

RUNE

CROUCHING WIZARD, SMASHING HAMMER



A BONECRUSHING SEQUENCE
OF PLOT ENCOUNTERS

BY CHRIS AYLOTT

ATLAS
GAMES

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CROUCHING WIZARD, SMASHING HAMMER

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ENCOUNTER ONE: THE RED WIZARD

TYPE: PLOT SET-UP

HOOK: SCANDINAVIA

EVENT 1: ALBERIC'S FEAST



Narration: It's a cold winter night in your village, but do you care? No! Chief Alberic (Al-BER-ik) has called a great feast, and you are eating, drinking, and making merry. There are dice games, drinking contests, and singing Vikings all over the longhouse. What are you doing?

GAIN - RAUCOUS MERRIMENT

Any hero that wishes may play at dice, try to drink his fellow Vikings under the table, or sing songs. Each hero may only engage in only one of these three activities before the action gets started.

Singular: **Scramble, Freestanding roll;** any hero may make a **Gambling** roll, a **Carousing** roll, or a **Singing** roll. All rolls are vs. **Difficulty 6**.

Points Earned: -10 (Freestanding, Difficulty 6); -20 (2 alternate methods)



Narration: The door bangs open. The wind howls, and an old man in a weather-beaten red cloak stalks into the longhouse. He cackles evilly and says, "I have heard great tales of Chief Alberic's feasts. All Scandinavia speaks of his groaning table and generous heart. Will you invite me to dine with you?"

The chief glances at his assembled warriors to gauge their opinions. What do you think?

TRAP - UNSEEMLY BEHAVIOR

Vikings are indeed generous, and if the heroes object - even in the face of such an obvious villain - they will lose face. Any hero welcoming the Red Wizard avoids this danger. Any hero who doesn't welcome the wizard makes a Demeanor roll to avoid raising a foolish objection.

Singular: **Scramble, conditionally avoidable** (first exposure); roll **Demeanor** vs. **Difficulty 5**, failed heroes suffer **-10 victory points** for Loss of Status.

Points Spent: 10 (Loss of Status)

Points Earned: -20 (Conditionally avoidable: don't object to the wizard); -10 (Difficulty 5); -5 (First Exposure Only)

GAIN - WHO IS THIS GUY?

Singular: **No-Fault, Freestanding roll;** any hero may roll **Lore** vs. **Difficulty 6** to learn the following:



Closer Inspection: That sneering face, that ratty cloak, that white beard - this must be the Red Wizard! He is very powerful and utterly evil, and you've heard that he has conquered several villages to the north.

Points Earned: -10 (Freestanding, Difficulty 6)

TRAP - DO NOT MEDDLE WITH WIZARDS

Some foolish hero is likely to forget that old saw and do what Vikings do best: namely, beat on the Red Wizard. Good for them, but better for the runner. The wizard is far too powerful to hurt this early in the plot, so he doesn't exist as a combat foe. Instead, any hero that attacks him triggers a trap. The wizard waves his hand at the offending hero, blasting her with a powerful fireball.

Singular: **Rush, conditionally avoidable** (remains in effect); roll **Dodge** vs. **Difficulty 10**, failed roller suffers **Dam rating 20**.

Points Spent: 40 (Difficulty 10); 25 (Damage Rating 20)

Points Earned: -20 (Conditionally avoidable: don't attack the Red Wizard)



Narration: After a reproving look at several grumbling warriors in the back, Chief Alberic grudgingly invites the wizard to his table. They drink a glass of mead, and the chief asks, "What is your business with us tonight?"

"My business?" cackles the wizard. "Why, demanding your fealty. I come as an emissary for myself - surrender your village to me!"

Chief Alberic leaps from his chair and roars, "Never!"

"Then I shall destroy you within the week!"

The wizard floats into the air, making a mystic gesture with his hands. "Behold!" he cries. "This is but a taste of your doom!"

The longhouse doors fly open again, and a horde of wights shamles in brandishing frost-rimed axes. The Red Wizard laughs and disappears!

EVENT 2: WIGHT NIGHTS



Narration: Your blood chills. Ice wights – the animated corpses of Viking warriors who died lost in the cold winter snows – stumble into the longhouse. Their eyes shine like blue stars in their heads, and they cry out with eerie moans. Terrified by the wights' eldritch aura, your fellow villagers scatter and flee. You feel the fear as well, but you must defend the longhouse!

TRAP – IMPAIRMENT: FRIGHT

Standard roll; roll **Bravery** vs. **Difficulty 8**. Heroes who fail suffer **1 point of Impairment** for the duration of the fight.

Points Spent: 20 (Difficulty 8); **50** (Impairment affects 1 combat sequence [30], 2 traps [5 each], and 2 gains [5 each])

TERRAIN – FIRE PIT

The large fire pit at the center of the long house is a **Damaging Place**, **Dam rating 10**.

Points Earned: -10 (Damaging place, Dam rating 10)

TERRAIN – TABLES AND CHAIRS

Tables and chairs scattered all over the longhouse provide an **additional level**.

Points Earned: -5 (1 additional level)

TERRAIN – WOODEN PILLARS

Four thick wooden pillars provide **full cover** to any hero hiding behind them. **One hero** can hide behind each pillar.

Points Earned: -36 (12 points for full cover, multiplied by 4 heroes able to hide behind the cover, reduced to the maximum of 36 points)

