

JOURNEY TO RAGNAROK



THE RUNE THIEF
4. THE DEADMEN'S PACT



CREDITS

JOURNEY TO RAGNAROK is an Adventure and Setting inspired by Norse Mythology, compatible with the 5th Edition of the most famous role-playing game, designed by Michele Paroli

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THE DEADMEN'S PACT

Journey To Ragnarok: The Rune Thief Adventure #4: The Deadmen's Pact

For characters of 4nd level

The Rune Thief is a campaign set in the world of *"Journey to Ragnarok"*, taking the characters from 1st level up to the 7th level as they explore the Midgardian heartland and try to stop a mysterious threat. Albeit the adventures are designed to be played one after the other for the most enjoyable and consistent narrative, each can be played as a one-shot, with minimum effort on part of the narrator to portray the events leading up to that point to the players.

PREVIOUSLY, IN THIS SERIES OF MODULES

The characters had the opportunity to witness a divination ceremony that displeased the jarl once again. They learned that the jarl was expecting another expert diviner. They were sent to investigate the diviner's delay and saved Thorgest from a pack of hungry wolves.

Unfortunately, the rune master detected a disturbance in cosmic energies, an interference with the correct divination of the runes. On the day of the ceremony, he begged the adventurers to help him gather the ingredients for a ritual that may shed some light on what is happening. These ingredients weren't easy to get, on the icy coast North of Uppsala, and the heroes had to face terrible abominations in order to complete their quest. Thorgest could finally inform the Jarl that he needed time to perform a long, complex ritual, aimed at investigating the cosmic energies looking for tears, flaws or other problems.

The heroes are therefore staying in Uppsala, waiting to hear the answers of the diviner, when suddenly grim news arrive from the Fenmark. Smoke and fires were spotted along the shore, across the channel, as the village of Flaugunbarr had been razed to the ground by mysterious assailants. The heroes went there in search of survivors and clues, in the name of the city of Uppsala.

When they got there, they found a tribe of Sons of Hrimgrimmir, capable of wielding the deadly powers of the magical runes carved into their skin.

Defeated them and their leader Jask, the heroes could return to Uppsala with the survivors and listen to Thorgest's findings at the end of the long and exhausting ritual.

Unfortunately, the runemaster admitted the ritual did not yield the results he was hoping for: all he could gather was that the entire Aett of Freya has been canceled as if stolen from reality as well as from the minds of the people, a pale memory left in its wake. The moral is low in Uppsala, but the Jarl and Thorgest have faith in the characters.

INTRODUCTION TO THE NARRATOR:

Alrekr Sigtholllr (p. 130, JTR corebook), Jarl of Uppsala, has always been somewhat suspicious of the Icy Crows, despite dealing with them daily. As a consequence, he has recently banished a diviner, called Ydreg Drufilsson, because he could not provide the Jarl with the divinations he craved.

A resentful Ydreg was forced to leave Uppsala in a hurry. When he reached the shore, buffeted by icy winds, he met a lonely fisherman that offered to take him to the Fenmark and to safety.

The journey went on for several days, due to the frequent stops along the shore, until they got to the island that sits in the middle of the channel between Svjtiod and the Fenmark. After a myth that the old fisherman told him, Ydreg pushed into the heart of the island and rediscovered there a forbidden knowledge: a forgotten ritual aimed at stealing the runes from Midgard.

Ydreg's journey to Fenmark then resumed, although the Old fisherman seemed to have vanished like a snowflake in the sun.

THE RUNE THEFT

To steal a rune, Ydreg has to sacrifice an individual who happens to personify its essence (see Runic Divination, pp. 306 JTR corebook), through a dark and evil ritual.

When that happens, that rune disappears, leaving no trace of its existence in Midgard and in the mind of its people: any representation of that rune vanishes; inside rune satchels like the ones runemasters use for their divinations, the runestone crumbles, leaving behind only a pinch of fine, flour-like dust (if a PC is a rune master or for some reason owns a satchel of runes, they can notice the missing rune only if they check that all 24 of them are there). No one remembers the name of the stolen runes, all that's left is a blurred memory, the feeling that something's missing and there's a void where there shouldn't be, nothing more. This feeling is much stronger for those individuals that used to embody that rune and its meaning.

