

Storm Weavers



SOLO TABLETOP GAME



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PAWEŁ DZIEMSKI

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Contents

Game Rules

Storm Weavers

Introduction

Northern Border

Éirinn go Brách

Epilogue

World Guide

The Character Sheet



Game Rules

Introduction

Storm Weavers is a choice-based fantasy roleplaying game for one player. In this tale, you are **Thymin**, the dwarven protagonist, making decisions that could lead either to a happy ending or a glorious death!

Are you ready to take up the challenge?

Character Creation

You are a dwarven mercenary named Thymin.

Before you start the game, you need to determine and record the attributes of your character. You will make these notes on a copy of the Character Sheet provided at the end of the book. It's also good to draw a map during the journey – a map card is included with the book.

To customize Thymin to your preferred play style, you will modify the two primary character attributes of *Dexterity* and *Wisdom* using a small pool of points. These may change and improve during gameplay as well.

The initial values of your attributes are:

SPD / Speed	<i>default SPD is 2, but it can be modified by specific paragraphs</i>
DEX / Dexterity	5 + (0-4) points from the starting points pool, which you decide to assign (see below)
WIS / Wisdom	5 + (0-4) points from the starting points pool, which you decide to assign (see below)
WB / Weapon Bonus	0 (you start your adventure with a basic Axe, but better weapons can improve your WB)
AC / Armor Class	0 (better armor can improve your AC)
Health	20 (starting Health is also Max Health) □□□□□□□□□□□□□□□□□□□□□□
Gold	50 gold crowns (currency)

You must allocate all your starting attribute pool of **four (4) points** to modify your *Dexterity* and *Wisdom* attributes and record your final starting attributes on your Character Sheet. You may spend the four points as you wish, but keep in mind that you will use both attributes throughout the game. Various items and events may adjust these attributes, and it is recommended

to allocate them evenly, but you may choose to be more focused on mental tasks (*Wisdom*) or physical tasks (*Dexterity*) if you like.

Example: *You've decided to assign 3 points to your Dexterity, which now equals 8, and add only 1 point to Wisdom, which is now 6. Record these starting values on your Character Sheet. It is recommended to record all values in pencil so they may be changed as the game progresses. During the game, you will have to beware of mentally challenging situations and take care of your psyche – unless your Wisdom increases!*

Important: *During the game, all your attributes might increase or decrease – always record and update the changes on your Character Sheet.*

Remember: *Your Health, during the entire game, cannot increase above 20 points. If your Health drops to 0 or less – go to paragraph number – **225** (if you play adventure Northern Border), **110** (if you play adventure Éirinn go Brách) or if you play Epilogue go to **69** (if you died in the battle) or **70** (if you died outside the battle). For your convenience you will find these numbers on the Help Card.*

Attribute Tests

Some paragraphs may demand a *Wisdom* or *Dexterity* test, performed by rolling dice or flipping a coin (see *The Coin Test*). Unless stated otherwise, roll two six-sided dice (2D6). To pass the test, your total combined dice score must be **less than or equal** to your tested attribute. To succeed, roll LOW. Higher attribute scores increase your chances of success by increasing the likelihood you will roll lower than your score.

Injuries: When Thymin gets injured, the tests are harder to pass.

If your *Health* is **below 10**, but **more than 4**, you must **add 2** to the dice roll result.

If your *Health* is **4 or below**, you must **add 4** to the dice roll result.

Example: *Thymin is at 8 Health, and makes a Wisdom check. He rolls 2D6, and the result is 6. His Wisdom for this example is at 7. Because of his injury level (below 10 but above 4), he must add 2 to the dice result, and because the total (8) is **greater** than his tested attribute score, he fails the test.*

Modifiers: Remember also to apply special modifiers, if there are any in a given paragraph, or if you want to use an item that can help you pass the test.

Remember: *If the test dice score is greater than your tested attribute – the test ends in failure.*

After each test, turn to the paragraph indicated in the passage, depending on whether it was successful or not.

The Coin Test

The coin test is the second type of test that you can find in *Storm Weavers*. It is exactly what it seems to be – a coin flip. If the text of the paragraph does not say differently – **choose** a desired result out of the two possibilities – heads or tails (or, if there are no heads and tails on your coin, choose which side of the coin stands for heads and which for tails), then flip the coin. Catch it while it's in the air, or let it fall on the ground: the technique doesn't matter. The result is what matters – if the result on the **face-up** coin **after** it has landed **matches** your chosen desire, the test is a **success**. Otherwise – the test result is **failure**. If, by any chance, the coin does not show a clear-cut result – repeat the flip.

Combat

Combat in *Storm Weavers* may be played in two ways:

1. Fighting with multiple enemies should be played on a Combat map.
2. Fighting with only one enemy can be played without a Combat map.

The paragraph in which combat is initiated contains combat instructions and enemy combat attributes and statistics. It always defines which type of fight you are dealing with, and any special rules in the paragraph take priority over the general rules in this section of the book. If you must use a Combat map due to the number of enemies, it also defines which Combat map and figures are to be used.

Multi-enemy combat on a Combat map

ROUNDS AND PHASES

In combat, Thymin always has initiative: he always goes first (unless stated otherwise in the current paragraph). Enemy turn order is given in the current paragraph, if there are multiple enemies.

In a single combat round, each character takes a turn, and on that character's turn, it may or may not move, then it may or may not attack. In Storm Weavers, the movement phase always occurs first on a character's turn, followed by the attack phase. Sometimes Thymin may have allies, who benefit him as indicated in the text.


One **round** is comprised of several consecutive **phases**, in which the **movement actions** and **attack actions** are performed. A character's turn consists of movement, then attack actions:

1. Thymin's movement phase: move any number of spaces up to the current movement limit or don't move.
2. Thymin's attack phase: make a normal attack, a special attack, or no attack.
3. First enemy movement phase: move as indicated by the current paragraph.
4. First enemy attack phase: attack as indicated by the current paragraph.
5. Second enemy movement phase: move as indicated by the current paragraph.
6. Second enemy attack phase: attack as indicated by the current paragraph.
7. And so on, until all characters in the combat have moved and attacked.

The round comes to an end when all of the characters that take part in the fight have performed all their actions. After the first round is finished, the second round occurs, then the third, etc., until the condition defined by the instructions of the present combat (current paragraph) is triggered, or all enemies are dead, or Thymin is dead. The current paragraph also determines **the consequences of the finished combat**.

THE MOVEMENT PHASE

1. The character can move in any orthogonal direction (North, South, East or West on a compass); to do that, move its figure (only) to an **orthogonally adjacent square**. **Diagonal squares don't count as adjacent**.

- 
2. During its movement phase, the character can move a number of squares less than or equal to its *Speed* attribute, even when adjacent to enemies, defined in the instruction of the current combat (in the given paragraph).

Example: *If your Speed equals 2 – you can move two steps forward or, for example, one step forward and one step sideways. You can also move one step and stop, or not move at all. You cannot move diagonally.*

3. The character **cannot** move through any kind of **obstacle**, such as a wall, a pillar, a table, etc., unless the instructions of the current paragraph permit that. The character cannot move through a square in which **another character** is located, either.
4. **Enemies** will try to move adjacent to Thymin as fast as they can, to attack him (unless the current paragraph says otherwise). When performing enemy movement actions, they should always take the shortest distance, with **the least number of squares**, even when moving around obstacles.

THE ATTACK PHASE

The Attacker is the character whose phase is currently active.

The Defender is any character who is being targeted by an Attacker.

1. One can only attack an enemy that is positioned on a square adjacent to the Attacker's current square. Diagonal squares **do not count** as adjacent.
2. In its attack phase, the Attacker **may target only one enemy**, unless the current paragraph instructions clearly state otherwise.

PERFORMING AN ATTACK ACTION

To attack an enemy, one needs to:

1. **Determine the Attack result:** in order to do this, you need to roll a D6 for the Attacker, add the Attacker's *Dexterity* attribute to the dice score and apply possible modifiers derived from the given paragraph instruction.
Example: *Thymin's Dexterity is 6, and the player rolls a 4. The attack result is 10.*
2. **Determine the Defense result:** in order to do this, you need to roll a D6 for the Defender, add the Defender's *Dexterity* attribute to the dice score and apply possible modifiers derived from the given paragraph instruction.
Example: *The enemy's Dexterity is 6, and the player rolls a 2. The defense result is 8.*

3. **Compare the two scores – the winner of the attack phase** is the character with the higher result. The other character is **the loser for that phase**. For example, if Thymin’s attack result is 10, and the enemy’s defense result is 8, Thymin is the winner and the attack is successful. Once it is determined that an attack is successful, damage can be assessed. If there is **a tie**, no one receives damage and the combat continues in order.
4. *Regardless of who initiates an attack, the damage to the loser of the attack phase is partially determined by comparing the Weapon Bonus of the attack phase winner against the Armor strength of the attack phase loser.* For instance, if Thymin attacks on his turn but loses the attack roll, he takes damage from the enemy’s weapon. This means it is important to think carefully before attacking: losing the opposed roll during the attack phase isn’t just a “missed swing” of his weapon; it is an abstraction of a short sequence of combat that includes his opponent’s reaction to his attack. This is why he can take damage for losing the attack phase even if he is attacking on his own turn; in this way, Storm Weavers differs from some tabletop RPGs, but our system makes tactical combat choices interesting while keeping it moving along and avoiding too much dice rolling.
5. **Evaluate the injuries** – the injuries inflicted to the Loser of the attack action contest described above are resolved by the following steps, in the following order:
1. Count the **difference** between Winner’s Attack result and Loser’s Defense result. For example, if Thymin’s attack result is 10 and the enemy’s defense result is 8, the difference is “2” ($10 - 8 = 2$).
 2. Add the attack phase winner’s *Weapon Bonus* to this result. For example, Thymin’s *Weapon Bonus* at the start of the game is 0, so the result is still “2” ($0 + 2 = 2$).
 3. Subtract from this result the attack phase loser’s *Armor Class*. For example, the enemy’s AC is 1, so the total damage inflicted on the loser is “1” ($2 - 1 = 1$).
 4. Reduce the Loser’s *Health* by this amount.
[Injuries = ((Winner’s Attack result – Loser’s Defense result) + Winner’s Weapon Bonus) – Loser’s Armor Class]
6. **Check for situational effects and additional damage:** if the number of obtained injuries is three or more (3+), **a Push** takes place (see *Special Attacks*)

– *The Push*, below), representing the extra knockback force of the blow. Remember also to add possible additional injuries, resulting from specific conditions like being pushed, or running into an obstacle or another fighter, see below. **Attention:** *an example of a fight is given at the end of these rules.*

7. **Health reduction:** all damages from injuries, effects and special situations need to be deducted from the current *Health* value of the loser of the current attack phase. The new *Health* value must be noted on the Character Sheet (if Thymin is the loser) or in a given paragraph (crossing out the number of squares which equals the number of enemy's injuries).

This may sound complex, but in play, it moves rather quickly once you learn the round sequence. We have simply listed each step as carefully and clearly as possible to avoid rules confusion. **Remember, the current paragraph ALWAYS takes priority over the basic rules if there is a conflict.**

WINNING AND LOSING THE ROUND (VS THE ATTACK PHASE)

If the paragraph's text requires for the player to determine whether the player won or lost the *round*, it means that the player must check to determine whether Thymin caused injuries to the enemy in the given round and if Thymin was hit, whether or not he received damage. If Thymin *caused injuries and did not get hit*, the given *round* is considered to be **won**. In any other case, the *round* is **lost, even if Thymin eventually wins the combat**. In other words, if Thymin hits but causes no injuries, or if Thymin causes injuries but is also hit, even if he receives no damage, he has lost the round.

Why is this important? Because certain paragraphs trigger certain events during the combat based on whether Thymin has won or lost a given round of combat. Remember, he can win multiple attack phases within a round and still lose the round, if he takes a hit during that round.

SPECIAL ATTACKS

1. **Cunning Strike**

To perform a *Cunning Strike*, check your *Wisdom*. Roll 2D6, and if the total is less than or equal to Thymin's *Wisdom* attribute, the *Cunning Strike*

succeeds. If the test results in **success** – immediately inflict three (+3) *Health* damage to the enemy, regardless of its *Armor* value. If the roll **fails** (you roll higher than Thymin's *Wisdom* score) – Thymin immediately receives three *Health* damage, regardless of his *Armor* value. You may use the *Cunning Strike* instead of a regular Attack Action.

2. Charge Attack

Any time an Attacker attacks directly after moving at least two squares in a straight line, it is considered a *Charge Attack* – add **one** (+1) to the attack roll result. This is NOT damage, just a bonus to the attack attempt. This bonus is added whether the enemy is to the left, right, or in front of the character who made the charge attack at the end of this special attack move.

3. The Push

If a character receives melee combat damage equal to **three or more** (3+), a *Push* takes place. You need to move the injured character's figure **two squares** in an opposite, straight line from the character that caused these injuries, so that it ends up further away from the attacker than it was before *the Push*.

If there is an **obstacle** on the way of *the Push* (ex. a pillar, a table, a wall, a bonfire or another character), the character that is being pushed is stopped from moving by the obstacle, but loses **one** (-1) additional damage point from *Health*. Some of the combat paragraph instructions may determine additional conditions which might have an influence on *the Push*.

4. Flanking

In a situation where there are **two or more** enemies on **orthogonally adjacent squares** to our character's square, Thymin is *flanked*. His *Dexterity* temporarily decreases by:

- one point (-1), if he's flanked by two (2) enemies
- two points (-2), if he's flanked by three (3) enemies
- three points (-3), if he's flanked by four (4) enemies

Remember: *the diagonal squares do not count as adjacent.*

A fight without a Combat map (with one enemy)

If there is only one opponent in front of you, you need to conduct combat *without the Combat map*. In such a case, the current paragraph will contain a description of the *enemy's attributes*. The combat proceeds exactly like a fight on the Combat map – **however, one omits the phase of movement and special actions that require movement, except the Cunning Strike, which does NOT require movement.**

Rounds need to be counted in a standard way – Thymin and the enemy attack alternately, and Thymin always goes first (unless a paragraph states otherwise).

An example of a fight (without a Combat map):

	DEX	WB	AC	Health
Thymin	8	2 (a Double-edged Ax)	2 (Chainmail Armor)	(current) 18
Goblin	10	no weapon	no armor	□□□□□□□□□□

ROUND ONE

Thymin's Attack:

1. Thymin rolls 5 and adds the score to his *Dexterity*. His Attack is $5 + 8 = 13$.
2. Goblin rolls 4 and adds the score to his *Dexterity*. His Defense is $4 + 10 = 14$ and so he **is the attack phase winner**.
3. Goblin injures Thymin: 14 (Defense result) – 13 (Attack result) = 1 injury, which Thymin (loser of the round) must deduct from his *Health*. Luckily, Thymin has *Armor* worth 2, so he doesn't get any injuries. Even though Goblin wins the attack phase, Thymin remains undamaged.

Goblin's Attack:

1. Goblin rolls 1 and adds the score to his *Dexterity*. His Attack is $1 + 10 = 11$.
2. Thymin rolls 6 and adds the score to his *Dexterity*. His Defence is $6 + 8 = 14$, therefore, Thymin **wins the attack phase**.
3. Thymin swings at Goblin 14 (Defense) – 11 (Attack) = 3 Injuries. He adds a modifier from *Weapon*, which is 2. This way Goblin gets 5 Injuries in total.

Goblin's *Health* drops to 5.

ROUND TWO

Thymin's Attack:

Thymin decides to make a *Cunning Strike*. His *Wisdom* equals 8. He rolls two dice and the sum of pips is 5, which is lower than his *Wisdom* attribute; remember, you need to roll **less than or equal to** an attribute to **succeed** on a *Cunning Strike* check. The attack is successful. Goblin gets 3 injuries and his *Health* drops to 2.

Goblin's Attack:

The Goblin is badly injured... but continues to fight for his life...

Consecutive rounds continue, until one of the fighters dies – unless the text states otherwise. Death occurs when Thymin's *Health* drops to 0. In such case, the reader should go to paragraph **225 (if you play *Northern Border* adventure or other).**



Storm Weavers

NORTHERN BORDER

INTRODUCTION

After a five day trudge, you have a feeling that instead of legs, you've got two logs. Painful logs.

Half a year ago, you joined the Free Dwarf Company in the human King Ernan's Service. You've walked the length and breadth of Flandria with them, but you still can't get used to the pace that the veterans impose.

The core of the Company comprises your kinsmen from Caledonia, marching proudly in their tartan kilts. The howl of dwarven bagpipes carries over the plain, so at least some of you are in good spirits.

The evening has come. You stopped at the edge of the plain, near the woods. After an hour, royals have joined – an enormous company of men, tents and pennants. You feel safer having them around.

You've set up your tent and sit by the bonfire with your comrades, puffing your pipe. You've reached a place where there is no turning back – the battlefield. Who knows whether this evening is your last or not? The morale is high for everyone at the moment.

"Where's Cahir?" Young Nali asks. "Have the deliberations ended?"

"I'm here, I'm here..." says Cahir MacBru, the captain of the Free Dwarf Company, as he joins the circle of warriors and sits on a tree stump, right in front of you.

"Tomorrow we'll take the left flank." He shortly announces; after a moment he continues: "I've heard Fomorians have joined the enemy."

For a brief moment there is a heavy silence among the warriors. Nobody dares to speak.

"Pugh!" Nali pulls himself up, grimaces and spits. "Buck's offspring! Pure evil, gods damn them!"

"At least it will be clearly written in the chronicles – who was right in this war and who wasn't," He adds quietly after a moment, while sitting back in his place. "What do you think, Thymin? Will they describe us as the good ones or the bad ones?"

"It depends on whether we win, or lose." You answer without taking your eyes off the fire. "History is written by the winners... Besides, what does that mean to us – good or bad? We must march through mud, bash with an axe, break skulls, that's our job. It's war... If there is no provisioning, we must rob peasants. Finish off enemies after the fight... Long talk, and for what? Enough songs about it."

“Aah!” Old Bomir finally frowns. “I don’t like this type of gallows humour, especially before the fight. Only you seem to be laughing about this. Let’s go to sleep.”

“Senectitude has spoken, wisdom has spoken.” Cahir says. “All, to your tents! Tomorrow is a big day!”

At night, you dream about the Kingdom Under the Mountain, where you grew up. And about your father’s wanderings.

He was a sellsword, a mercenary. He came back once a year, bringing money. He always said that the mine wasn’t for him and that he preferred to die from an axe rather than pneumonia or black-lung.

When your father was not around, you didn’t listen to your mother – you and your brothers. Now and then, you’d run away to wander outside the city walls. You wanted to be just like him. Your mother was getting angry and hopeless, when you’d come back all dirty, in ripped clothes. You’d get into a fight, but there was always a warm supper waiting for you.

Dreaming. It is one of your adventures. You are climbing steep stairs to the Mountain of Listening. Step after step, but the stairs seem to have no end. After some time, you reach the top and look far into the north. You see a black tower looming in the distance. You look at it for a really long time. Too long.

Suddenly, a muffled sound disturbs your sleep. You grab the axe and run out, into the night.

There is a turmoil in the camp: The royal tent burns in the middle of the place, plenty of soldiers everywhere, outshouting each other – put down the fire, catch, fight the enemy and hundreds of curses, of course. In the fiery blaze, you see Nali running towards you.

“What’s going on?!” You outshout the racket.

“They tried to kill the King! That’s what’s going on!” Nali shouts back while running. “A spy snuck into the camp and set the King’s tent on fire! Thank god, the crown is unharmed. Whoever’s alive, seeks the culprit!” He threatens the unknown saboteur with his fist and disappears in the darkness.

You stand in place for a while, gathering your thoughts, and all of a sudden you seem to see some kind of a movement between the trees.

If you want to dive into the darkness, hoping to catch the spy
– *check your* Dexterity:

Success **F6** Failure **F11**



F1



If you want to sneak up slowly and cautiously, to search through the bushes – *check your* Wisdom:

Success **F10** Failure **F7**

If you want to throw an axe into the blurry shadows **F8**

If you want to call for backup **F9**

If you think it might have been an illusion, you can go back to your tent to get some sleep before the fight. The King is safe, after all **F5**

Introduction

F2

You stand before a stinking corpse, breathing heavily. Suddenly, you feel a stabbing pain in your side. You look down and see a red stain, it's getting bigger and bigger. A dying wyle chuckles in a disgusting laugh and throws away a black dagger, with which he apparently wounded you. You cut his horned head with one large blow; after that, your strength fades. You can still hear the turmoil of the fight from afar – you'd like to join your comrades and fight the rest of the enemies, but your legs refuse to obey. You fall down to your knees, however, with the last ounce of strength, you take out a horn and blow it.

When you regain consciousness, the first thing that you see before your eyes is the ceiling of the tent. You survived, but you feel unwell – wasted by fever, not knowing how serious your injuries are. After a while, Cahir shows up, and upon seeing him you try to pull yourself up in bed. He looks at you with a serious expression.

“Are you alive?”

“I guess so.” You say feebly. “...how was the fight?”

“We won... but the losses are enormous.” The dwarf is truly worried.

“Not good.” You fall back on the bed, with a groan.

After some moments of silence, you add:

“Thanks, Captain... you've commanded well.”

“It is I who should be thanking you: that wyle could've caused a lot of trouble, if he was to sneak up from the left flank and throw fire at us. Luckily you got him before he was able to do it.” **F4**



F2



When you regain consciousness, the first thing that you see before your eyes is the ceiling of the tent. You survived, but don't feel well – wasted by fever, not knowing how serious your injuries are. After a while, Cahir shows up. Seeing him, you try to pull yourself up in bed. He looks at you with a serious expression.

“Are you alive?”

“I guess so” You give a feeble response. “...how did you find me?”

“By accident. After the battle, we looked for anyone who might have survived.

We found you unconscious, in the stream. Deeply wounded.”

“How was the fight?” You finally ask.

“We won... but we have enormous losses.”

“Not good.” You fall back on the bed, with a groan.

After a while of silence, you add:

“Thanks, Captain... you've commanded well.”

“No! Lousy.” He frowns at the mere mention. “First, horses trampled us; then, some Fomorian wyle attacked from the left flank and scorched us with striking fire... The Company was decimated... not many of us remained alive. It's good that we've found you, at least. At the last moment, in fact... another minute, and we would have lost you.” **F4**

“The wound is serious.” Cahir says. “Local doctors won't be able to heal it. Today, King Ernan is sending messengers to the north, to Udgard. They will sail over the sea. I've arranged a spot for you on the ship. The best medics in the world are there, in Udgard. If they can't heal the wound, no one will.” Then he falls silent for a moment.

“And even if it's destined for you to die, you'll at least see the Kingdom Under the Mountain again.” He adds, quieter.

“Thanks, Captain. It has been an honour to serve under your command,” you say, weakly.

“Sleep now. You'll be carried to the ship within an hour.”

You fall on the bedsheets and into a black hole of a dreamless dream.

Go to **1**

Morning. Cold and nippy wind. The Company stands at the edge of a forest, on a protruding hill.

Rays of the rising sun shine through clouds and onto the plain. Your position gives you a great view on the enemy army, taking their positions down in the valley. There are a lot more of them than you've expected. So many more. The valley glows with the red blaze of pennants and flags. You wait patiently, to see which positions they will take. Cahir silently puffs his pipe, like there's nothing important going on. Meanwhile, the sun completely breaks through the clouds and another hot day begins.

"It's a good day to die." Nali says.

"A good day for them to die." You reply with a grin.

"Ok, to battle!" Cahir breaks the silence suddenly and blows a whistle, three times.

You stride down the hill and stand close to each other with the rest of the dwarf company, forming a well-trained battlement of the northern folk. All of you adjust weapons, checking that all the shields of your comrades touch edge to edge, forming an unbreakable wall. You wait. The sun slowly moves through the sky. The tension is difficult to manage, even by the most experienced sellswords.

Finally, you can hear a clop of the hooves of a horse from afar and a royal messenger appears. He approaches and speaks with the captain for a brief moment, delivering the orders.

"All right chaps!" Cahir calls loudly, when the conversation is over. "First, the royal cavalry advances, then the rest of us follow. The cavalry charges the middle, and we take over the left flank. We'll crush these buckhorns. Stick together and bring down the Mountain on them!"

Horns blast. The wind starts to blow as if at a signal, flapping the light blue pennants of the dwarven Free Company. The ground trembles with the growing thunder of hundreds of horses' hooves, while the charge of King Ernan's heavy cavalry pours down the valley, with golden banners cascading over their heads. Cahir gives the signal to attack, whistling again with a piercing warble. You hear the keening and then the howl of bagpipes. At an even pace, you go down the valley, shield to shield.

They are already waiting for you, of course. Fomorians. Pitch black, shaggy buckhorns. Broods of the night. At least you're the same height, it crosses



your mind, so it'll be easier to cut their heads off. Hopefully, they don't have their sleazy wyles with them, you add in your mind. You hate the wyles. In your entire life you've met only one that was decent. But to tell the truth, him too – a swine.

You move to attack. You nearly have them under your axes, when suddenly, you can hear horns playing, but they sound different than yours. The ground trembles again, buckhorns fan out and first you see blood red banners emerging from the battle dust, then a charge of enemy cavalry moving towards you.

Cahir blows the whistle two times. You stop on command, stick your shields in the ground and prepare axes. There's no time to think. Horrifying turmoil goes over your head, as the heavy riders charge into the ranks with the force of a battering ram.

You stand on the left hand side, the last one in the first row. The enemy's lance pounds into you with an enormous force, pushing you back. The impetus of the charge makes you drop your shield and fall into nearby bushes. Unfortunately, there is a bluff behind the bushes.

You roll down the hill and fall down into the stream. You brush yourself off – nothing's broken. You hear sounds of the battle above you.

And then you notice that you're not alone. Before you even start to think, two Fomorians charge into you, followed by the ugly curses of a wyle. He shoots a fire bolt out of his crooked staff. You dodge at the last moment. Fomorians rush toward you. Defend yourself!

Combat map F5 *(see next page →)*

	SPD	DEX	WIS	Health
Fomoraig 1	2	6	5	□□□□□□□□
Fomoraig 2	2	7	4	□□□□□□□□
Wyle	2	7	9	□□□□□□□□

Fomorians' Speed is 2. For some reason, it seems that the Fomorians can't cross the stream. If any of them falls into the stream, he loses 2 points of Health.





Your Speed is also 2. When you walk into the stream, you must stop. When a fighting character is in the stream during the fight, deduct 2 points from its Dexterity.

Whenever he acts, the wyle won't attack with his bare hands, instead he will try to burn you with a fire coming out of his staff. The reach of the fire is 4 squares in a straight line. First, you need to check his Wisdom. If it's a **failure** it means that he shot one of the Fomorians. A roll of a dice will show how many injuries he has caused. You choose which Fomorian gets hit. If it's a **success**, check your Wisdom once again, to try to defend yourself. If you've **succeeded** – your assumption where he'd directed the fire was correct, you jump to the side and avoid getting hit. If you **fail**, determine the amount of your injuries with a roll of a dice and deduct the score from your Health.

If you have **an Iron Charm**, it protects from the fire in such a way that instead of getting burned, you just feel a hot wind. If you get hit with a fire spell, instead of checking the amount of injuries by rolling a dice, always deduct just one point from your Health.

As soon as you move into a square adjacent to the stone cromlech **F14**

If you defeat all enemies **F2**

If your *Health* drops below 5 **F3**

F6

Introduction

You throw yourself into the darkness and among the trees, running after the escaping shadow of a horned figure. Finally, it's within your reach. You grab its collar and pull it to the ground.

There is the wild grin of buck's snout, red eyes burning in front of you. Fomoraig! Not just any Fomoraig – his black and red clothes state that he is a wyle!

You take a swing to knock him out, however, he already managed to bellow a spell, using his barbaric language consisting of bleats and throaty growls. You were too slow! Being surrounded by darkness, you lose your sight for a moment. When you get it back, there isn't a single trace of the



F6



enemy. You're standing in a glade, churned with hooves, alone.

You sit down for a while to regain your strength and notice that during the struggle, the wyle lost something. You pick an **Iron Charm** up from the ground. It is in the shape of an unfamiliar god. You look at it thoroughly, then hide it in your pocket. Write it on your equipment list.

You return to the camp and report to Cahir. He nods his head in understanding, "There is nothing more there could be done," and takes the dispatch to the headquarters. In a blue mood, you go to get some rest.

On the morrow... **F5**

Introduction

F7

Slowly and cautiously you sneak in the direction from which you've heard the sounds. You move soundlessly, not even one branch cracks beneath your feet... unfortunately, there is no one there.

You're stalking through the woods till the sky starts to dawn. Eventually, downhearted and exhausted, you return to the camp to get at least one hour of sleep before the battle. On the way, you ask your comrades if anything has been discovered. Besides the fact that no one has found the spy, you find out nothing else than regular rumours.

You go to your tent and lie down for a short nap, and in the morning...

F5

Introduction

F8

Without a doubt, you throw an axe into the direction of the distant shadow!

The axe spins in the air... and suddenly bounces back, as if it hit an invisible wall! There are sparks after the blow – in their glow, you see a horned buck's figure, for a moment. The creature starts to run, roaring terrifyingly!

You follow it, picking up a charred axe on the way.

Check your Dexterity:

Success **F6**

Failure **F11**

F7-F8

F9**Introduction**

“The spy! The spy!” You raise an alarm. “To me, all of you!”

After a moment, plenty of shouting soldiers holding torches surround you. There is a big turmoil that stops when the archers’ commander arrives. He quickly takes over and gives the right orders. However, even then it takes a while for everyone to stand in formation, ready to march.

When you all finally move in an extended line through the woods, lighting your way with torches, it turns out that the tracks are long gone. You don’t find either the spy or his footprints. In the morning, you stop the search and go back to the camp, feeling drowsy.

There’s no point in getting to bed. You talk to the soldiers who have stayed in the camp and find out that no one caught the spy, not even found his trace. Some are ready to admit that the fire was caused by accident, by one of them... maybe even by the King himself, while being drunk. **F5**

F10**Introduction**

You run among the trees, in a direction where you just saw a shadow.

There is a dark silhouette engraved in your mind. It’s becoming more and more familiar. Suddenly, you realize that what you have seen, might have been just a Fomoraig – a horned creature of the darkness, an Irish aboriginal.

A senseless chase does not seem like a good idea. You start searching the woods slowly and methodically, moving in half circles around the area where the creature might have run. After half an hour you notice hoofprints in the wet ground. You follow this trace and luckily find a bizarre object nearby – **an Iron Charm** in the shape of an unfamiliar god. The chain is broken, so you suspect that the spy must have lost it on the run. You feel an unpleasant tingle while holding it in your hands, however you decide to take it: when fighting such an enemy as a Fomoraig, it is worth being familiar with his tricks.

Add an Iron Charm to your equipment.

You return to the camp and report to Cahir. He listens to you carefully and goes to the headquarters with the dispatch. There is nothing more you can do, so you go to have some rest. On the morrow... **F5**

F9 - F10



Introduction

F11

You begin to give chase, but the shadow starts disappearing in the darkness and finally vanishes completely. You run slower and slower through the dark wood, till you finally finish the chase. You've lost the tracks. Your heart pounds, and there is fire in your lungs. After a moment of rest, you are able to catch your breath again and go back to the camp. Then you go to try to get at least a few hours of sleep before the coming battle.

In the morning, you get up well rested, as if you've slept all night and the dark phantom was just a dream. **F5**



F11



F12**Introduction**

The air electrifies. You can feel that the Iron charm vibrates and gets warmer by the minute. Suddenly, you get hit in the back and fly through the air as if you were fired from a catapult!

Move the character's figure three squares in a straight line from the cromlech. If there is a stream on the way, you'll fall down and lose your move phase in the next round. If you fall onto another cromlech, you lose D6 points out of Health.

*If you land next to some Fomorian, check his Dexterity. If he **succeeds**, he causes you D6 injuries which you must deduct from your Health.*

When you pull yourself together, you notice that the charm is gone – there is only an iron chain left.

*Cross **the Iron Charm** off your equipment list and continue the fight!*
Back to **F5**

F13**Introduction**

You feel a pleasant warmth on your back. The sound of a gong rings through the air and your right hand is tingling. You look in its direction and see that small, light blue thunderbolts run through and across the blade of your axe!

In your heart, you thank unknown gods for their support and prepare for the next exchange of blows.

For the duration of this combat raise your Armor Class by 2.
Back to **F5** and continue the fight!

