



THE FINAL VOYAGE OF DRÆNGR THAR

BY J.C. CONNORS

ABOUT THE ADVENTURE

The Final Voyage of Drængr Thar is a supernatural horror adventure set in the cold dark ages of the Vikings, although it can easily be adapted to a fantasy setting. This version is for *GURPS*, but versions for *Call of Cthulhu* and *5E* are available on www.1shotadventures.com). The adventure is loosely inspired by Steve Perin's 1988 AD&D adventure, "The Tombs of Deckon Thar," from the *Lords of the Darkness* supplement.

The adventure takes place in a freezing, lonely inlet many miles north of Bjørgvin, Norway. A group of Vikings are sent to the inlet to find Drængr Thar, a famed raider whose boat was stranded in this land. Once they arrive, they discover something terrible has happened to the men they seek to rescue. To find them, they must explore the haunted barrows of a lost king...

The Final Voyage of Drængr Thar is suitable for three-to-five 150-point characters. The end of this adventure includes five pregenerated characters so you can get started right away. NPCs introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS.

ADVENTURE BACKGROUND

Drængr Thar was a compulsive raider. Every season he set out to raid the towns and churches of England, and every season he came back loaded with gold, silver and valuable captives. To raid with Drængr Thar was considered a great honor, and many young men fought for his attention to gain a place in his fleet of longboats.

A month ago, Drængr Thar set out on another one of his great voyages. However, upon his return to Norway, his ship was beset by a wrathful storm. The storm's fury was so great, it splintered his longboat's mast and drowned several of the crew.

Pushed far off course, Drængr and the survivors finally found shelter in a northern inlet, dozens of miles away from the nearest Viking settlement. Badly wounded, Drængr feared that his begotten treasures would not make it home to his family, so he sent two hearty men running down the coast to find aid.

Drængr was startled to be approached one morning by a strange woman who called herself queen of the

land. She admonished Drængr to present himself to her king, King Kolbakr, who kept a hunting lodge nearby. Scoffing at the idea that there was a king who lived in the wilderness here, Drængr and his men found the lodge abandoned. They decided to take it over, and hauled their treasure into its hall.

Later that night, Drængr and his men awoke to a terrible sound. Their boat was being torn apart by a savage troll. Unable to hurt the monster, they retreated back to the lodge. But they were ambushed in the woods by the silent dead – wights – who dragged many of the men under the earth to their ancient burial mounds.

Drængr survived the initial attack and ordered his men to barricade the lodge. But the next night, the wights returned and Drængr was unable to fight them off. He and the surviving men were taken into the earth to face the resentful King Kolbakr, lord of the land's wights.

Meanwhile, Drængr Thar's scouts finally reached the nearby town of Bjørgvin. Not knowing their warlord's dark fate, they pleaded for the town to send a boat to rescue Drængr. Promised by the appeal of treasure and the favors that might be bestowed by a great war leader, a band of Viking sailed north to find the Drængr Thar's hidden inlet...

ADVENTURE SUMMARY

The adventure begins with the PCs landing in the quiet inlet where Drængr Thar's boat sheltered from the storm. They find his longboat woefully damaged, mysteriously splintered into thousands of pieces, with no signs of life. Worse, the PCs find the corpse of a man nearby, nailed to a tree not too far from the wreckage. The man's skin is withered and gray and he's tattooed in old, unrecognizable sigils.

Exploring nearby, the PCs find an old lodge, worn from at least a decade of abandon. The place was recently used by Drængr Thar as a shelter, and the PCs find some scattered belongings of the men they seek.

The exploration is interrupted when a strange woman approaches. She says that she was once married to King Kolbakr, the lord of this land, but no one recognizes the name she speaks. She says that her husband took Drængr Thar, his men, and his treasure into his barrows beneath the lodge.

To rescue Drængr Thar, the PCs must venture underground and explore these barrows. The dark chambers, however, are occupied by dead King Kolbakr and his fellowship of companions – cursed and evil wights who seek to kill and create more of their own.

Key to defeating the king and his servants is finding pure weapons capable of defeating him. The eldest wights are only vulnerable to silver, so the PCs must first collect what precious metal they can find and craft weapons capable of destroying such evil. Only with preparation, tactics, and cunning can the PCs rescue the lost men.

ACT I - NORÐR INLET

To kick off the adventure, it's suggested that GMs use the *banter cards* from the handouts. This is a fun, interactive technique to get the players into their mission, and give them some additional backstory. Just give the players a short background, and then let the player's trade off sharing lines of dialogue that they speak to each other as they near the inlet in their longboat.

Steep forested cliffs line the entrance to the Drængr's inlet, obscuring it from view from all but the most eagle-eyed sailors. Presumably, the PCs traveled by a small boat, guided by SVEND, one of the young survivors of the original expedition, who remembers its location well. He warns that the entrance narrows considerably, but the PCs' boat is smaller than Drængr's longboat, and should be able to navigate inland with greater ease.

A BOATING+2 roll navigates the cliffs of the inlet. A failure means some minor hull damage as it scrapes rocks on entrance. This won't matter much in the adventure, but any good Viking sailors know that sailing home with a damaged hull can be dangerous, especially should another accident befall the vessel. While maneuvering into the inlet, a PERCEPTION (VISION) roll spots a shred of Draegr Thar's sail caught on one of the rocks.

After a few tense minutes sailing into the inlet, the PCs spot the remnants of Drængr's longboat. Surprisingly, the hull is utterly shattered and barely recognizable. Svend remarks that the boat, while grievously damaged, was not left in such a terrible state! There is no obvious sign of life nor treasure near the boat.

INVESTIGATING THE WRECKAGE

Once the PCs land ashore, they can examine the wreck-age further. It is clear that the boat has been violently smashed. However, while some parts are splintered, other pieces show the marks of axes and other tools. Further investigation reveals:

- A CARPENTRY+4 or BOATING roll recognizes that only about half the ship is here on the beach. Clearly, the rest was taken elsewhere.
- A PERCEPTION (VISION) roll finds a small tin cross amidst the debris. Svend recalls that they raided a church, and captured a priest wearing a similar adornment. He surmises that this was probably taken by one of the raiders. If the roll is made by 5 or more, the PCs find a sharp hatchet and a length of good rope. Otherwise, there are no more useful belongings here.

As the PCs search, they hear wolves howling in the distance. A terrified Svend explains that those wolves chased him as he ran along the shore, and his companion Agnar fell behind and was taken down by the predators. "Those wolves have no fear of men nor gods."

Footprints in the mud are visible headed into the forested interior of this land. It is easy to track them, although a TRACKING roll identifies that the footprints hauled heavy cargo and forth to the boat and another location into the forest.

THE NAILED CORPSE

A quarter mile or so down the deer trail, the PCs find a ghastly site. The pale-gray corpse of a man is nailed to a tree with over a dozen nails. He wears no clothes, and his skin is cold, wrinkled, and tattooed in strange runes. His eyes have been devoured by birds. Above him in the branches, a large crow proudly rattles and clicks, something small and wet in its beak.

If Svend is still with the PCs, he does not recognize the man as one of Drængr's crew. He has no explanation for the horrific display.

If someone examines the body, a PHYSICIAN+2 or DIAGNOSIS+2 roll finds that his chest has been pierced many times with a broadsword; this was likely the cause of death to the man. An OCCULTISM, THEOLOGY, or similar roll reveals that many of his tattoos refer to eating at the great feasts of Valhalla.

Cutting the man down and giving him a proper funeral, even a hole in the ground, is pleasing to the gods.

SVEND TRYGG

Surviving Raider and Guide

ST	12	HP:	12
DX	12	Will:	12
IQ	11	Per:	11
HT	12	FP:	13

Basic Speed: 6

DR: 3*

Move: 4

Axe: 1d+5 cut, reach 1-2, Parry 11U

Dodge: 10

Traits: Code of Honor (Viking); Fearfulness 1; Fit; Nightmares; Outdoorsman 1; Sense of Duty (Drængr Thar).

Skills: Area Knowledge (Norway)-12; Axe/Maxe-12; Broad-sword-12; First Aid-11; Knife-12; Navigation-12; Observation-11; Running-13; Seamanship-12; Shield-12; Survival-11; Swimming-10; Two-handed Axe/Mace-12.

Gear: Light mail (DR 3, *1 vs. crushing, 18 lbs.); Long axe (1d+5 cut, reach 1-2); medium shield (DB+2, Block 11).

Notes: Svend is fiercely loyal to his old crew and cares more for their safe return than the loot that they took from England. He is eager to return to the inlet to find his friends. However, once he realizes that they are up against strange and supernatural forces, he slowly loses his courage and become less reliable.