As far as Runemaster PCs, their features and abilities are not affected by this from a mechanics point-of-view (ie. All their features work normally); however, Futhark circles that they summon appear incomplete, their features with visual effects like

light, auras or energy bursts now become flickering, unstable or weakened from a visual point-of-view (again, their mechanics are unaffected).

If someone performs divination and the result happened to be one of the runes that have been already stolen, you should just ignore that result and look at the next available rune. This method is very useful if you are using a runic die; if you are using an actual bag of runes, just have the Narrator take away the stolen runes without showing the players how many and which ones are being removed.

WHO WAS THE OLD FISHERMAN?

The Old Fisherman was no other than a manifestation of Loki, who conceived a complex plan against Midgard and its people. He manipulated Ydreg into stealing the runes, and in so doing blinding all divinations, smothering all knowledge and in turn undermining the faith of the Norse in their old traditions.

RUNES STOLEN SO FAR:

The Aett of Freya, 01 to 08, and the runes Hagalaz (09), Nauthiz (10) and Isaz (11).



INTRODUCTION

Read or paraphrase the following text:

“The wind shakes the blinds of your windows, suddenly waking you up. A cold shiver runs down your spine as if the winter cold had finally managed to sneak into your bodies. You peek outside, and see large, frozen snowflakes violently thrashed about by the vicious winds blowing from the North; attacking any surface like a myriad of white, hungry teeth. The houses, the trees, even people, are covered in a thick layer of brine and ice on the side that is against the wind.”

You hear knocking on your door, just before Thorgest barges inside, covered in snow. He hastily shuts the wooden door behind him, struggling against the wind trying to find its way inside.

Thorgest takes off his wolf hood, and with a severe look on his face says, “*Maybe there is another way we can figure out what is happening*”. A flicker of hope surfaces in his eyes, and you feel the same peeking out from the deep of your soul, in response.

“Few know the runes and traditions better than me. The old Spekisvidhr and the wise Blottré, the two most expert mimaneidhr of the circle of the Icy Crows are surely two of them, but I do not know how to quickly contact them. However, I know of one of my mentors, now a Flàkkandi, a wanderer. His name is Starri, he should be in the village of Varmrfors, not too far off, inside the Great Forest.”

Thorgest takes a moment, staring at the embers that burn at the center of the room. He then looks at you and concludes:

“It is not about helping Uppsala for a fistful of coins anymore. This is about protecting life as we know it, fighting against the terrible events that hide right behind the edge of tomorrow. I ask that you reach Varmrfors, hoping you find Starri. I pray to the Gods that he knows whom or what we are dealing with, and how to stop them.”

PART I

At this point, the group must prepare for the journey ahead as they see fit.

In Uppsala, they will be able to buy food rations, tools, and other equipment.

To receive funds from the Jarl’s treasury, the characters must convince one of his servants with a **DC 16 Charisma (Persuasion)** check, as Uppsala already has invested much in the group and results have yet to be seen.

The journey by foot, through the Great Forest, towards Varmrfors, should require two days, maybe more.

If the characters wish to know more about the Great Forest and the dangers that may be lurking in its shadows, they can attempt a **DC 15 Intelligence (History)** check, with advantage if they come from the Svtjod region. Otherwise, they can ask someone in town by succeeding a **DC 13 Charisma (Persuasion)** check.

The Great Forest is the hunting ground of the **Wolves of the Shadow clan**, the reason why most travelers actually avoid walking through the forest and take the longer (but safer) way around.

Even should the **Wolves** not pose a threat, either because part of the group belongs to this clan or is on good terms with them, the Great Forest is in and of itself a dangerous place.

In addition to its wild animals, like wolves, boars and bears, the most terrifying encounters are those that involve magical and supernatural creatures, like sentient (and not so friendly) trees and plants, mysterious winter creatures and even vicious trolls.

The best advice that could be given to travelers is to stay away from the ancient ruins dotting the forest, stone echoes of a long-forgotten past.

Although they are rumored to hold great treasures, it is there that the most dangerous creatures tend to nest.

