Inuit leader does try to steer the conversation back towards trade. Should investigators use some of the Ravenar's trade goods for barter or as gifts Qigirn answers all of their questions instantly.

The tribal chief will tell investigators that another ship like theirs came about a week ago with many men and a woman. Qigirn will explain that a man matching Svengar's description was trying to purchase the skin of a Wildman. He informs them that their shaman is the only man he knows of who owns such a skin. Qigirn tells them that his son led Svengar to the shaman and that when the Northman returned to the village they sailed off (towards the south).

Qigirn will offer his son's services to the investigators as a guide. His son, named Tootega (Tu te Gah), can easily lead the investigators to the Shaman, a trip taking about two hours inland on foot. The tribal leader will say that the boy is a skilled hunter and his time is valuable. A small gift of some sort, some of the Ravenar's trading goods, will seal the deal. Tootega is a sturdy young Inuit man who speaks a little Old Norse (25%).

Inuit Legends - If questioned about the Wildmen Qigirn and the other villager can offer the following: *"The Wildmen live on the hidden island, a place that shamans say is and is not there. Tales say they are small and vicious, like the fox. I've been told wildmen have thick fur, long claws and sharp teeth. Only a holy man can find the island and only a great warrior can return from it with the pelt of a wildman. That is how a shaman is made; it is how the spirits test him to see if he is worthy."*

Chapter Four - The Shaman

The Shamen's Hut – After a trip inland led by the Inuit Tootega the investigators arrive at a strange dwelling. It is a single long hut in the middle of nowhere, decorated in bones and feathers. A very old man exits, dressed in various furs decorated with teeth, bones, seashell and feathers. The man is quite wrinkled, missing many teeth and clutches a tall staff to help support himself. Tootega introduces him as Adlet (ad Let), their tribal Shaman. Investigators making a spot hidden roll notice that Tootega, while treating Adlet with the utmost respect, seems to consciously keep his distance from the man.

Adlet, the Shamen – The holy man will speak with investigators, using Tootega as a translator. Adlet will answer their questions honestly, telling them that Svengar and his men came demanding the skin of a wildman. The shaman told them he could not part with it but did tell the Northmen how he could obtain one of his own. This entailed teaching Svengar how to find the home of the wildmen upon the Island Which Is and Is Not There. Adlet will teach the investigators the same, should they so desire it?

The shaman explains that the island cannot be found unless one uses a powerful magic to “open the way”. This magic can only be gained by dealing with the most powerful of all spirits, that of The Black Ice Bear. He will explain, “If the Black Ice Bear wishes you to know the way, you knowledge will come. Adlet explains that Svengar met with the Black Ice Bear and learned how to “open the way” to the island and set out to do so with his men in order to obtain the pelt of a wildman. The shaman will say that he warned Svengar not to treat with the Black Ice Bear because it always demands a high price for its secrets. He also warned them from traveling to the “Island That Is and Is Not There” but that neither warning was heeded. Adlet will issue the investigators the same warning but will just as readily help them meet with the Black Ice Bear themselves.

The Shaman's Knowledge – Adlet met with the spirit of the Black Ice Bear in his youth shortly before traveling to “The Island That Is and Is Not There”. He is the only eyewitness to both these things currently on this plane of existence. Investigator may obtain information on both of these topics simply by asking Adlet about them

What Adlet says about the Wildmen: *“They are small, like dogs and they live in the caverns of The Island That Is and Is Not There. In those dark caves they worship their foul god. They are the keepers of his sleeping place and the caretakers of his child, the beast that giggles in the darkness. A single wildman is not difficult to kill but one does not see a single star or a single stone upon the shore. So too does one not see a single wildman. I was young when I went to that unholy island. It was more luck than skill that brought me home and made me a shaman. Many who walked a similar path never returned from that place. It is not a path I would suggest to others.”*

What Adlet says about the Black Ice Bear: *“Ah, yes, that spirit. It is one of the easiest to call and one of the most dangerous. He wants to be found, you see, he enjoys giving people knowledge. But he is not a good spirit, nor is he an evil one. He can speak the truth and a lie with the same words. If you wish I could call him*

for you but one of you must deal with him. I shall not; I am too old and wise for such things nowadays. You should follow my wisdom, choose not this path”.

Chapter Five- The Black Ice Bear.

The Ritual – If investigators ask Adlet to help them contact the spirit of the Black Ice Bear he'll tell them to pick one among their company to do so. “Only one of you need treat with him”, he'll explain. Once this investigator is selected Adlet packs a small bag and then lead them away from his hut and out into the wilderness, leaving Tootega and the other investigators to remain at his hut.

After traveling five miles away, which takes Adlet several hours to travel, he stops. The shaman then builds a large fire pit, directing the investigator to assist him with hand gestures. Using items from his pack Adlet builds a large fire, tossing incense into it and mixes up a foul smelling, horrible tasting concoction. He gestures for the investigator to drink it down while breathing deeply of the billowing incense. Once the investigator has done so the shaman begins to sing while dancing slowly around the fire while shaking a string of black bear claws. The investigator will see mists suddenly rise up all around them as they enter a dream like state.

The Black Ice Bear - The investigator involved in the ritual will suddenly find themselves standing on a snowy field surrounded by thick gray mist. After a few moments an enormous creature approaches, towering above them. It is a polar bear who is as black as night. It walks up to the investigator, stopping a few feet away and looks them up and down slowly. The creature then begins speaking, in perfect Old Norse, starting with, “Northman, your people usually don't summon me in this form. No matter, this is fine; we can talk as we are. Who are you and why have you summoned me?”

The investigator must then converse with the Spirit of the Black Ice Bear, telling it exactly what they wish to learn from it. The creature listens carefully then agrees to grant them the knowledge they seek, the knowledge “to make open” the way to The Island That Is and Is Not There. It will however explain, “there is a price for this knowledge. Will you pay it?” If asked what the price is the Black Ice Bear says, “I don't know. The price is different for everyone. There is a price for this knowledge. Will you pay it?” The Black Ice Bear will not speak further with the investigator until this matter is settled. Unless the investigator agrees to pay the price, without knowing what it is, they awaken without the knowledge they need and the scenario ends in failure (unless someone else meets with the creature and agrees to it's terms).

If the investigator agrees to pay the price then the Black Ice Bear smiles and says “Soon you will awaken and the knowledge will be inside your mind. I will also grant you the knowledge of how to summon me again, should you wish to speak with me again. I'd be happy to assist you in other matters as well, no matter how trivial.”

The Black Ice Bear then explains, “That the doorway they will open lasts only a single day. It cannot be re-opened from the other side. If it closes you will be trapped in that place, unable to return to your own world. Also be warned that time flows differently in that other place, so be mindful of how long you spend there.”

The Spell - Once the investigator who has dealt with and agreed to the Spirit of the Black Ice Bear's terms awakens they realize they know exactly how to "open the way" to the island that is and is not there. The investigator has full knowledge of the following spell and the crew of the Ravenar can now go about rescuing Svengar and Wanda. Unfortunately that investigator has also made a pact with Nyarlathotep, the Spirit of the Black Ice Bear being one of his many masks.

Open The Way

Range: 20 Yards Duration: 24 Hours

Cost: 8 MP

Sanity: 1d3 Resistance Table: No

This spell creates a rift between two planes of reality, allowing travel from one to the other. The magic only works when cast out in the open sea beyond the view of land. The exact place doesn't matter so long as nothing but the ocean can be seen in any direction. Once cast the rift appears as a swirling vortex of color 40 feet in diameter forming a bridge between two separate planes of existence. However only the caster of the spell can see it.

Those wishing to use travel across the rift must either sail or swim through it. The planes of reality will begin to push in on the passageway seeking to repair the rift that joins them. After a 24-hour period the barrier between the two planes is restored and the vortex vanishes.

Part Six - The Island that is and is not there.

Traveling Through the Riff – After meeting with Adlet the shaman and dealing with the spirit of the Black Ice Bear one investigator should now know the Open The Way spell. Tootega will gladly guide the Northmen back to his village where the investigators can board the Ravenar and make for open water. Once the ship has traveled beyond sight of land the investigators can cast the spell.

The investigator casts the spell simply by extending his hand and chanting. They will then witness a swirling vortex of colors form roughly 200 yards ahead of them. The rift between the planes is about forty feet in diameter and only visible to the investigator who casts the spell. This investigator needs to either pilot the Ravenar through the rift personally (successful with a Pilot – Boats roll) or shout out directions to the person who is piloting the boat (successful with a Pilot – Boats roll with a –15% penalty). As the boat passes through the rift investigators will suddenly feel as if they are falling, followed by a wave of dizziness and nausea that lasts about two minutes. At this point the ship will no longer be on its native plane of existence.

The Island That Is and Is Not There – The first thing the investigators should notice is that the seas suddenly become rougher. No matter what time it was when investigators entered the riff it now appears to be twilight. Skies are mostly overcast but scattered stars can be seen through occasional breaks in the clouds. None of the constellations are

familiar and about half of the stars are blue in color. A rocky island can be seen on the horizon.

As investigators approach the island they see that it is very tall, appearing to be a single black stone summit that has thrust itself out of the sea. The island does have a beach of black sand and is surrounded by jagged clusters of sharp rocks (see below). There appears to be no plant life on the island whatsoever and no animals (i.e.-seabirds, marine mammals, crustaceans) can be spotted along its shores.

“The Island That Is and Is Not There” exists slightly out of phase with our reality. It is a pocket dimension that extends to the horizon from the island, which is at its center. If the players sail beyond that horizon away from the island they emerge on the other side (i.e. if they sail west to the horizon they suddenly see the island ahead of them again and are approaching it from the east). Time also works differently in this dimension. The time of day is unchanging and investigators won’t age while here. They don’t need to eat or drink and will find it impossible to sleep. Wounds heal at a normal rate. Investigators must be careful not to lose track of the time and become trapped here forever.

The Rocks - Jagged rocks surround the island, some lying just below the waterline. Making landfall on the island requires a successful Pilot Boat roll. Investigators who successfully make this roll steer the Ravenar around the rocks safely. Investigators failing this roll will strike the rocks and seriously damage the ship. The Ravenar will then require repairs. Repairs will take 1d4 hours, require a successful Repair roll and may be done at sea. Unless investigators repair the ship the vessel will sink in 1d4 hours. The ship does not sink if repairs are underway or if the investigators make landfall before the duration expired.

Investigators sailing through the maze of jagged rocks surrounding the island will notice something moving on one of them. As they get closer they realize that there is a man on one of the larger rocks, who is waving and calling out to them frantically in Old Norse. The man is alone, unarmed, covered in slowly healing scars and waving an odd, shaggy pelt. This is Svengar of Dagvell.

Svengar of Dagvell – Investigators attempting to pick up Svengar will quickly realize the ship cannot approach closer than 200 feet, so thick are the jagged black rocks. They will also spot an enormous blue shark, with two dorsal fins and nine gills, circling the area. Before investigators have a chance to figure out a good way around the rocks or manage to deal with the shark Svengar acts. He hurls himself into the water, clutching his wildman skin and frantically swims towards the Ravenar.

The water behind him explodes into motion as the shark darts towards him. Investigators should have a few frantic rounds of action (tossing ropes, pulling the prince in, swimming towards him, tossing spears and loosing arrows at the shark). This is for dramatic tension; Keepers should allow Svengar to get safely onboard with his soaking wet wildmen pelt. The enormous blue shark swimming off after it bumps the underside of the Ravenar with its head for good measure.

The son of Bodvar is alive, however he is not quite sane. Svengar has experienced a number of traumatic events on the island; being captured, seeing his men killed, discovering his ship burned and most of all being unable to escape his captivity with Wanda. This has all left the young Northman's mind rather unhinged.

Svengar will relate everything that has happened to him thus far as he stutters and suffers from random facial ticks. He thanks the investigators for his rescue but then urges them to put ashore and help him rescue Wanda from the Wildmen. Svengar will ask for any weapons, shields or armor the investigators can spare so that he can equip himself for battle. He will not be dissuaded saying, "I won't go back without her. I can't."

Svengar will gladly sacrifice his life to get her back, but he is in no condition to do battle. If Investigators ask him to stay with the boat while they themselves try to rescue Wanda, Svengar will do so. Otherwise he will attempt to join them as they attempt to free Wanda from the Wildmen (see below).

If investigators refuse to attempt a rescue, Svengar's sanity snaps. He hurls himself overboard and attempts to swim to shore. If investigators get him back onboard Svengar will physically resist them and need to be subdued. Investigators may then return to their own dimension, without Wanda. They succeed in returning Svengar to Dagvell and to his father Bodvar but grave consequences follow (see Ending B).

The Plan of Attack - Svengar learned a great deal about the Wildmen and their subterranean lair during his short time on the island. His firsthand accounts will be crucial to the investigator's efforts to free Wanda from her captivity. The young nobleman has a good memory and can offer directions to where the prisoners are kept inside the wildmen's lair and a good idea of what to expect from the Wildmen in battle

Svengar's Directions to the Prisoners – *"Race down the canyon and into the cavern entrance at its end. Go down until you get to a big chamber; from there you follow the largest tunnel and journey downward. When you get to the room with the seven doorways, follow the one opposite the stairs. You should come upon the cells shortly after that; they'll be on your left side. Make sure you bring torches, the Wildmen keep their lair as dark as a tomb".*

Svengar's Account of the Wildmen - *"They are savage creature without fear of death. We killed dozens of the shaggy fiends but they just kept coming. Their claws are as sharp as axes. If you move quickly and strike hard you should be able to get in and out of the caverns before they can gather enough numbers to swarm you. That was our mistake and my friends died for it. They were good men and I hope they can forgive me for what I led them to".*

Svengar's Breaking Point – While planning the attack on the Wildmen's lair investigators should make a Spot Hidden or Insight roll if Svengar still intends to accompany them. If they succeed they notice that Svengar's right hand is shaking uncontrollable but that he is trying to conceal that fact. If Svengar starts arming himself this spread to his entire right arm. It will be obvious to anyone who notices this that Svengar is unfit for combat. By the time the Ravenar beaches itself Svengar will develop hysterical blindness as his fragile hold on sanity begins to slip. His spirit is willing; his mind however has had quite enough.

At this point if investigators don't suggest it Svengar will admit that he can't go on and that maybe he should guard the boat. If investigators agree and comfort him Svengar slowly regains his eyesight. The young nobleman will be able to defend himself, and the boat, but remains unable to travel more than a few feet away from the boat. From here investigators are on their own.

Chapter Seven: The Lair of the Wildmen

*Do not flee, though death is certain, unless you wish to be
called a coward.*

- From the Havamal

Landing on the Island – Beaching the Ravenar on The Island That Is and Is Not There is a simple matter; the black sands are smooth and firm. From the shoreline the island quickly becomes an upward slope ending in the sheer walls of a solitary steep peak of black stone. Svengar directs the investigators to make their landing about 500 yards away from the mouth of a canyon.

The Canyon – The canyon snakes its way between a crack in the mountain, going about 200 yards. The canyon ends at the mouth of a cavern. This is a back entrance into the lair of the Wildmen and the route Svengar used to escape his captivity there. After investigators travel 100 yards towards the cavern entrance they begin to hear inhuman yips, barks and howls. This is followed a few moments later by drumming. The alarm has been raised and the Voormis prepare to defend the entrance to their lair.

The Caves – The caves that honeycomb The Island That Is and Is Not There serve as the subterranean home to a colony of furry Voormis, a sleeping place for the Great Old One Tsathoggua and one of its children. The caverns are completely devoid of light. Water drips from the ceiling in places giving the air a humid feel and many chambers are quite damp. Some sections of the cavern lair look as if they have been physically carved out while other places appear quite natural. Occasionally a wall will be covered with unintelligible runes and sophisticated pictographs. A familiar motif on many of these carvings is a huge, sleeping toad-like giant with large rat-like ears and a toothy maw. When the inhabitants are excited the walls echo with their snarls, barks, yips and howls.

Defenders - The furry Voormis will defend their lair at three key points:

- 1) The entrance the investigators use.
- 2) The large central cavern just beyond the entrance.
- 3) A chamber with seven arched stone doors.

After this the Voormis will withdraw and release the Child of Tsathoggua (see below), a creature they consider sacred, caring for its every need. The creature will attack the investigators in the large central chamber before they can escape.

Voormis, Lesser Independent Race.

They stood only half-erect, and their shaggy heads were about his thighs and hips, snarling and snapping like dogs; and they clawed him with hook shaped nails. -Clark Aston Smith "The Seven Geases".

The Voormis are a race of primitive dog-like humanoids that dwell in deep, dark caverns. Normally nocturnal, these creatures are savage, cunning hunters who fiercely defend their mates and offspring. These brutes know no fear and the females are even more savage than the males. The Voormis worship the Great Old One Tsathoggua.

Although the Voormis are mostly extinct today a few isolated tribes may still exist in the northern hemisphere. These creatures are thought to be the ancestors of the Sasquatch.

Voormis, Savage Humanoids

<i>Char.</i>	<i>Rolls</i>	<i>Averages</i>
STR	2d6+8	15
CON	3d6	10-11
SIZ	2d6+3	10
INT	1d4+6	8-9
POW	3d6	10-11
DEX	3d6	10-11
Move 8	HP 10-11	

Av. Damage Bonus: 1d4

Weapons: Claws 30%, 1d6+db

Bite 30%, 1d4

Armor: None

Spells: If a Voormis's INT *1 or less is rolled on D100, it knows 1d3 spells: Contact Tsathoggua and Contact Formless Spawn of Tsathoggua are spells commonly known by Voormis.

Sanity Loss: 0/1d6 Sanity points to see a Voormis.

(see "Malleus Monstrorum" page 105)

The Entrance: A pack of ten Voormis will defend the entrance to their caverns. They will wait until investigators are about thirty feet from the opening before they attack. Six of the creatures will charge out of the cavern, engaging the investigators with tooth and claws. Four others Voormis will emerge high about the investigators, on ledges overlooking the entrance. These four will begin hurling stones down at the investigators. These stones, which the Voormis have an endless supply, do 1d8 points of damage and have a 30% chance of hitting. There is no way for investigators to climb up and engage these rock throwers in melee combat but they can be attacked with missile weapons

The Entrance Guards, Voormis * 10.

STR 15 CON 10 SIZ 10
 INT 8 POW 11 DEX 11
 HP 10, 10, 11, 11, 10, 11, 8*, 7*, 9*, 10* (*= Stone Hurlers). DB +1d4
Weapons: Claws 30% 1d6+db,
 Bite 30% 1d4.
Armor: None.
Sanity Loss: 0/1d6.

The Big Cave: Once past the entrance the investigators soon arrive in a large chamber with eight passages. The investigators must travel down the largest of the eight passages. Before they can cross this chamber, a dozen Voormis pour into the area, frantically attacking the investigators.

The Battle of the Big Cave, Voormis * 12.

STR 15 CON 10 SIZ 10
 INT 8 POW 11 DEX 11
 HP 10, 10, 11, 11, 10, 11, 11, 10, 10, 10, 11, 11 DB +1d4
Weapons: Claws 30% 1d6+db,
 Bite 30% 1d4.
Armor: None.
Sanity loss: 0/1d6.

The Chamber of the Seven Passages: This room has seven carved stone doors. One door is covered with a pictograph of a giant toad-like figure sleeping on a stone throne. Another pictograph shows a scene of a human being hurled into a pit with tentacles rising out of it. From the northwestern passage investigators can hear a child-like giggling.

Suddenly howls and snarls fill the air as another wave of Voormis charge out of the dark corners of this chamber. They will leap onto the investigators, savagely clawing and biting at their faces and necks. This group of eight Voormis are larger, markedly more savage and “obviously” made up entirely of females.

Defenders of the Seven Gates, Voormis *8.

STR 15 CON 10 SIZ 10
 INT 8 POW 11 DEX 11
 HP 11*8.
 DB +1d4
Weapons: Claws 35% 1d6+db,
 Bite 35% 1d4.
Armor: None.
Sanity loss: 0/1d6.

The Prison Block – The Voormis will withdraw after the battle in the Chamber of the Seven Passages, their cries and howls going silent in the caverns. Investigators can now

enter the prison section unmolested where they find a dozen cells. Inflicting a dozen points of damage to them can open the cell doors. There are five human prisoners here, four men and a single woman. These men are all that remains of Svengar's crew (of twenty); the woman is Wanda, Daughter of Ketil.

