

Three Coins in a Well

**A One-Round Living City Adventure
High Level Planar Campaign event #2**

by Erich Schmidt

In the plane of Ysgard there is a place where all questions can be answered. It is the Well of Knowledge. The heroes of Raven's Bluff are called on by the Ministry of Art to travel to the Well and discover more information about the Great Machine.

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This is a non-standard RPGA Network tournament. An eight-hour time block has been set aside for this event. It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about seven hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players summarize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way their ratings and comments will not influence you.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Game Master Summary

The party is gathered together by Master Fire once more at the Ministry of Art. As not all of the questions were answered at the first mission, Master Fire is requesting that they once again venture out into the planes to acquire information. As trading missions have been extended out to the other-planar city of Glorium, Master Fire recommends that they begin their investigation there. This will be an extended mission, similar to the affairs of Lord Blacktree in investigating the Underdark.

The party will have the option of leaving immediately, or taking a day to prepare themselves. If they go immediately, they will be able to travel with a DeVillars-sponsored caravan. Once through the gate, the caravan will meet up with their githzerai escort and proceed to the color pool that opens near Glorium. On the way there, a hit-and-run raid from githyanki void cruisers will attack the caravan. One of the three wagons will be severely damaged, enough so that it is unusable once it returns to a gravity situation. The githyanki will do one pass only.

If the PCs wish to delay and fine tune their defenses, then they will not have an escort other than githzerai, and the trip will be uneventful.

Once at Glorium, the characters are confronted with a small city of individualistic, frontier types. They work hard and play harder. Many buildings are long houses built from the hulls of ships. There are a number of longships in the harbor and a couple of galleys. Wood, herbs, ore are the main exports. There is one "tavern", the meeting hall where every gathers to rest after the day.

The characters will be contacted by the various factions that want the information about the Great Machine. Four factions are present, although one is only present on the Astral, the githzerai.

Each faction will inform the party that to gain the information that they seek, they must go to a Power of Knowledge. The problem is that the Great Machine is very old, older than some Powers, so it would take a great and powerful entity that has ancient knowledge. They know of only one that fits the bill, Mimir of Ysgard. He is even convenient as he is in a fixed location. He charges a high price for his information, and usually will slay outright any mortal that inquires. Thus, most beings don't ask many questions of him. Occasionally, Powers will grant their favor to others so that they can bargain with Mimir for wisdom. This favor takes the form of a coin, so that Mimir will know whom he has a favor from. It is known that one of Yggdrasil's many branches reaches out to him, but they don't know which one.

The route to get to Ysgard is a great longship that travels to a town in Asgard. Unfortunately, this trip requires passage through a whirlpool. As long as the party takes reasonable precautions they will make the trip fairly safely. The ship will be damaged and it will take some time to repair. The characters have to decide if they are going to cut over land through the land of the giants or continue with the ship to Gloamingard.

If they take the overland route, they will cut through the slopes of the mountains of Jotunheim. In the distance they can see the World Ash and will come across a giantish hunting party. They will have the opportunity to fight or talk. The giants will be abrasive and threatening, but if the characters stand their ground and appear strong, the giants will talk. Diplomats will get squished. If the giants are impressed with their strength, then they will talk. After the successful completion of a trial the giants will escort them to the hall of Oaklnir.

In the Brimir's hall, the characters will feast and boasts will be made. If the characters are able to make a boast and win contests, then Brimir will reward them with a

coin. This heavy gold coin can be used for payment at the Well of Knowledge.

If the party meets with the giant hunting party and slays them, then along the trip they will meet a proxy of Thor who will give them a coin for slaying one of Utgard-Loki's nephews. He will offer them a second coin if they will break Brimir's hall and recover a deva's feather. The party then proceeds on to the Well of Knowledge.

If the party waits for the ship to be repaired, they travel on to Gloamingard. This is a hall built by a proxy of Heimdall. Not only is this a place full of petitioners but the Seelie court is visiting.

After competing with the faeries for their amusement, the characters have to fend off a giant attack. If they act bravely the Queen will be impressed with the characters. They will get a second reward from her and the directions that they need. After visiting Mimir, the party can return to Asgard or to the Prime via the World Ash.

Planar Constants: Astral

The characters will have an encounter in the Astral plane. The theme for the Astral plane is Mind. It is a plane of pure thought where gross matter does not exist. In fact, it is not a true plane but comprises the space between planes. When creatures or objects enter the Astral they are transformed into energy that the mind comprehends as the object's previous form. When the creature enters another plane it is transformed back into standard matter.

As it is a plane of mind, there are certain changes to how the characters move and interact. A character's movement is intelligence in yards per round. Strength is replaced by intelligence and wisdom replaces dexterity. So, a character with 17 intelligence will have +1 to hit and damage.

Plussed items, such as weapons, rings, scarabs, and armor, are at -1 on the plane. Missile fire is at -2 to hit as there is no trajectory to determine when missile is launched. Extra-dimensional spaces are inaccessible, so items stored in a *bag of holding* can not be used until the character leaves the Astral.

Due to the lack of environment, rangers lose their bonus versus surprise. There are also no shadows for thieves to hide in.

Spells that have a casting time of less than a round have their casting times reduced reduced by one. Spells that

require more than a round take only one round. Spell ranges are increased by 50% and the duration of mind affecting spells are increased similarly. Mind affecting spells are at -1 on saves.

Abjuration: These spells work as normal.

Alteration: Spells that deal with matter, space, or time must conform to the plane. Extradimensional spaces can not be formed. Spells that draw on the Inner and Ethereal planes fail. Objects animated through magic have an Intelligence of 0 for astral movement purposes.

Conjuration/Summoning: These spells have a 25% chance of failure and can only call creatures from the Prime and Outer planes.

Divination: Only two spells are affected. *Detect magic* reveals the strong magical background of the plane. It requires the caster's full concentration to discern other magical auras from the background radiation.

Those that cast *true sight* may be overwhelmed by the infinite nature of the plane. When the spell is first used, the character has a 100% chance of being overwhelmed minus 5% per level. This stunned state lasts for 1d4 rounds.

Enchantment/Charm: These spells work as normal with the following caveats: The target of the spell must be in the same plane, and extradimensional spaces can not be called into existence (c.f. *maze*). *Feeblemind* gives the victim an Intelligence of 0 for purposes of movement and combat.

Illusion/Phantasm: These spells work normally, but have a 30% chance of being subtly altered by random "thought patterns" that drift through the plane. Such changes could be the substitution of gnolls for illusionary ogres or changes in color.

Planar Constants: Outlands

Going through the Whirling Gate the characters may choose to cast spells to prevent the trees from striking the ship. Any spells that require an Inner plane or Ethereal connection will fail unless the spell caster has the appropriate spell key. This means any elemental spells will fail.

Planar Constants: Ysgard

The featured plane is Ysgard. This plane is a rugged place of harsh conditions and independent people. It is an epic plane, where daring actions are rewarded. The petitioners here don't depend on the powers and their proxies to solve their problems, they go out and fix

things themselves. They never accept charity, as they are over-proud. If an emergency threatens, however, there are few things that can stop them. In a place where you can die in battle and then wake up the next day with a hearty appetite, you can do anything.

Note to pronunciation: for Ysgardian places and names, the letter “J” is pronounced as a “Y”. Thus the title “jarl” is pronounced as “yarl”.

Plussed items are at –2 if forged on the prime.

Magic is frowned upon here. The skills of the warrior are more valued than those of a wizard. Magic’s association with Loki, the god of strife, make it something less than honorable to deal with.

The Norse deities keep a close eye on the magic that is cast on their plane, and they guard their secrets jealously. Their influence extends not only to their priests, but also to all magic on the plane.

Alteration: Spells that improve a person’s combat ability directly, such as *strength*, *enlarge*, *fly*, *polymorph*, and *stoneskin* work as well as a person could want. Other spells that depend on an elemental component usually fail.

Space warping spells such as *dimension door* and *teleport* are Loki’s province. He also controls illusions and deceptive alterations. They require special keys that only he possesses.

Sheltering spells like *Leomund’s tiny hut* are controlled by Frigga and mental spells like *ESP* and *Rary’s mnemonic enhancer* are controlled by Odin.

Warding spells require spells keys handed out by Heimdall. Fog, wind and weather spells need keys from Thor, and he never gives any out except to his priests.

Conjuration/Summoning: *Monster summoning* spells will only call forth einheriar. Conjuring elementals is impossible, and summoning creatures from other outer planes fails 10% of the time. However, only enough einheriar will arrive to make the fight fair. Continual use of *monster summoning* spells will not create a vast army to erase a couple of giants.

Einheriar: Int Average; AL CG; AC 4; MV 12; HD: Varies; hp 6 per HD; THAC0 Varies; #AT 3/2; Dmg 1d8+4; +2 to hit; SD: Immunity to Fear; MR None; SZ M; ML 16

The einheriar are the petitioners of Asgard, the spirits of warriors who fell in battle. If summoned to fight, they

will attack the foe heroically and without fear. Those summoned for this adventure are all fighters for simplicity. They have the level equal to the hit dice of creatures summoned by the particular spell. Their weapons are varied, but most often they wield swords and shields and wear chain mail.

Divination: The functioning of these spells are improved. Both range and duration are doubled but the individualistic aspect of the plane manifests in that only one creature can be spied on at a time. Attempts to scry mobs or epic battles fail.

Necromancy: Curing spells are frowned upon, it is far nobler to bear your wounds with pride. Also all necromantic spells require more energy to cast and are one level higher. So *vampiric touch* is a fourth level spell. This means that spells currently memorized don’t have enough power to function when cast. The spells have to be purged from memory and rememorized at the higher level.

Elemental: Weather spells have no effect. Thor won’t permit anyone else to work magic that is similar to his priests. All other spells work normally once the key is known. Ice or cold based spells work without a key in Jotunheim.

While the characters are in the realm of Asgard, any that die gloriously in battle are *raised* from the dead the next day. A system shock roll is required and the character still loses the point of Constitution, but the character also gains an aura of confidence and the respect of all natives of Asgard.

A special note about Tyr

Priests of Tyr gain one spell casting level while they are in the realm of Asgard. Their proximity to their deity gives them extra power, but also brings them closer under his scrutiny.

Tyr is ultimately a Norse god. Honor and justice are his watchwords, but it must be remembered that the Norse culture found raiding acceptable behavior. This is a culture where murder could be literally bought off if you had enough money to pay the bereaved family. Tyr here is more a rough and tumble character than many may expect from Faerun.

It may seem odd that Tyr would reward a character who stole or threw themselves into battle. But both cases serve Justice. In the first case a daring thievery brings closer the release of a trapped deva and the second protects a dignitary from marauders.

Act I – Return to Duty

Scene I – Master Fire

In the months that have passed since your foray into the Abyss, your daily lives have resumed their usual patterns. Even the occasional tanar’ri raids have stopped. The implications of your discoveries settle into the back of your mind as the demands of your responsibilities and station occupy your attention.

Today, a missive has arrived from Master Fire, one of the leaders of the Ministry of Art. He requests your presence on a matter concerning the Great Machine. Hopefully the Kara-Turan wizard won’t put you through another series of tests like he did with the disenchanters.

Upon arrival at the Ministry of Art you are escorted by apprentices through the warded halls to the meeting room where you first met Master Fire and Dean Regulus of the Wizard’s Guild. This time, only Master Fire is present. Perhaps the “understanding” that the Ministry of Art and the Wizard’s Guild had has ended.

“Thank you for coming. I and my colleague Simon Regulus,” he says distastefully, “have determined the place to discover more information about the Great Machine. As you may remember, when you adventured forth to the Abyss you discovered that the Great Machine could actually draw a Prime Plane into the Abyss. One of the things that was not discovered is how to destroy this artifact. We believe that the means to discover this information has been found. On the plane of Ysgard is a place called the Well of Knowledge. This is an ancient place, and should have access to information that is even beyond the libraries of Candlekeep.

“I have also discovered that there is a payment required to utilize this Well. A couple of weeks ago a masked priest of Sune Firehair stopped by and asked for me personally. When I arrived she gave me this.” He slides a golden coin, about three inches in diameter across the table. On one side is Sune’s symbol, and on the other a glyph depicting three mountains. “When she had given this to me she told that I would discover the character of the item and left. After thorough analysis by my apprentices, I discovered that it actually contains a portion of Sune’s grace. Also, this coin is the form that entities pay for knowledge at the Well.

“Your continuing mission is to travel to the plane of Ysgard, discover the Well of Knowledge, and determine the means of removing this threat.”

Master Fire will now answer questions.

The information about the Well was obtained through conversations with other-planar entities, *contact other plane* and *legend lore* spells, and the connections with the other Ministries of Art throughout the Vast. Discovering information about the Great Machine is difficult as it has the divination protections common to artifacts, and thus the information must be determined indirectly.

The Well of Knowledge is supposedly an unlimited knowledge source. Located somewhere in a mountainous area of Ysgard, it is guarded by some powerful creature. Master Fire is unable to discover more information about its location. He would suggest that the ideal place to obtain more information is to inquire in the town of Glorium. It is a town in the section of the Outer Planes known as the Outlands. This town has strong ties to Ysgard and the Merchant’s Guild has successfully formed a trade agreement with the people there.

Master Fire does not know why the priesthood of Sune or the goddess herself are getting involved. *Communes* directed to Sune will receive the reply “Because I choose to.”

The rivalry between the Ministry of Art and the Wizard’s Guild has intensified. As the Ministry of Art has fashioned the gate to the Astral plane, the Wizard’s Guild has decided to back the creation of the Institute of Planar Studies initiated by the former Deputy Mayor (Silverfox). Simon Regulus and Master Fire have ceased to work together on the matter of the Great Machine. Their organization’s mutual disdain has affected their working relationship. If there are characters present in the Inner or Outer Circle of the Wizard’s Guild Master Fire will ignore them as much as possible. He will maintain a respectful but very cool attitude towards them.

Master Fire is authorized to offer 2000 gp to each party member as compensation for the task. Those that note that it is less than the last mission, Master Fire will point out the Ysgard is a much less dangerous plane than the Abyss.

After the meeting, Master Fire will dismiss the party and send a junior member to escort them to the gate. As they leave, Angris, the junior member, will inform the party that there is a caravan bound for the city of

Glorium. If they choose to leave immediately they can accompany the caravan through the Astral. If the party chooses, they can spend the night preparing their spells and leave tomorrow. If the party uses a Nap spell, they can change 4 levels of spells each and still arrive at the gate in time to travel with the caravan.

Scene IIA – Astral Guerrillas

If the party has arrived in time to escort the caravan, play this section.

Ready to adventure, you travel the three miles to the gate up north. The gate itself is a large cleared area. You find a stone slab ten paces in diameter. It is surrounded with twelve wooden beams that are around fifteen feet high. They are completely carved with magical runes and glyphs. Next to the slab is a barracks. There are a number of apprentices moving around the gate preparing it, cleaning off the beams and the slab. Guards in chain and wielding spears patrol at a discreet distance.

Next to the stone slab are assembled three wagons with two horses each. Each wagon has a drover and two teamsters.

Angus steps forward to introduce the group to the guards about the gate. He will hand to the guard some papers mentioning that the gate is authorized for use for the adventuring party and that the party is operating with the sanction of the city and the Ministry of Art.

The wagons are sent through one at a time. The drovers comfort the horses. The party can be sent through as a group, or a couple with each wagon. Angris casts the spell that activates the gate. If a Spellcraft skill check is performed the wizard is able to determine that Angris casts a fifth level spell that functions similarly as the ninth level spell *gate*. That the spell functions is dependent on the presence of the physical gate.

The caravan is led by Charin, a merchant that serves a merchant house. His master seeks to profit by the planar trade route and is sending him out to initiate trade. The horses used are specially trained to be relaxed in the Astral Plane environment. This is similar to warhorse training. Charin hires the githzerai as guides through the Astral plane, paying them in foodstuffs and crossbows.

In the Astral Plane, a dozen githzerai wait to escort the caravan to the color pool leading to the Outlands. Led once again by Courmtamor, who will greet adventurers that took part in A Ticket to Midnight. Otherwise, they

are a taciturn group and do not willingly speak to others, although if the characters demonstrate knowledge of how to move in the Astral the githzerai will be more respectful and open. If the subject of the Great Machine comes up, they are a bit more responsive as they are proud of Alrimthorm's investigations of the artifact seized from the githyanki. They will state that A'rinthorm has made great progress in determining how it functions. Take note of the attitudes the characters take towards the Great Machine. If the characters mention that they are interested in helping A'rinthorm, mention their mission to acquire more information about it, or are otherwise friendly to the githzerai, Courmtamor will suggest taking a detour to the fortress and speaking with A'rinthorm on the subject.

As the PCs travel the plane, they are attacked by a group of githyanki in a void cruiser. This is a one-pass attack, just to harry and terrorize the githzerai forces.

Surprise Round

The characters must check for surprise. The caravan people are surprised, as are half of the githzerai. The githyanki, who automatically roll a "1" on their first initiative die, come swooping in sixty feet away at a 45 degree angle "upwards and to the right" relative to the procession of the caravan.