F14**Introduction**

You lean your back against the mossy stones of an ancient structure, in hope that it'll provide protection from the enemies.

Do you have your **Iron Charm** with you?

Yes **F12** No **F13**

F12-F13-F14



Storm Weavers

NORTHERN BORDER

The town resonates with the rattle of wagons, gabble of conversations and stallholders' shouts. Through the tavern's window, you admire the colorful wagon bonnets rumbling over cobbled streets, unable to take your eyes off of the manifestations of city life. Not so long ago, you were lying on a battlefield with a wound that could have easily taken your life. Today, nearly cured by Udgard's most famous healers, you enjoy the sights of civilization.

You have spent most of your soldier's pay, earned during the Flandria Campaign, on convalescence care and tavern fees. King Ernan has thanked the soldiers of fortune who have helped his army and has given them their wages. You have spent a few weeks in this town, ready to flee its walls. You can see the bottom of your money sack, and it's almost empty. A cool gust of wind blows through the window, so you wrap yourself more tightly in bear fur.

Suddenly, a siskin sits on the window sill. It crooks its head in a funny manner. "Hello, I've got a message for you." The siskin says.

It gapes its beak and a strangely familiar voice reaches your ears.


"May I speak now? (You nod.) Yep. Ok. Hello old chap! I've heard that you're in the neighborhood. I need help. It's urgent. I'm imprisoned in my own house, in a white tower, three days trip to the north of Udgard. It's the doing of that villain – a Warlock! Free me and I will do anything for you. That is, of course, anything within the scope of my capabilities. I can surely promise you gold. I beg of you, hurry up! That's it, you may fly away."


The bird closes its beak and looks at you with curiosity. You sprinkle crumbs from yesterday's supper on the windowsill for the bird. The siskin pecks at a few crumbs, turns around and takes off.

You think for a while. It was definitely Zagorthor's voice. Even though he addressed you in such an informal manner, you haven't been getting along in the past. But who would make friends with wizards anyway! However, you can be sure that someone like him would keep his word, and you will need the gold. Moreover, a Warlock... could this have anything in common with the black tower from your dreams? You've got an uncertain feeling that it could.

You have nothing to do here anyway. The decision has been made!

Your Health is restored to its maximum: 20 – make the correction on your Character Sheet.

You immediately go north  **36**

You stay in town for a little bit longer  **143**



You agree willingly and you're all on your way, wasting no time.

The hours on the way do not seem long; what's more – you can even say that you're having quite a nice time. Alcest tells stories about the distant lands he's seen during many travels. You also share your travel stories. The merchant knows the roads of the north like no one else, so he leads you through safe paths, where wolfpacks are rarely seen.

You spend the night by a bonfire, without any unpleasant surprises. Finally, you reach Udgard. Alcest pays his thanks to you for saving him and for keeping him company and heads to the tavern.

What now? **143**

You spend time safely, in the Academy and sleep better than ever before. Your wounds get healed with the best dwarven ointments. *Your Health returns to the initial state – 20.*

You'd gladly stay a little longer, however, you are in a rush to inform the King that the long-time enemy of your tribe has been destroyed.

The King welcomes you into the throne room, surrounded by some of the most important nobles. You kneel down and, in silence, place a gift on the floor. The King rises from the throne, walks towards you and, clearly touched, gets you up off your knees.

“Rise, Thymin. We owe you much, so please take this reward from me, for something tells me you'll need it at the end of your journey. Don't let the bad luck darken your heart.”

He gives you a finely made casket, richly decorated with precious stones. In it, there is a magnificent dagger, fired out of a sinter of red clay.

You bow to the King and receive **the red clay made Dagger**. *Add it to your equipment.*

On the following day, you go to Grand Hallway. **91**

You spend time safely, in the Academy and sleep better than ever before. Your wounds get healed with the best dwarven ointments. *Your Health returns to the initial state – 20.*

You'd gladly stay a little longer, however, you hear that Skimmir is going on a trip into the lower corridors, so in order to meet him, you pay your farewells to the academics, thanking them for their hospitality and move on in the direction of the guard's barracks.

Luckily, you meet with Skimmir on the last day before the trip. He is very happy to see you. The Guard immediately organizes a feast upon your arrival. There are streams of beer, the sounds of war bagpipes, harps and bombards. Everyone drinks to you; after all, you've saved the brave guards and Town Under the Mountain's defenders.


When the feast comes to its height, you raise the worm's head high and a roar of victory comes out of your comrades chests. You give the creature's head to Skimmir for good luck. He pays his thanks, taking you in a dwarf's traditional bearhug.

Holding the creature's head, as a trophy, he recites an "Ode to Thymin", which he composed himself. The song describes your deeds while on this great trip. The guardsmen are crazy with joy, you drink till the early morning, then you drop dead tired, leaving the bender behind.

*Cross **the Worm's Head** off the list of your equipment.*

On the next day, Skimmir hits the road and asks you to stay a bit longer, as the guard's guest, gifting you with a **Ring of Guarding**. *Add it to your equipment list.*

Meanwhile, the guard's armour-smiths fix and improve your armour with the newest inventions. *Add 2 points to your Armour Class and add 1 point to your Weapon Bonus.*

On the following day, you go to Grand Hallway. 

Aegir begins his inspection with resentment and scientific curiosity at the same time, murmuring under his nose:

“Ah, it’s exceptional! Oh no, I didn’t expect this. Does all of this fit into such a small sack?”

He finally addresses you:

“It is a very interesting piece, the academy’s got a budget for this type of thing. It can buy this from you for **50 crowns**. What do you say?”

*If you’ll **agree**, professor Fergusson will take the head to the science room and you’ll receive a sack with the promised sum of money. (Add it to your equipment).*

*If you **don’t agree**, he will not pursue. Instead, he’ll give you **a Linen Bag**, so you won’t scare the Town Under the Mountain inhabitants with the head of some dead creature. (Add the Linen Bag to your equipment).*

Then, he politely bids you farewell, for he knows that you’ll need some more rest.

What will you answer?

“I agree, take this skin, let it rest in a jar, as long as it’s far away from me.” **222**

“Sorry, professor, I’d like to give it to Skimmir.” **3**

“Sorry, professor, I’d like to give it to the King.” **4**

Aegir looks at the emerald with curiosity, moving towards the window. When he raises the stone, a ray of sunshine brightens it and it glows like a green flame, casting colorful reflections on the wall. Professor Ferguson’s eyes get foggy and he starts to recite in a strange voice:

*When you’ll reach the north
At the chain of mountains’ eastern side
When you look inside the Iceberg’s eyes
Do not fear
Do not shiver
And do not think of yourself*

*Neither of your friends
Ask what to do
To save the North
And bring peace for years to come
To our field.*

The professor quietens. His hand falls down slowly, till the emerald remains in shade. Then, he suddenly awakens. He apologizes for being distracted, gives the stone back to you and asks whether you need something. Then he suggests a lot of sleep and goes out, saying his farewells. You fall into a deep, undisturbed sleep. **222**

Alcest's House

7

Here are Alcest's guests:

Jan Hredvigson – jurist academic from Udgard. Expert in laws and customs, filthy rich. If any of your friends had asked you for legal help during this journey, you can turn to Jan **63**. In other cases, there is no point to even start a conversation; Jan Hredvigson is known to be a cold and unpleasant man.

Skalle Gustafson – the most famous bard and fili in the whole north. You've heard that he knows over eighty sagas and numerous rhymes, by heart. He also writes his own poems, which is an unusual thing for people of his kind. Fame obliges, if you want to hear a ballad, you have to pay **15 crowns**. **127**

Feach MacHugh O'Byrne – Commander in Chief of the Udgard Army, who sits staring gloomy into his mug of hot wheat beer, and on the first glance, one can see that he is not interested in conversation.

There is a box with dominos on the table. Sometimes, to think clearly, it is good to solve a riddle. *Remember that you can create a pattern only once during the game.* **30**

You can also tuck yourself in a fur, sleep till the morning and then be on your way:

East to Udgard **143** To the west **122**



7



You walk through the gate, then through a deserted, black courtyard, right to the entrance of the tower. There is no one there. No one guards the entrance. You carefully look around, but there is not a single soul.

You enter the tower and onto the spiral stairs that lead you up and up, with no end in sight. Finally, you step into a large room – so large that there is no way it could fit in the tower.

A figure is standing there, with its back turned to you, facing a stained glass window, dressed all in black. You want to take a look at the stained glass, but whenever you direct your sight in its direction, it starts to move – crawling like snakes. Weird, nasty figures call out to you... No, no, you will not get hypnotized. You turn your eyes away and walk closer to the direction of the figure by the window.

“Hello warlock.”

“Welcome Thymin,” the warlock says, without turning around to face you. “I’ve been watching your exploits. It is interesting that you’re still alive.”

“Despite your best efforts.” You smile cynically.

“You hardly won the battle, dwarf. Half of my army survived.”

“Your army is falling apart,” you answer. “You have no forces.”

“Oh, Thymin, I’ve managed to handle worse opposition. Do you know that no one can walk into this tower without my consent?”

“You can die here, and I’ll manage to create twice as strong an army as this one, and the plain will be covered with blood. Only this time, it’ll be human blood. And dwarven blood.”

You are silent, considering what the warlock has said.

“Thymin, Thymin, what am I to do with you?” You hear regret in his voice. “You fight splendidly, you expertly deal with adversity, you’re intelligent and what’s important – you don’t let yourself get killed. I’ve got something to offer to you, Thymin.

“My army is growing and soon it’ll be the biggest force in the north. Taking over Udgard is just a matter of time. Then, we’ll move south. There is a unique opportunity for you – gold, rivers of gold... power, anything you could ever dream of. Lead my army, Thymin – and you’ll be equal to Kings.”

“First, let my friend Zagorthor go, then we’ll talk.”

“Unfortunately, I can’t do that. Zagorthor’s case is key to me. He has to stay imprisoned; his freedom threatens my plan.”



“Decide then...” says warlock, still facing the window.

You quietly take out your weapon and strike **14**

“Don’t embarrass yourself, warlock,” you respond without hesitation **150**

“Agreed, here’s my hand,” you respond, reaching out your hand **24**

The Keeper

9

I’m the One Who Walks Away.

I’m the One, Who’s Led by Anger.

I Brought to Earth the Weapons of War.

I’m a Rocky Mountain.

I’m the Remoteness.

I’m the Guardian, the One Bringing Disease and The Father of Giants.

I’m Azazel.

“I see...” **139**

Beaten Route to the East

10



You take the beaten route to the east. Soon, the quality of the road gets better. You move faster and faster. In the late afternoon, north from the route, not far away, you see a grand court.

Go to the court **28**

You can also keep going east  The road will lead you straight to Udgard **143**

If you want to turn around **12**



9-10



11**Beaten Route to the West**

You go through the western gate and take the beaten route. You pass deserted villages and waste grounds. In the late afternoon, north from the route, not far away, you see a grand court.

Go to the court **28**

You can also keep going west **12**

Perhaps, you'd like to turn around and go to Udgard? **143**

12**Beaten Route to the West**

You move along the beaten route.

Soon, the road gets worse; there are wide cracks and gaps in it. The weeds choke the road, and as day lengthens, the rough journey begins to wear you down.

By the evening, you reach a place called Offerklippa Skagerak **122**

13**The Black Tower**

The tower grows out of the snow, like a black tooth out of the mouth of a corpse. You move closer to the tower, carefully scanning the surroundings. The top disappears into low, leaden clouds, a foggy mist. Whose hands might have created this building?

The massive stones are perfectly joined together: one can hardly see the seams. Even though there is no damage or decay to be seen, you suspect that the tower has been standing here long before anyone settled these lands. Perhaps it's even the oldest building in the north. Abandoned for ages, it seems to have a new master now, for the top windows glow with a faint, flickering light. The entrance is not blocked by any gate; it is merely a dark portal, gaping open as if it were the mouth of a hungry god. It seems that the master of this tower does not fear intruders.

Two guards come lumbering out of the shade of the portal – huge ice trolls. Their snouts are contorted with a grimace of malicious intelligence; they seem unnaturally aware compared to others of their kind. Who could've changed these normally dull-minded monsters in such a way? More and more questions...

**11 - 12 - 13**



Speak to the trolls **22**

Prepare to fight **141**

You may also turn your back to the tower and move south **39**

The Black Tower

14

You reach for your weapon, trying not to make the slightest sound, but there's nothing there. You realize that your weapon has vanished into thin air – who knows how or when!

Did you have **the Red Clay Dagger** on you, when you entered the tower?

You didn't **15**

You did **17**



14



“There are many ways to kill inconvenient opponents,” the Warlock muses slowly, gazing out the window. “Some are clever; others, not so much. You can feed someone to something big and hungry, destroy them with spells, strangle them, throw them into the dungeon to starve... Many unfortunate losers make a mistake by giving their opponents a slight chance – sometimes by underestimating them, sometimes by giving in to their sadistic appetites. I prefer to esteem my foes, since I value my life; therefore, I don’t give them even the slightest chance.”

You are not capable of moving. None of your body parts listen to the desperate orders given by your brain. The warlock slowly turns from the window to face you. He’s holding a dagger.

“You really didn’t think this through. Brute force shall always give way to the intellect. The north shall be mine. Goodbye, Thymin.”

You look into the old man’s eyes, as black as wells – like the wells of eternity...

THE END

If you want to know the alternative endings, play one more time!

At the same moment you decide to attack, the warlock turns in a flash and takes a few steps backwards.

“So, a betrayal? You’ve truly disappointed me. I was hoping for a more fruitful cooperation. This world is only the beginning for me. I need a steward. However, you’ve made your choice, and now you must pay the consequences.”

Deep, black eyes insistently gaze into you, and you get dizzy. You’re unable to move. None of your body parts listen to the desperate orders given by your mind. The Warlock slowly moves closer. He’s holding a dagger in his hand.

You look into the old man’s eyes, as black as wells – like the wells of eternity...

THE END

If you want to know the alternative endings, play one more time!

Without thinking, you stab with a quick thrust; the dagger is resistant to magic! You strike without thinking – so the warlock wouldn't read your intentions. A spout of black blood splashes your hand and arm as the Warlock moans his surprise. You stab once again; this time, in the throat. Your eyes glance to the Warlock's – they are deep like the wells of infinity – and are now filled with fear. You turn your head away, avoiding any vicious spells he could cast on you with only his empty eyes, and then you strike again. And again. And again...

When your battle rage ends, a bloody corpse in black rags twitches at your feet. The arched, cold fingers of the ancient, withered man seem frozen like they were struggling with the flaps of a coat. The impossibly wrinkled and dried-out face has contorted into a mask grimacing in surprise and fear.

You look out of the window. To the south, you can see a grassy plain, pocked with werewolves' pits. Above that, there is the Mound of Ulfgard. You lean forward and look west. Above a swirling, snowy cloud, there is a white tower, rising proudly upwards.

You look around the chamber. There is a mirror standing against the wall, as tall as a man. You approach it with curiosity. However, you don't see your reflexion, but... What on earth?! It is your friend, Zagorthor! He is sitting at his desk, writing something.

"Zagorthor!" You call him.

The wizard nervously turns around, dropping the pen.

"Is that you?" he croaks. "Do you want to harass me again? I told you already that I won't agree to any cooperation. Die and rot in hell!"

"Zagorthor, it's me, Thymin! The warlock is dead."

"Thymin? Is that possible? By gods! What news! Quick, give me your hand!"

You reach out your hand with hesitation, and it slides into the mirror without any resistance: a cold, prickly feeling. Your friend gives his hand to you, and within seconds, he's standing right in front of you.

"Free at last!" He cries joyfully. He doesn't let go of your hand, just shakes it in gratitude. "Dear friend, I am forever in your debt. You have no idea how grateful I am."

"You have no idea what I've been through, trying to get you out of this trouble," you say with a crooked smile. "Honestly, I don't even know what I did it for, after the last trick you played on me."

"By the gods!" Zagorthor gasps, flushed with embarrassment. "Let's not talk



about some little misunderstandings in a moment like this! I swear it won't happen again! I've got an idea, let's sort this all out over an honest supper and a large mug of beer at a tavern! But first, show me the warlock's body!"

He inspects it quietly for a while. Then, he takes a medallion off the corpse. "That old scrooge kept a treasure deep underground, for sure. Follow me."

You join him on the way to the dungeon. There, with the help of the medallion and a few spells, Zagorthor opens a huge bronze door. Behind it, you see a fortune – ingots, jewels, and a huge pile of gold.

"Just as I've promised you," laughs Zagorthor. "Let's forget the wrongs and split this all, fifty-fifty!"

"I forgive you everything, Zagorthor, old friend," You say, astonished with the sight. "But how will we take these riches with us?"

"Wait a while, I will teleport all of it to the vaults in my tower. We'll split it later." Then he closes his eyes and casts a long spell. He starts to sweat and shiver, and for a moment you fear that he won't survive the effort, however, your fears are unfounded.

"Now, to Udgard!" The wizard calls. "I have to take a bath, and after that, an honest meal and a cold beer!" He waves a circle with his hands in the air, preparing to cast the teleportation spell that will take you from here.

Did you come to the Black Tower alone or with company?

I came alone **54** I brought company **55**

18

The Black Tower

"A river of gold..." You say to the warlock. "That sounds quite good."

"Gold is the only thing that ever interests a dwarf." You can hear that the warlock smiles as he says these words.


Afterwards, he turns away from the window. You see an old face with eyes deep as wells of nothingness.

"You've made the right choice, dwarf. You'll achieve what you've wished for. You shall be the richest of all."

You harden your heart, hard as stone, and do not respond.

The warlock, with the use of spells, transports you to his fortifications in an old part of the world, dead for eons. No mortals have ever seen it. Next, he





begins transferring dens of his custom-bred werewolves, ice trolls, goblins and other chaos-made creatures.

During the next few days, the warlock informs you of his plans. You work together, bent over some old maps, trying to form a strategy for a grand military campaign. The warlock speaks about conquering the Town Under the Mountain, and right at that very moment, you feel a stitching pain in your heart, however, suppressing that feeling, you suggest the solutions that might allow the takeover of the town's.

Then, you start to reorganise the army. There is a lot of work ahead of you, for you must choose the most intelligent creatures and train them into commanders. The rest of them are just cannon fodder.

You conduct trainings on a dead plain nearby the warlock's premises, a blasted heath full of sand and the giant bones of unknown behemoths. This takes several months. Finally you feel ready, and with the help of the warlock's magic, hit the road with your new army to conquer the north.

The inhabitants of the north were not ready for the attack. The warlock and his werewolves were absent for months, reducing their vigilance. The armies had dispersed and the walls were not maintained. Your enormous army slowly takes over area by area, burning and killing entire villages and towns. finally, after a bloody and unstoppable siege, the horde takes over Udgard.

You also try to conquer the Town Under the Mountain, but the dwarves – noticing the terrible outcome of the war above – move deep down underground, burying the gates with tons of rocks and destroying all of the upper decks. No one will manage to enter the dwarf kingdom ever again.

Soon, the whole north is yours. You sit on a grim throne in Udgard as the warlock's steward. You've changed; you know that. The betrayal of your friends and all that you used to believe in, thousands of acts of horrible violence, murders, robberies and burnings that you are responsible for, have completely hardened your heart. You are now ruthless, cruel and as cold as gold. Gold! A river of gold runs into your treasury. However, you wake up screaming every night, trying to chase the horrifying dreams away – bitter dreams with a bloody glow. The river of gold turned out to be the river of blood.

THE END

If you want to know the alternative endings, play one more time!



19

The Black Tower

“Whatever! Go, go...” There’s a venomous malice hidden in warlock’s voice. “However, in parting you’ll receive a small gift from me.”

Suddenly, you become overwhelmed by a strange feeling of weakness. Your Health drops to the level of 2. You feel barely alive, strength gone. The only thing that you wish for is to lie down and fall asleep.

“See you later!” You respond and walk away.

Just to survive until the next day, you try to get some sleep... if there is, of course, some tomorrow awaiting you. You lose consciousness after making only a few steps away from the tower. When you open your eyes, you find yourself lying on the road leading from north to south. You can barely move.

With tremendous difficulty, you lift yourself up on your feet and move south. Soon, you reach the Mound of Ulfgard. **84**

20

The Black Tower

“A river of gold...” you say to the warlock.

“That sounds quite good...gold is the only thing that’ll speak to a dwarf.” You hear that the warlock smiles while saying these words. “You’ve chosen well, dwarf... you’ve chased away some stupid sentiments, and you’ll achieve what you wanted. You shall be richer than all the other dwarves under the mountain. Follow me.”

Then, he slowly moves away from the window and walks towards the door. You glimpse a flash of opportunity.

Did you have the **Red Clay Dagger** on you, when you entered the tower?

You still have the dagger **16** You don’t have the dagger **17**

21

The Academy

You open your eyes and see a bright, white vaulted ceiling. You lie in clean, fresh sheets. You haven’t had that in a long time. There is a ray of sunlight and a gust of fresh air coming through the window. Almost all of the walls are covered with shelves piled with ancient books and parchment scrolls, many

of which lie in stacks on the floor. The air smells of leather, paper, and sweet spices. You feel fresh and well-rested. *Your Health is back to the state from the beginning of the game; make this change on the Character Sheet.*

In the corner of the room, a big dwarf gets up from a large oaken armchair. His clothes are simple, but neat. He takes off his glasses, with which he was just reading a vast book, and smiles at you.

“Thymin, there are legends about you Under the Mountain already!”

“Where am I?” you ask with curiosity.

“Forgive me; you are in the Academy,” he explains. “I’m professor Aegir Fergusson. You were brought here by the guards after the battle with the band of goblins. They thought that you’d receive the best care over here and for heaven’s sake – they were right.”

You have done the King a big favour, so he’s sent a reward – you’ll find **150 gold pieces** in your sack. *Add it to your equipment.* “Oh, Thymin, you must have seen terrifying things down there!”

If the worm’s head is in your sack **5**

If you have the green emerald **6** If you have neither **222**

The Black Tower

22

The two ice trolls slowly move closer – two deadly monsters, who have been enemies of your tribe for ages. An inner fury causes your beard to rise; your hand instinctively searches for a weapon. Finally, the two icebergs rise in front of you.

“Well, well, well, little one. How did you get here?” the first one growls with amusement.

“Be careful, scrub,” the other one adds with a smirk, “you might get stepped on!”

“I’ve heard...” the first one speaks again with consideration, “that the land Under the Mountain is infested with vermin again, but I didn’t think it would come all the way here!”

Hearing these words, your blood starts to boil!

Check your Wisdom: Success **23** Failure **141**



22



23

The Black Tower

“You’re all talk, dear troll,” you respond, quelling your anger. “However, you don’t even know what you’re keeping here.”

“How come? It is the wyle, who lives here, that... warlock, so to speak!” The bigger troll laughs, somewhat foolishly. “He defeated other wyles and no one will defeat him, ‘coz he knows many spells, so many of them. Soon, the whole North will be ours!”

“Shut up, you! Stop talking!” the other one roars at him. This one seems to be a lot wiser. “Whereas you, dorf, beat it and don’t wander here anymore, or I’ll break your legs...or worse!”

You throw yourself onto these giant monsters, ready to give them a thrashing **141**

You leave to go south **39**

24

The Black Tower

Are you telling the truth and want to join the warlock, or are you just preparing an intrigue to kill him at the earliest opportunity?

It’s just an intrigue **20**

I really want to join with the warlock **18**

25

The Keeper

A grimace of fury runs through Azazel’s snout. His knuckles whiten on the handle of an axe.

“I’m all tied up! I’ve been forced against my will to look after some shit. Don’t play me no more or so help me...”

“I understand...” You respond quickly. **139**

The Road From the Ice Forest

26



By the road, there is an ancient stone column with a primeval, hardly noticeable symbol of **the Red Eye**, blurred by time and winds.

Have you seen this image somewhere else along this adventure before?

Yes **87** No **89**

The Red Clay Mine

27

You cut a flat sweep: the blade of your weapon hits the demon's arm, nearly cutting it off from the rest of its body. The monster screams with a frightened voice and an ice blade falls out of its claws. The demon jumps away and clambers up a vertical wall, disappearing in the darkness under the ceiling. Only evil, shiny eyes look at you.

"Well, well, well... recovering from this will take me a while. Ok, take your goddamn clay and get out of here. Shall you return here, we'll have some serious talk."

You carefully throw a **Piece of red clay** into your sack and back away towards the exit. *Write it down in your equipment list.*

Then, at a brisk pace you go west, past a wreck of a snow-sailing ship, and after a few hours, you come to a crossroads. **92**

Alcest's House

28



The manor is magnificent and surrounded by a palisade. The large doors are always closed at night, for there is a true plague of werewolves in the north. During the day, the doors remain wide open. In the yard, you notice many sleighs, packed with goods. Hubbub accompanies loading and unloading, servants crowd everywhere around. Some take goods to the warehouses, others haul parcels from big shacks and load them onto the vehicles.

On a bench, in front of the manor, sit two fat warriors, tucked in furs. From the conversation, you hear that this is the house of the merchant Alcest.



If you've ever met Alcest, you can ask one of the warriors to announce your visit to the host. **29**

If you haven't met him or don't want to see him, the warriors will invite you to the guardhouse, where, by a hot fireplace, they'll treat you to spiced mutton and aqua vitae. You'll share war stories from different campaigns and they'll let you sleep on a padded bench by a furnace, cozy in soft furs. In the morning, after saying your cordial farewells to Olaf and Sven, you'll go on the return journey.

You go east, to Udgard **143**

You go west **122**



Alcest greets you, with his arms opened wide.

“Welcome Thymin, old friend. For my saviour, the door to my house is always wide open! Come in, come in!”

You enter through a dark hallway, straight to the hall of the Alcest's court. There is a pleasant bonfire in the middle, and aromatic smoke rises up in the air, between sooty beams. It wafts up through a hole in the ceiling into the sky. You can see a few guests and home-dwellers sitting by the tables. Larch-wood walls are covered with expensive, ornate and exotic carpets and – according to the northern tradition – weapons. Expensive weapons. The wooden floor is dressed in bear and boar fur.

The host calls his steward and tells him to serve the best ham and a keg of an October beer. After an hour of talk about your new adventures and travels, a clerk approaches the merchant and whispers something to his ear. Alcest listens, clearly moved.

“Forgive me, dear friend, business calls. I'll introduce you to my guests; I'm sure you'll have a nice evening.”

He leads you to the guests and disappears down a corridor. **7**

You scatter domino cubes on the table. In this type of dominoes, instead of dots, there are symbols of various colours. Automatically, you start to create a pattern in front of you.

What kind of a pattern will it be?

A red rose on a white square and a golden lion standing on two paws on a red square **31**

A yellow harp on a green square and three crowns on a blue square **32**

A White Griffin, a Grey Dragon, and a Giant with a cane **33**

Feach starts up from the bench and grabs you by the coat.

“Damn it!” He roars straight into your face. “So, you stick with these Saxon-Norman dogs and what’s more, dare to announce it in my presence? Know that I’ve killed tens of such English dogs as you, at Glenmalure! Damn you! Take out that iron, or I’ll bleed you out like a swine!”

You look coldly at him.

“Are you sure that you want to break the holy law of hospitality and bring gods’ anger down upon you and your host? If so, strike and be damned!”

Feach MacHugh gets pale with rage.

“From now on, we’re enemies, you and I! Remember this, dwarf.” Then he lets you go and leaves the room.

After all of this, you no longer want to feast. You go to your room, wrap yourself in fur and sleep till morning.

At the crack of dawn, you leave to go to Udgard. **143**

The face of Feach MacHugh O’Byrne is brightened with a smile.

“Sweet is Ireland, blessed its four kingdoms are! Have you been to my island?”

“Two times,” you respond in archaic Irish. “I’ve been to green Eire. I’ve fought for your peoples on the plains of Ulster and Connaught. In my youth, I visited Emain Macha. I’ve also been to the western bank, when the last elves were leaving the port in Leitrim. Your people call them *sidhe*. I’ve fought for your kings in battles above ground and underground, of which you know nothing.”

Feach’s eyes lighten up.

“Have you fought at Glenmalure?”

“At Clontarf.”

“What on earth? It must have been four hundred years ago! Indeed, you are a centuries-old tribe. Have you met Brian Boru?”

“He was a righteous King, indeed. I fought side by side with him.”

“Remarkable!”

“Know that dwarves are a primeval people. I was in the North when humans were just leaving their caves. We are the ones who discovered how to work bronze and iron. It was from us that the Caladons and the Irish learned

how to make and play the bagpipes. We traded with Greeks and Romans, but the North remained our home. Even when we go underground forever, I know that we'll last in your memory."

"How did you accomplish all that, without boats?"

You smile mysteriously, thinking of the thousand miles of caves and halls of the underground world, which no human has managed to reach. Your thoughts glide within, deeper and deeper, until your forehead is covered with brooding furrows. You change the subject.

"You must want to know what kind of a man was Brian Boru, the true one," you offer.

The conversation lasts all night. Finally, in the morning, Feach MacHugh O'Byrne says:

"You are a great friend to my tribe, and know that I am yours also. I hope that one day we can stand side by side with cold iron in our hands, when the war bagpipes shall play. You can always count on me."

The gods are kind to you. You know that you've made the right choice. You gain an additional point to Wisdom.

You shake hands and go to get some rest. You wrap up in fur and sleep till noon.

In the afternoon, you set off to Udgard. **143**

Alcest's House

33

Jan Hredvigson leans towards you.

"Not many visit my ice-bound homeland. Have you ever been to Iceland?"

"No, master," you respond. "But I know the Edda Nova and the Edda Elder of Snorri, Strurl's son, well. This is also the history of my tribe. Whereas, my uncle Nori, the son of Thorin, son of Thrór, visited Iceland."

Jan falls into reflection. After a moment, he answers with a voice full of respect:

"Yes, I've heard about the dwarf Nori, the son of Thorin, son of Thrór. I've heard that, in the Small and the Big Countries, he met with goldsmiths and he's told us many goldsmiths' secrets. I've seen a few goldworks that have been made after his visit, fine art indeed. It just so happens that my nephew is also into smithing."

He again falls into reflection. When you think he's fallen asleep, he says these words:

"I've got a gift from my grandma. I sometimes see the future. Listen Thymin, son of Balin, son of Thrór. I know that you'll need wisdom, to save a friend. You'll find it in this book. It's **the Book of Laws**." *Add it to your equipment.*

"Thank you, milord" You say, deeply moved. "It's a precious gift. I'm at your service and your family's."

You shake hands and go to get some rest. You wrap up in fur and sleep till noon. In the afternoon, you set off to Udgard. **143**

34

The House of a Sword

Frederik van Hesse, a former sellsword, is the owner of the House of a Sword. He teaches martial arts with different weapons, here. Because of high prices, his clients are mainly aristocrats, who'll gladly pay a lot of money for his knowledge about fencing and new skills.

You ask him for a job.

"I'm not looking for an instructor at the moment, but you can work as a training partner for these aristocratic assholes. So to say – you can get yourself beaten up for money. If it suits you, I'll hire you for a whole day of fights with wooden sticks, clubs and spears. It won't be the most pleasant day of your life, but I'll pay ten crowns for finishing the job. It is a hard way to make money, but sometimes there's just no other way..."

*If you agree, you'll make **10 crowns**, but your Health shall drop by half of its present quantity. **You can do this job only once during the game.***

If you agree, add the money to your equipment.

Looking at you curiously, he also adds that if you'd like to learn a few new tricks, a three day training regimen costs **100 crowns**.


Buying the course will make your Dexterity rise by 1.

*If you've got the **Emerald**, Frederik can take it as a payment instead of gold. (If so, cross it out of your equipment.)*

Whatever you decide, it is time to hit the road. **143**

On the Way South


35

 You stop for a moment and adjust the equipment on your back. You've come a long way and know that you're a day away from Udgard. You're happy at the thought of a warm meal in the tavern and an exchange of news.

You're still on your way, taking short breaks for rest. Finally, on the horizon, you see the walls of the familiar town. When you enter Udgard, the sun is already setting over the horizon. **143**

On the Way North

36

 Eagerly you set off through the Northern gate. Thankfully, you don't have to struggle through snowdrifts, because the road is paved. It is marked with enormous, ancient milestones, which directed travellers years ago, when snow still covered the whole North. You turn around and take a last glimpse at the solid walls of Udgard. The first snowflakes of the day gently brush over your face.

You wander the whole day, taking short breaks to rest. By the evening, you reach the crossroads. You decide to stop here. **92**

The Road East

37

You take the road east.