GM's Note: This man was an elder wight, buried in one of the nearby barrows. He emerged from his tomb and was killed by Drængr Thar's men. Fearing that he would return from the dead, Drængr used nails from the boat to pin him to the tree. While they didn't have silver to kill him, days of prolonged exposure to sunlight did the trick.

THE LODGE OF KING KOLBAKR

The footprints head a mile into the foggy northern forest, along a narrow deer trail. The PCs still hear the wolves barking and howling in the distance, always just out of sight.

The trail opens into a large clearing, and the PCs find a large building made of rough-hewn stone blocks and rotted wood. A heap of dirt, grass, and roots acts as a roof to the structure. The place is truly old, and has no visible purpose. The building's door frame is half-sunken into the ground, and a piece of Drængr's hull acts as a improvised door, propped in place from the inside of the building.

Worn lettering is carved in the old wooden lintel above the door:

THE LODGE OF KING KOLBAKR (THE LODGE OF KING KOLBAKR)

A **HISTORY** roll vaguely recalls the name of this king. Decades ago, he lived on an island north of Björgvin, probably a hundred miles from here. He was known as a skilled hunter, and famous for his great whaling expertise, especially of the rare black whales that migrated through the North Sea. It is not known when or how he died. This place was likely where he would go to hunt game that he could not find on his native island.

Gaining entry into the lodge requires the PCs to knock aside the makeshift door. This is not too hard – anyone succeeding a **ST** roll against the door's **ST** 13 can push aside the boards. Otherwise, the effort requires tools, such as an axe, prybar, or ram of some sort.

The dim interior of the lodge is unremarkable. Like many lodges of the day, it is a single rectangular room, large enough to hold several dozen people. Other than the sound of rats scurrying under the floorboards here, there are still no signs of life, and the room somehow feels colder than the outside.

A **huge fireplace** is set into the far wall of the place. Above the fireplace is a crude and ghastly painting of a severed animal head. The head has the features of

a boar, but with a fishy-like mouth. Below its neck is brushed dried and crusty blood. An **OCCULTISM** or **THEOLOGY** (NORSE) roll identifies the image as a Sæhrímnir, the mythical animal killed every night to feed the dead of Valhalla. The man who built this place clearly looked forward to that feast.

Unusually, the fireplace is piled with far too much wood inside its great hearth. The wood overflows on to the floor in a disorganized mess. Much of the wood is from the boat, and some of the wood underneath the pile seems to have been burned; the faint smell of burned oak comes from the fireplace.

A **sturdy table** that can sit a dozen men is in the middle of the room, and several old chairs are scattered around. Drængr's **boat sail** is draped on the table; bone sewing needles and thread are nearby, showing that it was undergoing repair.

Finally, several bedrolls and **bags** of men's belongings are scattered around the room.

A closer search of the chamber discovers some items of interest:

- A parchment page torn from some book is nailed to the wall of the lodge (see **Handout A**). It has been sprayed with blood and has "The King labored and ate from the flesh of the Sæhrímnir and delighted in Death" scrawled on it in some greasy ink. Anyone who speaks English or succeeds an appropriate **THEOLOGY** roll identifies it as a page from a holy manuscript, likely seized from a church in England. If Svend is asked about it, he will mention that the group captured an English priest named Eustace, and this probably belonged to him. He describes Eustace as a quiet fellow who lost a hand during the attack but then accepted his fate with his captors.
- The alder in the fireplace has a faint smell of smoke to it, but much of it is unburned.
- A **PERCEPTION** (VISION)-2 roll, or a long investigation of the room, finds the word "Tröll" carved into the large leg of the great table.



- If the PCs hunt for useful gear, a SCROUNGING roll finds some reasonably useful, ordinary tools, such as a knife, hatchet, leather cap, et cetera.

THE HIDDEN TUNNELS

Hidden under the pile of wood in the fireplace is a **crumbling hole** that drops down ten feet into the tunnels underneath the location's barrows. Clearing the debris takes about twenty minutes, but within a few minutes of starting, they will be interrupted by the appearance of QUEEN LOPTHÆNA (see below).

GM's Note: If the PCs don't think to clear the wood from the fireplace, allow for a PERCEPTION roll to detect a faint, foul-smelling breeze coming from the hearth. If the PCs still don't clear the wood, Queen Lophthæna will still interrupt them anyway.

LODGE OUTSKIRTS

Exploring the area around the half-buried lodge discovers six mounds neatly arranged behind it, each one as large as a small raiding boat. Identifying that these mounds are anything but natural hills requires an IQ-3, THEOLOGY, or NATURALIST roll; success determines that these hills are in fact seven large barrows.

Any Viking PC from the era will know that barrows were often constructed atop cremation pyres, and even then only for great warriors or chieftains. Whether these barrows predate the lodge is unknown.

Finding the entrance to the barrows takes some time, as they are long overgrown with weeds and vines. Each entrance is sealed up by heavy boulders and rocks, and looks undisturbed. However, if the PCs spend more than a few minutes at the entrance of a barrow, the crows nearby grow irritated. The birds caw and croak angrily at those who look to gain entry to the tombs.

Unsealing a barrow takes about four hours, though several helpers and good tools can reduce this to two hours.

PART 2: QUEEN LOPTHÆNA ARRIVES

When the PCs begin to disturb the fireplace inside the lodge, or start to unseal a barrow, they hear a woman's loud and commanding voice echo through the foggy woods.

"Who disturbs my husband's hall?"

QUEEN LOPTHÆNA

Haughty Queen of the Nord Inlet

ST	14	HP: 14
DX	13	Will: 12
IQ	12	Per: 12
HT	13	FP: 12



Basic Speed: 6.5 DR: 0

Move: 5

Spear: 1d+3 cr, Reach 1-2, Parry 9

Dodge: 9

Traits: Combat Reflexes; Delusion (Her husband is still a great man); Hard to Kill +2; High Pain Threshold; Intolerance; Sense of Duty (her husband); Sense of Duty (the inlet's troll); Status 3. She speaks Norse with an unusual dialect.

Skills: Fishing-12; Occultism-12; Spear-15; Stealth-14; Survival-13.

Gear: Kolbahr's silver-tipped spear (1d+3 imp, reach 1-2, Parry 9, 4 lbs.); dagger.

Notes: Unlike her husband, Lophthæna did not eat from the sacred flesh Sæhrímnir, and is still mortal. She is, however, fully delusional. While she knows that her husband is no longer alive, she believes that his undead state is simply a form of immortality, and that he lives somewhere between the mortal world and Valhalla. She is deeply loyal to him, and some nights she sneaks into his underground barrows to be with him. The wights leave her alone because of her silver spear, which they fear, but King Kolbahr himself seems to possess some memory of her that prevents him from harming her.

Emerging from the mist is QUEEN LOPTHÆNA, a woman somewhat older than middle age, but younger than old age. She is dressed in fine but long-faded raiments. She carries an old oak spear, which she grips tightly in her hand, and has a heavy blood-stained sack over her shoulder. Thick-bodied flies buzz around it.

Queen Lophthæna was once the wife of King Kolbahr. As a result, the wights that live in the barrows fear her and leave her alone, and she in turn rarely thinks of them. She speaks with command in her voice.

"Who are you that disturbs my husband's hall?" she again demands when she sees anyone in the vicinity of the lodge. Until the PCs give an adequate explanation of their presence, she will not engage with them on other topics. Successful social skill rolls should help!

Once satisfied that the PCs are not there do her husband harm, Queen Lophthæna is willing to haughtily answer a few of their questions.