The void cruiser is a 50-foot longboat. There is a pillar that is topped with an eight inch wide irregular crystal fifteen feet from the prow. The githyanki pilot stands here guiding the boat. The githyanki captain and navigator stand next to him. There are two more githyanki in the prow, and six more spread out along the rest of the boat.

The navigator has *cast minor globe of invulnerability*, which protects the captain, the pilot, and himself. The boat has the property of grounding the spell on the deck so that it can travel with the boat. He has also cast *shield*, *detect magic*, *detect invisible*, and *clairvoyance*. The two gish in the back have *shield* spells cast as well. As the githyanki fly in, the two forward warriors will throw their Searing Javelins. One will strike one of the horses of the first wagon, killing it, and the other will strike a githzerai, critically wounding him. The navigator will cast *glitterdust* over the second wagon, blinding the horses, the drover, the teamsters, and two of the four githzerai guarding it. The two gish cast *magic missile* at two PCs. Two of the rear warriors fire short bows at the foremost githzerai, wounding them. The other two fire arrows at the flashiest, most noticeable PC.

Retreat Round

This round the githyanki pass across the caravan. Their void cruiser moves so that it is sixty feet “behind and below” the caravan. Those who were surprised may now act. Roll for initiative normally.

The forward warriors throw another Searing Javelin, and the four rear warriors fire their bows at targets of opportunity. They seek to kill more horses and discourage pursuit. The two gish each cast *hypnotic pattern* and don't bother to maintain them. The spells may tie up 48 HD of pursuers. The navigator will cast *magic missile* at spell casters to hamper them.

If the void cruiser is severely damaged, such as if a *disintegrate* spell cuts it in half or the hull takes 85 points of damage, then it will be disabled and the githyanki will be stranded. They will attempt to use their incredible Astral movement to flee the area. If cornered, the githyanki will fight the githzerai to the death. Because the navigator has *detect magic* and *detect invisible* up during the attack a *wall of force* created in front of the cruiser will not cause it to crash. There is no inertia in the Astral plane, and the void cruiser can turn on a dime.

Githyanki Captain: Int High; AL LE; AC 0; MV 96; 7th level FTR; hp 56; THAC0 10; #AT 3/2; Dmg 1d10+5/3d6+5 (Silver Sword); SA Cause Disease, Cause Wounds; SD: Immunity to Disease; MR None; SZ M; ML 14

Wears bulky baroque armor that functions as human sized field plate +1 and wields a two-handed *silver sword* +3 that has a 5% chance per strike of killing astrally projecting persons. Can *cause disease* with a touch and *cause wounds* for 14 points of damage. The *cause wounds* power can be delivered by touch or through his silver sword. Both powers can be used once per day and saving throws apply for no and half effect, respectively.

Githyanki Navigator: Int Exceptional; AL NE; AC 4; MV 96; 7th level WIZ; hp 25; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Spell use; SD: None; MR None; SZ M; ML 14

He has *bracers of defense* AC 4.

Spells: 1st – *detect magic*, *shield*, *protection from good*, *magic missile*; 2nd – ~~*detect invisible*~~, *glitterdust* x2; 3rd – ~~*clairvoyance*~~, *dispel magic*; 4th – ~~*minor globe of invulnerability*~~

Githyanki Pilot: Int Very; AL NE; AC 4; MV 96; 5th level FTR; hp 36; THAC0 15; #AT 3/2; Dmg 1d10+2/3d6+2 (Silver Sword); SA None; SD: None; MR None; SZ M; ML 14.

The pilot wields a *two-handed sword* +1 in combat.

Githyanki Gish: Int Exceptional; AL CE; AC 7; MV 96; 4th/4th level FTR/WIZ; hp 24 x2; THAC0 17; #AT 1; Dmg 1d10/3d6; SA Spell use; SD: None; MR None; SZ M; ML 14

Spells: 1st – ~~*shield*, *protection from good*, *magic missile*~~; 2nd – *hypnotic pattern*, *invisibility*

Githyanki Warrior: Int High; AL NE; AC 4; MV 96; 3rd level FTR; hp 20 x6; THAC0 17; #AT 3/2 or 2; Dmg 1d10+2/3d6+2 (Greatsword) or 1d6 (bow); SA None; SD: None; MR None; SZ M; ML 14

The two forward warriors have two *searing javelins* apiece. Always hits, does 1d6 javelin damage and 12 points magic missile damage.

After the githyanki attack, the githzerai will bind their comrade's wounds as best they can and then continue on. Once the caravan has been delivered to the color pool, they will return to Tah' Darr, the astral fortress. If the characters are interested in meeting with A'rinthorm then they can accompany the githzerai back to the fortress. If a wagon is lost due to horse death, it is left with the githzerai as future payment for escort duty.

Scene IIB – Into the Pool

If the party did not arrive in time to escort the caravan, use this section.

Ready to adventure, you travel the three miles to the gate up north. The gate itself is a large cleared area. You find a stone slab ten paces in diameter. It is surrounded with twelve wooden beams that are around fifteen feet high. They are completely carved with magical runes and glyphs. Next to the slab is a barracks. There are a number of apprentices moving around the gate preparing it, cleaning off the beams and the slab. Guards in chain and wielding spears patrol at a discreet distance.

Angus steps forward to introduce the group to the guards about the gate. He will hand to the guard some papers mentioning that the gate is authorized for use for the adventuring party and that the party is operating with the sanction of the city and the Ministry of Art. The ceremony is straightforward and soon the party is in the Astral Plane.

On the other side of the gate wait four githzerai that will escort the party to the Outland color pool. Courtmamor is with them, and will greet PCs that took part in *A Ticket to Midnight*. He is now the leader of the

githzerai that escort the primes from the gate to the color pool of their choice. The githzerai are a taciturn group and do not willingly speak to others. Only Courmtamor will admit to knowing Common, but all of the githzerai know enough to understand if the characters are plotting treachery. If the characters demonstrate knowledge of how to move in the Astral the githzerai will be more respectful and open. If the characters try to engage them in conversation, they will talk about the githyanki raid on the caravan that left earlier. One wagon was disabled; two teamsters and two githzerai were killed.

If the subject of the Great Machine comes up, they are a bit more responsive as they are proud of Alrimthorm's investigations of the artifact seized from the githyanki. They will state that A'rinthorm has made great progress in determining how it functions. Take note of the attitudes the characters take towards the Great Machine. If the characters mention that they are interested in helping A'rinthorm, mention their mission to acquire more information about it, or are otherwise friendly to the githzerai, Courmtamor will suggest taking a detour to the fortress and speaking with A'rinthorm on the subject.

Otherwise, the trip is uneventful.

Scene III – Sage of the Machine

This encounter is here in case the PCs tell Courmtamor that they wish to help the githzerai discover information about the Great Machine, and have been respectful to the githzerai as well.

After an unknown amount of time Courmtamor looks back and says in a gravelly voice, “we are here, prepare yourselves.” As you look about, nothing has changed as you have drifted through the unending gray. Suddenly, a patch of the silvery-gray sky shimmers before you and the fortress appears like a great ship coming out of a dense fog.

The sight of the fortress is impressive. Several spires reach out in all directions from the oblong mass of stone. Several domed buildings cluster at the base of the towers like soap bubbles. The buildings are fashioned from stone, apparently quarried from the far end of the stone “island”. Many groups of githzerai move about the fortress. Your guides glide silently to the base of one of the towers and speak to the armed squad that is present. The guards nod and slide the circular door open.

Escorting you through the halls of the keep, you are soon brought to A'rinthorm's office. Spartan, you see a number of sacks tied to the wall and several chalkboards filled with arcane symbols. Courmtamor waits with you while he sends the other githzerai off to find A'rinthorm.

An interesting aspect of the Astral Plane is that there is a definite distance that a person can see. If there is an object that is longer than this perception distance the entire object is visible once a part of it is perceivable.

The office is very tidy, and is a bit misleading. This place was prepared to provide misinformation to those who happen to visit. The arcane symbols on the chalkboard describe a method of extracting thoughts out of Astral miasma that get trapped. By analyzing the thoughts the hypothesis is to discover lost thoughts and memories that give clues to the workings of the Great Machine. A'rinthorm has already done this and found no useful leads. To analyze the writings the character has to make two Spellcraft checks. The first determines that the writings detail complex divination magic, the second reveals the goal of the extraction. If the character is less than 12th level, has less than a 17 INT, or does not read githzerai, a –2 modifier is applied for each missing attribute. A further –2 is applied if the character is trying to be subtle reading the research with Courmtamor looking on. Courmtamor is in on the plan, and attempt to distract the PCs while they are waiting for A'rinthorm.

Soon A'rinthorm will arrive. He will be willing to discuss the research on the chalkboards as if it was current research, not an explored dead end. He will discuss that he has been able to ascertain that the Great Machine draws its power from many different planes. This energy is channeled through the machine and then manipulated by the operator. As of yet, A'rinthorm has been unable to control the machine enough to obtain reproducible results. He has also not been able to reverse any mutations that the Great Machine has done.

If the characters mention that they are going to the Well of Knowledge in Ysgard, A'rinthorm will become excited about the news. He will mention that the Well would undoubtedly provide useful knowledge about the Great Machine and that he would be grateful if the characters shared with him what they learned. If questioned about his motivations, he will say that he desires to gain control of the Great Machine to heal the rift between his people and the “Misled Ones,” the githyanki. A'rinthorm hypothesizes that he can either cleanse the githyanki race of the taint of their evil queen, or be able to find the method to do so with the

Great Machine. To give the characters motivation he will also hint that any assistance that they give would strength ties between the githzerai people, the Tah'Darr fortress, and the people of Raven's Bluff. Any information discovered must be his alone. If other forces discover the information there could be a weakness in the fortress or the Great Machine that enemies could exploit. Naturally, Master Fire could be told.

A'rinthorm knows little about the Well of Knowledge. He knows that it has a guardian, and the price to sample wisdom from the Well is very steep and bloody. He advises caution. A'rinthorm also tells the characters to be careful, for the githyanki may be present. Who can say how far they will go to get the fortress back. If the party will inform him of the discoveries that they find he will be most grateful, and he will mention that it will go a long way in establishing trust between the city of Raven's Bluff and the fortress Tah'Darr. Also they will need to guard their information, as word has a curious way of getting about in the planes.

He doesn't know anything about the favor coin.

After their conversation, A'rinthorm will dismiss the characters. Courmtamor will escort the party out of the fortress and order three other githzerai to accompany him. Courmtamor and the githzerai will then escort the party to the color pool leading to the Outlands. Courmtamor will tell the party members that he will meet the characters in Glorium after their mission is completed, and they can decide if the characters have worthwhile information to impart.

Act II – Faction Fact Finding

Scene I – Arrival in Glorium

Edit appropriately if they arrived without the caravan.

With a curt gesture the githzerai motions towards the color pool. A shimmering splash of warm reddish-orange, the drovers lead the wagons through the color pool one by one. Merging with the color pool they turn the same shade as they pass through. Soon it is your turn. A wash of color passes over your eyes and then gravity reasserts itself. Looking about, you stand on a wooded slope next to mountain valley; a road winds it's way through. To your left, roughly in the direction of the road, is an impossibly tall and thin mountain. The spire becomes remarkably thinner as it goes higher. Eventually the mountain reaches into the

clouds, higher than it is wide. The wagons pull themselves in order and proceed down the road.

If a wagon is lost due to horse death, it is left with the githzerai as future payment for escort duty.

The day is bright and clear, but there is no sun that casts light. A cool breeze comes off of the high mountains that surround you. Cresting a rise, you see the road lead out of the mountains to the port of Glorium. The town rests on a fjord, a peninsula of land that rises high above the sea. You can see a stairway that leads down the cliffs to the harbor, and a complex winch that raises and lowers cargo. The town is made of many longhouses, a couple of which are being constructed. The people are large, the average height being about six feet tall, the men a little taller, the women a little shorter. They are dressed in plain, strong wool and have elaborately tooled leather belts, girdles, and bracers. A few of the wealthier people have broad rings of silver or gold around their arms.

On the way in, Charin will tell them that there are no inns here. There is a meeting hall where people gather at the end of the day to socialize, but no places that cater to travelers. Anyone wishing a roof to sleep under must ask one of the townsfolk. Charin then goes to the meeting hall to discuss business with a buyer, then loads his goods on a ship at the docks. He is not travelling to Ysgard.

If asked about other caravans, Charin will mention that he hopes to travel to other towns. There was a trade caravan that went to the town of Ribcage, but that has been discontinued. He looks forward to some trade missions that are going to be formed to the towns of Torch and Tradegate.

As the party stands about someone hails them with poor Common. Coming from one of the longhouses under construction is a strange looking human. His skin is yellow and leathery, and he is rather tall and thin. His eyes are black, so black that they are indistinguishable from the pupil, just like a shark's. There is no nose, only nasal openings. Sweating from exertion, short fine hair is held back with a fur headband. His teeth are a little sharper than usual. His clothing is Nordic, thin wool treads held up with a leather belt. No shirt as it is too warm to wear one with the exertion of building a house. His chest is thin and shallow, but his muscles are lean and hard.

If someone thinks about it, they will recognize him as one of the gith. However, the main method of distinguishing the githyanki from the githzerai is their dress. This one is dressed like the others who live in

Glorium. Also, the gith tend to get violent if compared to the “traitor race”. This should be in the back of the player’s minds as they deal with this fellow.

He introduces himself as Ilkaren Tysor. He was informed that the party would be stopping by and would like to speak with them about their mission. He is currently busy earning his meals by raising a house, but will join them in the meeting hall to discuss business. He can offer assistance in acquiring information as well as useful advice. If asked on how he knew about them or their mission he will smile (not a pleasant sight) and say that his employer informed him of such. The other Gloriumer start shouting for his help and he returns to work.

It is possible that the party may choose to leave for Ysgard as soon as possible. If they go down the winding stairway to the docks they will be able to find two ships that will take them to Glorium. The Laughing Gull leaves in a couple hours and the Fyrflood leaves in the morning.

Scene II – Social Drinkers

If the characters stay, eventually the light from the sky dims and night comes. People finish their tasks of the day and return to their homes. Many go to the meeting hall to relax. The meeting hall is a large building, much longer than wide with a hemispherical ceiling. Made from great wooden beams, there are a score of fireplaces that ward off the evening chill. People gather on benches and drink ale that they either bring with them or purchase from Hildegrid, a woman that makes a most agreeable homebrew. She offers a pint from either cask, amber or red, for one copper and you have to have your own drinking horn. There are about a hundred people present as dusk, more trickle in as the night progresses. The hall could hold about two thousand people. Everyone in the hall is armed.

If asked about a place to spend the night, Hildegrid will say that there are no inns here. The character’s options are to sleep under the stars outside of town or rent a room from someone who has some space in their house. Prices range from 5 cp to 10 gp depending on how wealthy a person is. The wealthier a person, the better their house and the more they can charge for a room.

If a character has the Ysgard Token from the adventure *No Place Like Home* he will be recognized by people in the crowd. People will smile and buy the character a drink. Hildegrid will mention the marvelous tale that the character told so long ago.

Ilkaren Tysor

As the characters relax eventually Ilkaren Tysor will enter. After taking a moment to fill a horn with red ale, he will look about and spot the characters. After attempting, and failing, to smile reassuringly he will take a seat with them. He has a long sword on his hip.

“Hello. As I mentioned earlier my name is Ilkaren Tysor. I have heard that you are interested in the Great Machine. I too am interested in it and would like to purchase any information that you may acquire in your travels. Either now or in the future, I am open to negotiations.”

It is possible that the characters will just get up and leave. Let them. Ilkaren will follow for a bit to try and persuade the party to deal with him, but once the party leaves the hall or becomes hostile he will leave them alone and drink with some co-workers. If attacked, he will use his innate ability to *plane shift* and escape. Ilkaren wears a *ring of mind shielding*.

Ilkaren will be willing to answer most questions. For the most part he is a depressed but affable person. Neutral Evil, he is willing to do anything for his profit or to protect himself but he realizes the usefulness of civility and respect. Currently his behavior is constrained by Silver Mask, and he will deal honorably with the characters. He is a member of the Bleak Cabal, a faction of planars who feel that life has no meaning.

If asked about joining, Ilkaren will ask what the point of it is. There is no meaning to joining such a depressing group of people. Any applicants must show determination to join the Bleak Cabal, and the first instance of interest is just the beginning. Make a note of their persistence on the character log, and in a future adventure there will be a chance.

How did Ilkaren know the party’s whereabouts?

His master, the Silver Mask told him. Ilkaren received his instructions and travelled here. He wasn’t sure when the party would arrive so he had to arrive much earlier than he expected the party to arrive. He has been here for about four months and has been doing odd jobs to lower his expenses. He is quite pleased to see the PCs so that he can return to his other duties.

Is Ilkaren a githyanki or githzerai?

If a character asks this straight out, Ilkaren will be a bit surprised and laugh. Commending them for their courage he states calmly that his is a githyanki. He is surprised that they can’t tell the difference, it’s very obvious to the gith, but is not offended at their asking. Unusually, he has no great passion for or against the

two races. He does not comment on his loyalties to the githyanki lich-queen and becomes grim if it is mentioned. He knows nothing about the githyanki attack on the caravan and doesn't care that the githzerai have captured an astral githyanki fortress.