Throughout the entire way, a cold wind blows at your back.

In the late afternoon, you reach Mound of Ulfgard. **84**




You head west. You trudge for a few hours through snowdrifts, till you reach a circle of thorn bushes. From the centre of the circle, a stone column arises with the engraved figure of a war hammer on it.

Have you ever been here before?


No **145** Yes **146**





 The road becomes more and more difficult. The region has such a bad reputation that people hardly ever go there. You trudge through snow drifts that reach your waist. You have to jump over wide gaps a couple of times. What's worse, a cold wind starts to blow and chases clouds of frosty dust across the plain. After a while, visibility drops dramatically. Finally, all you can see around you is white dust.

There are piles of debris on both sides of the road. Staining your eyes you see stone broken stonework and burnt wooden beams, the remains of burnt houses and barns. Above the howl of the wind you hear undefined, but clearly sinister sounds.

Suddenly, the wind strikes your eyes with needles of ice and snow, causing a brief loss of orientation. *Check your Wisdom:*

If you **succeed** and were going **north** 

If you **succeed** and were going **south** 

Failure 

The Road to the Black Tower

40

You are completely lost in this blizzard, but then the wind calms, the air clears and you notice a black tower in front of you. 

The Ruins of a Fortress

41

You help a portly man climb down the walls. He stumbles and tears his lavish coat:

"I don't know how to thank you, gallant warrior!" He calls gladly, but still clearly trembling. "I was just returning from Tuskulum to Norren, when the crew of the snow-sailing ship started a revolt. We took the most precious furs of snowy foxes and those bastards let me out in the middle of nowhere! That traitor, Angrim Thug! I hired him for protection and he was the one who started the rebellion. Can you imagine? What a stinker?"

"Forgive me, hmmm..."

"But of course!" Calls the rotund gent, slapping his hand on his bald



forehead. "Allow me to introduce myself! I'm Alcest the Merchant." He bows down.

You bow to him too, and introduce yourself.

"So, how did it happen that they took only your wealth and not your life as well?" You ask, intrigued.

"Thug is very superstitious, just like the whole nasty orcish tribe." Alcest spits right on his own shoe. "Yuck...you know, I've invoked his god Loki and he spared my life, probably hoping that wolves would eat me. Which would surely happen, if it weren't for your help. Let me repay you."

Alcest reaches under his coat and takes out a jingling pouch.

Take the payment **43** Don't take the payment **44**

42

The Wilderness

Suffering, you crawl out of a stinky pit and stand on cold wind-lashed heaths. It's a miracle that you've survived a meeting with a werewolf's offspring.

In all the time you've been overcoming the recent difficulties underground, a snow storm above the ground hasn't calmed down at all. There is no choice, you must move along.

Choose the direction:

North **40** South to the Mound of Ulfgard **84**

43

The Ruins of a Fortress

You bow down.

"Thanks my lord, I take this gift, as a gift from the heart."

There are **100 crowns** in the pouch. *Add the sum to your equipment.* Alcest seems to be happy. He asks if you'd like to accompany him on his way back to Udgard.

You agree **2**

You decide to go east **37**

You decide to go west **221**

You take a step back.

“It’s not right to take money for a rescue! Not for money did I pull out the steel!”
There’s a flash of admiration in Alcest’s eyes.

“Unusual speech it is, coming from a dwarf’s mouth! It wasn’t my intention to offend you milord; in that case, take this ring instead of money. Accept it, as a proof of my gratitude. I got it, once upon a time, from a chief of one of the Southern tribes. He claimed that it’s got the power of chasing the ghosts of air away.”

You think for a while and take the ring into your hands. It’s smooth, made out of some black, shiny wood. You bow down.

“I take this gift as a sign of friendship!”

You carefully put **the Wooden Ring** on your finger.

Add it to your equipment.

Alcest seems to be pleased. He asks you to join him on his way back to Udgard.

You agree **2**

You decide to go east **37**

You decide to go west **221**

Here Thymin Rests

*Dear wanderer,
Here, by this road
manful and gallant Thymin rests
in a fight defeated, but not broken.*



“Who blows the horn calling for help?” Feach MacHugh O’Byrne asks, looking suspiciously at you.

“I’m Thymin, at your service and your family’s. It was I, who blew the horn to call you and talk about a serious matter. Please hear me out.”

Check your Wisdom:

Success ➤ 49 ➤ **Failure** ➤ 47 ➤

“Listen O’Byrne,” You say. “War is coming. The Warlock will strike soon. You must start collecting an army?”

“Must? I must? Listen now, dear dwarf, I don’t have to do anything. Even so, if the war is near, then why won’t the King from Under the Mountain field his army, huh?”

You fall silent, embarrassed by the brusque question. However, before you manage to think of a response, Feach continues:

“I don’t like you, dwarf. I smell a rat! Go back to Under the Mountain and ask



for help there. We've got a bunch of orcs to find. So long!" He turns his horse around and vanishes into the Ice Forest and his entire company with him.

Well. You think you'll go now... there's no point in sitting alone... **85**

Mountain of Listening

48

"Listen O'Byrne." You say. "War is coming. Warlock will strike soon. You must start collecting an army."

"Must? I must? Listen now, I don't have to do anything. Even so, if the war is near, then why won't the King from Under the Mountain field his army, huh?"

You fall silent, embarrassed by the brusque question. However, before you manage to think of a response, Feach continues:

"I think you're lying. I think that you've got some of your own goals which you want to hide from me. You're lucky that we've got a bunch of orcs to chase, or we would talk some more, and I don't think you'd like the conversation. However, it will probably happen when we meet again. You better train yourself to fight, for when the moment comes, I'll gut you like a piglet."

He turns his horse around and vanishes into the Ice Forest and his entire company with him.

Well. You think you'll go now... there's no point in sitting alone... **85**

Mountain of Listening

49

"Our homeland is in danger" You begin your speech. "The Warlock is growing an army of werewolves, which he'll take south, whenever he's ready. Foul creatures appear more frequently on the highroads; I think everyone noticed that already. Udgard, however, is asleep: nobody is gathering troops. No one seems to notice the danger.

Nevertheless, we must act. Now is the final moment, in which we can strike by surprise. If we don't take advantage of it, we'll wake up in surprise with wolves' teeth on our throats. Or we'll all go into chains.

Feach MacHugh O'Byrne, only you are able to collect an army, and it depends on you whether the North shall be free and strong, or groaning



under the Warlock's yoke. If you'll raise the war banner, I'll be the first to follow your orders."

"You're right, Thymin," he cries... "Why haven't I noticed that before? I must have been blind! Come with me, Thymin!" Feach bellows so loud that all of his people can hear him. "Let's raise an army! We're embarking on the final battle!"

"O'Byrne! O'Byrne! North!"

The warriors are chanting, uplifted by your speech. **176**

50

Mountain of Listening

When Feach recognizes you, a smile appears on his face.

"Welcome Thymin! It's nice to see you. We'd just chased a bunch of orcs, who robbed a village nearby, when we heard your call. What's the matter?"

"I'm very pleased that you responded to my call. On our friendship, I charge you – listen to me carefully, for it's a matter of great importance!"

Feach is all ears. **49**

51

Mountain of Listening

When Feach recognizes you, he flies into a rage.

"So we meet again, you Anglomaniac. You're lucky that I'm after a bunch of orcs at the moment, otherwise you would hang on a branch!"

"I'm Thymin, at your and your family's service. I'm not the enemy of Ireland. Quite the opposite, I've been there and fought for your people. That incident in Alcest's house was a misunderstanding; let me explain why I've called for you."

Rage vanishes from the warrior's face, but a grimace of suspiciousness remains on it. It will be difficult to convince this stubborn warrior to believe your words.

Check your Wisdom. During this test add 3 to the score of a dice roll:

Success **49**

Failure **48**



There is a steep wall rising before you. It's the Mountain of Listening, which used to serve as a watchtower for dwarfs during the times when the Town Under the Mountain was in the process of being built. In that time, one lonely guard was always present at the top of the watchtower, he would listen for danger. Later on, when the town was finished, all of the dwarves moved into it, whereas the abandoned watchtower was destroyed over time.

In your childhood, you used to play here and remember how together with other dwarf toddlers you'd look for stairs that could lead you to the top of it. Even though it was forbidden, you'd often climb this dangerous place.

You find the bottom of the stairs covered in brush and arduously climb to the top of it, which is covered in fog. You sit down on a carved stone chair. From the east, you hear sounds of your mates working – hammer clangs and pickaxe strikes that sound like music to your ears. From the west, you

hear the regular town chatter; when you turn north – a poignant howl of werewolves. They're still in their pits... the Warlock is not ready yet to set his offspring to conquer the South. Finally, you turn south. The sound of the sea reaches your ears.

If you have the **World-viewer's Horn** with you, you may blow it **208**

If you don't have the horn, icy winds force you to leave the place. You go downstairs and walk in the direction of the Ice Forest **85**

53

Dragon Tavern



During the winter, it is quite peaceful in the tavern. You can:

Eat a warm meal and rent a room for one night – leg of mutton with cabbage and beer and a good nights sleep in a comfortable bed for **10 crowns**. *This will give you will give you back 10 points of Health.*



53



If you order the meal, make changes on your Character Sheet: deduct 10 crowns and add 10 points to Health).

To listen to some rumours **121**

If you haven't met the orc – Fat Bulbak during this game, you can also play cards **78**

To leave the tavern **143**

Udgard

54

Zagorthor makes circular movements with his arms and after a moment, both of you stand in front of the “Dragon Tavern”.

“So, how exactly did the Warlock tie you up, when you still possess such powers?” You ask your friend with amusement.

“I’ll tell you all about it during dinner.” Your comrade shouts merrily.

You dine until late at night, finally enjoying a moment of rest. You share your own adventure stories. The news that the Warlock was dead slowly spreads around the town, however, not many believe it. Finally, in the morning, drunk and merry, you go to sleep.

You wake up because somebody is shaking you by the arm. It is Zagorthor, dressed in his travel clothes and clearly very concerned. There are flashes of red light on the walls, cast by the glow of the fire. You hear the sounds of a terrible fight and screams of panicked flight outside the window.

“Wake up, get up! The Town is burning! The Warlock must have cast a spell before he died and directed all of the werewolves at Udgard. The creatures came through the broken walls and are now wreaking death and destruction throughout the town! The town was completely unprepared. We must escape, fast!”

You get up immediately, take your stuff and grab your weapon.

“You don’t think I’d actually flee... this town needs to be defended!”

“You fool, let’s get out of here, we’ll lose our lives if we won’t! I’ve seen a horse-drawn sleigh in the stable; quick, before someone beats us to it!”

“Run away!” You shout angrily. “Coward! With your powers, you could help to save this town!”

“I don’t give a damn about the town!” Yells the angry wizard. “You give me no choice!” He screams out a short spell and you go unconscious.

You wake up to gentle rocking and the screams of gulls. You can see sky and sails above you. There is a salty mist in the air. You can hear a ship's crew yelling. You get up slowly – yes, you are on the high seas. The sun is setting and thanks to that, you are able to determine that you're sailing south.

"You may thank me now." Zagorthor says, sitting on a chest tied with ropes. "I saved two chests of gold, one for you and one for me, that's the least I could do."

"We'll return to get back our riches." He adds, seeing your troubled face. "You and I, together commanding a bigger army. For now, we are sailing to Germany; I've got friends there, at the imperial court."

"You'd probably want to know what happened while you were sleeping." He continues while you're still silent. "Udgard has fallen; the North has been completely overtaken by werewolves. The dwarfs have demolished the upper corridors of the Town Under the Mountain and retreated forever underground. Not good."

"Thymin, don't look at me like that; had we stayed there, we'd both be dead by now. What's the glory in that, what heroism?"

You turn your back on the wizard and look into the direction of the land in the north. You think he may be right.

"Don't talk to me." you declare in a low voice. "Ever again."

THE END

If you want to know the alternative endings, play again!

Otherwise you are now ready to begin the next adventure – Éirinn go Brách.

55

Victory!

"Wait!" You call out with laughter. "You don't think I made it here all by myself? My friends are waiting outside the gate, we can't just leave them there."

"Right, right..." The wizard reflects. "Let's go outside to thank them!"

The sun is blinding both of you, when you walk through the black gate. The army is constantly moving, and preparations for the attack are taking place. You call to everyone, trying to get their attention:

"The Warlock is dead! The North is free!"

You hear a joyful roar coming out of thousands of throats and banging of



55



weapons against shields.

“We’ve made it, Thymin!” Feach MacHugh calls joyfully.

“To hell, we did it! However, it’s not quite over yet...”

Suddenly, he gets serious. “It’ll take months to clean out the country of werewolves and other escaping creatures.”

“That won’t be difficult.” Zagorthor says. “Werewolves, when not led by a master, are just brainless animals. Goblins shall leave on their own, knowing that they have no chance with us. What’s more – ice trolls without the Warlock’s magic won’t be able to live here, and they’ll move further north. But yes, there is still some work to do, because there always are some exceptional specimens.” Here Zagorthor winks an eye.

Feach decides to assign a part of the army into smaller bands and send them with a mission of tracking and killing the stray creatures and also securing the roads.

You return in glory and thunderous praise to Udgard. The inhabitants welcome you like you’re their saviours. The feast in your honour lasts for three whole days. Beer and wine flow in streams. Minstrels present their visions of events, accompanied by the sounds of metal-stringed harps. Pipers play vigorously to accompany an endless dance.

On the third evening, Zagorthor shows up in your chambers.

“What do you intend to do now, Thymin?” He asks. “I’m thinking about going South. I’ve got friends at the German emperor’s court; I want to visit them.”

You get lost in thought. It would be convenient. Recently, you’ve been thinking of forming a partnership with Alcest to trade on the route from Udgard to the Town Under the Mountain. Now you’ve got the capital. Why not buy a piece of land and build a workshop? Or, why not waste it all on drinking and hit the road again, as usual?

“Tomorrow, Zagorthor!” You say cheerfully. “Today, we can still drink some beer! When it comes to other plans: beer, and at the end... beer!”

Zagorthor bursts out laughing.

“Amen to that! Praise to the dwarf’s mind!” In unison, you move to the great hall, where everyone is already waiting for you.

THE END

If you want to know the alternative endings, play again!



56

The Keeper

“Do you want to see the Kingdom Underground?” Azazel responds with a question.

What do you say?

Yes **137** No **139**

57

The Keeper

After a moment of silence on both sides, you announce bitterly:

“I don’t like sardonic smiles...” **139**

58

In the Pit

You are sure that you went off track and got lost. Your thoughts get disturbed by a sudden dry crack – the ice under your feet brakes! Oh god, is this a lake? You run towards the land... so you think. A pit! Without hesitation, you plunge into it.

Through a hole in the ceiling falls a beam of cold, blue light, however, it illuminates only a small part of the room. You see a pile of bones under the wall. Human bones.

You quickly get up on your feet. And then you hear a drone behind your back – a grim drone out of the darkness. Instinctively, you grab your weapon, prepared for the attack. Something is coming.

The noise in the darkness gets closer. First you see a pair of red eyes and as it approaches the form of a skinny werewolf appears. Clearly, a hungry werewolf. Behind the creature's back, you notice another one – a bit smaller. Misery loves company.

Check your Wisdom:

*If you are **successful** – you’ll recognize the surroundings and lighting well. Then your Speed will be 3 and werewolves’ 2.*

*If you shall **fail** – it will be the other way around.*



Combat map without a number (see next page →)

	SPD	DEX	WIS	WB	Health
Werewolf 1	2/3	7	5	1	□□□□□□□□
Werewolf 2	2/3	6	6	0	□□□□□□□□

If you lose – see **225**

If the werewolves lay dead before you, *check your Wisdom:*

Success **102** Failure **59**





You drop a stinky corpse and look around the pit. In the wall, you see a gaping black hole. It's a tunnel. It seems as if a drone comes out of it and is getting closer and closer. For Locky, the whole plain is probably peppered with these pits, connected by a system of tunnels!

You turn around on your heel and as fast as you can, you get out on the surface, into the blizzard, leaving the hateful drone behind you **40**

You decide to face the danger and you venture into the depth of the tunnel **61**

The Lake of the Fluid Stone

60

You run towards the corridor, to get there before the creature. When he's nearly behind you, goosebumps are all over your neck, but you don't turn around, you try to arrive as fast as you can – and as quiet as you can – to the source of the pale light.

From the corridor you hear a weird whisper.

Check your Dexterity:

Success **71**

Failure **70**

By the Seven Fathers of the dwarven tribe! The Gods love courage and so reward you! As you beat the two werewolves, your Dexterity rises by 2 points! (In this case make the proper adjustment on the Character Sheet). This “werewolf training” can appear only once during the game.

You eagerly walk into the darkness, holding a faithful weapon in your hand. You want to slay a few more werewolf litters to make this world a better place... After a dozen steps you walk out of the tunnel, straight into a werewolves' pit, which looks almost like the one before...

Check your Wisdom:

*If you **succeed** – you have recognized the surroundings and lighting correctly. Your Speed will equal 3 and werewolves' 2.*

*If you **fail** – the opposite will happen.*

Combat map without a number

(see next page →)

Your Speed is 2.

	SPD	DEX	WIS	WB	Health
Werewolf 1	2/3	7	5	1	□□□□□□□□
Werewolf 2	2/3	6	6	0	□□□□□□□□
Werewolf 3	2/3	8	9	2	□□□□□□□□

If you lose **225**

If the werewolves lie dead before you, you look around and see other tunnel entrances in the wall, leading probably to other werewolf pits.

You decide to face another monster and enter the abyss of the next tunnel

62

You turn around on your heel and as fast as you can, you get outside into the blizzard, leaving the hateful drone behind you **40**





You enter the darkness eagerly, holding a faithful weapon in your hand. You want to slay a few more werewolf litters to make this world a better place... After a dozen steps you walk out of the tunnel, straight into a werewolves' pit, which looks almost like the one before...

Through a hole in the ceiling falls a beam of blue light, however, it illuminates only a part of the room. You see a pile of bones under the wall. Human bones.

In the darkness in front of you, you see red, burning eyes. Then the darkness slowly forms the shape of a skinny werewolf. In a dim light, you notice that it's wounded – it bleeds from the side.

You fight this battle without the Combat map.

	DEX	WIS	WB	Health
Werewolf	5	0	0	□□□□□

If you've lost – see **225**

If the werewolf is lying dead before you, *check your Wisdom, deducting 3 from the dice score:*

Success **102**

Failure **59**

Jan Hredvigson listens carefully to your case. He thinks for a while, after which he states that his helpful advice will cost **15 crowns**.

If you want to and are capable of paying this amount, he'll write you a **Law Scroll** which you can take to the court. *(In such a case, add it to your equipment, but deduct the crowns).*

You nod your head goodbye and go to get some rest. You wrap yourself in fur and sleep until morning.

In the morning you leave for Udgard. **143**



The Lake of the Fluid Stone

64

You stand above a black, oily lake. It stinks so, that if it weren't for the scented filters for your nose, which you received from handy academics, you probably would've suffocated. A thick substance ripples lazily.

"Watch out Thymin." Says the Junior Associate Professor Ollie Morgan. "Don't pull out the filters. You might suffocate."

"What exactly are you doing here?" You ask.

"We study the usages of this raw material. We refine it and obtain substances of various consistencies. We hope to get a new, waterproof fabric which will be able to replace the oily skin. However we must be careful, because the fluid stone..."

"What are you babbling on about here, Ollie?" Speaks Professor Magnus Stevenson, who has appeared unnoticed behind your back. "Have you



64



forgotten about the royal secret? Go back and keep an eye on the process, you still have some samples to get catalogued.”

Ollie walks away, embarrassed.

“What else do you need, Thymín?”

“Nothing really, Professor” You answer, looking at him narrowly. “I’ll keep watch by the shore of the lake tonight. We’ll see what happens.”

“Very well then. I’m also returning to my tasks.”

Then he goes down the corridor, towards the cave carved in the rock, in which the research station is placed.

On the shore of the lake, you find a comfortable hideout behind a stone, from where you are able to see the whole surface of it and the corridor.

Time passes by. The academics are turning the lights out in the entire cave and going to sleep. You keep watch, but after a while you begin to fight with boredom and tiredness. Your head leans, you close your eyes for a moment...

The sound of gravel shuffling footsteps reaches your ear. **77**

65

The Lake of the Fluid Stone

You decide to wait and allow the situation to unfold by itself.

The creature is moving faster and faster towards the exit of the tunnel. The closer it is, the more it starts to resemble a humanoid figure. Finally, it lumbers with fully developed feet, leaving black marks on the gravel and disappearing in the corridor.

After a moment, the pale light in the corridor goes out. There is a noise, a scream, the sounds of a struggle and unspecified gurgling. A stain blacker than black falls out of the corridor and rushes toward the lake. It holds something in a paw

You start to chase it, but the creature is faster. It reaches the water, throws away the object and plunges into the depths. You move closer to the abandoned object and feel the hair stand up on the back of your neck.

On the shores of the lake lies the head of one of the scientists, torn off by superhuman strength.

“Hm...” **73**



65



“Leave your friends and go with me to Bergelmir’s house in Jötunheim. There, you’ll fight by day and by night you’ll feast together with us. After a hundred years, you’ll return as the most powerful warrior on this earth.”

He looks at you narrowly.

Is that what you want?

“Yes, milord, I want to be the greatest warrior in the world.” **199**

“Thank you, milord, for your offer, but I still have some errands to run here.” **193**

The Royal Hospital

You open your eyes. You’re alive, but you can’t move. You lie in a bed, completely covered in bandages.

“Thymin!” You recognize the King’s voice. “I’ve assigned you a delicate mission and you’ve ruined it all. A few of my best scientists are dead, the Lake of the Fluid Stone has burned entirely, and the deadly smoke has forced us to evacuate several levels. You’ve truly disappointed me. However, you’ve been wounded while serving me, that’s why my best doctors shall take care of you. Nevertheless, when you’re healed, be on your way as quickly as you can.”

You stay in the King’s Hospital under the care of his doctors. You heal for several months before you’re ready to go on your journey. This horrible accident has had its consequences:

Your Dexterity has dropped by 1 point and your Health may never exceed 12 points again. (Make corrections on the Character Sheet).

When you get pretty much back in shape, you move on **91**

“If you want peace – prepare yourself for war. There is only one such commander in the north, who will gather an army good enough to defeat the warlock’s army. It’s Feach MacHue O’Byrne.

Call him using this horn. Blow in it on the Mountain of Listening and he’ll come for sure. It’s **the World-viewer’s Horn**, I got it from the King of Denmark – Erick from Estridsenids. He got it in some Slav castle-town. Take it and guard it closely. You also have to wisely convince Feach to your point of view; he’s an excellent chief, but impetuous and erratic. Moreover, when Feach’s army conquers the enemy’s army – there will be a Warlock to kill and you’ll be the one to do it. Better prepare yourself for it.” *Add the World-viewer’s Horn to your equipment.*

“Thank you milord, for the gift and advice. I’ll keep it safe and use it when I need it.” **193**

The crunch of gravel under your feet gives you away. The light goes out.

There is a noise, a scream, the sounds of a struggle and unspecified gurgling. A stain blacker than black falls out of the corridor and rushes toward the lake. It holds something in a paw.

You start to chase it, but the creature is faster. It reaches the water, throws away the object and plunges into the depths.

You move closer to the abandoned object and feel the hair stand up on the back of your neck.

On the shores of the lake lies the head of one of the scientists, torn off by superhuman strength.


“Hm...” **73**

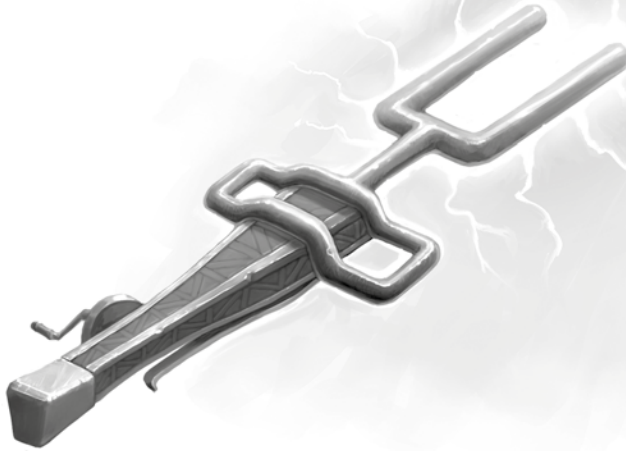
You run soundlessly and into a cave, where the academics have their make-shift laboratory. It is from here that the light is coming.

Your eyes see an amazing view. The scientists sleep with unnaturally pale faces, without even breathing, as if some sort of a spell fell on them. A tied and gagged assistant professor lies by the wall. His frightened eyes shoot left and right in panic. By the table, with his back to you, stands the Professor, holding a weird flint dagger in his hand. His hands are up in the air and he sings in a whisper:

*Yga, Yga, Yog-Sothoth,
Yga, Yga, Yog-Sothoth,
I offer you a sacrifice,
I offer you a sacrifice,
Send your child
Send your child to me
I offer you a sacrifice,
My highest,
My greatest,
Send your child to me!
Yga, Yga, Yog-Sothoth,
Yga, Yga, Yog-Sothoth!*

You shake off the hypnotic charm. You must end this. You take a swing and strike out with an axe. The incantation quietens, a head flies in the air, hits against the wall and falls down in front of your feet. Crackling footsteps in the corridor abruptly break off, then begin to wander off until they finally fade away.

You untie the would-be victim and then the weariness and tension of the last few days take over. You sit down against the wall and close your eyes for a moment.  72



You open your eyes and find yourself lying in white sheets in a place that appears to be a hospital.

“Finally, you’re awake” Says the King, who is sitting by your bed. “We all owe you our gratitude. You’ve saved us from one hell of a row. Ollie will explain everything to you. I just wanted to pay my thanks and as a sign of my gratitude give you this.” He shows you a pouch. “There’s **100 golden crowns** inside. See you later, Thymin and get well soon.” *Add the amount to your equipment.*


“What actually happened?” You ask Ollie Morgan, who sits now where the King was before.

“It’ll be best if I tell you everything right from the beginning,” he says:

Three years ago, I worked at the Academy as an assistant to Professor Stevenson. He taught alchemy and conducted research on raw materials.

One time, we were summoned in the middle of the night. It turned out that the brigade digging the corridor at the lowest deck had dug through the ceiling of some older corridor of which we had no idea before. When they made the hole, the air that came out of it was so foul that the guys were sick for a week afterwards. At that time, I thought that something had died in there, but now I think that it was the air from a billion years back in time, when the world was still young. Anyway, this new corridor was short, buried





on both sides, but there was an entrance to a chamber inside of it. There was nothing there, just dirt and dust, but we found a large book in the middle. The pages were carved from coal, scripted with hieroglyphs that I've never seen before. From coal, you know, it could've been laying there for a whole eternity! Maybe it even used to be wooden in the beginning and was carbonized later on while lying there for eons.

After that, we dug through to a cave with a lake of fluid stone. Then, we started our research. Anyhow, the book was locked in the academy's treasure house, but Stevenson made a copy and started to study it.

One day, he came to the academy, strangely excited and was saying that he was one step away from making an amazing discovery, that a new era of great knowledge awaits us. During the next few days he became quieter and no longer said anything to anyone. He was often late for lectures and walked around clearly without sleep. He'd lost his heart for chemistry. I think that he must have studied this book overnight. That's when he probably got possessed by some demon. If it only was a good old, horned demon, one of those that we know and can hold in a circle of salt. No, it must have been one of those twisted alien demon-gods from before the beginning of time. And so our professor got caught up. For some reason, he came to the idea that he would summon this demon – Sogoth, but he didn't have enough knowledge or power. In the beginning, he succeeded only in bringing its offspring – you know the rest. It's scary to think what would've happened if this Sogoth had gotten into our world – he is subject to different laws. He would be untouched by our magic, axes or machines." You fall into deep thought.

"Anyway." Ollie continues. "I'm very grateful for your help. That's why I'd like to give you something, a thing that I've been working on a lot lately. It's still a prototype, but I think you might find it useful."

Ollie takes out a round chest from under the bed and takes something out of it that looks like a crossbow only without the prod. In the part where you usually lay the bolt, a steel pipe has been attached.

"It's a **Lightning Thrower**." Ollie says proudly. "In order to load it, I've been cranking it up the whole night. It is a one-time version for now. When you direct the pipe towards the enemy and pull the trigger, you'll release an enormous bolt of lightning. This, for sure, could be helpful to a warrior." (*Add the Lightning Thrower to your equipment*).

You thank Olli profusely and say goodbye to him.

You may use this weapon once during the game. The weapon has a reach of four squares. When you use it, an enormous bolt of lightning will burn one of your enemies. The weapon will work only during a fight in which Dexterity would be used. After that, the weapon will be useless and may be discarded.

You have gained a lot of experience from this adventure. Add 2 points to your Wisdom. During the treatment your Health went back to its initial state from the beginning of your adventure.

Soon, you want to leave the hospital. **91**

73

The Lake of the Fluid Stone

“Thanks a lot for fulfilling your duties with such a mission, Thymin.” Professor Stevenson yells sarcastically in the morning. “You were supposed to protect us, and yet another member of my team is dead. I’ll write a report to the King!”

“Go ahead, write it.” You answer darkly. “Write until the ink runs out, and tonight I’ll figure out who these creatures are.”

The academic walks away, angry. Whereas you practice fencing till the evening, and in the evening hide behind the stone again.

And same as it was the night before... **77**

74

The King of the Town Under the Mountain

The Chancellor, whom you turn to in order to be heard by the King, is looking at you oddly.

“You know, Thymin... If I were you, I wouldn’t do that. Dungeons, chains, that sort of thing, you understand. Unpleasant story. I don’t have the budget for an executioner this year or rations for new prisoners. Maybe you could just hit the road again, what do you say?”

“Thank you Fundin, I hadn’t thought of that.” **91**

You hit the creature, but your weapon goes right through it like through butter, without causing harm. You aren't able to wound it while using this weapon, whereas the claws of the creature are as sharp as razors.

You fight this battle without the Combat map.

*After each two rounds you'll be able to try to run away. Check your Dexterity then. If the test ends in **success**, the escape will be successful. If the test should result in a **failure**, you must continue to fight.*

Amorphous Creature from the Lake



Dexterity: 10

Health: Unknown

Claws like Razors – Weapon Bonus: 6

You've managed to escape **82**

If you've been defeated **225**



76

The Lake of the Fluid Stone

You take a handful of gravel and throw it toward the monster where its face should be, but the monster hasn't got eyes which can be blinded.

The stones blend into the half-fluid body of the monster and after a moment he spits them right back at you. They hurt your face and torso. *Deduct 4 points from your Health.*

You start to run away **82**

You throw yourself at the monster, with your weapon **75**

You throw a torch at him **195**

77

The Lake of the Fluid Stone

You carefully lean out from behind the rock and you see a strange sight—something is crawling from the side of the lake towards the corridor, something black, blacker than the lake, blacker than the night. Something amorphous and shapeshifting. You strain your eyes and get goosebumps. You've never seen anything like this before. You also see some pale blue light coming from the depth of the corridor. You consider what to do.

You can approach the creature and try to chase it away or kill it. If you go into the corridor and in the direction of the light, the creature would be behind your back. You can also just wait and see what will happen next.

Attack and try to chase the creature away **198**

Run quietly towards the corridor **60**

Hide behind the rock and observe **65**

78

A Game of Hellish Mariah

Three orcs sit by a table in a tavern.

They have decided to spend the winter here. Grinning yellow fangs and swearing from time to time with filthy words they play the card game called Hellish Mariah, squandering their pay.



You can join them. The game is played according to the following rules:

***You set the stake.** The stake cannot be higher than the amount you own or the amount the orcs own. Then you check your Wisdom. The test is **won** – you keep your stake and additionally gain the same amount that you've bet. Test **failed** – you lose the stake.*

*In the beginning the orcs have got **300 crowns** on them – during the whole game, you can't win more than they would. Note the amount of crowns that orcs still own after every game.*

If you've got your own pack of cards, go to the paragraph number you see written on the pack.

When you finish playing or if you've got no money, you can:

Look around the tavern **53**

Leave the tavern **143**





You are approaching the western slopes of the mountain range that leads from south to north. Beneath the mountains lies the Red Clay Mine.