When the group embarks on their journey, the GM should randomly generate an event from the following for the first day of travel, rolling a d4:

RISKS TABLE

D4	EVENTS
1	See paragraph <i>Winter's Jaws</i> .
2	See paragraph <i>The Stone Guardian</i> .
3	See paragraph <i>The Lady of the Woods</i> .
4	See paragraph <i>Storm</i> .

1. Winter's Jaws

Along the way, the characters end up in a small snowy clearing, at the center of which sits what looks to be a massive boulder covered in blood-stained snow. After such a long trip through the forest, so dark that only a little light from the weary winter sun comes through the canopy, the characters are dazzled by the reflection of this sudden white patch of snow. The characters have Disadvantage for 1 minute on sight-based **Wisdom (Perception)** checks while inside this area.

A **DC 18 Wisdom (Perception)** check is necessary to spot, behind that bloody boulder, a ferocious **Winter Wolf** with its three cubs (they use the stat-block of a common **Wolf**, with the addition of the special feature Snow Camouflage). The **wolves** smelled the characters arriving and are ready to fight. The characters that do not actively look around for threats can rely on their Passive Perception score, -5 because of the disadvantage (which makes it virtually impossible for the characters to passively spot the wolves).

The **Winter Wolf** jumps out of hiding trying to distract the character and hit as many as possible with its Cold Breath (a 15-ft cone). The three cubs rush one single opponent.

Once the **Winter Wolf** is defeated, the cubs flee. If a cub is killed, the **Winter Wolf** will turn its attention on whoever is attacking the surviving cubs, to protect them.

The boulder will turn out to be the frozen carcass of a brown bear, killed by the **Winter Wolves**.

Note: The (adult) **Winter Wolf** can be skinned with a successful **DC 13 Wisdom (Survival)** check, and its fur can be sold for 150 gp. Alternatively, it can be worked into a cloak, a pair of mittens and a pair of winter boots. A character wearing a full set of these winter clothes benefits from the Snow Camouflage feature of the **Winter Wolf** (the character has Advantage on Dexterity (Stealth) checks made to hide in snowy terrains).

2. The Stone Guardian

The characters notice a moment too late that they have entered what once was a megalithic circle of stones. They can see all around them several large, crumbled and consumed stones, partially hidden beneath snow and vines. Upon closer inspection, the group finds unintelligible inscriptions carved on the larger stones. With a successful **DC 12 Wisdom (Perception)** check, it is possible to notice that two stones are different from the rest: one is brownish and almost perfectly round, placed to the side of the circle; the other is rectangular and placed right in the center of the circle.

The latter is an altar sacred to Uller, God of the Hunt and of Winter, while the former is a **Galeb Duhr**, guardian of this sacred place tasked with smiting any intruder. When a character touches the altar, the snow covering it melts within seconds, as the stone becomes warm to the touch. From within the cracks, a faint coppery light emanates outwards: a clear indication of an ancient spell that is waking up.

A voice resounds inside the circle, as deep as the foundation of Midgard itself:

"Only one sound echoes, the murderous arrow that deadly soars, should Uller's challenge be defied and neither piety nor devotion showed. Choose one seed, wisely, and you shall be rewarded: what is the tree that sires the best bows?"

On the altar, thousands of seeds of all kinds will magically appear.

The answer is Yew: according to the Poetic Edda, the home of Uller is called Ydalir, the Yew Vales, the

wood that bow-makers prefer. The characters can guess the right answer by making a successful **DC 14 Intelligence** (Asatru, Nature or woodcarver tools) check.

If the characters give the right answer, picking from the lot a yew seed, they have beaten the challenge. The **Galeb Duhr** will animate, and with a booming voice, it will say.

“Much have I waited for a true servant of Uller.”

He smashes the altar into pieces, revealing a longbow floating a couple of feet from the ground. Ullrflit, Uller’s Flight, is a magical longbow that can cast Feather Fall once per day. While under the effects of this spell, the owner can soar horizontally 20 ft for every 10 ft they fall as long as they are hanging from the bow. The **Galeb Duhr** then crumbles into a heap of stones.