Three of these men will instantly get on their feet, calling to be released. They are unarmed but in good physical and mental condition, eager to assist investigators in any way. The remaining man cries hysterically, curled into a ball and lying in the corner of his cell. He is indefinitely insane. Unless the man is badly scolded and shamed, with the investigator making a successful Fast Talk, Persuade or Status roll he will remain indefinitely insane and unwilling to leave his cell. If any of these rolls succeed the unfortunate man recover enough to join his fellow in attempting to escape. He may, of course, be forcibly removed and dragged out of the caverns.

Wanda is in a semi-catatonic state, also suffering from indefinite insanity. While she does not resist attempts to remove her from the cell she cannot walk on her own. The woman must be led or carried from her cell (and the cavern system). She cannot care for herself in any way but is otherwise physically fine.

Let Sleeping Gods Lie – As investigators leave the prison block they will now hear a strange sound coming from the south. They did not hear it earlier because of the howls of the resident Voormis. The sound is a rumbling, slow inhale and exhale, quite deep and loud. Investigators looking towards the sound see a side tunnel that seems to be the source of the sound.

If investigators are foolish enough to follow the passage they will notice it is innately carved with pictographs. These carvings depict an immense toad-like creature with large ears, and eyes closed in slumber. This passage leads to a pair of twenty-foot tall statues of the very same figure flanking a wide doorway.

This passage leads to a huge chamber filled with pillars and thirty-foot tall statues of the same figures. At the far end of this chamber is a black stone altar, behind which is a massive black stone throne. On that throne reclines The Great Old One Tsathoggua, the sleeper of N'kai. If investigators get close enough to see Tsathoggua they must make Sanity checks, as the alien god awakens.

The Great Old One will open his heavily lidded eyes, yawn and then do one of the two things. There is a 50% chance that he is hungry in which case he does everything in his considerable power to destroy and devour the party. If he is not hungry Tsathoggua will close his eyes, ignore the investigators and pretend to go back to sleep. Should this happen investigators should make good their escape as quietly as possible. Statistics for The Great Old One Tsathoggua appear in the Call of Cthulhu rulebook and kindhearted Keepers may remove the Sleeper of N'kai from this scenario entirely (see "Malleus Monstrorum" page 231).

No Escape – After Wanda and the other prisoners are freed investigators can head back the way they came. By now it is obvious that the Voormis have withdrawn and are avoiding the investigators. This is because the Child of Tsathoggua is lurking in a side passage near the Big Cave (see above), waiting to intercept the fleeing investigators as they attempt to escape. As the investigators enter the big cave chamber it takes flight,

landing squarely between them and the exit. The Child of Tsathoggua vigorously attempts to prevent investigators from escaping the caverns. It attacks everyone in reach, both flying and charging about on its six legs, until it or its adversaries are destroyed.

Scions of Tsathoggua, Greater Servitor Race.

I heard from within a hideous high-pitched tittering and then the disgusting squashy sound as if a great, jelly-like bulk was being forced through the window. I could have sworn I heard a faint swish of gigantic wings...A foul, unspeakable slime smeared the window-sill, and in the center of the room lay [a victim], his head crushed and flattened and on the red ruin of a skull and face, the plain print of an enormous hoof. –Robert E. Howard “The Thing on the Roof”.

The children of Tsathoggua are enormous, bloated, greasy toad-things. They possess four or more thick legs terminating in mastodonic hooves, dozens of tentacles, and a pair of huge, tattered, membranous wings which sprout from their slimy backs. Curving fangs extend from bony ridges in a wide mouth, and their numerous unblinking, throbbing eyes are milky white. The stinking, blubbery hide of Tsathoggua’s servant children is ebony black and covered in dripping slime. These entities produce an unnerving, child-like tittering.

Scions of Tsathoggua dwell in caverns and temples where their alien sire is worshipped. They represent the Great Old One’s presence by accepting sacrifices and worship, and acting as guardians. Anyone removing an item from a temple of Tsathoggua, or otherwise angering the slothful Great Old One, is tracked down and killed by one of its children. Purloined items are retrieved by the servant children and returned to their proper places in the knighted realms of Tsathoggua.

Tsathoggua’s children came from Saturn with him and are innumerable old. Early man worshiped some of them as gods. Although connected to the formless spawn of Tsathoggua through their association and servitude to the Great Old One, the Children of Tsathoggua and the formless spawn are two distinctly separate races. These toad-like, winged beings may also be connected in some way with the minor Great Old One known as Gol-goroth. Some early sources may even have confused these entities with Gol-goroth, particularly in one instance where a toad-like horror speculatively identified as Gol-goroth was reported to have been killed by a group of men. The Great Old One Ossadagowah also appears to be somehow connected to this monstrous race and may be one of their kind grown to hideous proportions.

Attacks: In combat, children of Tsathoggua use their mass of tentacles to crush opponents, bite with their broad, fanged mouth, or trample a victim beneath their massive hooves. A child of Tsathoggua may attack with 2d6 tentacles and a single bite, or with a single trample each round.

Scions of Tsathoggua, Relentless Guardians

<i>Char.</i>	<i>Rolls</i>	<i>Averages</i>
STR	4d6+6	20
CON	3d6+6	16-17
SIZ	4d6+18	32
INT	2d6+6	13
POW	3d6+6	16-17
DEX	3d6	10-11
Move	7/10 Flying	HP 24-25

Av. Damage Bonus: +2d6

Weapons: 2d6 Tentacles 45%, db

Trample 35%, 2d10 + db

Bite 25%, 1d6

Armor: Because of the mucous-like makeup of their bodies, children of Tsathoggua suffer minimum possible damage from physical, non-enchanted weapons. Fire, chemicals, electricity, spells and enchanted weapons harm them normally.

Spells: All Scions of Tsathoggua know the Contact Tsathoggua, Call Ossadagowah, and Contact Formless Spawn spells. These entities may know 1d6 other spells as well if their INT or less is rolled on D100.

Sanity Loss: 1d2/1d10 Sanity points to see a Scion of Tsathoggua.

(see "Malleus Monstrorum" pages 100-101)

The Beast that Giggles in Darkness, Scion of Tsathoggua

STR 20 CON 17 SIZ 32

INT 13 POW 16 DEX 11

HP 24

DB +2d6

Weapons: 2d6 Tentacles 45%, db

Trample 35%, 2d10 + db

Bite 25%, 1d6

Armor: Special, See Above.

Sanity loss: 1d2/1d10.

Combating The Beast that Giggles in Darkness – The Scion of Tsathoggua has a formidable defense, suffering only minimal possible damage from physical attacks. However investigators do have some potent weapons to use against it. Due to the lack of natural light in the caverns investigators should be carrying a number of torches. A lit torch acts as a club and does 1d6 points of damage to the creature. The investigator Magnor also carried two skins of flammable oil. Pouring this over the creature and then lighting it will cause the Scion of Tsathoggua 1d8 point of damage on the first round followed by an additional 1d4 points on the next round. The oil burns itself off after that. The last and best weapon at the Northmen's disposal is "Serpent of Victory", the Celtic short sword carried by the investigator Askell. The weapon actually is enchanted and affects the Scion of Tsathoggua normally.

Reunion – Should investigators defeat The Beast that Giggles in Darkness they can escape the caverns without further incident. They may then rejoin Svengar on the beach where he has been guarding the ship. When Svengar is reunited with Wanda and whatever of his men who’ve survived he makes a full recovery. His tick vanishes; he stands taller and more confident. Wanda remains catatonic until Svengar kisses her and holds her in his arms, which he does as soon as possible. Tears run down her face as she regains full consciousness and use of her faculties.

Investigators can then launch the ship and head for the exit, that swirling vortex of color that only the caster of the “Open the Way” spell can see. Whoever is piloting the Ravenar must make another Pilot – Boats check to avoid striking any rocks as they depart the Island That Is and Is Not There. Once clear of the rocks investigators must then manage to sail into the riff between worlds a second time in order to return to their native plane of existence (see The Rocks and Traveling through the Riff in Part Six). Once both of these tasks are accomplished the investigators are safely back home.

Chapter Eight: Homecoming.

Investigators may have any of a number of different endings, depending on just what they did and did not accomplish. Some of these outcomes are better than others. Keepers may spend as much or as little time role-playing out these endings as they wish. The possible endings are listed below with their corresponding consequences:

- 1) *Investigators become trapped in the pocket dimension* - If this happens the investigators will be stuck in this dimension forever. The spell only opens a vortex from our plane of existence into the pocket dimension, not the other way around. In this reality it is impossible for human beings to fall asleep thereby preventing them from dreaming. This slowly causes investigators to go insane, unless the endless hordes of Voormis kill them first.
- 2) *Investigators fail to rescue Svengar and Wanda* – Should this be the outcome of the investigator’s quest dark times befall their kingdom. War quickly breaks out between Bodvar’s and Ketil’s clans, engulfing both Dagvell and Falkstad. This conflict lasts two generations and costs hundreds of good men their lives. Before it finally ends no one remains who can recall just what started the blood feud in the first place. Bodvar flies into a rage at the investigators failure and exiles them from Dagvel. If investigators tell the true story of what happened no one believes them.

Investigators with this ending are not able to continue on the overall saga, as the sequel requires Svengar and Wanda to survive. Keepers can alter the scenario to enable investigators who’ve failed to rescue the couple to play *The Second Saga*.

- 3) *Investigators rescue Svengar, but not Wanda* – Some groups of investigators may turn back after saving Svengar. While the young noble will object and resist it would be a small matter for the investigators to subdue him. They

may then return through the rift back into their home dimension against his will. If this happens Svengar's mild insanity becomes steadily worse and he hangs himself within a month of rescue. This ending does nothing to stop the blood feud between Ketil and Bodvar, which plays out exactly as if neither Svengar nor Wanda had been rescued (see above).

- 4) *Investigators rescue both Svengar and Wanda* – If this is the investigators outcome they are asked to set a course for Falkstad. There they find that the warships have not yet departed and everyone (Wanda and Svengar included) are taken before Lord Ketil. Svengar gives Ketil the pelt of a wildman and 500 silver coins (which he recovers from a room he rented in Falkstad). Lord Ketil is stunned, happy to be beaten at his own game and overjoyed that his daughter is safe. He blesses the union and the following day throws them an enormous wedding, which the investigators attend as honored guests. The following day Svengar, Wanda and the investigators depart for Davgell, with Ketil telling Svengar, "If your father gives you any sort of trouble come back to Falkstad. I would welcome you back as a son."

Upon arriving in Davgell Svengar, Wanda and the investigators are taken to meet with Lord Bodvar. Svengar introduces the woman with him saying, "This is Wanda, daughter of Lord Ketil of Falkstad, my wife." The father and son stare at one another for a long moment, then Bodvar looks over the beautiful woman and smiles. He throws open his arms saying "My son, my daughter, welcome home!" A second, even larger wedding is held, obviously trying hard to outdo the first and again the investigators attend as honored guests. The investigators are also given their reward, as promised by Bodvar at the start of the scenario.

After all the festivities are done Bodvar asks to meet with the investigators in private. He asks them to tell him the story of their quest to find his son, instructing Askell (their Skald) to relate it as an epic poem. This requires an Art-Singing and Art-Poetry roll, but there are no penalties for failure. Bodvar listens long and hard to the story and then proclaims, "Let this saga never be sung again, for some things men were not meant to know."

Paying the Price – One investigator still has an outstanding debt to the Spirit of the Black Ice Bear. Upon returning home to Davgell they are told that a mysterious fire broke out in their home while they were away. This fire killed 1d6 members of their immediate family. Upon learning of this the investigator loses 1d10 Sanity Points, as they realize they are indirectly responsible for these deaths. The Spirit of the Black Ice Bear, an avatar of Nyarlathotep, demands a high price for his services.

Sanity Awards

Fighting their way through the Voormis : 1d6
 Defeating the Child of Tsathoggua : 1d10
 Rescuing both Svengar and Wanda : 1d8



The Second Saga

The Ravenar Sagas – Part Two

An Original *Cthulhu Dark Ages* Scenario by Oscar Rios

*Crooked and far is the path to a foe, though his house lies next to yours;
but it's no great distance to a friend, though it's many miles to his door.*

- From the Havamal

Introduction – The winds are harsh, the seas high and the black raven figurehead stands out starkly in the light snow. You are all back together on the deck of the Ravenar as you had been three years earlier. Once again you are seeking Svengar, son of Bodvar. Three years ago the young noble was lost, trapped in a place that was and was not there. A place where you faced dark forces which man was not meant to know. With Luck and valor you managed to rescue him along with Wanda, daughter of Ketil, lord of Falkstad. Unlike last time this voyage was a happy one.

Svengar is no longer a young and foolish prince, now he master of his own house and leader of a town called Neskasya. He is a husband, soon to be a father and by all accounts a fair and generous ruler. Svengar has invited you to be his honored guests at a grand celebration on this, the first yuletide, in his own home. Days of feasting, dancing and drinking lay ahead, in the company of old friends who'd faced death together.

Neskasya is part of Lord Ketil's holding in Iceland and was once the poorest, most run down settlement in it. At that time a man named Gudrun led the town.

Gudrun's family had always been allies of Ketil, mighty warriors who'd proven their bravery and loyalty many times. Unfortunately, good warriors don't always make good leaders and Neskasya had fallen to ruin.

Hearing Ketil complain about the town's uncollected taxes and poor state of repair, Svengar stepped forward. He asked his father in law to grant him control of Neskasya for a single year, promising to find a way to revitalize the town. He asked that should he succeed in this task that he be named permanent ruler of the town. Ketil, having little to lose, agreed.

What followed was a year of frantic building. New longhouses and shops were constructed, attracting new families to settle there. The shoreline were cleared and smoothed for beaching ships and several new vessels were built to replace the town's aged fleet of fishing boats. Gudrun and his kin worked alongside Svengar, even vacating the town's traditional seat of power, Dunhill Keep. Now, almost a year later Neskasya was a town reborn and its taxes had been paid on time. Its people possessed a new sense of pride and a respect for their young new lord. The prosperity they were witness to had put all sense of doubt and mistrust of Lord Svengar to rest.

Through the early morning snow you can see Neskasya. At the far end of a deep bay, thirty miles up the fjord of Olanai, the town glittered like a jewel. Everything seemed freshly painted and polished, happy voices, biting saws and ringing hammers sounding out across the bay. Yuletide decorations and smoking chimneys were everywhere. What you had all heard of the town's wondrous resurrection seemed true and you marveled at what Svengar had accomplished.

As you sail closer the sounds of horns cry out. A church bell start to ring as well and you realize it is meant to welcome you. By the time your ship reaches the beach, a crowd has gathered who pull the Ravenar ashore, eager to meet her most renowned crew. The townspeople, wearing new clothes and warm smiles, welcomed you to Neskasya and wish you "Gledileg jol", or Happy Yule. These would be days to remember.

Keeper's information – Not everyone in Neskasya is happy about the changes, these would be Gudrun and his kin. They led the town (albeit unsuccessfully) until a year ago and have now been replaced as the town's ruling family. Gudrun feels betrayed by this and considers Svengar and Wanda usurpers, hating them deeply. In truth, Gudrun and his family have always been poor leaders; corrupt, petty and possessing unpleasant tempers. Gudrun feigns friendship and cooperation with Svengar but has always planned to have both him and his wife Wanda murdered.

Shortly after Svengar came to Neskasya, Gudrun sailed to Kiev to trade. There he witnessed a man about to be drowned by a mob. He learned that the man, named Lisko, was a worshipper of Satan as well as a conjuror of demons and monsters. Thinking he could have a use for a man with such skills, he and his men quickly drove off the mob, saving the condemned man.

He made a deal with Lisko in return for his life. Lisko would summon a monster to destroy Svengar and Wanda in a public place at a time when there were many witnesses. Then Gudrun and his warriors would slay the monster, seeming to be heroes. This way, Gudrun hopes, Ketil will not trace the attack to him. He then expects to be rewarded him for his bravery by being reappointed as rulers of Neskasya. Lisko agreed and the final night of the Yule celebration was chosen as the time for this attack. Gudrun

has great hopes for his plan but Lisko has no intention playing his part. He has a plan of his own.

Lisko is in fact a worshiper of the Great Old One Ithaqua, the Wind Walker, and is deeply insane with cyromania. Somewhat like pyromania, this madness causes Lisko to fixate on intense cold and take pleasure in seeing life destroyed by freezing. For the past then months the madman has lived as a slave in Dunhill Keep, a gift of welcome to Svengar's household from Gudrun clan. Lisko happens to also be a skilled potter and uses those skills to fill Dunhill Keep with pots, mugs, jars and platters. Lisko's plan is something more drastic than killing two people. His plan is to kill everyone, offering the entire town of Neskasya as a sacrifice to his master Ithaqua. It's up to the investigators to thwart Lisko's plan and foil Gudrun's attempts to cover up his original plot against Svengar and Wanda.

Lisko's Plan

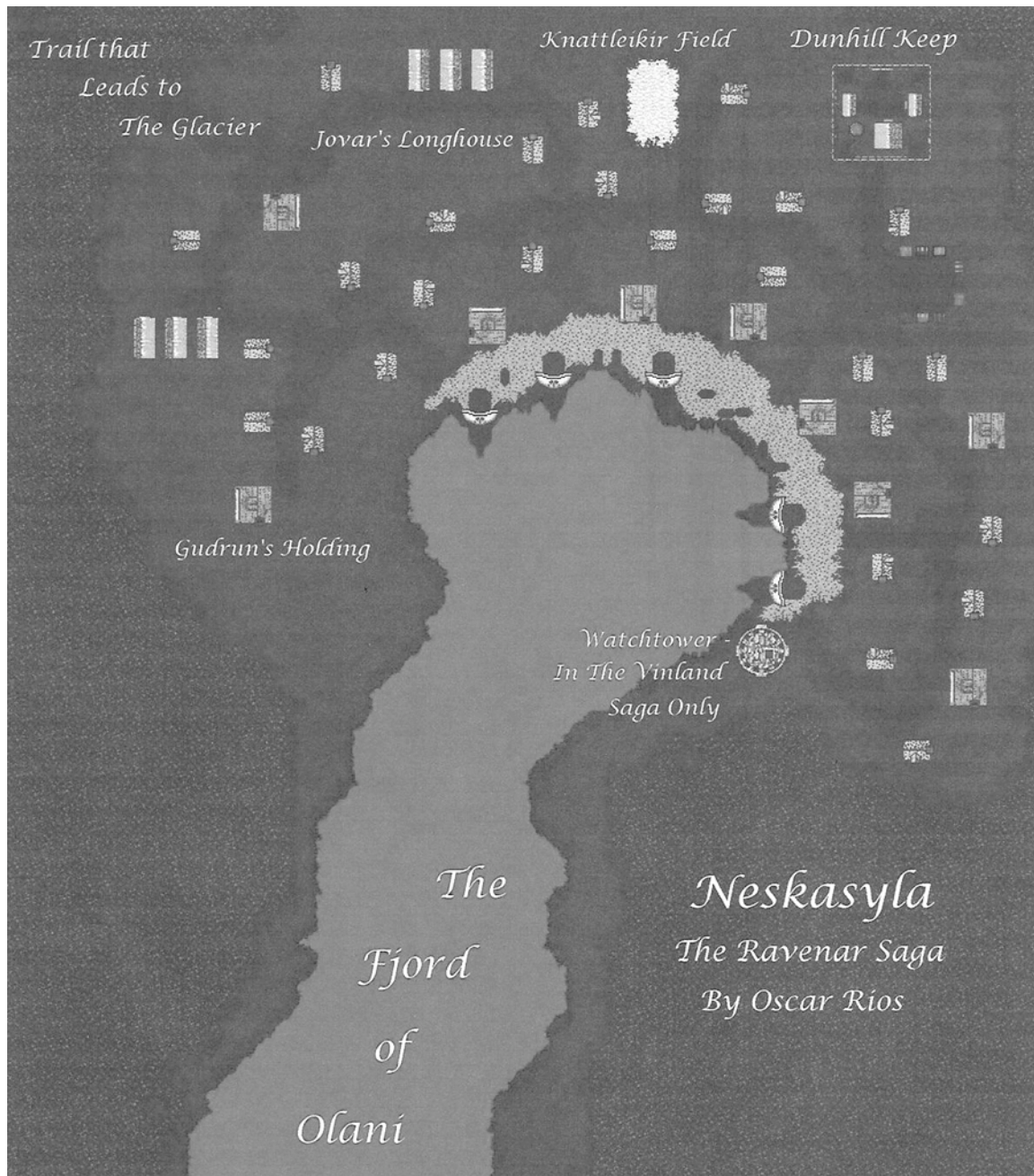
Day One - On the first night of the Yule celebration Lisko escapes his room, knocking out a guard. He steals warm clothing and supplies then leaves Dunhill Keep. The cultist then casts the spell "Freezing" which freezes the bay out to two miles up the fjord of Olanai. This spell drains all of Lisko's Magic Points causing him to fall unconscious.