Mining will start again in April. For now, the mine carts are parked in an even line under a shed. The tracks vanish in the dark depths of the entrance to the shaft, and there's no one around. Extremely hard ceramic alloys, very



sought after on the market, can be fired from the local clay. You've heard about daggers made of this material yourself. They're undetectable by any spells focused on weapon detection. However, local medics have found yet another use for the clay – they prepare a potion that allows one to return to the best physical condition in just a few moments.

During the winter, the mine is closed, but the entrance corridor is still illuminated by a flame. You eagerly go inside. Behind a small curve, you notice a stranger who warms himself up by a fire. A big and hefty man is lying on the ground; he's wrapped up in bear fur. Hearing your steps he turns around and you freeze with fear – inhuman eyes without pupils stare at you.

"I've waited in the darkness for a long time." He starts to speak in a dry voice without opening his lips. "But then I saw the flame of your heart in the distance. Now we shall fight, for it was predicted so. If you defeat me, you may take some of the red clay from here; if you lose – I'll eat your soul. That's fair."

The demon throws away the fur, leaves his human body and shows his real form – a scrawny, angular creature with a body built from shards of ice. One of his claws transforms into a huge and heavy sword, right in front of your eyes.

If you own a black ring made of polished wood (**Wooden Ring**), you can use it now **119**

In other case, you're forced to fight.

If you **defeat the demon** or **win two full, consecutive rounds** **27**

If you **lose** **225**

You conduct this fight without the Combat map.

Demon

Dexterity: 8

Health: 40

Demonic Sword – Weapon Bonus: 3

80

The King of the Town Under the Mountain

What brings you to the King Under the Mountain?

I'm here for the first time **83**

I've carried out the King's commission **81**

I screwed up **74**

81

The King of the Town Under the Mountain

The Chancellor, to whom you turn to in order to be heard by the King, smiles widely.

“Well, well Thymin, everyone talks about you. That you’ve supposedly saved our town, that you’re a hero and so on and so forth. I’m glad and I congratulate you. But you know what? I’m going to give you some good advice. You’re not used to court intrigues: you know, various deals and backroom clashes at the court. You’d better hit the road, and don’t waste your time here.”

“Thank you Fundin, I haven’t thought of that.” **91**

82

The Lake of the Fluid Stone

You start to run away. You hear the crunching of the black gravel behind your back. You hear a swish and feel a sting in your back.

Roll the dice and add 6 to the score to check just how many injuries the creature has caused you. Deduct them from your Health.

Next, you throw yourself between stones and run around between them in order to lose the monster. You hide behind one of the stones and spasmodically catch your breath. Soon, you fall into unnatural, restless sleep.

In the morning... **73**

You find the King busy with a truly odd preoccupation. For reasons incomprehensible to his subjects, the King is passionate about gardening. There has been a special object built for him in the sunny cave, covered with a crystal plate and heated with the hot water from geysers. The patriarch, while resting, leans on the shovel and looks at a straight row of carrots with satisfaction.

“Look Thymin... Isn’t this a comforting sight?”

“Indeed King, it is.” You answer.

“How’s your father? Did you know that we fought side by side during the clearance of the lower corridors, in the year of the great flood?”

“Yes King, my father mentioned that. Unfortunately he died last year. He commanded a mercenary regiment during the peasant revolt in the Rhine Valley.”

“Sorry for your loss... at least he died honourably, with a weapon in his hand. So many pass away... sometimes I feel like I’m surrounded by a bunch of youngsters, haha... Never mind; tell me about what’s going on in the world.”

You tell the King what you saw and heard.

*If you were listening to rumours in the tavern in Udgard, you’ll be rewarded by the King for giving him precious information – you’ll get **20 crowns** on your way out of the chamber. Add it to your equipment.*

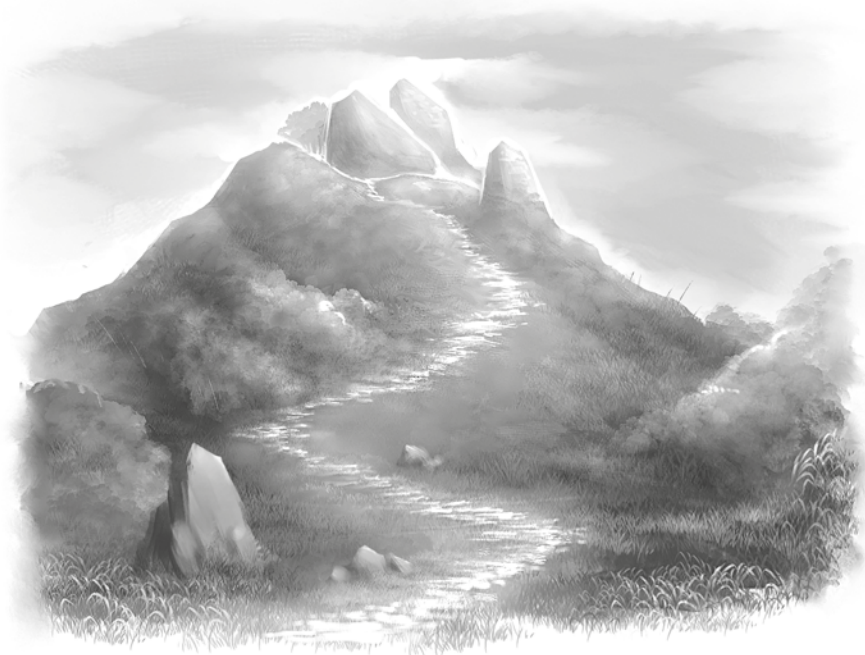
When you finish, the King falls into a long thought. **64**

Mound of Ulfgard

IS You boldly move along, while the road rises higher and higher. After a long march, you stand on the top of the Mound of Ulfgard. It is the only hill around here – according to a legend, it is an ice giant’s mound, who died from the hands of Thor, after angering him with a bad joke during a feast. The fight lasted three days, before Thor managed to smash the giant’s skull. Consecutive rulers have used the mound as a watchtower. In sunny weather there is a perfect view from up here.

Directing your face south, you recognize the distant walls of Udgard miles away from here. From this far, the town looks like a child’s toy made of wooden bricks.

In the east, you see the crossroads with their milestone columns. Further,



on the horizon, a mountain range looms. Behind it, there is an ice desert which has never yet been crossed.

In the distance, in the northeast direction, you can only see a white cloud, a furiously swirling storm which is neither coming closer nor getting further from you, as if some kind of spell captured the snowstorm in place.



In the north, you notice a black tower. From its top, alternating lights of different colours hit the sky. You don't know why, but the view disgusts you and truly – it also causes fear.

You turn your face to the west – behind dense hedges that are bare at this time of the year, there are the ruins of a watchtower so old that its name has been forgotten. From the south, the area ends with a perpendicular wall.

There are three roads leading from the hill:

To the west   38


To the east   92

To the north   39



The Ice Forest

85

 The road leads through the Ice Forest. Every time that you have to plunge into its depths, you feel anxiety. What's worse, for unknown reasons, it's always colder than the rest of the surroundings.

You plough between the frosted trees, white icicles hanging from their branches. After some time, you get to the crossroads.

Choose the direction you want to go in:

West  **143** East  **26** North  **52**

The Ruins of the Fortress

86

You quickly run back to a clump of bushes and break the driest thorny branches. You fix a makeshift torch out of them, add dry brush from your own stores, wrap it with a handkerchief and pour oil on it. Your hands tremble with nervousness when you kindle your provisional weapon using a fire-steel.

After a moment, the torch is burning. With a menacing battle cry of the dwarves, waving a flame, you throw yourself at the beasts, which are weak from hunger, beasts. You see panic in their eyes.

For the duration of the fight add yourself 3 points of Dexterity.


Go to  **144**

Town Under the Mountain

87

You're near the gate when you hear a scream from the fortress:

"Stop Thymin!" One of the guards calls. "By the King's order, for arbitrarily abandoning royal service and putting companions at risk, you've been sentenced to banishment. When one hundred years from this very day shall pass, you may stand before the King Under the Mountain and ask for his mercy. Till then, you can't enter any of our towns. Go away then, and don't show up before the set date!"

You turn your back to the premises of your comrades and go back in the direction of the Ice Forest.  **85**



85 - 86 - 87





A huge gate was carved into the vertical rock wall. A road that slopes down into the ravine leads to it. At both sides of the gate, in the rock face, two towers have been carved out – two enormous half-cylinders, emerging from the rock. It's like miracle-work, performed by the hands of your comrades. Each of the towers is garrisoned with a set of guards, keeping watch day and night. In case of an attack on the gate, out of the windows and towers' terraces, the guards can strike the enemies teeming in the gorge with arrows, spears and Greek fire. That's why no one has ever yet managed to capture the Town Under the Mountain.

However, you are safe. None of the dwarves shall ever betray his tribe and never has. You move closer towards the bronze gate, in which a wicket gate opens. It is the first gate; here you are questioned by the guards, give



your name, your father's name and grandfather's. After a while, you're in the Grand Hallway.

You think what to do next. You can:

Visit your friend Nori **97**

Stand before the guards' commander **131**

Stand before the King Under the Mountain **80**

Hit the Western Highroad **85**

The Road From the Ice Forest

89

You move along the wide route. Soon your heart starts to fill with joy, for you are getting closer and closer to the Town Under the Mountain. **88**

The Medic

90

You open a creaky door. There's an office filled with books in front of you. Bulky volumes stand on shelves, lie scattered on the floor, and piled up on the desk. There is a man in a long robe sitting behind it. He's fiercely writing something down with a grim face. However, he lights up when he sees you:

"Welcome, welcome great warrior! Sit down master. What brings you here? Are blisters from the axe bothering you, or perhaps that unhealed wound from the last campaign? Or, perhaps..." Here he squints a sly eye "you need a mixture for success with women? I know you rascals!" Here he laughs heartily, but quite fake.

"To be precise, I'd like a **Healing Mixture**." You interrupt the doctor.

"Of course, of course. I'll willingly prepare it right away, the service shall cost only **40 crowns**, it's a simple thing to do. However, I'll need **one Scoop of red clay**. It's a must-have."

Do you have the clay with you?

If not, you won't waste the wise man's time and you leave **143**

If you've got **the Scoop of red clay** and the proper amount of crowns, the medic shall prepare a bottle of potion for you. You'll be able to drink it at any chosen moment and then your Health will return to its initial state.



*If you'll make the purchase, add **the Healing Mixture** to your equipment list, but cross out **40 crowns** and **the Scoop of red clay**.*

After that, you bid farewell effusively to the sage and go out into the streets of Udgard. **143**

91

Town Under the Mountain

You stand in the Grand Hall. Dwarfs pass you by, they're occupied by their own businesses. Everyone's in a hurry. It is probably the biggest gathering of your tribe you've ever seen. After the war, they've found peace here and have good relations with Udgard, which is probably due to taxes from trade that increase the town's revenue.

You think about what to do next:

Visit Nori, your friend **97**

Stand before the guards' commander **131**

Stand before the King Under the Mountain **80**

Continue your journey along the western highroad **85**



M You are standing at the crossroads. Dusk is falling, and soon everything will be covered in darkness. As far as the eye can see, only white plains spread into the distance; there's neither a tree nor a bush. You'll be camping here. It's good that you brought firewood with you. You shovel snow and light a fire. The sun hides behind the horizon; somewhere afar wolves are howling.

Go to sleep, to be rested and ready for tomorrow's journey **94**

Stay awake, to guard the fire **98**

Unfortunately, you aren't able to think of a way. All of the solutions have significant flaws – Nori does not want to run away and defile the family name. The chances of finding Olaf are remote. You promise Nori that soon, you'll appear with a ready solution. In the morning, he says goodbye without much hope. You move on. **91**



94

Overnight at the Crossroads

You add wood to the bonfire, then wrap yourself in bearskin and try to sleep.

Roll a die:

If the score is 1, 2, 3, 4 or 5 **96**

If the score is 6, you sleep through the night without any problems **95**

95

The Crossroads

You wake up the next day. You get yourself together and read the signs on the milestone in the morning light.

Choose the direction you want to go in:

North **138** South **35** East **124** West **84**

96

Overnight at the Crossroads



94 - 95 - 96



The howling gets closer. You raise your head and see red eyes looming in the darkness. You get up and add wood to the bonfire that lights up with a flame. In the light, you see white wolves' grinning fangs.

Combat map No. 96

(see next page →)

Your Speed is 2.

Roll the dice to determine the number of wolves:

1, 2 – four wolves

3, 4 – three wolves

5, 6 – two wolves

The wolf's Speed **in the range of the light** from the bonfire is 1, whereas yours is 2. The wolf's Speed **in the darkness** is 2, whereas yours is 1.

When you are **out of the reach of the bonfire's light**, he deducts 1 from dice scores. When a wolf is **in the range of the light** from the bonfire, he deducts 1 from dice scores.

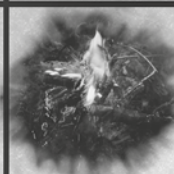
After each full combat round **won** by you, the wolf will try **to drag you away from the bonfire**. Check wolf's Dexterity and if he **succeeds**, both tokens are being moved by 2 squares towards the darkness.

Wolves shall try to surround you and attack at the same time.

	SPD	DEX	WIS	Health
Wolf 1	2/1	7	3	□□□□□□□□
Wolf 2	2/1	6	2	□□□□□□□□
Wolf 3	2/1	6	2	□□□□□□□□
Wolf 4	2/1	6	2	□□□□□□□□

If you've lost – see **225**

If you've defeated the wolves, you sit by the bonfire sweaty and tired, wrapping yourself in bearskin again. You keep watch, however, soon the experiences take their toll and you drowse off while sitting down **95**



Have you managed to help your friend Nori solve a problem during this game?

I'm going to visit him for the first time **105**

I'm working on it **106**

Yes, I've helped him once already **103**

Overnight at the Crossroads

98

You add wood to the bonfire and wrap yourself in bearskin. *Roll the die:*

If the score is 1, 2 or 3 **96** If the score is different **95**

No matter the score, keeping watch over a bonfire through the whole night is very tiresome. *Deduct 2 points from your Health.*

99

“Old friend.” Nori is clearly touched, his voice breaks every now and then. “I’ll be grateful to you for the rest of my life! How can I repay you? Tell me about what’s troubling you.”

So you tell him about how you are trying to find and save a friend. Nori nods his head, listening. He falls into thought. Then, he finally says:

“Sometimes, to solve a problem, one must take a new perspective. My brother Ori organizes a research expedition, you know, in that snow sailboat of his. Now, the most important thing – he wants to start from the eastern side of the mountain chain, under which our kingdom is.”

“How come?” You are surprised. “There aren’t any villages there. Hundreds of miles of heath over which snow storms rage...”

“Well, that’s exactly the point! You see... Ori has found an old document, in which it is clearly written that there are untouched silver deposits of the highest assay over there. Enormous! We’ve already got King’s funding on that. If you want I can arrange a spot for you on the sailboat. You’re a good warrior, so you’ll protect the crew from ice trolls, for most of the crew comprises scientists and explorers who have never had an axe in their hands. Who knows what’s hidden there? Maybe you’ll find the answers you’re looking for...”



You think for a while... Maybe it is a good solution after all.

Take part in the venture **183**

You prefer to hold off your decision **91**

100

Nori

You hover over books until late at night.

“Where did you register your co-partnership?” You ask.

“In Udgard.”

“We’re home then!” You exclaim gladly. “That means that the company is under Udgard’s jurisdiction and they write here that according to its law, whenever one partner enlists commitment without the knowledge of the other partner, he’s only responsible for himself! Your troubles have ended, Nori!”

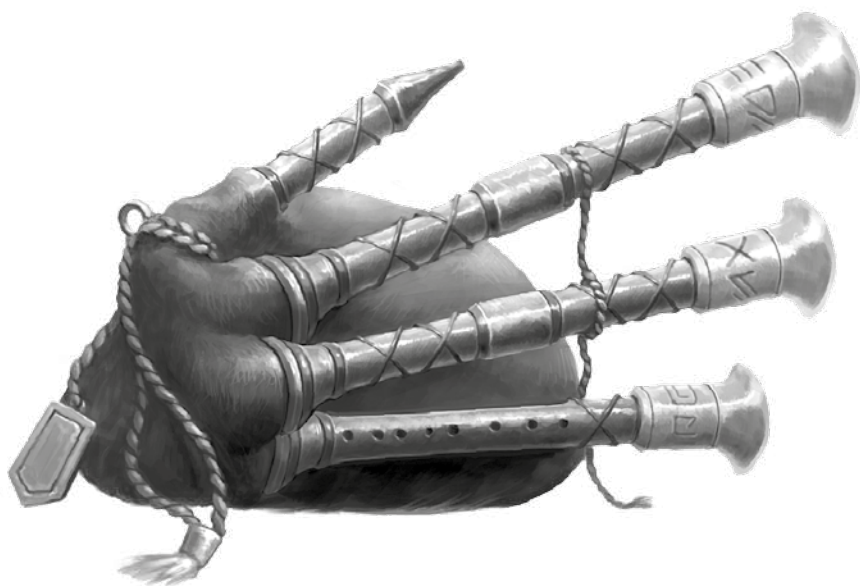
“Indeed, you old chap!” Nori rubs his hands. “Wife, hot Mead! Quick!”

The mood changes diametrically. You begin to reminisce about the old days; after that, Nori brings a harp and bagpipes, so until the very morning the place is filled with laughter and singing.

In the afternoon on the following day, both of you go to judge Gustafson and present a uniform interpretation discovered during the evening. The judge concurs, he states that he’ll prosecute Ollie as if he’s a fraud and tell the clerk to prepare a pronouncement stating that from now on, the partner is a wanted criminal – and it will hang on the walls of every Main Hall.

After returning from the court, you go to the Main Hall at the Chain’s level and once again enjoy an uproarious revel till late at night.

You wake up in the morning... **99**



Nori owns a great collection of instruments and that is why he often invites other dwarfs to accompany him in playing. You look with amusement at the set of harps, hurdy-gurdy, concert flutes, tin whistles, dwarven small pipes and also great war bagpipes. The last especially attract your attention.

One of the most beautiful instruments has drones and an ebony chanter, a sheepskin sack – airtight and well kept, very precious reeds, perfectly prepared for playing. Silver rings inlaid with runes sparkle in candlelight. Your interest is being noticed by your friend and when you finish playing in the evening, Nori says:

“My old friend! I can’t be using these great war bagpipes under the Mountain, for my neighbours would kill me, they are thunderously loud. Take them as a remembrance of our meetings.”

You refuse in the beginning, but finally accept this precious gift. You wrap **the War Bagpipes** airtight in a sheepskin, so they won’t crack in the frost, and hide them neatly in your pack. *Add them to your equipment.*

Finally, you want to move on and be on your way. **91**

You let go of the stinky corpse and look at a pile of bones. It crosses your mind that if the bones belong to wretches such as you, there might be something interesting in the pile. And so there was. Besides some trash, you find a leather gnawed belt with a pouch attached. In the pouch you find money.

Roll two dice to determine the number of coins in the pouch.

Multiply the result by two. Add this amount of coins to your equipment.

It would be a pity not to take care of it – you think, hiding the pouch in your pack. You look around the pit. In the wall, you see a gaping black hole. Some kind of a tunnel. It seems as if a droning sound comes out of it. For Locky, the whole plain is probably peppered with these pits, connected by a system of tunnels!

You turn around on your heel and as fast as you can, you get out on the surface, into the blizzard, leaving the hateful drone behind you **40**

You decide to face the danger and you venture into the depth of the tunnel **61**

Nori opens the door with a smile.

“Come in, come in, my pal! You’re always welcome here. Stay for as long as you want and be my guest!”

If you want to accept Nori’s hospitality, you may stay at his place, until you heal all of your injuries – your *Health* will come back to its initial level. What do you want to do while staying at Nori’s?

Do you want to talk about the journey north? **110**

Do you want to play instruments? **101**

Do you want to move on? **91**

"No, no!" The wizard cries with a shudder, covering his ears. "It's all wrong! An F! An F! You've learned nothing, while I was telling you stories for years! All of my effort for nothing! Go away and come back in a year!"

You are really ashamed and try to convince the wizard to give you a second chance, but he remains deaf to all of your pleas. He finally gets impatient and goes to sleep in the corner of the cave.

Feeling blue, you decide to leave the madman alone and go out of the grotto. You climb the rope back to the top. **125**

You remember the way to your friend's apartment well. You move along the wide, bright corridors illuminated by lamps made out of expensive rocks. Town Under the Mountain is enormous and is developing all the time. On your way, you pass by the entrances to residential caves, bureaux de change, shops and temples. After a while, you reach the door of your old friend's apartment.

"Welcome old friend." Nori welcomes you, looking dejected. "Come in, come in, sit down, make yourself comfortable. Wife, bring beer, will ya."

"Why are you so gloomy?"

"Ah, brother, your friend is destined to end up in the darkness. Do you know Ollie from the third deck, right next to the chimney shaft? Together we've found a gold mine, so we decided to form a co-partnership. As we thought, so we did. We started the extraction right away and it was going pretty well, until the moment that the lode got drained. All of a sudden, Ollie was gone and it turned out that he's piled up an enormous amount of debt. Now, every day I get visited by his creditors."

"Is it a lot?"

"Don't even ask... I'll go to the pit and stay there for the rest of my life, and we tend to live quite long, don't we?"

What can be done?... You sit together till late at night to think of a positive solution for Nori, one that would be lawful.

Have you, by any chance, got the **Book of Laws** or **Law Scroll**?

If you've got one of these items **100** If you haven't got one **93**



Nori opens the door for you, his face looks tired and lacking sleep.

“Come in, come in, my old friend... You’re always welcome here. Especially, since you’re not one of those damn creditors. Today, they set their dogs on me on the street. My wife was beaten up by thugs – reportedly hired by creditors. Can you imagine?”

The date of the case is approaching fast. Did you manage to think of something?

Do you have **the Book of Laws** or **Law Scroll** perhaps?

If you do have one of the items **100** If you don’t **93**

“No, no!” The wizard calls with petrification, covering his ears. “It’s all wrong! An F! An F! You’ve learned nothing, while I was telling you stories for years! All of my effort for nothing! Go away and come back in a year!”

You are really ashamed and try to convince the wizard to give you a second



chance, but he remains deaf to all of your pleas. He finally gets impatient and goes to sleep in the corner of the cave.

Feeling blue, you decide to leave the madman alone and go out of the grotto. You climb the rope back to the top. **125**

Mad Wizard's Grotto

108

When you give an answer, the wizard throws his hands up in the air with joy and starts to dance around the cave, brandishing his cane, and gurgling happily. Finally he stops in front of you.

"You don't even know how much joy it brings to the teacher, when his student passes the most difficult exams!" He calls with happiness. "Now, a reward!" He raises his cane and the grotto is filled with a warm, bright light.

You've received two additional points of Wisdom – make the change on your Character Sheet!

*Additionally, a ready-to-use and helpful in combat **Spell of Enfeeblement** appears suddenly in your memory. It will make one of your enemies experience a sudden attenuation: this enemy's weapon **will no longer be able to cause additional injuries**, whereas the enemy's Dexterity and Health shall **drop by half**. You can cast this spell on one of your enemies at the beginning of the fight, but only **once** during the game.*

You bow low to the mage, who is clearly moved. He pats your head, takes a candy out of his pocket and gives it to you, then he goes to sleep. You, on the other hand, quietly exit the cave and climb a rope back to the bluff. **125**

Mad Wizard's Grotto

109

"No, no!" The wizard cries in dismay, covering his ears. "It's all wrong! An F! An F! You've learned nothing, while I was telling you stories for years! All of my effort for nothing! Go away and come back in a year!"

You are really ashamed and try to convince the wizard to give you a second chance, but he remains deaf to all of your pleas. He finally gets impatient and

goes to sleep in the corner of the cave.

Feeling blue, you decide to leave the madman alone and go out of the grotto.

You climb the rope back to the top. **125**

110

Nori

Have you already taken part in a dwarven journey north?

No **99**

Yes **230**

111

Mad Wizard's Grotto

"No, no!" The wizard cries in horror, covering his ears. "It's all wrong! An F! An F! You've learned nothing, while I was telling you stories for years! All of my effort for nothing! Go away and come back in a year!"

You are really ashamed and try to convince the wizard to give you a second chance, but he remains deaf to all of your pleas. He finally gets impatient and goes to sleep, grumbling wizard-nonsense in the corner of the cave.

Feeling blue, you decide to leave the madman alone and go out of the grotto.

You climb the rope back to the top. **125**

112

Mad Wizard's Grotto

"No, no!" The wizard cries, rolling his eyes and covering his ears. "It's all wrong! An F! An F! You've learned nothing, while I was telling you stories for years! All of my effort for nothing! Go away and come back in a year!"

You are really ashamed and try to convince the wizard to give you a second chance, but he remains deaf to all of your pleas. He finally gets impatient and goes to sleep in the corner of the cave.

Feeling blue, you decide to leave the madman alone and go out of the grotto.

You climb the rope back to the top. **125**



110 - 111 - 112



Mad Wizard's Grotto

113

"No, no!" The wizard calls with petrification, covering his ears. "It's all wrong! An F! An F! You've learned nothing, while I was telling you stories for years! All of my effort for nothing! Go away and come back in a year!"

You are really ashamed and try to convince the wizard to give you a second chance, but he remains deaf to all of your pleas. He finally gets impatient and goes to sleep in the corner of the cave.

Feeling blue, you decide to leave the madman alone and go out of the grotto.

You climb the rope back to the top. **125**

Mad Wizard's Grotto

114

"No, no!" The wizard calls with petrification, covering his ears. "It's all wrong! An F! An F! You've learned nothing, while I was telling you stories for years! All of my effort for nothing! Go away and come back in a year!"

You are really ashamed and try to convince the wizard to give you a second chance, but he remains deaf to all of your pleas. He finally gets impatient and goes to sleep in the corner of the cave.

Feeling blue, you decide to leave the madman alone and go out of the grotto.

You climb the rope back to the top. **125**

Mad Wizard's Grotto

115

"Well done, you've listened carefully to my rhymes, my boy! You didn't let yourself be tricked! And now, the last question! Focus well! From which lineage does Thor, the storm lord belong?"

"The Aces." **108**

"The Wans." **117**

"The Alves." **107**

"The Dvergs." **104**

116**Mad Wizard's Grotto**

"No, no!" The wizard calls with petrification, covering his ears. "It's all wrong! An F! An F! You've learned nothing, while I was telling you stories for years! All of my effort for nothing! Go away and come back in a year!"

You are really ashamed and try to convince the wizard to give you a second chance, but he remains deaf to all of your pleas. He finally gets impatient and goes to sleep in the corner of the cave.

Feeling blue, you decide to leave the madman alone and go out of the grotto. You climb the rope back to the top. **125**

117**Mad Wizard's Grotto**

"No, no!" The wizard cries with dismay, covering his ears. "It's all wrong! An F! An F! You've learned nothing, while I was telling you stories for years! All of my effort for nothing! Go away and come back in a year!"

You are really ashamed and try to convince the wizard to give you a second chance, but he remains deaf to all of your pleas. He finally gets impatient and goes to sleep in the corner of the cave.

Feeling blue, you decide to leave the madman alone and go out of the grotto. You climb the rope back to the top. **125**

118**Mad Wizard's Grotto**

"That was easy!" The wizard calls, you notice however, that he's extremely happy with the success of his imaginary student.

"Now, a second question! Who's Gandalf?"

Choose an answer:

"That's Locky's nickname." **114**

"One of the wizards, in a grey coat." **109**

"An elf with a cane, that is Odyn in disguise." **115**

"A dwarf, who has been working on a ship of the dead." **112**

**116 - 117 - 118**

It crosses your mind that perhaps a demon has something to do with the air ghosts of which Alcest told you. You hold out a fist armed with an alcestian ring: “Dog, serve!” You hiss furiously.

There is fear in the demon's eyes. It falls to its knees, squirms in pain and throws up ice. Finally, its body cracks and a whirlwind made out of a snow cloud comes out of it. You hear swear words in multiple languages while the weakened demon in its true form flies away into the darkness of the mine.

The ring has become red-hot and you instinctively throw it into the snow. Touching the ground, it explodes in a bright flame and turns into dust within a few moments.

*Cross **the Wooden Ring** out of your equipment list.*

You bend down and take a **Scoop of red clay**, which has been left by the demon – it might be useful. *Add it to your equipment list.* You also search through the worldly remains of the monster and find a small chest containing two hundred crowns. It's a small fortune!

While considering why a demon would need gold, you walk out of the mine and go west. **92**

The merry sound of the hammer echoes through the forge, when the armourer's students work hard. He sits at the table, by a half empty bottle and gives witty comments on peons' work. Because the armourer is known in town for his sense of humour, it is worth mentioning two of his best jokes: “Hey, Hans, don't drop your pants!” and “Mat, you prat! Are you working hard or hardly working?”

You approach the armourer.

“Hello master. Have you got any good weapons?”

“Are you blind and can't see the price list?” the witty craftsman says and points his dirty finger at a piece of parchment pinned to a beam, on which is written as follows:



A HEAVY DOUBLE-EDGED AXE

WEAPON BONUS: 2, PRICE: 80 CROWNS

BALANCING AND SHARPENING THE WEAPON

CURRENT WEAPON BONUS +1, PRICE: 45 CROWNS

CHAINMAIL ARMOR

ARMOR CLASS: 2, PRICE: 70 CROWNS

SHIELD

ARMOR CLASS: 1, PRICE: 60 CROWNS



120



If you've got the proper amount of crowns, you can buy something here. If you've got a **Scoop of red clay**, you can order a dagger made out of a special sinter, which will be invisible to *weapon detecting-spells*. This service is expensive – it costs **100 crowns**.

*If you buy anything or order construction of the dagger, add the thing to your equipment card and deduct a proper amount of crowns. Add the dagger as **the Red Clay Dagger**.*

You may only pay to balance and sharpen a weapon once per game.

If you don't want to buy or order anything, you go out to the streets of Udgard. **143**

Dragon Tavern

121

Gossip, gossip. Full of it in every tavern. Steaming and warmed up by a joyful fire, guests talk louder and louder, not caring if anyone actually listens, whereas you strain your ears.

Storms and bad spells rampage in the north. In an old, black tower, a warlock has allegedly settled. Monsters appear, people abandon their houses and move south, and those who haven't, regret it deeply. One of the villages, which didn't want to give in to the warlock's power, has burned down... and the inhabitants have been turned into werewolves in order for them to guard the entrance to the black tower.

Communication with the northernmost town Tuskulum has been broken, and no one knows what's been going on there for months.

The export duties have been decreased to stimulate the expansion of manufacturing. The prices of fabric and paints have dropped. Ships with wood from across the sea, from the country of the Polans and the Rus, came less and less frequently, and logging in the area north of Udgard has practically stopped, so the price of wood has increased significantly on the other hand.

In the country of Teutons, new taxes have been imposed on dwarves, who therefore started a revolt. Prince Siegismund quelled the rebellion with iron and fire; the trees were bent from the heaviness of hanged men for Wotan's



glory. The dwarfs that survived were running away north and east under the cover of night, looking for places to set up new dwellings and mines.

You drift into deep thoughts... There has been a lot going on in the world indeed. **53**

122

Offerklippa Skageraak



The moon is high in the sky when you stand over a frightening bluff called Skageraak or the Sacrificial Cliff. Beneath, you see ocean breakers pounding furiously into the bluff.



122



Have you heard a song about this place during your adventure?

Yes **126** No **125**

Mad Wizard's Grotto

123

You emerge into darkness and after a moment see a looming light, from a distance at first, but getting closer with each step, the light of a bonfire. An old man in rags is sitting by it. You sit by the fire and notice that you were wrong about the age of the grotto's inhabitant – his face is quite young, but a messy, greyish beard and clothes in shreds make him look old. A wizard – so you're guessing – mixes a goosefoot and rat soup in a kettle... Hopefully.

"Oh-ho, oh-ho..." He speaks to you. "Oh-ho, oh-ho, children come to study!"

"Master..." You respond puzzled. "I'm Thymin... a dwarf, and have come to..."

"Be quiet, be quiet kiddies, I'll be the one who's asking questions, I'll be asking you questions and for three good answers you'll receive a reward boy, yes, yes..." Says the wizard, who almost completely lost touch with reality. "But first... supper!"

After that call, he offers you the food he has prepared.

You refuse politely, which does not discourage your host, for he throws himself into draining the kettle and quickly empties it. Then he burps loudly, sits against a wall, stretching out his spindly legs and patting his plump belly as he says:

"Well, rascals, it's an exam day! First question: What will happen to the sun at the end of the world?"