Who is the Silver Mask?

The Silver Mask is an entity of great power that Ilkaren has chosen to serve. It has great powers of perception and has an interest in the Great Machine. Somehow it knew that there was going to be a party of adventurers coming here and Ilkaren was sent to speak with them. The Silver Mask has no tie to any plane, except perhaps the Astral. That is where it is most often found. The Silver Mask currently has the appearance of a tall, black-skinned male elf with curly black hair. It wears a grey toga with purple trim and a featureless silver mask to cover its face. It has no distinguishing physical marks.

As to why Ilkaren always refers to Silver Mask as an "it", he replies that it is appropriate once you meet it. It "feels" like an "it".

What does Silver Mask want?

In general, to gain wisdom; in specific, to learn about the Great Machine. That is all he knows.

Why does Ilkaren serve the Silver Mask?

No one's concern but Ilkaren's. He will not answer this line of questioning.

What does Silver Mask offer?

He offers knowledge to gain knowledge. If the characters agree to bring Silver Mask back the information he will give each person a fine sapphire worth 1000 gp, and Silver Mask will owe them a favor. His favors can be most useful, especially for investigations or removing unfortunate alterations to form. Silver Mask must be the sole possessor of the knowledge, no boons if it is shared. If the information is shared, they can get the money but not the boon.

Ilkaren will then also give them the following information:

- The Well is guarded by a fearsome guardian. The knowledge can only be traded for, not wrested away from him. His prices are harsh as he demands either an eye, a hand, or a heart for each question. If the questioner is powerful, sometimes questions can be bartered instead of paid in blood. These services take the form of a coin, which contains part of the power of the entity that struck the coin.

How many others are going to ask us for information?

Ilkaren says he doesn't know of any other factions here. This is a lie; he knows about Lithuriel and

Verigrim but does not know about Courmtamor. He hopes that by being the first one to speak with the PCs he can ensure that he gets the information.

Can you get us access into Sigil?

Yes, but it would be difficult. It would take a favor.

If there is a priest or worshipper of Sune in the party:

Ilkaren will nod to them and mention that Firehair sends them greetings. He had the good fortune to meet the power in her hall in Arborea. He will mention that he had a most pleasant conversation with the power. During this conversation he informed the power that Silver Mask would be delighted to assist Sune in using his great divination capabilities to find a cure for that scar if her priests would reciprocate by assisting it in gathering information about the Great Machine.

If confirmed via a *detect lie* or *commune*, the above is verified as true.

If Cerephane should be mentioned...

Ilkaren expresses disappointment and surprise that she is alive. He will mention that one time he slipped her a trapped soulstone. The next time she stole a person's soul it would take hers instead. Apparently she never used it or discovered the trap. He will make a toast to noble plans sadly gone awry.

As the characters are finishing their conversation with Ilkaren, he will stop in mid-sentence and look toward the door. His expression is surprised and worried. If the characters did not meet with Ilkaren Tysor but are still spending the night in Glorium, Lithuriel will come to see them. Edit the following accordingly.

Lithuriel

As Ilkaren turns wide-eyed to the door, you see commotion around the entrance to the common hall. The crowd that loitered around the door parts hurriedly as the tall humanoid ducks her head to step into the hall. Head and shoulders taller than the tallest man here, the striking female adjusts the massive sword on her back so that it rests comfortably between her white wings. Her skin is a rich, liquid green, the color of the finest jade or emerald, and completely hairless. Her piercing blue eyes fix on Ilkaren and for a moment the only sound is the soft swish of her knee length white robe as she crosses the hall.

Arriving at your table, she looks at Ilkaren and says "leave, Twisted One." Ilkaren adroitly complies. Turning to you she says "I am Lithuriel of Arcadia. May I have the pleasure of your company?"

If invited, she sits down. If told to leave, she does so sadly.

Lithuriel is here because a friend of hers, Garthiel, told her that some people may need some assistance on a matter of great import. Her expertise is in knowledge and lost lore, so Garthiel thought she would be useful. She is a planetar.

Who is Garthiel?

Garthiel is a celestial who has chosen to get involved in prime affairs. He had heard a great wail of despair, and chose to investigate. He is known as the Justice-Bringer in some places. He and Lithuriel have worked together before, and knowing her penchant for utilizing information asked her for the favor of helping those from Raven's Bluff.

What do you want?

To provide assistance. I am told that you are seeking knowledge on the Great Machine. If we work together, sharing information, we can come to understand that artifact better. Of course, once the artifact's functions have been determined it must be commandeered for the forces of righteousness or destroyed if it can not.

What can you do for us?

Lithuriel can tell them the following:

- The Well is guarded by a fearsome guardian. The knowledge can only be traded for, not wrested away from him. His prices are harsh as he demands a living sacrifice for each question. If the questioner is powerful, sometimes questions can be bartered instead of paid in blood. These services take the form of a coin, which contains part of the power of the entity that struck the coin. Sometimes if you do favors for the powers they will give you these coins.

If the characters will tell her, and only her, the information that they discover she will grant them a boon drawing on her own power. The boon will be curative in nature. The information must not reach the impure, so she must be the only one told the lore. They would surely corrupt the Great Machine and use it for evil. If others are told and she is given the information as well, she still accepts it gratefully, but does not give them the favor.

Who is Ilkaren and what is your problem with him?

Lithuriel is aware of Ilkaren Tysor by reputation. She knows him as a black-hearted githyanki that has joined Silver Mask. She doesn't know what his current

scheme is with Silver Mask, but she is sure that it is something sinister.

What do you know about Silver Mask?

He is a reclusive entity that usually dwells in the Astral plane. He usually keeps to himself and pursues his own strange agenda. Lithuriel doesn't know why he has hired the githyanki.

How many other factions are there?

Lithuriel will answer honestly. She knows of Ilkaren/Silver Mask. She also senses another dark presence in Glorium, but is unable to discern who or what it is. She presumes that it is another entity interested about the Great Machine. These are the only two that she knows of.

Can you get us access into Sigil?

Yes, but it would be difficult. It would take a favor.

Verigrim

Thanking you for your time, Lithuriel stands and leaves. After she is gone the people talk amongst themselves and look at your group with new interest. One of the people comes forward to speak. He is dressed in a fine gray robe with red trim and has plain features. His dark hair is neat and restrained and a silver circlet and his nut-brown eyes take in every detail about you. A silver mace hangs from his belt. "Hello my friends," he says, "I hope she wasn't asking you about the Great Machine..."

This character introduces himself as Verigrim. It is possible that the players know his name from a past trumpeter as abducting the character Lady Irwina, a notably dense paladin of Tyr. Lady Irwina has since been returned to the city. If asked about his involvement, he will comment that it was a tragic mistake. Verigrim will state that he was merely hired to serve as an intermediary between certain forces and a chosen representative of Raven's Bluff. The choice of "representative" was not his to make. Lady Irwina was free to leave any time she chose. And, the matter has been settled peaceably.

Verigrim will present himself as a "fixer." He is a broker of goods, services, and information. First and foremost he is a businessman. He, unlike other entities, does not covet the hearts or souls of the good people of Ravens Bluff. All he wants is to make a profit. He will deny being an arcanoloth if accused, but *true sight* will reveal that he is one. If faced with proof, he will dissemble and state that his true form makes planars uncomfortable and can hamper business negotiations.

If attacked, he will *plane shift* away. If somehow revealed as what he truly is, Verigrim will walk away annoyed if possible, or *plane shift* if the mob is raised against him.

Why is Verigrim interested in the Great Machine?

Simply, because others are. If Verigrim controls the information about it, then he can sell it to the other interested parties. Verigrim has no great designs other than that.

How did you know we were going to be here?

When a group of primes confronts an abyssal baron, that attracts attention. Rescuing a slave race is most impressive, and it made an Abyssal Lord look incompetent. The characters have done a great deed, both for the cause of holiness and for the Blood War. Verigrim pays attention to gossip and there have been some murmuring about the character's actions in Sigil.

Can you get us access into Sigil?

Yes, but it would be difficult. It would take a favor.

What do you offer?

Verigrim can offer the following information as an act of good faith:

- The Well of Knowledge is hidden in Ysgard, somewhere near the Great Tree that dominates the plane. It is difficult to find and has a mighty guardian. It is best if the characters can obtain favor coins to pay for the information, other means are less than convenient. The guardian is a giant, and it may be possible to arrange some form of understanding with his kin.

If the characters bring him, and only him, the information that they discovered he can offer them 500 gp in the gem of their choice, plus a favor. His favors tend to be mercantile in nature. If they share the information with other groups he gives nothing.

Are there any other factions here?

Here? No. Verigrim knows of all the factions, including the githzerai, but dismisses them.

Scene III – The First Test

Once the party decides to leave, they climb down the long, steep road down the side of the fjord to the docks. After questioning a few deckhands, they point the way to the next boat leaving for Ysgard.

Walking along the docks you approach a longship. Nearly eighty feet long with a single mast, a row of

shields hang along the railing of the ship. Each shield has its own unique design bearing complex spirals or fantastic beasts. The prow of the ship is fitted with a figurehead of an attractive woman. Her carved belt has a number of brass and steel medallions hanging off of it. Men carry bales of wool and sacks of grain onto the ship. You see someone directing their work from the ship.

Regardless of when the party comes to the docks or which boat they take, use the same crew. If the party is leaving immediately the ship is the Laughing Gull, otherwise they ride Fyrflood.

The person directing the crew is Bolger, the first mate. Any who wish to deal must talk to him. The price for passage is five gold. He will state that this is a trip for the bold, those whose guts turn to water at the slightest sign of trouble should find a different way. If there are characters whose physical description is foppish or effete, he will ask them to prove their courage. A suitable boast is good enough or a short tale of a past adventure. The ship takes the Whirling Gate, steering the ship down a large whirlpool. If the ship holds together, they make it to the other side. If not, they die and dine with Odin that night.

If asked, there is another way to Ysgard, but it is through the caves that are in the hills. If someone goes deep enough they can find one of Yggdrasil's roots and climb out onto the tree. You also have to dodge the beholder and mind flayer petitioners that wander around there. Sliding down a whirlpool is actually the safest manner to get to Ysgard, but any method of getting there requires courage.

If the characters agree, Bolger tells them to stow their gear in the side holds with the gear of the other sailors. After a half-hour, the crew finishes loading the boat and they board. There are twenty crewmen. Bolger goes to the aft of the ship and goes into the rear hold. Soon thereafter, Bolger comes back with Captain Thurvald, and the captain looks over the cargo, the crew, and the passengers. If the characters have a "rough-and-ready" appearance to them he will nod approvingly and move on. If they are mostly wizards or look "delicate", he will turn to Bolger and say, "You haven't brought cowards on my ship, have you Bolger?" He will smirk and mention that person's boast. The captain will grunt and mutter something about the whirlpool eating fools and cowards. The captain will then walk up to the prow and whisper in the ear of the figurehead. If asked, Bolger will reply that the captain is whispering encouragement to the ship.

As the tide ebbs, the lines are cast off and the ship heads out into the sea. After a few hours of sailing the captain gives orders to tie down the oars and dismantling the mast. The crew takes the mast down and lashes it to the deck. The captain orders everyone to tie themselves to the railing, masthead, or anything else anchored to the ship. Only the captain and the first mate are free, and they tie themselves to the rudder. Presumably the characters are also tied to the railing as well. Make a note as to which side they have tied themselves to, port or starboard.

A roaring meets your ears as the ship crosses the sea. Off to the left is swirling water many times the length of the ship. The captain shouts “Hang ON!” and the ship is turned port (left) into the waves.

The ship shivers, tilts down, and now the prow is turned into the whirling water. Disappearing into the depths, the water swirls in a funnel that the ship slides slowly down. The ship gains speed as it runs around the slope of the funnel until the sky seems to spin wildly. Captain Thurvald’s shout is barely heard over the roar of the rushing water. “Fyrflod! Guide us through! Swim fast and safe through sea’s peril!”

Having gained great speed, the ship angles further down sliding toward the blackness far below. As the ship slides toward the whirlpool’s neck, Bolger shouts a warning that is drowned out by the rushing water.

The characters can make an Observation at –3 to see if they can hear the warning. Those that are successful hear “flotsam to port!” Those that are tied to the port side are able to pick out the threat once they hear the warning, but those on the starboard side have their line of sight blocked by the ship.

The threat is two water-logged trees that were washed away during a great storm and are now washing down the Whirling Gate. The have much more speed and will ram the ship if the characters are unable to prevent it. Merely deflecting a tree will do. The trees will collide with the ship two rounds after the characters attempt to discern the shout. It takes one round for a character tied to the starboard side to shout the warning to a character tied to the port side. The trees are sixty feet long, five feet in diameter, and weighs 1200 lbs. The second log is twenty feet behind and ninety feet downslope of the first log. A *wall of iron* will deflect one if an Intelligence check is made at –2 (for timing), and a *wall of force* can be made sufficiently wide to stop both.

NOTE: Elemental spells do not function in the Outlands, nor any other spells that require an Ethereal connection such as *shadow magic*.

The ship will rock and shudder as it goes through the neck, rocked by any trees that strike it. Regardless of the trees that hit it, the ship will make it through. For a moment the ship will be plunged into darkness, and then fly into the light as it’s momentum carries it up another whirlpool, this one flowing upwards to the surface of the sea. The shift in gravity is not noticeable due to the shaking of the ship. The sailors will shout with triumph on surviving another run. The whole trip is reminiscent of a dangerous water-luge ride.

Land is nearby, and the sailors will untie themselves and assess the damage. If two trees hit, the hull is nearly staved in and the ship is in danger of foundering; the sailors will have to work quickly to save it. PC help is gratefully accepted. The impact of one tree damages the hull, but it will hold until landfall. If no trees hit, the crew will remark that the hull is still sound, but it has been struck by numerous small items of debris. This is usual for a trip through the Whirling Gate.

If the ship is sinking, it will founder in a turn. Land is three turns (30 min) away. The hole is from two planks, two foot wide apiece, that have been broken off. The hole is currently poorly plugged by root end of the second tree. This allows the water to flow in slowly, so that the ship was able to survive the trip. It is a long swim, too long for those without a 15 Constitution and the Swimming proficiency.

The longship is sailed to land as soon as possible, and Bolger comes up to the party as the crew prepares the ship for beaching. He tells them that the captain is going to repair the ship on the beach. This will take a day, two at most. If the party acted bravely, or acted to save the ship, they will be invited to stay and help repair the ship or the party can go on their way. If the party acted cowardly, screaming in terror and cowering, they will be dropped off at the beach as they have earned the disgust of the captain.

When the ship makes land fall, the captain will go through an elaborate ceremony where he places a new brass medallion on the figurehead’s carved belt. It commemorates a safe trip. If a PC member “saved the day” the will be given the honor of attaching the medallion. When they do so they will get a glimpse of the ship’s smiling spirit that resides in the figurehead.

Assuming that the PCs acted bravely:

First Mate Bolger shades his eyes from the sun overhead and points to the horizon and you can see the massive tree with hundreds of limbs going in all directions. It towers over the rest of the land, forest

and mountain alike, with the top of the tree and the tips of the branches disappearing into mist and cloud.

“Well, you have a choice. You could go on your way to the World Ash and find your way, or wait and come with us after we repair the ship. If you cut through here, you will be travelling through Jotenheim, realm of the giants, and it is a dangerous journey. Or, you can come with us to Gloamingard where we have business. It can be a pleasant hall, but it has its intrigues as well. So, which route do you take, the straight shot or the detour? Either way there will be adventure, Ysgard is like that,” he says with a smile.

If asked about the giants, Bolger says that they are a dangerous folk, but sometimes they can be dealt with peaceably. Some of the finest craftsmanship is acquired from giantish smiths.

If there are dwarves in the party, Bolger will mention that giants hate them for all of the giant-slayers that they have made and sold.

If the PCs cowered and hid:

First Mate Bolger points to the horizon and you can see the massive tree with hundreds of limbs going in all directions. It towers over the rest of the land, forest and mountain alike, with the top of the tree and the tips of the branches disappearing into mist and cloud.

“You will be travelling through Jotenheim, realm of the giants, and it is a dangerous journey. We can take you no farther and the captain has ordered that we leave you here while we repair the ship. It is a straight shot to the World Ash from here, just walk towards it. May your quest be successful,” he states flatly.

If the party cuts through Jotenheim, play Act III. Play Act IV if the characters continue to Gloamingard. If the characters ask Bolger why there is a sun here, Bolger shrugs and says that it is there because Odin wants it there.

Act III – Pass through Jotumheim

Alignment Issues

In this adventure the characters will have the opportunity to interact with the giants in a friendly manner. In the Norse myths the heroes of the story, be they mortal or Aesir, occasionally entertained and cooperated with the giants. Thor, the great giant killer,

is married to a giantess. To facilitate this, the usual certainty of giantish evilness has been modified. Most of the giants in this adventure are neutral in alignment, with a handful being good or evil. This gives the characters opportunity to fight or treat with the giants as they deem fit. Paladins, rangers, and others who have restrictions on their behavior should not be penalized for feasting with the giants.