- If asked more about her husband, King Kolbokr, she reverently explains that he is a great war chief, that he comes from a faraway land to the north, but loves this place the most. He built his lodge to hunt the great beasts of this forest. He has been here many years and has no plan to return to his homeland. "The *valkyrja* have tried to claim him many times, but he is not ready for Valhalla yet!"
- If asked where her husband is, she points to the mounds and says that he has a vast kingdom underground, where he feasts every night with his warriors. "On some nights he even invites me, but his men do not like me anymore. They are jealous of our love," she explains.
- When the topic of Drængr Thar comes up, she scoffs and explains that she met Drængr when his boat ran ashore here. She told him to seek her husband's council, man to man, before bringing his men into her husband's lodge for shelter. But Drængr scorned her, threw her to the ground, and took his men into the shelter anyway. She goes on to explain how her husband is a man of great seriousness and does not take lightly to insults. He seized Drængr Thar, his men, and his treasure and have them held captive in his great keep. She thinks that her husband will be indisposed for some time with the captive. "It will take days for him to assess those men, and see which ones are worthy to join his fellowship."
- If asked about her spear, she says it belongs to her husband, King Kolbokr. "But he does not care for it anymore, so I keep it for him." She cannot be easily talked out of it; she sees the weapon as the weapon of a king, and will only give it to someone she thinks her husband's equal.
- If asked about the gruesome sack she carries, she will throw it to the ground and say that it contains a deer carcass – food for the saltwater troll that lives in the inlet. She advises the PCs feed the monster soon, lest it destroy their boat, like it did Drængr Thar's. If the PC's investigate *GM's Note: See The Troll (p. 12) for more information on how to handle this the appearance of this monster.*

Lophæna will eventually grow bored of the conversation. She advises the PCs to abandon their quest and return to their home, as her husband "is done with strangers from faraway lands as of late." She will then leave to return to her shelter.

If Lophæna is attacked, she defends herself wildly, striking at throats and knees equally. If defeated, she crawls on to the mound of King Kolbokr and wails for days. Her painful screams enrage will eventually attract the troll to the lodge.

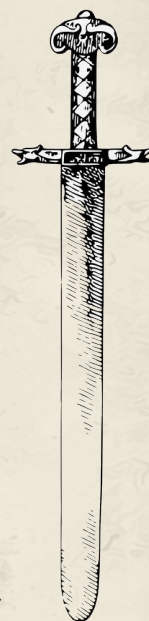
KILLING THE WIGHTS

Skeletal faces lit by the cold, malevolent glow of blue fire... rotted flesh clinging to their bones like tattered rags... and with every rasping breath, the stench of ancient decay and damp earth fills the air. These creatures hunger to carve the warmth of life from those who dare disturb their barrow!

King Kolbokr and his eldest wights are immune to most forms of damage. With their Injury Tolerance (Unliving) they take $\times 1$ damage from imp and pi damage, and their Supernatural Durability means they can only be killed by silver or *Djúprkaldr*, Kolbokr's sword.

Since the PCs are unlikely to own silver weapons, there are four locations to find it in this adventure. First, Queen Lophæna's spear is coated in silver; it can be seized or stolen from her. She also keeps a wooden box full of silver coins in her shelter, leftover from Drængr Thar's raid. She knows the wights dislike silver and removed it from the lodge. There are also silver rings in the barrow that can be melted down. Finally, the troll has silver in his belly, a result of eating one of Drængr Thar's treasure-laden men.

To melt down silver, PCs need to create a *roaring* hot fire, at least double the temperature of typical campfire. This requires player cleverness or a SMITH or SURVIVAL roll. Next, an ARMOURY roll is required to successfully coat a blade. A failure wastes the appropriate amount of silver. The rings in the barrow or the coins in the troll's stomach is enough to coat two knives or spear-tips; the stash of silver coins in Queen Lophæna's shelter is enough to coat three larger weapons, such as axes or swords. If the PCs are woefully unlucky, or do not have the required skills, it's suggested that the GM add a silver weapon elsewhere in the adventure, perhaps in Lophæna's shelter, or buried in the troll's skull from a battle years ago!



LOPTHÆNA'S SHELTER

Queen Lophthæna lives in a makeshift shelter in some crags about a half-mile from the lodge – far enough away that the wights do not come near. Finding her abode is not especially hard. She can be followed back to it, or a **TRACKING** roll can find it.

Lophthæna's shelter is a simple construction, made out of wood, hide, and an old sail. Although primitive, the place is well-crafted. Inside the small abode is a bed of furs, a campfire, and an old wooden box that she uses as a stool. Inside the box are some simple carpentry tools, a carving knife, and a pile of English silver coins (worth \$300), which can be melted down and used to fight the wights (see p. 6).

PART 3: THE BURIAL MOUNDS

There are seven mounds, each covered with tawny, mostly dead grass. All of the entrances to the mounds are sealed with heavy rocks – it would take at least a half day for a crew of well-equipped, strong men to unseal one of the mounds.

The southwestern-most mound (#3) has a disturbed entrance. A dozen or so large rocks have been pulled from its entry tunnel. The tomb robbers, however, did not get

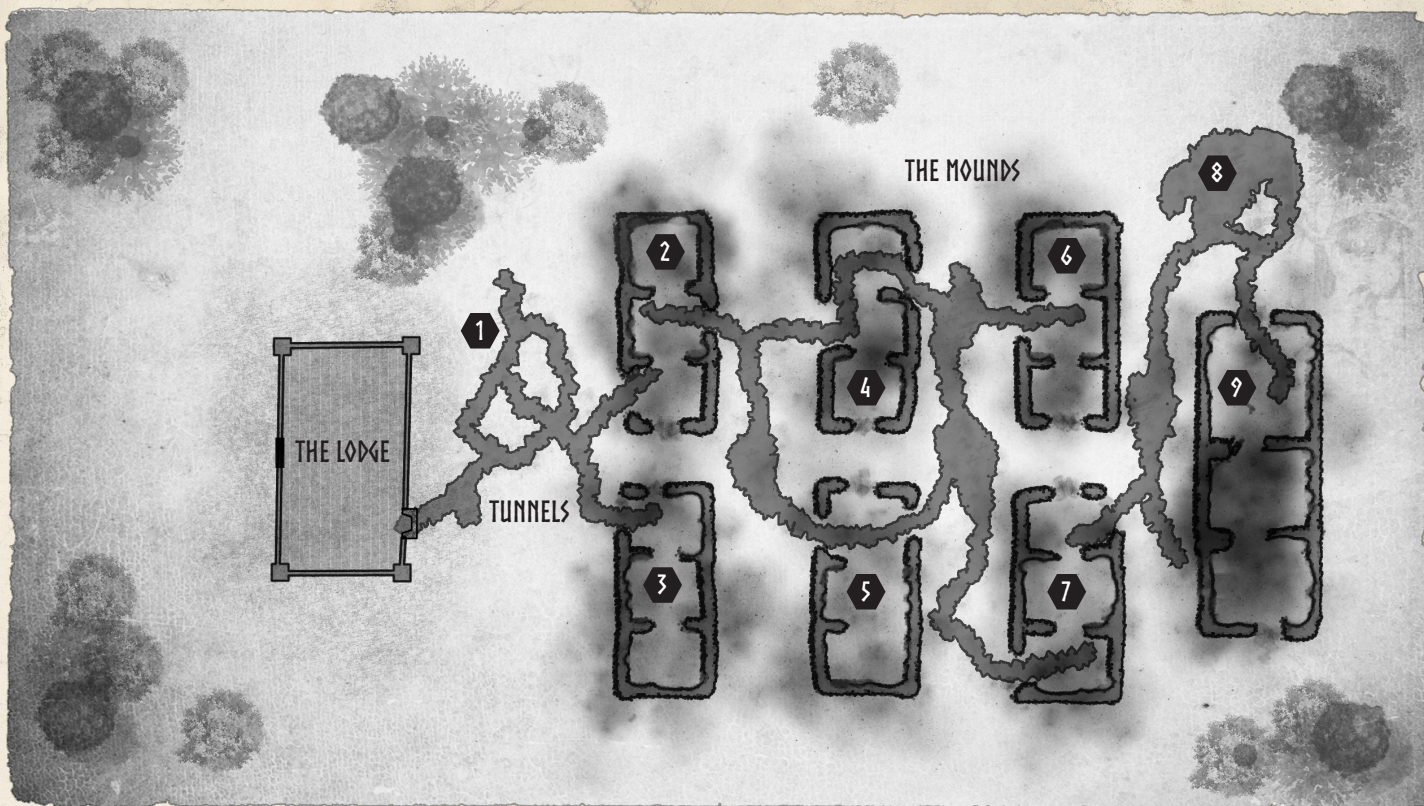
very far before they gave up on the work. There is old, dried blood spattered on some of the disturbed rocks.

The center, northern mound (#4) can be entered via a small, worm-ridden hole in its top. Finding this entrance is difficult, as it is covered with grass and other shallow-rooted plants. Only a careful search and a **PERCEPTION (VISION)**-4 or **SEARCH** roll will find it. Squeezing down the hole, ten feet down into the mound itself, requires a **DX** roll, and even then, only a small person (ST 11 or less) can achieve the maneuver.

The interior of each mound's barrow is comprised of a hard-packed floor, littered with ash and small debris from the pyres that were once built there, and damp earth ceilings supported by old and rotted beams. The mounds are all connected by dark snake-like tunnels that have been dug by the wight inhabitants, clawed out of the hard earth with sharp nails. The tunnels are barely big enough for two men to walk side-by-side, and infested with rodents.