There is no other way, you must answer:

"Raven Hurin will take it in its bill and to Muspelheim." **113**

"Wolf Fenris will gobble up the sun." **118**

"Heimdall will blow the Gjallarhorn and the sun will go out." **111**

"The sun will fall into Mimir's well." **116**



You move briskly. After a few hours, in the distance, you see a weird hump in the ground. You decide to check it out.

While moving closer, you notice with interest that it's a snow-sailing ship, overturned and partially covered with snow drifts. Torn sails hang dolefully, slim masts point towards the sky. You walk around the ship. On the side that has been hidden from your eyes, straight in the snow, there are corpses full of arrows, gnawed by white wolves and frozen to the bone. You think that it was definitely a merchant ship robbery.

If you're here for the first time, read the next paragraph as well, if not – go straight to choosing the next paragraph (below, in the section separated by an asterisk).

You say a short prayer. Suddenly, you feel something underfoot – it's a small, wooden chest, overlooked or lost by robbers. Inside, there is a pack of cards with number **212** on it. After closer examination, it turns out that they're marked. You decide to take the **Marked cards** (*Add them to your equipment and write down the number from the pack*).

Choose your reaction:

Corpses in the snow – that's a bad omen, I turn around **92**

I continue heading east **79**

I'm going north **231**

You decide to stay here for the night. You find a place that's distant from the terrible gulf, in a secluded hollow. You light a bonfire and wrap yourself in fur. You bow your head lower and lower and you finally fall asleep. You've got nightmares all night long and wake up in a sweat every now and then.

In the morning, you don't remember a thing. There is a morning mist all around, in which loom the broken stumps of bare trees.

You're going east **10** You're going north **217**



You decide to hunt for the grotto of wizard Dorlan. You start to search for some way to climb down the cliff, unfortunately there is nothing there. So you lie down on your stomach at the edge of the bluff and try to see something this way.

The moon appears from behind the clouds and in its light, you notice a vertical, shiny-white line drawn on the rock. It's perpendicularly falling into the abyss. You decide to check it out.

After getting to this place, which wasn't easy, it turns out that the "shiny line" is an elvish rope attached to a giant stone with an iron peg.

Well, you think, the last from the Sídhe line sailed away from the coasts of Ireland four ages ago. You reminisce how you watched their ships slowly sailing away. At that moment you realized for the first time that the hour is coming when you'll also go underground, never to return again.

Anyway, the rope is here. You grab it firmly in your hands and quickly, but carefully slide down. After a few moments you find the entrance to a grotto.

Have you been in this cave before?

No **123** Yes **136**

You've changed your mind and don't want to examine the grotto **125**

Alcest's House

127

Skalle considers for a while, when you ask for a ballad.

"I think that these songs shall be adequate for today's evening." He finally responds.

Which one would you like to hear?

A Song About Bölwerk, the Smith **128**

A Song About the Skageraak Bluff **129**

A Song About Snori, the Fratricide **130**

If you choose one of the songs, pay Skalle **15 crowns**.

You can also wrap yourself in fur, sleep till morning and then set out on a journey.

You move east to Udgard **143** You move west **122**

*Among sons of Ymir,
In Niflheim field,
Bölwerk was the meanest giant of all.
With his feet on the ground and his head up in the clouds,
He liked to wander over frosty wastes.
Catch wanderers,
Break their skulls,
These were Bölwerk's favourite games.*

*A hundred years ago, King Olaf the Bloody with his crew,
Were returning through the sea
From a venture on the Rus.
With gold and amber on board,
There suddenly came a terrible storm...
The ship was sinking and the king with a couple of comrades,
Holding a bar, reach the shore.
Bölwerk saw him from his castle,
Caught the castaways and so he tells them:*

*Here are three gates to three different lands,
Walk through one of them, stay alive,
And I shall set you free and gift you with gold.
The gate of mountains – requires superhuman wisdom,
The gate of air – martial proficiency,
Whereas the gate of ice – nautical artistry.*

*King Olaf said:
I don't play your games,
There's an axe in my hand, thirsty for giant's blood,
Still today, I'll be drinking beer out of your skull
And out of your bones a temple shall be raised.*

*Roared angrily Bölwerk, the scary giant,
Tumbled down on the enemy with a monstrous hammer,
But Olaf the Bloody did not fear at all,*

*He valiantly faced the enemy – he was a true King.
Together with his crew, started to hit furiously,
Finally, cutting off a giant finger.
Horribly yelled the giant in pain, wounded.*

*With one kick he sent them off in the skies.
Three days they were flying over the green sea,
Three days in the skies they unfortunately have spent,
And finally fell down to the Jutlandia sea,
From where Olaf the Bloody returned home.*

You think about this story. You feel that the passage about the gates might be useful one day – remember what skill did each of the gates require.

Then go to **127**

A Song About the Skageraak Bluff

129

*A horrible bluff looms in the west,
Skageraak it's called, or the Sacrificial Cliff.
During old times, to appease the gods
From disease and fire,
From war and hunger,
From snowstorm and sword,
From thirst and pestilence,
There victims were executed, brave warriors,
Beautiful women with pretty faces as well.
In that place, no soul lives today.
Birds flew away, they moved out swiftly,
No animal shall go astray,
No man shall stop by,
There, in a steep rock, in the wall of that cliff,
Is a dark cave, carved out by winds.
A blind, mad wizard lives there,
The only one that from brotherhood of towns ran quickly
Faced the darkness,*

*Before that, he persuaded
his confraternity to
chase away the traitor together,
But their hearts were yellow, the mages escaped
Taking the riches, leaving people behind
At the mercy of Warlock.
He stood to fight alone, brave and gallant mage,
Dorland was his name, thrice glorified.
He stood on Mound of Ulfgard without fear,
He looked at the Black Tower – lair of filth.
Ten days lasted their struggle,
Ten days of thunderbolts crossing the sky,
If someone would've helped him,
he probably would've won
But Wizard Zagorthor betrayed him – a friend
False – one discovers that when in need.
Out of fear, in his tower, he shivered – he didn't help,
He didn't want to get into Black's black books, so he betrayed,
Our hero lost, also got severely punished.
Getting blinded
And losing his senses
He now sits in the grotto,
Nothing keeps him there,
Only his own madness.
Whereas coward Zagorthor did not escape punishment,
It never occurred to him to avenge his friend
in a sudden change of heart (sometimes it happens so),
Warlock with his spell and trick
Imprisoned him in his own home and called the Guard.
Over the Skaagerak bluff
On frosty winter days
Only lunatic's laugh echoes.*

You think about that story.

Next **127**

*Among the roar of a storm, in a flash lightning,
From Northern Umbria at a gallop I escaped.
Chased by anger, humiliated, from my own Tuath banished,
I, who sat at the King's right hand.
Today without friends, fortune and honour,
A cold north wind blows in my face,
The dark-born creatures chuckle.*

*Nobody remembers, the hatred remained,
Called a brother-slayer, I escaped the homeland.
Do you know now or not?*

*Today nobody remembers the great deeds,
Yesterday a hero, a bandit today.
It was a year ago,
On the northern border with a band of thirty
We protected the peace of subjects.
The thunder flashed,
Big hundred
Of goat-head Fomoraigs, the offspring of darkness,
Ran towards us, howling.
With our throats we would have paid,
Their fierce wyle struck us with fire,
But bagpipes I grabbed instead of a sword –
it would be good for nothing
when the hostile advantage is so numerous.*

*I know a song which when with filidian ways reaches friends' ears,
It'll give them courage and enhance strength.
Monsters have fallen under my comrades' swords,
goat-like Nifleh's rabble.
Run around in great panic.*

*Their wyle goes down, his brain spatters,
I bring his horned head to the King,*

He exchanges it for two silver chests from blacks.

*Who have I been then,
Nobody remembers, the hatred remained,
Called a brother-slayer, I escaped the homeland.
Do you know now or not?*

*We grew up together, with my beloved brother,
First to play, first to fight.
I in Music, he in Fight undefeated,
The King's daughter would go to one of us.*

*But court mage, slimy Dorlan, who immersed in powder,
Read Books which because of their wickedness
should have been burned long ago
by a scintillating flame,
He grew hatred in his heart towards me and my brother.*

*He occupied a third place by the King's table,
Venom finally burned his heart thoroughly,
Dorlan slyly decided to kill us.*

*May Niflhel's flames consume him,
May he die slowly in dreadful agony,
Let worms eat his eyes thoroughly,
So he would see nothing but darkness.*

*Who have I been then,
Nobody remembers, the hatred remained,
Called a brother-slayer, I escaped the homeland.
Do you know now or not?*

*He knows spells that would take away the eyesight, confuse the mind,
And so did the carcass treacherously finagle us,
The dog regaled us with a vicious trick.*

*Autumn season, the storm tosses the sea.
The wind blows like a reprobate,
From brother's chamber a loud shout comes,
I grab my weapon and run into the bedroom
And see a banshee reaching my brother's throat with its claws.
I cut boldly with my sword killing the creature,
But in front of me, my brother is bloodied.
It was sly Dolan who deluded my eyes,
It is time to pay sacrifice to mangy demons,
space and reality
to exchange places.*

*Blood on my hands,
Blood on my Conscience,
Excluded from the clan, devoid of titles – who am I?*

Am I cursed by gods?

*Who have I been then,
Nobody remembers, the hatred remained,
Called a brother-slayer, I escaped the homeland.
Do you know now or not?*

*However, I'll grow in strength,
Return to Tuath,
Prove my innocence,
The traitor will lose his head.*

*May the horse rush, the wind whistle, the demons laugh,
May my heart harden.*

Quite a player – you think – I like the boy. **127**



Have you already met with the commander of guards during this adventure?

I'm at his place for the first time **132**

Yes, I have seen him already, however, I haven't got the Ring of Guarding

133

Yes, I have seen him already, I also have the Ring of Guarding **134**

"Skimmir!" You call excited at the sight of a familiar face. –"I didn't know that you became the commander of guards!"

"How were you supposed to know? You weren't here for the past three years!" Calls a smiley, broad-shouldered dwarf, while shaking your hand. "We've had a big turmoil here, at the lower decks, by the fourteenth eastern shaft. Old Obri died in the fighting. The goblins are as wild as wasps, thrusting up from time to time, but we bravely resist. We collapsed the smaller corridors; the bigger ones are guarded at all times."

Suddenly, the door opens with a bang and a breathless dwarf appears.

"Master, an attack on the seventh corridor! We resisted, but the enemy

took captives. They dragged down three of ours, including Bran.”

“Blood.” Skimmir growls through clenched teeth. “Black blood will flood the lower decks. Sound the alarm! We’re organizing a rescue expedition. Gather the fifty best people. We won’t leave Bran in need.”

“I’m going with you.” You say bravely. “Every axe will be handy.”

Skimmir’s face brightens up with a smile.

“I knew that you’re a good man, Thymin.”

“So, off we go, to the rescue!” **149**

Town Under the Mountain

133

A sleepy squad officer informs you sourly that the guard’s commander went to inspect the bands in the lower decks and it’s not known when he’ll appear in the quarters. He asks if you want to leave a message, but you kindly say no.

He answers perfunctorily to your other questions and seems to be more and more suspicious. You realize that a suspicious officer, temporarily empowered by his function, is always dangerous. So you quickly say goodbye and walk away briskly. Being recognized as a spy and spending the night in the pit is the last thing you can afford right now. There is no other choice but to move on. **91**

Town Under the Mountain

134

In fact Skimmir took a trip to the bottom corridors, but for the guards you’ll be a hero forever. Every time when you visit their barracks, they’ll host you and make a large bender in your honour. The medic is also at your service. *Always when you get here your Health will return to its initial state (don’t forget to mark it on the Character Sheet).*

However, all good things must come to an end. You move on. **91**

The Ruins of the Fortress

135

Test your Wisdom: Success **86** Failure **144**

133 - 134 - 135

The wizard becomes more and more advanced in his madness. He rolls in the cave and with his bare feet equipped with chalk, draws some doodle on the walls, gurgling in fits. You aren't able to communicate with him. In his eyes you see, increasing with every moment, madness. There's nothing here for you.

With a sorrowful heart you leave the lunatic behind in the cave and climb up the rope back to the top. **125**

Azazel bursts out with a loud laugh. The spinning wall of the blizzard changes its colour from blinding-white to fiery-red. A goat's shadow grows and after a while it takes over you completely. You feel that your knees are weakening and your weapon falls out of your hand.

"You fool! Did you really think that you could outsmart me? Did you think that you could defeat me with your silly weapon? Me?! Therefore I tell you, it is today that you'll visit the Lower Kingdom! You'll never see the surface again! On your knees, dog!"

With the last of your strength you break the evil charm, grab your weapon and head back. You come across a snowstorm and rush, blinded, through the blizzard. An inhuman, rumbling laugh chases you.

After some time... **92**



You walk through a blizzard for hours and have a feeling as if someone is constantly throwing sacks of cold needles onto your face.

You're close to panic, however, suddenly everything stops. Is it possible that you're in the eye of the storm? Walls of swirling snow and ice are raging around, while you're standing in what seems to be a funnel of clean air.

Before you, out of nowhere, grows an incredible, sinister figure. A big, goat-headed creature looks at you blankly. His muscular, bare shoulders are covered with tattoos. In a hand with claws, he firmly carries a double-sided axe, whereas in the other hand, a large, round shield, painted in red and black



ornaments. A flock of flies is buzzing around, the monster chases them away with its long tail.

“Welcome wanderer. I’m Azazel, bound to protect this road.” He speaks to you in a low, deafening voice. “You won’t go any further. If you want to live, please turn around, for I don’t find pleasure in killing. In order to move forward, you must defeat me and that’s quite a challenge. For many centuries, nobody has ever been able to achieve that.”

“I must go through, Azazel, and you won’t stop me.” You say. **188**

“Easy, let’s talk for a while...” **139**

“I’ll see you again soon, Azazel.” You answer and turn around. It takes you many hours, so you camp back at the crossroads. **95**

The Keeper

139



139



It seems as if the goat-horned one were slightly smiling while awaiting your reaction:

“Ask, Thymin. I’ve got plenty of time. A hell of a lot of time.”

“Who are you?” **9**

“What are you guarding?” **25**

“How is it to live in the Kingdom Underground?” **56**

“How can I defeat you?” **57**

“I must pass through, Azazel, and you won’t stop me.” **188**

“I’ll see you again soon, Azazel.” – you answer and turn around. It takes you many hours, so you camp back at the crossroads. **95**

140

The Venture

At the giant’s order, you board the ship and put up the sails. Bölwerk takes air in his lungs and blows with all his might. The sailing ship takes off rapidly and sails through a gate.

You glide at high speed over a giant, frozen lake. Ori is holding the rudder. The air blows over your face and you realize that it’s much warmer than before you’ve crossed the gate. There is a sound of something cracking and suddenly a gap in the ice appears before your eyes, it grows at an alarming rate.

“Stern return, return!” Shouts Ori, desperately. “To port, everyone to port, if you want to live! Thymin, stay at the bow and look for cracks in the ice!”

You throw yourself at the bow, knowing that if you don’t hurry up, enormous floes will crash your fragile sailing ship, as if it was made of straws.

Now, every time a gap appears, you must blindly make a decision whether to turn left or right. You realise that if you’ll choose wrong – you’ll all die in freezing water.

You must check your Wisdom three times in a row and pray for all the trials to be successful:

All the attempts were successful **190**

One or more trials were unsuccessful **170**



“You ploughed scrubs!” You yell while letting them kidnap you, against your character and the consuming hatred which is characteristic of your tribe. “You punks, snow beetle-crushers, stupid... dipshits! I’ll show you who’s in charge! I’m going in, and try to stop me!” Then you jump furiously into the fight.

You have never seen, and probably never will, such dumbstruck trolls. Two over three meter tall mountains of ice muscles froze in disbelief. However, they quickly get themselves together and raise hammers of an enormous size, in order to fight.

*Fight with the trolls. Both of them use **heavy hammers**. One of them will try to get behind you throughout the whole fight.*

Combat map without a number (see next page →)





Check your Wisdom. If you **succeed** – you recognize the territory and lighting well, your Speed will be 3 and trolls’ – 2. If you **fail** – it’s the other way around.

	SPD	DEX	WIS	WB	Health
Troll 1	2/3	14	6	12	46
Troll 2	2/3	18	3	12	82

Before each round you can **try to escape**, check your Dexterity then. In case of **success** you escape them and move south. **39**

If you’ve been defeated **225** If you’ve defeated the trolls **142**

The Black Tower

142

You walk through the gate, then through a deserted, black courtyard, right to the entrance of the tower. There is no one there. No one guards the entrance. You carefully look around, but there is not a single soul.

You enter the tower and onto the spiral stairs that lead you up and up, with no end in sight. Finally, you step into a large room – so large that there is no way it could fit in the tower.

A figure is standing there, with its back turned to you, facing a stained glass window, dressed all in black. You want to take a look at the stained glass, but whenever you direct your sight in its direction, it starts to move – crawling like snakes. Weird, nasty figures call out to you... No, no, you will not get hypnotized. You turn your eyes away and walk closer to the direction of the figure by the window.

“Hello, Warlock.”

“Welcome, Thymin.” Says the warlock, without turning around to face you. “I’ve been watching your activities. It is interesting that you’re still alive.”

“Despite your best efforts.” You smile cynically.

“Thymin, Thymin, what am I to do with you?” You hear regret in his voice. “You fight splendidly, you excellently deal with adversity, you’re intelligent and what’s important – you don’t let yourself get killed. I’ve got something to offer to you, Thymin.”

“My army is growing and soon it’ll be the biggest force in the North. Taking over Udgard is just a matter of time. Then, we’ll move south. There is a unique opportunity for you – gold, rivers of gold... power... anything you could ever dream of. Lead my army, Thymin and you’ll be equal to Kings.”

“First, let my friend Zagorthor go, then we’ll talk.”

“Unfortunately, I can’t do that. Zagorthor’s situation is key to me. He has to stay imprisoned; his freedom threatens my plans.”

“Decide then...” The warlock says, still facing the window.

You quietly take out your weapon to strike **14**

“Don’t embarrass yourself, warlock.” You say **150**

“Agreed, here’s my hand.” You respond, reaching out your hand **24**

“Well, maybe I’ll go now...” **19**

143

The Town



Udgard. The capital of the North, well known for its medical experts. The red clay occurs only in these lands and in this climate. Thanks to its extraordinary healing properties, it is added to most of the remedies of the known world.

You can visit:

“The Under the Dragon” **53**

“The Medic” **90**

“The Armourer” **120**

“House of the Sword” **34**

“Thieves Alley” **209**

“Jeweller’s shop” **266**

“Leave the town through the Northern Gate” **36**

“Leave the town through the Eastern Gate” **85**

“Leave the town through the Western Gate” **11**



143





The Ruins of the Fortress

144

There's nothing to think about! One must rescue the man, or he'll be eaten by wolves and that's how it'll all end, you think.

You fall out into an open space and run for the beasts with the menacing battle cry of the dwarves. Waving a weapon over your head, you engage the surprised, skinny beasts.

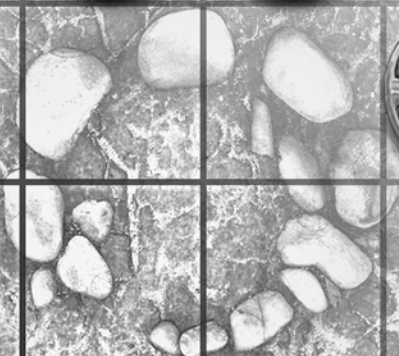
Play the confrontation out:

The Combat map number 144 (see next page →)



144





Your Speed is 2.

	SPD	DEX	WIS	Health
Wolf 1	3	7	3	□□□□□□□□
Wolf 2	3	6	2	□□□□□□□□
Wolf 3	3	5	2	□□□□□□□□

If you lost **225**

If you won **41**

The Ruins of the Fortress

145

You break through thorns and only a thick leather caftan saves your clothes from being torn. Getting out of the bushes, you notice the ruins of a fortress. In the past, this place had to be ruled by some count or a prince, because you see some jagged, faded detritus of pennants on the walls, however, today they are only bleak remains of its previous glory. There is something disturbing in this architecture – weird disproportion of doors and windows, remains of unusual sculptures...

Suddenly a cry for help reaches your ears. You don't hesitate for even a second and you run to see, at least, who is calling. You jump out from behind a corner and see an extraordinary scene before your eyes. In the circle of stones that must have been a watchtower back in its good old days, sits a fat man in a scarlet cloak lined with ermine fur, trying to chase away three white wolves with a branch. The animals growl dangerously and with every second they seem to be closer to pulling the man down from the remains of the wall. What do you do in this situation?

You attack the wolves with your weapon **144**

You think of some clever way to rescue him **135**

You prefer not to confront your overexerted strength and you quietly back out **37**

The last time you were here, you left the intriguing walls of the fortress so quickly that you didn't even have the chance to search them through. Now, when you look at the weird turrets again, chills run down your spine, even though you decide to inspect this place.

After half an hour of snooping among stones and planks of frozen wood, you discover a descent to the underground. You open a metal flap and dive into the darkness. Let other people shiver before darkness; this tiny bit of light is enough for your dwarven eyesight. You move through the tunnel. There is a trail of some prehistoric signs on the walls, written on the stones by an unknown hand.

Suddenly you realize that you feel awkward, and after a moment the feeling of uncertainty changes into fear and then into a panic attack. You start to feel strange dryness in your throat and see black spots flashing before your eyes.

How many points of *Wisdom* have you got?

Your *Wisdom* is 8 or more **148**

Your *Wisdom* is less than 8 **159**

"There is no time for greetings!" Bran calls. "The army of stinkers is on our heels!"

"The better!" Skimmir bursts out with a wild laugh. "So boys! Who wants revenge for the imprisonment?"

Extra axes go to the hands of the discombobulated ex-captives, and in a moment you all pounce together at the surprised goblins. The anger and need for revenge triples the strength of your comrades, and the slaughter begins. You don't intend to stay aside, you pounce fiercely into the swirl of the fight.

You pound, stab, chop fiercely. Even though you can barely stand on your feet out of weariness, the shriek of dying goblins is like true music to your ears. Suddenly one of the monsters reaches your head with a club, and you lose balance for a moment after the terrible blow.

Darkness falls. **21**

You start to fight an overwhelming sense of panic. You take a few deep breaths and concentrate on the beating of your heart. You become aware of the power within you and set it against the dark possession.

If you're here for the first time read the passage below, if it's your second or subsequent time here – ignore it and go to the last indented passage of this paragraph.

You open your eyes and see that you're standing in a round chamber. There is a stone sarcophagus in the middle. A sword hangs in the air above the sarcophagus, in a stunning halo of glowing light.

You reach out your hand and grab it firmly. It falls apart in a flash, however you feel power overwhelming you. From now on, in every fight, a ghost of the forgotten King will lead your hand – *add 2 to your Dexterity during the fight. your Weapon Bonus increases by 4.*

It happens only if you're here for the first time. Next visits don't result in enhancing the statistics, and you never see the miracle again here.

You bow low in thanks to the sarcophagus. Then you go out to the surface.

You move east  **37** You move west  **221**

You move past consecutive corridors, stairs and shafts at a crazy pace. You run in a group of comrades; your heart wants to jump out of your chest. However, nobody is thinking about resting. Your friends are in need: every moment is precious. Every delay might result in their deaths.

Soon you reach the seventh corridor, where the patrol was placed. Further, the corridors are worse and worse wrought, formed by nature instead – columns, lamps and decorations which make your tribe so proud, disappear. After an hour of trudging, some barbaric chalk paintings start to appear on the walls. You turn your sight from the disgusting doodles and focus on the guide's back. He suddenly stops and raises his hand. The whole cavalcade stops.

"Something's wrong." The scout says, grimacing, "There is a strange smell in the air."



Indeed, the smell becomes more and more potent – mud and sulphur. However, also perceptible is some elusive, unknown scent that pervades everything and it irritates the nostrils and causes dark, intangible memories.

Suddenly the thud of drums explodes and a mass of howling goblins falls on you out of the darkness. From your friends' throats emerges a roar and two waves of warriors clash in a wide corridor.

You pound fiercely with your weapon, till goutts of black blood splash your eyes. A new wave of fighters pushes off of your friends. A group of dirty goblins presses against you, so while still fighting, you move backwards across the corridor, until you hit some door with your back. The door fails to hold the weight and in a moment you fall down, headlong, over steep stairs, the goblins rush down after you, howling horribly.

You get up fast, grab your weapon firmly and take a look at the surroundings. You find yourself in some small round room. There's a firm, steel door with a small barred window behind you and a second door in front of you that looks alike, but is opened. Behind it there are stairs leading up which your pursuers are running toward.

Face the goblins **172**

Shut the door really fast, to shield yourself from the enemies **175**

Try to open the door that's behind your back **160**

150

The Black Tower

“How do you imagine this, Warlock? A dwarf commanding an army of werewolves, trolls, orcs and other rabble? Don't you know my tribe? Don't you know my deeds? How dare you make such offers to me? Now I'll make you a counter-offer – free Zagorthor and disappear forever from the North and you shall live.”

“Empty threats, Honorable dwarf.” The warlock taunts. “Try to move.”

15

150

Down to the Centre of the Earth

151

You sit on the ground, you have to think it through. What if you spoke to goblins? But what to tell them? What to promise them?

Suddenly, you hear commotion and tumult behind the door. The sounds of voices arise. All of a sudden, an enormous explosion deafens all of your senses, and when the smoke clears... **186**.

Down to the Centre of the Earth

152

The door seems to be firm as a stone wall; it's impossible to break it down. The mechanism is locked. If you have a dagger, you can try to break in. If not, the only option you have is to open the first door and fight or wait for events to unfold.

If you have the dagger **168**

In any other case:

You open the door and fight **172**

You wait for events to unfold **151**

The Venture

153

When you feel the resistance of the creature fading, you strike with all your might. There is a loud, disgusting smack and a black mass starts to pour out of the pit, parts of ectoplasm and broken tentacles swim in it. The only thing that comes to mind to define this view is the word "profane."

You walk around the hideous, smelly, steaming remains and head further down the gorge.

After a few hours you see a stone gate in front of you.

You go through it. **204**

You nab the surprised wyle in the last moment: you snatch his rod, and right before it fires the device, you direct it towards the stunned goblins.

Whether because of the overload of emotions in the room, or the accumulation of magic, the rod fires with a tremendous discharge and turns to dust. A wave of fire sweeps over the goblins, which squeal in fear and all hell breaks loose. The two nearest creatures fall down, charred to the bone. You take advantage of the turmoil and dispatch the wyle with a short blow.

Combat map No. 172

(see next page →)

Put two goblins on the map. For each goblin throw D6, to determine how many injuries has he received as a result of the fire. Then conduct the confrontation.

The Speed for all the participants of the fight is 2.

	SPD	DEX	WIS	WB	AC	Health
Goblin 1	2	8	6	1	1	□□□□□□□□
Goblin 2	2	8	6	1	1	□□□□□□□□

If you are defeated **225**

If you win **173**





You say a short prayer and gripping the axe in your right hand, you move through an ugly corridor. Soon the stench intensifies; it also gets hotter and hotter. The air starts to vibrate. However, you move forward undaunted.

Finally, you start to lose track of time... you don't know whether you're wandering for an hour or the whole day. You reach a split in the corridor. The left channel leads down, the right-up.

At the bottom of the corridor you notice some red gleam. You focus your eyesight until you finally see clearly that the corridor ends with a round mouth, from which shines a red light. The channel of the corridor that leads up, is very dark and smells of rot.

You go down and into the mouth **163**

You move up the corridor **156**

You struggle blindly, with your hands sweeping through the ever-denser, dark cobwebs, which give the impression that they are the source of this thick, impenetrable darkness. Suddenly, you stumble out into a shaft of light and see that you're standing at the bottom of something that looks like a well. You lift your head up and see a pale, round opening.

You could probably climb the slippery wall, but it might result in a fall on a stone floor and severe bruising or fracture.

*If you decide to climb, check your Dexterity, adding 2 to the score on the dice. If you **fail**, you fall down and bruise severely – the injuries are a roll of one die +2. If you don't succeed the first time, you can make more attempts. At any time, you can go back to where you came from and go down the corridor.*

If the attempt results in success **157**

If you decide to turn around and go down towards the red light **163**



With great difficulty, you manage to climb a slippery wall and through an opening to the corridor which, after a several dozen steps, ends in the entrance to a small room. It is lit by a red glow coming from a barred opening in the stone floor. You notice several bookcases by the walls, they're filled with scrolls and ancient tomes. Against one of the walls, there is a desktop with an open book. There's some freshly written, blasphemous-looking text in it.

You lie down on your stomach by the opening in the floor and find that you're able to squeeze your head between the bars.

An unusual sight unfolds before your eyes. The opening that you're looking through was hollowed-out in the ceiling of a huge room lit by red veins in a cracked floor. A nightmare from the past slowly crawls on the floor – the giant wyrm, the enemy of your tribe, of which legends have been told among the dwarves. It is its condensed bad will that pushes stupid and evil creatures from the underground to fight with the dwarves. The wyrm is surrounded by a group of his attendants; it crawls slowly in the direction of the black opening in the floor.

On the left side of the room you also notice a row of doorless cages carved in the wall. You strain your eyes and think that you recognize the hunched figures of chained dwarves.

On the right hand side, you see an aisle with a bleak, black altar – it is here, apparently, where the sacrifices for the wyrm are made.

It crosses your mind that the place that you're at may be used by the worm's priests, who are watching its movements and writing down their observations.

The most important thing is that you've found your captured comrades! How to rescue them?

You take a sneak-peek once again, examining the topography and calculating in your head. The wyrm is moving quite slowly. If the red light, which you've seen before in the bottom corridor, comes from the entrance to the room in the place that you're observing, then there is a good chance to sneak from one statue to the other, attack the creature by surprise and get rid of the danger to your tribe once and for all. Or, perhaps it would be better to wait for the wyrm to drift away and try to free the dwarfs.



You decide to run through the corridors at a tremendous lick, sneak up on the wyrm and attack by surprise, before it disappears into its lair **164**

You want to quietly go down to the bottom entrance of the big room and examine the situation once again from a different perspective **163**

You'll wait until the wyrm is gone and try to rescue the dwarfs **158**

You decide that you're at the verge of exhaustion and cannot risk your life for this escapade. You try to return to Town Under the Mountain taking the same road that brought you here **174**

158

Down to the Centre of the Earth

You start running. The closer you are to the carvings, the more you're confirmed in your first impression – these are definitely cages!

In each one, there are two or three haggard dwarfs. They all have iron rings on their ankles, which are combined by one common chain. They burst into animation at your sight.

Two strong blows in the rusty chain and your comrades are free. A volley of cheers erupts. The dwarfs take you into a circle. The youngest and, at first glance, the least damaged by captivity steps out. You recognize him right away.

"Bran!" You call. "I'm glad to see you!"

"Thymin!" Bran grins in a smile. "I was expecting anyone but you, however, I'm triple as glad! We must run upstairs as fast as we can, these drums mean a sea of goblins! I'll lead, I remember the way they brought us here."


It's high time. A stinky and howling crowd starts pouring into the room. You run through the nearest door portal, speeding after Bran. You cover the rear, rushing your mates, looking back the whole time. Bran chooses the route effortlessly. When you think you're about to spit your lungs out, you rush out into the main corridor...

...straight onto a solidly armed unit led by Skimmir. **147**

You start to become breathless; only one thought runs in your head – to flee this evil place as fast as you can. You don't want to know anymore what is hidden in these horrific ruins... you turn around and run, taking the stairs up, back to the surface.

No, this type of adventure is not for you!

“Give me an enemy of flesh and blood and I'll cut him in half with my faithful axe.” You murmur under your nose. “But these types of riddles are for mages to face!”

You move east  **37**


You move west  **221**

Down to the Centre of the Earth

You tug at a steel door with a round handle, but it won't budge! It's clearly trussed from the other side.

You feel a terrible blow at your back!

Roll a dice and deduct the drawn number from your Health.

Now you have no choice but to face the goblins.  **172**

The Venture

At the command of the giant, you move on foot through the gate. After crossing it, you experience a shock. Two huge, red suns glare at you from a red sky. The heat is so merciless that you have to quickly take off your furs in order not to boil. Despite this, you are moving along the mountain path. The landscape is a jagged line of rocky peaks. Every now and then you have to jump over numerous precipices.