Scene I – Hunting Party

Striking out through the grasslands you head to the tall tree that stretches out over the lands of Ysgard. The wind that comes over the land is strong and chill, calling Autumn now and bringing the promise of Winter. As you make camp at dusk it comes to you that this trip will take three or four days to cross the grassland and cut over the mountains.

The PCs may wish to change spells or fuss with their items at this time. Let them. Ask for marching order, watches for sleeping, etc.

NOTE: Spells like *teleport* and *teleport without error* do not function in Ysgard without a spell key. These spell keys are under Loki’s control, and it is doubtful that a character has one.

Continuing on, two days from your trip through the Whirling Gate, you are crossing through a barren land. Having left behind the grasslands after the first day, you now travel through a broken land with sparse, struggling vegetation. Short, gnarled pine bushes mingle with yellow mistletoe in this dry, cold land. The wind is chill and cuts into you, numbing your hands and feet. At the end of the day you are stiff and tired from a long hike through a cold wasteland.

Ask for watches again. The cold and stiffness will give a character –2 on “to hit” rolls, damage, and saves unless they have winter clothing, a *ring of warmth*, or an *endure cold* spell cast on them while they travel. This penalty will remain until they spend the night in a warm place and enjoy hot food.

On the third day, your journey becomes more difficult as you come closer to the mountains. Tall, sharp peaks covered in glaciers send icy winds to caress you. Pines become prominent and grow to a majestic height. As you travel through the mountains you see a pass. While considering whether to take it, you hear the booming sound of laughter from many throats and soon you see a patrol of giants come down through the pass.

There are seven giants here, the jarl Habrok and six of his friends are out hunting. Jarl is a noble title, and Habrok is the nephew of Utgard-Loki, lord of the city of Utgard. There are three possibilities for the characters: Attack the giants, Hide from the giants, or Talk to the giants.

Lurking in the Shadows

The PCs can find numerous places to hide. The giants are out hunting, however, and are looking for hidden prey. Make two checks vs. a score of 13. Add +2 to the roll if the entire party is using the Hide in Shadows ability. +1 if two or more of the party are using thieving abilities, or -1 if no one is using Hide in Shadows. The roll is at a further -2 if poor places or methods of hiding are used. Naturally, if the party just stands there, they will be spotted. Hide in Shadows powers granted from items are acceptable, and the skill check must succeed to count.

If they are discovered, the party will have to speak quickly, or the giants will assume that they discovered an ambush and attack. If dwarves are in the party, they will attack straight away.

If they are not discovered, then the party can ambush the giants at +2 to their surprise roll, although Habrok is never surprised, or they can let the giants go on their way. Continue with Act III, Scene IV - Torheim if the giants pass unmolested.

Call to Battle

The party is 200' away from the giants in the pass, and there is one 12' deep, 8' wide dry streambed between them. They are also on an incline that the characters could slide down if knocked down or if they take 20+ damage in a round. Dex check prevents, and they slide 10-60 feet downslope before they stop themselves.

If the characters attack the giants they get +1 to their surprise check as they know they are in a dangerous area. Habrok will not be surprised. After the first round the other giants will gather themselves and fight. The giants will throw boulders to begin with, closing to melee after three rounds or sooner if the combat is going poorly for them. If a giant is lowered to 30 hp or less, or if three or more giants break, they will flee as a group. They are not interested in fighting to the death.

Habrok has some spell like powers. He can cast *wall of ice* three times a day and *cone of cold* once per day. These powers take effect at 12th level. He will command his people as well as he can, but they fight like a mob rather than an organized patrol.

Once the giants are killed or chased off, go to Act III, Scene IV – Torheim.

Habrok, Frost Giant: Int Average; AL CN; AC 0; MV 12 (15 on ice); HD 14+4; hp 102; THAC0 4; #AT 2; Dmg 1d8 (fist) 2-20 (hurled stone) 2d8+12 (+3 battle axe); SA Spell use; SD: Immunity to Cold; MR None; SZ H; ML 14

As a child of Winter he can cast *wall of ice* three times per day and *cone of cold* once per day. The spells take effect at 14th level.

Frost Giants (3): Int Average; AL CE; AC 0; MV 12 (15 on ice); HD 14+4; hp 75; THAC0 7; #AT 1; Dmg 1d8 (fist) 2-20 (hurled stone) 2d8+9 (battle axe); SA None; SD: Immunity to Cold; MR None; SZ H; ML 14

Frost giants have muscular, roughly human builds. The typical adult male is 21' tall and weighs about 8,000 pounds. Frost giants have snow-white or ivory skin. Their hair is light blue or dirty yellow, with matching eyes.

A frost giant's natural Armor Class is 5. Warriors usually wear chain mail and metal helmets decorated with horns or feathers (AC 0). They also wear skins and pelts, along with any jewelry they own.

Frost giants carry their belongings in huge sacks. Everything in a giant's bag is old, worn, dirty, and smelly, making the identification of any valuable items difficult.

Combat: Frost giants are immune to cold. Adult frost giants can hurl rocks for 2-20 (2d10) points of damage. Their minimum range is 3 yards while their maximum is 200 yards. They can catch similar large missiles 40% of the time. They usually will start combat at a distance, throwing rocks until they run out of ammunition, or the opponent closes. One of their favorite strategies is to ambush victims by hiding buried in the snow at the top of an icy or snowy slope where opponents will have difficulty reaching them.

Warriors favor huge battle axes. A frost giant's oversized weapons do double normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a frost giant battle axe does 2-16 (2d8) +9 points of damage.

Mountain Giants (3): Int Average; AL N; AC 0; MV 12; HD 14+4; hp 75; THAC0 7; #AT 1; Dmg 1d8 (fist) 2-20 (hurled stone) 2d8+9 (war maul); SA Spell use; SD: Immunity to Earth magic, petrification; MR None; SZ H; ML 14

Ysgardian mountain giants are very similar to frost giants except they have no particular immunity to cold, favor mauls as weapons, and have black or brown hair and eyes. The mountain giants can not be affected by petrification or spells that use earth, such as *Maximillian's earthen grasp* or *wall of stone*.

Conversing with Habrok

If the PCs choose to speak, they will have to introduce themselves. As long as the party is forthright, stepping towards them with weapons sheathed and hailing them, Habrok will listen to them initially. If they creep up to him or have attempted to hide then he is more likely to think that they are a raiding party from Asgard here to kill giants. Also, if the party appears weak or incompetent, he will attack to take their belongings. At the beginning, Habrok has an “attitude rating” of Cautious to the characters. His mood will be adjusted by the following factors:

- Dwarf in the group: Shift one level down (-1)
- Three or more dwarves in the group: -3
- Claiming to be aesir-blooded, einheriar, or otherwise tied to Asgard: -1 (Includes worshippers of Tyr)
- Making a good boast about valiant deeds: +1
- Offering a gift of 200-500 gp worth to Habrok: +1
- Offering same gift to Habrok’s friends: +1
- The party is obviously strong: +1 (This does not make Habrok more friendly, only more hesitant to attack)
- Offering more than 500 gp to Habrok: -1 (Beyond generosity to bribing, what’s the character hiding?)

As long as his attitude does not sink to Hostile, Habrok won’t attack first. Bards can raise the rating as per their abilities. In Norse legends, convicted men could escape execution by writing and reciting stirring poetry about the lord they offended.

Rating Chart

- Friendly
- Curious
- Indifferent
- Cautious ← Starting level
- Threatening
- Hostile

With the wind blowing clear speech requires the characters to be about forty feet away from the giants so that they can hear the characters. A giant can close that distance and attack in a single melee round. Once the party is close enough, Habrok will introduce himself.

The lead giant steps forward holding a battle axe as tall as a man. “I am Habrok Icecaster, Jarl of Utgard. I carry the might of winter and have the irresistible strength of the glacier. I fought Torgrim Wolfrunner at the ford of Svaltgrir and slew his entire company at that battle. When I and my brothers join a battle, even

those of the blood of the Aesir think twice before attacking my band.

Whither do you wander in Jotenheim?”

Habrok is now expecting the leader of the band of characters before him to step forward, say his name, and boast. Exaggerating the truth is fine but outright lies are not, but there is no way for Habrok to know.

When the PCs reply with what they are doing in Jotunheim, Habrok is looking for threats to his uncle’s rule. His uncle is Utgard-Loki, ruler of Utgard. There are a couple of topics that Habrok can speak on:

If they ask, Utgard-Loki is a powerful giant who is the son of the Power Thrym. He controls the giant city Utgard and sits of the Skull-Throne of Ymir. The Skull-Throne is a forty-foot high skull carved into a throne. Ymir was the father of all giants.

If the party says that they are going to visit Mimir or the Well of Knowledge, Habrok will be impressed. It is a worthwhile thing to seek knowledge, but Mimir is a giant and will not speak to lesser folk. Habrok will be curious and ask how the party expects to deal with Mimir. If the party mentions that they have favor coins, shift Habrok one level down as his greed kicks in.

If the party mentions that they are just passing through on their way to Yggdrasil, Habrok tells them that they are passing through his uncle’s territory and must pay a tariff. 200 gp per person is respectable, 100 gp per mount. He will let himself be argued down to 100 / 50 gp but no lower. He doesn’t mind fighting for it.

If the characters say they are looking for sport or good hunting, and they make it clear giants aren’t their prey, Habrok will offer them a good hunt. This offer will also be made if Habrok is “Curious” about the characters or they have been flattering the giants. Habrok knows where a mated pair of land dragons are, and he and his gang were going to hunt them for feasting tonight. It is dangerous, but he thinks he can make a fun competition of it. He will suggest that each group target one of the land dragons and the first one to kill theirs wins. The dragons are bluish in color. Lorkyr will suggest a sapphire of his versus the tariff that the characters paid or a minor magic item of comparative worth. If the characters agree, they lead the way to the site. If not, they tell the characters to follow the pass until it crosses over the mountains and forks. They are to take the left hand fork, the one less traveled, and they will reach Mimir’s Well. Don’t take the other route, as that leads to the city of Utgard which is an unfriendly place for short folk.

Scene II – “Dragon” Hunting

Following the Habrok and his giants, you walk along the mountains until you reach a valley filled with tall pines. The giants signal for quiet, and then they sneak along the rough terrain through trees that are half again their height. They are surprisingly stealthy for such large creatures, and they are able to simply step over some obstacles that you have to climb over or around.

Habrok soon stops and motions (name of the character that did the boasting) over to him. He points out through a break in the foliage two massive, broad creatures eating the carcass of some large furred creature, perhaps a bear. It has the proportions of a turtle but it's shell is a series of bands that cross widthwise over the shell. The shell is bluish-gray, twelve feet long and ten feet tall. It's legs have thick claws and are long enough that the beast could probably run down a human if it desired. The creatures' large beaks soon finish the beast, snapping out great bites.

Motioning away, the giants and your party whisper the plan. “Lorkyr and one of your own will climb that ridge,” Habrok says pointing, “when Lorkyr shouts, we go into action. We take the one on the left, you take the one on the right. The first one down wins. Ready?”

It will take Lorkyr and the character about fifteen minutes to climb the ridge.

Bulette: Int Animal; AL N; AC -2/4/6; MV 14 (3); 10; hp 65; THACO 10; #AT 3; Dmg 4-48/3-18/3-18; SA 8' jump; SD: None; MR None; SZ L; ML 11

The bulette (pronounced Boo-lay) is a cross between an armadillo and a snapping turtle, but this is only conjecture. The bulette's head and hind portions are blue-brown, and they are covered with plates and scales ranging from gray-blue to blue-green. Nails and teeth are dull ivory. The area around the eyes is brown-black, the eyes are yellowish and the pupils are blue green.

Combat: A bulette will attack anything it regards as edible. The only things that it refuses to eat are elves, and it dislikes dwarves. The bulette is always hungry, and is constantly roaming its territory in search of food. When burrowing underground, the landshark relies on vibrations to detect prey. When it senses something edible (i.e., senses movement), the bulette breaks to the surface crest first and begin its attack. The landshark has a temperament akin to the wolverine -- stupid,

mean, and fearless. The size, strength, and numbers of its opponents mean nothing. The bulette always attacks, choosing as its target the easiest or closest prey. When attacking, the bulette employs its large jaw and front feet.

The landshark can jump up to 8 feet with blinding speed, and does this to escape if cornered or injured. While in the air, the bulette strikes with all four feet, causing 3d6 points of damage for each of the rear feet as well. The landshark has two vulnerable areas: the shell under its crest is only AC 6 (but it is only raised during intense combat), and the region of the bulette's eyes is AC 4, but this is a small oval area about 8 inches across.

The giants will not approve of the use of magic to kill the bulette. Casting magic to enhance one's self for battle is fine, such as *enlarge*, but direct damage spells like *cone of cold* is right out. This is a contest of warriors, not wizards. Any spellcasting must occur after Lorkyr gives the signal. If the characters insist on casting before the competition begins, the giants will have proof that they are mightier than the PCs, and the contest becomes just a playful exercise. They will not be invited to Oaklnir.

Round One

The bulettes are 80' away, and they can cross this distance and leap to make an attack. The giants throw boulders at theirs; four hit doing 48 points of damage. It becomes enraged and runs to the giants. Making a prodigious leap into the air, it narrowly misses landing on Habrok.

Round Two

Habrok wins initiative and strikes at the creature's head, killing it in one blow with 23 points of damage.

Round Three

The giants stand next to their trophy and smirk at the PCs.

If the party loses, or uses direct damage magic, the giants cheer their victory and claim their prize. They then start cutting up the two bulettes for transport back to their hall. If the characters desire the neck plate that can be fashioned into a shield, the giants will give it to them for 500 gp, but they won't offer to make the sale. The giants then tell them the way to get to Mimir's well as they enjoyed the wager. If the party does not pay up, Habrok warns them to fulfill their wager. If the party refuses still, he calls them oath-breakers and attacks.

If the party ties, the giants are impressed. They offer the bulette shield plate without charge, and Lorkyr offers to trade the sapphire for the party's wager if it is a magic

item. They have gained the first level of respect from the giants. They give directions to Mimir's well. If characters are complementary and respectful, Habrok invites them to the feast that evening at his hall. They will not be invited if there are dwarves in the party. Otherwise, he sends them on their way.

If the party wins, killing the bulette in a single round through force of arms, the giants are impressed. Lorkyr gives the party his sapphire and they are invited to join them at Habrok's hall for feasting. If they refuse Habrok's hospitality he will get angry, as the characters obviously think that they are too good to dine with giants. A character making an Awareness or Observation check will notice Habrok's growing ire. A bard with the proficiency will automatically make the check. He won't attack unless the characters become insulting. The party will not be invited if there is more than one dwarf in the party.

If the party accepts the invitation, Habrok takes the slaughtered bulettes and the party of giants and adventurers travel to Oaklnir, the hall of his friend Brimir.

Scene III – Feasting at the Gianthall

Habrok and his gang lead you through the sharp crags of the mountains, indifferent to the chill wind. It is a long day's hike for you, although the giant's smirks and jests let you know that they could have made the journey in a fraction of the time.

As you crest the final rise you see the great hall, Oaklnir. Twice as tall as the giants, and three times the height wide, the structure stretches out for hundreds of feet. The front gate is massive, great iron hinges as large as a man hold the door to the wall. The walls are of stone. Above the gate is an axe made from pale wood and bright steel crossed with two sculpted shafts of bone. The arrangement looks like a giant snowflake ten feet across.

Other giants are around the building, and they cheer when Habrok waves his arm. A couple of others run up to help carry the meat in, and are taken aback when they see you. Habrok speaks a few words in his native tongue and the others shrug and pick up their burdens.

If the characters have a means to understand his speech, he is extending his welcome to the "short ones" as they did well in a contest with the giants.

The hall is open as you walk in, escorted by creatures three to four times your height. Everything is massive, and often made of stone. Furniture is often a stone slab with wooden legs, and cooking pots are earthenware. Bunks lie stacked on the walls between hearths where giantesses come with pots to cook the meat in. Children who can meet your level gaze run about chasing a ball made from animal skins. Some of the children come forward to poke you with sticks, but a sharp word from the giants you came here with sends them scurrying.

Brimir belongs to the Ring-Givers. They are a faction who seeks to help others but they record who owes them favors for past kindnesses. The universe belongs to those who can give it up. A person only gets as good as she gives: Whatever a hero gives away comes back to her. If she can give her last morsel and convince others to do likewise, all the universe will be laid at her feet.

Brimir uses the Ring-Giver philosophy to gain favors from others. The power of the sect is such that favors can be sometimes compelled from those that accept the gifts. If the characters are cold, he will give them furs to help keep them warm. He will also give gold armrings worth 50gp to each character. If a character accepts these gifts, have them make a saving throw vs. paralyzation. There is no obvious effect if the save is failed. Those that fail will not move against Brimir due to his great generosity, but will defend themselves if the giants attack.