Day Two - Lisko awakens as dawn is breaking, the night of exposure causing his extremities to begin suffering the effects of frostbite. He considers this a divine blessing from his master. The cultist then notices a ship trapped in the ice of the fjord and casts another spell. Lisko summons a group of Wendigo, a servitor race of Ithaqua, and commands them to kill anyone they find traveling on the ice of the bay. He then begins walking up into the mountains northwest of town, towards the glacier. By the time the town is awakened, Lisko is many miles away and fresh snow has covered his tracks.

Day Three – Hours before dawn Lisko regains enough Magic Points to cast another summoning spell. This time he summons a Gnoph-Keh and convinces it to raise a mighty blizzard in order to destroy the town in Ithaqua's name. The creature obeys and the cultist continues walking towards the glacier, reaching it after dark.

Day Four through Six – Nearly dead from exposure Lisko will try to cast his greatest, and final, summoning. He will attempt to call the Great Old One Ithaqua, his god and master. The cultist's chances are only 17%, which he attempts once per day for the next three days. After the third attempt Lisko will finally freeze to death.

Keepers should feel free to have this roll automatically succeed should they wish. Lisko has caused much destruction in Ithaqua's name and is willingly allowing himself to freeze to death as an additional offering. If he succeeds The Great Old One Ithaqua appears. The Wind Walker then leaves the glacier, comes down out of the mountains and totally destroys Neskasya and everyone in it.



Part One – Arrival

The Ravenar arrives in Neskasyla a few hours after dawn. The locals welcome the investigators and their guests to town. Among them is a well-dressed, dark haired man named Ozgar, whom the investigators may recognize as one of Svengar's oldest friends from childhood. Ozgar will lead the investigators, along with any of their guests, to Dunhill Keep. On the way he makes small talk and investigators will get a good look at Neskasyla. It is easy to see the locals are enjoying the town's newfound prosperity. Ozgar will explain that Svengar could not meet them as he is currently overseeing a new

roof being put on the house of Jovar. The keep is a large house, atop a hill surrounded by a stone wall and a defensive trench.

Wanda will greet the investigators warmly, especially those who took part in her rescue. She is heavy with child, expecting to go into labor at any time. Servants take any baggage and escort the investigators and their guests to rooms inside Dunhill Keep. Wanda will invite the guests into the main hall while Ozgar invites investigators to accompany him to join Svengar at the house of Jovar.

Female traveling companions of the investigators enjoy a peaceful day of friendly sewing, gossip and games of Hnefatafl (a board game) with Wanda and her inner circle of noblewomen. Any children companions will enjoy a day of playing board games and listening to stories by Helga the Wise. About two hours before dark the women will be summoned to watch a hastily prepared Knattleikr game (see below).

The Roofing – Ozgar will lead the investigators to the longhouse of Jovor, a longtime resident of the town. His house was in poor repair and is in the last stages of a renovation. Here there are thirty men all working together to finish painting the house and install a brand new thatch roof. Svengar is here hauling hay around, organizing the workers and doing a great job of leading by example. It is obvious that Jovor's family and the other townspeople are impressed with Svengar's leadership.

Svengar will warmly greet the investigators, apologize for not meeting them on the shore and introduces them to some people including Gudrun and his kin. He'll explain that he promised Jovor a new roof before yuletide, but lost two days waiting for the hay to arrive when rains made a local river dangerous to cross. "A new bridge over that crossing in the spring maybe, what do you think?" He asks one of the townspeople, the crowd heartily agreeing.

He'll ask them if they are willing to lend a hand with the roofing explaining, "The more hands we have at this the sooner we'll all be done." If investigators agree they spend several hours hauling hay around and helping install the new roof. The womenfolk of the Jovor's family offer investigators hot drinks and the townspeople gain a good amount of respect for them, treating them quite well. If investigators make a Listen roll they will hear one of the Jovar family mutter, "It's good to see Gudrun and his boys do an honest days work for once." Or "Gudrun must have been shamed into coming out here to work with the common folk by Svengar. He never did it before."

Once the roof is done there will still be two hours of daylight left. Svengar will suggest they all clean up and rest before the big feast tonight. Most families are celebrating at their own homes, but Gudrun's clan has been invited to Dunhill Keep's celebration. Gudrun will say that he and his men don't need a rest and suggest a quick game of Knattleikir before the feast. "But if your men and your friends are too weary, we can do it another time", he'll say with a tone of challenge. Svengar will smile, look to the investigators and ask, "Are you all interested in a nice, friendly game before the feast?" People begin calling out for a game and word quickly spreads through the town.

Knattleikir –This is a game played on a flat surface (ice or grass) on a lined off playing field with a hard ball and club (a bat). Exact rules are unknown but some facts are that it is played with two teams, there is a captain on each team; the ball is hit by the bat, caught and thrown; there are penalties and a penalty box and lastly, physical contact is allowed

when teams are fighting for the balls. Keepers should think of a combination of baseball, hockey, lacrosse and rugby.

Investigators will have a basic skill of 20% in playing this game. An investigator making a successful Luck Roll gains an additional 1d20 percentage points in this skill. This reflects that they are experienced and passionate players of the sport.

The Game – The teams will be of eight players each, with Gudrun and Svengar in the captain position. Ozgar will play on Svengar's team, with the investigators and possibly Jovor. A winner is determined by each player rolling their Knattleikir skill and adding up the total number of successful checks for their team. These are compared to the other team's number of successes and the team with the higher number wins.

Gudrun's team members have a skill in Knattleikir of 30%, with Svengar, Ozgar and possibly Jovor having 40%. Gudrun's team also plays rough and dirty, getting several penalties for cheap shots. Each investigator suffers 1d3 points of damage during the game. Investigators are allowed to play equally dirty and do as much damage to their opponents in return. Svengar and Ozgar also give as good as they get, all in good fun.

The game is played on a frozen duck pond near Dunhill Keep. About a hundred townspeople gather to watch the match including those who accompanied the investigators. After the game everyone goes to their homes or to Dunhill Keep where they change out of their wet clothing before getting ready for the Yuletide.

The Feast – In Svengar's hall at Dunhill Keep tables are set up for his seventy odd guests around a massive burning Yule Log. A great deal of food such as pork, goose, beef, cod, herring, fruits and nuts will be served to guests over several courses. An even greater amount of mead (fermented honey wine) and specially brewed batches of Christmas beer called Jul will also be flowing through the hall. Activities include singing and dancing, along with gossiping long into the night.

Some important events taking place at the party are as follows:

- a) Svengar makes a toast to thank everyone for coming and to thank everyone who made this first year in Neskasya such a success.
- b) Father Anor, the local Catholic priest, will give a blessing before the first course is served. He will urge everyone present not to forget the reason for this gathering that of giving thanks to the birth of the blessed Christ child.
- c) Everyone in attendance is given a beautiful fired clay jar filled with blackberry preserves. These jars are beautifully painted with yuletide themes. Wanda will remark that these jars were made especially for the feast by one of their slaves named Lisko. Investigators overhear with successful Listen roll that Lisko is from Kiev and was a gift from Gudrun's clan.
- d) As investigators are heading to bed they pass a guard who is passed out, a drinking horn in hand. He reeks of mead and no one bothers him, assuming the man to be drunk. Even Svengar passes him by, saying he will deal with the guard in the morning. Wanda asks him to be understanding of the man's

lapse as it's Yule. In truth, the guard has been knocked unconscious by Lisko as the slave was escaping the keep.

Part Two – The Frozen Bay

Before dawn the Neskasya's bay and two miles down the fjord towards the sea is frozen over. The ice will be several feet thick in most places and able to support a great amount of weight. This will be unprecedented; the bay has never in anyone's memory frozen over. Frightened townspeople will inform Svengar of this development and seek his guidance.

Lord Svengar will act calmly and confidently, trying to allay any fears and blaming the bay's freezing on a freak ocean current. He actually has no idea what the cause of this is. However, his experience with the forces of magic and the mythos firsthand causes him to fear the worst. Svengar calls on the investigators to quietly look into this, as he knows they are experienced with "unnatural" things. It begins to snow as the investigators make their way down to the beach area to look into the mysteriously frozen bay.

The Beaching Area – Gathered here are about sixty townspeople. Many are poking at the ice, some are nervously praying while others (mainly children) are sliding across it in play. The ice appears very thick and solid. All of the town's boats, as well as the Ravenar, are unharmed as they were not in the water when the bay froze as they were beached on the shore. Investigators making a successful Natural World roll realize this event could not occur naturally.

The Messenger – As the snowfall begins to pick up a hunting horn will sound out from the ice. While the snow obscures the person blowing the horn it will sound out every minutes or so until the call is answered. The calls are from someone who has lost their way in the storm and is trying to orient himself. If answered, a young man will appear trekking across the ice towards the town a few minutes later.

The young man is well dressed in warm clothing and carrying a torch. He'll be exhausted and overjoyed to finally reach Neskasya, introducing himself as Harold, Son of Halfar. He'll explain that he and his family was traveling to Neskasya when their ship ("Battle-Serpent") became stuck in the ice sometime before dawn. He was sent, along with a guard, to seek help in town. Harold and the guard became separated in the blowing snows on the bay and he became lost. He does not know how far away the ship is but knows he left the ship about two hours ago. The young man asks for assistance in transporting the cargo, passengers and crew (some of whom are women and children) from Battle-Serpent to Neskasya.

"Battle Serpent" – This longship is about two miles away from the town, surrounded by ice and trapped in the frozen waters. The vessel is well lit by torches and lamps, with lookouts posted, eagerly awaiting any signs of coming help. There are about forty people onboard as well as some cargo (mostly food) that they were delivering to Svengar.

The Rescue – If the investigators don't take the initiative in organizing the rescue of the Battle Serpent's passengers and crew Ozgar does. Townspeople will quickly gather together two oxen drawn wagons, plenty of ropes, torches and blankets for this operation. Ozgar, the investigators and six strong men from town set out to find the ship.

The trapped ship isn't hard to find unless those seeking it get turned around in the storm. By now, snow is steadily falling and a strong wind is blowing (from the northwest) across the frozen fjord and bay. The trip between Neskasya and the trapped ship takes nearly an hour due to the high winds, blinding snow and slippery, icy terrain. During the journey strange howls sound; some seeming to be carried on the wind while others sound as if they come from above investigators in midair. Anyone hearing these howls, the cries of the Wendigo, must make a Sanity check for 0/1d2.

If investigators attempt to find the lost guard they'll need to make a Tracking roll. If successful, they find a trail that leads them to the body of the guard. The man is dead, savagely attacked as if by a large bear with deep bite and claw wounds. Viewing the corpse requires investigators to make a Sanity Check for 0/1d3.

Once investigators arrive at Battle Serpent grateful passengers greet them, relieved at the sight of the investigators torches, carts and oxen. Everyone will be quite eager to get to land. It takes both wagons two trips to evacuate everyone from "Battle Serpent". The first trip carried most of the ship's passengers and the second brings the remaining people and cargo. Able-bodied men will walk beside the wagon while women and children ride in it. The first trip goes well, with only the strange howls sounding out menacingly just out of sight, their source hidden by the swirling snows.

On the way back to town on the second trip from Battle Serpent the wagons are viciously attacked. Ozgar will lead the first wagon, with most of the men from town while investigators will be escorting the second wagon. Visibility between the wagons is poor, even if the investigators try to keep both wagons close together while moving.

Attack of the Wendigo

The attacks start upon the first wagon while the investigators are out of sight from it. The investigators hear the sounds of shouting and roars, greatly muffled by the high winds and falling snow. As they come upon the lead wagon they find it has been turned on its side, the cargo spilled all across the ice. The ox is dead and eight men are lying bloody and unmoving all around it, four others are missing. The missing men are dead as are half of the men lying near the wagon. Ozgar, gravely wounded, is among those clinging to life. Investigators viewing this scene must make a Sanity Check for 0/1d3.

The winds swirl around the area, cutting visibility to about ten feet. The ox drawing the investigator's cart begins looking around and calling nervously suddenly refusing to move. Darting into view out of the blowing snow appear huge shaggy shapes, as if they were leaves blown upon the wind. The creatures land near investigators, attack viciously and then leap back into the air, zipping away moments later. The Wendigo will attack this way, using their flying ability to dart in and out between sudden attacks, flitting away the moment they seem to be losing their advantage. The creatures fight on until they kill every human being upon the frozen fjord, or they themselves are destroyed, as this is the will of The Great Old One Ithaqua.

Wendigo, Savage Beasts of the Cold Wastes.

STR 17 CON 17 SIZ 17

INT 10 POW 10 DEX 17

Move 8/90 HP 16,17,17,16,16,17 DB +1d6

Weapons: Claw (30%, Damage is 1d8+db), Bite (25%, Damage is 1d4+ terror)

Armor: 6 points of thick hide. Piercing a wendigo's heart with something hot instantly kills it. To strike a wendigo's heart the investigator must roll 10% of their attack skill.

Spells: A wendigo knows 1d3 spells if it's INT * 5 or less is rolled on D100. Spells are usually those concerning Ithaqua or other elemental forces native to the northern part of the world.

Skills: Hide 75%, Sneak 55%, Track 75%.

Sanity Loss: 0/1d6 Sanity points to see a wendigo; 0/1d2 Sanity points for hearing the eerie howl of these creatures.

Description: The Wendigo are a savage race of hoofed or footless humanoids that worship Ithaqua in the cold northern regions. Feeding on humans and other live prey, the occasionally capture hunters or trappers for Ithaqua to transform into new wendigo. Wendigo have the ability to run through the air and often accompany the Great Old One as he races through the icy night sky.

Attacks: The Wendigo may attack with a claw and a bite each round. A bitten victim must receive a successful POW X 5 roll or become struck with an absolute, chilling terror. Anyone so terrified immediately drops everything and flees the area. This icy terror lasts for 100 minutes minus the victim's current Sanity points. A successful Psychoanalysis roll (unavailable in Cthulhu Dark Ages) quells the fear immediately (see "Malleus Monstrorum" page 107).

Reporting to Svengar – If Ozgar is rescued along with the other wounded men he'll advise investigators to keep details of the attack on the ice from the townspeople. He'll explain that such might cause a local panic or publicly embarrass Svengar when many influential people are guests in his home. Ozgar will suggest the public cover story of being attacked by a group of crazed bears.

After the Wendigo attack investigators and Ozgar will inform Svengar of the actual events on the ice, meeting with him in his private chambers. After listening to their account he'll inform them of what has happened during their absence. Svengar explains that the guard whom most thought was passed out drunk at his post was actually knocked unconscious and doused with mead. After a complete search of Dunhill Keep it was discovered that some warm clothing and several days worth of supplies are missing along with one of his slaves. The missing slave is Lisko, the potter from Kiev.

Searching Lisko's Room – Lisko slept on a small cot in the corner of the potter's workshop. The room was locked at night with him in it and there are no windows. The door here is thick and locked, with the lock appearing undamaged. Investigators searching the room can discover the following items with a successful Spot Hidden roll for each:

- A) In the potters kiln there are fragments of a partially burned map. Investigators making an idea roll identify the map as being of the area surrounding Neskaslya.
- B) In the chamber pot there is a metal copy of the key to this room. Svengar believed that he and Ozgar had the only keys to this door.
- C) A strange set of figurines - All but one of the seventeen figures are about five inches tall, made of fired clay and are very detailed. Six are perfect likenesses of wendigo; one is of a six legged horned creature with shaggy fur; nine depict local townspeople seeming to all be very cold (they are all hugging themselves, with bared teeth as if shivering). The last is a foot tall and depicts a nearly skeletal humanoid creature, whose edges all extend backwards as if distorted by a great wind. It is carefully crafted with the texture giving one the impression that the being is made of snow. Examining the collection grants the viewer +2% Cthulhu Mythos and requires a Sanity Check for 1/1d3.

If Svengar, Wanda or Ozgar is shown and questioned about the figures they explain they have no idea what they represent. They will say that there is a woman in town who might know. She is called Helga the Wise, descendent from a line of wise women and a frequent advisor to Svengar and Wanda. She was a guest at Dunhill Keep last night, entertaining children with stories for most of the evening.

Helga the Wise – Helga has yet to return home and is still in Dunhill Keep. If summoned she'll arrive with her twelve year old granddaughter, named Helga the Younger. The maiden is learning from her grandmother the ancient lore and tales that have been passed down through her family for generations. Helga had no daughters to pass this down to so her granddaughter has been chosen to carry on the tradition.

Helga the Wise will be able to identify all of the unusual figures she is shown. The creatures that attacked the investigators on the ice she calls "Jolasveinar", and explains that they are the sons of two mighty trolls, Gryla and Leppaludi. The Jolasvainer, she explains, are frightening creatures that snatch naughty children away during the thirteen days before Yule to eat them.

The shaggy, six legged creatures she identifies as a "Yule-cat". Helga explains that it is an evil creature that visits just before Yule to devour lazy people who shirked their work in harvesting the autumn wool. She also claims that the "Yule-cat" creature can summon dangerous and powerful snowstorms.

The last figure she looks at for a long time before answering, telling her granddaughter not to touch it. Helga says that this is not a creature of this world; it comes from beyond the coldest darkest void and is a being of terrible powers. She will say it is "The north wind, the blizzard, the avalanche and the bite of the ice storm. It is all things cold, all things evil, and all things that seek to turn the world to ice. This creature was old before mankind was even a dream. It is called Ithaqua, the mighty and ancient." Listening to Helga the Wise speak about these things grants the investigators +3% Cthulhu Mythos and requires them to make a Sanity Check for 1/1d3.

Helga the Wise will then ask if this has anything to do with Lisko, the potter slave. If they tell her it does she explains that Lisko spoke with her often, asking about

the surrounding mountains and glacier northwest town. Helga will recall that he seemed very interested in the Great Ice Falls, an immense vertical ice sheet at the edge of the glacier. She says that she told Lisko the glacier was dangerous and a place where the unwary and ill prepared found a quick, cold death. Helga then relates how she saw something troubling in his eyes, something hidden and dark like the dead eyes of a shark. Helga then says at that moment she thought he might be mad but that it passed quickly she never saw it happened again.

The 2nd Night of Yule – As night falls it is time for Svengar’s guests to gather for a second night of feasting and drinking. Svengar will explain to investigators that it is important for the celebration to continue as if nothing is wrong. Many of the guests are influential people who traveled a long way to attend and his reputation would be ruined if the feast were canceled. Svengar will ask investigators to drink lightly, to be alert for trouble and to keep their weapons nearby, informing them that he and his men will be doing the same.

Svengar also asks them if they would set out tomorrow morning after the runaway Lisko, asking that he be brought back to Dunhill Keep alive. Ozgar supplies a map of the area and explains how to get to The Great Ice Falls on the glacier north of town. He points out that Lisko must travel through Halor’s Gap, a narrow pass about half a day’s travel from the Keep. Svengar then says that this is a good place to try and pick up the man’s trail.

Svengar explains that he wants to know why Lisko is doing this and just how he came to be in this household. Wanda will interrupt and explain that Lisko was part of a group of slaves they were given as a welcoming gift from Gudrun’s clan when they arrived. Svengar’s eyes narrow and he then restates that Lisko must be brought in alive, if possible, so that this matter can be resolved and all suspicions allayed.

That night the celebration continues without a hitch. Everyone has a wonderful time, with the guards festive but sober and watchful. The guests from the ship “Battle-Serpent” soon forget their ordeal as they are toasted as heroes. Unknown to the celebrants safely inside Dunhill Keep a blizzard starts a few hours before dawn. By sunrise more than a foot of snow has fallen with the storm showing no sign of stopping.