According to your calculations, you've wandered for many hours already, however, the suns have barely changed their position. Finally, you reach a shadowy gorge. The air is stuffy. You can hear giant flies buzzing all around. At the edge of the road, you notice scattered skulls of various creatures.

“I'll go first.” You announce. “Ori will close the rear. All of you, grab your



weapons and stay alert. Let's go!"

There are more and more bones and skulls as you move. You're surprised by their diversity. Some of them are extremely weird – for example, you notice one that resembles a human skull but with two horns, or a skull of a creature that must have been something between a horse and a cow, only with long, deadly fangs.

Suddenly, you realize that for quite a while now, the constant buzzing of flies has stopped. You see a pit in the sidewall of the ravine. For some reason it seems to be sinister and sombre to you. Your muscles become tense, because you feel that you've reached an area of someone's concentrated, evil will. Your legs move involuntarily in the direction of the pit, your weapon hand dropping down helplessly.

You focus your strong will to survive the trance. **187**

162

Down to the Centre of the Earth

You start running towards the golden glow and after a moment you stand in front of an altar carved with sinister patterns and stained brown with congealed gore.

But what's above it... For seven Fathers of the Dwarven Tribe! Above it there is an object hanging in the air and slowly turning around. Every dwarven child has heard tales of it and once hearing them, has dreamt of it at night throughout their whole life!


From the ancient runes on the handle, you recognise Durin's Hammer, an ancient weapon from the beginning of times, which went missing a thousand years ago during the underground wars. According to the legends, it gives a warrior an enormous power, and his tribe – glory and happiness! And to think that it's hanging here as a symbol of a wyrm's glory! It's hanging right here and nobody knew it! Your knees weaken, but you get hold of yourself and reach out your hand to grasp the legendary weapon.

Your hand goes through it like through fog and then it hits you that you've been scammed. The picture vanishes into thin air. You hear a tremendous snap behind your back. You turn around in a flash and see that the wyrm vanishes in the opening in the middle of the room. The opening that starts



162






to run from this spot cuts the room in half at the glimpse of an eye and then widens more and more with every moment, creating a huge mouth out of which flames burst.

You move your eyesight onto the opposite wall, and now you see that the holes carved in the rock are cages and in each of them there are two or three chained dwarfs. They look at you in silence. Now, separated from them with an abyss that's impossible to cross, you can't free them. Your hands drop with the feeling of helplessness.

Suddenly, at the other side some tumult begins: the dwarfs have freed themselves! They were apparently prepared for that for a long time now. They run into your direction, led by some youngster. Your eyes meet. You read in them the fury of spite and an accusation of betrayal. After a moment, they all vanish through the portal leading towards the stairs and you're left all alone.

You are showered by a hail of arrows, so you back out towards the corridor that opens next to the altar, and after a short run, you find yourself in a small room. You notice that there's no other way out of it.

In the middle of the room, there is a portal with a sign of a **Red Eye**. You have no choice. You walk through the portal, swearing silently at the wyrm and its sinister, treacherous magic.

You see a vision of a snow swept Black Tower in front of you. Your head is spinning, a sudden blow of freezing wind and...  13



In front of you stands a creature out of legends from the darkest memories of your tribe, back when the world was still young. A horrible wyrm, whose condensed malignant power motivates goblins and other underground creatures with weak wills and miserable minds to fight the dwarves. Its awful, annular bulk slops from left to right.

His servants notice you and you feel a blow of condensed power. You concentrate and answer with the power of your will.

*You're going to have to defeat the monster in a psychic fight. Conduct consecutively the tests of Wisdom. **Three successes** of Wisdom mean victory. **Every failed** test costs you 5 points of Health. If your Health reaches 5 or less – you give way to the horrific power.*

If you won **166**

If you gave way **165**

Speeding, you push away the worm's servants and strike with an axe, using a huge strength, thrusting the weapon into its soft body, wounding it terribly. Green, caustic gouts spurt. A shock sweeps through the entire kingdom of the wyrm. The monster slithers away, and out of the arcades its servants rush toward you, ready to protect their master and god till the last drop of blood.

The worm will not attack you out of its own initiative, it will only respond to your attacks. It will try to get to the opening through which it wants to flee. If it reaches the opening alive, it will plunge into the pit and escape.

The creature is not overly agile, but it is extremely strong. If it gets you in its iron twines, your chances of surviving are small.

Servants will try to disrupt your attacks on the worm and defeat you as fast as they can.

*If you have **Bones' whistle** – look into paragraph **273** before you begin the fight.*

Combat map No. 164

(see next page →)

Your Speed is 2.

	SPD	DEX	WIS	WB	AC	Health
Servant 1	2	6	8	0	0	□□□□□□□□
Servant 2	2	6	6	0	0	□□□□□□□□
Servant 3	2	6	7	0	0	□□□□□□□□
Worm	1	7	14	16	1	□□□□□□□□

If you've killed the worm, stop the fight and go to **167**

If the worm has escaped, you still have to defeat its servants.

If there are no more enemies left on the board **274**

If you've died in the fight **225**





Your resistance is getting weaker and weaker, until you no longer understand what you were fearing so badly. After all, this creature is beautiful with centuries of wisdom. The oldest mind in the world, such as this one, must have known terrible secrets of this and other worlds. If you serve it faithfully, maybe it'll share some of its glory and knowledge with you.

You approach the wyrm on your knees; it is now replete and gracious. You fall on your face and whisper in a shivering voice:

“Will you take in a new servant, my lord? Lord, my lord? Master?”

A melodic voice sounds in your head:

“Yes, servant, I accept all of my worshippers.”

Joy fills your soul, or at least what's left of it. This joy shall remain in you till the very end. This is the beginning of your new, wonderful life.

THE END

If you want to know the alternative endings, play one more time!

Unable to defeat you mentally, the creature prefers not to risk a physical confrontation. For thousands of years it hasn't fought with anyone, and clearly does not want to risk death or wounds to its soft bulk. It reluctantly crawls back in the direction of an enormous opening in the floor. Its servants follow, backing up. They've obviously gotten an order to cover the rear. There's no doubt that you can expect an attack from the summoned guards, when the direct danger is gone, so you must act quickly.

The room is enormous, it's lit by a red glow, seeping from numerous gaps in the floor. In the middle of the room there is a round opening, which clearly leads to the monster's bed and in its direction crawls the worm, surrounded by its servants.

On the left hand side, in the wall, at floor level, you notice a row of carved pits about ten feet high and five feet wide.

On the right hand side, there is an aisle with a sacrificial altar in it, from which a red light beams. Something shiny is hanging above the altar, but it's difficult to say what it is from this far away.

There are four exits from the room – behind your back there is the opening that you came through; on the opposite end of the room loom stairs that lead down, where the sound of drums grows louder. On the left side, at the end of the row of pits, you notice a vaulted portal carved in the wall. On the opposite side, in the wall next to the altar, there is a second, identical portal.

There is not much time left, so you have to make a quick decision.

You figure that you're too exhausted and back out through the entrance, from whence you came **174**

You run towards the left wall **158**

You run towards the right wall **162**

You decide to take advantage of the fact that the wyrm is weakened and try to get its soft bulk in order, once and for all, to get rid of the danger it is to your tribe **164**

167

Down to the Centre of the Earth

You stand, breathing heavily, over the defeated monster. Right at the very moment that it gave up the ghost, its servants fell lifeless. With one blow you cut off a piece of the corpse, which appears to be its head, and hang it in your pouch.

*Add **the Wyrms Head** to your equipment.*

Then you wipe sweat off your eyes and look around the room. With amusement, you recognize cages in the pits carved out in the wall, out of which imprisoned dwarfs wave to you!

You run fast toward them. **158**



To hell, you're a warrior, not a burglar. Additionally, these bastards behind your back are distracting you completely and you have to focus. You prefer to smash heads rather than play with some mechanisms! However, you've got no choice. Or perhaps you do. Don't you?

If you decide to try to break in, first check your Wisdom, then Dexterity.

*If **both tests** end in **success**, the door will be opened for you.*

*If at least **one** of them ends in **failure**, the dagger cracks and is good for nothing. If you don't want to endanger the dagger, choose **another option**, from the following 'failure' options, without conducting the test.*

You managed to break the lock **155**

You fail and choose to fight **172**

You fail and are waiting for things to develop **151**

Silence falls behind the door, as if the goblins have heard a completely new thought to them and it had to reach to their hard heads. After a longer moment, a volley of thunderous laughter destroys your hopes for an amicable settlement. Goblins laugh to tears.

"Momma, hold me, or I'll burst!" Laughs the fattest one.

"Oh my, a joke of the century!" Roars another one. "I'll tell the boys, they won't believe it!"

"Have you got more of those?" Calls in high pitch the smallest and the most scabby one.

"There, Sharbut and wyle Gurshbarg are running! Well bearded man, now we shall dance!" joyfully howls one of the goblins.

You fix your weapon and prepare to fight. One thing is for certain – they won't get you alive. You decide to sell your life dearly.

With a blinding flash the door is flying off its hinges and a few inches from your shoulder. **186**

All sweaty, you shout commands – “to the left” or “to the right!”. You pass by consecutive slits that open with a sinister bang. You’re almost there.

When, after a while, you give a command once again, it turns out that the slit is widening faster than you’ve expected and the skis of the ship strike it. That makes it open even faster.

You jump out on the ice and try to push the ship out, however, it’s too late. Floes are forming where the ice sheet was a moment ago, hitting each other furiously. After a moment you are all in the ice-cold water. You choke and feel a strong blow to the head. The sky shuts over your head and you lose consciousness. **225**

Silence falls behind the door and after a while you hear unspecified whispers, as if the goblins were confused.

“Go on!” – One of the goblins finally calls in a thin voice.

You start to tell some quickly made up story about a treasure. But the longer you talk, the more you realize how impossible the story is and hence there is no reaction, you finally quieten in the middle of a sentence.

“Go on, go on!” Says the same voice and the rest of the goblins burst out in a hysterical laugh.

Suddenly, with a blinding flash the door is flying off its hinges and a few inches from your shoulder. **186**



The howling increases and suddenly the first goblin appears in the portal. The pathway is so narrow that only one creature is able to fit in it.

The Speed of each character is 1. The goblins will try to attack as fast as they can. If you'll defeat all of them, a wyle will step into action. He won't be active before that.

*After each of your moves, he'll strike with a fireball. In order to dodge, check your Dexterity or Wisdom. If the test ends up in **failure**, the ball hits you and you sustain 2D6 injuries. If you shall start a hand-to-hand fight with the wyle, he won't be able to cast spells any longer.*

Combat map No. 172 (see next page →)





Your Speed is 2.

	SPD	DEX	WIS	WB	AC	Health
Goblin 1	1	8	6	1	1	□□□□□□□□
Goblin 2	1	8	6	1	1	□□□□□□□□
Goblin 3	1	8	4	1	1	□□□□□□□□
Goblin 4	1	8	7	1	2	□□□□□□□□
Wyle	0	5	8	0	0	□□□□□□

If you have defeated the goblins **173**

If you have been defeated **225**

Down to the Centre of the Earth

173

The creature lies dead at your feet. The stink is terrible, however, despite that, you decide to search thoroughly. Amongst various rubbish you find a beautiful **Emerald**. (*Write it down to your equipment*). One of the goblins has the well-hidden skeleton key of a thief; clearly he didn't want to reveal his true profession to his comrades.

You try to open the opposite door with the passkey and right when you start to think about giving up and returning, something cracks in the lock and the door swings wide open. You lean out carefully through the doorjamb – the corridor leads straight down and the walls are covered in some transparent mucus, under which there are some carved signs. You've never seen anything similar. You frown and feel the blood rise in your throat. Some ugly magic must be involved.

You've got a feeling that if you decide to go down this corridor, you're going to have to trust your wisdom more than your weaponry skills.

If you want to go down the corridor **155**

If you want to return upstairs **174**



You climb up the stairs, listening carefully. However, there is silence in the corridors. You hear neither the clashes of weapons nor the sounds of combat. You stop, undecided. Would it be better to keep going down or rather turn back?

Then, some quiet and rhythmical pounding reaches your ears. It grows louder by the moment. Probably, it's a band of goblins renewing its reconnaissance. In one moment, you make a decision – attacking the whole band on your own would be madness. You must return upstairs.

You turn back on your heels and with a quick jog you move up the corridor. Luckily, you don't meet any bands or other obstacles along the way.

After a long time of struggle through the darkness... **91**

With one leap you get to the door and shut it right before the nose of a surprised goblin. You efficiently put in a huge staple and bounce back. Hateful eyes look at you through a barred window.

“Open up, fungus-face! Open up and fight, you coward, or we'll force the door!”

But the door is solid and won't give in to punches easily. It seems that you're safe here, at least for a while.

“You'll starve!” Calls the vicious, thin voice. “You'll die and no one will even cry after you!”

“I'll run and get the clever Shurg!” Calls a different, harsh voice. “He is a locksmith, he'll open the lock for sure!”

After a moment, there is a receding patter of stinky feet.

So, you aren't as safe here as you thought you would be.

What now?

You open the door and face the goblins **172**

You examine the door behind your back **152**

You try to talk with the goblins **184**

Despite bold announcements, matters such as war should be well organized. It takes Feach only a month. During that time he visits nobility and merchants. He also gathers money and an army. You, on the other hand, convince the King Under the Mountain about the necessity of taking part in this war. You are given a select regiment of dwarves at your disposal.

Finally, behind the walls of Udgard stands the United Northern Army. When Feach MacHugh O'Byrne raises the war banner, a roar from thousands of throats answers him.

You move towards the Black Tower. You're all the time haunted by the thought that the warlock didn't waste his time either; he must have seen the increased action of your army.

After a few days, you stand by Feach's side at the top of the Mound of Ulfgard and look north. The whole plain, all the way to the gates of the Black Tower, is riddled with pits from which howling werewolves crawl out now, forming – according to their master's imposed will – bands, hordes and other quasi-divisions.

"So many..." Feach says reflecting.

"Even though they outnumber us, we've got better arms." You answer matter-of-factly. "We'll rout this carrion with our steel. The plain will run with blood." You say out loud for everyone to hear, but deep down inside you're not so sure about that.

Feach stands in stirrups and blows the horn. The warriors respond with a roar, grab their weapons and rush downhill.

"O'Byrne! O'Byrne! for the North!" They scream. **182**

You give the dwarves a signal to attack. With a battle cry you fall into the fray. You get to the first enemy and strike, cutting him almost in half. Some werewolf, aroused by the smell of blood, runs for your throat and dies from your next terrible blow. You fight your way through hordes of darkspawn, dealing murderous blows left and right.

Suddenly, from the corner of your eye, you notice some commotion. It's Feach MacHugh O'Byrne who has joined the fight with the last group of



warriors. You target the war-banner waving above the heads of the fighters and begin to break through the masses towards it.

Suddenly, the wave of fighters pushes and cuts off your commander from the rest of the band. A large ice troll runs in the direction of the unaccompanied Feach, spinning a terrifying war hammer over his head. The ground quakes under his feet.

Check your Dexterity:

Success **181** Failure **179**

178

War!

“It is time to give spirit to our people!” You call out to Feach.

You hang the bagpipe drones over your shoulder and inflate the bag. A wailing sound of pipes echoes. You pound the bag with your right hand and the melody breaks out. You move forward, between the fighters, playing



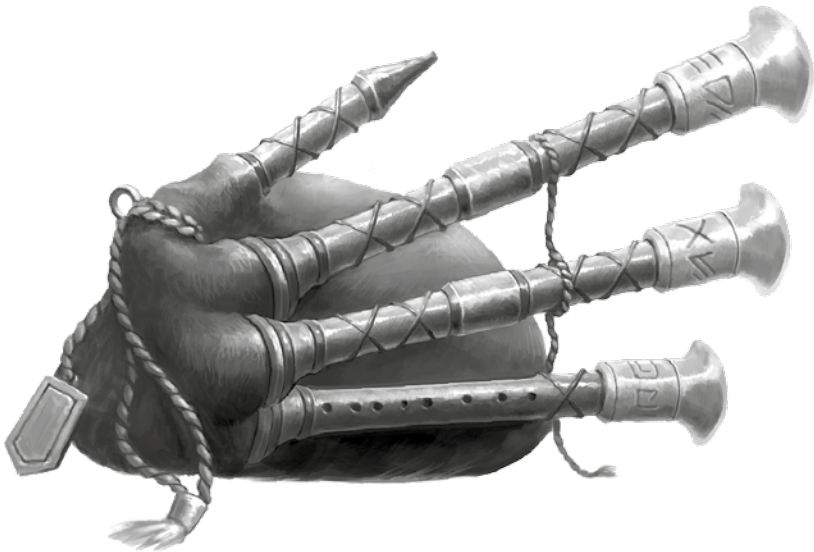
178



a terrifying, wild, dwarven music. The sound lingers around the plain miles and miles away. Suddenly, you change the melody – you begin to play an ancestral song of the O’Byrne clan, a chilling, haunting reel that has a near-magical effect.

A new spirit enters the warriors. With redoubled strength they attack the monsters, chopping, stabbing and slashing furiously. The dwarven regiment, aroused by the music of its clan, falls into rage and the enormous trolls, which despite beating hard with their hammers and causing significant losses, begin to finally collapse under the axes of a much more numerous company. That breaks their morale – they run in panicked flight, stepping over and trampling smaller creatures on the way.

You keep wading deeper into the battlefield, playing in ecstatic delirium and no creature dares to attack you. Giving in to the furious attack from all angles, the monsters back out in a panicked escape.



If you have the words “*dauður orc*” on your adventure card **249**

Otherwise **271**



You run towards the ice troll, trying to cut him off. Unfortunately, you were too slow. The troll gets to Feach, the petrified horse rears and throws the rider off, who hits his head on a piece of armour of a dead warrior lying on the ground, and loses consciousness.

At the same moment you get to the troll, mercilessly chopping his back. Black blood spurts. The furious beast turns around and lunges at you.

The wound of the beast bleeds constantly.

After each round, no matter the result, deduct from the troll an additional 4 points of Health.

Combat map without a number

(see next page →)

Your Speed is 2.

If you'll beat the troll, the orc and the goblin will run away.

	SPD	DEX	WIS	WB	Health
Ice Troll	3	14	6	6	46
Wounded Orc	1	6	3	1	4
Muddle-headed Goblin	2	5	1	1	6

If you lost **225**

If you won **180**



180**War!**

The ground quakes when the creature falls dead. You wipe the blood and sweat from your brow...

If you have the words “dauður orc” on your adventure card **272**

Otherwise **271**

181**War!**

Suddenly, you make a decision and throw the axe with all your might in the troll's direction. Time stops for a moment, as the blade swirls in the air... Finally, however, it hits the monster in the snout with tremendous force, slicing its head in half. The muddle-headed beast makes a few more steps and falls to the ground. You breathe deeply... What would happen if you didn't go out on a limb?

You rush to Feach and together, you carve out your way to the rest of the cavalry. Then the chief raises the banner.

“O’Byrne! O’Byrne! Forward, my kinsmen!”

“Kazahd! Kazahd! Dwarven axes pound again!” You chant along.

A roar from the throats of your warriors answers you, and they pounce on the enemy with fury, chopping, stabbing and slashing like lunatics. Giving in to the devastating attack, the monsters back out in a panicked escape.

If you have the words “dauður orc” on your adventure card **272**

Otherwise **271**

182**War!**

From the Mound of Ulfgard you observe how – with noise and crunch – two waves clash with each other. There is no strategy here, no tactics. A brutal force against a brutal force. The fierce battle continues, the monsters falling under the swords and axes, whereas humans and dwarves die with bitten throats.

A band of ice troll-giants joins the fight, and the balance of victory starts tipping to the side of the darkness.

Do you have **the War Bagpipes** on you?

Yes **178** No **177**

**180-181-182**

You pack in the evening, and at the crack of dawn are on your way with backpacks on your shoulders. You take the main corridor east. Marching for two days, you travel under the big mountain chain, spreading from south to north.

On your way, you pass by many wonderful places – magnificent grottos, workshops, precious rocks and ore mines. These are places about which other races don't know about. The range of mountains is an obstacle that is impossible for them to cross.

On the third day, at noon, the main corridor ends with an Eastern Gate. In front of the very gate you turn left and in a narrow corridor, you reach a cave-shipyard, in which the snow sailing ship is being prepared. Nori falls into the arms of his brother Ori. Then they leave to have a chat, after which Nori comes back with a serious face.

“Goodbye my friend.” Nori is clearly touched. “I'm leaving you in the care of my brother and you shall guard the venture. Don't give in to the creatures of the darkness.”

Then he goes on his way back. **205**

Down to the Centre of the Earth

184

You decide that only a conversation with the raiders may save your skin.

What do you say to them?

“Listen pals, we as the inhabitants of the underground shouldn't argue.”

169

“You won't stand here for long; a vast band of axemen follows my trail, and in another quarter of an hour you'll lie here chopped to pieces.”

189

“Gentlemen, I'll tell you where I hid the treasure stolen from my comrades! We'll find it together and you shall get half!” **171**

Your persistence weakens by the moment. More and more persuasively, the awareness overwhelms you that this being is a forgotten god, and if it's a god you have to honour him. How else can you honour him than to make a sacrifice? A living sacrifice. Can you make a bigger sacrifice than the one made of yourself? You approach the Old God with a joyful heart. You wait for his touch in ecstasy.

His Divine Touch is the last thing you feel.

THE END

If you want to know the alternative endings, play again!

A goblin wyle stands in the portal, holding a twisted cane in his clawed paw. The cane ends with a skull of some three-horned creature. He raises the stick and a ball of fire flares and speeds in your direction.

You fall to the ground at the very last moment and feel a wave of heat on your back as the fireball flies above you and crashes with a hiss against the opposite wall. Staying here is certain death, there is only one way to get out of it unscathed – you run as fast as you can towards the goblin wyle, planning to get him before he gets you.

*Before you reach the wyle, he'll manage to send a fireball three times in your direction. Check your Dexterity three times. **Each time** when the test results in **failure**, roll two dice in order to determine **the sum of injuries** which you'll deduct from your Health.*

If you manage to get the wyle **154**

If your *Health* drops to 0 **225**



Hissing, crackling and rattling can be heard from the pit, just as if you've woken up a countless herd of snakes.

"You didn't expect this, Beast" – you think with satisfaction, however you can feel the waves of evil energy hitting you again. Suddenly, tentacles shoot out of the pit – hundreds of black, slimy tentacles – and convulsively seek for you everywhere. For now you're out of reach. For now...

Psionic Monster from Yuggoth



Wisdom: 8

Health:



Fight with a psionic monster. Use the Wisdom feature in the mental combat.

Play out this fight without a board. You cannot use weapons or armour here. Just intellect against intellect.

If you won **153**

If you lost **185**

188

The Keeper

You move one step forward.

“Do you have anything else to say to me?” The keeper asks.

If you know the words that should be said, go to the written paragraph (you should have noted the number on your sheet).

If not, you just answer:

“I don’t have anything to say anymore, keeper.” **137**

189

Down to the Centre of the Earth

Silence falls behind the door; it seems that the goblins are listening for something. Also, a distant sound of a skirmish reaches your ears – the clash of weapons, the cries of the injured and trampled. The noises slowly fade away and finally stop.

“Those axemen?” One of the goblins asks innocently.

A cackle of his comrades answers him.

Suddenly, the door falls off its hinges with a blinding flash and flies a few inches from your arm. **186**

“To the left, sharpen, sharpen!” You recall the commands you’ve been listening to for the past few days. “More, wait, let go, let go faster now, lee-o!”

“Dead before the wind, make a butterfly... a butterfly!” Ori shouts.

The sailing ship stands stern to the wind, the sails spread to both sides like wings and the ship speeds up rapidly. You sail at a crazy pace, overtaking the spreading ice cracks.

After a few minutes of a crazy ride, you reach thicker ice and the thunder of colliding floes fades away. Fineash throws his head back and bursts out with laughter. After a moment you all roar with laughter, drunk with happiness that only being saved from a horrible death under the ice would give.

After another hour of vigilant sailing, you notice a gate in the distance. **204**

At the giant’s order, you get into your ship and set the sails. Bölwerk inhales air into his lungs and blows with all his might. The sailing ship moves rapidly and sails through the gate.

You sail into the skies. Your ship speeds through the sky on the giant’s breath. You look over the side and see clouds underneath. The sky is a furious jade green color, and two suns blaze in it – yellow and red.

In the distance, black spots appear, which soon turn out to be skinny humanoid creatures approaching on membranous wings. Each of them carries a spear. Strange, red eyes shine from their faces.

“For Odin’s sake!” Ori shouts, grabbing his axe. “Fineash hold the rudder and everyone prepare to fight!”

Flip a coin to determine the number of creatures you’re about to fight. The coin flip will say whether 3 creatures attack or 4.

*The Speed of the creature **outside the ship** is 3, **on the ship** 1. You can move only **on the ship**, with the Speed 2. You stand with your back to the mast, no one can attack you from behind.*

*After each winning round, roll one die. If the score is 1 or 2, it means that **you’ve cut the creature’s wing off** – it falls with inhumane roar into the abyss.*



If the creature **wins the round and is in the air**, it'll try to drag you out of the ship and throw you into the abyss. Roll 2D6, if the result is the same on both dice – **it has succeeded** and you lose instantly.

Combat map No. 191 (see next page →)

	SPD	DEX	WIS	WB	AC	Health
Creature 1	3/1	9	8	3	1	□□□□□□□□□□
Creature 2	3/1	8	6	3	0	□□□□□□□□□□
Creature 3	3/1	9	5	2	0	□□□□□□□□□□
Creature 4	3/1	8	6	3	0	□□□□□□□□□□

If you lost **225**

If you've defeated all the creatures **192**





192**The Venture**

You wipe sweat and blood from your forehead as the last monster's corpse fades into the aquamarine abyss. You also help your friends to knock off two opponents and the fight stops.

There is no sign of Ferb anywhere. It turns out that Ori has seen him falling into the abyss. Fineash cries, holding the rudder firmly. All of you direct your faces toward the prow, because you're getting closer to the gate. After a moment you sail through it and face an ice giant. **204**

193**The Venture**

"I'm going to give you some advice." Bölwerk says, amused. "You misread the map, because the one who made it, encrypted it. The key is to look at the map in the mirror. The mountain range shouldn't be on the left hand side, but on the right, so you weren't supposed to move north, but south."

The trip back goes on in silence. You're all in dark moods. The venture wasn't successful. There's little or no hope that the King would provide gold for another one. Throughout the whole way back, you're tossing thoughts in your head and wondering about what you've discovered.

You reach the Eastern Gate without any more adventures.

You say goodbye to your travel companions and move west, along the corridor.

91**194****The Venture**

Leave your friends. Ally with the warlock. Stand at the head of his army. Quell resistance in the North with iron and fire. Go south, conquer the country of Polans, pay tribute to the principalities of Rus. Then the rivers of gold will flow into your treasury.

Don't betray the warlock, serve him like a faithful dog, be his arm and you will possess wealth above all riches. You'll acquire a fortune that you could never even imagine.

"Thank you master, I'll think about it." **193**

The Lake of the Fluid Stone

195

When the creature morphs, you light up an oiled torch and throw it in its direction. It starts burning with a blue flame in a flash. It emits a deep murmur that makes the walls tremble. Then, it dives back into the lake.

Suddenly you realize what will happen in a moment. You leap in panic towards the corridor and almost make it. You hear an enormous bang, get blinded by a blue light, a hot blast throws you down the corridor. While flying you start to burn. You hit against a wall and lose consciousness.

You fall into the grip of the darkness. **67**

The Venture

196

"Azazel is a demon from the hells of another world, whom the Warlock called to watch his enemy – Zagorthor. Stand face to face with the demon, without any fear and say two words: christi-resurrecti and you will chase it back to its hells."

"And what does that mean?"

"Luckily or unluckily here it means nothing, but it'll chase away the demon."

*Write down these words – if you want to defeat Azazel, you're going to have to say them when he asks you to. Go then to paragraph **223** (write down this number of the paragraph as well, for it is secret and the text won't point to it).*

"Thank you master." **193**

“The Warlock weaved a web of spells in his Black Tower, to protect himself from his enemies.” Bölwerk says, pleased. “Don’t let the empty corridors fool you. He thinks that he’s protected from all danger.

“For example, there is always a spell working there, which makes all weapons in his chamber just disappear, like camphor. However, there is a way to overcome this. You must obtain a **weapon made of sintered red clay**, for it is immune to magic. Then, you must get near the warlock and hit him suddenly. Just don’t think about it, because the warlock reads minds. To get to the tower, you have to defeat the guards. They are extremely strong and agile creatures, so you need a spell and a special weapon for this or be inhumanly strong, agile and armed to the teeth. Without this, don’t even start with them, for they’ll crush you in seconds. Be cool too – you’ll have to make smart decisions.”

“Thank you master.” **193**

You start running, trying to cut off the monster’s way to the corridor.

You succeed.

The surprised monster starts to morph and within a moment a parody of a humanoid figure stands before you. It has a body like liquid oil, without a face, only paws starting to grow into claws and you’ve got a feeling that they’ll be as sharp as steel.

What do you do?

You run away **82**

You throw yourself, with a weapon, at the creature **75**

You throw a torch at it **195**

You throw gravel at its snout **76**



“Ok then, let’s go without delay!”

You say goodbye to your travel companions, who seem to be displeased that you’re giving up your responsibilities and they’ll have to go back on their own.

You sit on the giant’s shoulder and you’re on your way. The giant takes truly giant steps. You reconsider your decision. You didn’t think before, that it will require giving up your responsibilities – you left Zagorthor imprisoned; you abandoned the trip. You consider what the North will look like in one hundred years. You remain silent; your conscience bothers you constantly.

The landscape slowly changes, mountains start growing on both sides. The sky changes its colour – first to aquamarine, then to steel-white. Three moons appear, then, however, one vanishes. The giant scorches and makes a big leap over a horrifying abyss without a bottom.

“Look, we’re in Jötunheim. A few more hours and we’ll be in the capital.”

Indeed, an ice castle-town is rising before you. You consider how you’ll spend the next one hundred years.

Finally, you stop at the courtyard. Ice gates shut behind you. You shudder. You look at the faces of the giants gathered in the yard and suddenly, you feel that something is terribly wrong.

Bölwerk puts you on the ground. **202**

At night, you sneak into the kitchen and take as much food into your sack as you can. Then, quietly, so as not to wake up anyone, you sneak out through a tiny hole in the wall. You discovered it while cleaning the courtyard; the lazy giants didn’t consider it worth repairing. Whistling, you hurry toward – what you think is – south.

You walk for many days. You hear the sounds of giants chasing and hunting you several times, but you somehow manage to hide.

The food sack gets lighter all the time, and when you reach the ice abyss marking the border of Jötunheim, the supplies are spent. You move along the opening. After a few more days, when you’re almost completely exhausted

(You've got only 1 point of Health left – write it down on your Character Sheet), you see an ice bridge in front of you.

At the end of the bridge, on the other side, there is a gate and on the gate there is a symbol of a **Red Eye**. When you go through the gate, you feel that the whole world is undulating and when you regain your eyesight, you see in front of you... **13**

201

Jötunheim



You carefully observe the life in the castle and your master's customs. You notice that there is a certain door, to which Bölwerk always goes with a book under his arm and always locks the door with a key. At night, when after a grand feast the giants sleep, you sneak into the room. Luckily, the crack under the door is so big in one spot, that you're able to squeeze in and...



201



Gods, you think, don't let it be a privy!

The gods listen to your requests. You can see that it's a small (for a giant) room, filled with books. On the floor, there is an opened chest with gold and next to it – a mirror.

Wanting to get back at the old fraud for all your miseries, you fill your sack with the gold – there's about **100 crowns** there. (*Add the amount to your equipment*). Then, you step closer to the mirror. At its top there is a symbol of a **Red Eye**. Suddenly you can see a vision of a snow swept Black Tower in the mirror.

A moment of concentration, you reach out your hand touching the mirror, you feel your head spinning and see in front of you... **13**

Jötunheim

202

“Who have you brought here?” One of the giants asks.

Bölwerk smiles sneeringly.

“I wanted to show you what a traitor looks like. He has betrayed his King and fled the service. He has betrayed his travel comrades and left them without any care. He has betrayed his own people and left it in the shade of danger.”

“Let's hang him then for the glory of Ymir!” Another giant calls.