Brimir will be willing to speak to characters interested in the Ring-Givers. Those that are willing to live according to their precepts of generosity are encouraged to join. Those that choose can join at the rank of "namer". These precepts include unfailing generosity to those less fortunate. The character will have to tithe 10% of his income to a variety of NPC organizations, and can not refuse to help those in distress. Many members of the Ring-Givers are poverty stricken. However, if the code is adhered to the Ring-Giver will always have access to food, clothing, and shelter from grateful people the Ring-Giver has helped in the past. If the character helps someone in need with a gift of 100-999 gp, according to the person's need, the character will have +1 Charisma when dealing with that person thereafter. If a gift of 1000-2500 gp is given the Charisma bonus is +2. 2500-5000 gp gift merits a +3 bonus, and gifts of over 5000 gp give a +4 bonus to Charisma. These bonuses last until the recipient returns a favor of equal or greater worth to the Ring-Giver and even thereafter the character will usually be thought of in high regard.

Ring-Givers of less than scrupulous ethics use their gifts to manipulate others and collect favors for their own nefarious purposes.

Dwarves get nasty looks from the families here, and elves get confused ones. No one will raise their hand against a party member, however, as Habrok has extended his hospitality towards them. Many of the giants here are evil, some neutral, a very few are good. All are chaotically aligned. There are over eighty giants here, counting females and children.

Habrok brings the characters to the forward end of the hall to meet Brimir. Brimir is an old giant, weathered as stone. He has long white hair and beard, and his skin is tanned and weathered. He wears a gold medallion of a barrel. Brimir is a famous brewer amongst the giants, and is more courteous than most. The beer served in his hall is exceptional.

It is expected that armor and packs will be removed and set aside. It would be very rude, to the point of being hostile, to keep wearing armor in someone's hall after hospitality has been extended. It is expected that weapons will be kept, as a true warrior is never disarmed. The guests may be called upon to defend the hall if it is attacked.

Eventually, as the sun sets, the food is boiled and roasted. Everyone gathers at the end of the hall where Brimir, Habrok and his brothers have separate rooms. In front of a hearth at the end of the hall extends a huge table where everyone has a seat. Some of the females go about serving large platters of a thick, meaty stew served in a trencher, a tray made from a broad crusty loaf of bread. Great flagons are filled with ale and mead. The servers have a tough time finding benches that will reach the table, but make do with giantish kiddie chairs.

The thigh bones of the bulette are cracked open and roasted. These are placed before Habrok and the character that Habrok and Lorkyr think struck the fatal blow to the character's bulette. This is known as the "hero's portion". The roasted marrow is very tasty, a high protein – high fat gel.

Before the feasting begins Brimir stands up and formally welcomes the party and extends them his hospitality. He states that they were valiant in battle and courageous. There is a cheer for the visiting heroes, but the cheer is muted and sporadic if a dwarf is present. The food is rich, the meat savory, and the bread crispy. The conversation is in giantish, and unless the characters speak it there will be little conversation for

them. Most of the conversation is about the homestead, hunting large creatures, and the troubles of survival in mountains. One conversation is about a raid on a dwarven settlement, where much loot was taken.

If alignment is detected, some giants will register as good. While they don't speak common, they are willing to speak to the characters as they develop a method of communication. They have no problems raiding dwarves, as dwarves would roast them in their forges if they could. They also don't have problems with their evil counter parts here. If they harass the good giants, the good giants fight back. The giant enclave values personal freedom so much that there isn't any call for necessary viciousness. Life is hard, and often brutal in Jotenheim.

As dinner winds down Habrok will stand and tell the story of meeting the party and the beginning of the hunt. As he winds down the people applaud, and then Brimir invites one of the party to tell the story of the hunt and the competition. The giants will be able to understand the storytelling as Brimir will cast a *tongues* spell.

At the start of the tale the giants are indifferent, cautious if a dwarf is present. Let the chosen PC tell the tale as best he can.

Modifiers:

- +1 if the giants are shown in a good light
- +1 if the race to kill the bulettes was close
- +1 if the player tells a good story
- +1 if the character makes a Charisma x ½ check
- 1 if the characters outshine the giants
- 1 if the characters mock the giants

The giants' save vs. Paralyzation is 5 if Bardic influence is attempted. +1/-1 if the giants fail/make their save.

Rating Chart

- Friendly
- Curious
- Indifferent ← Starting level - usual
- Cautious ← Starting level – dwarf
- Threatening
- Hostile

If the crowd is Curious or Indifferent then the giants will applaud the characters and be entertained. If the crowd is Cautious there will be scattered applause and a lot of murmuring during the story telling. Threatening or Hostile crowds will boo and decry the characters. After dinner, Lorkyr will mention to the characters that

they should leave early as the giants will come after them. They won't do anything while Brimir's hospitality is in effect, but that ends three hours after dawn.

Friendly giants will cheer the characters for the grand story, and Brimir will stand up and personally applaud them. He will reach into a pouch and toss them a favor coin.

If the giants are at least Indifferent, then Brimir will call for a contest with their new guests. Such contests help pass the time through the long night. Four tests of might: eating, drinking, running, and wrestling. Brimir chooses a giantish champion for each test, and the characters choose one for themselves. Again, no obvious magic is allowed as it is dishonorable.

Just to make things interesting, Brimir puts a wager on the contests. He has three magic items that he will put up as a stake. If the characters want to wager, they have to put forward three comparable permanent or major charged items up as well. Major charged items are wands with ten or more charges or powerful items like a bracelet of minor wishes. Brimir puts forward the Aesir horn, the Svartalfheim cloak, and the Jotunheim hammer. If the characters got a friendly result on the storytelling and they ask for an item of strength, then Brimir will also put up a *girdle of strength*. The characters must then put up an item of equal worth to balance it.

If the characters win the *girdle*. Brimir will tell the characters that giantish magic is powerful and not to be treated lightly. He will take a knife and care out a strip of leather from his belt and thoroughly stain it with his own blood. The clasp will be made from a bulette's tooth and Brimir will carve runes all along the belt's length.

As long as the characters win two events, Brimir will give them a favor coin. They have shown themselves to be valiant and fun-loving people who can also measure up to giantish standards. A tie is considered a half-win, round down.

Games Won	Prizes collected
4	Horn, Cloak, Hammer, Girdle*
3	Two of Horn, Cloak, Hammer
1½ - 2	One of Horn, Cloak, Hammer
1	Lose best character item
0	Lose all character items

* Only if available

Eating

A ten-foot long trencher is laid out filled with stew. The visiting fire giant Logi will be the giantish champion, and will hunch over the table at one end. The chosen character will be placed on the table at the other end. When Brimir gives the signal both contestants start eating. The eater that reaches the middle of the trencher first wins.

Unless the character has the curse "Eat and drink three times as normal" from a previous adventure, he can't win without a trick. Again, obvious magic is never allowed. A thief with a Bag of Holding could stuff most of the food in it with a -60% to his Pick Pockets skill. Or, going outside and ringing a Chime of Hunger within a *sound bubble* would also work. If the character has some form of trick or edge, then it comes down to a Con check. Halflings are considered to have +1 to their Constitution for this purpose. Hugi has a Con of 20. The character that has the greatest difference between the roll and the score wins.

Drinking

This challenge is presented to the chosen character alone. There is no giantish champion, rather a set goal to reach. A huge horn is presented to the character, one that stretches from the floor to Brimir's belt. It is filled with ale, beer, or mead (character's choice) and the character has to drink it as fast as he can. A prodigious giant drinker can do it in one breath, most can do it in two, and even the feeblest giant can do it in three. Drinking the entire horn in one or two breaths is a win. If a character is able to do that they prove themselves equal to giants. Again, it comes down to tricks and Con checks.

The first check is done at -2, the second at -4, and the third at -8. The problem is that if the character doesn't have a trick or edge, the first check automatically fails. If all checks are made, the horn is finished in one draught. Two checks, and the character has to take a breath. If only one check is made, then the character is able to finish the horn in three draughts. If the character fails all of the Con checks he is unable to finish the horn.

Running

Tables and furniture are pushed aside to make room for the race. Hugi is the giant's champion runner. He is a young giant and quite limber. The race is a partial length of the hall, and takes one round to run. The first to reach the far end wins. To determine the runner's speed use the character's base move rate, probably 12. The character can make a Dex check, and gains +3 on movement rate if successful. If the character also has the Running proficiency, a successful check means they

add a further +3 to their movement. Hugi has a Dex of 15 and the Running proficiency at 12. Remember the optional rules for running in the DMG—they may help here.

In the first race Hugi has a move of 12, the second a move of 15, and on the third a move of 18. He is holding back, however, as he doesn't expect that the characters are very fast and wants to make the race sporting. If the character zips along at 24 from a *haste* spell or *boots of speed* then Hugi will run at his full move of 21 for the next two races.

The runner that wins best of three races is the overall winner.

Wrestling

When looking around for a champion, the giants will point out that choosing any warrior wouldn't be fair. So, they call out Elli, an aged giantess who is Brimir's mother. She comes out ready to wrestle. She is very skilled, having +/- 3 to her roll on the wrestling chart. The match continues until the character yields or 50 points of damage is done to Elli, when she yields. Elli has 18/00 strength (+3/+6) and an AC of 5.

Curiously, she only has +/- 1 on the wrestling chart vs. elves.

Roll	Wrestling Maneuver	Roll	Wrestling Maneuver
20+	Bear hug*	9	Leg lock*
19	Arm twist	8	Headlock*
18	Kick	7	Throw**
17	Trip	6	Gouge**
16	Elbow smash	5	Kick
15	Arm lock*	4	Arm lock*
14	Leg twist	3	Gouge**
13	Leg lock*	2	Headlock*
12	Throw**	1	Leg twist
11	Gouge**	< 1	Bearhug*
10	Elbow smash		

*Hold can be maintained from round to round, until broken.

** Breaks holds.

The wrestler makes an attack roll. If the number rolled hits, compare that with the number on the Wrestling chart. If a character has more than one proficiency slot in Wrestling, they can shift the result one pip up or down per proficiency slot invested. A roll of "1" does not automatically miss in Wrestling as it does in ordinary combat.

Wrestle: This lists the action or type of grip the

character managed to get. Wrestling moves marked with an asterisk (*) are holds maintained from round to round, unless they are broken. A hold is broken by a throw, a gouge, the assistance of another person, or the successful use of a weapon. (Penalties to the attack roll apply to weapon attacks by a character who is in a hold.)

All wrestling moves inflict 1 point of damage plus Strength bonus (if the attacker desires), while continued holds cause cumulatively 1 more point of damage for each round they are held. A head lock held for six rounds would inflict 21 points of damage total (1+2+3+4+5+6). Remember, this is the equivalent of pressing hard on a full-nelson headlock for roughly six minutes!

After the fun and games, the tables are cleared and the giants retire to sleep. Next morning Brimir gives them a breakfast of porridge and sends them on their way to Mimir's Well.

Scene IV – Torheim

Play this scene only if the characters have either hidden from or slain the giants in Scene I. If the characters hid, Torheim will be contemptuous of them, and approving if they went into combat.

If the party hid:

As you slink away from your hiding spot you hear the sound of gloved hands slowly clapping. Whirling around, you see a figure armored in chain mail. He wears a half-helm, and you can see his disapproving look through the open face. A sword is at his side and a shield is strapped on his back. His clothing is dark blue.

"How the mighty heroes ran away," he says, "I had thought you were here for glory and fortune, but I see I was wrong."

If a follower of Tyr is in the group he will add, *"I had expected better of you, cousin."*

He then turns and walks away.

Or, if the party fought:

As the dust settles after the last giant falls, the air is quiet except for the chill wind. That peace is broken with approving applause from gauntleted hands. Whirling around, you see a figure armored in chain mail. He wears a half-helm, and you can see his

approving look through the open face. A sword is at his side and a shield is strapped on his back. His clothing is dark blue.

“Very good,” he says, “You fight well. Habrok was a mighty giant and he killed many einheriar in the field of battle. Did you come to slay him for blood-debt, or are you in Jotunheim for other reasons?”

Torheim is a proxy of Thor, as well as a 12th level priest. He heartily endorses giant-killing as his god has striven against them for ages. He also despises cowards. If the party speaks with him, he will state that he is here scouting out the terrain around Utgard. There are great plans afoot, but for this scheme there must be careful planning. He won't reveal the plan, but if the party fought and there is a follower of Tyr in the group, Torheim will accept the character's name if he wants to help. Torheim will promise that at a later time he will call on the character for help with “a scheme that will embarrass Utgard-Loki utterly.”

If they ask, Utgard-Loki is a powerful giant who is the son of the Power Thrym. He controls the giant city Utgard and sits of the Skull-Throne of Ymir. The Skull-Throne is a forty-foot high skull carved into a throne. Ymir was the father of all giants.

If the characters mention that they are going to Mimir's Well, Torheim will raise his eyebrows in surprise. He asks how the characters expect to visit and not get eaten. If the characters state that they have a favor coin, Torgrim will become thoughtful. A few days ago Thor sent him a dream where he came across a warrior who outstretched a bloody hand. In the hand was a gold coin. Torgrim stretched out his hand and there were two coins in his. The warrior took the first coin and said, “For the slaying of foes.” The second coin was taken with the phrase “For the recovery of the prisoner's token.” Torheim was given a feather that glittered gold. That morning Torheim had two extra coins in his purse.

The favor coin that the character has from Master Fire matches the coin in Torheim's dream. If the characters fought the giants, Torheim will give them one of the coins and say, “For the slaying of foes.” He will also make them an offer so that they can get the second coin. Characters that didn't have proven themselves cowards, and he won't give them the coin even if they hunt down the giant patrol. These characters can try for the second coin, however.

Nearby is a giant's hall named Oaklnir. Its master is a powerful giant named Brimir. He has in his possession a clay jar that contains a feather from a deva. That feather would be very useful for Torheim and his

mission. If the characters can bring him that feather, he will give them a second coin. Torheim recommends against fighting the giants as there are over fifty battle worthy giants there. If the characters feel that they can handle it, then they are welcome to try. However, Torheim recommends stealth. Torheim gives the characters directions to get to Oaklnir. The trip will take most of the rest of the day. The characters will arrive at dusk. Torheim will wait here for the characters, and will expect them before dusk tomorrow.

Stealth to avoid 5:1 combat is acceptable to Torheim, avoiding 1:1 combat is not.

Scene V – Raid on Oaklnir

The journey through the mountains is hard, and takes most of the day. You are either getting used to the cold, or are becoming numb to it. As dusk falls, you come to what you think is the last ridge.

As you crest the final rise you see the great hall, Oaklnir. Twice as tall as the giants, and three times the height wide, the structure stretches out for hundreds of feet. The front gate is massive, great iron hinges as large as a man hold the door to the wall. The walls are of stone. Above the gate is an axe made from pale wood and bright steel crossed with two sculpted shafts of bone. The arrangement looks like a giant snowflake ten feet across.

There are two giants standing guard dressed in chain and bearing axes. For a moment it looks like just another longhouse in Glorium, but the pines and mistletoe bushes show the giant's true height.

The hall is 40' high, 120' wide, and 500' long. Inside are sixty battle worthy giants and over a score of their children. A frontal assault is madness unless the PC's are very mighty. There are two giants at the front gate. There are two side gates along the middle of the long walls and each has their own guard. One giant walks along the flat apex of the roof as well. This gives a blind spot at the back wall for 10 minutes out of every half hour. The guards are changed every three hours.

The walls are five-foot thick stone. The stone is all one piece thanks to giantish magic. Breaking a hole in the wall with tools will attract attention from the side and roof guards. The roof is made from timbers covered with tiles. The tiles can be removed and characters can squeeze through the rafters in the ceiling. This would require disposing of at least the roof guard.

There is a magical ward about the entire building, similar to a *glyph of warding*. Its function is to alert Brimir if people not invited come into the hall. It triggers if uninvited guests enter or leave the longhouse. This can be dispelled temporarily by a *dispel magic* on the longhouse or interrupted by a Find/Remove Traps check by a thief. Remember, a thief can disarm a magical trap at half skill. In this case, the ward will be interrupted for only five rounds. To permanently remove the ward a *dispel magic* has to be cast at the sign over the longhouse door, successfully, and the axe removed from the assemblage.

One inside, the characters must move with great stealth. Climbing through the rafters is useful as the interior walls only reach to the lowest rafter. The rear 100' of the longhouse is separated into rooms. Here Brimir, Habrok, and three or four other giants have their personal rooms. Brimir is the largest.

From dusk to an hour after midnight Brimir will be hosting the nightly feast. After that most people will pull out their cots and prepare for sleep. If Habrok has been killed, Brimir will be up for two more hours speaking with three other giants in his room. If Habrok was attacked but some of the giants escaped, the meal will be somber and afterward Brimir, Habrok, and ten other giants will speak until dawn. They will talk about the intruders in the area and the patrols that will be sent out against them.

In the main room there will be giants up clearing the table and cleaning for an hour after the feasting. Then they will pull out their cots and fall asleep. If the characters sneak in the front door or are in the rafters above, a giant will wake up and relieve himself in a chamber pot. This will happen at a most inconvenient time for the players, but during a time where the characters can hide. This will happen about once per hour afterwards.