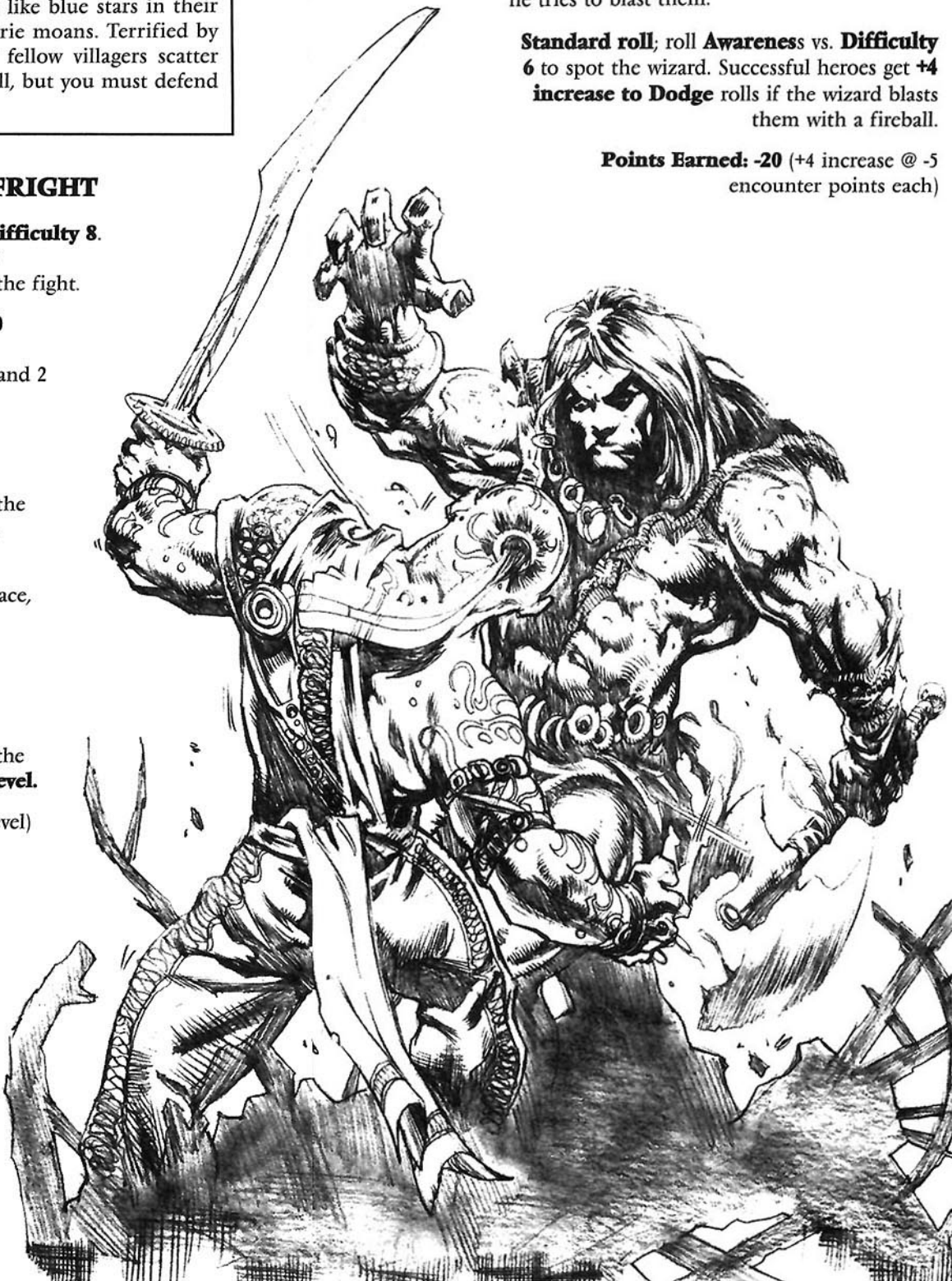
GAIN – CARROT: WATCH OUT FOR THE WIZARD!

As the heroes battle the wights, the Red Wizard teleports around the longhouse setting fires with his fireballs and raising a ruckus.

If the heroes pay attention, they will be prepared if he tries to blast them.

Standard roll; roll **Awareness** vs. **Difficulty 6** to spot the wizard. Successful heroes get **+4 increase to Dodge** rolls if the wizard blasts them with a fireball.

Points Earned: -20 (+4 increase @ -5 encounter points each)



TRAP – YOU’VE GOT HIS ATTENTION NOW

If a single hero kills two or more wights, the Red Wizard takes notice of his deed. The wizard appears in front of him and blasts him with a fireball. This happens every time a hero who has already killed one or more wights kills another one.

Singular: Rush, conditionally avoidable (remains in effect) roll; roll **Dodge** vs. **Difficulty 10**, +4 increase for winning last carrot, failed roller suffers **Dam rating 20**.

Points Spent: 40 (Difficulty 10); **25** (Damage rating 20)

Points Earned: -20 (Conditionally avoidable: don’t kill more than one wight)

GAIN – WATCH OUT FOR THAT CEILING!

Once half the wights are dead, the heroes may notice that the ceiling on the entrance end of the longhouse is about to collapse.

Standard: No-Fault, Freestanding roll; roll **Awareness** vs. **Difficulty 6** to see the following:



Closer Inspection: Uh-oh. The wizard just blasted the support pillar near the entrance of the longhouse. If it collapses, a third of the ceiling is likely to come down with it!

Points Earned: -10 (Freestanding roll, Difficulty 6)

TRAP – COLLAPSING CEILING

After the next wight is killed, the ceiling on the entrance end of the longhouse collapses. Any hero in that third of the building must dodge the falling debris.

Standard: conditionally avoidable (first exposure only) roll; roll **Dodge** vs. **Difficulty 8**, failed roller suffers **Dam rating 15**.

EVENT TWO COMBAT OPPONENTS – ICE WIGHTS*

Name	Type	Mix	Move	Threat Category	Adjusts	Predictable/ Self-Willed
Ospak	Ice Wight	0.7	15	Inferior	INIT -6, DFN -1, HP +10	Predictable (+0)
Groa	Ice Wight	0.7	15	Inferior	INIT -6, DFN -1, HP +10	Predictable (+0)
Hunbogi Fastheel	Ice Wight	0.7	15	Inferior	INIT -6, DFN -1, HP +10	Predictable (+0)
Stigandi	Ice Wight	0.7	15	Inferior	INIT -6, DFN -1, HP +10	Predictable (+0)
Thangbrand the Wanderer	Ice Wight	0.7	15	Inferior	INIT -6, DFN -1, HP +10	Predictable (+0)
Orm	Ice Wight	0.7	15	Inferior	INIT -6, DFN -1, HP +10	Predictable (+0)
Wailing Gudrun	Ice Wight	0.7	15	Inferior	INIT -6, DFN -1, HP +10	Predictable (+0)
Berghthora the Lean	Ice Wight	0.7	15	Inferior	INIT -6, DFN -1, HP +10	Predictable (+0)

Points Spent: 0

* All of the opponent lists in this booklet assume that your horde contains 6 pillagers. You will need to change the number of foes for larger or smaller hordes.

Points Spent: 20 (Difficulty 8); **15** (Dam rating 15)

Points Earned: -10 (Conditionally avoidable: don’t be under the collapsing ceiling); **-5** (first exposure only)

GAIN – TREASURE

After the battle, a search of the wights’ bodies reveals **4 ounces of silver**, as well as **1 Category B** and **1 Category C** treasure.

Points Earned: -30 (Category C); **-20** (Category B); **-4** (silver)

EVENT 3: He’ll Pay for This!



Narration: After the wights are destroyed and the fires are put out, Chief Alberic surveys the damage. His face is purple with rage. “This insult cannot go unanswered,” he shouts. “Who will bring me the Red Wizard’s head?”

GAIN – A GOOD BOAST

All the heroes volunteer, of course, but some of them may wish to boast about the terrible, bone-crushing whackings they are going to inflict on the Red Wizard.

Mutual, no roll required: each hero who makes a unique boast – a boast that copies a boast previously made by another pillager doesn’t count – **adds 10 to his victory point tally**.