“Well...” Bölwerk winces. “It's not a good sacrifice. There is no honor in such a traitor.”

“What will you do with your slave, then?” A giant ice woman in a black dress asks.

“First, he'll clean the potties. Then, he can clean in the kitchen and after that... we'll see.”

You burn with shame while listening to this. Oh, woe to you! **203**

Jötunheim

203

You've worked hard for three months now, waking up before dawn and performing hard work. Then, according to the words of your new master, you clean the potties – what a disgusting thing to do. Is there anything a giant won't eat?

Ugh.

After that, you work in the kitchen until evening, cleaning dishes and scrubbing a floor that's the size of a meadow. Finally, you collapse on your matted straw pallet and fall asleep, unconscious. The only good thing in this situation is that you can eat as much as you want – your portions are crumbs that the giants don't notice and from daily hard work you've become very strong. *You receive 2 additional points of Dexterity (write it down on the Character Sheet).*

After a few months you get used to the slavery work and block it out of your mind, just so it doesn't absorb you at all anymore, and you start planning your escape.

Check your Wisdom:

A successful test **201**

A failed test **200**

204

The Venture

“Well done my lads! Well done!” Bölwerk calls. “For years I haven't seen such dedication and such a fight! My dear lads!” He taps his thighs in joy until thunder rolls across the sky. “You've won greatly and I'm not sorry for that at all. You can safely walk across my lands and now, approach one by one and ask me whatever you want to know. Each of you can ask one question and I'll answer, because I know all the answers to all the questions in the world.”

When your turn comes, you stand before the giant undecided. He bends down and extends his hand, which you climb onto after a moment of hesitation. He rises you up, to the level of his bearded face.

What question will you ask?

“How to get all the riches of the North?” **194**

“How to become an undefeated warrior?” **66**

“How to defeat Azazel?” **196**

“How to kill the Warlock?” **197**

“How to bring peace to the North?” **68**



The snow-sailing ship is more beautiful, even though it's smaller than thought. The soft line of the hull cuts off against the background of a white cave. Two lean masts aim at the ceiling.

"The sailing ship is moving on the skids." Ori explains. "A regular ship would be too heavy, but we use very light and compressed wood, brought from far away countries in the South. We also weave special sails, which catch even a light wind. You can see that the sail is a triangle, not a rectangle, as in the marine ships of larger people. Thanks to this, we can even go upwind, you know, sail in a zigzag. And now look at this." The dwarf raises the lid of the barrel. In the middle you can see what looks like seal fat. "Our priests pass a liquid coal through various heated tubes and retorts – as a result of this operation, they produce an extraordinarily slimy grease, with which we cover the skids. All this makes us able to speed twice as fast over the snow in good winds as a horse in a gallop!"

Ori is full of pride.

"Amazing!" You respond. "How much has changed during the time I've been wandering in the world! What is the crew composition?"

"Two scholars from the King's Academy, two sailors, you as a warrior and me as a captain. By tomorrow we will finish loading the supplies, and then immediately move out!"

And the next day... **206**



The ice-cold air blows in your face, when you sit on the prow, looking for dangers. On both sides of the ship, for a week now, you are seeing images of snowy wilderness and not much more. The wind is favourable and you are sailing north like an arrow, passing by the mountain range on the left hand side. Ori is sitting on the stern and holding a rudder. Now and then he gives commands to his two sailors – "Ready about!" – "pull the left jib sheet, pull it, god dammit"! You try to understand something and learn this snow-sailing terminology. With every day it gets better and better.

In the evenings, you set up a tent made from a reindeer's skin, start a bonfire out of the wood stocks and tell stories. Two academics excel at this



– Fineash and Ferb, who turned out to be great companions, always having a sip of “something stronger” in their flat, metal bottles.

As for now, the land has been a total wilderness. Only once, you’ve met a herd of wild reindeer. You start to worry whether you’ll manage to reach the destined goal, but Ori seems to be sure of that.

On the seventh day, in the afternoon, the weather gets worse. Sudden gusts of wind and a black sky predict a storm that soon breaks with all its might. You cast the anchor and fold the sails. The storm is building up.

“It’s not a regular storm!” Fineash yells over the thunder. “Something is coming, look!” **207**

207

The Venture

The thundering sounds strike more and more often and start to resemble... footsteps. Out of the blizzard, a giant silhouette emerges. The masts of the sailing ship reach its knees.

“Bölwerk...” Ferb whispers. “It’s Bölwerk! Woe betide us!”

The giant raises his hand. The storm quietens. The Giant sits down, putting a giant war hammer and a shield as big as a small chamber aside. You can see a giant face from which blue eyes peek coldly. The giant is dressed in a coat with metal plates sewn in.

“The sons of the earth in my field...” He says and his voice is like a thunder.

To this, Ori stands up, bows and calls out with all his might:

“I’m Ori, the son of Fundin, son of Balin and these are my comrades from Durin’s tribe. Forgive us master, we didn’t know that these were your lands, our map said nothing about that! Let us go through your lands and we’ll be thankful to you for the rest of our lives.”

Giant lips spread in a mocking laugh.

“Whoever crosses my lands, needs to pay a toll. However, you’ve got nothing that would interest me. Besides your skulls.”

There is silence. After a moment Fineash breaks the silence.

“A game!” He calls. “Play with us, master!”

Bölwerk falls into thoughtful reverie. After a longer moment, he says:



“Let it be so, a game! Let’s play. If you win, I’ll answer each of you one question and you’ll be free, but if you lose...” The expression on his face leaves no doubt as to what will happen. “Look, here are three gates that lead through ice, mountains and air. You choose a gate.” He points at you. “Go through this land and I’ll meet you at the end of it, if you manage to get there.”

Bölwerk makes a circle in the air with his hand and three big, ashwood gates rise in front of you.

Which one will you choose?

The Ice Gate **140**

The Mountain Gate **161**

The Air Gate **191**





You get out the horn you got from the giant Bölwerk, and blow it with all of your might. Its sound rolls across the sky like a thunderbolt. You blow almost until the loss of your strength and when you take the horn from your lips, the echo still plays and repeats the notes of the summons.

The horn dissolves in the air and vanishes. You sit down on a sculpted chair and listen. Eventually you hear – a pounding of hooves coming from the west. You run for the stairs and down by two, three steps at a breakneck pace.

You stop at the feet of the mountain, breathless and calm your breath. From the south, Feach MacHugh O'Byrne arrives at the head of a small horse unit. All warriors are armed with round shields and solid oak spears.

Have you ever spoken to Feach?

I've never spoken to him **46**

The last time we spoke, he called me a friend of his people **50**

The last time we spoke, he called me an enemy and cursed me **51**

Check your Wisdom:

Success **229** Failure **211**





The Alley of Thieves

211

You go down a shady alley. Old wooden houses lean towards each other and horse dung lies piled everywhere on the pavement. What a sad sight. You move towards the “Under a Cut Hand” tavern. Unfortunately, you don’t have the slightest chance of getting there, because there are at least three gates in between – in this neighbourhood, a path that is difficult to be crossed without any adventures. Suddenly, the world goes dark.

When you recover, it turns out that you’re lying on the ground. Above you, you see a face covered with scars. In the distance you can hear a fading patter of feet.

“That was really stupid, dwarf.” The man with the scar says, unpleasantly clicking his tongue. “Entering the alley of thieves in a strange town...” He clicks his tongue again. “I don’t know what your goal was, but you’d better



211



not show yourself here again, if your life and property are worth anything to you.” Then he goes away.

As you try to lift yourself up from the ground, the blood from your cut forehead floods your eyes, so you wipe it with your sleeve. You pat the pouch, which is ripped and completely empty. *You’ve lost **all your gold**. Cross it out of your equipment.* Fortunately, the thieves have left your weapon and the rest of your belongings.

After thinking everything through, you realize that Scar has made himself very clear and it’s better to visit different nooks of Udgard, not returning here anymore. **143**

212

A Game of Hellish Mariah

You sit next to smelly sellswords and start to deal your cards, taken out of the wooden box. The cards are marked.

You can bet how much you want and win double the worth. (Write the amount on the Character Sheet).

As you pick up your winnings, you notice that one of the creatures opens its mouth, showing drooling fangs. With one strong move, he stabs a crooked knife in the table.

“Those cards were marked! You’re a cheat! Come on now brothers, get to slicing!”

Combat map No. 212 (see next page →)

Your Speed is 2.

	SPD	DEX	WIS	WB	AC	Health
Shrajgot	2	7	5	1	1	□□□□□□□□
Shkorbut	2	7	4	1	1	□□□□□□□□
Fat Bulbak	2	5	3	1	1	□□□□□□□□

*A tavern brawl! What a treat... If you push the orc out **the window**, the orc falls out of the tavern and then runs away. If you’re the one who’s getting pushed out through **the window**, you can return through the **door**. If someone is pushed into **the hearth**, he loses D6 of Health.*



One can't cross **the benches**. Every fighter can try to jump on **the bench**, instead of performing his move. Check his Dexterity then. A **failure** means that he's fallen to the ground, loses 2 points of Health and can't attack in this round. The one that is on **the bench** or **the stairs** adds 2 to the dice roll.

If you are defeated – see **225**

If you won – read along.

After a fierce battle, the cards lie scattered and stained with blood. They are no longer good for anything. *Cross them out of your equipment.*

With a quick move, you collect the remaining gold that the orcs have had on them and put it in your pouch.

Now you can:

Look around the tavern **53** Get out of the tavern **143**

213

The Gorge

If you have **the Wooden Ring** **224**

Otherwise:

Combat map No. 218 (see next page →)

Your Speed is 2.

Roll a die to determine the number of hussies:

The result 1 or 2 pips stands for **2 monsters**.

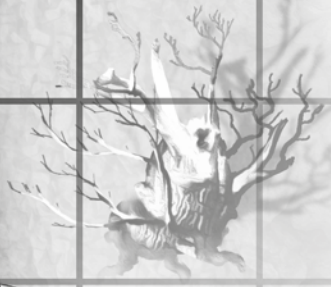
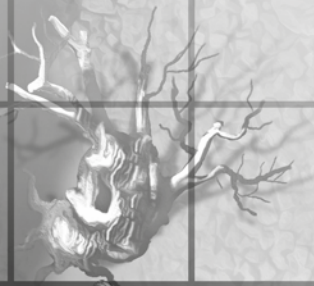
The result 3 or 4 – **3 monsters**.

The result 4, 5 – **4 monsters**.

	SPD	DEX	WIS	WB	Health
Hussy 1	3	7	7	2	□□□□□□□□
Hussy 2	3	7	6	2	□□□□□□□□
Hussy 3	4	7	3	2	□□□□□□□□

If you were defeated **225**

If you defeat the hussies **219**





You stand underneath the white tower. The solid, iron door is decorated with a brass rapper, which you use to knock. A bearded, dishevelled head looks out of the window.

“Zagorthor!” You call.

“Hell’s bells, Thymin! I’m glad to see you! How did you manage to defeat the demon?”

“Come down to me and I’ll tell you.”

“I can’t, I’m trapped.”

“Don’t worry, for the moment I’ve sent the demon right where it came from.”

“It’s not about that; while the Warlock is alive I can’t leave this tower! There’s a spell at work here.”

“How can I set you free?”

Zagorthor thinks for a little while. He scoops snow off the windowsill and makes a ball out of it. He brings it near to his mouth and blows slightly. Then throws it to you. You grab it.

“I myself can’t leave the tower, but I can send you to the Warlock. All it



takes is for you to eat this ball. Kill him Thymin and you'll save the North!"

"Hey there, I suspect a trick. Public service was never in the scope of your interests."

"Trust me my friend, there's no other way. Kill him!"

"But how?"

"How am I to know? You, barbarian warriors, are the ones who kill wyles."

"Whereas you, civilized wizards, imprison each other in towers!"

"Come on! Faster now, before the snow melts."

"Damn you, Zagorthor, all right." **216**

"I'm not ready for this yet, I'll return soon." **215**

Zagorthor's House

215

You move south and pass by the place where the demon was waiting. You can feel a strange vibration under your feet. You have a feeling that he'll come back.

After a moment... **92**

Zagorthor's House

216

You swallow the cold ball and suddenly it becomes hot in your stomach. You're blinded by a flash. After a moment... **142**

The Gorge

217

You move north, along a sea cliff. The landscape slowly changes – on your left side rocks appear and soon the sea is lost out of your sight. You follow the road and it starts to lead you down and down – until you come to the entrance to a gorge.

You look deep inside the dark pathway. Weird. According to your calculations, it should be noon, but the deep shadows at the bottom of the gorge are more characteristic for nightfall.

You enter the gorge **218** You decide to go back to the cliffs **122**



215 - 216 - 217





W The more you venture into the gorge, the darker it gets around you. Chills go down your spine. Slowly, at the edge of hearing, a creak appears as if from a rusty metal wheel. It becomes clearer with every minute. You have a feeling that something moves around you.

Suddenly, lightning pierces the sky and in a sudden flash, you see a pale incubus, standing in front of you on an iron wheel. It opens its mouth and a high screech comes out from behind iron teeth.

At this signal, you hear hissing around you. Looking you see skinny, female silhouettes rapidly approaching. Ghostly smiles twist their faces, and their arms end in horrible curved iron claws, as they come to get you.

If you have **the Wooden Ring** **224**

If not – you must fight with them.

Your feet sink into the loose ground. *Your Speed is 1.*



During the fight, Lady Middy on the Iron Wheel makes a shrill screech that affects 2 spaces in front of her. If you find yourself **in the outside zone of her screech**, deduct 1 from your dice roll. If **on the inside** – deduct 3. Lady Middy doesn't attack. Also, you can't wound her.

The hussies will attack in such a way that would push you in the zone of the Lady Middy's screech.

Combat map No. 218 (see next page →)

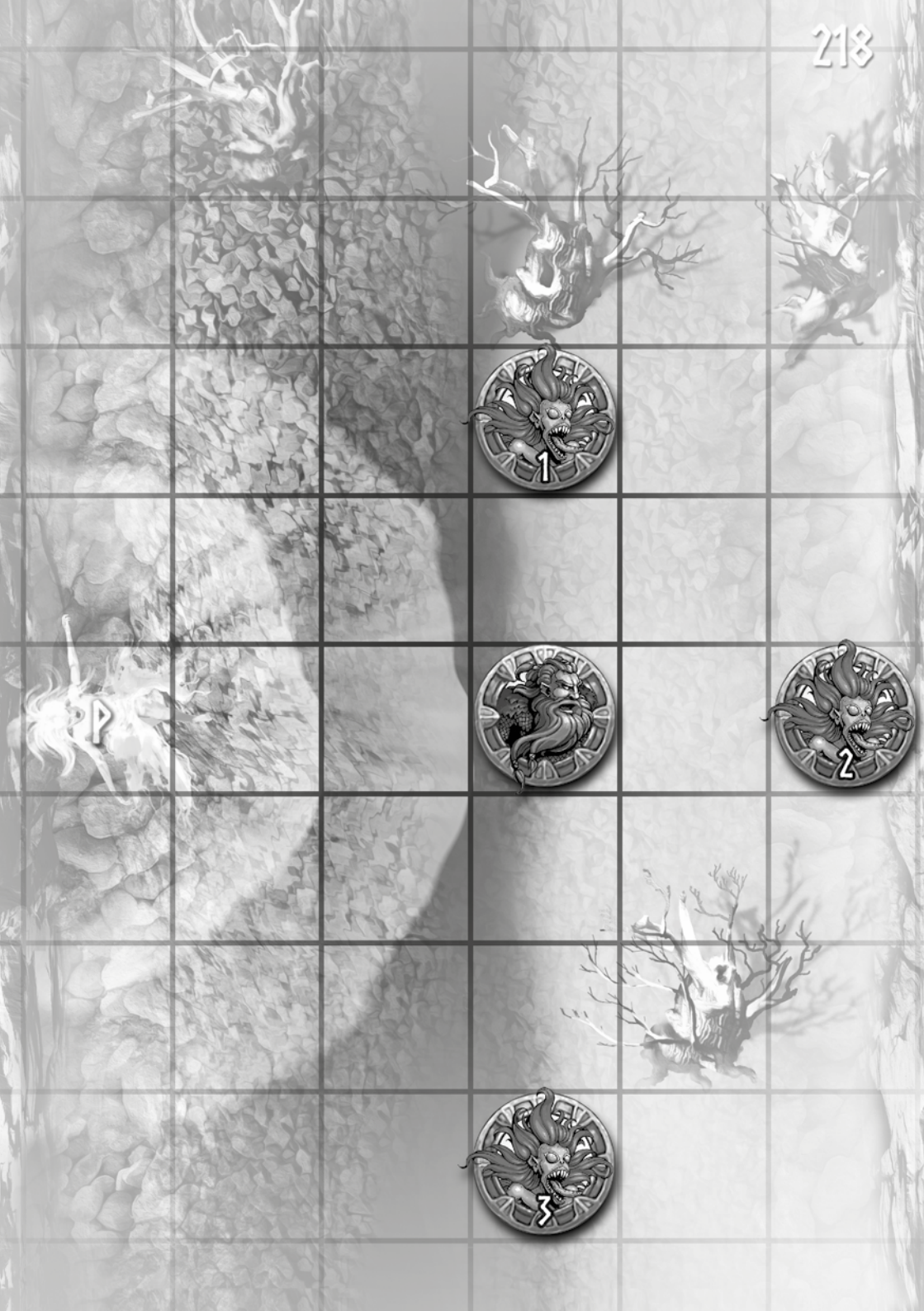
	SPD	DEX	WIS	WB	Health
Hussy 1	3	7	7	2	□□□□□□□□
Hussy 2	3	7	6	2	□□□□□□□□
Hussy 3	4	7	3	2	□□□□□□□□



If you were defeated **225**

If you defeat the hussies **219**





Out of breath, you lean against the axe and rub your forehead. Twisted bodies of the hussies fade away and disappear. After a moment, the only sign of the fight is the trampled and churned ground. You look for Lady Middy, but she's nowhere to be seen or heard.

You look around curiously; there is some sticky, wet darkness lingering here, through which it is difficult to see anything – you don't see anything interesting. There's nothing to wait for, you must leave this place.

You can do it using one of two exits:


Northern  **220** Southern  **122**

The Route North

220



The terrain gradually rises. On the northern side of the road more and more rocks and gullies appear, amongst which a cold wind is howling.

If you want to go inside the gullies  **241**

If not – the path gradually turns right, and after some time you are walking in the eastern direction. The residues of tall milestones start appearing, and you know that you've come to the remains of an old trail.

Soon, you reach the circle of thorn shrubs. A stone column with an engraved war hammer sign grows out of between.

Have you been here before?

No  **145** Yes  **146**

The Route West

221

You move west, singing for courage. You sing a dwarven song telling about the battle over the Chain Level, in which your father fought with goblins one hundred and twenty years ago.

You see fewer and fewer milestones. On the northern side of the road, more and more rocks and gullies appear, amongst which a cold wind is howling.

If you want to go inside the gullies **241**

If you want to continue walking – the path will gradually turn left and after some time you walk in the southern direction.

The terrain changes and soon you stand at an entrance to the gully.

You go in the gully **218**

You turn back north **220**

222

The Academy

You spend a week in the Academy and sleep better than ever before. Your wounds are healed with the best ointments that your tribe has to offer. You read a lot, and talk to the brave scientists, who've devoted themselves to the service of science and the King. You also acquire plenty of new knowledge.

Add 1 point to your Wisdom.

During the week you fully recover – *your Health returns to its initial state*. At last you feel strong enough to continue the venture.

You say goodbye to the noble academics and are on your way to the Grand Hallway. **91**

223

Azazel

The demon drops his weapon in the snow and grabs his head with both hands. He howls like a creature condemned.

“Whence, whence...” He groans, but he’s not given a chance to finish, because suddenly he starts to spin around his axis. He is spinning like a top, faster and faster, until he turns into a whirlwind and collapses into the ground.

Free again! You move briskly forward and after a short walk you see...

214

The black ring starts to vibrate on your finger. Surprised, you raise your hand up where it leaps forward and suddenly points to the hussies.

A horrible screech pierces through the air and the creatures go up in flames. They struggle in convulsions and finally their twisted bodies rest motionless on the ground.

The ring heats up till it's red and burns you. You throw it between stones and then it explodes with a bright flame. After a moment, only a pile of ash remains... *Delete the Wooden Ring from your Character Sheet.* **219**

You are falling down.

Time stands still and you can't say whether seconds, minutes or days have passed by.

You are falling.

The blackness moves in front of your eyes, but...
is it blackness or nothingness?

You are falling.

Stars are spinning around.

Roll a die:

1 or 2 **226** 3 or 4 **227** 5 or 6 **228**

You are standing in the middle of a square room. A warm, summer wind with a scent of lilac comes through the wide open windows. Large and spacious windows.

A young woman in an expensive blue dress is thrashing about the room. The woman would have been beautiful if her face had not been twisted with fury.

She smashes the jug to the floor and knocks the table over with a furious kick. She hits the wall, tears an axe off it and furiously cuts the furniture to splinters.

“Bullies, pissants, scums! I won’t let them win again!”

You patiently look at Freya without saying one word. She finally stabs the axe into the larch wall with one throw and turns to you.

“Listen Thymin, the fact that you got yourself killed, means that I’ve lost a bet with the other gods. And how much I hate to lose. I hate it so much that I’ll break all the rules in a moment. I’ll turn back time a little bit and send you back. Remember, the last event did not happen at all! And don’t you dare show up dead again, or I’ll not be responsible for my actions!”

You can feel that new strength arises within you.

Your Health increases to 20 points.

The room blurs in front of your amazed eyes and after a while... **92**

227

Valhalla

The one-armed man behind the table laughs to tears as he bangs his horn on the oak table top. The beer splashes on all sides. The hounds lying at his feet stop gnawing bones for a moment and look at their master with joyful expectation.

“You taught them a lesson, man!” Tyr calls delighted. “I haven’t seen such a good fight for a long time now! Only in the last attempt did you slip up.”

“Master... What will happen to me now?” you wonder.

Tyr pushes away an unfinished roast, wipes his mouth and burps joyfully.

“Thymin, we’ve made bets with the other gods, whether you’ll succeed or not. I’ve bet too much on you, for you to remain dead. Besides, I like you, man. I’m going to help you a little and turn back time; go back and finish your mission, we’ll both benefit from this.”

You can feel that new strength arises within you.

Your Health increases to 20 points.

Your Dexterity and Wisdom increase by 1 point.

The room blurs in front of your amazed eyes and after a while... **92**



227



Goddess Hel is beautiful in her fearsomeness.

You involuntarily fall on your knees and touch the floor with your forehead.

The voice of the goddess is like an ice bell.

"I won, Thymin. We made bets amongst the gods on the success of your mission. I won. The Warlock worships me and pays sacrifices to me, and I don't leave my people in need."

"What will happen to me now, Milady?"

"My dear, it is a shame to waste such a good warrior. You'll do something for me."

"What, Milady?"

"Something very precious has been stolen from me. The oracle says whoever stole it hid it in a world that I can't access. Can you see this portal? You'll walk through it into another world, find a silver chest with my sign engraved on its lid, and bring my treasure to me. If you do well, I can be very, very generous..."

"Of course, Milady, you can count on me."

Without hesitation, you move in the direction of the portal, you step over its thresholds and... but that's a completely different story.

THE END

If you want to know the alternative endings, play one more time!

You look into the depths of a shadowed lane. You don't like it at all. It looks as if every incautious passer-by could get hit on the head and lose all their money.

After a deeper consideration, you decide that it's better to visit some other parts of Udgard. **143**

230**Nori**


You tell your friend about what happened during the venture. He listens, without interrupting, taking a sip of beer from time to time.

“Good story,” He finally says. “But the eastern side of the mountains is different, it can be felt in the air. I personally prefer not to visit those regions, but that brother of mine is a madcap. I prefer our undergrounds.”

You talk till late at night. The next day, you say goodbye to your friend.

What now? **91**

231**The Pine Forest**

 A barely trodden path leads north. The hike takes a very long time, but finally you reach a pine forest where you use an axe to refill your wood supplies.

It's getting darker, so using the tree cover you decide to set up a camp. You set up a bonfire and warm up your stiff with cold hands. You plan to go to sleep, when suddenly – out of the circle of light – you can hear disturbing rustles and murmurs.

If you're here for the first time **240**

If you've been here before **250**

232**The Cave of Trolls**

When the troll leaves for a moment, you come up to a display stand and look at the collection. Wealth blinds you. You see diamonds, rubies, sapphires and fine round fire opals, shimmering with many colours. Your attention is drawn to the great star sapphire, however, when you start to reach for it, you hear a voice from behind you:

“Beautiful, aren't they? I've built this collection for years. You probably think that I found them by accident. Don't you? Not at all, my dear! I've searched particularly for these amongst igneous rocks, I gnawed like a worm through pegmatites and basalts. I was working like an ox, let me tell you. And it paid off! My most gracious lord, I'm telling you, that no troll in the north has got such a piece!”

**230 - 231 - 232**

You are standing by the stall inundated with troll's words, thinking how to politely get out of this situation. You finally manage to free yourself from his peskiness, for he would probably talk about his collection for hours. **238**

Jeweller's Shop

233

You leave the store satisfied. Even though the grinder almost cried, swore, pledged on his wife and children, asked and threatened, you know that, because the situation is uncertain, people buy precious stones as an investment for the time of war. It is easier to escape from a burning town with a diamond in your pocket rather than a chest with gold on your back.

You managed to get the following prices:

If you sold the **Emerald** – 125 crowns

If you sold the **Ruby** – 180 crowns

If you sold the **Diamond** – 95 crowns

Write down the changes on your Character Sheet, and then **143**

The Eastern Fortress

234

You take a solid swing and throw a rock with all your strength, right at the orc's head. You hit skilfully and the orc falls to the ground, dead or unconscious, bleeding profusely.

You jump down to the courtyard, draw your axe and rush in the direction of the remaining enemies who have frozen in surprise. A strange man jumps off the perch, but before he touches the ground, he changes into a raven and with a loud croak flies away towards the west.

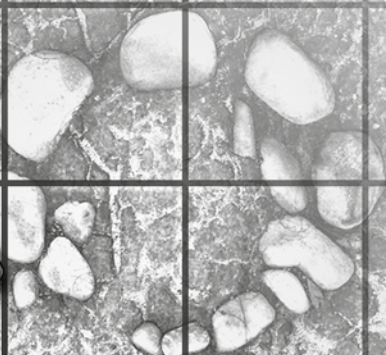
Two orcs grab their axes and stand to fight.

If you have the **Bone Whistle** you can blow it. Then, after two rounds of combat, turn to **255**. Before turning, write the number of the paragraph you're in, so you'll be able to return.

Combat map No. 144

(see next page →)

233 - 234



Your Speed is 2.

	SPD	DEX	WIS	WB	AC	Health
Angrim Thug	2	9	8	2	2	□□□□□□□□□□
Grishnak Roach	2	7	6	1	1	□□□□□□□□

If you've been defeated **225**

If you defeat the orcs, write down the key words "dauður orc" on the card.

When the enemies lie dead, you decide to search through the fortress.

If you have the word "fjár sjóðskista" written down **258**

If not **236**

The Pine Forest

235

In the morning you go out to the northern edge of the forest and you see a landscape covered with rocks forming a real maze.

If you want to delve into the rock maze **264**

If you want to go back to the snow-sailing ship **124**

The Eastern Fortress

236

You search through the fortress carefully. You move along the abandoned rooms, look into the basements, you even climb the wooden stairs of a tower, but they creak treacherously and you leave them, fearing death beneath a pile of wood. You don't find anything but broken furniture, rubbish and planks.

Finally, you reach the pantry, in which hangs a few pieces of venison roasted on the fire. You eat on the spot – *add yourself 6 points of Health*. After that, you pack **three more portions** to your rucksack for later.

Add Venison × 3 to your equipment. You can eat the Venison anytime you want (with the exception of combat and if there are no plot

contraindications – they are not marked in the text, however, we count on the reader's intelligence here) and each portion will restore 6 points of Health.

You're resting a little longer and decide to go back. **246**

237

The Cave of Trolls

Hanging around the shops, you discreetly observe the troll. When he moves to another stand for a while, you walk freely by his stand and, without stopping, take the nearest diamond. **238**

238

The Cave of Trolls

You walk around the stands again, to feast your eyes on such beautiful pieces and you move towards the exit of the cave.

To be sure, you go deeper into the gullies to get out of sight of the trolls, you close your eyes and say a spell. You feel dizzy and you feel like you're squeezed into tight clothes, but when you open your eyes, you're back in your original form. Phew, it's good to be dwarf again! **254**

239

The Eastern Fortress

With a battle cry you attack the surprised orcs. A strange man jumps off the perch, but before he touches the ground, he changes into a raven and with a loud croak flies away towards the west.

Two orcs grab their axes and stand to fight.

*If you have **the Bone whistle** you can blow in it. Then, after two rounds of combat, turn to **255**. Before that, write the number of the paragraph you're in, so you'll be able to return.*

Combat map No. 144

(see next page →)

237 - 238 - 239



	SPD	DEX	WIS	WB	AC	Healt
Angrim Thug	2	9	8	2	2	□□□□□□□□
Grishnak Roach	2	7	6	1	1	□□□□□□
Spogut Edgy	2	6	5	1	0	□□□□□

If you are defeated **225**

If you defeat the orcs, write down the key words “dauður orc” on the card.

When the enemies lie dead, you decide to search through the fortress.

If you have the word „fjár sjóðskista” written down **258**

If not **236**

240

The Pine Forest

You pick up a burning stick from the fire.

Suddenly, just at the edge of the light, you see a pale face with tight skin.

Mad, white eyes stare at you.

“May I warm up by your fire?” The creature speaks in a dry whisper.

You say yes **245**

You say no and grab your weapon **256**

241

The Gullies

 You go deeper into the gullies.

There are steep walls that look like rocks on both sides. But when you touch them, they fall loose like sand. You quickly withdraw your hand for fear of being buried.

The trail leads you north. After a few hours of marching, you see a cave in the distance. You enter the cave and step into something soft – oh no, trolls’ droppings! So, they live in this cave!

Your beard bristles at the thought of the long-time enemies of your tribe.

The trolls are enormous and of extraordinary strength – a clash with them for a single dwarf will end rather soon in death.

You go back **254**

You examine the grotto **261**

The Eastern Fortress

242

But it is a spell of change! And it's not written in a traditionally difficult form that allows you to change into anything else, but a simplified one-time spell that allows you to change into a troll during one fight of your choice!

The spell you read immediately jumps into your head – you can cast this spell on yourself at any time during the fight and you will turn into a Troll with the attributes:

	SPD	DEX	WIS	WB	Health
Troll Thymin	2	18	the same that you have as a dwarf	6	46

While being a troll you can't use any weapon, armour, nor any other object that is in your possession as a dwarf. However, this should not bother you.

After winning the fight you'll return to your character and previous attributes.

*Write down a **Spell of Change (Troll form)** on your card, together with the number of this paragraph, so – when the time comes – you'll be able to turn back to it.*

The parchment falls apart. Happy with your find, you move on. **246**

From where you're now, you have a good view of the courtyard of the fortress, where three armed orcs are sitting, warming themselves by the fire. Next to them, or rather above them, on a wooden beam of the frame of a burned shed that is probably a remnant of a forge, a thin man in a grey tattered robe resembling feathers sits in a crouched bird position. How does he keep his balance? You cannot comprehend.

"That's the Warlock's offer." The bird-man announces.

"For bringing the orcs from the mountains and talking them into taking part in the war?" The largest of the creatures responds in bass. "Not enough."

"He'll double that, if you bring them within a month."

"Three times as much."

The bird-man closes his eyes and seems to be absent for a moment.

"All right, Angrim." He answers finally. "Warlock agrees."

"So, we have a deal." the large orc smiles. "This calls for a toast! I have some Mead here. We'll have more in a few days – I've sent my companions to Udgard for supplies; I hope that they'll come fast and won't sit around in the taverns."

The bird-man refuses by shaking his head, but the orcs fill their boots.

You look around the courtyard carefully and see how one of the orcs moves behind the back of the bird-man, he approaches the wall of the tower, removes a stone and hides some sort of chest in a cache back there.

Write down the word „fjársljóðskista” on your Character Sheet.

It's time to make a decision:

You retreat silently **246**

Wait for the orcs to get drunk in order to attack them **260**

The windowsill has a loose stone. If you want to throw it at one of the orcs' heads and attack the others **263**

You jump down on the courtyard and attack the orcs **239**



With a pounding heart you cast the Spell of Change. Everything starts to get smaller and within a moment you become a troll.