THE WIGHTS

A dozen or so wights, including King Kolbahr himself, inhabit the mounds. Most of the weights are remnants from Drængr's crew. They are weaker "servant wights," as they have not fully evolved into their undead nature. In a few days, they will lose the last shred of their origi-



nal personality and be consumed by the spirit of one of Kolbahr's old companions that was buried in these barrows. Until that happens, these creatures fear King Kolbahr, and shy away from him unless he gives them orders. As a result, the investigators will likely encounter some of these servant wights in the halls here, perhaps along with an elder wight or two. The GM should include a small group or two in one of the earlier rooms, and leave the rest in the antechamber in area #8.

The rest of the wights are King Kolbahr's companions from his old court. These elder wights are powerful and frightening creatures of death, loyal to their king and intelligent enough to deploy clever tactics. The elder wights stay near their king, and can likely be found in the final chamber (#9). Here, they have dragged the last of Drængr Thar's survivors, including Drængr Thar himself, in order to infuse their dying bodies with the spirits of Kolbahr's old companions, effectively transforming them into more wights.

The wights stay in the barrows during the day. They do not like sunlight, and it will kill them in time. However, at night, some elder wights creep out from the barrow to find new victims, typically using either through the hole in the fireplace, or via the hidden exit atop mound #4. If all entrances are blocked, the wights will dig new exits!

GM's Note: Adjust the number of wights based on the number of PCs. Typically, two servant wights and one elder wight per two PCs is about right, although experienced players can probably handle a few more.

1 - TUNNELS OF THE DEAD

Three fresh corpses are shoved into these tunnels, their bodies inhabitant by pale white worms. These young men were once part of Drængr's crew. Two of the men have broken arms, the result of Drængr's mast splitting; the third has grievous wounds from a fight on his skull. They have been stripped of all their valuables. These men were killed by the wights, deemed unworthy of joining King Kolbahr due to their injuries, and left here to rot.

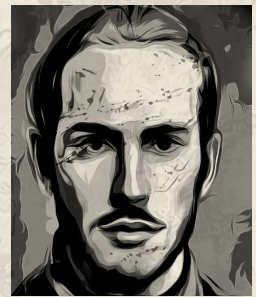
2 - VIKAR EUSTACE

A dying young English monk is crumpled on the floor of this chamber. He is breathing but unconscious. Black marks around his neck show that show he was recently strangled. His left hand is severed and wrapped in bloody bandages. For whatever reason, the wights left him here to die, rather than take them to their hall with the other captives.

VIKAR EUSTACE

Captive English Priest

ST	11	HP: -7 of 11
DX	11	Will: 12
IQ	12	Per: 11
HT	12	FP: 12



Basic Speed: 5.75DR: 0

Move: 5

Punch: 1d-3 cr. Parry 8

Dodge: 8

Traits: Clerical Investment; Language Talent; One Hand; Selfless; Status 1. He speaks English and French natively, and broken Norse.

Skills: Occultism-11; Religious Ritual (Catholic)-12; Theology-12.

Notes: Vicar Eustace was captured during Drængr Thar's raid. His hand was severed when he tried shutting the church door against the Viking raiders. Once he was taken aboard the Viking's ship, he resigned himself to his fate and resolved to show his captors his bravery. Drængr respected Eustace and treated him reasonably. When they reached the inlet, Eustace advised Drængr that they should not trust Queen Lophthæna, and that she was likely a witch. When the men were later attacked by wights, Eustace realized that they were vulnerable to silver. But his realization was too late, and he and the others were dragged into the King Kolbahr's underground hall, where the wights left him to die.

If tended to, Eustace awakens enough to gasp and mumble. He repeats, "You have tried us, O God; You have refined us as silver is refined," again and again. Only if he is removed from the mounds and treated with (e.g., a FIRST AID or PHYSICIAN roll) will he become clear-headed enough to talk to the PCs some more and tell his story (see text box).

As long as the PCs treat Eustace well, he gives them four pieces of key information about the wights:

- He explains that the wights are vulnerable to silver. He suspected this from his reading while a churchman, but tested it when he pressed his silver cross into the arm of one of the wights. "The creature was repelled to the metal and stopped strangling me."
- He knows that they can possess a dying man's body, and bring it to life again with unholy purposes. "It is like a dark soul possesses the dying man, murdering him twice once more."
- If asked about the origin of the wights, he suspects that their king ate from the meat of the Sæhrímnir, a mythical creature reserved for the warriors of

SERVANT WIGHTS

Drængr's Rasping Companions

ST	13	HP: 13
DX	12	Will: 10
IQ	10	Per: 10
HT	11	FP: 12



Basic Speed: 5.75 DR: 1
Move: 5 Fists: 1d cr*, Parry 10, Reach C
Dodge: 8 Hatchet: 2d-1 cut, Parry 9, Reach 1

Traits: Affliction 1 (Stun, Paranoia, melee attack, extended duration); Claws (Blunt); Dark Vision; DR 1; High Pain Threshold; Injury Tolerance (No Blood, Unliving); Intolerance (The Living); Resistant (Immune to Metabolic Hazards); Silence 2; Unaging. Dislikes sunlight. Barely speaks.

Skills: Brawling-14; Stealth-12 (14 with Silence).

Gear: Most carry hatchets (2d-1 cut, Parry 9, Reach 1, 2 lbs.), but after one attack, they soon forget about them and use their claws to rend their foes.

Notes: If a servant wight hits with his claws, the subject must make a HT roll or be *stunned* with a chilling pain from the inside of his skull; the victim may attempt a HT roll each turn to recover. This effect also causes Paranoia which lasts for ten minutes per point the roll was failed by.

Valhalla. He recalls or gestures to the image painted above the fireplace. While he doesn't believe in Valhalla, he does think that this strange animal could have poisoned the man or caused him in some other way to be cursed by God.

- While he doesn't know if Drængr is alive, he recently heard some of his men screaming from deeper in the mounds. He assumes that they are being kept hostage by the wights for some dark and unholy purpose.

3 - THE SOULLESS

Two of Drængr's dead crew lie in this room. Their bodies are stone cold and are torn with deep, bloodless claw marks. One man still clutches a fine hatchet in his hand, spattered with black blood and gristle.

These corpses however are slowly being possessed by the spirits of the ancient dead. At a particularly dramatic moment, both the corpses will convulse and shake, perfectly in union with each other. Then they will lie still again for many more minutes before repeating the process. Seeing this unnatural occurrence causes a FRIGHT CHECK-3!

ELDER WIGHTS

King Kolbakk's Hunters

ST	14	HP: 14
DX	13	Will: 11
IQ	11	Per: 11
HT	12	FP: 12



Basic Speed: 6 DR: 7
Move: 6 Claw: 1d cut*, Parry 11, Reach C
Dodge: 9

Traits: Affliction 1 (Seizures, melee attack, blood agent); Claws (Sharp); Dark Vision; DR 2; Hard to Subdue 2; Injury Tolerance (No Blood, Unliving); Intolerance (The Living); Resistant (Immune to Metabolic Hazards); Silence 2; Supernatural Durability; Unaging; Dislikes sunlight. Speaks accented Norse.

Skills: Brawling-15; Stealth-12 (14 with Silence).

Gear: Elder wights still wear the heavy mail shirts they were buried in (DR 5, 18 lbs.).

Notes: If a wight draws blood with its claws, victims must make a HT roll or else fall into a violent seizure and lose 1d FP. Their minds are filled with horrible, swirling images of black runes, grasping souls, and cruel skeletal kings that ruled the world aeons ago. The seizure lasts 1 minute per point by which the HT roll was failed, then the victim can roll HT each turn to recover. If a mortal is slain by a wight, they must make a Will roll or else return from death 24 hours later as a mindless, undead servant.

If these bodies are left undisturbed, they will rise as wight servants within the hour, and join their brethren in the final burial mound (#9 below).

4 - THE WORM-RIDDEN MOUND

This chamber smells like damp, decomposing soil. Unlike the other mounds, the walls of this site are covered in thick yellow and hairy fungus. Finger-sized, pink worms are nesting everywhere in the room.

The unnatural worms have been filled with the same hatred of the living that the wights possess. Anyone who enters this room for more than a moment will cause a heap of these things to fall on the ceiling atop them. This can be avoided with a Dodge or Block (at -2 without Danger Sense); getting hit causes a FRIGHT CHECK-2 and grotesquely covers the victim in worms.