The jar containing the feather is in Brimir's room. It is the farthest back from the front hall. It is 40' feet wide and 100' long. There is a bed, table, and three chests. One chest contains his wealth, another his clothes, and the last contains the horn, cloak and hammer treasures. The jar is on the table. If there is a character here while Brimir is sleeping, check Brimir's Alertness score of 12 every round someone is in his room. If a character makes a Move Silent check apply a -1 penalty to the Alertness check for every 10% the thief made his score by. So if a thief has a Move Silently of 100% and rolls a 30%, Brimir has a -7 penalty to his Alertness.

Once the feather has been acquired, the characters can return to the spot where they expect to meet Torgrim. It

will take about six hours of hard hiking to get there, and if the characters dawdle the giants that Brimir is sending out to get his good luck object back will catch up with them.

Torgrim is where they expect, and is very happy to get the feather. If asked, at this point he will say that the feather is from a deva's wing that is being held captive in the city of Utgard. It is his goal to free that deva, and have a feather from his wing will make it easier to find him in that vast city. The adventure to rescue him is for another day, however. He will take the feather and hand them the coin. Torgrim will give directions to Mimir's well and then leave. He must get the feather back for analysis.

If the party returns the feather and slew the giant hunting party, and a priest of Tyr, Torm, or Ilmater have acted valiantly and true to their deity, Torheim gets a message from Tyr. He passes on to followers and priests of Tyr, Torm and Ilmater, that Tyr is pleased with their actions and grants them this. Torheim hands over a short iron chain of five links. It is a power key for *hold person*. This key allows the cleric to cast *hold person* at full spell level regardless of planar location.

If the characters choose to attack the following statistics are provided:

Brimir, giant: Int Exceptional; AL CN; AC -2; MV 15; HD 16; hp 120; THAC0 5; #AT 2; Dmg 2-20 (giant sword); SA Spell use; SD: Immunity to Cold, Mind affecting spells, spell use; MR 10%; SZ H (30'); ML 18

Brimir is a priest of the giantish gods and has the following spells memorized: 1st – *command, protection from good, endure heat*; 2nd – *hold person, silence, charm person*; 3rd – *prayer, dispel magic*; 4th – *tongues*
Brimir casts spells as a 7th level cleric.

Frost Giants (10): Int Average; AL CE; AC 0; MV 12 (15 on ice); HD 14+4; hp 75; THAC0 7; #AT 1; Dmg 1d8 (fist) 2-20 (hurled stone) 2d8+9 (battle axe); SA None; SD: Resistance to Cold; MR None; SZ H; ML 14

Mountain Giants (18): Int Average; AL CN; AC 0; MV 12; HD 15+4; hp 75; THAC0 6; #AT 1; Dmg 1d8 (fist) 2-20 (hurled stone) 4d10+10 (war maul); SA None; SD: Immunity to Earth magic, petrification; MR None; SZ H; ML 12

Fire Giants (2): Int Average; AL LE; AC -1; MV 96; HD 15+4; hp 75; THAC0 6; #AT 1; Dmg 1d8 (fist) 2-20 (hurled stone) 2d10+10 (sword); SA None; SD: Resistant to Fire; MR None; SZ H (25'); ML 12

Female Giants (30): Int Average; AL CN; AC 0; MV 12 (15 on ice); HD 14+4; hp 75; THAC0 7; #AT 1; Dmg 1d8 (fist) 2-20 (hurled stone) 2d6+9 (stone club); SA None; SD: Resistance to Cold or Earth; MR None; SZ H; ML 14

Half of the females are frost giants, and half are mountain giants.

The children are noncombatants. They can be easily slain if the adventurers so desire.

Scene VI – Giantish Vengeance

If the party gravely offended Brimir's hospitality or stole his deva feather, there will be a number of giants that come out to punish the offenders. The will fight until they reach 30 hp, and then flee.

If Habrok is still alive, he led the patrol that finds the party. If not, replace him with a frost giant. One of the mountain giants has Grungir's Hammer if the party has not already stolen it.

Habrok, Frost Giant: Int Average; AL CN; AC 0; MV 12 (15 on ice); HD 14+4; hp 102; THAC0 4; #AT 2; Dmg 1d8 (fist) 2-20 (hurled stone) 2d8+12 (+3 battle axe); SA Spell use; SD: Immunity to Cold; MR None; SZ H; ML 14

As a child of Winter he can cast *wall of ice* three times per day and *cone of cold* once per day. The spells take effect at 14th level.

Frost Giants (3): Int Average; AL CE; AC 0; MV 12 (15 on ice); HD 14+4; hp 75; THAC0 7; #AT 1; Dmg 1d8 (fist) 2-20 (hurled stone) 2d8+9 (battle axe); SA None; SD: Immunity to Cold; MR None; SZ H; ML 14

Mountain Giants (3): Int Average; AL N; AC 0; MV 12; HD 14+4; hp 75; THAC0 7; #AT 1; Dmg 1d8 (fist) 2-20 (hurled stone) 2d8+9 (war maul); SA Spell use; SD: Immunity to Earth magic, petrification; MR None; SZ H; ML 14

The mountain giants can not be affected by petrification or spells that use earth, such as *Maximillian's earthen grasp* or *wall of stone*.

Grungir's Hammer - *war maul* +3 fashioned in Jotunheim. Requires the weapon proficiency to use correctly, and is a two handed weapon. (Base Damage: 1d8+1/1d8). Automatically sizes itself to its wielder's height. Do not apply damage adjustments from *enlarge* spells or similar magic. If the wielder is 12' or taller,

the weapon does double base damage (2d8+2) to all opponents.

The weapon is particularly useful against stonework. If a charge is expended, it does one structural point worth of damage to a structure for five full hit points worth of damage done. One charge will also destroy a *wall of stone* or *wall of iron*, or knock down one *stoneskin* charge for every five full points of damage done. The hammer has five charges. The hammer is rechargeable, but only by a giant wizard.

Act IV – Gloamingard

Scene I – Arrival

The ship has been repaired in good time, the crew works hard and takes pride in their efforts. Captain Thurvald gives the order and Fyrfload is on it's way.

The ship sails uneventfully along the coastline and soon a large longhouse comes into view. The beams are of yellow wood and the panels are of a deep red wood. The tiles on the roof are of a blue slate. Numerous carvings decorate the sides and above the great oak doors is a huge brass horn. Twisted in a loop the horn is about six feet across and decorated in flower garlands.

The summer sun is warm on your neck as the boat pulls toward shore. There is a small dock where another longboat is docked, but the captain gives the order to beach the craft. Soon, the captain, his crew, and you are at the doors.

Warriors in fine garb open the doors to you and the captain greets them with a kind word and shakes their arms. The inside is filled with people who are busy preparing a large meal. Not only humans, but also elves are present and you can almost hear the quiet sounds of bells and giggles.

Gloamingard is Reglin's hall. He is a proxy of Heimdall and built this hall to rest when Reglin isn't performing his watch on the Bifrost Bridge. Reglin is a classing Viking. He is tall, blond haired, brown eyed. Massively built, he wields a bastard sword. He favors reds and yellows for clothing and decorations.

The hall is eighty feet wide, twenty feet high, and two hundred feet long.

There are many men and women here, but no children. This is because all of these people are petitioners,

spirits of the dead made flesh. They only dimly remember their former lives, instead they have full memories from the time they arrived.

Much to Reglin's surprise, the Seelie court has blown through this area and asked for hospitality. Not wishing to offend Queen Titania, he extended it. There is a grand feast occurring with all sorts of exotic foods. He and his courtiers are now floating around trying to keep the faeries under control and prevent anyone from sampling the faerie food. He doesn't want to lose anyone who might sample their food.

Currently Reglin is chatting with the queen in hopes of distracting her enough so she will get bored and leave.

The Seelie queen is tall and bedecked in a green and white gown. The cloth is gossamer thin and translucent. While she does sport an incredible figure, her presence does not inspire lust, rather romantic love and awe. She also has a discernable aura of power that glimmers and flutters around her.

Sprites of all sorts are cavorting through the hall. They buzz around the characters, tug at their hair, and rummage through backpacks and bags. Nothing will be stolen but items will be rearranged. Anyone with a Bag of Holding will become the center of attention at the faeries zip in and out of it marveling that the inside is bigger than the outside.

An Asgardian warrior, Eomar, will come over to welcome the captain and inquire as to who his friends are. The captain says that the characters are just passengers who have been delivered. Eomar invited the characters in as long as they don't have giantish or trollish features. Dwarves will be especially honored for their race's contributions to Aesir weaponcraft. The characters will be shown places where they can stash their goods on cots by the walls. Eomar assures the characters that they probably won't have anything stolen. The fae are just jumbling things, not taking them. They also chased off all of the known Loki worshippers. If the characters are not taking off their armor, Eomar will politely point out that not doing so is an affront to Reglin's hospitality. It implies that they don't trust Gloamingard's lord to keep his oath of protection.

Eomar is one of the Fated, one of the fifteen factions that dominate Sigil. The Fated believe that those who are strong and capable will succeed and gain great wealth. The multiverse helps those that help themselves. Wealth, power, friendship, happiness; they all belong to those who are capable to seize what they want.

If characters talk to Eomar they have the opportunity to join the Fated, if interested. Characters can not be Lawful, and they are restricted from performing acts of charity. They also can not receive charity, even if it is a friend trying to give the character healing when he is gravely wounded. All things must be earned, won, or paid for. Those that believe in the doctrine will be given the rank of "namer."

Eomar will bring the characters forward to introduce them to Reglin and Queen Titania. He does so with reservation as the closer the characters get the more faeries zip about and pester people. When they are delivered to the queen, the faeries stop harassing the characters.

The Queen receives them with dignity, welcoming them to the plane of Ysgard on behalf of the Aesir. Reglin chokes at that statement, but lets it pass. She invites them to partake of the grand feast, and hopes that they will enjoy the festivities later. Reglin becomes disturbed by that statement as he has nothing planned. The Queen will also inquire as to what brings travelers so far from home. If they mention that they are going to the Well of Knowledge, both the Queen and Reglin will be surprised. The Queen will ask as to how the characters will avoid being eaten by the monstrosity that guards the Well. If they explain or show the favor coin, she will nod and smile.

The food is varied and amazing. Wine distilled from moonbeams, pheasant marinated in liquid sunshine, salads of flowers and song. A grand table of food that the characters have only experienced in half-forgotten dreams. Unfortunately if they eat any of it they will join the Seelie Court and eventually lose their mortality. If a character is tempted Eomar will come over and gently restrain the character and explain the consequences of eating the food. He will bring the characters over to where the Asgardians have prepared mortal food, but it is tasteless with the presence of the Queen's table.

After a time when the players are becoming irritated with the faeries and their characters unable to do anything, the Queen will stand up and clap her hands. All of the faeries will flutter over to her and await her command. Queen Tatiana will express the desire for some entertainment. She knows of the contests that mortals put between themselves and would like to pit her faeries against mortal men. Reglin looks around at his people and hesitates because he does not wish to jeopardize any of his people. Then he spots the characters.

Reglin, the lord of the hall, comes forward to you and brings you over to one side of the hall. “Well met. I sincerely apologize for not formally extending my hospitality to you, but as you see I have a crisis on my hands. The Queen of the Seelie court is notorious for spreading chaos about the planes and now it seems to be my turn. If you could assist me by participating in her contests you would have my gratitude. I would use my own people, but they have mostly been befuddled by glamour and I fear they would not compete well.”

Reglin will give a silver arming worth 20 gp to each character, plus a gold arming for each event the characters participate in. They are worth 50 gp each. If the characters agree Reglin approaches the Queen and points the characters out as contestants. The Queen is pleased.

Scene II – Let the Games Begin!

Queen Tatiana proposes four games: Eating, Drinking, Running, and Wrestling. Her consort, the elf Enilbright, will suggest that wagers be made so that the games will have more interest. The Queen will agree. She will offer three items that might interest the characters: an Ice Sapphire, a Svartalheim cloak, and Tyjar’s horn. The characters have to put up three appropriately powerful items up for their side of the bargain. Or, the Queen will accept a year’s service from a character instead of an item. Eomar will comment that the characters should feel honored that the Queen gives them such an invitation to join her court, but the look on his face will tell the most dim-witted character that it is a bad idea.

Games Won	Prizes collected
4	Coin, Horn, Cloak, Gem
3	Coin plus two of Gem, Horn, Cloak
2	Favor Coin, Gem
1	Coin*, Lose best character item
0	Coin*, Lose all character items

* If the characters are playing with good humor and sportsmanship, or if a character who pledged service is going to accept the loss and looks forward to his service, the Queen will grant the favor coin regardless of result.

Eating

A ten foot long trencher is laid out filled with stew from the mortal kitchen. The visiting faerie Logi will be the faerie champion, and will hunch over the table at one end. He is the size of a little child with ruddy skin and

black hair. The chosen character will be placed on the table at the other end. When the Queen gives the signal both contestants start eating. The eater that reaches the middle of the trencher first, wins.

Unless the character has the curse “Eat and drink three times as normal” from a previous adventure, he can’t win without a trick. Again, obvious magic is never allowed. A thief with a Bag of Holding could stuff most of the food in it with a –60% to his Pick Pockets skill. Or, going outside and ringing a Chime of Hunger within a *sound bubble* would also work. If the character has some form of trick or edge, then it comes down to a Con check. Halflings are considered to have +1 to their Constitution for this purpose. Logi has a Con of 20. The character that has the greatest difference between the roll and the score wins.

As Logi eats he gets older, until he is a grown man when he reaches the middle.

Drinking

This challenge is presented to the chosen character alone. There is no faerie champion, rather a set goal to reach. A small horn is presented to the character, one that stretches from the character’s wrist to elbow. It is filled with ale, beer, or mead (character’s choice) and the character has to drink it as fast as he can. A prodigious faerie drinker can do it in one breath, most can do it in two, and even the feeblest faerie can do it in three. Unfortunately for the character the horn holds far more drink than it seems. Again, it comes down to tricks and Con checks.

The first check is done at –2, the second at –4, and the third at –8. The problem is that if the character doesn’t have a trick or edge, the first check automatically fails. If all checks are made, the horn is finished in one draught. Two checks, and the character has to take a breath. If only one check is made, then the character is able to finish the horn in three draughts. If the character fails all of the Con checks he is unable to finish the horn. A win is awarded if the character can finish the horn in one or two draughts.

Running

Tables and furniture are pushed aside to make room for the race. Hugi is the faerie’s champion runner. He is a middle-aged faerie with wide, wondering eyes and quite limber. The race is a partial length of the hall, and takes one round to run. The first to reach the far end wins. To determine the runner’s speed use the character’s base move rate, probably 12. The character can make a Dex check, and gains +3” if successful. If the character also has the Running proficiency, a successful check means they add a further +3” to their move. Hugi has a Dex of

15 and the Running proficiency at 12. Remember the rules for running faster than base as found in the DMG.

In the first race Hugi has a move of 12, the second a move of 15, and on the third a move of 18. He is holding back, however, as he doesn't expect that the characters are very fast and wants to make the race sporting. If the character zips along at 24 from a *haste* or *boots of speed* then Hugi will run at his full move of 21" for the next two races.

The runner that wins best of three races is the overall winner.

Wrestling

The Queen's champion for wrestling is Elli. She looks like a crone, with long white hair and wrinkled skin. She ties her hair into a tight braid with arthritic fingers and ties it about her head. She comes out ready to wrestle. She is very skilled, having +/- 3 to her roll on the wrestling chart. The match continues until the character yields or 50 points of damage is done to Elli, when she yields. Elli has 18/00 strength (+3/+6) and an AC of 5.

Curiously, she only has +/- 1 on the wrestling chart vs. elves.

Roll	Wrestling Maneuver	Roll	Wrestling Maneuver
20+	Bear hug*	9	Leg lock*
19	Arm twist	8	Headlock*
18	Kick	7	Throw**
17	Trip	6	Gouge**
16	Elbow smash	5	Kick
15	Arm lock*	4	Arm lock*
14	Leg twist	3	Gouge**
13	Leg lock*	2	Headlock*
12	Throw**	1	Leg twist
11	Gouge**	< 1	Bearhug*
10	Elbow smash		

*Hold can be maintained from round to round, until broken.

** Breaks holds.

The wrestler makes an attack roll. If the number rolled hits, compare that with the number on the Wrestling chart. If a character has more than one proficiency slot in Wrestling, they can shift the result one pip up or down per proficiency slot invested. A roll of "1" does not automatically miss in Wrestling as it does in ordinary combat.

Wrestle: This lists the action or type of grip the character managed to get. Wrestling moves marked

with an asterisk (*) are holds maintained from round to round, unless they are broken. A hold is broken by a throw, a gouge, the assistance of another person, or the successful use of a weapon. (Penalties to the attack roll apply to weapon attacks by a character who is in a hold.)

All wrestling moves inflict 1 point of damage plus Strength bonus (if the attacker desires), while continued holds cause cumulatively 1 more point of damage for each round they are held. A head lock held for six rounds would inflict 21 points of damage total (1+2+3+4+5+6). Remember, this is the equivalent of pressing hard on a full-nelson headlock for roughly six minutes!