Points earned: -10 (10 point victory point award @ 1 point each)



Narration: Alberic smiles at you. “You are indeed fine and doughty thanes, and I am proud to be your chief. You leave in the morning!” After this pronouncement, everyone goes to bed for some much-needed rest.



GAIN - HEALING OPPORTUNITY

During the night, the heroes have 12 hours to rest and heal.

Points Earned: -15 (Healing Opportunity, 12 hours)



Narration: The next morning, you wake up to a fearsome sight. Fifteen-foot walls of thorns have grown up around your village, trapping you within it!

Alberic approaches you, shaking his head. "That wizard continues to torment us," he says. "We tried to cut through those thorns for half an hour. They turn axe blades, and fire doesn't even blacken them. You're going to have to climb them or go through them!"

TRAP - DEADLY THORNS

The heroes have two options for getting past the thorns. They can climb over it or force their way through it. Either way is likely to be painful.

Standard: Extra Rolls Allowed roll; roll **Climbing or Stamina** vs. **Difficulty 8**, failed rollers suffer **Dam rating 15**.

Points Spent: 20 (Difficulty 8); **20** (Exotic Roll: stamina); **15** (Dam rating 15)

Points Earned: -10 (alternate method)



Narration: Once past the thorns, you set off towards the Red Wizard's lair. You'll stop him from conquering your village, and nothing will get in your way!

ENCOUNTER 1 COST SHEET

Item	Points Spent	Item	Points Earned
Unseemly Behavior Trap	10	Raucous Merriment Gain	-30
Do Not Meddle With Wizards Trap	65	Who Is This Guy? Gain	-10
Fright Trap	70	Avoid Unseemly Behavior Trap	-20
You've Got His Attention Trap	65	Unseemly Behavior Doesn't Recur	-5
Collapsing Ceiling Trap	35	Unseemly Behavior is Difficulty 5	-10
Deadly Thorns Trap	55	Avoid "Do Not Meddle With Wizards"	-20
		Fire Pit	-10
		Tables and Chairs	-5
		Wooden Pillars	-36
		Watch Out for That Wizard! Carrot	-20
		Avoid You've Got the Wizard's Attention	-20
		Watch Out for That Ceiling! Gain	-10
		Avoid Collapsing Ceiling	-10
		Collapsing Ceiling Doesn't Recur	-5
		4 ounces of silver	-4
		Category B Treasure	-20
		Category C Treasure	-30
		A Good Boast Gain	-10
		Healing Opportunity	-15
		Alternate Method for Deadly Thorns	-10
Total Points Spent:	300	Total Points Earned:	-300
		Balance:	0

ENCOUNTER TWO: TOWN MEETING

TYPE: PLOT DEVELOPMENT

HOOK: SCANDINAVIA

EVENT 1: TROUBLE COMES TO TOWN



Narration: As you draw near the town of Lutethorsk (LOOT-thorsk), the rolling farmland gives way to devastation. The crops are crushed underfoot, and smoke curls up from burned farmhouses.

GAIN – WHAT HAPPENED HERE?

Singular: No-Fault, Freestanding roll; any hero may roll **Insight** vs. **Difficulty 6** to learn the following:



Closer Inspection: Something swept through this area with vengeance in his heart. You remember a rumor that the people of Lutethorsk tried to revolt against the Red Wizard. This must have been their punishment.

Points Earned: -10 (Freestanding, Difficulty 6)



Narration: As you walk down the road, you come to a blackened signpost. A raven sits on the post croaking, "Go back! Go back! Death lurks! Go back!"

GAIN – THE RAVEN'S WARNING

Any hero may approach the raven with kind words or a treat. If successful, they will be able to learn more about what awaits them. If they fail, the raven flies away.

Singular: **Dogpile** roll; any hero may roll **Animal Handling** vs. **Difficulty 6** to gain an **ambush opportunity** in the upcoming combat against the first Mecha-Dwarf.



Closer Inspection: The raven must be a messenger from Odin – if you listen carefully, you can understand its squawks and croaks. With just a little coaxing and a shiny bracelet, you learn that a terrible metal monster patrols this part of the forest. It could come this way at any moment – but if it does, you may be able to get the drop on it.

Points Earned: -50 (Ambush Opportunity, hiding place)



Narration: Suddenly, you hear clanking metal and hissing steam on the road ahead. Something is marching towards you – it must be the monster that devastated the countryside!



Background: The Red Wizard has enlisted a willing collaborator named Churlaf (CHERL-aff) who performs the day-to-day work of oppressing the town. Churlaf does his job with the assistance of a gang of thuggish Dark Vikings and two mecha-dwarfs that the Red Wizard has purchased and sent to the town.

TERRAIN – FALLEN TREE TRUNK

A large tree trunk stretched across the road forms a natural **barrier**.

Points Earned: -3 (Barrier)

TERRAIN – DITCHES AND TREES

A ditch runs along the left side of the road. The trees on either side of the road provide **two additional levels** of elevation: 10 feet and 20 feet. The trees are easy to climb – 10 feet is only about four paces, so a reasonably skilled climber should get 20 feet up with half an action.

Points Earned: -15 (3 additional levels)

EVENT ONE COMBAT OPPONENT – MECHA-DWARF



Name	Type	Mix	Move	Threat Category	Adjusts	Predictable/ Self-Willed
#1	Mecha-Dwarf	2.3	15	Superior	DAM +9	Predictable (+0)

Points Spent: 0

TERRAIN – COVER IN THE TREES

The trees provide **full cover** for those that hide behind them. Each tree only provides cover for **one hero**, but there are plenty of trees.

Points Earned: -36 (Many heroes can hide, but points earned are capped at 36)

GAIN – TREASURE

If the heroes search the fallen mecha-dwarf, they will find a **Category C** treasure in a storage compartment built into its chest. However, there is also a trap attached to the treasure.

Points Earned: -30 (Category C treasure)

TRAP – THE WARNING WHISTLE

If the treasure within the mecha-dwarf is disturbed, a small pressure tank is opened and the air within forced through a powerful whistle. If the heroes ignore the treasure or neutralize the trap, they gain a three-hour healing opportunity after the battle with the mecha-dwarf. If the trap is set off, the heroes lose the healing opportunity and the bad guys are ready and waiting when they get to town.

Singular: Lady or Tiger, conditionally avoidable (first exposure only) roll; roll **Traps** vs. **Difficulty 8**, if heroes succeed, they gain a **healing opportunity** of 3 hours, if failed **Churlaf gets +9 INIT** for the first round of combat in Event #2.

Points Spent: 15 (1 round of +9 INIT for Churlaf); **20** (Difficulty 8)

Points Earned: -20 (Don't mess with the treasure); **-10** (Healing Opportunity, 3 hours); **-5** (First Exposure Only)



Background: The collaborator Churlaf created this trap knowing that any sensible Vikings who defeated the mecha-dwarf would search it for treasure. It's the perfect early warning system.