If the group gives the wrong answer, however, the **Galeb Duhr** animates without making its presence known two of the boulders (see **Galeb Duhr**’s statblock) to chase the characters away. The monster intervenes personally only if the altar is attacked, touched or desecrated, or the boulder destroyed.

3. The Lady of the Woods

The group finds a giant tree, its trunk so thick it would probably take 3 grown men to fully embrace it. The lush canopy prevents snow from reaching the ground and the dark green grass below grows soft and strong. Gnarly roots spread and dive into the earth in all directions. Laying among them is a beautiful woman, dressed in a thin dress as white as the snow, not hiding her sensual and delicate features. It seems as if she is whispering in a squirrel’s ear. As soon as the characters approach the squirrel runs up and disappears among the branches and the foliage.

*“Finally, some travelers...
I am so alone out here... and this endless winter
is so cold... please, do sit down with me
and tell me your tales...”*

Says the woman, prompting the heroes to sit under the tree.

She is a **dryad**, unbreakably bound to the tree. All she wants is a little company and her intentions are not aggressive. She will, however, defend herself if attacked. The tree would animate as an **Awakened Tree**, two **Swarms of Squirrels** (use the statblock for **Swarm of Rats**, with a 30 ft climbing speed) coming down to defend the maiden from their nests on its branches.

The GM should involve the players and have them tell her at least one tale, no matter if true or not. If the effort is sufficient, the GM might want to award Inspiration to all contributing characters.

4. Storm

A terrible storm erupts and forces the group to look for shelter as soon as possible. The cracking of thunder is deafening, lightning striking down many of the highest trees in a shower of sparks and flames everywhere that light up the night.

One character must be the group’s Leader, keeping morale up and everyone in check. The Leader must make a **Charisma** check with **DC 10** + the number of PCs in the group.

On a success, they managed to coordinate everyone to do their part, and gains Inspiration. On a failure, coordinating everyone takes a toll on them, dealing them 2d6 points of psychic damage. If one of the dice rolls a 6, the character develops a flaw for the rest of the adventure the “Divided we fall!” flaw.

If both dice roll 6, the character not only gains the flaw but also suffers a panic attack and an extra 1d6 points of psychic damage.

A second character must find their way through the storm, the darkness and the rain with a successful **DC 12 Wisdom (Perception)** check with Disadvantage.

On a success, they take the group to a safe spot, like an abandoned ruin with a couple of walls and a semblance of a roof. Enough to wait for the elements out. On a failure, instead, the character still finds the ruin, but it takes them much longer: everyone must pass a **DC 15 Constitution** saving throw or suffer one level of Exhaustion.

Either way, the night is not comfortable, and sleeping is hard: the PCs can benefit only from a short rest tonight.



PART 2

On the second day of the journey, the characters are now deep into the forest and their path is ever so difficult to keep due to snow, vegetation and the unrelenting weather.

To make matters worse, dark visions and omens can scare even the toughest heroes.

During the day, the group spots among the trees, in the distance, one or more of the following elements, that the GM may expand how they see fit, if necessary:

- A deer with fur as white as snow. When its eyes meet the characters', it disappears into the forest.
- A seemingly floating, translucent humanoid figure.
- A human face protruding from the bark of a birch tree.
- Several silhouettes nimbly moving at high speed through the woods, without making noise nor leaving a trace.

When finally dusk comes, a thick fog descends upon the forest. It is damp and cold, but the wind and the rain appear to have suddenly stopped.

When the PCs camp and assign their tasks for the evening (who gathers wood, who readies the fire, who sets the bedrolls, etc), they live the following supernatural events:

- While gathering wood, a character sees another member of the group a few steps ahead, busy foraging as well. If they try to reach their companion or interact with them, they lose sight of them as their companion takes a sharp turn behind a tree. Right there, the pursuing character finds a small pile of wood... on top of ancient, shattered human bones.
- While trying to light up the fire in spite of the humidity, a PC accidentally cuts their hand, suffering 1 point of slashing damage. The blood flowing from the wound does not seem to stop, and in a few seconds, they are in a pool of their own blood, no matter how hard they try to staunch the bleeding. If the character calls for help or moves away, they will be found

covered in blood, quite a disturbing sight, but unharmed, besides that scratch.