After the competition, if a character pledge service the Queen tells him that he may continue with his friends for a little bit. When her court moves on again, she will call for him. In other words, the character will not be pulled out of the campaign until the end of this adventure. The Queen awards the prizes with great pomp and circumstance. To the player who explained the party's mission to the Queen, she will award a favor coin. On one side is a crown on a spiral and on the other is a "T" with three extra lines coming off of the upright.

Scene II – Giant Attack!

NOTE: Spells like *dimension door*, *teleport* and *teleport w/o error* do not function in Ysgard without a spell key. These spell keys are under Loki's control, and it is doubtful that a character has one.

Won or lost, the Queen is happy with the spectacle that was before her. The faeries fly in loops around everyone's head tinkling multicolored faerie dust everywhere. Suddenly, you hear the sound of a blaring horn. Its tone is clear and comes from the gate of the hall. "The gjallerhorn!" exclaims the Asgardians among you.

Reglin springs up and grabs his sword, which was hanging on the wall. "Foes come, let friends gather!" The Queen looks disturbed that the lord of the hall is no longer paying attention to her, but looks on with some interest.

Reglin transforms from a nervous courtier holding the Queen's hand to a full-blown Asgardian warrior. With his horn sounding the alarm that foes are coming, he gathers the men and women for battle. People run for weapons and armor, Eomar tells the characters that they had best don their armor. Other people run outside to

see what is coming. Reglin marshals his people with all of the skill of a Chaotic Good warleader.

Right after the characters have their armor on, those that ran outside come back and bar the door. They shout one word: giants! Soon after everyone hears the sound of boulders bouncing off of the walls and ceiling.

Reglin gathers a group of people at the doors to break a path through the giants that will be waiting. These people are eager to sacrifice their lives to break a hole in their line, and characters may overhear comments on how they died gloriously on the last giant raid. Reglin will be more than happy to solicit help and advice about the threat.

What is going on

Thirty frost giants have crossed the river Iving and are raiding into Asgard. Gloamingard was the first hall they came across. Because Reglin is a proxy of Heimdall, the god of Guards and Sentries who will give warning on the Last Days, his hall is placed in an area where raiding giants are likely to come by. The gjallerhorn above his door gave him enough warning that he could arm his people and bar the doors before the giants could break in.

As Reglin is a sentry himself, it is his duty to get word to other steeds that there are giants in the area. He has sixty petitioners that are ready to die in battle so that he or Eomar can get through and warn others.

Ten frost giants are placed evenly around the sides and rear of the hall. Twenty frost giants are arrayed in two semi-circles of ten around the gate. When someone comes out the giants will let loose with a fusillade of boulders. The round after that at least ten giants will melee, the others will continue to throw boulders if appropriate. After three rounds, five of the other giants around the building will join the fray.

The men and women who were dancing and singing with faeries have now transformed into 80 einheriar ready for battle. Each has a distinctive armor and gear and shimmer with faint auras of many colors. 20 are ready to charge forward to break a hole through the giantish front line with the other 60 as a rear guard for Reglin and Eomar.

First Round

The gates are opened and the squad of 20 charges forward. 15 are cut down by the hail of boulders from the giants and the remainder engage the forward ring.

Reglin invokes Heimdall and casts *prismatic wall* angled to the left. It blocks the advance of the left half

of the giants. The other 60 let loose arrows and two of the giants fall.

Second Round

40 einheriar stream forward and battle the giants on the right. Only five are killed with boulders, so all ten of the right hand giants are engaged.

Reglin and Eomar move up and prepare to join in battle. Eomar's sword starts howling for blood.

Third Round

The 35 einheriar in battle drop to 25, the 18 giants up front are cut down to 15. Eomar finds a break between the melee and the *prismatic wall* and finds a giant to fight. He cuts it down in two strikes.

Three giants start chopping into the wall of the hall.

Fourth Round

The 25 einheriar drop to 15, and the 14 giants drop to 11. Eomar cuts down another giant, bringing the total to 10. The giant shaman casts *dispel magic* on Eomar's Giant Slayer and inactivates it. Five more giants come up to reinforce the front.

The giants break through the wall of the hall. Habrok invokes his *cone of cold* on a cluster of einheriar and Eomar.

Fifth Round

The 15 einheriar are cut down to 5, the 15 giants drop down 12. Eomar dies.

Two giants burst through the hole in the wall. One is quickly surrounded by ten of the einheriar inside the hall. The other goes after the Queen and is transformed into a giant white mushroom. Faeries swarm out through the hole in the wall and take care of the three giants out side.

By this point the characters would have gotten involved. Continue the battle. Reglin will be killed if three frost giants have three rounds on him, and can kill one giant every two rounds. Three einheriar and one frost giant take each other out each round.

Habrok, Frost Giant: Int Average; AL CN; AC 0; MV 12 (15 on ice); HD 14+4; hp 107; THACO 3; #AT 2; Dmg 1d8 (fist) 2-20 (hurled stone) 2d8+12 (+3 battle axe); SA Spell use; SD: Resistant to Cold; MR None; SZ H; ML 14

As a child of Winter he can cast *wall of ice* three times per day and *cone of cold* once per day. The spells take effect at 14th level.

Lorkyr, Frost Giant: Int Average; AL CN; AC 0; MV 12 (15 on ice); HD 14+4; hp 107; THAC0 3; #AT 2; Dmg 1d8 (fist) 2-20 (hurled stone) 2d8+13 (+3 war maul); SA Spell use; SD: Resistant to Cold; MR None; SZ H; ML 14

Grungir's Hammer - *war maul* +3 fashioned in Jotunheim. Requires the weapon proficiency to use correctly, and is a two handed weapon. (Base Damage: 1d8+1/1d8). Automatically sizes itself to its wielder's height. Do not apply damage adjustments from *enlarge* spells or similar magic. If the wielder is 12' or taller, the weapon does double base damage (2d8+2) to all opponents.

The weapon is particularly useful against stonework. If a charge is expended, it does one structural point worth of damage to a structure for five full hit points worth of damage done. One charge will also destroy a *wall of stone* or *wall of iron*, or knock down one *stoneskin* charge for every five full points of damage done. The hammer has five charges. The hammer is rechargeable, but only by a giant wizard.

Jorgun, Frost Giant Shaman: Int Average; AL CN; AC 0; MV 12 (15 on ice); HD 14+4; hp 75; THAC0 4; #AT 2; Dmg 1d8 (fist) 2-20 (hurled stone) 2d8+9 (battle axe); SA Spell use; SD: Resistant to Cold; MR None; SZ H; ML 14

Jorgun casts spells as per a 7th level priest. He has cast *aid* on Habrok and Lorkyr. The other pre-cast spells are cast on himself.

Spells memorized: 1st - *command*, *cure light wounds*, ~~*endure heat*~~; 2nd - *hold person*, ~~*aid*~~; 3rd - *dispel magic*, ~~*protection from fire*~~; 4th - ~~*protection from good*~~ 10' radius.

Frost Giants (27): Int Average; AL CE; AC 0; MV 12 (15 on ice); HD 14+4; hp 75; THAC0 7; #AT 1; Dmg 1d8 (fist) 2-20 (hurled stone) 2d8+9 (battle axe); SA None; SD: Resistant to Cold; MR None; SZ H; ML 14

After the battle the survivors will stack the dead on their cots and pile their gear on them. If any characters died they will be given places of honor and their goods will be stacked with them as well. If Reglin is still alive he will leave for the other halls to warn them. Surviving petitioners will mourn for the dead, but as the night goes on they will mention plans that include the deceased. They will tell the characters that the dead who fall in battle courageously come back from the dead. Dead characters are affected by a *raise dead* if they fell in a courageous, epic way. System shock roll and Con loss is required.

The Queen was most interested and entertained. If the characters were daring and valiant, not shirking battle, she will be impressed. If the characters were able to kill half of the invading giantish army, not counting einheriar help, she will be so impressed that she will grant them a second gift.

Calling over the one with the favor coin, she will grant him a second. She will praise him for his excellent work. To the character who was most in combat she will give the Sword of the Seven Stars.

If a priest of Tyr, Torm, or Ilmater was heroic, standing over a fallen comrade healing others, single-handedly protecting the Queen, or generally being impressive, they will feel Tyr's favor fall about them like a warm cloak. An iron chain of five links will materialize in their hand which is a power key for the spell *hold person*.

She will tell the characters that she knows the ways to navigate Yggdrasil. She will give the party a sprite to guide them through the woods to Yggdrasil's roots and from there they can climb to the specific root that reaches Mimir's Well.

Scene III – Climbing the Tree

Walking through the thick forest, your faerie guide tugs on one ear or the other to guide you on your way. After a few hours you see a massive root that comes out of the ground and up into the sky. It is a silver ash with blue-black oval leaves. It's bark has the appearance of plowed gray clay, but it is as firm to the touch as regular tree bark. Climbing up a few feet, you see that you are at the base of a tree that must reach miles into the sky.

Let the characters decide on how they are going to climb the tree. The sprite will tell them that "the floor changes" while you are in the tree and that "really big squirrels" infest the tree. The faerie will then zip off.

As Yggdrasil grows throughout the universe, it creates its own gravity field. Once the characters get far enough away from the ground they, and their mounts, can walk on the side of Yggdrasil. After the characters figure out what they are going to do, continue.

After climbing sixty feet the gravity shifts and you can walk up the side of the tree. After walking up to the lowest branches, a dozen four foot high squirrel-men with little leather caps and belts come scampering down the tree or swooping in on wings of skin stretched between their arms and legs. One with a

colorful red belt wielding a crowbar comes forward and speaks in a chittery voice.

The chief ratatosk is trying to tell the characters to get off of their tree. He tries first in the Asgardian tongue, then his own. After a moment of annoyance, he tries the tongue of birds. If that doesn't work he makes "shooing" motions with his hands in hopes that the intruders will leave.

The ratatosk worship Yggdrasil and view themselves as her chosen people and her protectors. They will swarm and attack those that burn the tree. They don't value their own lives highly, on that of the tree and their young. For sufficient payment, however, they will act as guides for a group of people. This group is interested in jewels, which are pretty, or iron goods, which are useful. Each iron good or gem worth at least 50 gp lets one character through. Weapons are good too. One magical weapon buys passage for the entire group. Once the characters figure out a means of communication with the creatures, deals can be made. They will introduce themselves as the ratatosk and their leader is Rika the Priest.

The ratatosk won't believe the characters at first when they tell the squirrel-people where they want to go. Rika will explain that those that go to the giant's well get killed and eaten. They don't understand the significance of the favor coins. However, if they are paid they will take the characters to their fate.

Act V – Over Mountain and Through Wood

Scene I – The Well of Knowledge

If the characters came via Jotunheim:

The trip has been long and weary, approximately five days of climbing over rugged stone and ice. Each day the great tree gets larger, its true size easily dwarfing the mountains you are climbing over. It is a silver ash with blue-black oval leaves. It's bark has the appearance of plowed gray clay, but it is as firm to the touch as regular tree bark.

As you get closer, you see where a nearby root burrows into the ground. It is in a dry streambed, and two hills nestle close by. Next to the root is a circular pile of stones that could be a rough well. It is at least as high as you can reach. In one of the hills is a huge

cave. Stepping out of it is a massive giant that must be at least forty feet tall. He has wild, windblown hair, unkempt white beard, and dressed in ragged cloth and skins. He whirls a club around his head and yells "Why have you come here? You will all be meat for my stew!"

If the characters came via Yggdrasil:

As you walk down the gnarled root of Yggdrasil the World Tree you see where the root goes into the ground. As you get closer to the ground you can feel the gravity shifting, and change from walking to climbing. Sliding down the last few feet, you stand in a rugged, mostly barren area. The wind is cold and there are sheltered pockets of ice and snow where the sun fails to reach. Only a few scraggly weeds and stunted pines grow here and you see no animal life.

The root is in a dry streambed, and two hills nestle close by. Next to the root is a circular pile of stones that could be a rough well. It is at least as high as you can reach. In one of the hills is a huge cave. Stepping out of it is a massive giant that must be at least forty feet tall. He has wild, windblown hair, unkempt white beard, and dressed in ragged cloth and skins. He whirls a club around his head and yells, "Why have you come here? You will all be meat for my stew!"

What the characters need to do is hold up the favor coins and be very nice. Attacking Mimir is right out. He has an armor class of 5 or so, a couple thousand hit points, and knows more magic than Elminster. Mimir is an entity on the same level as a Lord of the Nine or the Lady of Pain. Mimir has been drinking from the Well of Knowledge for millennia, so he has gained great lore. Fighting him is an exercise in terminal stupidity. Once Mimir sees the coins, he will calm down a bit. He usually kills anyone who bothers him unless they are a Norse Power or a powerful giant.

Once the characters actually get around to asking the giant about their questions, Mimir will ask what he gets out of it. He knows what the coins are, he invented the concept to get favors from other Powers, but he is playing dumb for a little bit. After playing with the characters for five minutes he will seemingly remember that the coins are worth questions as if he was demented. Actually, Mimir is demented, but the characters caught him in a playful mood.

If asked what a coin will buy, Mimir will say that it can answer a question about the Great Machine (he knows why they are here), gain a spell key for a specific spell and plane, or a single draught from the well. A draught from the Well brings enlightenment. The questions

have already been asked, all that is necessary is to receive payment. When the characters give him the coin of Sune, the first answer will be given. The coin of Brimir or Titania will deliver the second answer. The third coin, if present, is theirs to do with as they wish. Alternatively, the party can use two or all three coins for their personal use to acquire spell keys and Wisdom.

Mimir will go over to the well and sit on the edge. The only thing he treats with reverence or respect is the Well. His club is actually a rough ladle bashed out of a fallen branch of Yggdrasil. When a character asks a question Mimir holds out his hand for a coin. He then drinks a draught from the Well, thinks a moment, and gives his answer. After all of the coins have been collected he gets up and shoos off the characters. Mimir tells them that if they come back he will eat them without a second thought. If the characters still have questions to ask, Mimir is willing to trade questions for things that he finds useful. At the moment Mimir needs some eyes and hearts. If the characters are willing to sacrifice their eyes or hearts, they get more questions, one for each. Naturally, hearts are right out as this is presumably not an evil party. If a character wants to sacrifice an eye, that is permissible.

Once the coins are collected, eyes plucked, and questions answered, Mimir sends them on their way.

First Question: How do we destroy the Great Machine?

In the center spiral lay a hand. Contemplate being wrapped in the skin of a god. When the secrets are revealed then collect the chords and sing the grand song.

Second Question: What can the Great Machine be used for?

It is the fisherman's net, but you must decide your flavor of fish wisely.

Scene II – Yggdrasil Way Home

NOTE: If the characters just snuck past the giants and ignored Torheim there is probably a lot of time left in the session. If there is sufficient time and the characters did not role-play with the giants, then the characters can take the branch of Yggdrasil to Gloamingard. This is **not** meant to be a way to run through both sides of the adventure and to get both premier items. This is just in case the adventurers happen to walk past half of the adventure. Any interaction with the NPCs in Gloamingard cannot win them favor coins and they can not see Mimir again.

If the characters didn't come through Yggdrasil read this:

Following Mimir's wave, you start climbing Yggdrasil to find the way home. After climbing sixty feet the gravity shifts and you can walk up the side of the tree. After walking up to the lowest branches, a dozen four foot high squirrel-men with little leather caps and belts come scampering down the tree or swooping in on wings of skin stretched between their arms and legs. One with a colorful red belt wielding a crowbar comes forward and speaks in a chittery voice.

As Yggdrasil grows throughout the universe, it creates its own gravity field. Once the characters get far enough away from the ground they, and their mounts, can walk on the side of Yggdrasil.

The chief ratatosk is trying to tell the characters to get off of their tree. He tries first in the Asgardian tongue, then his own. After a moment of annoyance, he tries the tongue of birds. If that doesn't work he makes "shooing" motions with his hands in hopes that the intruders will leave.

The ratatosk worship Yggdrasil and view themselves as her chosen people and her protectors. They will swarm and attack those that burn the tree. They don't value their own lives highly, on that of the tree and their young. For sufficient payment, however, they will act as guides for a group of people. This group is interested in jewels, which are pretty, or iron goods, which are useful. Each iron good or gem worth at least 50 gp lets one character through. Weapons are good too. One magical weapon buys passage for the entire group. Once the characters figure out a means of communication with the creatures, deals can be made. They will introduce themselves as the ratatosk and their leader is Rika the Priest.

The group can be scattered, but these are creatures that are sincerely trying to protect their home and their god. Rangers and paladins could face consequences for that action.

If the characters came via Yggdrasil, read this:

Following Mimir's wave, you start climbing Yggdrasil to find the way home. After climbing sixty feet the gravity shifts and you can walk up the side of the tree. Continuing up to the lowest branches, a dozen ratatosk come scampering down the tree. Rika waves at you ready to negotiate again.

Once the ratatosk can communicate, Rika will state that he is surprised to see the characters so soon, at all even. And, he is most pleased to offer his services again. If the party paid in jewels or iron last time Rika is insistent that they pay in the other form for this trip.