Part Three – The Storm

Leaving Dunhill Keep - Svengar will be up early to see the investigators off and attempts to join them on their hunt for Lisko. As he begins getting into his armor Wanda appears, pleading for him to remain and allow his trusted friends to capture Lisko. She explains that his absence from Dunhill Keep and Neskasya might raise questions and she does not wish to lie to those who have come to trust her. With her eyes, she implores investigators to help her talk Svengar out of going and investigators manage to do so with a successful Fast Talk or Persuade roll. If not, Svengar is called back to the Keep shortly after leaving it by Ozgar who informs him that that Wanda’s water has broken. His child is on the way and his wife is calling for him. Svengar quickly returns to Dunhill Keep.

The Storm- Like the freezing of the bay and fjord the current blizzard is unnatural. Investigators realize this by making a successful Natural World check. Investigators will also learn that the snow is falling at such a quick rate that should it continue within three or four days the storm could destroy Neskasyla. With blowing wind, blinding snow and drifts over six feet high in places, the investigators travel is greatly slowed. The snow is falling at a rate of about an inch an hour with a foot on the ground as investigators set out.

Into the mountains - The trip to Halor's Gap takes investigators almost an entire day. Once up in the mountains investigators will see that the storm seems centered over the town. The further investigators travel from Neskasyla the weaker the storm becomes. Investigators making a successful Spot Hidden roll will notice a figure standing motionless in the snow before them. It is about six feet long and four feet high and made of snow; a perfect copy of the clay "Yule-Cat" figure found in Lisko's room. It's a frightening creation and seeing it requires a Sanity Check for 0/1d2.

At this point the snowfall, which was light a moment ago, suddenly intensifies becoming very heavy. Investigators suddenly find themselves surrounded by blinding snow and harsh biting winds, cutting visibility to only three yards. Investigators making a successful Spot Hidden roll will notice an immense shape (Siz 31) charging towards them through the snow. Investigators making successful Listen check hear calls, as if made by a great and powerful ox that almost sounds like words and the pounding of powerful feet through the snow. The investigators are under attack once again.

The Gnoph-Keh Attack

The creature will not use its powers to intensify cold or any spells as its Magic Points are being used to power the blizzard. It does however lead off with a full strength gore attack the first two rounds (1d10+3d6+2d6 for having all six legs planted). It then begins trotting about on four of its six legs and shifts to a single gore attack and two claw attacks from its front legs each round.

If reduced to less than 10 hit points the Gnoph-Keh breaks off the attack, fleeing back onto the high glacial plains, having little further to do with mankind. The unnatural blizzard stops as soon as the creature is killed or driven off. Otherwise the storm continues for three days, completely burying Neskasyla and killing about two thirds of its inhabitants.

Gnoph-Keh, Legend of the Ice.

STR 31	CON 22	SIZ 31
INT 15	POW 21	DEX 14
Move 9	HP 27	DB +3d6

Weapons: Horn Gore (65%, Damage is 1d10+db), Claw (25%, Damage is 1dd+db)

Armor: 9 Points of gristle fur and hide.

Spells: Roll 1d20 – if the result is equal to or less than the creature's INT, it knows that many spells. Otherwise it knows none.

Sanity Loss: 0/1d10 Sanity points to see a Gnoph-Keh.

(see "Malleus Monstrorum" Page 45)

Aftermath - A few hundred yards beyond where the Gnoph-Keh attacks is Halor's Gap, a narrow mountain pass leading up into the glacier. By now the sun should be setting and temperatures drastically dropping. Investigators can return to Neskasya (taking several hours and costing them 1d4 hit points from the cold) or attempt to camp here. Setting up camp inside Halor's Gap blocks a majority of the icy mountain wind. If investigators have specifically packed the proper gear for camping out in such conditions they endure a cold night in the mountains but no loss of hit points, otherwise they suffer 1d4 points of damage from exposure.

As the sun rises investigators can attempt Track checks with a successful roll allowing them to find clear signs of a traveler passing this way about a day ago. Meanwhile, back in town, a band of Berserkers sets out for Halor's Gap this same morning. They are sent by Gudrun and have orders to make sure Lisko and the investigators never leave the mountain alive. They make much better time than investigators now that the snow has stopped falling. Investigators will recognize them, as they are all members of Gudrun's Knattleikir team.

Part Four – The Glacier

Halor's Gap is a narrow canyon, a pass through the mountains that opens onto a glacial plain. The Gap itself is nearly a mile long, with steep cliffs on both sides reaching up several hundred feet with a ribbon of thick ice lining its bottom. This makes travel slow and footing unsure. At the far end of Halor's Gap is the Great Glacier.

The Trail – Investigators taking the time to look for Lisko's tracks locate them with a successful Track roll. The trail leads in a straight line from the edge of Halor's Gap to the base of The Great Ice Falls. The tracks indicate the person who made them was dragging their feet, shuffling along and falling down quite a few times.

The Great Ice Falls – This part of the glacier fills a small valley about five miles long and three miles across. It ends in steep cliffs leading higher into the mountains and an impressive natural feature called The Great Ice Falls. They've been aptly named, appearing to be a gigantic frozen waterfall cascading onto the glacial plane at nearly a 90-degree angle. The Great Ice Falls are about 200 feet wide and over six hundred feet tall.

As investigators approach The Great Ice Falls they detect something unusual with a successful Spot Hidden roll. An immense carving, over fifty feet tall and twenty feet wide, has been made upon the near vertical surface of the ice. While roughly hewn from the ice with an axe, the artistry is still quite good and disturbing. It depicts a near perfect likeness of the large, clay figurine found in Lisko's room, that of The Great Old One Ithaqua. Seeing this carving requires the investigators to make a Sanity Check for 0/1d3.

At the base of the carved likeness is a man, weakly moving about as he raises his voice in reverent prayer. He is so focused on his worship that attempts to sneak up on him automatically succeed. This is Lisko, loyal cultist of Ithaqua, The Wind Walker.

Lisko – Lisko has suffered great physical hardship over the past few days, an act to show his devotion and worthiness to Ithaqua. His body has been ravaged by exposure. All of his exposed skin is cracked and nearly black in some places. The cultist's hands, which are missing their fingertips, are totally black as are what little remains of his nose, ears and lips. This is caused by frostbite, which has also claimed most of Lisko's feet inside his fur boots. His clothing is stiff and frozen to his body. Investigators seeing him must roll a Sanity Check for 0/1d4.

Lisko is exhausted, barely able to stand let alone defend himself. As investigators approach he hastily attempts to summon Ithaqua. He invests all but one of his Magic Points into the attempt, which gives him a chance of success at 16%. He will need several rounds to cast this spell, during which time merciful Keepers can allow him to be subdued before the summoning is completed. If the spell is successfully cast the investigators undoubtedly suffer quick and icy deaths at the hands of The Great Old One. If the spell fails Lisko falls to his knees and surrenders to the investigators.

NOTE- If investigators for some reason seem set on killing Lisko keepers should have them make an idea roll. If they succeed investigators should be reminded that Svengar wished to speak with the mysterious slave. Only Lisko himself can provide answers to how he acquired a key to his room and why was he striking out against Neskaslya. If investigators still slay Lisko, Gudrun and his clan escape all punishment (see below) even if Lisko confesses to them. Svengar need to be able to prove any accusations he makes against Gudrun and his clan.

Name: Lisko, the potter slave, half frozen worshipper of Ithaqua

STR 4 CON 4 SIZ 12
INT 14 POW 17 DEX 4
APP 3 EDU 14 SAN 0
HP 8 DB - 0 -

Weapons: None.

Armor: Multiple sets of thick frozen clothing (2 point)

Spells: Summon/Bind Wendigo, Contact Gnoph-Keh, Freezing*, Contact Deity-Ithaqua, Call/Dismiss Ithaqua. (*=New spell, see below).

Skills: Art: Sculpting (70%), Art: Pottery (80%), Art: Ice sculpture (65%), Fast Talk (60%), Insight (60%), Natural World (50%), Persuade (60%), Cthulhu Mythos (20%).

Freezing

Range: 5-mile radius **Duration:** 1 Week

Cost: 15 MP

Sanity: 1d8 **Resistance Table:** None

Description - This spell freezes a large quantity of water extending from the caster's touch. It causes the water to freeze to a depth of 5 feet in a five-mile radius. This spell channels the power of The Great Old One Ithaqua, which accounts for the high sanity loss, for at that moment the caster is essentially one with the powerful malevolent being. This spell permanently draws the attention of Ithaqua and causes frostbite in a random extremity inflicting a permanent loss of 1 point in both Dex, Con & App.

Part Five – Returning to Town

The Prisoner – Lisko sees his capture as proof that he was unworthy of summoning Ithaqua, something the pious and insane cultist suspected all along. He does not offer the slightest resistance to the investigators, not that he is in any condition to do so. The slave is obviously suffering from frostbite over much of his body. A successful Healing roll tells investigators that his life cannot be saved. Once the affected tissue begins to thaw out the man is done for, the damage too widespread for any amputation attempts.

Lisko will agree to tell investigators and Svengar everything about Gudrun's plot and his involvement in it on one condition. He'll explain that he knows his life is forfeit but asks that he be allowed to freeze to death once he's told Svengar his story. If the investigators agree, Lisko will confess everything to Svengar and his gathered witnesses.

Lisko's Story- Lisko will tell both the investigators and Svengar the following story. Below are the key points that the slave will relate:

- A. Gudrun and his men saved Lisko from a mob in Kiev.
- B. Lisko had been captured by angry villagers, along with others of his faith, for worshiping his god and making human sacrifices to it.
- C. Lisko says proudly that he was the 2nd in command of his church and was a skilled summoner of monsters blessed to Ithaqua.
- D. In return for his life Lisko agreed to summon a pack of wendigo (or Jólasveinar, as the Icelanders call them) to kill both Svengar and Wanda on the 2nd night of their Yuletide celebrations.
- E. Gudrun and his men would have then killed the creatures publicly, appearing to be great heroes.
- F. It was Gudrun's hope that he would then be restored to his place as lord of Neskaslya.
- G. Lisko agreed to this plan but never intended to comply. He did not wish to sacrifice the noble and blessed Wendigo to Gudrun's ambitions.
- H. Instead he intended to sacrifice all of Neskaslya to his lord, The Great Old One Ithaqua. So the night before he was expected to be the pawn of Gudrun and send the wendigo against Svengar and Wanda, he escaped.
- I. Lisko's escape was a simple matter as Gudrun had provided him with a copy of the key to his room.

Back to Town – Investigators must transport Lisko safely back to Dunhill Keep in order to tell his story to Svengar. This means re-crossing the glacial plane, traveling through Halor's Gap and then down out of the mountains again. By now snow has stopped falling and the sun has reappeared, making travel much easier. However, a party of six warriors from Gudrun's clan meets investigators in Halor's gap.

if you have cause to quarrel with another, be sure to fight in the open; better to challenge your foe now than to have your home set on fire.

- From the Havamal

The Berserkers – This party of six, heavily armed warriors blocks the way back to Neskasyła, forming a line across the narrow pass. The men demand the life of the warlock Lisko, saying that he is too dangerous to be allowed back in Neskasyła alive. Whether investigators allow them to kill Lisko or not the Berserkers attack them, having orders to kill everyone Svengar sent out after the slave.

Encounter #1: Gudrun's Berserkers.

	#1	#2	#3	#4	#5	#6
STR	14	15	15	16	16	17
CON	13	14	13	14	14	13
SIZ	14	15	14	15	14	16
INT	9	10	11	9	10	8
POW	10	11	12	10	11	10
DEX	14	13	12	12	12	13
HP	14	14	14	14	14	15
Damage Bonus:	1d4					
Weapons:	Great Axe 65%, 2d6+db; Punch 65%, 1d3+db; Head 30%, 1d4+db; Kick 45%, 1d6+db.					
Armor:	Leather & Rings (4 Points), Iron Helmets.					

Note – In battle these men will foam at the mouth, ignore all wounds they receive to the point of death and fight on fearlessly without regard for their lives. All attempts to subdue these men fail and they battle on until killed. It will be obvious to the investigators that these men are Berserker warriors. It is said that such men are blessed with the gift of Battlerage by the gods of war and valor. They wield great, two-handed axes, fighting hand to hand if somehow disarmed. These men also keep fighting on until they are reduced to –6 hit points

Dunhill Keep – Svengar, Wanda and Ozgar, along with their personal guests welcome the investigators back. Investigators are expected with Svengar and Wanda explaining that they knew investigators had succeeded when the blizzard stopped as suddenly as it began. Healers, hot food and dry clothing are brought to investigators at once. They are also informed that Wanda is doing well and that the pair has an as yet unnamed son.

After the investigators are tended to Svengar summons them to the great hall, along with every other landowner in Neskasyła to hear the testimony of Lisko. Whatever arrangements the investigators made with the mad cultists Svengar agrees to uphold. The grateful young lord tells the investigators that they are only there to offer testimony

and should allow his guards to handle any disturbances. He explains “You men have done far too much for me already. You have earned your rest.”

The Great Hall – Two dozen landowners are summoned to the great hall of Dunhill Keep, among them Gudrun. When the traitorous Gudrun sees the investigators, he tries to leave but guards block his way. Svengar orders his men to bring in the prisoner, at which time Gudrun demands that Lisko be killed at once, “before he can put a curse on us all!” The hall erupts in shouts of rage and panic until Svengar cries out in a commanding voice, “SILENCE! I wish to hear what this man has to say before he pays for his crimes.”

Lisko hobbles forward, wincing in great pain as his broken body is beginning to thaw out. The sight of him causes many in the hall to gasp in horror. When Svengar commands him to confess his story, Lisko does so in great detail, smiling at Gudrun the entire time. When he tells of the deal Gudrun struck with him pandemonium breaks out. Gudrun draws his swords and charges Svengar; six of Svengar’s guards intercept him and a short battle breaks out. Gudrun wounds four of the guards before being brought down. So passes Gudrun. Lisko finishes his confession as the body of Gudrun is carried to his family for burial.

Punishment- Gudrun’s fifteen year old son, Taldrun, is summoned to the hall of Dunhill Keep. He is told what has happened to his father, immediately starting to claim ignorance of his father’s actions and begging Svengar for mercy. Svengar tells young Taldrun that he and his family have three days to mourn and bury Gudrun. On the fourth day his clan is to board a single ship with whatever contents of their home they can load onto it and leave Neskasya forever. If any of his people remain in the town by sunset of the fourth day they will be executed. His clan is exiled. Taldrun sorrowfully agrees to these terms.

Svengar’s men take Lisko far away from Neskasya. The guards then gag the slave, soak him with buckets of icy water and stake him to the ground. Armed men watch over Lisko through the long cold winter night as the cultist freezes to death. Within hours of his demise the frozen fjord and bay quickly thaw, freeing everyone’s vessel and allowing them to depart Neskasya at the end of the yuletide celebrations.

The Ending – After the death of Gudrun, the exile of his clan and the execution of Lisko the investigators enjoy three peaceful days of feasting and celebrating Yule. On the last day Wanda and Svengar baptize their healthy newborn son. The investigators are invited to this solemn ceremony. Ozgar is named as the child’s godfather but the boy is named after his great uncle. He is named Magnor the Younger.

Sanity Awards

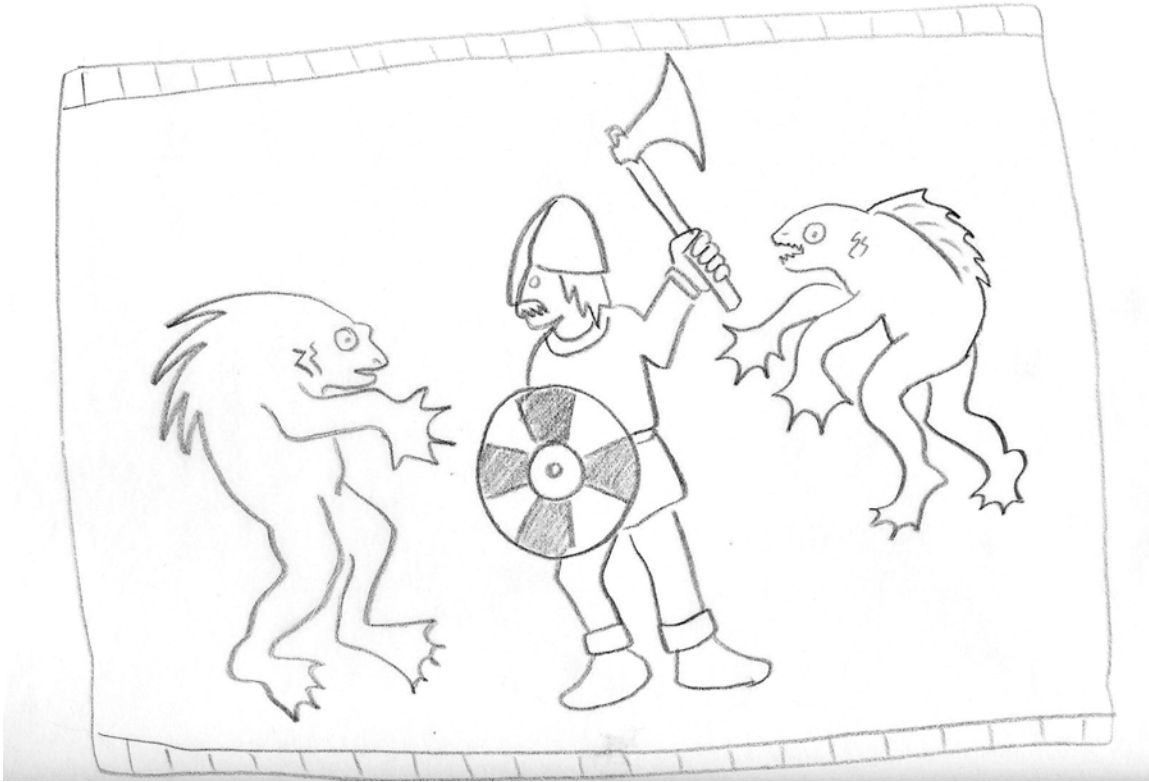
For defeating the Wendigo – 1d6

For defeating the Gnoph-Keh – 1d10

For capturing Lisko – 1d4

For defeating the Berserkers – 1d4

For unmasking Gudrun’s plot – 1d6



The Vinland Saga

Saga of the Ravenar – Part Three
A Cthulhu Dark Ages Scenario by Oscar Rios

You've got a killer who's gonna be super human...
Anyone, including the main character can die...
The past will come back to bite you in the ass...

- From *Scream 3*, Randy Meek

Introduction – The six of you were together again on the rolling decks of the Ravenar, but this time the reunion brought no comfort. Rain fell slowly and an icy wind blew down from the north. How many years had it been since you first stood together like this? Thirteen years, it was thirteen years since Old Bodvar had sent you to find his missing son. Svengar, the loving fool, the skilled leader, your friend; your heart ached to picture him. You look at the faces of the men around you and know their sorrow to be as deep as your own. It was this sadness that reunited you all once more and sent you sailing for Neskasya. Svengar was dead.

“Svengar is dead”, that’s what the first part of the brief message from his Lady Wanda said. No explanation or details, just those three words. How could so much pain be delivered from so few words? The rest of the note hinted at many things. It stated “Come quickly, bring men.” So you are, and you have. The Ravenar is not alone on the

open seas; oh no, far from it, for behind her stretches six more ship. Each your personal long ship loaded with fifty warriors, kinsmen and vassals, hastily gathered from you own holdings. Three hundred warriors, under your command, were now sailing towards Neskasyla.

The trip passes far too slowly until at last Neskasyla appears in the distance. You see ships have gathered on the beach. Some, flying the banners of Falkstad, are unloading men and supplies. Others fly the banner of Neskasyla and are being made ready for war. One ship, marred by fire, flies the banner Austlen; Lord Ozgar's holding in far away Vinland. Your ships quickly join the others along the beach.

Everywhere are long faces and lowered voices. Nowhere is there is music or laughter. The whole of the town is in mourning; it is true, Lord Svengar is dead. Your hands grip spears and hilts of swords, your fists clench in barely contained fury. How? Why? You need answers.