- While a character is making the bedrolls, they realize something is sleeping inside notice that those two they already made appear to be already occupied. If they check who is there, they find corpses of two of their companions, their lifeless eyes gazing in the void and their faces distorted by fear. One of the corpses, however, happens to wear a pin of the **Wolves of the Shadow** and the other a helmet from the **Odhinn's Eye**... regardless of the two characters' actual clan allegiance. In the blink of an eye, this grisly vision disappears.
- Standing guard, a character notices someone standing among the trees, just at the edge of the visibility allowed by the fog. Moving closer to the other person, the latter also moves closer, in and out of sight among the trees. Suddenly, the character and the unknown figure will meet. The character stumbles into a dead version of themselves, their skin torn apart and their eyes hollow. Instinctively pulling back, they bump their head and lose consciousness for a moment. Shortly after they wake up in the snow, no trace of what they just saw. However, they spot a dagger jammed into the bark of a nearby tree. It is old and the bark has grown around the blade, starting to envelop it. It is impossible to pull the dagger out without breaking the blade. On the pommel, one can see the symbol of the **Odhinn's Eye** clan.

Note: all these paranormal phenomena are the work of the ghosts that infest this area of the forest: **Odhinn's Eye** soldiers and **Wolves of the Shadow** rangers butchered more than a hundred years ago by a young troll they were trying to chase away.

The two groups worked together against a common enemy that nonetheless proved far beyond their skill. Since then, they've never known peace... because the **troll** still lives, albeit old and weaker, but still lethal.

The ghosts put the adventurers to the test to verify if they are strong enough to face their ancient foe. After a series of grim and menacing apparitions, the ghosts make an appearance:

"The fog around the camp feels like a cold,

damp shroud of sorrow that surrounds you on all sides, smothering any positive emotion. The flames of the campfire sizzle on the wet logs as a sudden gust of wind hits the camp, snuffing them out.

The glowing embers still faintly light your faces, as you look around scared and see green, luminescent figures among the trees, who draw menacingly closer to you from all directions. As they get closer, you can pick up more terrifying details: the incorporeal remnants of dead warriors, their skin pulled taught on their cheekbones, their eye sockets empty and teeth broken, wearing but rags."

At this point, roll Initiative!

At the beginning of each combat round, give to the group the following information, one bit at a time.

If a character spends an Action to make a **DC 10 Wisdom (Perception)** check, the GM can immediately give out another bit of information:

- Some of the specters wear furs and wooden shields covered in leaves fighting with vicious battleaxes.
- Some of the specters wear studded leather armor, all identical as if they were a uniform. Many wear helmets that you recognize are typical of the troops of the **Odhinn's Eye**.
- About half the specters seem to belong to the **Odhinn's Eye**, while the other half seem to be **Wolves of the Shadow**. Among them, two figures stand out for being more luminous and somehow less deteriorated: perhaps they are the two commanders.
- The ghostly bodies bear extensive wounds, that do not look like they were inflicted by weapons, but rather by sharp claws.
- One **specter** stands out among the rest, he wears traveler's clothes and has a backpack. He wields a shortsword, his body withered, although he does not show any significant wound. He was a wanderer, killed by the ghosts.

The ghosts, with the profile of **Shadows**, attack two characters in groups of 3. The two captains will fight together against the same target. The goal of these ghosts is simple: those who cannot beat them, join their ranks; if beaten, the ghosts beg them to vanquish

the **troll** and give them peace.

Defeat by the group, the ghosts of the two captains reform out of the fog, unharmed. They do not mean any harm anymore and raise their hands in a sign of peace. If a character tries to approach the ghosts, they have the following vision:

“The cold fingers of the specter bore into your skull, as painful as razor blades.

You wince and fall on your knees, your head spinning.

Suddenly you open your eyes and you see in front of you a dozen men wearing the furs of the Wolves of the Shadow.

They are moving among the trees, making silent gestures to one another, not to startle their prey.

When they come out of hiding, their blades drawn, they find themselves face to face with eight soldiers of the Odhinn’s Eye.