Narration: Even if the Red Wizard's minions didn't notice the destruction of their mecha-dwarf, it's only a matter of hours before they realize their toy is missing. It's time you went and cleaned up this town.

Event 2: Churlaf's Churls



Narration: The farmland gives away to the sagging houses and workshops of a once-prosperous Viking settlement. As you approach the town square, you can hear the clanking of machinery, the crack of whips, and the groaning of the enslaved townsfolk. It sounds pretty dangerous up there – how are you going to make your entrance?

GAIN – CARROT: LET'S BE SNEAKY

The heroes may try to sneak up on the town square. If they succeed, they catch Churlaf before he's completely prepared to fight.

Standard roll: roll **Stealth** vs. **Difficulty 9**, if the heroes succeed their **foes are at -3 INIT** for the first round of combat. (This INIT penalty can combine with the bonus from the Warning Whistle trap.)

Points Spent: 30 (Difficulty 9)

Points Earned: -5 (1 round of -3 INIT for the foes)



Narration: The town square has been reduced to rubble. The longhouse and surrounding buildings have been gutted, and a gigantic mechanical device built around the settlement's runestone now dominates the square. It seems to be drawing power from the rune and discharging bolts of energy at a distant mountain. Sparks fly and gears turn within the machine, and many of Lutethorsk's Vikings have been shackled to its levers and cranks. Another mecha-dwarf stands by the machine, and several seedy-looking Vikings lounge around the square.

A burly, black-bearded Viking oversees the proceedings, snapping his whip at laggard slaves. He whirls around as you enter the square, and laughs derisively.

"Do you ragged curs think you can interrupt Churlaf's labors?" he snarls. "We'll soon teach you different. Even my slaves will join in your slaughter!"

As the Dark Viking advances on you, the slaves – compelled by the knowledge that Churlaf will surely kill them if they do not – begin pulling levers and switches. Bolts of lightning leap from the machine towards you!

TERRAIN – THE BIG MACHINE

The sparks and gears of the big machine make it a **Damaging Place** with **Dam rating 25**.

Points Earned: -30 (Damaging place, Dam rating 25)



TERRAIN - HOSTAGES

Brave – some might say insane – heroes may venture into the machine to retrieve one of the dozen hostages within it. To free one hostage, at least one hero must remain within the Big Machine for two combat rounds. The heroes receive **20 victory points** for each hostage rescued.

Points Spent: 10 (Remain within Damaging Place for two rounds)

Points Earned: 0 (Hostages used as bait for Damaging Place don't earn points)

TERRAIN - BUILDING RUBBLE

The ruins of the longhouse and other buildings are uneven ground.

Points Earned: -3 (Uneven ground, covers 1/3 of the combat area)

TRAP - THE BIG MACHINE'S LIGHTNING

During the combat, Churlaf's slaves (reluctantly) blast the heroes with lightning bolts from the Big Machine. They will stop when the heroes kill Churlaf, but the heroes might not want to wait that long. They can rally the slaves and persuade them to defy Churlaf with a stirring speech, or they can hit the machine in just the right spot and destroy its lightning emitters.

The Big Machine fires one bolt of lightning the beginning of each round as if it were a hero that wins Initiative every round. It uses the *Foe Target Choice Flowchart* to choose its target. Churlaf's slaves are too frightened to ever target Churlaf or his minions.

A hero can't be hit if she is actually in the Big Machine. Of course, that's a bit like jumping out of the frying pan and into the fire.

To avoid lightning bolt: **Singular, limited targeting vs. 1 victim, repeat shots, conditionally avoidable;** roll **Dodge** (does not cost combat action) vs. **Difficulty 7**, failed roller suffers **Dam rating 10, ignores armor**.

Points Spent [to avoid lightning]: 25 (Repeat shots: 1 victim per round); 10 (Dam rating 10); 10 (damage ignores armor); 10 (Difficulty 7)

Points Earned [to avoid lightning]: -20 (Conditionally avoidable, enter Big Machine); -15 (Limited targeting: 1 victim)

To stop the lightning blasts: **Singular** roll; roll **Leadership** vs. **Difficulty 8**, requires combat action, or roll **Traps** vs. **Difficulty 12**, requires combat action, or **trap ends automatically when Churlaf is killed**

Points Spent [to stop lightning]: 60 (Traps roll, Difficulty 12); 20 (Leadership roll, Difficulty 8); 20 (both rolls require combat action)

Points Earned [to stop lightning]: -20 (Two alternate methods to defeat trap)

EVENT TWO COMBAT OPPONENTS - DARK VIKINGS



Name	Type	Mix	Move	Threat Category	Adjusts	Predictable/ Self-Willed
Churlaf	Dark Viking	1.3	15	Equal	None	Self-Willed (+15)
Gorm	Dark Viking	.5	15	Weak	None	Predictable (+0)
Hreft	Dark Viking	.5	15	Weak	None	Predictable (+0)
Killer-Osk	Dark Viking	.5	15	Weak	None	Predictable (+0)
Vigfus the Vain	Dark Viking	.5	15	Weak	None	Predictable (+0)

EVENT TWO COMBAT OPPONENT - MECHA-DWARF



Name	Type	Mix	Move	Threat Category	Adjusts	Predictable/ Self-Willed
#2	Mecha-Dwarf	2.3	15	Superior	+9 Dam	Predictable (+0)

Points Spent: 15 (Equal, self-willed foe)

TRAP - IT'S GOING TO BLOW!



Narration: As Churlaf dies, a small clockwork device rolls out of his shirt. Spring-loaded switches click, and the Big Machine begins to shudder and smoke. The device must be some sort of fiendish self-destruct system!

You could run, but you're not sure you can run far enough - and the poor Vikings of Lutethorsk are still trapped in the machine! You'll just have to disable the self-destruct device before it dismembers you.

The horde must race around the machine looking for the triggers to the self-destruct system. (Once they find them, disabling each trigger is as simple as whacking it with an axe. Your pillagers can probably handle that.) If they can't stop the machine before it explodes, the results won't be pretty.

Multiple Rolls: Countdown, 4 attempts, successes must equal 1.5 times the number of heroes; roll Traps vs. Difficulty 7, if the heroes fail they suffer Dam rating 20

Points Spent: 30 (1.5 times number of heroes successes required [60], allowing 4 attempts divides cost in half); **25** (Dam rating 20); **10** (Difficulty 7)



Narration: The machine dies a screeching death. After the smoke clears, the people of Lutethorsk appear out of the ruins. "We can never fully repay you for freeing us," their chief says, "but we will sing songs of your deeds for as long as this village stands! We also give you this, the finest treasure our town has to offer."

GAIN - THE HIDDEN TREASURE

The heroes receive a **Category D Treasure**.



Background: The townsfolk hid away a few treasures before they were conquered. This is the best of them.