You see an emissary from the house of Svengar... the *house* of Svengar... it had a sickening finality to it. He greets you with a bow and says "Honored guests, brothers, I bring a message from Magnor the younger. He thanks you for coming so quickly and humbly asks that you come with me to meet with him at once."

Magnor the younger, Svengar's ten-year-old son, named after his great uncle. With heavy steps you follow the messenger but much has already been answered. Warriors, supplies, ships being made ready... Svengar did not die in a fall from a horse, or drown falling off a boat, or choke on an errant fish bone. Your friend died at the hands of another and whoever that was would have vengeance delivered upon him. The horns of war are about sound and woe to any who stands against you.

Keeper's information – Ten years after the events of "The Second Saga" the crew of the Ravenar gather together for their final adventure. Upon receiving the grim news of Svengar's death the investigators will be asked by Lady Wanda to join her in Iceland as soon as possible, bringing men with them. As soon as investigators land in Neskasyla they quickly realize that a war is about to begin.

After serving many years as Svengar's loyal steward, Ozgar struck out on his own. With Svengar's blessing and financial backing Ozgar founded a new colony, which he named Austlen, in the far away lands of Vinland. He made peaceful contact with the native peoples, whom the Norse call the Skraelings and even took one as his wife (his first wife having died six years earlier). For five years Austlen grew in size and prosperity, reaching a population of several hundred. All was well until Austlen drew the attention of another Norse colony sixty miles up the coast.

This colony was lead by Lord Taldrun, son of Gudrun. Taldrun's father had been a bitter rival of Svengar back in Iceland. Svengar eventually killed Gudrun (see The Second Saga) and drove his entire clan into exile. Everywhere the outcast clan traveled they found no welcome due to their reputation for treachery. They journeyed ever westward until they arrived in Vinland. Here Taldrun's clan made contact with two degenerate tribes of Skraelings, called the Shendeek and the Ebauthoo. The Shendeek tribe worshipped the Great Old One Nyarlathotep in his avatar form of "The Dark Demon". The Ebauthoo tribe worshipped Dagon and was corrupted by the Deep Ones' taint. Lord Taldrun managed to unite these tribes under his leadership and together the three peoples built a Norse style holding which they named Skraelvoss.

When Taldrun learned of Austlen he remembered Ozgar's role in his father's downfall and the humiliation he and his family suffered at Svengar's hands. He sent a message to Ozgar stating that Austlen was built upon Skraelvoss lands and demanded an annual, tax tribute. Ozgar refused which suited Taldrun fine; he wanted war not tribute.

Soon Austlen began to suffer sporadic raids and attacks from Skraelvoss. During one of these raids Morten, the twelve-year-old son of Ozgar, was killed. This infuriated Ozgar, who then called on Svengar for help. Svengar quickly sailed to Austlen with a hundred of his own men. When Taldrun saw that his real target had arrived in Vinland, he sprung the final part of his trap.

Taldrun sent an emissary to Austlen, saying he wished to meet and negotiate an end to these hostilities. While the message was being delivered, Skraelvoss launched an all out attack against Austlen. It was a slaughter. Lord Ozgar and his wife were terribly wounded but survived and escaped with a handful of others. Only a single ship, called "Hammer of War", managed to escape and eventually arrived in Neskaslya. Unfortunately Svengar was not on board, Ozgar witnessed his friend and ally being grappled and decapitated during the battle. Austlen was burned to the ground and Taldrun thought his victory was complete.

Magnor the Younger asks investigators to lead an army from Iceland to Vinland. There they are to avenge his father's death and return to Neskaslya with his body. He wishes Skraelvoss burned to the ground and its people to be made to pay for their treachery. Investigators should need little convincing. The crew of the Ravenar sails to war; a war unlike any Norsemen have ever fought before.

*Do not trust the word of a warrior if his brother is your enemy
or if you've killed his father.*

- The Havamal

Ten Years Later – Investigators begin play ten years after the events of The Second Saga scenario. Each is now a powerful Norse Lord with lands, ships and a hall of their own. They also are masters of their own clans with many loyal warriors at their disposal. Each investigator will have a loyal Captain, a right hand man who organizes his warriors. These men are as follows:

Finn's Captain – Havard
Askell's Captain – Olav
Gizur's Captain - Roald

Hoskuld's Captain – Varg
Eske's Captain – Tallak
Magnor's Captain - Espin

Part One – A Call To War

Upon landing in Neskaslya investigators are met by Magnor the Younger's messenger Alvis. Alvis, a young man of perhaps twenty, replaced Ozgar as the new house steward. As investigators follow Alvis to Dunhill Keep the steward will answers

only basic questions and avoid giving investigators any real information. This is left for his master, Magnar the Younger and his mother Lady Wanda.

As investigators cross Neskaslya they can feel a veil of sadness now hangs over the town along with a clearly simmering anger. Everywhere they look there are grim-faced warriors, fully girded for battle, saying their goodbyes or purchasing supplies. Hammers ring out, rising and falling from each of the town's three smithies, churning out shields, spearheads and axe blades. Wagons of supplies are flooding into the town and being carted down to the beached ships. Men, mostly farmers and craftsmen are also arriving in town, armed with axes and spears, ready to avenge their beloved lord. Investigators will also see a tall, wooden lookout tower, complete with a huge bell, hastily being constructed on a high hill overlooking Neskaslya.

After reaching the Dunhill Keep investigators are quickly admitted inside, offered food and drink before being taken to the central hall. There, in the lord's chair, they see Magnor the Younger, Svengar's ten-year-old son. The boy looks much older than his ten years, his eyes cold and tired, his mouth set in a tight thin line. With him are his mother, Lady Wanda, his younger brothers Folki (age 7) and Brokk (age 4), and his sister Lady Tyra (age 8). They are all dressed in black and appear emotionally numb.

The Meeting with Magnor the Younger – During the meeting with investigators Magnar the Younger will do most of the talking. His mother Lady Wanda will stand just behind him, occasionally laying a hand on his shoulder or whispering in his ear. He will explain everything that he knows to investigators and make an official request for assistance (see below).

At some point Folki will start to cry, setting off his sister. Magnor the Younger will scold them saying "Father would want us to be strong now, do not show weakness in public. We are at war. Helga!" At which moment Helga the younger, granddaughter of Helga the wise, enters and bows. She is now a lovely, twenty two year old household officer. Magnor the Younger then commands, "My siblings are tired, it has been a trying day for them. See that they are taken to their rooms to lie down." As he does this, his voice cracks as he teeters on the verge of sobbing himself until his mother lays a hand on his shoulder.

The Story as Magnor the Younger and Wanda Know it-

- 1) Ozgar went to found a new town in Vinland five years ago, with Svengar's blessing and financial support.
- 2) The settlement, called Austlan, prospered.
- 3) Ozgar made peace with the local people called Skraelings, even taking one as a wife.
- 4) A year ago, another Norse village called Skraelvoss, claimed that Austlan was built on their lands and ordered Ozgar to pay them tribute. Ozgar refused.
- 5) The people of Skraelvoss were a mix of Norse warriors and native Skraelings.
- 6) Warriors from Skraelvoss began raiding Austlan territory.
- 7) Morten, the young son of Ozgar, was killed during such a raid.
- 8) Ozgar, outraged by the loss of his only son and outnumbered by the warriors of Skraelvoss, call to Svengar for aid.

- 9) Svengar answered the call personally, leading one hundred warriors to reinforce Austlan.
- 10) Skraelvoss called for a parlay of lords and a halt to hostilities while attempts were made to resolve the issue peacefully.
- 11) Ozgar and Svengar agreed to meet with the lord of Skraelvoss, who turned out to be none other than Taldrun, son of Gudrun.
- 12) The night before the meeting was to take place Skraelvoss launched an overwhelming night attack against Austlan.
- 13) Austlan was burned to the ground, her defenders overwhelmed and her people slaughters.
- 14) Svengar fell with his men defending the docks as women, children and the wounded were being evacuated.
- 15) Only a single ship managed to escape Austlan, with Ozgar and his wife upon it.
- 16) Ozgar reported seeing Svengar grappled by four opponents and decapitated.
- 17) Ozgar's Skraeling wife is in Neskasya but is dying. Ozgar is at her side.

The Official Request – Magnor the Younger officially asks the investigators for aid. He is attempting to gather an army to attack Skraelvoss and asks the investigators and their men to not only join it but to lead it. He has already gathered four ships and two hundred men but he fears it will not be enough. Ozgar has told him that Taldrun commands a vast force of about four hundred warriors.

Magnor the Younger desires vengeance for his father. He wishes the town of Skraelvoss burned to the ground and Taldrun's head to be riding a pike. Magnor the Younger also wants the body of Svengar to be returned home for proper burial, saying that it means a great deal to his mother and his sister Tyra. He apologizes for even having to ask for help and explains that his father lost a third of their warriors defending Austlan and he fears his forces too meager to assure victory.

Magnor the Younger will say he wishes he could lead the forces himself, but knows that he is still too few in winters to do so. He then says that his father always told him that if he needed good men he could trust that he should turn to the crew of the Ravenar.

In Closing - "You saved my father, my mother, even my homeland. You are heroes; my siblings and I grew up listening to stories about you six, about the Ravenar. My family needs heroes right now. Will you help me? Will you bring my father home and punish those who took him from us?"

Meeting with Lady Wanda - After the meeting, as the investigators exit they overhear Magnor saying, "Did I do alright mother?" Wanda will reply, "Yes my son, your father would have been proud of you. Why don't you go check on your siblings and try to get some rest. I'd like to have a moment with my old friends." Wanda then meets up with the investigators and follows them outside.

When the door is closed she falls into the nearest investigators arms and begins sobbing uncontrollable. She will mutter "They took his head, they held him helpless and took his head, the cowards" and "My son didn't need to be a man so soon, he's still just a boy. Ten winters old, he should be laughing and playing." She'll also say, "We gave Taldrun mercy after what his father did. Mercy and this is how he repays it?"

She will answer whatever questions an investigator has, but in truth knows little. Wanda can direct investigators to where Ozgar is within Dunhill Keep. He will be at his wife's bedside, as she lies dying. She instructs them to call on Alvis for any needs they may have as she summons the family steward. She tells him, "My son has appointed these men the war chieftains to his army. Send word to the men that the mighty Heroes of the Ravenar are in command of the attack and will lead them to victory." Alvis will smile wide and assure her that he will do so at once. Wanda then departs to check on her children and Alvis asks if he should summon the other captains for a war counsel.

Meeting with Ozgar – Investigators may wish to speak with Ozgar and his new wife. Ozgar is badly wounded, having suffered a very bad blow to the head. His injuries look bad, but he manages to keep active despite the pain. While he does greet the investigators he quickly turns bad to his wife. Ozgar has lost his only son, the town he spent five years building and is about to lose his second wife. He is close to the breaking point.

Ozgar's wife, a dark skinned Skraeling (Native American) with black hair, is named Shawdema. She is dressed all in red and has the upper half of her face dyed with red coloring. Shawdema speaks no Norwegian but Ozgar is able to translate for her. She is mortally wounded and suffering a great deal of pain (she was hacked in the belly by a Norse Axe during the attack on Austlen). Both Ozgar and Shawdema have additional information for investigators but the trouble is getting Ozgar to cooperate.

Getting through to Ozgar – Ozgar is a man who has suffered incredible loss in the last five years. He has lost his first wife, his only son, his town and his best friend. Ozgar is about to lose his second wife. The man is no longer rational. When questioned he will either ignore investigators or react violently. Unless investigators manage to calm Ozgar down and make a successful Persuade roll he will remain uncooperative. If investigators are able get Ozgar speaking both he and his Skraeling wife Shawdema will be able to answer questions, allowing investigators to acquire the following facts:

Additional Information, from Ozgar

- 1) Taldrun has become a powerful warrior, like his father. He is now the head of his clan who are all with him in Vinland.
- 2) Taldrun's clan controls a vast area with the help of two tribes of outcast Skraelings he managed to ally himself with. One tribe is of coastal fishermen; the other is made up of forest hunters.
- 3) Taldrun, like himself, has taken a Skraeling bride, likely to solidify his control over his Skraeling vassals.
- 4) The Skraelings are skilled and brave warriors in their own right, but Taldrun's people have given them iron weapons making them even more dangerous. The Skraelings can move very stealthily and are deadly with the bow.
- 5) He still has no idea how the warriors of Skraelvoss got inside Austlan undetected. His men were guarding every possible approach. The main thrust of their attack came from the sea.
- 6) Although he and most of his remaining men are in poor physical shape, their hearts remain strong and they know the area. He can gather fifty fighting men

from the refugees he came with and intends to sail back to Vinland with the invasion fleet.

Additional information from Ozgar's Wife, the Skraeling Shawdema

- 1) There are many different tribes of Skraeling, each with its own traditions and tendencies. Her people are called Edachoom.
- 2) The tribes, which allied themselves with Taldrun, have always been despised by their neighbors. They are thieves, cowards and murderers that no one else would have dealings with. It is only because of the iron weapons given to them by the outsiders that they have become bold and powerful.
- 3) One of these tribes is called the Shendeek. This tribe is known for living in a dark forest, a place of bad medicine (evil spirit). Most Shendeek are madmen who are rumored to eat the flesh of their enemies. They are skilled archers.
- 4) The other tribe is called the Ebauthoo. They are filthy, inbred idiots who are often violent and wear gold. They make their living fishing on the coast.
- 5) Both of these tribes worship Dark Gods, the Old Gods, from before there were even men. One a god of the sea, the other a terrible beast God of the forest.
- 6) Skraelvoss's queen and Taldrun's wife is named Anadirik. She is a powerful witch and native of the Shendeek tribe. It was likely her magic that allowed the warriors of Skraelvoss to enter Austlan undetected.
- 7) All other tribes, including her own, have left the area for many days in every directions. It will not be possible to recruit other Skraelings to make war on Skraelvoss.

Soon after giving her information Shawdema spits up blood and takes a turn for the worst. She struggles to speak her last words. Shawdema asks that he remember her and bury her in Vinland beside their daughter if he is able to. She tells him she loves him and then dies. Ozgar weeps at her bedside for an hour, after which he becomes cold and hard, totally focused on the war ahead. All he has left is vengeance.

Good men come to grief when an evil man wields his sword.

- From the Havamal

War Counsel – Alvis prepares the main hall of Dunhill Keep for a council of war. He has the central fire lit, chairs properly arranged and food and drink laid out. There will be nineteen people present for the War Counsel; they are as follows:

Magnor the Younger & his mother, Lady Wanda

The Six Investigators (from Dagvel, flying the battle standard onboard "Ravenar")

The investigator's six captains (from Dagvell, commanding three hundred men and six long ships.)

Ozgar (from Austlen, commands fifty men and the long ship "Hammer of War")

Halvor (from Neskaslya, commands fifty men and the long ship "Battlecry")

Oystein (from Neskaslya, commands fifty men and the long ship "Odin's beard")

Brokk (from Falkstad, commands fifty men and the long ship "Battleserpent")

Dagfinn (from Falkstad, commands fifty men and the long ship "Sword of Victory")

These five captains represent two hundred and fifty warriors, while the players have another three hundred with them. The captains are all very pleased that the men of the Ravenar, whom they have long admired, are leading them to war. Most of the captains are younger than the investigators at this point, and will faithfully carry out any orders they are given.

The Plan - The captains are eager to know the plan of battle, voicing their concerns, opinions and suggestions. Ozgar will describe the geography and terrain. The captains from Neskaslya will propose beaching directly onto the shores of Skrealvoss under cover of darkness, quickly disembarking the men and then swarming the unsuspecting town. This, they claim, has the best chances for achieving total surprise. The Captains from Falkstad will propose landing down the coast at night, disembarking the men and camping until just before dawn. Then the well-rested warriors can then march upon the town, attacking from the landward side.

Another matter to decide is when to depart. The fleet could be made ready to leave with tomorrow's tides. However if the departure were delayed a day or two the smithies of Neskaslya would be able to churn out more spears, arrows and spare shields. This way the fleet would leave with spare arms for everyone, but the attack would be delayed by several days. Also, the fleet has enough food and fresh water to keep the warriors supplied for only eighteen days. An additional day of gathering and stowing provisions will extend that time by two days. Ozgar will comment that every day that passes the enemy has more time to prepare for this attack.

Magnor the Younger, Lady Wanda and the gathered Captains then look to the investigators, allowing them to make all decisions. Once the decision is made by the investigators there will be no debate, only enthusiastic support. After all, the investigators are legendary heroes.

Setting Out – Magnor the Younger, Alvis, Lady Wanda and her other children will all come down to see the fleet launch. Most of the town does as well, with many tearful farewells being given. It is obvious that many are thinking about whom they might never see again. A battle standard is raised from the mast of the lead ship, a magnificent black raven on a white field. As the tide shifts, Magnor the Younger asks that Hoskuld if he would signal the fleet to departure for war with a sounding of his war horn.

The Invasion Fleet- A dozen long ships each holding fifty men comprise the fleet, a total of six hundred Vikings. The Ravenar is crewed by only the investigators. It serves as the lead ship and a symbol of pride to the fleet because of the vessel's reputation. The Investigators can name their personal ships, piloted by their individual captains, anything they wish. The other five ships are *Hammer of War* from Austlen; *Battle Cry & Odin's Spear* from Neskaslya; and *Battle Serpent & Sword of Victory* from Falkstad.

The Route to Vinland- Ozgar knows the route to Vinland well, as do several of his men. One of the warriors from Austlan will sail upon each of the fleet's Long ships. That man serves as that ship's assistant navigator. Ravenar's assistant navigator is named Njal, a fisherman with a wounded left arm. He is also a very skilled sailor (Navigate,

Swim & Pilot Boat 65%). The trip will take ten days, with the fleet skirting south of Greenland after three days.

The Storm - Five days into the trip the invasion fleet will be struck by a violent storm. Whoever is at the tiller of the Ravenar must make a successful Pilot Boats roll to avoid suffering damage during the storm. Should the investigators fail this roll the Ravenar will lose her mast as it snaps off and has to be pushed overboard to keep the ship from sinking. From that point on the crew is forced to use oars only.

The next morning the fleet spends hours forming back up, after being scattered during the storm. Investigators must make a successful Navigate and Spot Hidden roll before finding the regrouping fleet. Once the fleet has reformed investigators will notice that three ships have lost their masts and one of their personal long ships has vanished (roll randomly for which investigator). Another successful Spot Hidden roll will allow investigators to find some floating wreckage from the missing ship, as well as the body of the ship's captain. The vessel went down during the storm and was lost with all hands. The fleet is down to eleven ships and five hundred and fifty men.

Part Two – The Ocean Battle

Taldrun suspects an attack might be imminent. He has three of his ships patrolling off the coasts of Skraelvoss along the most likely approach from Iceland. While just three ships may not seem like a lot there are other weapons and forces at their disposal. Swimming just below these three ships are about two hundred Deep Ones ready to attack the invasion fleet. Also onboard the lead ship is a very powerful Skraeling cultist, the Ebauthoo high priest of Dagon with dangerous powers of his own.

Ships On the Horizon – About a day out from the coast of Vinland investigators should make a Spot Hidden roll. If successful they are the first to spot three poorly maintained long ships. If investigators fail this roll Odin's Spear, who signals the fleet via war horn blasts, spots these ships. The ships fly a flag adorned with a sword, a boar and a shark, which Njal identifies as the flag of Skraelvoss.

The Skraelvoss vessels start maneuvering, trying to get the best possible angle for an attack on the much larger fleet. While this seems foolhardy to everyone onboard the invasion fleet, it is actually a ploy. The three ships have no intention of closing into bow range; they merely wish to distract the fleet while their submerged forces swarm the lead vessels of the invasion fleet.

From the Depths – The enemy plan is simple, have the lead ships of the invasion fleet swarmed with Deep Ones, as the three ships come within archery range. As other ships come to aid the swarmed vessels archers onboard the Skraelvoss ships attack them with arrows. The Skraelvoss ships try to withdraw once they come under threat of attack.

For the investigators the battle begins when twenty Deep Ones board the ship. They are all armed with two handed iron headed spears and are wearing breastplates made of turtle shells. They will attempt to set fire to the ship as they fight investigators,

trying to knock over lamps or torches. Investigators will need to kill ten of the creatures before they abandon their attack.