They stand still for an instant, the two sides studying one another before they all slowly lower their weapons.

The captain of the Odhinn’s Eye walks towards the commander of the Wolves to speak with him.

The latter points to some ruins not too far away and the vision creeps through the canopy until they are in sight, as a low growl emerges from the darkness below...”

If the character must make a **DC 14 Wisdom (Asatru)**, the vision goes on:

“An ugly creature, its moss-green skin gnarly and tough as rock, crawls out of the darkness.

Its sharp claws scratch the stone of the ancient ruins, clutching the handle of a claw-like object that looks like a metal mace, with three parallel sickles instead of a blunt end.

Despite its hunch and short legs,

the creature is at least as large as a bear.

It sniffs the air with its pointy nose, and from the vegetation, a hail of arrows flies towards it.

The monster barely flinches. Screaming,

the soldiers of the Eye and the Wolves charge the terrible foe, weapons in hand,

as the monster grins, ready for battle.

The vision turns blood red, only to clear on the creature, its wounds healing as if by a spell,

*lapping the blood of its dead enemies
as it drips from the weapon that butchered them.*

*It takes a pin of the Eye and a Wolf medallion,
grinning in satisfaction.”*

If the character, instead, fails the **Wisdom (Asatru)** check, the vision is interrupted.

After the vision, the two commanders slowly point in the direction of the ruins, before disappearing into the fog.

PART 3

Following the directions of the two ghosts, the characters will soon reach a clearing where some ancient ruins have been engulfed by the vegetation and covered in snow. The few walls still standing are not taller than 5 feet, and they only reach 10 feet near the North East corner. There, one can see the mark in the masonry where the pavement of an upper floor once stood.

A strong musky stench, like that of a carcass, fills the air.

The **troll** (with the profile of a **Troll of Midgard**), now old and weak, although still deadly, lives in a cave below the ruins that can be reached by crawling down a hole in the ground.

The monster is now blind, its long gray beard stained with dried blood, and its claws are chipped and broken in a few places. However, it still owns its terrible weapon, the Iron Claw, still as dangerous as the day it was forged.

Years ago, as it realized it was aging and its sight deteriorating, the troll killed a bear and took her cub, raising the creature as a pet and a guard animal; it grew strong and vicious, and it even developed regenerative capabilities, not unlike the troll’s, as its master often fed the cub its own flesh. The **trollbear** now hunts and stands guard for the **troll**.

The **trollbear** uses the statistics of an **owlbear**, with the following modifications: instead of Keen Sight and Smell, it has Regeneration like a **troll**; also, it attacks using its Bite, instead of the Beak (damage is the same).

The **trollbear** stands guard just outside the ruins,

hiding among the vegetation.

By passing a **DC 14 Wisdom (Perception)** check or with a Passive Perception of 14. It attacks anyone who enters the ruins, focusing its attacks on the least armored foes. If spotted and attacked, it will fight back.

Any fighting close to the ruins alerts the **troll**.

If the characters spot the **troll-bear**, they can try to avoid alerting the **troll** by luring the creature away from the ruins with a successful **DC 13 Charisma (Animal Handling)** check.

The **trollbear** will chase down whoever it sees, so caution is advised! Creative uses of spells, class features or equipment should be rewarded with Advantage to the **Charisma (Animal Handling)** check.

If the **troll** is surprised, it will be unarmed and will defend itself only using its claws 9 (2d4+4 slashing damage).

The GM should also bear in mind that the **troll** is blind. In the cave burns a large fire, used for cooking. Visibility in the cavern is normal and, if they manage to push the **troll** in the flames, they are dangerous for it. A creature in the fire space must pass a **DC 10 Dexterity** saving throw to avoid suffering 1d6 fire damage and being set on fire. A creature on fire takes that same damage at the beginning of its turn and can take its action to roll on the ground to immediately put out the fire.

If instead the troll was alerted, it will have put off the fire (so the cave will be dark) and grabbed the Iron Claw.

So armed, the troll deals 3d6+4 slashing damage per hit (use this damage instead of the Troll Mace attack in the statblock).