Treat the worms as a diffuse swarm (p. B461) that bites for 1 HP of injury per turn unless the victim is completely protected. It has Move 2 and is dispersed after taking 10 hits.

The ceiling in this room has a dark hole in it. If someone is hoisted up, they can climb up the worm-ridden tunnel with a CLIMBING roll; this exits the barrow.

5 - MOUND OF HERITAGE

This mound is empty, although its insides are scorched by a fire that burned many years ago. Inexplicably, a rune of heritage ✕ is scarred into the earth floor. The wights avoid this chamber, as it once held the body of a man who the gods favored.

6 - THE SKELETONS

Three charred skeletons lie in this room on a shared platform of stones. They have blackened mail shirts and hold warped and twisted bronze swords. All three bear grotesque, fish-headed silver rings on their left hands. One of the men has an ancient bronze helmet on his head (DR 6, 4 lbs.).

GM's Note: These silver rings can be melted down (see p. 6 for rules). Or, in desperation, a person could wear all the silver rings on a hand and punch a wight! Treat this as brass knuckles, for +1 punching damage.

7 - DETRITUS

The floor is littered with old belongings of the dead. Most the junk here is useless and broken – axe handles, rusted blades, and battered pot helms. A thorough search finds a wolf-head brooch (worth \$50) and a once-fine leather scabbard. The leather itself is rotted, but there are three matching sapphires that decorate it (worth \$200).

8 - ANTECHAMBER

This large earthen room has been dug out by the wights for no understandable purpose. However, the barrows' servant wights are often found here, seemingly nervous to enter King Kolbokr's barrow without his permission.

If the PCs haven't made enough noise to capture the attention of the wights, some servant wights inhabit this barrow (around one per PC is a good number), keeping watch over King Kolbokr's in the adjacent barrow.

9 - KING KOLBAKR'S CHAMBER

The largest of the barrows belongs to King Kolbokr himself. The king was burned in a great funeral pyre with three of his greatest warriors before this barrow was erected above him. The entire place is strewn with ashes, burned wood, and scattered gold coins.

A rough-hewn table is set in the middle of the room – a gift from the king's wife, Queen Lophæna, who came

KING KOLBAKR

He Who Craved Valhalla Too Soon

ST	15	HP: 15
DX	13	Will: 13
IQ	11	Per: 11
HT	13	FP: 12



Basic Speed: 6.5	DR: 7
Move: 6	Sword: 2d+3 cut, Parry 12, Reach 1
Dodge: 10	Claw: 1d cut*, Parry 11, Reach C

Traits: Affliction 1 (Seizures, melee attack, blood agent); Claws (Sharp); Combat Reflexes; Dark Vision; DR 2; Hard to Subdue 3; Injury Tolerance (No Blood, Unliving); Intolerance (The Living); Resistant (Immune to Metabolic Hazards); Silence 2; Supernatural Durability; Unaging; Dislikes sunlight; worships Sæhrímnir.

Skills: Brawling-15; Broadsword-15; Stealth-12 (14 with Silence).

Gear: King Kolbokr wears the heavy mail shirt he was buried in (DR 5, 18 lbs.). He wields *Djúprkaldr*, a fine broadsword (2d+3 cut or 1d+4 imp, Parry 12, Reach 1, 3 lbs.). The sword is fused with the dead spirits of the barrow and constantly whispers to the one who wields it, granting him Absolute Direction and Danger Sense (although what the sword finds dangerous is not the same as what the wielder might...). If *Djúprkaldr* is seized from King Kolbokr, it affects him and the other wights as if it were silver.

Notes: Kolbokr craved to taste the flesh of Sæhrímnir, the animal reserved for the warriors and gods of Valhalla. While he came to this inlet to find one, he never successfully hunted the beast. Instead, one was given to him by a mysterious hooded man who appeared at the inlet without explanation. Nonetheless, eating it poisoned him and his comrades, and he became a wight. Now, Kolbokr has the same abilities as the other wights, except he has retained enough of his old memories to wield his prized sword.

down here and built it herself, so she could enjoy meals with her husband. A nauseating carcass, gray and stringy, its shape vaguely like a boar, but with fins for feet, rots in the middle of the table.

Seated around the table are four men, the last survivors of Drængr's crew. Their hands have been nailed to the table so that they cannot move. All are bloody and barely alive. Elder wights loom over the men, holding their skulls, enjoying the feeling of the men's lives draining away. The wights' lips move, but only meaningless, wrenching sounds come out. The wights are calling for the men's souls to depart so that the dark spirits of old companions may inhabit the men. King Kolbokr himself sits at the table, a plate of the strange meat set before him, watching the rite with cold white eyes. Observing this ritual requires a FRIGHT CHECK-3!

If disturbed, the wights cease their rite. They hate the living and try to kill those they see, and then drag their

dying or unconscious bodies back to the this chamber to infuse their body with the soul of another wight. King Kolbakk, intelligent and seething with venom for not being allowed into Valhalla, will *mercilessly* taunt the PCs with the same fate... perhaps buying time for his servants to ambush the PCs from behind, before he relentlessly enters battle like the frenzied warrior he was in life.

DRÆNGR AND HIS MEN

Drængr and his men are all mortally wounded, and enough of the dark ritual has happened so that if any of the men die, they will return to life as wights within a day. If the men receive first aid, roll twice against each man's HT 12 to see if they survive. Optionally, the GM may also allow a SURGERY roll to save a doomed man. Those that perish are best burned!

If Drængr or any of his men survive the ordeal, they are psychologically scarred, haunted by nightmares for the rest of their days. He believes that his treasure was cursed, for what else could have brought him to this evil inlet? He gives all that is left to the PCs; he wants nothing to do with it anymore.

THE TREASURES OF KOLBAKK

The chamber is also filled with King Kolbakk's old treasures. Six chalices of gold are on the table (\$100 each) and old gold coins can be found on the floor of the place (worth \$200). Much of Drængr Thar's treasures from his English raid are here as well – gold crucifixes, noble rings, and brooches, all worth around \$4,000. Finally, there is King Kolbakk's own ornate shield, intact after all these years except for its rotted leather straps. It is finely made and is enchanted with the Might spell which gives its carrier +1 ST.

CONCLUSION

The adventure concludes when the PCs have defeated King Kolbakk and rescued Drængr Thar and as many of his companions that survived the ordeal. Or, perhaps the PCs will not survive the ordeal, and will join King Kolbakk and his dark fellowship...

For successfully completing this adventure, the PCs receive 2 character points. Add a point for great roleplaying. Great success, such as rescuing Drængr or defeating the troll should grant an additional character point.

ADVENTURE NOTES

For more free one shot adventures, please visit 1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or tweet @SageThalcos.

SPECIAL THANKS

Thanks to Steve Perrin for "The Tombs of Deckon Thar" – the original adventure that served as inspiration for this one. Thanks to Hafizaprilio on Fiverr.com for his wight illustration, and also to artbreeder.com for helping create images of the various characters.

For VTT assets for this adventure, as well as more one-shot adventures, visit www.1shotadventures.com.

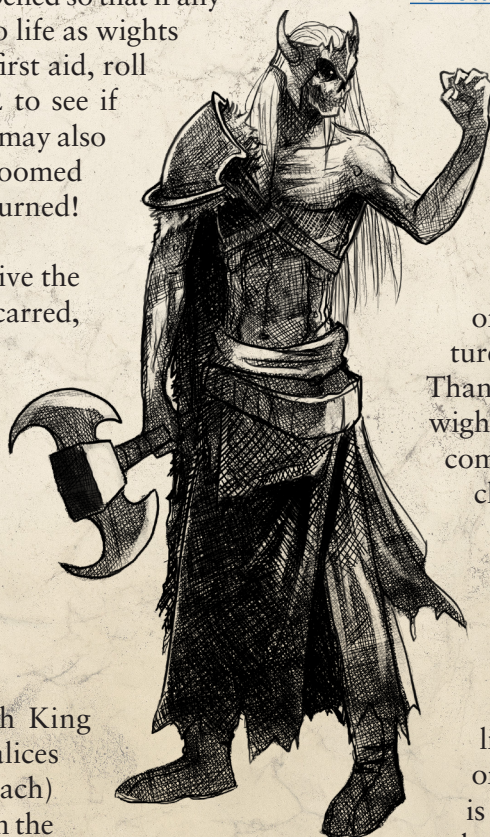
You can also check out my [YouTube channel](#) to see overviews of adventures like this. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let him know how it went. Please post a note on www.1shotadventures.com or tweet @SageThalcos.

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CHANGE LOG

v1.0 - Original release.



THE TRÖLL

The inlet is the home to a centuries old, saltwater troll. Huge and lanky, the amphibious monster lives at in a half-submerged cave that is only accessible from an underwater entrance in the rocky cliffs that guard the inlet's entrance.

The troll not especially smart, but he's fiercely protective of his territory. When King Kolbakr first came to the inlet, he and his men fought the troll on many occasions. Eventually, however, Queen Lophæna came up with the idea of feeding the troll, especially when any of King Kolbakr's men came into the inlet. Since then, the troll has become loyal to her and leaves her alone.

When the PCs arrive, it is unlikely they'll see the troll. Perhaps a great PERCEPTION roll will catch a glimpse of his form swimming underwater, or hear him as he climbs out from his cave. His stony hide makes for excellent camouflage, and he perches among some rocks on the cliffs to watch any newcomers.

After about six hours, he will swim up to the PCs boat. If food is left on the side of the boat, he will grab it and

return to his shelter, knowing that Queen Lophæna approves of the visitors. If no food is left for him, however, he will grow angry and destroy the boat; this is what happened to Drængr's boat.

If he hears men nearby, he'll stalk inward into the island to grab one and drag him back to his cave for dinner. The troll is remarkably stealthy for his size, and may be able to sneak up to the lodge without anyone seeing him.

While there's a boat in the inlet, the troll returns each day to see if there's food for him.

The trolls fears the wights and will run if they get too near him. He won't go anywhere near the burial mounds, but may camp outside the lodge to catch any men who emerge from it.

GMs can deploy the troll for a few purposes:

- For players who are nervous to explore the barrows, their boat's destruction may encourage them to do so. Nights in Norway are freezing, and the PCs are unlikely to survive a few nights without shelter. Even if the PCs feed the troll, he may decide to stay near the boat, intimidating any who come near.
- If the PCs kill or harm Queen Lophæna, the troll becomes angry and will try to take revenge on the PCs. This sets him up as a surprising foe at an opportune moment (especially if the PCs have retreated from the barrow at some point, hoping the wights won't follow).
- To extend the adventure, the PCs may see the troll returning to his lair. Trolls are said to guard the treasures of dwarves! The GM can easily add a side-quest where the PCs enter the troll's cave, defeat him, and pillage the treasure he has acquired over the years. In particular, the troll has acquired a great dwarf-crafted horn that is said to inspire smiths, granting +2 to all crafting-related rolls after it is blown.

THE TRÖLL

Old Stoneskin

ST	20	HP: 20
DX	13	Will: 10
IQ	8	Per: 10
HT	12	FP: 12



Basic Speed: 6.25 DR: 5

Move: 6

Claw: 2d cut, Parry 11, Reach 1-2

Dodge: 10

Club: 3d+3 cr, Parry 10, Reach 1-3

Traits: Acute Taste & Smell 3; Ambidexterity; Amphibious; Bloodlust; Chameleon 2; Combat Reflexes; Curious; DR 5; Dark Vision; Extra Attack 2; Gluttony; High Pain Threshold; Long Arms 2; Recovery; Regrowth; Resistant (Metabolic Hazards); Sense of Duty (Queen Lophæna) Sharp Claws; Sharp Teeth; Unfazeable; Universal Digestion.

Skills: Axe/Mace-13; Brawling-15; Stealth-13 (17 while still in rocks); Swimming-13; Wrestling-15.

Gear: A giant tree branch club (3d+3 cr, Parry 10, Reach 1-3). He has a handful of silver coins in his stomach, still digesting from the last man he ate!



HANDOUTS - BANTER CARDS

YOUNG HALDOR

- ✦ This voyage shall bring us great glory. My father the jarl of Bjørgvin will be pleased.
- ✦ Draengr Thar must be rescued.
- ✦ The gray clouds bring a chill to the air to-day. It may bring our first winter storm.
- ✦ Draengr Thar is too strong of a warrior to die in this faraway land.

FÁLKI THE RED

- ✦ Draengr Thar's boat is strong. Surely we can repair it when we find it.
- ✦ Those wolves howling in the distance make me nervous.
- ✦ When we find the lost men, we shall have a celebration that even the gods will notice.
- ✦ Draengr Thar must be rescued.

JARL VALBJÓFR

- ✦ The gods are watching us. They are especially watching the one who is not with us.
- ✦ I am not afraid. The gods have decreed I shall only die when they are pleased. They are not pleased yet!
- ✦ Draengr Thar must be rescued.
- ✦ The cliffs in the distance are ill omens.

REGINLEIF

- ✦ I sailed many times with Draengr Thar. He is a strong and fearless leader.
- ✦ The wolves we hear in the forest is a good sign. Svend told us about the wolves in this region.
- ✦ Draengr Thar must be rescued.
- ✦ My late husband said giants live up here.

YNGVILDR

- ✦ Draengr Thar must be rescued.
- ✦ We must secure the boat when we land.
- ✦ All of you be quiet now. I must steer us towards those cliffs and into the inlet.
- ✦ I was in England for ten years. That place brings ill-luck to all who step foot there.

SVEND TRYGG

- ✦ Draengr Thar must be rescued.
- ✦ We shall be celebrated for rescuing Draengr and his men. I know he is waiting for us with a smile.
- ✦ The winds from those cliffs chill my bones.
- ✦ We are near the boat - let us sail through those rocks carefully.

Hand each player their banter card at the start of the session. Give the players some basic background about the adventure – how Draengr Thar was lost at sea, wounded, and needs rescue. Then, each player should take turns reading or paraphrasing a line from their banter card. The scene ends when everyone's gotten through all the information. Encourage them to improv and make it organic!

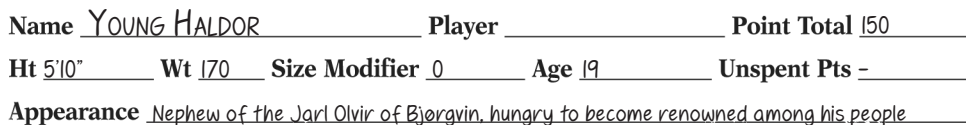
HANDOUTS



Handout A

Vicar Eustace's torn manuscript, where he wrote down what he thought was the fate of the King Kolbagr.

"The King labored and ate from the flesh of the Sæhrímnir [the animal reserved for the feasting men of Valhalla] and delighted in Death."



Active Defences

Reaction Modifiers

Appearance	+1
Status	+1
Reputation	+1 from Charisma
	-2 from experienced NPCs
	+2 from young/inexperienced NPCs

Skills	
Name	Level
Armoury (Melee + Missile Weapons)	10 [2]
Axe/Mace	12 [2]
Boating (Sail)	11 [1]
Bow	13 [4]
Broadsword	12 [2]
Climbing*	9 [1]
Cooking	10 [1]
Diplomacy	9 [1]
Fast-Draw (Arrow)	12 [1]
Navigation (Land)	10 [1]
Running	13 [4]
Savoir-Faire (High Society)	11 [1]
Sex Appeal (includes +1 for Attractive)	12 [1]
Shield	12 [1]
Sleight of Hand	11 [2]
Stealth*	9 [1]
Survival (Woodlands)	12 [2]
Swimming*	8 [1]
Tracking	11 [1]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
* Includes -2 due to encumbrance penalty	[]

[illegible]

Name REGINLEIF THE UNSCARRED Player _____ Point Total 150Ht 5'6" Wt 150 Size Modifier 0 Age 38 Unspent Pts -Appearance Fearless and renowned shieldmaiden - now turned quiet fisherwoman

ST	12	[20]	HP	12	CURRENT	[0]	move
DX	12	[40]	WILL	13		[0]	5
IQ	13	[60]	PER	12	CURRENT	[5]	DR
HT	11	[10]	FP	11		[0]	-

BASIC LIFT (ST×ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

Reaction Modifiers

Appearance +1

Status

Reputation +2 (people of Bjørgvin)

-1 from Stubbornness

Encumbrance

None (0) = BL 29Light (1) = 2 × BL 58Medium (2) = 3 × BL 87Heavy (3) = 6 × BL 174X-Heavy (4) = 10 × BL 290

Active Defences

Dodge

11

(w/ shield)

Parry

12

(Sword+Shield)

Block

13

(w/ shield)

Advantages and Perks

Appearance (Attractive) [4]

Combat Reflexes (+2 to Fright Checks, +6 to recover from stun) [15]

Fearlessness +2 (+2 to Fright Checks) [4]

Fit (+1 to HT rolls) [5]

Reputation +2 (renowned shieldmaiden, people of Bjørgvin) [5]

[]

[]

[]

[]

Norse (Native) [0]

English (Broken spoken and written) [2]

[]

Disadvantages and Quirks

Brontophobia (Fear of loud noises) [-10]

Code of Honor (Viking - Courage, true to your word, jovial) [-10]

Sense of Duty (People of Bjørgvin) [-10]

Stubbornness [-5]

[]

[]

[]

[]

Diligent about all things [-1]

Enjoys fishing [-1]

Rarely ignores her gut feelings [-1]

Respects the gods [-1]

Won't admit she can't see as well anymore [-1]

[]

Skills

Name Level

Area Knowledge (Norway) 13 [1]

Axe/Mace 11 [1]

Boating (Rowboats) 11 [1]

Broadsword 13 [4]

Carpentry 13 [1]

Cooking 12 [1]

Farming 12 [1]

Fishing 12 [1]

Hiking 10 [1]

History (Vikings) 12 [1]

Intimidation 12 [1]

Knife 12 [1]

Merchant 12 [1]

Sex Appeal 10 [1]

Shield 14 [4]

Survival (Woodlands) 11 [1]

Swimming 11 [1]

Tactics 12 [2]

Theology (Norse) 11 [1]

Thrown Weapon (Spear) 12 [1]

[]

[]

[]

[]

[]

[]

[illegible]

Name FALKI THE RED Player _____ Point Total 150Ht 5'9" Wt 170 Size Modifier 0 Age 41 Unspent Pts -Appearance The great and generous craftsman of Björgvin - never says no to those in need

ST	13	[30]	HP	13	[0]	move
DX	12	[40]	WILL	11	[0]	
IQ	11	[60]	PER	11	[0]	DR 5 (mail)
HT	12	[10]	FP	11	[0]	

BASIC LIFT (ST × ST) / 5 34 lbs DAMAGE Thr 1d Sw 2d-2BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

Reaction Modifiers

Appearance - _____

Status - _____

Reputation +2 (employers)+1 (extraverts) but -1 (sober-minded folk)

Encumbrance

None (0) = BL 34
Light (1) = 2 × BL 68
Medium (2) = 3 × BL 102
Heavy (3) = 6 × BL 204
X-Heavy (4) = 10 × BL 340

Active Defences

Dodge	Parry	Block
8	90	-
	(Long Axe)	

Advantages and Perks

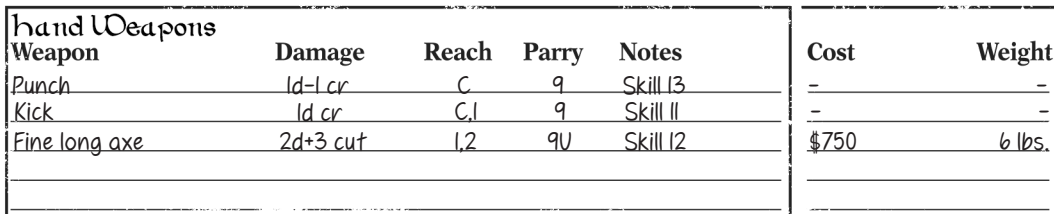
Ambidexterity	[4]
Doodad I (once per session, pull out a mundane item)	[1]
High Pain Threshold (ignore pain penalties)	[4]
Talent (Artificer 2)	[20]
Wealth (Comfortable)	[5]
	[]
	[]
	[]
	[]
Norse (Native)	[0]
English (Broken spoken and written)	[2]
	[]

Disadvantages and Quirks

Charitable (never says no when asked to help)	[-15]
Code of Honor (Viking - Courage, true to your word, jovial)	[-10]
Compulsive Carousing	[-5]
Impulsiveness	[-10]
	[]
	[]
	[]
Always looking for a bargain	[-1]
Congenial	[-1]
Superstitious - Prays before crafting	[-1]
Takes pride in his tools	[-1]
Nervous around animals	[-1]
	[]

Skills

Name	Level
Area Knowledge (Norway)	11 [1]
Armoury (Armor)	13 [2]
Armoury (Melee Weapons)	14 [4]
Axe/Mace	12 [2]
Boating (Rowboats)	11 [1]
Bow	12 [2]
Brawling	13 [2]
Broadsword	11 [1]
Carousing	12 [1]
Carpentry	14 [2]
Current Affairs (Trade)	11 [1]
Engineer (Ships)	11 [1]
Leadership	10 [1]
Merchant	11 [2]
Sewing	12 [1]
Shield	12 [1]
Singing	12 [1]
Smith (Iron)	14 [4]
Survival (Woodlands)	10 [1]
Swimming	10 [1]
Thrown Weapon (Axe)	13 [2]
Two-handed Axe/Mace	12 [2]
	[]
	[]
	[]
	[]



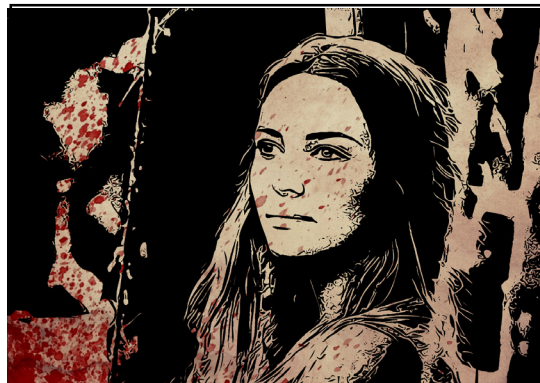
Speed/Range Table			Hit Locations		Possessions		Cost	
For complete table, see p. 550.			Modifier	Location	Item	Location		Weight
Speed/Range Modifier	Linear Measurement (range/speed)		0	Torso	Shoes (DR 1)	Feet	\$40	2 lbs.
			-2	Arm/Leg	Cloth gloves		\$15	0.5 lbs.
			-3	Groin	Heavy mail (DR 5)	Arms, Torso	\$1800	27 lbs.
			-4	Hand	Personal basics		\$5	-
			-5	Face	Quiver w/ 12 arrows		\$12	3 lbs.
			-7	Skull	Armoury and carpentry kit	Boat	\$900	40 lbs.
Close	0-5 yds	0*	<i>Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)</i>					
Short	6-20 yds	-3						
Medium	21-100 yds	-7						
Long	101-500 yds	-11						
Extreme	501+ yds	-15						
* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon			Coins					

[illegible]

Draengr Thar must be rescued.

Name YNGVILDR THE NAVIGATOR Player _____ Point Total 150Ht 5'7" Wt 130 Size Modifier 0 Age 26 Unspent Pts -Appearance An outcast mariner, shunned because she spent a decade captured by the English

ST	10	[0]	HP	11	[2]	move
DX	13	[60]	WILL	12	[0]	6
IQ	12	[40]	PER	12	[0]	DR
HT	13	[30]	FP	13	[0]	-

BASIC LIFT (ST×ST)/5 20 lbs DAMAGE Thr 1d-2 Sw 1dBASIC SPEED 6.5 [0] BASIC MOVE 6 [0]

Reaction Modifiers

Appearance -

Status -2 (Outcast)Reputation +2 (fellow sailors)+2 (Vikings that recognize her)

Encumbrance

None (0) = BL 20
Light (1) = 2 × BL 40
Medium (2) = 3 × BL 60
Heavy (3) = 6 × BL 120
X-Heavy (4) = 10 × BL 200

Active Defences

Dodge	Parry	Block
9	10	-
	(Sword)	

Advantages and Perks

Flexibility (ignore up to -3 in penalties in tight spots) [5]
Higher Purpose (+1 to rolls when exploring the unknown) [5]
Night Vision 2 (ignore up to -2 in dark penalties) [4]
Reputation +2 (Lucky mariner, most Vikings on a 10 or less) [20]
Talent (Born Sailor 2) [10]
Norse (Native) [0]
English (Accented spoken, broken written) [3]

Disadvantages and Quirks

Curious (Major, resist on a 9 or less) [-7]
Greed [-15]
Social Stigma (Outcast) [-10]
Wealth (Struggling) [-10]
Treasures her fur cloak, given to her by her foster mom [-1]
Believes bathing in the sea makes her lucky [-1]
Fascinated by Christianity [-1]
Overconfident whenever on a boat [-1]
Delights that people think she knows Völva magic [-1]