Deep One Warriors (*20)

STR 14 CON 11 SIZ 16
INT 13 POW 11 DEX 11
HP 14 DB +1d4

Weapons: Two-handed iron tipped spear (35%, damage 1d8+db)
Claws (25%, 1d6+db)

Armor: 2 point of skin, scales and turtle shell breastplate

Spells: None.

Sanity Loss: 0/1d6 Sanity points to see a deep one.

Enemy Vessel Attacks - As soon as the Deep Ones withdraw from the Ravenar one of the Skraelvoss ships, which moved into range, begins to loose volleys of arrows at them. A dozen Skraeling archers will fire three volleys of arrows at the investigators, after which they will attempt to flee. Investigators may return missile fire during this time. The ship is crewed by six Norse warriors from Taldrun's clan and a dozen red dyed Skraeling warriors (see below).

Norse Warriors of Skraelvoss (*6)

STR 15 CON 13 SIZ 14
INT 13 POW 12 DEX 12
HP 14 DB +1d4

Weapons: Frankish axe (55%, damage 1d6+1+db).

Armor: Leather & rings (5 points), iron helmet, medium shield (parry - 40%).

Skraeling Warriors (*12)

STR 13 CON 12 SIZ 12
INT 12 POW 10 DEX 15
HP 12 DB +1d4

Weapons: Bow (65%, damage 1d8); Hand Axe or Spear (50%, damage 1d6+db);

Armor: 1 point of leather hides.

Ship-to-Ship Battle – The investigators piloting the Ravenar may attempt to pursue the fleeing ship. The investigators must attempt a Pilot-Boats roll, with a successful roll allowing the Ravenar to keep pace with the fleeing ship. Should the investigator roll a critical success the Ravenar overtakes the Skraelvoss ship. If this happens the Skraelvoss ship can be either rammed, sideswiped (to shatter all the oars on one side) or boarded (with or without grapples). If the Skraelvoss ship is rammed it will either begin to sink (in 2d4 rounds) or be shattered in two (with a successful luck roll by whoever is piloting the Ravenar).

If the investigators manage to board this vessel they must then battle the crew. Investigators that capture the Skraelvoss ship find good stocks of provisions and manage to loot twenty items of ugly gold jewelry (worth 100 silver denirs each). They will also

have an intact enemy vessel, which could possibly be used to land an advanced team of warriors by surprise (See part three).

Men Overboard – Anyone from the invasion fleet falling overboard will be in great danger. After only a few moments in the water (1d4+2 rounds) such men will be attacked by either a summoned shark (70%) or a Deep One (30%, see above). The Deep Ones will attack by making a grapple attack (35%) and attempting to drown their victims. The warriors from Skraelvoss, both Skraeling and Norsemen alike, will not be attacked when in the water. In fact attempts will be made by the sharks and deep ones to return them to the safety of a Skraelvoss vessel. This is due to the fact that these men have taken a Deep One bride or carry the tainted bloodline of a Deep One hybrid themselves.

Summoned Bull Sharks (unlimited in number)

STR 27 CON 21 SIZ 22
POW 13 DEX 13 HP 15
DB +2d6

Weapon: Bite 65% 1d8+db.

Armor: 4 points of tough hide.

Skills: Sent blood 95%.

The Battle Turns – After dealing with the surprise attack of Deep Ones and one of the Skraelvoss ships, investigators can take stock of how the overall battle is going this far. The Deep One attack is over with the creatures being forced back into the water or dying on the decks of the ships they attacked. However, their attack was not a complete failure.

Investigators will see that one of their personal long ships (roll randomly) is on fire and sinking. The Neskaslya long ship “Battle Cry” is rescuing the bulk of the sinking ship’s crew. The Falkstad long ship “Sword of Victory” is on fire but the crew is no longer in combat and is getting the fire under control. This leaves three ships unable to continue the participating in the battle for the moment. The remaining ships begin forming up near “The Ravenar” to receive orders.

The enemy will use this lull in the battle to attempt to retreat. The three (possibly two) enemy vessels will turn, lower their oars and start running for the coast. If they escape the area they will raise an alarm in Skraelvoss and ruin any chance of a surprise attack. Investigators should try to prevent this from happening.

While the Skraelvoss ships are smaller and should be faster, they are poorly built and crewed. If investigators order a pursuit of the enemy ships their fleet begins quickly closing the gap. It becomes obvious that soon “Hammer of War”, “Odin’s Spear” and three of the investigators remaining personal long ships will overtake the enemy ships. There is no doubt that once this happens the enemy ships will be boarded and their crews slaughtered. The enemy knows this as well and chooses this moment to unleash their final weapon.

The Waterspout – As long ships of the invasion fleet close the Skraeling high priest of the Ebauthoo tribe stands facing the investigators and begins casting a spell. He is out of range of missile attacks but can be seen shouting and gesturing out at the sea between the

two groups of ships. At the end of his spell he takes a spear, impales himself with it, slowly pushing it through his body before jumping overboard.

A moment later the seas erupt violently upwards! A huge waterspout forms, an enormous churning vortex of water, reaching 150 feet into the sky. It cuts a swath between the invasion fleet and the fleeing enemy ships, tossing ships about like they were toys. It lasts just a few moments before crashing back into the sea, but the damage it does is phenomenal.

The investigator piloting “The Ravenar” must make a Pilot Boats roll, or the ship will be badly damaged. If this happens investigators will need to break off their attack to immediately make a successful Repair/Devise roll. If successful they spend an hour bailing and repairing “The Ravenar”. If they fail “Sword of Victory” eventually grapples Ravenar to save the ship from sinking and her crew helps repair the damaged flagship.

“Hammer of War”, “Odin’s Spear” and one of the investigator’s ships somehow avoided the spout and will soon be in range of attacking the fleeing Skraelvoss ships. Two other investigator’s ships are currently sinking, being torn apart by the waterspout. The ocean is full of one hundred men, some wounded, others dead. The survivors are clinging to wreckage, trying to swim towards other vessels and calling out for help. The fins of sharks can be seen racing towards these men; they have only few moments before they come under attack. Investigators must make a choice.

Command Decision – The only way for investigators to save everyone is to break off the attack on the fleeing Skraelvoss ships. If they do this, eighty men will be rescued but the enemy vessels will escape. Within hours they warn Skraelvoss of the imminent enemy attack. The element of surprise will be lost.

If investigators continue the attack, the enemy ships will be overtaken, grappled and their crews killed to a man. Skraelvoss will remain blind to the invasion fleet’s approach for several days (see Part Three). This however dooms the bulk of the crews from the two vessels destroyed by the waterspout. Only twenty men are rescued by “Battlecry”, which catches up with the fleet after conducting early rescue operations.

Investigators can however split their remaining ships. “Hammer of War”, “Odin’s Spear” and one of their personal ships are about to engage the enemy, two of their personal ships have been destroyed; this leaves “Battle Serpent”, “Sword of Victory” and possibly “The Ravenar” available for rescue operations. However investigators will be risking allowing one of the enemy ships to possibly escape (one vessel was racing around to cut the fleeing ships). For every ship they divert from the attack the chance of one ship escaping increases by 15%.

If the investigators divert “Battle Serpent” to rescue operations this saves twenty men. If “Ravenar” escaped damage and joins in rescuing men another twenty will be saved. “Sword of Victory” soon arrives and saves another ten. This amounts to saving half of the men from the two destroyed vessels.

Aftermath – Once the sea battle is over the invasion fleet reforms. Of the twelve vessels that set out from Iceland, only eight remain. These are “Sword of Victory”, “Battle Serpent”, “Hammer of War”, “Odin’s Spear”, “Battle Cry”, two of the investigator’s personal vessels and “The Ravenar”. These ships will be over laden with men, as men from several of the lost ships were rescued. There could possibly be a ninth

ship in the invasion fleet if investigators managed to capture a Skraelvoss vessel. Many men have been lost but most are in good shape and eager for battle.

The element of surprise may or may not have been lost at this point. One thing is certain; the investigators now control the sea. There will be no more resistance until they reach Vinland and land their men. The path to Skraelvoss is now wide open.

Part Three – Vengeance!

When Taldrun's clan first came to Vinland they encountered a Skraeling tribe on this very spot, the Ebauthoo. Taldrun's clan learned their language and joined them, adopting some of their ways. Many of Taldrun's clan has taken oaths to Dagon, as well as a Deep One spouse. Later Taldrun and his Ebauthoo allies managed to conquer the neighboring tribe of degenerate cannibals that lived in the nearby forests, called the Shendeek. These three peoples became one, creating a powerful holding they call Skraelvoss. For years they bullied both local Skraeling tribes and other Norse colonists. No one has been strong enough to challenge their dominance but this is about to change.

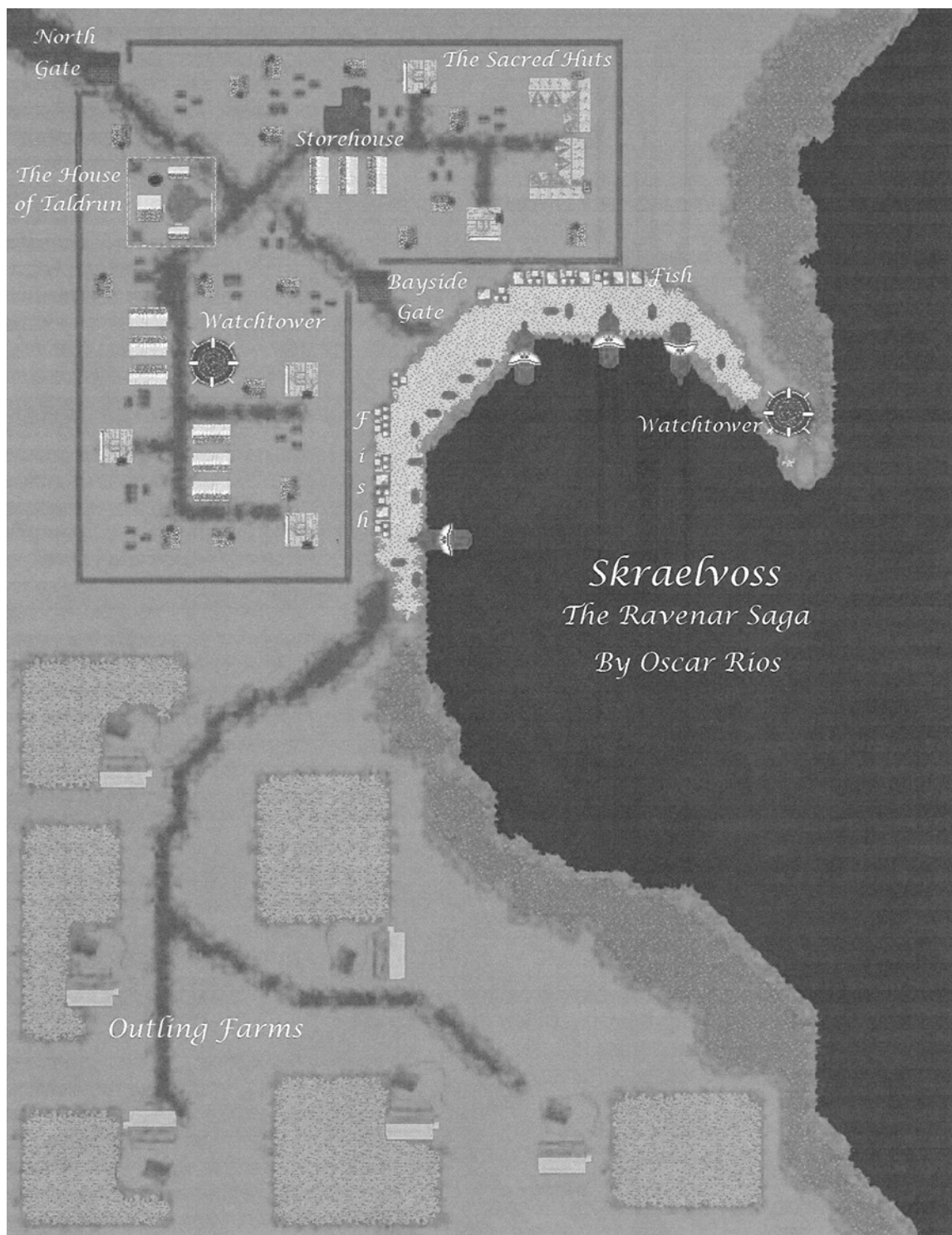
The People of Skraelvoss – Everyone in town, be they Norse or Skraeling, dirty, foul smelling and infested with fleas. The Norse will have a crazed look about them, with wide eyes and unkempt hair. The Skraeling of the Ebauthoo tribe will be short and very ugly, with bulging eyes, wide mouths and slick, sweaty skin. The Skraelings of the Shendeek tribe will be taller, dressed in animal pelts complete with the creature's skull and have deliberately filed pointed teeth. Both tribes of Skraelings favor red clothing and use red dye to stain their skin. Some of the Norsemen have also adopted this practice.

Skraelvoss is also home to a number of hybrids undergoing the final stages of their transformation into full Deep One. A handful of these half-human creatures have become stuck mid-way through their transformation and join in defending the town. During the attack there will also be a number of Deep Ones inside the town, enjoying liaisons with their human spouses. It will be clear to anyone visiting Skraelvoss that this is an unwholesome place populated by a loathsome assortment of outcasts.

The Town of Skraelvoss - The town of Skraelvoss is a sprawling hodgepodge of poorly built, Norse style longhouses, Skraeling communal halls and buildings that seem to be a combination of the two. The streets are little more than muddy pathways with sewage draining down the middle of the town's central lane. The only stone building in Skraelvoss is the smithy, producing crude iron weapons from local bog iron. There is a storehouse filled with food; a combination of dried fish, grain, goat cheese, salted pork, pumpkin and corn in the center of town. These supplies are stored here to sustain the town through the winter months (see below, On It's Stomach). Lord Taldrun lives in the center of town, in one of the better built Norse style longhouses.

At the shoreline is a beaching bay where a dozen or so ships are usually found. These ships are a combination of small Norse long ships and Skraeling fishing boats. The wooden frame to a long ship currently under construction can be found here as well. There are also two-dozen wooden racks filled with hundreds of drying, salted fish (see

below, On It's Stomach). A wooden tower overlooks the beaching bay (see Skraelvoss's Defenses).



On the edges of town, just beyond the earthen wall (see Skraelvoss's Defenses) are six farms. Each has some modest livestock; gaunt looking goats, chickens and pigs. The farms have large fields with some rather poor looking crops of corn, wheat, pumpkins and squash (see below, On It's Stomach).

Skraelvoss's Defenses - Skraelvoss's defenses start with a four-foot high earthen works wall, topped by a three-foot tall wooden stake fence. The wall is easily scaled and sections of the poorly constructed fence can be quickly destroyed. Investigators inflicting 10 hit points of damage to the wall create a five-foot wide gap.

There are two gates leading into the town, one facing the beach where the ships are stored and another leading out of the town towards the half dozen farms. Both gates are kept open unless an alarm has been raised and guarded day or night by a pair of Skraeling warriors. The guards watching the gate at night will be asleep unless an alarm is raised. If an alarm is raised a wooded gate (25 hit points) will be pulled across the entrance.

Two towers watch over Skraelvoss, one near the center of town and the other down by the bay. Both are three story tall wooden structures, with a crenulated roof affixed with a signal bell and a brazier of oil. Ringing the bell and lighting the brazier alerts the town of an attack. While this is a good system it is poorly executed. The pair of Skraeling warriors posted inside the watch here are usually drunk, asleep, or both.

The Element of Surprise – If any of the three Skraelvoss ships managed to escape the sea battle they will alert the town at least two hours before the invasion fleet could possibly arrive. If investigators managed to prevent any of these ships from escaping the invasion fleet retains the element of surprise, but not for much longer.

The invasion fleet must attack Skraelvoss within the next thirty-six hours of the sea battle. Deep Ones who have survived the attack will be swimming to Skraelvoss to warn their allies, spouses and hybrid children of the imminent attack. These creatures will arrive thirty-six hours after the battle at which time Skraelvoss prepares for attack.

The town has some defensive works and many defenders so taking it may prove difficult for attackers. If the defenders have even a little time to gather their forces, post archers and close the gates the investigator's attack could fail.

From the location of the sea battle the invasion fleet could reach Skraelvoss within nine hours. This allows investigators to pick the exact time of day they wish make landfall while still possessing the element of surprise. Investigators must fight three battles to conquer Skraelvoss. If the town is warned of the attack these battles will be much harder, against more numerous and better equipped opponents. Stats for these encounters will appear in *Italics* and marked by a *.

The Initial Attack – Investigators have several options for attacking the town. The most obvious is a surprise, mass landing right on Skraelvoss's bay. Another being a landing several miles away followed by a short overland march to the town. Investigators may have captured a Skraelvoss vessel; possibly using it to land a small (no more than twenty men) advanced strike team, to possibly eliminate strategic targets and defenses (see "Skraelvoss's Defenses" above) before the main force arrives. The investigators may opt to split their forces, attacking with multiple groups from separate

directions. Investigators could stage the attack during the day or at night with or without the element of surprise so Keepers should be prepared to be fluid.

It is better to keep the action moving in a chaotic manner then to let things bog down in endless planning. Should your players seem hesitant or overly cautious keepers should have the NPC captains begin to chafe at the delay. While they are respectful the captains will begin making comments such as:

- 1) We *are* going to attack, right? The time for planning is past.
- 2) Our supplies are limited and those sea devils will likely warn the town sooner or later. We should attack quickly.
- 3) It is time to send our enemies to hell; we must avenge our fallen brothers. The men are ready, just give the orders, we won't fail you!

The Battle for Skraelvoss – Investigators must win three encounters to take Skraelvoss. War is chaotic; exactly where, when or in what order these encounters take place is unimportant. While the investigators are engaged in these encounters the rest of the invasion force will also be fighting elsewhere in Skraelvoss.

All around them men will be fighting and dying, setting fire to Skraelvoss's ships and the gates leading into the town. Every man, woman and child in town will join in it's defense, armed with whatever is on hand. No mercy will be given, or prisoners taken on either side. The encounters are as follows:

Encounter One - Mixed group of warriors: This is a large group of hastily gathered warriors. Some are Skraeling (both Ebauthoo and Shendeek) and others are Norsemen from Taldrun's clan. They rush out to intercept the investigators. Keepers can send in these men as one massive wave of defenders or break them into smaller groups and send them against investigators a few at a time. However it happens, investigators must defeat these defenders to take Skraelvoss.

10 (16*) Norse warriors of Skraelvoss

STR 15 CON 13 SIZ 14
INT 13 POW 12 DEX 12
HP 14 DB +1d4

Weapons: Frankish axe (55%, damage 1d6+1+db).

Armor: Leather & rings (4 points), Medium shield (parry - 40%) -OR-
Leather and Scale (6 points), iron helmet, Medium shield (parry - 40%),

12 (20*) Skraeling Warriors

STR 13 CON 12 SIZ 12
INT 12 POW 10 DEX 15
HP 12 DB +1d4

Weapons: Bow (65%, damage 1d8); Hand Axe or Spear (50%, damage 1d6+db);

Armor: 1 point of leather hides – OR – *Cuirbouilli (3 points) and iron helmet.*

Encounter Two - The Sacred Huts: This area of town is the most decrepit. This is where hybrids in the final stages of their "change" and those stuck in mid-transformation live. It is also here that visiting Deep Ones come to visit with their human spouses.

Investigators moving against this section of Skraelvoss risk both their lives and their sanity. The Deep Ones encountered here have either children or spouses among the area's human defenders.

6 (9*) Norse warriors of Skraelvoss

STR 15 CON 13 SIZ 14
INT 13 POW 12 DEX 12
HP 14 DB +1d4

Weapons: Frankish axe (55%, damage 1d6+1+db).

Armor: Medium shield (parry - 40%), Leather & rings (4 points) -OR-
Leather and Scale (6 points), iron helmet, Medium shield (parry - 40%),

8 (14*) "Nearly Deep One"-Skraeling Hybrids

STR 13 CON 12 SIZ 12
INT 12 POW 10 DEX 15
HP 12 DB +1d4

Weapons: Bow (65%, damage 1d8); Hand Axe or Spear (50%, damage 1d6+db);

Armor: 1 point of leather hides – OR – *Cuirbouilli (3 points) and iron helmet.*

Description: These men and women look deformed, with a combination of human, fish and amphibian features. Moving about as if crippled and covered in hides and skins, they communicate in deep, inhuman voices accented by guttural grunts and croaks. A few of these creatures are stuck in mid-transformation and are trapped inside malformed bodies.

Sanity Loss: 0/1d4 Sanity points to see these malformed hybrids.

6 (9*) Deep Ones Warriors

STR 14 CON 11 SIZ 16
INT 13 POW 11 DEX 11
HP 14 DB +1d4

Weapons: Claws (25%, 1d6+db) –OR–

Two-handed iron tipped spear (35%, damage 1d8+db)

Armor: 1 Point of Skin and Scales –OR –

3 points of skin, scales and turtle shell breastplate and sharkskin helmet.

Sanity Loss: 0/1d6 Sanity points to see a Deep One.

Encounter Three - The House of Taldrun: This encounter takes place in and around Lord Taldrun's Hall. A handful of Norse and Skraeling (Shendeek) warriors and half of Lord Taldrun's personal guard defend this area. At the time of this encounter Lord Taldrun, his wife Anadirik and the rest of his personal guard are gone (see Part Five – Forest of the Beast God).

3 (6*) Norse warriors of Skraelvoss

STR 15 CON 13 SIZ 14
INT 13 POW 12 DEX 12
HP 14 DB +1d4

Weapons: Frankish axe (55%, damage 1d6+1+db).

Armor: Medium shield (parry - 40%), Leather & rings (4 points) -OR–

Leather and Scale (6 points), iron helmet, Medium shield (parry - 40%).

5 (10*) Elite Shendeek Skraeling Warriors, The Demon Spawn.

STR 14 CON 15 SIZ 14
INT 12 POW 11 DEX 15
HP 15 DB +1d4

Weapons: Two Hand Axes (60%, damage 1d6+db) & *Two Javelins (45%, 1d6+1/2 db).*

Armor: 1 point of leather hides – OR – *Cuirbouilli (3 points) and iron helmet.*

Description: These elite Skraeling warriors of the Shendeek tribe are part of an unholy brotherhood in the service of “The Dark Demon”. They call themselves “The Demon Spawn” and are fearless, bloodthirsty killers. They have been left here to cover the escape of their mistress, Anadirk, high medicine woman of “The Dark Demon”.

6 (9*) Norse warriors, Lord Taldrun’s Personal Guard, The Berserkers

STR 17 CON 16 SIZ 16
INT 10 POW 10 DEX 10
HP 16 / 24* DB +1d6

Weapons: Frankish axe (55%, damage 1d6+1+db).

Armor: Thick layers of wolf and bear pelts (2 points)

Description: These large and powerful warriors are Taldrun’s elite guard. These Norsemen are insane; foaming at the mouth, screaming and howling as they charge into battle. They are fearless, unaffected by pain (or logic) and keep fighting on until they are reduced to –12 hit points. After the battle those Berserkers who’ve dropped into the negative hit point range immediately fall unconscious (or dead if below –3).

* and Italic statistic and equipment used in case the invasion fleet has lost the element of surprise.

After Battle Reports - If investigators win the three above encounters they have led their army to victory. While the invasion forces have suffered losses, their primary objective has been achieved. The battle is over; the only people left standing are those who sailed here under the battle standard of the Raven.

Investigators head some of their forces grumbling about the taking of slaves and war brides. The men, after seeing how those of Skraelvoss lived and what some of them looked like, decided against it. There are no war captives or prisoners. The army catches its breath and the captains make their reports to the investigators.

The captains will report that Taldrun and his Skaerling wife are not among the dead, saying “They could be anywhere in Vinland by now”. Investigators are also informed that Oystein of Neskaslya, captain of Battlecry as well as Dagfinn of Falkstad, captain of Sword of Victory have both fallen in battle.

Sacking the Town – If investigators haven't already learned about Skraelvoss's supplies (the fish stocks, the warehouse and the outlying farms) this information now reported to them as well. These supplies should solve the any shortages the invasion forces might have and could be gathered in as little as four hours.

The surviving captains will also report that many of the slain enemies were wearing gold jewelry. They ask for permission to allow their men to loot the town. If granted, investigators quickly see their men spread out, quite eager to take spoils from their vanquished enemy. This is a time-honored tradition among their people and the origin of the term Viking.

On it's Stomach- Investigators will need to supply their army with food and fresh water. The invasion fleet has already used ten days worth of supplies on the trip to Vinland. Unless further delays were made the army is currently down to only eight days of food and fresh water left. While fresh water isn't a problem once arriving in Vinland (as there are plentiful streams in the area), food is another matter.

Skraelvoss has more than enough supplies for the invasion fleet. The drying racks of fish along the beaching bay can supply the invasion army with *four days* worth of food. The storehouse in the center of town has enough stores to supply the army for another *six days*. Lastly, there are the six outlying farms; whose meager crops and livestock can support the army's needs for an additional *four days*. In total, this represents *fourteen days* worth of supplies for the taking.

Two Requests – After the town has been looted of valuables and the supplies the invasion force needs (see above), Ozgar asks for two favors. The first favor being that Skraelvoss be put to the torch. He has already ordered his men to gather all the oil and torches in Skraelvoss for just this purpose. If the order is given his, men quickly spread out across the vile town, with casks of oil and lit torches, setting every building in town on fire. Skraelvoss is burned to the ground. As this is going on the rest of the army takes time to tend to its wounded and bury their dead.

Once the town is set ablaze Ozgar makes the second request. He asks that the army be moved south, to Austlen, where the men can rest and make repairs to some of the ships. He explains that he needs to see the place again and that many of his men feel the same way. There may be dead lying there that need burial or even survivors who escaped the battle and returned to the area afterward. If the investigators balk at his request Ozgar confesses his true reason – he wishes to bury his wife beside his son and daughter.

Ozgar explains that Shawdema bore him a daughter, but that the child only lived a few days before she died. The child, along with his son Morten, is buried in Austen's church plot. "Let me lay Shawdema in the earth beside her daughter, let me pray over their graves and the grave of my son. I beg you, let me do this or be merciful and kill me, for I could not bare the pain should you refuse." Shawdema's dying request to Ozgar was to bury her beside their daughter.

Part Four – The Ruins of Austlen

Investigators have no clue where Lord Taldrun and his wife, the Skraeling witch Anadirk could be hiding. They are therefore likely to grant Ozgar's request and visit the ruins of Austlen. The trip takes the fleet a day sailing south down the coast from Skraelvoss. Even before beaching the ships it becomes clear that the town has been burnt to the ground. Many onboard "Hammer of War" (the Austlen long ship) openly weep and one of them begins singing out a prayer song for the dead.

Austlen – Where once there was a thriving village there is now little more than a field of blackened ash. Everything of value was looted before the town was burned (most of this was recovered during the sack of Skraelvoss). The dead were carted away, butchered and eaten by the Sherdeek tribe as part of a victory ritual conducted deep in the Forest of the Beast God. The bodies of the most powerful adversaries were not devoured but hacked apart and left as an offering to The Beast God (see Part Five).

Upon beaching at the ruins of Austlen the captains ask for permission to unload the men and make camp. The most gravely wounded are treated, the dead buried and repairs are made to any damaged vessels. The captains also question Ozgar where fresh water can be found and refill the fleet's casks. The army then takes a well-deserved rest on the beach, cooking, drinking and celebrating their victory.

*Bury the bodies of the fallen when you find them in your
travels,
whether they be killed by disease or drowned in the sea,
or slain on the field of battle.*
- From The Havamal

The Funeral - For the men of Austlen there is no celebration. They unload the body of Shawdema, their queen, and carry it solemnly up to Austlen's churchyard. The church has also been burned to the ground and the grave markers have all been destroyed. Ozgar and his men take time to clean up the area and repair the damage. They then dig a new grave and invite the investigators to the burial. Once investigators arrive, the men of Austlen bury Shawdema, say prayers over her grave and those of their fallen kinsmen. As the ceremony ends a mysterious stranger suddenly appears out of nowhere.

Mamseet, A Skraeling Mystic – The investigators, as well everyone else gathered here, will be startled by this person's sudden arrival. It seems impossible that no one noticed him approach, as the land around is clear and open for nearly a mile. He makes his presence known by clearing his throat and stands just far enough away that he cannot be attacked reflexively.

Mamseet, A Skraeling Mystic

STR 7 CON 11 SIZ 8
INT 17 POW 18 DEX 6
HP 9 DB +1d6

Weapons: None.

Armor: None.

Skills: Insight 85%, Listen 95%, Other Language: Norwegian 70%, Natural World 90%, Persuade 75%, Sneak 85%, Cthulhu Mythos 20%.

Spells: Vanish, Resurrection, 2-4 others as desired by keeper

Description: While appearing to be little more than a child of about eight years old, Mamseet's words and manner make him seem much older. He dresses in rabbit pelts that have been dyed red and carries a finely carved walking stick. The child's eyes are twin pools of solid gray and it is obvious that he is blind (cataracts). Mamseet is a mystic, a man of great wisdom and power who speaks for the area's spirits. While respected by and provided for by his people (the Hanamait tribe) he lives apart from them. Incredibly, the boy somehow speaks Old Norse.

The boy looks towards you all, as if trying to focus with his gray sightless eyes. He raises his empty right hand while gripping a finely carved staff in his other for support. "I greet you, seafarers, warriors and travelers. I am Mamseet. I mean you no harm and I hope that you offer me none. I am alone and without arms.

Those were good words you spoke for the woman. She was one of the Edachoom people but you treated her as one of your own. You are also enemies of the other men from the sea; the ones who helped the wretched tribes of the Ebauthoo and Shendeek get strong. This speaks much of you all and I hope we can be friends.

I saw a great fire. I saw many things so I came to look closer. Will you tell me what has happened up the coast? Speak to me, if you will, of Skraelvoss's fate?"

Mamseet will try to avoid answering questions and there is little he could tell investigators. He lives as a hermit, dwelling in the wilderness with only the spirits to converse with. Mamseet may or may not be insane. The mystic "sees" and "hears" things other people do not, it is a gift and a curse. It is his duty to convey the messages the local spirits wish heard by men and it is this task that has brought him to Austlen.

If investigators tell him that the Skraelvoss and its people is no more he will smile and say the following.

"That is a good thing. These people were like vermin infesting an otherwise beautiful home. But even if you kill all of the vermin save a pair, if a man and a woman have escaped it can start all over again. A cleansing is not finished so long as the threat remains. Your quest lies unfinished. I have seen this.

Do you wish for this to end in the way that it should? Do you wish to have..." the boy closes his eyes and cocks his head as if listening to someone before saying "Revenge? Justice for your friend?"

If investigators agree with Mamseet he will then ask them “Do you believe in The Spirits?” No matter what they answer he will reply, “The Spirits believe in you” and then tells them the following:

The boy sighs and seems to relax, “I shall tell you where to find your enemy. He stands beside his queen, the servant of the dark demon. They have with them a handful of their most loyal warriors but they shall be no match for you. Be warned for the woman is more powerful than she seems. You must all strike as one, you must shatter your greatest enemy as a single blow or else all is for nothing.

Go to the river beyond those hills and follow it into the forest. When you reach the high waterfall look for a deer trail. Walk that trail for a day until you reach the lands of the beast men. From there simply follow the stench of rot to the altar of “The Dark Demon”.

You will see a likeness of “The Dark Demon” surrounded by offerings. There you will find what you seek, the man who’s son sent you here. There will be a high platform with a fish trap upon it. This is where the greatest evil lies.

You may go with only the number of men present here, but you particular men need not be the ones. Any more or less and none shall return, darkness shall prevail. The war party must leave before the sun rises tomorrow or else your foe will be gone. I shall return when the deed is done and speak with you again.”

Presently, including Ozgar and the investigators, there are thirteen Norsemen present. Mamseet then departs. He doesn’t accept invitations to remain or gifts other than food or clothing. The boy also doesn’t explain how he knows what he does, saying only that, “I know nothing, I only convey the message. I am a speaker of words but the words are not my own.”

Part Five – Forest of the Dark Demon

Investigators do not have much time to prepare, as they must leave before the next dawn. Keepers should allow investigators to be fully healed at this point, even if this delays the appearance of the mystic for a day or so. This will allow them to rest on the beach having their wounds tended to.

Choosing the Thirteen – Investigators can pick anyone they wish to accompany them. Unfortunately, as is common in such sagas, none of these men will survive. Ozgar will insist on going with them, as will two of his men from Austlen, Armo & Jukka. If investigators accept these three men they must pick however many more they need to reach a band of thirteen warriors.

The Journey – Mamseet’s directions are easy to follow. An hour travel beyond the hill Mamseet pointed to (north towards where Skraelvoss once stood) there is a river. Following this river (northwest) for five hours leads to a normal seeming forest.

Investigators entering the forest and following the river come to a waterfall after four hours of travel. They must then make a successful Tracking or Spot Hidden roll to locate the deer trail, which is unfortunately on the other side of the river.

Investigators making an additional Spot Hidden roll find a place where a tree has fallen. This partially blocks the flowing of the river and allows investigators to cross the waist deep water to the opposite bank without incident. Otherwise investigators must make a DEX * 3 check, or take 1d4 points of damage while crossing and become completely soaked. Anyone swept down river must also make Luck rolls or lose an important randomly determined item (helmet, weapon or shield, etc).

After crossing the river, investigators travel six more hours until the forest changes. Investigators cross into an unwholesome part of the forests. These lands were once the home of the Shendeek tribe and are called “The Forest of the Dark Demon.”

The Forest of the Dark Demon – Investigators instantly know that this section of the forest is unnatural. The trees are warped and twisted, many of them dead or diseased. Mushrooms, toadstools and moss seem to grow everywhere. An unnatural hush covers this part of the forest. The only animal investigators see while crossing this section of forest are wolves.

Wolves seem to infest these woods but don’t approach close enough to be a real threat to investigators. They do make themselves known by howling, snarling and trailing the investigators from a safe distance. The whole area is permeated by a noxious stench of death that seems to grow stronger towards the northwest.

Encounter one; Ambush- Shortly after passing into Shendeek territory the thirteen Norsemen are ambushed. The war party comes under attack by a band of Skraeling archers. Keepers should have two of the NPC’s killed in this ambush, dying dramatically (falling to the ground, in convulsions) to show investigators that the arrows are poisoned.

The Skraelings will try to remain hidden while shooting, loosing as many arrows as possible before their positions are discovered. Once this happens they hold their ground, shooting until the last possible moment before defending themselves with war clubs. They do not surrender or retreat.

Elite “Shendeek” Warriors, The Demon Spawn.

STR 14	CON 15	SIZ 14
INT 12	POW 11	DEX 15
HP 15	DB +1d4	

Weapons: Bow (70%, damage 1d8+ POT 8 poison) & War Club (45%, 1d6+db).

Armor: Multiple layers of doeskin (2 points) and iron helmet.

Skills: Hide (65%), Sneak (50%), Dodge (50%).

Description: These elite Skraeling warriors of the Shendeek tribe will have neither red dyed clothing nor skins. They will be wearing natural color doeskins to assist in their camouflage. Each carries a war club, a quiver of thirty arrows each and an animal skull jar filled with enough sticky poison to coat six arrows.

Skraeling Poison – This POT 8 poison acts quickly, taking effect on the following round. It causes muscles to contract, resulting in painful spasms and occasionally death. The poison has already been exposed to the air and will lose its potency 1 POT point every 12 hours until it is rendered inert.

If investigators capture supplies of this poison they may employ it as they wish. The berserkers of the following encounter will be able to ignore the poison's effects while in their rages. "The Dark Demon" is likewise immune to this poison. Anidirk will be affected only until she becomes "The Dark Demon". Lord Taldrun and the wolves defending the shrine have no immunity to this poison whatsoever.

The Stench of Death – After crossing into Shendeek lands investigators must travel three more hours to reach the hill where the Shrine of the Dark Demons lies. The stench of decay grows stronger with every step investigators take. Soon investigators stumble across a trail. Investigators will see dozens of tanned human hides secured to trees all along this trail, which leads to a tall hill deep in this twisted, unholy forest.

Encounter two; Charge of the Berserkers - Before climbing the hill investigators hear inhuman screams ring out above them followed by the rumbling of powerful, booted feet. From the hilltop come six Norse warriors with wild, crazed eyes who are all foaming at the mouth. It is clear they are berserkers. They charge down the hill crashing into the investigator's war band. These six men are the last of Taldrun's clan, his most loyal and bloodthirsty berserkers. Keepers should have one or more NPC's of the investigator's warparty killed during this battle. The berserkers will fight until killed and Keepers should keep track of the rounds as soon as the last one falls (see below, The Dark Demon Comes).

6 Berserkers, Taldrun's elite guard and the last of his clan.

STR 17 CON 16 SIZ 16
INT 10 POW 10 DEX 10
HP 16 / 24* DB +1d6

Weapons: Frankish axe (55%, damage 1d6+1+db).

Armor: Thick layers of wolf and bear pelts (2 points)

Description: These are the last of Taldrun's elite guard. Like all of Taldrun's Berserkers they are insane; foaming at the mouth, screaming and howling like animals. They are fearless, unaffected by pain (or logic) and keep fighting on until they are reduced to -12 hit points.

The Shrine of "The Dark Demon" – The skin lined trail ends here, the source of the rotting smell that permeates the area. Atop the modest hill investigators find a cleared area where the limbs of the surrounding trees have grown in high above, cloaking the area in darkness. Cresting the hill takes a single round (see, The Dark Demon Comes).

Investigators find two notable areas atop the hill. The first has a large wooden idol depicting a creature that seems to be a cross between a Skraeling warrior and a gigantic boar. Surrounding the idol is a vast pile of dismembered human remains. There are sixty-five bodies here; each has been hacked into six pieces (two arms, two legs, a

head and torso). Many of the remains are blond, bearded and fair (obviously Norse). The remains are all in various degrees of decompositions, with maggots and other insects feasting on the rotting flesh and the soil in the area made muddy from the rancid, oozing fluid seeping outwards from the pile. Investigators viewing this grizzly shrine must make a Sanity check for 1/1d3.

The other structure here is ten foot tall raised, wooden platform with a wooden cage mounted on top. Inside the cage is a red dyed Skraeling woman, the Shendeek witch Anadirik, former queen of Skraelvoss. But she is already becoming something much more powerful.

The Dark Demon Comes – As soon as the last berserker falls Anidirik begins transforming into “The Dark Demon”. This takes 1d4+2 rounds during which she is helpless. Should investigators somehow manage to kill her before her transformation is complete “The Dark Demon” never manifests. However, time is short and her defenders are quite determined to give her enough time so Keepers need to keep careful track of the duration of her transformation. By the time investigators crest the hill and orient themselves two rounds have already passed.

To protect her she has placed herself on a raised wooden platform inside a protective cage. This cage allows everyone on the hilltop to fully view her transformation, while providing her some protection from missile fire (see below). Everyone who witnesses Anidirik’s transformation must make a sanity check for 1/1d6. Should her transformation be successful investigators will have a rather tough battle on their hands (see below, The Dark Demon Arrives).

Defenders of the Shrine - Surrounding and defending the platform are a dozen trained wolves, six Skraeling warriors and Anadirik’s husband, the Norse Lord Taldrun. They know their only hope at survival is to protect Anadirik long enough for her to completely transform (see below “The Dark Demon Comes” below) so they do this to their last breath. The Skraeling order their wolves to attack while hurling javelins, closing with twin hand axes after at six wolves are slain. Lord Taldrun, himself a powerful berserker, goes into battle rage and charges while screaming, cursing and foaming at the mouth. Keepers should have one or more NPC’s in the investigator’s war party die at this time.

6 Elite “Shendeek” Warriors, The Demon Spawn.

STR	14	CON	15	SIZ	14
INT	12	POW	11	DEX	15
HP	15	DB +1d4			

Weapons: Two Hand Axes (60%, damage 1d6+db) & Two Javelins (45%, 1d6+1/2 db).

Armor: Cuirbouilli (3 points) and iron helmet.

Description: These elite Skraeling warriors know that their dark god will soon arrive and they do everything in their power to grant it the necessary time to do so. They have the red dyed skin and sharpened teeth of the Shendeek Skraeling tribe. Each is a temple guardian who’s raised and trained a pair of enormous wolves to aid them in their duty.

12 Wolves, Holy Guardians of the Shrine of the Dark Demon

STR 13 CON 11 SIZ 12
POW 12 DEX 13 HP 12 DB -0-

Weapon: Bite 65% 1d8.

Armor: 1 point of fur.

Skills: Spot Hidden 60%, Track by scent 80%.

Lord Taldrun, Son of Gudrun, Berserker and Former Lord of Skraelvoss

STR 17 CON 16 SIZ 16
INT 14 POW 13 DEX 12
HP 16 / 24* DB +1d6

Weapons: Frankish Sword (75%, damage 1d8+1+db) & Frankish hand axe (1d6+1+db).

Armor: Chainmail (7 points).

Description: Taldrun is an enormous Norsemen, looking uncannily like his father. He is filthy, wild-eyed and totally insane at this point. He is also a berserker who goes into a battle rage as soon as the investigators arrive. Lord Taldrun fights with his sword in one hand and his axe in the other.

Anadirk, Witch Queen of Skraelvoss.

STR 12 CON 14 SIZ 13
INT 15 POW 18 DEX 11
HP 14 DB -0-

Weapons: None.

Armor: 3 points of protective wooden cage.

Description: This lithe, red dyed Skraeling woman will start screaming just as investigators crest the hilltop. Anadirk will be wracked with convulsions, ripping off her clothing and yanking out bloody fistful of her long black hair. Soon her body starts snapping, stretching and bloating as she changes into something enormous, hideous and inhuman. If slain before her transformation is complete her corpse slowly returns to normal, but if allowed to complete the transformation Anadirk becomes "The Dark Demon" (see below).

The Dark Demon Arrives – Should investigators fail in killing Anadirk she becomes "The Dark Demon", avatar of Nyarlathotep. With an inhuman howl the creature shatters the cage and platform, landing on its hooves and begins attacking the investigators and any of the surviving followers. If any of the Skraelings or Taldrun is still alive witnessing the arrival of The Dark Demon causes them to drop their weapons in either shock or awe, rendering them helpless. During the battle against The Dark Demon all remaining NPC members of the war party, including Ozgar (see below), are killed.

The Dark Demon will focus solely on physical attacks; healing whatever damages it suffers at the end of every round until its POW is exhausted. The only way for investigators to defeat The Dark Demon is to inflict over 49 points of damage in a single combat round. Should they inflict 42 points or more, merciful keepers can have Ozgar land a blow to the creature for 8 points, finishing it. If this happens Ozgar still dies in the battle, succumbing to the cloud of poisonous black smoke (see below) that forms upon the creature's death.

Dark Demon, Avatar of Nyarlathotep. *He looked something like a medieval conception of the demon Asmodeus. Black all over, and furry, with a snout like a hog, green eyes, and the claws and fangs of a wild beast.*

- Robert Block, "The Dark Demon".

Cult: This is a minor avatar of Nyarlathotep who manifests in the world by possessing its followers. Usually only the most insane madmen worship the Dark Demon, for they must be willing to sacrifice themselves to it. The Dark Demon is known in both the Dreamlands and the waking world.

Other Characteristics: Those candidates for demonic possession generally dream of their dark god several nights before it takes dominion over their bodies. The transformation from human to the Dark Demon takes 1d4+2 rounds. It is at this time that the avatar is most vulnerable – only when it has fully manifested can the Dark Demon utilize its powers and spells. Witnessing the transformation into the Dark Demon costs 1/1d6 Sanity.

Attacks and Special Effects: – If reduced to zero hit points the Dark Demon lets out a single eldritch scream and dissolves into a fiery cloud of stinking black smoke. The noxious cloud is five yards in diameter. Everyone in the roiling smoke loses 1d6 hit points per round and must resist against the cloud's poison or die. The POT of the smoke equals the POW of the Dark Demon when it was killed. This fiery toxic cloud dissipates in 1d4 rounds.

Dark Demon, The Dark One, Avatar of Nyarlathotep

STR 21 CON 79 SIZ 19 INT 30 POW 25
DEX 17 Move 9 HP 49

Damage Bonus: + 1d6

Weapons: Claws 80%, damage 1d8+db
Tusk Gore 65%, damage 1d4
Hoof Kick 75%, damage 1d10+db

Armor: none, but the Dark Demon can fully regenerate any damage with the expenditure of a single point of POW. Reduced to zero hit points, the avatar dissolves to a fiery cloud of stinking black smoke that dissipates in 1s4 rounds. Anyone in the roiling smoke suffers 1d6 points of damage and must resist against the smokes poison pot each round.

Spells: all.

Sanity Loss: 1d2/1d8 Sanity points for seeing The Dark Demon

Finding Svengar – After the battle investigators wishing to recover Svengar's body can piece through the pile of dismembered corpses. With a successful Spot Hidden roll they manage to find all six sections (two arms, two legs, a head and a torso). Investigators making a second Spot Hidden roll will recover his helmet and sword as well. Those wishing to find all the obviously Norse dead inside the pile may do so, but

this requires about three hours of work. Investigators undertaking any of this grizzly work must make a Sanity check for 0/1d2 points.

Returning to Camp – Traveling through the forest is very different after the battle is over. While still quieter than it should naturally be animals have started returning to the area. Birds chirp in the branches, small mammals dart about in the underbrush and around tree trunks. The wolves which were everywhere are now gone, investigators don't see a single one as they travel back to the ruins of Austlen.

As the investigators arrive they are met by their men and assisted in any way possible (brought food, drink and having their wounds bandaged). They are bombarded with questions: "Where are the others?" "Where is Ozgar?" "Is Taldrun dead?" "Did they recover Svengar's corpse?" As these are answered the news races through the shoreside camp, as does a wave of celebration. Cries of "Vengeance is done", "The war is over" and "Glory and victory!" sound out, quickly to be followed by a thunderous chant of "Ravenar! Ravenar! Ravenar!"

As things calm the investigators are informed that a blind Skraeling boy arrived at the camp about an hour before they did. The men, amazed at hearing the boy converse in Norse, invited Mamseet to their camp where he currently remains. The mystic is being treated like an honored guest, being well fed and getting pulled into the quickly spreading victory celebration.

It's not too late... - When the opportunity arises Mamseet will respectfully ask investigators for a few moments in private. He will speak with the investigators and cover the following points in his conversation:

- 1) He will thank the investigators for cleansing the land of this great evil.
- 2) The Ebauthoo and Shendeek tribes had always been kept in check by the area tribes. It was only the arrival of Taldrun and his clan, who organized them and gave them iron tipped weapons that things spiraled out of control.
- 3) The spirits are quiet, they are pleased and all is as it should be.
- 4) The time is not right for men from across the sea to be journeying to Vinland.
- 5) He hopes that all of you have a peaceful path back to your own homeland.



Keepers should then read the following narrative:

Mamseet says farewell and turns to leave when he suddenly stops. He raises his head as if listening then turns back and says, "I heard you found your friend, the one you came to avenge. I saw his family; I saw their sorrow and the grief of his people." He sighs and whispers, "It's

not too late you know. Something could be done, something I know how to do. It's not too late... if you want him back?"

"There is no price for this, as it has already been paid. The spirits are willing to give your friend back to you in return for what you have done. Ridding the land of Taldrun and Anadirk has restored the balance. Repaying you for that would further restore things."

"I know of a powerful ritual that can restore your friend to life. It would take but a few days. He would be whole, as he was, the same man. You can create whatever story you wish. I have found people believe what is easiest, what they wish to believe when they get someone back."

"This is a heavy matter to consider. He is your friend and these are your people. You must decide what is best. "

Investigators now have a choice – Do they return to Iceland with Svengar's body or do they allow Mamseet to cast the resurrection spell and restore him to life. If the investigators chose to leave the situation as it is, Mamseet departs. The investigators then return to the camp where they respectfully clean and lay out Svengar's body. They may also need to bury any other Norse remains recovered from The Shrine of the Dark Demon. The fleet then sets sail for the ten-day voyage home to Iceland.

If they wish to have Svengar returned to life investigators must travel with the body to Mamseet's modest home, located two hours from the ruins of Austlen. The ritual takes two days, as Svengar's body is reduced to essential salts before being returned to life. Mamseet will NOT teach the spell to anyone, nor will he reveal the method for reversing the spell.

Once Svengar is resurrected the only difference in him is the loss of a 1d20 Sanity Points. Should this result in insanity Keepers can allow Svengar to regain his faculties by recovering the lost Sanity points. Seeing his friends, by being told of Taldrun's demise and informed that his family is safe and still in control of Neskaslya will allow Svengar to recover enough sanity points to ward off insanity. Otherwise, Lord Svengar is much the same man he was before his death. While never fully recovering his adventurous spirit, the Norse Lord is able to maintain control of his holding until his son Magnor the Younger takes over in eight years.

The warriors back at the shore side camp believe whatever story the investigators offer without the need of a Fast Talk or Persuade roll. They will rejoice at his return proclaiming it a miracle. They raise him upon their shields, giving thanks and break into a wild celebration before setting sail for home.

The Journey Home – The seas are calm and the winds favorable with the trip taking only nine days. While the fleet returns with fewer ships and men they arrive in victory. The townspeople, while saddened at the losses, knew that some sacrifice was unavoidable. This was war after all. All of Neskaslya turns out to welcome the fleet home, along with Magnor the Younger, Lady Wanda and the other children. The scenario closes with one of the two following narratives.

Ending One – Svengar Returns On His Shield

The fleet beaches along the bay as a horde of your countrymen surge forward. Children find their fathers, wives locate their husbands as cries of joy and relief fill the air. Sacks are opened and spoils of war, mostly gold jewelry are brought forth. For some it has been a very good war.

For others there is only sorrow as they learn their husband or father won't be coming home. Later there would be pride in the man's valor and sacrifice, comfort in knowing that their loved one achieved an honorable warrior's death. But for now there is only grief and pain.

The crowd parts creating a path between you all and Magnor the Younger, his mother and siblings. Behind you, carried upon two shields and covered with a large reindeer pelt, is the body of Svengar, the former lord of Neskaslya. Magnor the Younger closes his eyes, nods and then slowly smiles. His father is home. The family comes forward and thanks you. They then issues orders for the body to be taken to the church. Maybe now the family would have some closure. It will take time, for you as well.

The years pass and the crew of the Ravenar live out their final years in peace. Stories of their exploits grow with each telling until one could hardly believe them. Six men of the north who battled furry beast men, horrors of the frozen wastes, savage Skraelings and devils from the sea. These tales of six brave and valorous warriors who thwarted the will of ancient gods time and time again were passed down from parents to children, inspiring generations. Eventually the stories were written down and set upon a scroll. Historians would come to call them "The Ravenar Sagas" widely considering them to be works of fiction. Maybe it was better that way...

Ending Two- Svengar Returns With His Shield

The fleet beaches along the bay as a horde of your countrymen surge forward. Children find their fathers, wives locate their husbands as cries of joy and relief fill the air. Sacks are opened and spoils of war, mostly gold jewelry are brought forth. For some it has been a very good war.

For others there is only sorrow as they learn their husband or father won't be coming home. Later there would be pride in the man's valor and sacrifice, comfort in knowing that their loved one achieved an honorable warrior's death. But for now there is only grief and pain.

One man climbs down from the decks of the Ravenar, a single man whose appearance is met by gasps of shock, tears of joy and thunderous cheers. People blink, rub their eyes but it isn't a dream, what they see is true. Svengar, Lord of Neskaslya lives; he has returned home from Vinland, it has all been some sort of horrible mistake.

The crowd parts as Svengar finds his family. Wanda rushes into his arms with tears streaming down her face. His younger children embrace his legs, laughing. They say it is the miracle they have prayed for. Mangor the Younger stands, crying every unshed tear he'd held back since hearing of his father's death. Svengar goes to him and embraces his son.

Mangor the Younger starts to weep, apologizing for being weak, for failing him in his absence. Svengar looks him in the eyes saying that no father was ever more proud of a son and that no man was stronger as Magnor the Young. The young prince's tears turn

joyous and he joins his siblings in celebration. He is a boy again, at least a few more years. Later, the family thanks you for all that you have done.

The years pass and the crew of the Ravenar live out their final years in peace. Stories of their exploits grow with each telling until one could hardly believe them. Six men of the north who battled furry beast men, horrors of the frozen wastes, savage Skraelings and devils from the sea. These tales of six brave and valorous warriors who thwarted the will of ancient gods time and time again were passed down from parents to children, inspiring generations. Eventually the stories were written down and set upon a scroll. Historians would come to call them “The Ravenar Sagas” widely considering them to be works of fiction. Maybe it was better that way...

*Cattle Die, kinsmen die, one day you too will die, but a noble
name will never perish when a man earns praise and fame.*

- The Havamal

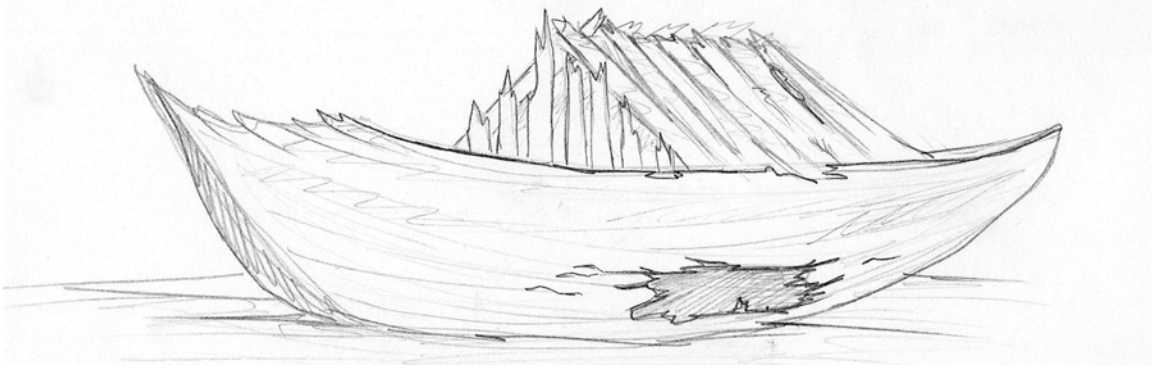
Sanity Awards

For winning the Sea Battle – 1d6

For destroying Skraelvoss – 1d10

For killing Lord Taldrun – 1d4

For defeating The Dark Demon – 1d8



The Ravenar Saga Rediscovered

“The Ravenar Saga” were rediscovered in the late 19th century during an archeological excavation in Scandinavia. The scrolls containing the sagas were in a remarkable good condition, as were two other mythos related items, especially considering the condition of the other artifacts recovered from the site. The work was translated into English seventeen years later, under the title “Saga of the Ravenar”.

The Grave Ship – In 1884, just outside of Selfoss Iceland, a farmer named Jonas Benediktsson was digging into a small hillside in an effort to level the ground to expand his fields. What he discovered was that the small hill on his property was actually an 11th century burial mound. After finding the first handful of artifacts the farmer contacted the local authorities. Soon a well-organized research team, led by Finnish archeologist Riku Kaupari, arrived on the farm and took over the site with Mr. Benediktsson being compensated handsomely for the use of his land.

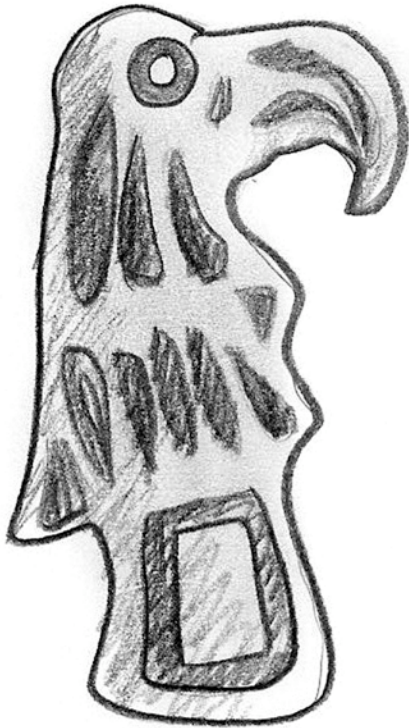
What Mr. Kaupari and his team discovered over the next six years was that the hill contained the remains of an entire longship. While time had destroyed much of the vessel, which came to be called “The Selfoss Ship”, the find was still a beautiful example of Viking craftsmanship. More than four hundred artifacts were discovered onboard, goods and supplies for the deceased. The remains of a single man were found, apparently a warrior or chieftain of great importance.

Three unusual items were recovered from the ship, all of which were in remarkably good condition compared to the other artifacts found at the site. The first was a pelt of curly fur, thought to be some sort of unidentified canine. The next was a beautiful Celtic style sword, apparently in near perfect condition. The last was a collection of four scrolls comprising an epic history in three parts called “The Ravenar Sagas”.

“Serpent of Valor” – While there were many weapons found in the Selfoss Ship, most were badly damaged from time and the elements. One recovered weapon, a Celtic style short sword adorned with Norse runes upon the blade, was in nearly perfect condition. The runes translate to the blade’s name; “Serpent of Valor”. The weapon, while obviously not of Scandinavian origin, seems to have been personalized with the runes sometime after its construction. “Serpent of Valor” is in fact an enchanted weapon, which is why it was unaffected by the corrosion which damaged most of the metal items in the Selfoss Ship. The weapon does 1d6 points of damage. The sword vanished one

night along with an unidentified pelt from a storage shed at the Selfoss Ship excavation site shortly after its discovery. The blade's current whereabouts are unknown.

“Unidentified Pelt” – This hide, which is about four feet high by three feet wide when fully splayed out, is covered on one side with shaggy grey fur. Two of the pelt's edges have the remains of claws and between these is a raised area ending in the animal's skull. While the bones are missing the shape of the pelt shows the creature to be something vaguely canine, possibly a wolf or fox. Investigators making a successful Biology roll will realize that this pelt doesn't match any currently identified species of animal. However, those making a successful Cthulhu Mythos roll successfully identify the pelt as belonging to a Vroomis, a savage canine humanoid said to be both subterranean and worshippers of the Great Old One Tsathoggua. The pelt is missing, but a number of photographs of this unusual item were taken.



The Ravenar Sagas, a Mythos tome -

Description & History: This set of four scrolls dates back to the 10th century. They are remarkably well preserved and were discovered in 1884 by Finnish archeologist Riku Kupari. The scrolls were discovered as part of Viking era grave ship discovered in a burial mound a few miles outside of Selfoss, Iceland. “The Ravenar Sagas” are written in Old Norse and are devoid of any type of illustrations. A finely detailed Norse knot work border does frame the text and is a beautiful example of this art form.

Contents: The scrolls tell the story of a band of warriors, the crew of a longship named “Ravenar”. Unlike many sagas these stories do not center specifically on an individual, but rather the crew of this specific vessel. While most academics considered the work to be a collection of fictitious tales and folklore they are in fact a rather literal history.

The Ravenar Sagas are more than just an entertaining story and a valuable insight into the Viking Age. The works do have a number of valuable first hand accounts of encounters with various mythos entities. Researchers who carefully study the Sagas can learn about the furry sub human creatures called Voormis and Wendigo, the arctic horror Gnop-Keh, the Deep Ones (including eyewitness accounts of hybrids), the use of various mythos spells and the Great Old Ones Tsathoggua and Ithaqua as well as two avatar forms of the Outer God Nyarlathotep (an incorporeal/Dreamlands entity called “The Black Ice Bear” and “The Dark Demon”).

The true significance of this wasn't discovered until the American historian and mythos investigator Prof. Frederick Groves translated “The Ravenar Sagas” into English

THE RAVENAR SAGAS

in 1909. This work, entitled “Saga of the Ravenar” was commissioned by Miskatonic University, in the United States. An English language translation version of “The Ravenar Saga” can be found in the restricted section of Orne Library inside Miskatonic University in Massachusetts.

Title: “The Ravenar Sagas”

Language: Old Norse

Cthulhu Mythos: +7%

Sanity Loss: 1/1d4+1 Sanity Loss

Study Time: 10 Weeks

Spells: None.

Title: “Saga of the Ravenar”

Language: English

Cthulhu Mythos: +5%

Sanity Loss: 1/1d3+1 Sanity Loss

Study Time: 8 Weeks

Spells: None.

Wisdom is worth more than gold on an unknown path.

- From the Havamal

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