Once the troll is vanquished, the characters find the following, hanging from the walls or among human bones scattered on the floor:

- The Iron Claw: a martial weapon, two-handed, heavy, that deals 3d6 slashing damage. Characters with a Strength score of less than 18 can not make more than one attack per round with this weapon.
- A medallion made up of two symbols, badly welded together: the pin of the **Odhinn's Eye** and the emblem of the **Wolves of the Shadow**. This medallion is a symbol of the alliance

between the two rival clans.

- A satchel with 520 silver pieces and 80 gold pieces.
- Jewels and precious items for a total of 50 gp worth.

Right outside the ruins, the group is met once again by the ghosts.

Without disturbing the fog, the two commanders float towards the characters, presenting a hand.

They expect the PCs to give the medallion and the pin looted from their bodies. If the characters do not get the hint, the two ghosts will silently point to the incorporeal medallion and pin they wear.

If the characters decide to give back the items, the two ghosts are surprised by how they have been welded together. After a moment they look into each other's eyes, and grab each other's hand, in a gesture of true friendship and alliance.

A bright golden light emanates from the ghostly hands, to be absorbed by the medallion. They bid their farewell to the group with a bow, disappearing in the mists forever.

The only trace they leave behind is the pin and the medallion, now one; the **Wolf's Eye Medallion**.

If instead the characters do not understand or do not want to give the medallion back, the ghosts will bow their heads and will leave disheartened. The medallion has not been enchanted, and it is only worth 10 gp if sold.

Wolf's Eye Medallion: This medallion is the symbol of the alliance between some soldiers of the **Odhinn's Eye** and a patrol of the **Wolves of the Shadow**.

It grants the wearer a +1 to all its saving throws. As a bonus action, the wearer grabs the medallion with a free hand to summon a faithful **Spectral Wolf**. It will obey its master's orders, and stay by their side for one hour until reduced to 0 hp or until it's dismissed with a Bonus Action.

Once the **Spectral Wolf** is summoned, the medallion is cannot be used again until the next dawn.

The **Spectral Wolf** has the same statistics of a **wolf**, with in addition the Incorporeal Movement, the Resistances, and Immunities to damages and conditions of a **Specter**. damage dealt by its bite is considered necrotic.

PART 4

Read or paraphrase as follows:

"With the farewell to the ghosts, who now can finally rest in the afterlife instead of infesting these woods, the mists gradually abandon the forest. You can hear some animals around you, and refreshing rain, without wind, falls on your face: for the first time you are glad to hear the pouring rain, reminding you that you are still alive, that you can still feel something."

You keep going thanks to the sunlight filtering through the canopy. After a few hours walking, you hear voices and noises. You have reached Varmrfors.

Just ahead, you spot a middle-aged man picking up twigs covered in lichens from the ground; when he sees you, he gets up, caresses his beard and greets you.

"G' day, travelers. What brings you here?"

He inquires, without really waiting for your answer

"If you came to solve the dispute between the Wolves and the Eye... may the Gods bless you! It's unbearable, it's been going on for more than a week!"

If the characters ask for more information, the man (named Gordi) explains that there is tension between the two clans, and is only a matter of time before weapons are drawn.

The Icy Crows have closed themselves inside the temple, refusing to meddle in this kind of squabbling. Gordi will take the characters to the village, happy to have them over for dinner if they accept soup of mushroom and lichens.

If they want to meet with the wise Starri, it seems that the characters will have to solve the dispute between the two rival clans and convince the priests to come out of the temple. But for now, all they have to worry about is to rest after their journey and have a good bowl of ol' Gordi's soup.

Once they reach Varmrfors, the PCs receive 2500 XP.

THE ADVENTURE CONTINUES!

Something terrible is about to subvert the order of things in Midgardr, threatening the true foundations of reality and knowledge.

The Rune Thief is a series of 9 adventures set in the world of Journey To Ragnarok, which will be published monthly starting from the 1st of March.

Where to find it:

English Edition: DrivethruRPG

<https://www.drivethrurpg.com/browse/pub/12301/Mana-Project-Studio>

Italian Edition: NeedGames!

<https://www.needgames.it/categoria-prodotto/journey-to-ragnarok/>

Dare you face the Rune Thief?

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