Points Earned: -40 (Category D Treasure)



Narration: Dinner that night is meager but joyful. The chief and his thanes tell you more about the device the Red Wizard built in the town square. Apparently it drew power from the town rune and transmitted to the Red Wizard's keep on Gruignir (GROOG-neer) Mountain.

The next morning, you turn northeast and march towards the mountain. Soon you will storm the Red Wizard's keep, and he will learn how sharp your axes are!

ENCOUNTER 2 COST SHEET

Item	Points Spent
Warning Whistle Trap	35
Let's Be Sneaky Difficulty	30
Churlaf: Self-Willed, Equal Foe	15
Hostages in Damaging Place	10
The Big Machine's Lightning Bolt	55
Stopping the Lightning Bolts	100
It's Going to Blow!	65

Item	Points Earned
What Happened Here? Gain	-10
The Raven's Warning Gain	-50
Fallen Tree Trunk	-3
Ditches and Trees	-15
Cover in the Trees	-36
Category C Treasure	-30
Avoid the Warning Whistle Trap	-20
Healing Opportunity	-10
Warning Whistle Trap First Exposure Only	-5
Let's Be Sneaky Gain	-5
The Big Machine	-30
Building Rubble	-3
Avoid the Big Machine's Lightning	-20
The Big Machine's Limited Targeting	-15
Alternate Methods to Shut Down Machine	-20
Category D Treasure	-40

Total Points Spent

310

Total Points Earned

-312

Balance

-2

ENCOUNTER THREE:

TYPE: PLOT CLIMAX

LET'S GET SMASHED!

HOOK: SCANDINAVIA

EVENT 1: CLIMB EVERY MOUNTAIN



Narration: Now you make your weary way up the last slopes toward the mountain. A sea breeze blows in your face; you can smell the salt in the air. Far above you, bolts of lightning leap through the air at the Red Wizard's keep. Every few minutes, a boom of thunder announces a larger stroke of lightning. You can't see this blast – perhaps it is being launched from the far side of the keep towards the sea. Every time the thunder rolls past you, the breeze grows a little stronger.

A few hours later, you are crawling like beetles up the face of Gruignir Mountain. It's exhausting, finger-breaking work, and the sheer face above you looks almost impossible. You're contemplating your almost certain doom when a gigantic hairy face rises over the ridge to your left and stares at you.

"Well, what have we here?" asks the giant. "Little manikins far from their usual haunts? Whatever can they be doing in such an uncomfortable place? Are they snacks for old Gruignir?"

He rubs his belly. "Gruignir certainly could do with a snack right now."



Background: Actually, Gruignir the giant (the mountain is named after him) isn't very hungry at all. He just wants to see how the heroes will react. If they speak politely but bravely to him, he will be pleasant and offer them assistance in getting up the mountain. Rude heroes will get swatted by a hand that is bigger than they are.



Background: What's happening with the lightning? Well, the Red Wizard is collecting energy from the Viking runes and using it to summon a vast thunderstorm that will devastate all Scandinavia. But this has virtually nothing to do with the plot. When the wizard dies, the keep will be destroyed and the storm will dissipate naturally.

TRAP – DON'T ANNOY GRUIGNIR

Any hero that is rude to Gruignir gets swatted like a fly.

Singular: Rush, conditionally avoidable roll; roll **Dodge** vs. **Difficulty 9**, failed roller takes **Dam rating 30** and must make **Balance** roll to avoid **Falling trap**.

Points Spent: 45 (Damage Rating 30); 20 (Difficulty 8); 10 (failure triggers Falling trap)

Points Earned: -20 (Conditionally avoidable, don't be rude to Gruignir)

Falling Trap: Any hero hit by Gruignir risks falling off the cliff and making a painful landing **30 to 40 feet** farther down.

Singular: Rush roll; roll **Balance** vs. **Difficulty 6**, failed roller takes **Dam rating 30/35**, ignores armor according to the falling rules.

Points Spent: 62 (Falling damage)

GAIN – CAN WE GET A LIFT?

If the heroes are polite to Gruignir, they can bargain for his help with the rest of the climb.

Singular: No-Fault roll; roll **Bargain** vs. **Difficulty 4**, if successful the heroes receive a **healing opportunity** and **+1 Invigoration** for the rest of the encounter.



Closer Inspection: Once you've explained your mission to Gruignir, he proves surprisingly agreeable and helpful. "I've always thought that wizard was up to no good," he says as he carries you up the mountain.

You get to the top hours before you expected to, and have almost an entire day to rest and prepare for the final assault. Gruignir even shows you a hot spring where you can relax your aching muscles. You feel better than you have since this journey began.

Points Earned: -80 (+1 Invigoration, 2 combat sequences, 2 traps, 2 gains); -20 (Difficulty 4); -20 (Healing Opportunity, 24 hours); -15 (No-Fault)

EVENT 2: FIRE AND GAUNTLETS



Narration: The next morning, you stare at the entrance to the Red Wizard's keep. The castle is poised on the lip of a sheer cliff. There's only one way in, and it requires a reckless frontal assault.

Fortunately, that's what you do best.

You stride up the last path to the open door of the keep and face your destiny. The only question now is – do you sneak in or run through the door screaming Viking battle songs?

GAIN – ENTER THE VIKINGS

Both the stealthy entrance and the screaming Viking entrance will work, though the runner doesn't have to tell the pillagers that. Hopefully they're smart enough to do what they're most skilled at.

Weak Link roll: roll **Bravery or Stealth** vs. **Difficulty 7**, if successful the **horde gains +15 INIT** during the first round of the upcoming combat, if failed the **foes get +3 ATK and +2 DEF** during the first round.

Points Spent: 40 (Weak Link roll); 15 (+3 ATK for foes); 10 (+2 DEF for foes); 10 (Difficulty 7)

Points Earned: -25 (+15 Init for heroes); -10 (1 alternate way)



Narration: As you pass through the tunnel between the outer gate and the inner gate, a magical fire springs up around you. The courtyard's just a few feet away – but can you make it there before you're burned to a crisp?

TRAP – THE CLEANSING FIRE

Standard roll: roll **Sprint** vs. **Difficulty 7**, if failed suffer **Dam rating 30** and **equipment damage**.

Points Spent: 40 (Equipment Damage); 45 (Dam rating 20); 10 (Difficulty 7)



Narration: You burst into the cramped courtyard of the keep, which is guarded by several spider-werks. After taking a moment to scan you, they rush forward clacking their razor-sharp mandibles!



Background information: Like the mecha-dwarfs in Lutethorsk, the Red Wizard bought these spider-werks from the dwarves.

TERRAIN – ICY PAVEMENT

The paving stones on the northern half of the courtyard are **slippery**.

Points Earned: -10 (half the area is slippery)

TERRAIN – RAMPS

There are two ramps in the courtyard that count as **sloped surfaces**.