The characters have to choose which path they seek. Do they wish to go to a port, go to the Outlands, or to their home? If a port, they will choose a branch that brings them to a forest near Gloamingard. If the Outlands, the ratatosk will scamper into a hole that brings the characters down a root to a cave. If the characters follow the ratatosk directions, the cave will come out near Glorium. If the characters want to go to Ravens Bluff, the ratatosk will bring them to a branch that comes out in a wood near the coast. From there the characters will be able to walk back to the city.

If the characters go back to Gloamingard they will be able to ride Fyrfloat back through the Whirling Gate. It will be an exciting trip back, minus the logs. The price for transport is the same, 5 gp.

Scene III – Tattletales

If the characters return to Glorium, they have to choose a faction. Ilkaren Tysor the githyanki, Courmtamor the githzerai, Lithuriel the planetar, and Verigrim the arcanaloth await their decision. Walking around the town the characters can easily find the factions by asking the natives about strange looking people.

If Courmtamor is offered the information he is pleased. He will thank the characters, give them each a bauble signifying the pact, and then travel home. If he is not chosen, he will disappear back into the Astral before the characters meet him.

If Ilkaren is told he will make that humorless smile and thank the characters with grace and humility like the finest courtier. He will hand over the promised payment and notify the characters that the Silver Mask will be watching over them. He will then leave. If the characters decide against the Silver Mask, then he will come forward afterwards and ask why his faction wasn't chosen. He will accept their decision, and mention that his master, the Silver Mask, wanted to know the reason for the refusal.

If Lithuriel is given the information she will beam at the characters, who will feel their own hearts buoyed with joy unless they have magic resistance. She will then lay hands upon each character that wants the boon. She will be staying near Glorium for the time being, until this matter is resolved. Lithuriel will be mystified

if she is not the chosen faction. But, acknowledging the mortal propensity for error, she will understand and offer to be available in the future should the characters choose differently.

If Verigrim is told the information, the creature will smile oily and offer each character a token of ivory. A small square tile with abstract decoration, this will allow the character to contact the arcanaloth if a deal is to be made. If Verigrim is not told the information, he will shrug and fade away. His voice will echo on the breeze, "We all have our choices to make, and we must live with those choices."

After the characters have chosen which faction to inform, they return home. How may be a problem. They either need to use a *plane shift*, a *teleport without error*, or track back to where they entered the plane. If the need to use the road, those who make a Tracking skill check will be able to find where wagon ruts come onto the road. If the characters don't have Tracking it will take them a couple of days to find the place where the color pool dropped them into the Outlands.

Once the characters find the gate, they will be in Astral space again. As contracted by the city, there will be two githzerai who will guide the characters back to the place in the Astral that corresponds with the gate fashioned by the Ministry of Art. If the characters chose to give the information to the githzerai they will be friendly, although they don't speak Common. If not, they will do their job as hired, but they will be as distant as they usually are.

Scene IV – Home Again

After arriving at the right spot in the Astral, the githzerai guide rings a little silver bell. The bell makes no sound and the githzerai move away to converse with others of their kind loitering about. Soon a hazy cylinder forms in the Astral of the same width and height of the stone slab and wooden pillars. Stepping into the hazy area you feel a strange solidifying feeling. The silvery-gray fog clears away to a starlit night back in your own plane.

A wizard from the Ministry of Art observes the area through a crystal of some sort, nods, and the guards that ring the gate move away to their barracks. The way is clear.

The characters, and players, are undoubtedly tired and eager to finish the mission. After the trip back to Raven's Bluff, they can either meet with Master Fire immediately or wait until morning. Master Fire happens

to be up pursuing his magical researches. Either time is convenient for him.

The meeting takes place in the same council chamber as before. Master Fire asks if the information has been acquired. If it has he accepts it somberly and thanks the characters for their time and efforts. He then gives them any agreed upon payment. Master Fire then has the characters escorted out of the Ministry and sits back in his chair to think about many things...

Here ends *Three Coins in a Well*.

Experience Point Summary

Act I, Scene II A

Ensuring that all three wagons reach the color pool	500 xp
Preventing any githzerai from dying	400 xp
Destroying the void cruiser	350 xp
Killing the githyanki captain	300 xp
Killing the githyanki raiders	500 xp

Act II, Scene III

Riding through the Whirling Gate bravely	100 xp
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Act III, Scene I

Killing the giants	6000 xp
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Act III, Scene II

Killing the bulette	550 xp
Winning the competition	500 xp

Act III, Scene III

Telling a good story to the giants (Indifferent or Curious reaction) OR	500 xp
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Telling an excellent story (Friendly reaction)	1000 xp
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Winning giantish games (4000 max)	1000 xp per game
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Act III, Scene V

Stealing the deva feather	3000 xp
Killing Brimir	2000 xp
Killing giants, adult males (30 total)	600 xp per giant
Killing giants, adult females (30 total)	450 xp per giant
Killing giants, children	None

Act III, Scene VI

Killing the giant pursuit party	4000 xp
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Act IV, Scene I

Winning faerie games (4000 max)	1000 xp each
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Act IV, Scene II

Killing one of the giant leaders	1000 xp each
Killing other giants	600 xp each

Act V, Scene I

Discovering how to destroy the Great Machine	800 xp
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Discovering the purpose of the Great Machine	800 xp
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Roleplaying:	0-750 xp
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Maximum Experience (per path):

Giants, feasting:	10,550 xp
Giants, battling:	17,500 xp
Queen Titania:	22,500 xp

Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

Note that there are two paths through this adventure, and a different premier item is found in each. The characters cannot get both the *Girdle of Brimir's Strength* and the *Sword of the Seven Stars*; they get the one they were given first only. Even if the characters end up doing both paths (one on the way, one on the way back), they still only get one of these two items.

Act I, Scene II

Githyanki silver sword +3 – 5% chance to kill any astrally projecting character unless it is protected with a *mind bar*. Hostile relations are inevitable with githyanki while this sword is possessed. All githyanki will attempt to kill the character and reclaim the sword. Fashioned of the strange silver astral metal with baroque designs on the hilt and blade. +2 on the Prime, Outlands, and Outer planes. +1 on the Ethereal plane. This item is restricted to the High Level campaign and High Level events only.

Bracers of defense AC 4. This item is restricted to the High Level campaign and High Level events only.

Githyanki two-handed sword +1 (Astral). Fashioned in the astral plane, non-magical in other planes.

Human-sized field plate armor +1 (Astral). Fashioned in the astral plane, it is non-magical in other planes.

Act II, Scene II

Each character gains a favor from the faction. Only one faction per party.

Favor of the Githzerai – The character will be escorted to any destination chosen on the Astral plane. This includes color pools to various outer planes. The githzerai will not follow the character into the plane, but will wait for the character for one month (character time) in order to escort the character home. If the character is ever lost in the Astral or Limbo, the githzerai will rescue him.

OR

The githzerai use their influence to clear the character of charges in Sigil. The character is no longer restricted from entering the City of Doors. This favor may be saved and used with greater effect with other favors granted from this faction in the future.

This favor is not tradeable, nor can it be given to another in any way.

Favor of the Silver Mask – The Silver Mask will remove one effect granted from the Great Machine. If there is a beneficial and detrimental effect from the same exposure to the Great Machine both are lost.

OR

The character can consult the Silver Mask on any matter. Treat this as a *contact other plane* – Astral with the following percentages: Insanity: 30% Knowledge: 90% Veracity: 100%. Three questions may be asked.

OR

The Silver Mask uses its influence in Sigil to get the character cleared of charges. The character is no longer restricted from entering the City of Doors. This favor may be saved and used with greater effect with other favors granted from this faction in the future.

This favor is not tradeable, nor can it be given to another in any way.

Favor of Lithuriel the Planetar – This can be used to do one of the following effects: *neutralize poison*, *cure critical wounds*, *cure disease* (even Lycanthropy and Mummy Rot), *abjure*, or *remove curse*. Choice is made at time of use. These effects take place at 14th level and are unaffected by current plane.

OR

Lithuriel uses her influence in Sigil to get the character cleared of charges. The character is no longer restricted from entering the City of Doors. This favor may be saved and used with greater effect with other favors granted from this faction in the future.

This favor is not tradeable, nor can it be given to another in any way.

Favor of Verigrim – Verigrim’s favor can invoke one of the following powers: Divination, Major Creation, or Monster Summoning III. Choice is made at time of use.

OR

Verigrim can exchange one plussed item for another fashioned on the Great Ring. Weapons, armor, items of protection (not scarabs) are exchangeable. The type of item must be the same (Protection for Protection, etc) but can be of a different type (axe for sword). The item received will not have any special powers other than the “plus” bonus. Mark “VOID” on the traded certificate and mark the Item, Plus, and Plane of Origin on this certificate. The two certificates must be attached for this to be valid. Plane of Origin is one of the planes of the Outer Ring, not including Sigil or the Outlands.

OR

Verigrim uses its influence in Sigil to get the character cleared of charges. The character is no longer restricted from entering the City of Doors. This favor may be saved and used with greater effect with other favors granted from this faction in the future.

This favor is not tradeable, nor can it be given to another in any way.

1000 gp sapphire for each party member if Silver Mask is chosen

500 gp gem for each party member if Verigrim is chosen

Act III, Scene III

(premier item) *Girdle of Brimir’s Strength* – Fashioned from the rawhide of his belt and stained crimson with his blood. The clasp is carved from a bulette’s tooth. This belt gives the character wearing it 18/00 strength at all times. For up to four hours a day the belt’s true power can be used. When activated the wearer’s strength is raised to 21 (+4/+9) and the wearer grows to 12’ tall. Immediately after the belt has been used the wielder must rest for twice as long as the belt was used, for a minimum of one hour. While the character needs to rest he can not move faster than a slow walk (half movement rate) and his Strength and Constitution are lowered to 12, or suffer a –2 if originally 12 or lower. Wearing the belt does not compensate for needing to rest, and no other item or power can make the rest time any shorter. There is no damage adjustment for the character’s increase in height.

This item is restricted to the High Level campaign and High Level events only.

Membership in the Ring-Givers- The character is a “named” member in the Ring-Giver sect. The character will have to tithe 10% of his income to a variety of NPC organizations, and cannot refuse to help those in

distress. Many members of the Ring-Givers are poverty stricken. However, if the code is adhered to the Ring-Giver will always have access to food, clothing, and shelter from grateful people the Ring-Giver has helped in the past. If the character helps someone in need with a gift of 100-999 gp, according to the person's need, the character will have +1 Charisma bonus when dealing with that person thereafter. If a gift of 1000-2500 gp is given the Charisma bonus is +2. 2500-5000 gp gift merits a +3 bonus, and gifts of over 5000 gp give a +4 bonus to Charisma. These bonuses last until the recipient returns a favor of equal or greater worth to the Ring-Giver and even thereafter the character will usually be thought of in high regard.

Record long-term charisma adjustments to NPCs on the character log. The Ring-Givers are on poor terms with the Fated, as their philosophies are diametrically opposed.

Act IV, Scene II

(premier item) *Sword of the Seven Stars* – A gleaming longsword fashioned from steel with the engraving of an alien night sky along the center of the blade. Seven diamonds are imbedded in the stars of the engraving. The hilt is of pale wood and steel, and the entire sword is inlaid with silver and lead wire making patterns of silver and gray.

The sword is +4, fashioned in Alfheim, on Ysgard. At command the sword can glow, shedding light in a 30' radius. Any form of *darkness* or *continual darkness* is negated by this light. This light is soft and illuminating, but it does not harm creatures affected by light. Items that produce continual darkness effects are inactivated by touch of the blade 50% of the time for 1d6 rounds. Three times per day the sword can fire a bright beam 60' long that will blind a creature for 1d6+1 rounds, saving throw vs spells negates. The wielder can not be blinded by light or prismatic effects.

The sword's major power is a dazzling display of soft colored lights that swirl around the sword. This makes the sword difficult to perceive and the wielder hard to fight. Anyone attacking the wielder while the *star dance* is active is -4 to hit and +4 to AC due to the swirling lights. Anyone attacking the wielder from behind is only -1 to hit and +1 to AC as the character's body is blocking the *star dance*. This does not effect sightless creatures or creatures unable to be blinded. Activating the *star dance* requires one charge, and the sword has seven charges.

The sword is intelligent, AL: NG, Int: 8, Ego: 15. The sword is fond of worshippers of light based deities such as Lathander and Selune.

This item is restricted to the High Level campaign and High Level events only.

Follower of the Seelie Court – The character is out of play for six months from the date noted. The character is travelling the planes with Queen Titania and her court. This gives the character great experience with faeries and the planes. Faeries will know the character on sight and will not attack or harass the character first. The character gains +2 on saves vs. illusions. Also, the character gets the proficiency Planar Survival for one of the following planes: Beastlands, Arborea, Ysgard.

Membership in the Fated: The character has joined the faction of the Fated. The character has embraced the concept that might makes right and that all of the worthwhile aspects of life are available to those who have the strength and desire to take it. Lawful characters can not join the Fated. The Fated and the Harmonium are enemy factions.

Those who have joined the Fated are able to learn any non-weaponry proficiency from any category without penalty. If they can find a teacher, they can learn from any category without spending the extra proficiency slot. This does not allow the restructuring of proficiencies learned in the past.

As the character increases his rank in the Fated, more benefits may accrue.

Act III + IV, Various scenes

Ice Sapphire – 2000 gp sapphire of deep blue. Once, this jewel can bestow an *endure cold* spell of 12th level on one character. Once used some of the inner light fades reducing its value to 1200 gp. The gem is always cool to the touch.

Tyjar's Horn – *iron horn of valhalla*, summons CG warriors. Can not be used by Lawful warriors. This item is restricted to the High Level campaign and High Level events only.

Svartalfheim Cloak – Cloak made of navy blue and black material, very light with a fur collar. This functions as a *cloak of elvenkind* that also has the power of *wraithform* 1/day. This item is restricted to the High Level campaign and High Level events only.

Grungir's Hammer - *war maul* +3 fashioned in Jotunheim. Requires the weapon proficiency to use correctly, and is a two handed weapon. (Base Damage: 1d8+1/1d8). Automatically sizes itself to its wielder's height. Do not apply damage adjustments from *enlarge* spells or similar magic. If the wielder is 12' or taller, the weapon does double base damage (2d8+2) to all opponents.

The weapon is particularly useful against stonework. If a charge is expended, it does one structural point worth of damage to a structure for five full hit points worth of damage done. One charge will

also destroy a *wall of stone* or *wall of iron*, or knock down one *stoneskin* charge for every five full points of damage done (in addition to the one for the attack). The hammer has five charges. The hammer is rechargeable, but only by a giant wizard.

This item is restricted to the High Level campaign and High Level events only.

Power Key – Tyr grants his cleric a power key for the spell *hold person*. This spell will work at full spell level anywhere in the planes. As Torm and Ilmater are subservient to Tyr in Faerun, their priests can also earn this reward.

The power key takes the form of a five-inch long iron chain with the holy symbol of Tyr on one end and the cleric's holy symbol on the other.

This item is restricted to the High Level campaign and High Level events only.

Heroic Death- This certificate signifies that the character died a heroic death on the planes of Asgard and enjoyed the Hero's Rebirth as he awoke the next morning. When dealing with Asgardians, einheriar, or priests of the powers of Asgard the character's Charisma is at +1. The entity whom he is speaking with will sense an aura of valor about the character.

Act V, Scene I

Spell Key from the Well of Knowledge – The character know the spell key for one spell, level 1-5, for a specific plane. When the stated spell is cast on the stated plane the spell will work exactly as listed in the *Player's Handbook*, *Tome of Magic*, or the *Forgotten Realms Adventures* book. Note that this does not allow spells that are impossible to function, such as a *fireball* in the plane of Water.

The judge must check the appropriate box stating if this was paid for with a favor coin or the loss of an eye. The eye can not be restored except with a *wish*. If the eye is restored, Mimir will take back the knowledge he has given (the spell key is lost).

(premier item) **Draught from the Well of Knowledge** – The character's Wisdom is permanently increased by +1, to a maximum of 20. The character does not get spell immunities from the increased Wisdom, but proficiencies are adjusted and bonus spells are gained. A given character can only benefit once from drinking water from the Well of Knowledge.

The judge must check the appropriate box stating if this was paid for with a favor coin or the loss of an eye. The eye can not be restored except with a *wish*. If the eye is restored, Mimir will take back the knowledge he has given (Wisdom gain negated).

Act V, Scene IV

2000 gp for each party member for completing the mission.

Three Coins in a Well – Team Survey Gen Con 1999 Game Fair Only

Judge Name _____ Judge RPGA # _____ Date _____

1) Did the characters retrieve the first answer at the Well of Knowledge? Yes / No

2) Which Faction did the characters give the information to? Courmtamour
Silver Mask
Lithuriel
Verigrim
None of the Above

3) Did any of the characters get swept into the Seelie Court?
(Give Character name, Player name, and RPGA #)

4) Did any of the characters die in battle?
(Give Character name, Player name, and RPGA #)

Game Master Comments on the adventure: