

Freya Temple

"Niflheim? Beware apathy and despair!
It is the hell of the old and the sick."

"Take along silver weapons!"
(Price x10)

wooden longhouse with
wolf or goat head

"I know somebody
who can help you
find a portal."

Neutral:
"For 500 gp I can help
you find a guide to
Niflheim"

"Take this extremely dense map.
Go to the abandoned copper mine
of Kur: Look at the map and say
'this is hopeless' as you pass through."

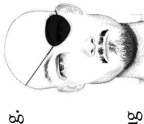


Whoops!
A group of devil soldiers
cuts you off from the portal.

*This is not Hades but
a hellish battlefield!*

Blasted Hell

Red rubble, pink sky.
Constant rumbling.



"I'm shooting devils in
hell because I forgot all
about friends and family
in pursuit of devil shooting
back when I was alive."

Up
devil hunter (F7)
looking to do some good

Guardian Python (1)

HD 5 AC 6 1d4 F5 MV 6 ML 5
when it hits, automatic
squeeze for 2d4

Giant Squirrels (2)

HD 4+1 AC 6 2d6 F4 MV 15 ML 5
jumping attack allow them to
attack from above

Giant Eagle (1)

HD 4 AC 6 1d6 F4 MV 45 ML 5
prefers to attack halflings and
carries them away on a successful hit
(finding them if they are dropped
in the void is a whole new adventure.
Treat victims as dead for now)

Yggdrasil, the world ash

The dragon at the foot of the tree is asleep. Frivolous noise, angering it, or touching its treasure awakens it. It is always, always angry! The dragon's rage shakes the multiverse! All portals along Yggdrasil are rearranged. An earthquake hits all the portal locations.

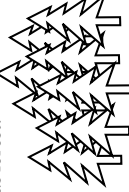
Níðhöggr

The dragon gnawing at the roots of Yggdrasil.
HD 15+1 AC -4 2d6/2d6/6d8 F15 MV 36 ML 11
breath attack 3-/day deals current dragon hp
in fire damage, save vs. dragon breath for half



Niflheim

The ground is frozen. Icicles.
Snow. Mist limits sight to 20 paces.
A dense coniferous forest.



Trolls (5)

HD 6+3 AC 4 1d6/1d10 F6 MV 12 ML 10
regenerate 3 hp/rd after three rounds

Wolves (3)

HD 2+2 AC 7 1d6 F1 MV 18 ML 6
can track invisible foes



Malborn
silk merchant (T5)
an honest man

Malborn is also sneaking
past the dragon. He will
gladly lead the party to
a nameless village he often
trades with.

Walking Birds (9)

HD 6 AC 3 1d12 F4 MV 21 ML 6
twice as high as any man, with great
hands and a beak as sharp as a razor



Without a guide, you can follow
the little streams down to the
marches of the walking birds.

Hades Hounds (5)

HD 3 AC 1 1d6 F5 MV 18 ML 6
need a silver or +1 weapon to hit

Gray Waste

hoard frost covering the grey grass
the mist drifting past, dogs baying



He likes:
- his wife
- colorful things
- horse riding

Wasili
Nightmare Whisperer (T3)
anxious to get back home to his wife

Neutral:
Nyt flows into the Sea of Fog.

Positive:
"I can guide you up the frozen river
Nyt. It passes the grazing grounds
of nightmares. If we are lucky, we
will be able to observe some."

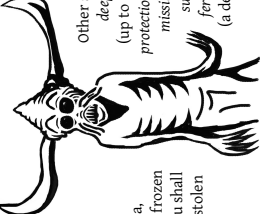
Nameless Village

Wooden palisade in the mist. All is grey and quiet.
Voices are subdued. A lot of logging takes place.

When Malborn arrives,
the villagers gather
around, call each other
and their eyes light up.
When he unpacks his
colorful silk, there is
joyful shouting as the
colors undo some of the
dispair and apathy that
spreads when all is grey
and gloomy.

What he doesn't know: his plans have been
betrayed and now there are trolls and wolves
on his trail! Soon enough, the wolves start
howling as they pick up his trail.

The demon Kurmatesha
summons will not help.
It just watches her die.



Smoke fills the cobblestone streets. Drizzle.
You make your way to the Freya temple.

You have a treasure map that leads to the lair of Kurmatesha,
a witch of Hel. Find the second root of Yggdrasil, follow the frozen
river to the Island of Black Trees in the Sea of Fog. There you shall
find her greatest treasure, the Horn of the Raven Warriors, stolen
from a high priest of Odin oh so many years ago.

City of Portals

Start here!

by Alex Schroeder, <http://alexschroeder.ch/wiki/RPG>
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Monster Stats under OGL

Kurmatesha

HD 9 AC 8 2d6 M 9 MV 12 ML 9 MR 65%
blows horn, then polymorphs into
a night dragon: 1d8/1d8/3d10 (all other stats
unchanged)

Other spells:
deep sleep
(up to 12HD)
protection from
missiles, fly,
summon
fernyman
(a demon)

Acolytes (10)

HD 1 AC 9 1d6 C1 MV 12 ML 7
1 spell: cause light wounds
(2500 gp)

hanging from its branches:
20,000 gp, 10 gems (2000 gp), and
crown & scepter of the Undines

Nightmares (12)

HD 7 AC 6 2d6/2d6/1d8 F7 MV 17/17/36 ML 8
evil flying horses full of hell fire
(no breath attack)

Do you have what it takes
to be a Dark Rider?

A level 8 character may
attempt to tame one
with Wasili's help.
Or you can fight for it,
if you're tough enough.

Horn of the Ravens

summons 12 raven-swordmen 1-/day: HD 5 AC 7 2d6 F5 MV 15 fly ML 12
Each summoning increases the wielder's chance of attracting Hel's attention by 1%.

The mist gets colder, a pool stretches
before you, a sea of liquid nitrogen fog.
As you push on, lemurines wimper and
cry left and right. Finally, the ground
rises. The Island of Black Trees!

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