Points Earned: -10 (two ramps)

TERRAIN – WORK SHED

An old work shed on the south side provides **half cover** for up to **three heroes**.

Points Earned: -18 (half cover for three heroes)

TRAP – A RAIN OF FIRE

While the heroes fight in the courtyard, the Red Wizard blasts them with fireballs from his tower. They're in a killing zone – fire behind them and a locked door in front of them. To escape the fireballs, they must break into the locked door of his tower. As soon as the door is open, the Red Wizard stops blasting them and prepares his final defense.

To avoid fireball: **Singular, limited targeting** vs. 1 victim, **repeat shots roll**; roll **Dodge** (does not cost combat action) vs. **Difficulty 6**, failed roller suffers **Dam rating 15**.

Points Spent [to avoid]: 25 (Repeat shots: 1 victim per round); 15 (Dam rating 15)

Points Earned [to avoid]: -15 (Limited targeting: 1 victim)

To open the door: **Singular** roll; roll **Pick Lock** vs. **Difficulty 6**, **requires combat action, extra rolls allowed**

Points Spent [to open]: 10 (requires combat action)

Points Earned [to open]: -20 (no set limit to extra rolls)

EVENT TWO COMBAT OPPONENTS – SPIDER-WERKS



Name	Type	Mix	Move	Threat Category	Adjusts	Predictable/ Self-Willed
#1	Spider Werk	1.0	15	Inferior	DAM +12, HP -10	Predictable (+0)
#2	Spider Werk	1.0	15	Inferior	DAM +12, HP -10	Predictable (+0)
#3	Spider Werk	1.0	15	Inferior	DAM +12, HP -10	Predictable (+0)

Points Spent: 0

Event 3: Showdown!



Narration: You race up the winding stairs and burst into a comfortable study. You have cornered the Red Wizard at last!

TERRAIN - DESK AND CHAIRS

The desk and three chairs in the room serve as **barriers** and add an **additional level**.

Points Earned: -9 (3 barriers); -0 (Additional level, not counted)

TERRAIN - BOOKCASES

The bookcases are poorly balanced and filled with heavy books. Any hero bumping into them will bring the whole **Damaging Place** crashing down on them for **Dam rating 10**.

Points Earned: -10 (Damaging place, Dam rating 10)

TERRAIN - THE SPIRAL STAIRCASE

The only way in or out of the room is the limited exit of the spiral staircase. Note that any hero on the staircase will block other heroes from entering or leaving.

Points Earned: -20 (One exit, only one hero can use per round)



Narration: As the evil wizard dies, the castle begins to shake. You've got just enough time for a quick look around before it falls off the cliff and into the sea.



EVENT THREE COMBAT OPPONENT - RED WIZARD



Name	Type	Mix	Move	Threat Category	Adjusts	Predictable/ Self-Willed
The Red Wizard	Evil Wizard	4.0	15	Terrifying	None	Self-Willed

EVENT THREE COMBAT OPPONENTS - SPIDER-WERKS



Name	Type	Mix	Move	Threat Category	Adjusts	Predictable/ Self-Willed
#1	Spider Werk	1.0	15	Inferior	DAM +12, HP -10	Predictable (+0)
#2	Spider Werk	1.0	15	Inferior	DAM +12, HP -10	Predictable (+0)

Points Spent: 0

GAIN - THE WIZARD'S TREASURE

The wizard's treasure is hidden under a small trapdoor near his desk.

Singular: **No-Fault** roll; roll **Awareness** vs. **Difficulty 6**, if successful the heroes find a **Category D** treasure and a **Category E** treasure.

Points Earned: **-50** (Category E Treasure); **-40** (Category D Treasure); **-15** (no fault roll)



Narration: The wizard's keep collapses into the sea behind you as you scramble to safety. Your heart swells with pride. Once again, your village is safe, and those who threatened it have paid the price for their foolishness. It is good to be a Viking today!