Skills

Name	Level
Area Knowledge (North Sea)	12 [1]
Axe/Mace	13 [2]
Boating (Sailboat and Unpowered)	15 [4]
Broadsword	14 [4]
Carousing	13 [1]
Carpentry	13 [2]
Climbing	17 [2]
Rope-up	16 [1]
Fast-Talk	12 [2]
Knife	13 [1]
Knot-Tying	15 [1]
Leadership	11 [1]
Navigation (Sea)	14 [2]
Occultism	11 [1]
Scrounging	12 [1]
Seamanship	14 [1]
Search	12 [2]
Sewing	12 [2]
Shiphandling	13 [1]
Smith (Iron)	11 [1]
Survival (Saltwater Sea)	12 [2]



Hand Weapons					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		
Punch	1d-3 cr	C	9	Skill 13		
Scramasax sword	1d+1 cut	1	10	Skill 14 (cheap!)	\$240	3 lbs.
	1d imp	1		Skill 12		

Ranged Weapons									Cost	Weight
Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes		

Speed/Range Table			Hit Locations		Possessions		Cost	Weight
For complete table, see p. 550.			Modifier	Location	Item	Location		
Speed/Range Modifier	Linear Measurement (range/speed)		0	Torso	Shoes (DR 1)	Feet	\$40	2 lbs.
			-2	Arm/Leg	Cloth gloves		\$15	0.5 lbs.
			-3	Groin	English wool and fur cloak	Arms, Torso	\$90	3 lbs.
			-4	Hand	Personal basics		\$5	-
			-5	Face				
			-7	Skull				
Close	0-5 yds	0*	<i>Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)</i>					
Short	6-20 yds	-3						
Medium	21-100 yds	-7						
Long	101-500 yds	-11						
Extreme	501+ yds	-15						
* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon			Coins					
					</			

Name VALBJÖFR Player _____ Point Total 150Ht 5'7" Wt 130 Size Modifier 0 Age Unknown Unspent Pts -Appearance A peculiar and uncanny mystic, full of riddles, confusion, and ill omens

ST	13	[30]	HP	12	[-2]	move
DX	11	[20]	WILL	13	[5]	5
IQ	12	[40]	PER	12	[0]	DR
HT	11	[10]	FP	11	[0]	-

BASIC LIFT (ST×ST)/5 34 lbs DAMAGE Thr 1d Sw 2d-1BASIC SPEED 5.5 [0] BASIC MOVE 6 [0]

Reaction Modifiers

Appearance - _____

Status - _____

Reputation +1 (fellow nature lovers)+2 (those who respect being touched by the gods)-2 (those you speak with, due to your riddles)

Encumbrance

None (0) = BL 34Light (1) = 2 × BL 68Medium (2) = 3 × BL 102Heavy (3) = 6 × BL 204X-Heavy (4) = 10 × BL 340

Active Defences

Dodge

8

Parry

8

(Javelin)

Block

-

Advantages and Perks

Channeling (make a Will roll to touch the spirit world) [10]

Destiny (Die only when the gods are pleased) [5]

Hard to Kill +1 (bonus to rolls to avoid death) [2]

Intuition (when faced with choices, GM rolls vs. your IQ) [15]

Social Regard 2 (Venerated as touched by the gods) [10]

Talent (Outdoorsman I) [10]

[]

[]

[]

Norse (Native) [0]

[]

[]

Disadvantages and Quirks

Confused (in strange places, roll vs. I2 to avoid confusion) [-10]

Compulsive Behavior (talks in riddles) [-10]

One Eye (-1 to rolls that require eye-hand coordination) [-15]

Wealth (Struggling) [-10]

[]

[]

[]

[]

Pretends to vaguely understand all languages [-1]

Dislikes foreigners [-1]

Sees omens everywhere [-1]

Smells like candle wax [-1]

Only eats undercooked meat [-1]

[]

Skills

Name Level

Body Language 12 [2]

Climbing 11 [2]

First Aid (heals 1d-3 HP) 13 [2]

Fortune-Telling (Augury) 13 [4]

History (Norse) 11 [2]

Intimidation 14 [4]

Knife* 11 [2]

Leatherworking 11 [1]

Naturalist 12 [2]

Navigation (Land) 12 [1]

Occultism 13 [4]

Religious Ritual (Norse) 12 [4]

Sling 10 [2]

Spear* 10 [2]

Stealth 11 [2]

Surgery 9 [1]

Survival (Woodlands) 13 [2]

Swimming 11 [1]

Theology (Norse) 12 [4]

Thrown Weapon (Spear) 11 [1]

[]

[]

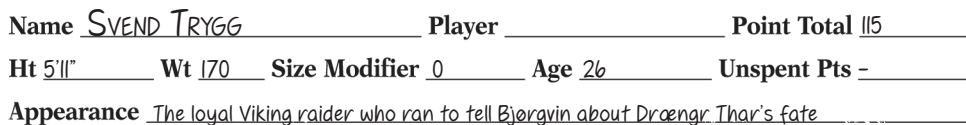
[]

[]

[]

*includes -1 for One-eye []

[illegible]



ST	12	[20]	HP	12	CURRENT	[0]	move
DX	12	[20]	WILL	11		[0]	4
IQ	11	[20]	PER	11		[0]	DR
HT	12	[20]	FP	12	CURRENT	[0]	3
							(mail)



BASIC LIFT (ST×ST)/5 29 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2
BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]



Reaction Modifiers

Appearance - _____
Status - _____
Reputation +! (fellow nature lovers)

Encumbrance

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

Active Defences

Dodge	Parry	Block
10	11u	11
(w/ shield)	(Javelin+shield)	(w / shield)

Advantages and Perks

Fit (+1 to all HT rolls)	[5]
Talent (Outdoorsman I)	[10]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
Norse (Native)	[0]
English (Broken spoken and written)	[2]
	[]

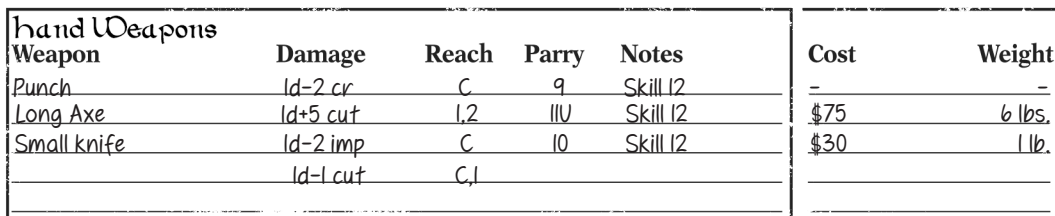
Disadvantages and Quirks

Code of Honor (Viking - Courage, true to your word, jovial)	[-10]
Indecisive	[-10]
Nightmares (in the morning, on a 12 or less, you suffer 1 FP)	[-5]
Sense of Duty (Draengr Thar and crew)	[-5]
	[]
	[]
	[]
	[]
Quick to suggest violence as an option	[-1]
Always follows orders	[-1]
Thinks he's exceptionally courageous	[-1]
	[]
	[]
	[]

Skills

Name	Level
Area Knowledge (Norway)	12 [2]
Axe/Mace	12 [2]
Broadsword	12 [2]
First Aid (heals 1d-3 HP)	11 [1]
Knife	12 [1]
Navigation (Land)	12 [2]
Navigation (Sea)	11 [1]
Observation	11 [1]
Running	13 [4]
Seamanship	12 [2]
Shield	12 [2]
Survival (Woodlands)	11 [1]
Swimming*	10 [1]
Tracking	11 [1]
Two-handed Axe/Mace	12 [2]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
*includes -1 for encumbrance penalty	[]

Use Svend as a backup character in case someone perishes early!

[illegible][illegible]

You have raided with Draengr Thar twice. Each time he generously shared his pillage with you and your brothers. You grieved when he was hurt in the storm, and cried when he ordered you to run to Björgvin to get help. It felt like abandoning a blood relative.

This is what Draengr Thar's life means to you.

Draengr Thar must be rescued.

YOUNG HALDOR

Son of the Jarl



PER 12

REGINLEIF

Shieldmaiden of Bjørgvin



PER 12

FÁLKI THE RED

The Great Craftsman of Björgvin

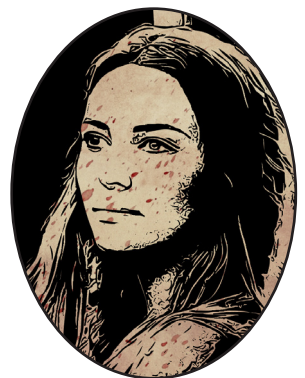
PER 11



YNGVILDR

Outcast Mariner

PER 12



VALÞJÓFR

Enigmatic Mystic

PER 12 ✧ DESTINY ✧ INTUITION



SVEND TRYGG

Surviving Raider

PER 11