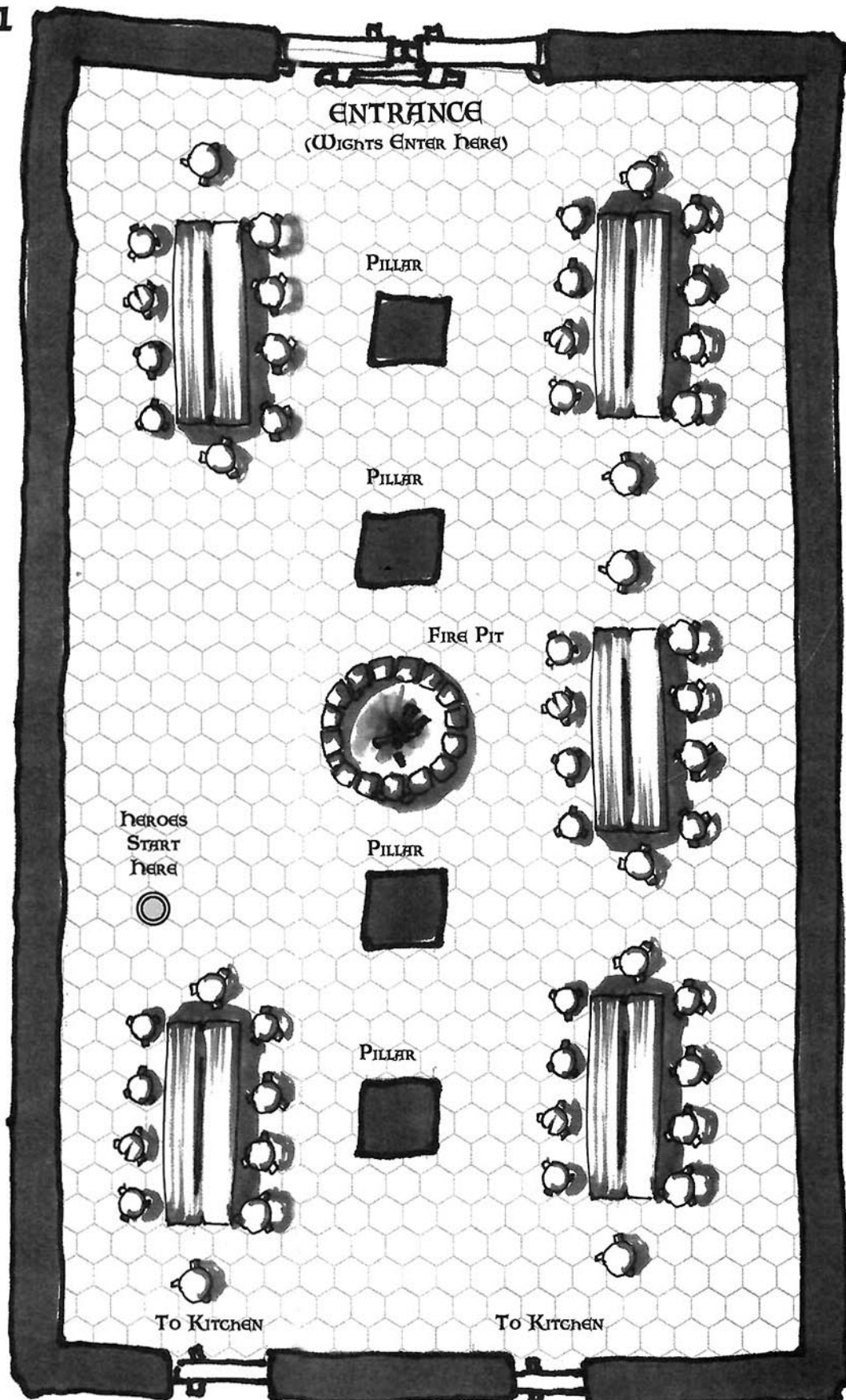
ENCOUNTER 3 COST SHEET

Item	Points Spent	Item	Points Earned
Don't Annoy Gruignir	75	Avoid Annoying Gruignir	-20
Falling After Gruignir Swats	62	Can We Get a Lift? Gain	-135
Enter the Vikings Weak Link	40	Enter the Vikings Benefit	-25
Enter the Vikings Consequences	25	Enter the Vikings Alternate Way	-10
Enter the Vikings Difficulty 7	10	Icy Pavement	-10
Cleansing Fire	95	Ramps	-10
Death from Above	40	Work Shed	-18
Open Door during Combat	10	Death from Above Limited Target	-15
Terrifying Self-Willed Wizard	50	Extra Rolls to Pick Lock	-20
		Desk and Chairs	-9
		Bookcases	-10
		Spiral Staircase	-20
		The Wizard's Treasure Gain	-105
Total Points Spent	407	Total Points Earned	-407
		Balance	0

ENCOUNTER 1

Event 2:

Wight Nights

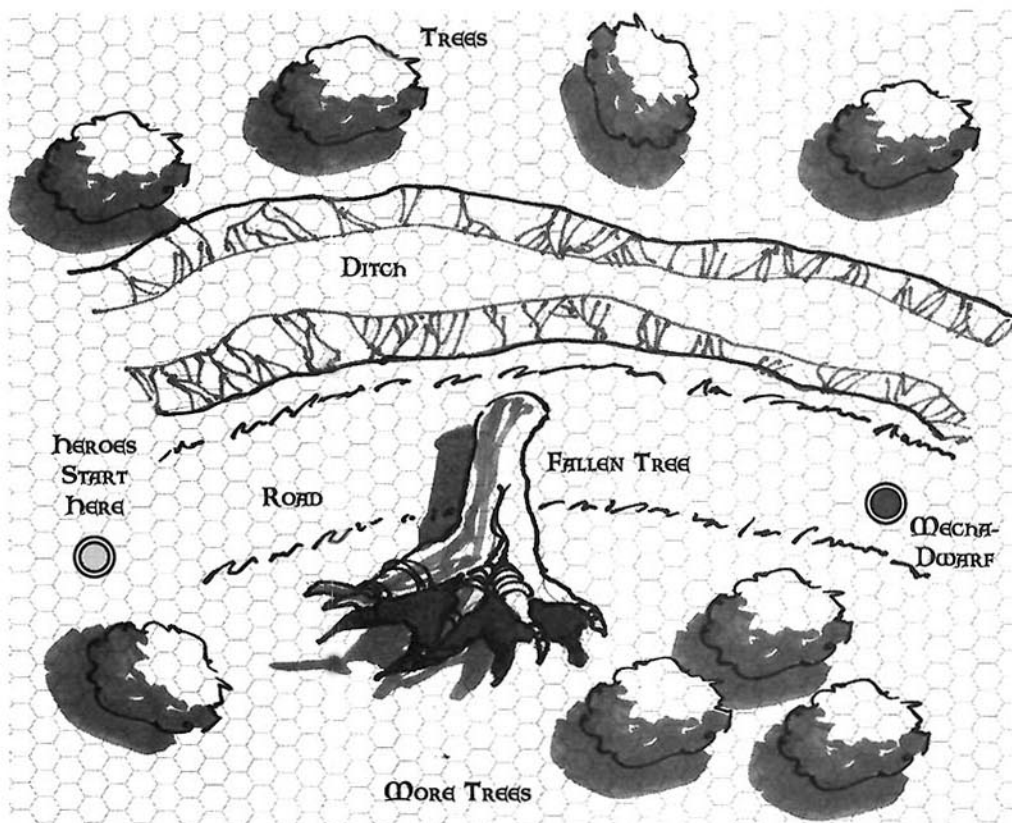


ONE HEX = 2 PACES

ENCOUNTER 2

EVENT 1: TROUBLE COMES TO TOWN

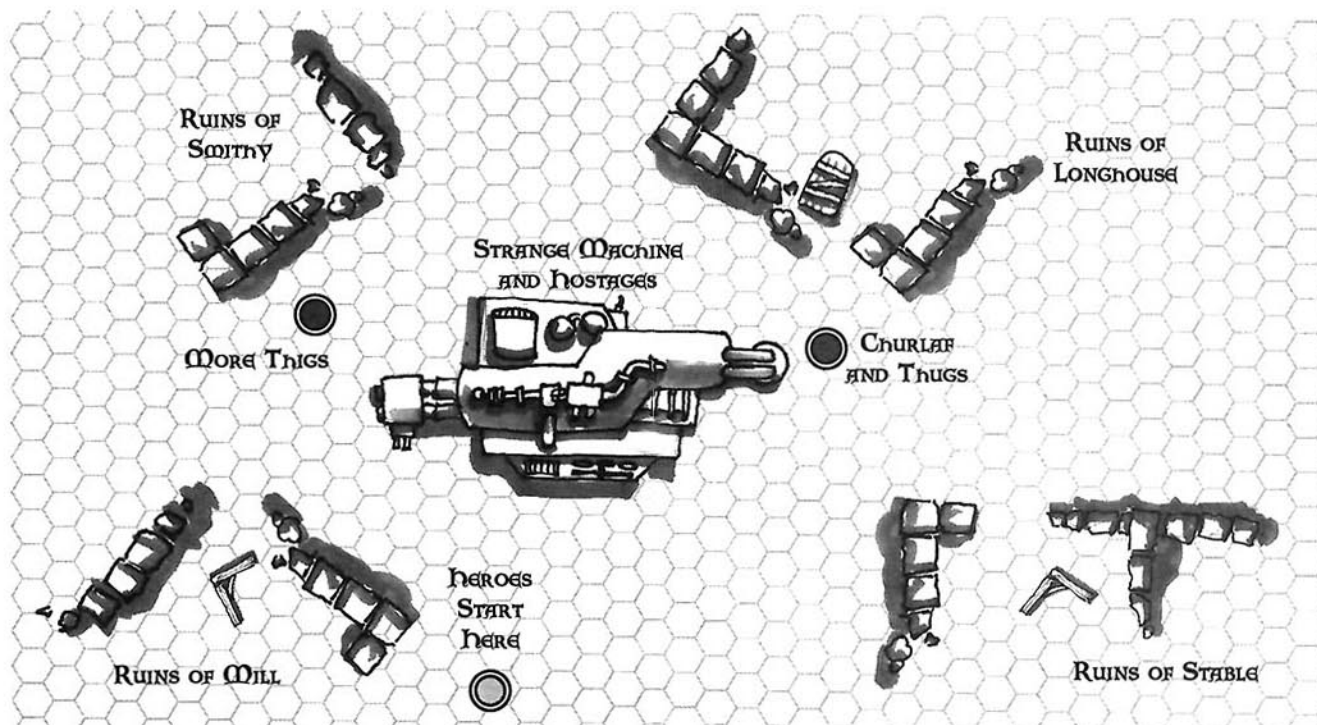
ONE HEX = 2 PACES



ENCOUNTER 2

EVENT 2: CHURLAF'S CHURLS

ONE HEX = 2 PACES



ENCOUNTER 3

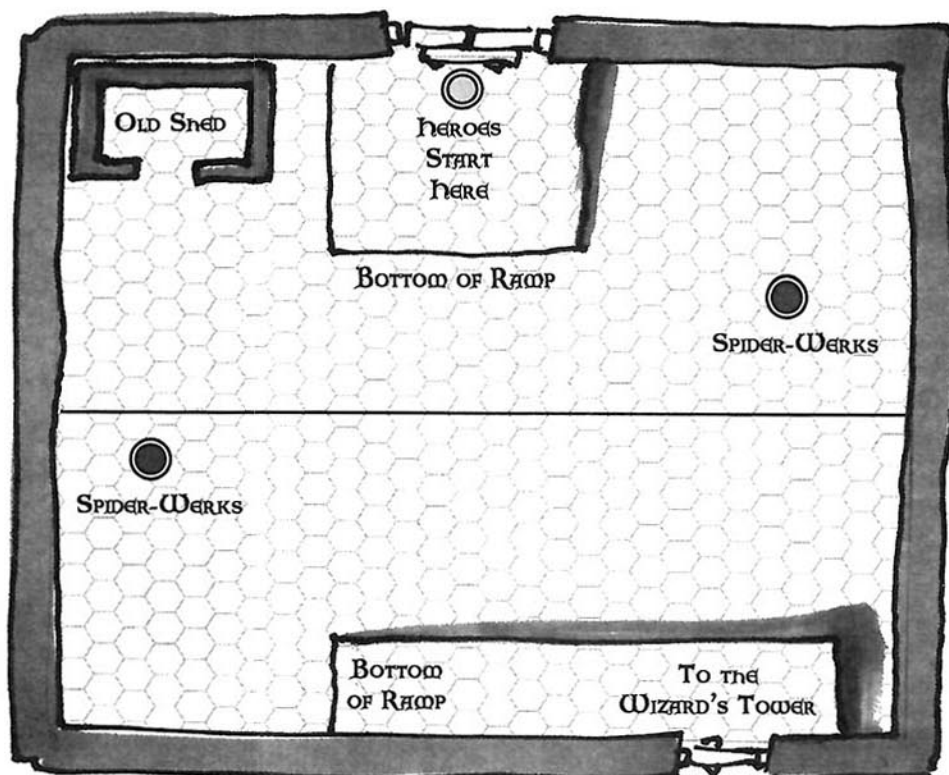
Event 2:

FIRE AND GAUNTLETS

TERRAIN NOTE

The lower half of this area (everything below the black line) is covered with slippery ice!

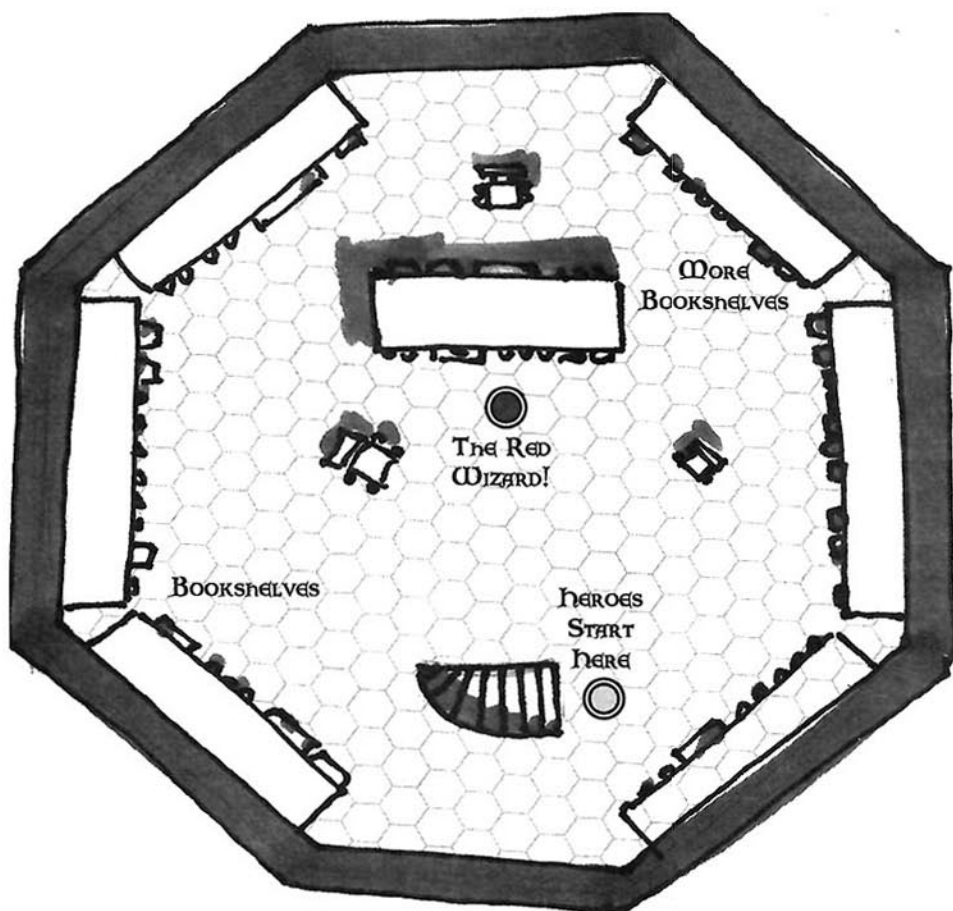
ONE HEX = 1 PACE



ENCOUNTER 3

Event 3: Showdown!

ONE HEX = 2 PACES



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