You walk into the cave as if nothing happened, whereas the other creatures don't pay attention to you at all. So you walk around the stands admiring the specimens from the royal treasury.

There are beautiful rubies, diamonds and sapphires. However, you don't see emeralds at all. One ruby particularly attracts your attention – it's wonderfully processed and surely worth a lot.

"Beautiful, isn't it?" A delighted owner accosts. "I found it in Bruglurz, two hundred fathoms below Krathu. A very dangerous place, often raided by Grogles. You can get stuck in there and never return to the upper levels."

"Yes, magnificent." You answer, amazed.

"I'd exchange it for an emerald." The troll says. "Emeralds are rare. I haven't seen an emerald for a long time now. There is a rumour that whoever swallows an emerald is more successful with ladies! Apparently no lady can resist such a man. What an idiocy! Have you ever heard of more terrible nonsense?"

If you have **the Emerald** and want to trade **262**

While walking around the stands, greed grows in your heart and overcomes your mind. You seriously consider stealing one of the less protected jewels.

If you'll decide to do that **257**

Otherwise, the only thing left to do is to leave the cave **238**

You silently nod your head and move aside, making space by the bonfire.

Slowly entering the circle of light creeps a shaking, thin man with a pale face bearing traces of traumatic experiences, dressed in a black-green robe with a hood, over which he has wrapped some rags to try to keep from freezing. He sits by your side and stretches out his frozen hands towards the fire. You offer him the remnants of the soup from the canteen which he is grasping greedily at. You wait for him to finish eating and ask who he is.

“My name is Om.” The stranger says. “I’ve spent years under the ground. I escaped the horrible delusions of a stranger’s mind and I’m looking for peace. I’ve wandered for a long time around this wilderness, talking to myself, birds and wild animals until my head got better. I’ve spoken with wolves.

I don’t want to talk about who I’ve been for years. I’ve heard that somewhere around here is a town. I want to reach people. Can you tell me how to get there?”

You explain to Om how to get to Udgard. He seems to be pleased.

“Thank you for hosting me. It rarely happens in the wilderness. Here’s something from me.” He hands you a **Bones' whistle**. *Add it to your equipment.* “If you are in danger while traveling in this area, blow it.”

He doesn’t want to say anything more and goes to sleep. So you wait until he falls asleep and then you fall asleep as well. When you wake up, there is no trace of the mysterious stranger. **235**

You make your way back. You travel through the rocks and spend the night huddled over a bonfire in the pine forest, without any adventures this time.

On the next day, you reach the snow-sailing ship. **124**

You loosen a solid stone out of the windowsill, but your frozen hands can’t hold it and it falls down, making a terrible noise. **252**

Jeweller's Shop

248

The grinder offers you the following prices:

Emerald – 100 crowns

Ruby – 150 crowns

Diamond – 70 crowns

If you'll agree to these prices, make proper changes on your Character Sheet, and then **143**

If you want to haggle – *check your Wisdom decreased by two*, because the grinder is an experienced negotiator.

Success **233**

Failure **269**

War!

249

Half of the creatures lie dead or dying on the battlefield, the other half scatter, broken and defeated across the North.

Feach gathers the remains of his army and they depart for the Black Tower. You move in the direction of the Black Tower, bent on punishment... and revenge. You stop at the very entrance and then you announce:

“Feach, now it is my turn. If I don't come back, burn this snake pit.”

However, you're not quite sure if it's possible at all.

You enter the gate of the Black Tower alone. **8**

The Pine Forest

250

You take the burning stick out of the fire and lift it above your head. You hear the sound of an animal running away in panic. It's probably a fox or a wolf that sneaked up, but ran away scared. You safely sleep through the night.

You must make a decision in the morning:

If you want to return to the snow-sailing ship **124**

If you want to go further north through the forest **235**

You move between the rocks and after a few hours the terrain is rising – you see a hill in front of you, an old fortress reigns on its top and a flock of ravens hover over it.

You move on the road, which leads you through the gate into a courtyard covered in snow. In the courtyard lie the scattered corpses of many orcs, heavily bitten by ravens, crows and wolves. That must have been a hell of a butchery! However, you'll never find that out, the traces of the fight are covered with snow.

You can search through the fortress.

If you have the word "fjársjóðskista" written down **258**

If not **270**

The bird-man notices you instantly and points you out to the orcs.

"The crossbow!" The leader of the orcs calls. "Give me the crossbow, fast!"

With a crossbow, it's no joke, you think. You're not going to end up with a bolt in your belly. You have to nick off. You turn around and run away.

You run down the hill, trying not to trip over sharp stones. Suddenly, you hear the hiss of a bolt whizzing past you – fortunately it missed.

When you almost reach the rocks, you hear a second bolt – also, fortunately, missed. They drank too much alcohol, you think.

You jump in between the rocks and speed in the direction of the pine forest. You run as fast as you can, but fortunately these enemies do not chase after you.

In the morning, extremely tired, you reach the snow-sailing ship. **124**



You move closer to the hill, going around the area in a wide arc, then you look out for the way forward and notice a narrow gully through which you might climb to the top of the steep cliff, however, the whole terrain is covered with snow and ice and sharp stones stick out of the white fluff.

If you want to try to climb – *check your* Dexterity:

Success **267**

Failure **259**

If you, however, decide to return to the main road and enter through the gate **265**

The Gullies

You return south through the gullies and when you reach the road, you turn west. **221**

The Eastern Fortress

Four wolves run into the courtyard and attack the orcs.

Place the wolves on the bottom line of squares on The Combat map, right next to the entrance to the fortress.

Each wolf will take the shortest way to the closest orc.

	SPD	DEX	WIS	WB	Health
Wolf 1	3	8	4	1	□□□□□□□□
Wolf 2	3	7	4	1	□□□□□□□□
Wolf 3	3	7	4	1	□□□□□□□□
Wolf 4	3	7	4	1	□□□□□□□□

You move first, then all the wolves one by one, finally orcs.

When the fight is over, the wolves will run in the direction of the forest.

Go back to the paragraph whose number you've written down.

256

The Pine Forest

You leap to your feet and draw your axe.

“Go away ghoul.” You declare coldly. “I’m not hosting you.”

“Then I will go away.” The whisper says. “And maybe I’ll die in the snow, but be cursed.”

The face disappears in the darkness and you stay awake the whole night, keeping the fire and hearing weird whistling in the dark. In the morning, you’re exhausted and feel your head spinning.

Deduct 4 points from your Health.

*Now, to break the curse, you must check your Wisdom time and time again, until you **succeed**. Each unsuccessful attempt will cost you 4 points of Health.*

If you succeed in getting over apathy and black thoughts, you get better

235

If your *Health* reaches the 0 level **225**

257

The Cave of Trolls

You notice one extremely inattentive troll, who talks all the time with other exhibitors, fidgets, leaves his stand now and then to look at someone else’s specimens. You try to grasp the right moment.

Check your Wisdom:

Success **237**

Failure **232**

258

The Eastern Fortress

You start to look for the orcs’ cubbyhole, and after a short while you find a loose stone in the wall. You take out the hidden chest and easily break the padlock with an axe.

There are **130 gold pieces** in the chest (*add them to your equipment*), an old **Parchment** and **Solid Boots** with uppers.

After a short consideration you decide to try the shoes on, assuming that if they are a part of the treasure, they shouldn't harm you. They must have some magic power, because they fit perfectly to your feet. After a few steps, you discover that they give you an amazing speed and manoeuvrability.

Write down **the Solid Boots** to your equipment. Thanks to them, during any combat, in your movement phase you may move four squares.

Finally, you look closer at the parchment. Check your Wisdom. If you **succeed** **242**, if you've **fail** – you can't read what's on it and the parchment crumbles and turns to dust.

Whatever the outcome, you are happy with your discoveries and you move on. **246**

The Eastern Fortress

259

You climb a steep, narrow gully, however, it is not an easy task, because the stones covered in ice don't give good support.

Halfway through, you lose your traction and slide down tumbling over sharp stones. You get up, all battered.

Roll a dice, to determine the amount of points of Health you've lost.

If you want to try to climb once again – check your Dexterity:

Success **267**

Failure **259**

If you'll decide to go back to the main road and enter through the gate

265

The Eastern Fortress

260

The bottle goes from hand to hand, but the orcs have strong heads. You wait patiently, but eventually have to change your position. Unfortunately, you move the loose stone, which falls down with a clatter. **252**



You move slowly towards the grotto and look carefully inside. The troll-stench hits your nostrils. However, you quickly forget about the stench, because before your eyes, you see a sight that probably has never been seen by any dwarf.

The cave is illuminated by the shimmer of gems. Inside, there are a dozen trolls, walking between display stands on which expensive gems are being exposed, speaking to each other as if they were courtly gentlemen!

Every now and then, one of them stops and looks carefully at some specimen, commenting loudly and discussing. Every now and then, there are trades and exchanges. This must be some kind of convention of gem collectors!

You can't believe this, because the only trolls you know are stupid, thoughtless and aggressive giants, but these seem to be gifted with some form of intelligence!

Greed rushes to your head and you'd gladly own one of the jewels, but you know that if you'll go into a cave full of trolls, it won't be a minute before they make a wet stain out of you. With a fluttering heart, you back out and try to steady your mind.

If you remember **the Spell of Change**  **244**

If you don't, after long internal dilemmas, you decide to turn around

 **254**


You show **the Emerald** to the troll. He's as delighted as a child with a new puppy would be.

He turns the emerald in his fingers and looks at it against the light.

"This is a beautiful specimen." He finally speaks. "Here's a **Ruby**. We have a deal!"

The troll looks quickly to the left and to the right and swallows the gem.

*Cross **the Emerald** out of your equipment and add **the Ruby**.*

You nod your head in deep reflection, thinking about the common nature of the rational races.  **238**



The Eastern Fortress

263

Check your Dexterity:

Success **234** Failure **247**

The Eastern Fortress

264

*If you've been here before, don't read this paragraph, but instead go to **251**
If you're here for the first time – read on.*



You move between the rocks and after a few hours the terrain is rising – you see a hill in front of you, at the top of which reigns an old fortress.

You remember the stories – in the past, a series of such buildings were built in the North to guard the borders. Nowadays, the building is abandoned and frightens folk with its emptiness. But!... You notice a trail of smoke above the fortress – someone is lighting a fire in the courtyard!

You consider what to do. Maybe you should go up the hill with the road and emerge through the main entrance, or perhaps go around the fortress, try to climb the wall or a window and get to the courtyard unseen? You evaluate the steep slopes and decide that the second option is dangerous, but possible.

You go through the main entrance **265** You try to climb **253**

The Eastern Fortress

265

You boldly enter the fortress through the main gate.

In the courtyard, three armed orcs are sitting around a bonfire. Next to them, or rather above them, on a wooden beam in the frame of a burned shed that is probably a remnant of a forge, a thin man in a grey tattered robe resembling feathers sits in a crouched bird position. How does he keep his balance? You cannot comprehend.

You immediately attack the orcs **239**

You try to talk to the orcs **252**

The jeweller's shop is situated in the most expensive area of Udgard. You locate it by well-kept streets and the gowns of the passers. Some of them look at your worn-out travel clothes with contempt.

The store itself looks rather unkempt. The space is divided in half by an iron grate, behind which a stooped, skinny, bearded jeweller works. As it turns out, he's also a grinder of gems. When you enter, he stops his work and looks at you.

"Well, well! We have a customer! Welcome master dwarf! You probably come from Under the Mountain and have some precious stones to sell! I'd gladly buy something, but lately the business is not doing too well. I'm almost starving! In a little while, I won't have anything to feed my poor children. My wife says: "change your profession," but what else is there, when gem-grinding is the only thing that I can do."

You look at the rattle-bones and admire his acting skills.

Do you have any gemstones to sell?

Yes **248**

If you don't, you simply go out to the streets of Udgard **143**

By clinging to the stones and placing your feet carefully, you have a hard time reaching the top of the hill, but you make it. You stand under a vertical wall.

The wall is crumbled and uneven. You notice an unsecured window hole a few meters above you. You could climb to get to it, however it's quite risky.

If you want to try – *check your Dexterity decreased by 2:*

Success **243**

Failure **268**

If you want to back out and enter the fortress through the main gate **265**

If you want to return to the snow-sailing ship **246**

The Eastern Fortress

268

You're nearly there, when suddenly your hand slips on an ice-covered stone and you fall down, bruising yourself painfully.

Roll a die to determine how many points of Health you lose.

You can try once again and if you succeed **243**

If you don't – *roll the die again and deduct the points from Health.*

If you give up trying, you can:

Enter the fortress through the main gate **265**

Turn around toward the snow-sailing ship **246**

Jeweller's Shop

269

You stand on the street completely broken. You don't understand how you could agree to take glass jewellery instead of some part of gold. Now, in the sunshine, you can see that it's completely worthless. You can't forgive yourself that you bargained with such a skilful player. In rage, you throw the glass stones to the gutter.

If you sold **the Emerald** – you received **80 crowns**.

If you sold **the Ruby** – you've received **100 crowns**.

If you sold **the Diamond** – you've received **50 crowns**.

Write the changes on your Character Sheet, and then **143**

The Eastern Fortress

270

You search through the fortress carefully.

You move along the abandoned rooms, look into the basements, you even climb the wooden stairs of a tower, but they creak treacherously, and you leave them behind, fearing death beneath a pile of wood. You don't find anything but broken furniture, rubbish and planks. Finally the cold gets to you.

You rest a little bit longer and decide to go back. **246**

Suddenly there is an ugly blast of horns and a close-ranked band of orcs from the mountains enters the battlefield. By the flapping red banner, you recognize that they are being led by Angrim Thug. The armies clash again with a furious collision.

Three orcs run towards you.

Combat map without a number

(see next page →)

Your Speed is 2.

	SPD	DEX	WIS	WB	AC	Health
Angrim Thug	2	9	8	2	2	□□□□□□□□□□
Grishnak Roach	2	7	6	1	1	□□□□□□□□
Spogut Edgy	2	6	5	1	0	□□□□□□□□

If you defeat the orcs **249**

If you've been defeated **225**





The battle is settled. The last struggle will take a short while, but it's definitely over. You've won.

Half of the creatures lie dead or dying on the battlefield, the other half scattered around the North, broken and defeated. You've won, but at a tremendous cost. You find an unconscious Feach and drag him towards the direction of the tents. Soon, he regains his consciousness and all of his strength by the evening.

On the next day, Feach collects what's left of the army and orders a departure. You move in the direction of the Black Tower, bent on punishment and revenge. You stop at the very entrance and then you announce:

"Feach, now it is my turn. If I don't come back, burn this snake pit."

However, you're not quite sure if it's possible at all.

You enter the Black Tower's gate alone. **8**

The third minion at first stops upon sighting you, undecided, and then clearly makes a choice. He waves his hand in your direction and suddenly you recognize the pale man called Om, whom you've met in the pine forest.

Om will try to get in the way of the wyrm and fight it, to buy you some more time. He may die in this confrontation.

However, even if you win the whole fight, it'll turn out that the rebellion against the will of a long time master causes Om an apoplexy attack and death. At least he has found his peace.

*Return to paragraph **164** and continue the fight.*

The room is enormous. It is lit by a red glow, seeping from numerous gaps in the floor. In the middle of the room there is a round opening which clearly leads to the monster's bed, and in its direction heads the wyrm, surrounded by its servants.

On the left hand side, in the wall at the floor level, you notice a row of carved pits about ten feet high and five feet wide.

On the right hand side, there is an aisle with a sacrificial altar in it, from which a red light beams. Something shiny is hanging above the altar, but it's difficult to say what it is from this far.

There are four exits from the room. Behind your back there is the opening that you came here through. In the opposite end of the room loom stairs that lead down, from where the sound of drums is approaching. On the left side, at the end of the row of pits, you notice a vaulted portal carved in the wall. On the opposite side, in the wall next to the altar, there is a second, identical portal.

There is not much time left, so you have to make a quick decision:

You figure that you're too exhausted and back out through the entrance, which you came here with **174**

You run towards the left wall **158**

You run towards the right wall **162**





Storm Weavers

ÉIRINN GO BRÁCH

Éirinn go Brách

1

It is so good to finally take a deep breath of fresh air! After weeks spent marching through the Underground, you take great pleasure in exposing your face to the sun. The existence of a gigantic web of deep underground tunnels is one of the best kept dwarven secrets, allowing your tribe to move across the world without the necessity to explain yourselves at the borders or pay tolls. Despite using them frequently, it wasn't your fathers who carved them – they were only the ones who discovered them while working underground. For those tunnels are old, far older than the memory of any sentient race.

Thanks to them, you were able to set off from the Kingdom Under the Mountain to the west in order to go through the underground and undersea tunnels, first reaching the homes of your comrades in Caledonia and then Ireland. In Caledonia you've joined the Free Dwarven Campaign that had just accepted a contract from the Irish King Brian Boru who waged war with people from Midgard who've invaded his country. How astonishing the Irish sun is!

You came out near Carrickfergus – through a secret exit, sneaking in, so as not to reveal the dwarven secret. Let people think that you know some secret magic of an invisible move.

You briefly enjoy resting on the green grass.

“On our way, boys!” Your captain Angus MacBrùn calls. “Stretch your legs, I want to reach King Brian's camp before nightfall.”

Reluctantly you get up and move on. In the evening you reach the meeting place. **2**

Éirinn go Brách

2

In the evening you get to the camp where you are accommodated. You set up your tents and sit by the campfire. You look around curiously and see the Irish captain approaching, he is leading an old man with a long, gray beard who supports himself on a tall cane decorated with oak leaves. He smiles and greets you, but you don't understand a single word in this language, so you don't really know what he's actually talking about. The old man nods his head with understanding, reaches his bag and takes out a farl – an Irish shortbread biscuit – to which he treats you.

You eat the farl **16** You don't eat it **9**

1-2

3

Éirinn go Brách

You decide to follow the she-wolf – with a slight worry that you’ll only waste time. She starts trotting, so you run after her. You pass the shore of the swamp, through woods destroyed by sawyers, and suddenly – completely unexpectedly – you dart out at the mouth of the valley. **8**

4

Éirinn go Brách

You run as fast as you can, but it’s impossible to keep up the wolf’s pace. Behind your back, you hear a hateful growl, so you turn around to face your enemies. Three powerful wolves attack you.

The wolves will try to encircle you and attack in a pack.

Combat map without a number

(see next page →)

	SPD	DEX	WIS	Health
Wolf 1	3	7	2	□□□□□□
Wolf 2	3	7	3	□□□□□□□□
Wolf 3	3	6	3	□□□□□□

*If you defeat two wolves – flip the coin. In case of **success** – the last one will run in the opposite direction from where you are and will not attack any more, but will move towards the edge of the board. If it reaches it – it’ll run away. In case of **failure** – it stays in its place.*

One **rune** fades.

If you’ll defeat the wolves **35**

If you’ve been defeated **110**



5

Éirinn go Brách

You're exhausted by the fight, but you know that there's no time to waste. For now, there is no sound of another wave of pursuit; maybe no one showed up in this valley for so long that there was no need to keep a bigger number of guards. You turn to the west, and sometimes you walk quickly and then run along the next section of the road. Eventually you reach the place from which you can see the mouth of the valley.

You move in its direction, when suddenly, at the left hand side, you notice stairs carved in the rock. It seems as if a sound of iron striking iron reaches your ears.

You climb the stairs **28**

You go past the stairs and run in the direction of valley's mouth **8**

6

Éirinn go Brách

You follow the trail and after a long time you reach the foot of the mountain. The path starts climbing the slope. Tirelessly you keep climbing step by step. Finally it turns into a road leading along the mountain slope. A valley looms below. You can hear croaking and see a flock of ravens making circles high above you.

You move along to get to the other side of the valley as fast as you can **46**

You move cautiously and carefully, in a word – slowly **24**

You return to the hill in order to try to take some other road **35**

7

Éirinn go Brách

Salmon are fast and slippery. Perhaps you're going to have to make a few attempts in order to catch one.

*Each try shall cost **one faded rune**. During the trial check your Dexterity reduced by 2. **Success** means that you caught the salmon. You may stop trying at any time if you don't want to catch the fish. You don't have to take any attempt if you don't want to.*

If you manage to do it, you'll light a fire, bake and eat fish, your Wisdom



5-6-7



will increase by 3 points, whereas your Speed will be 4 from now on.

When you have eaten and are rested **109**

If you failed to catch the fish (stopped trying) or didn't try to catch it **109**

Éirinn go Brách

8

You walk into the valley and think about whether it is being guarded or not.

If you have the word “choirnéal” written on your adventure card **102**

If you don't have that word, but the words “mac tíre” are written down

20

If you don't have any of these words **108**

Éirinn go Brách

9

You look suspiciously at the farl, then at your companions, but they seem to have no qualms. They relish the cake – it's a nice change from your current travel diet. The old man says something in Irish again, but this time, surprised, you hear your captain getting up, bowing and answering in the same language! You eat your farl quickly. **16**

Éirinn go Brách

10

After a short fight, the wolves' master falls down with a broken skull.

Flip the coin for each wolf that is left alive, to check if it'll run away frightened by the death of its protector. From now on after the death of each creature, flip the coin again for the rest of them (for each one individually), to check again whether it'll run away or not. When all of the wolves have escaped or are dead, you may move on.

If you have the words “mac tíre” written down **20**

If you don't have these words **108**

You go briskly down the valley, knowing that there's no time to waste. You virtually run down a wide highroad, among juicy green grass and the sun warms your back. One **rune** in the sack *fades*.

Check your Wisdom:

Success **29**

Failure **31**

The music from the magic harp overwhelms you and, with amazement, you realize that the song becomes reality. You stand face to face with vicious goblins.

Combat map No. 164 (see next page →)

Check your Wisdom. If you **succeed** your Speed will be 4, and each goblin's 2. If you **fail** your Speed will be 2, and each goblin's 3.

The wyle will not get involved in a hand-to-hand fight, but he'll try to slow you down with magic. At the beginning of each round check his Wisdom; if he **succeeds** – you can move only 1 square.

The goblin warriors will try to reach you the shortest possible way.

	DEX	WIS	WB	AC	Health
Goblin Wyle	5	8	0	0	□□□□
Goblin 1	6	5	1	1	□□□□□□
Goblin 2	6	5	1	1	□□□□□□
Goblin 3	6	5	1	1	□□□□□□
Goblin 4	6	5	1	1	□□□□□□

If you win **43**

If you lose **39**

If you get to the opposite end of the hall **58**



You look around searching for some help or a way to escape. On your left hand side there is an abyss and a wall on the right, but not as steep as the last time; additionally, it is cracked, which makes you notice many gaps where you could place your feet and hands. High above, you notice another ledge with a few rocks on it. Perhaps if you were able to climb up to it, you could try to push the rocks down at your enemies and block the passage at the same time?

If you want to try, *check your* Dexterity:

In the case of **Success** **45**

In the case of **failure** you'll slide down the wall (*deduct D6 points from your* Health) and have to face the enemies **22**

If you don't want to try, prepare yourself for a fight! **22**

"What a wonderful canto!" calls Linfaclian, applauding. "I haven't heard anything like it in a long time now around here! You deserve the finest weapon I've made!"

*Linfaclian hands you the greatest quality kit: the new **Linfaclian Armor** will add +3 to your Armor Class, the **Linfaclian Axe** will add +2 to your Weapon Bonus.*

Suddenly you remember that you're running out of time and that you might even be late already! You share your worry with the blacksmith.

"Time!" He snarls. "Time is the simplest thing!" He snaps his fingers. "Look into your sack, go on."

With amusement, you notice that one **rune** that had faded before is now fully red (*make the change in your Character Sheet*). Corann laughs quietly at the sight of your surprised face and plays three cheerful chords on a copper-stringed harp.

"Be on your way" says Linfaclian "and good luck on your mission!" **94**

*On the wings of winds, in the thunder of sea waves,
our ancestors came to Éirinn
from far Iberia, where a black shadow has fallen.
Here, on a green island they've settled,
here they've built their homes,
grazed sheep, goats and cattle,
seeded and harvested, without worry or hunger.
Then, one night, a horrific attack came.
Fierce Fomorians, the offspring of darkness,
Have taken our nation into captivity and yoke.
Many years our nation has suffered in slavery,
until Nuada came and encouraged our people to fight –
to drop the chains and win.
Under Magh Tuireadh two armies have met.
Fomorians have been led by their fierce King Balor,
Our ancestors by Nuada – long the fight has been
And when our forefathers, despite their bravery,
battling hard, began to lose,
out of fog and from afar, offering succor
came the Sidhe, known also as elves,
from the land of Connacht, where they reside.
With red blood of enemies soon the hills ran,
fled in fear the offspring of the dark,
King Balor was killed by the hand of great Nuada,
from Ireland the enemies were chased away.
Those who survived, through the Northern sea
arrived in the mountains of Caledonia, where they stayed.
Nuada had lost his arm in a hard fight
and could no longer be the rightful King,
so the blacksmith and the druid
forged him an arm out of liquid silver.
Nuada takes over in power again,
till death he rules the righteous Irish people.
Long the people have wept for King Nuada,
his silver hand was kept*

at the court of the High King.

However, as time passed, the hand went missing.

The one who shall find it, won't lose a battle.

Many centuries have passed in peace and happiness,

When on waves dragon heads drift,

cruel brigands from the North raise their swords,

in alliance with Fomorians our land they want to possess.

The harp quietyens, youngsters get up and begin to diverge. Suddenly Angus approaches you, in the company of a robust warrior.

“Thymin,” he addresses you, “meet King Brian.”

You bow hesitantly, you didn't expect such simple clothes to be worn by such an outstanding figure. The King nods his head, after which he speaks to Conal: “A number of Vikings allied with Fomorians are sailing towards us. We need all the help we can get. Aes Sídhé don't want to talk to people, but we do have a band of dwarves over here.

Do you think that the queen of Eire would listen to what a dwarf has to say? **30**

16

Éirinn go Brách

You eat the farl delicately, while the old man looks at you with a smile on his face.

“Is that better now?” He asks, and you realize with amusement that even though he still speaks Irish, you can understand him perfectly.

“My name is Conal and I'm a druid.” The old man rests heavily on his cane. “Welcome to Ireland. It's nice, in my twilight years, to finally see Dvergs of whom so much has been heard.”

“How did it happen that we understand your language?” The captain asks.

“It's the power given to us by Dagda.” Explains Conal. “Thanks to it, you'll understand the speech of all the intelligent creatures in Ireland. This way, it'll be easier for you to communicate with our commanders and fight our enemy easier. Now, if you'll excuse me, I've got some other responsibilities to attend to.”

Conal calls for the minister and orders him to give each of you **three Farls**. Write it down on your adventure sheet. Eating one farl causes an increase of Health by 5. You can eat it at any time, when there is no combat in progress and the events in the plot allow you to have a meal.

The druid walks away in the direction of another campfire, around which youths sit in a circle. One of them tunes an oak harp with copper strings. Conal sits down on a chair prepared especially for him and he'll probably have something to say.

Suddenly a messenger appears, carrying an invitation to a war council for Angus.

Do you want to approach the campfire and listen to the druid's story? **15**
Or, perhaps, you'd like to ask Angus to take you with him to the council?

38

Éirinn go Brách

17

You come out into the clearing with a noise. Werewolves turn their heads and all of a sudden lose their interest in a she-wolf. With a roar they are attacking you.

Combat map without a number (see next page →)

Your Speed is 2.

	SPD	DEX	WIS	Health
Werewolf 1	1	7	3	□□□□□□□□
Werewolf 2	1	7	4	□□□□□□□□
Werewolf 3	1	7	3	□□□□□□□□

The werewolves will approach you by the shortest possible path and then attack. If you kill two werewolves, flip a coin. **Success** means that the third werewolf will run away, whereas **failure** means that it will fight till death.

After the fight one **rune** fades.

If you defeat the werewolves **34** If you've been defeated **110**



17





Éirinn go Brách

18

You quickly pass the enemies and keep running, as if a hundred devils were chasing you – because it probably is so! You run for approximately a hundred more steps and hear a scurry behind you. The second group is approaching – again, two Fomorians and two wolves.

Check your Wisdom:

Success **13**

Failure **22**

Éirinn go Brách

19

You keep making your way through the forest.

After some time, you hear the ripple of the stream and unexpectedly walk out to an open space illuminated by the sun. The grass is soft and green. You notice a spring coming out of the rock wall, the water runs fast over the stones making a stream. It would be good to drink and regain strength.

If you have the words “mac tíre” written down **61**

If you want to drink from the stream **52**

If you want to return to the forest and move on **8**

Éirinn go Brách

20

You run as fast as you can and the she-wolf is running by your side. After a moment you see a mound, identical to the one you got to the World in Between through. You come near to it and look at the she-wolf, uncertain of what will happen now. However, she peacefully stops next to you and appears to wait. She doesn't protest when you put your hand on her neck.

You close your eyes and cross the mound with the she-wolf at your side.

When you open your eyes, the she-wolf is still next to you. The colors and smells have changed – you're in Leitrim. It is time to direct yourself north to Tullahan, the seaside town of elves. **90**

You decide to move through the forest. You descend in a wide arc along the valley, until you reach the first line of trees. You go deep into the green shadows and walk for quite some time. You aren't sure whether you've lost your orientation.

Check your Wisdom:

Success **47**

Failure **106**

You stop for a moment to calm your breath, then raise the bloodstained axe again.

Combat map without a number

(see next page →)

	SPD	DEX	WIS	Health
Fomoraig 1	2	7	5	□□□□□□□□
Fomoraig 2	2	7	6	□□□□□□□□
Wolf 1	3	7	2	□□□□□□
Wolf 2	3	7	3	□□□□□□□□

This time the enemy tactics are different – Fomorians stay back, clearly afraid of your strikes. The wolves will try to attack from two sides.

*If you defeat the wolves, flip a coin for each of the Fomorians. If the test ends in **success** – a Fomorian will run away. If both Fomorians join the fight and one of them dies, flip the coin twice – if even one of the tests ends in **success**, the one Fomorian that is still alive will run away.*

One **rune** fades.

If you were defeated **110**

If all enemies were defeated **5**





Hearing more sounds of the train behind you, you run as fast as you can. While running through a small hazel wood, you notice with surprise that there is a structure hidden in it, one that you haven't noticed while looking down at the valley. It looks like a tomb made of earth, overgrown with grass, the sides of which are stone blocks. The entrance is wide open. Without hesitation you dive into the cold darkness.

One **run**e in the sack *fades*.


The temperature drops and you feel sudden dizziness. Fortunately, the darkness does not limit your eyesight. It takes a little while to adjust to the sudden lack of light and then you see stairs in front of you, they're leading down. You run quickly for them and go down to an underground labyrinth.



People think that dwarves don't need light underground at all. It is not entirely true – they need at least a bit of light to be able to see anything. Fortunately, your tribe has worked a method for that too. Each one of you wears a crystal on his neck, which glows with a faint glow – so faint that other races could use it for nothing, but it's enough for a dwarf. The walls of the labyrinth are covered with simple ogham signs and primitive paintings.

Now you have to find the way out.

Check your Wisdom:


Success  **59**

Failure  **96**

Éirinn go Brách

24

You carefully move along the pathway, trying to hide in the shade and look behind each turn. Behind one of them you notice that the road widens, creating a ledge. In the wall of the mountain there is a gate with two Fomorians guarding it. So, it is their mountain fortress from which they are probably watching the valley! Fortunately, they didn't see you. Slowly you back out and head on your way back.


One **rune** from the sack *fades*.  **35**

Éirinn go Brách

25

You overcome the hawk temptation and try to gather your thoughts into a rational series. For now, you can only see ships filled with Vikings and Fomorians. One more set, slowly you start losing hope. You don't even know which of these ships are the ships of chiefs.

Check your Wisdom:

Success  **70**

Failure  **79**



You are standing with your back to the mound, and there is a green valley in front of you. The air is crystal clear, it has a fragrant smell. The colors are sharp and entrancing – bringing back childhood memories when the sun was bright and the whole world fresh and new. There is a highroad at your feet, running through the valley, straight to the west, which vanishes at the valley mouth. On the left hand side, you see a second path which runs in a curve towards the mountains. The side of the valley is covered with a thick, bottle-green forest.

It is time to decide, which way to take to the other side of the valley:

Straight through the plain **11**

Through the forest **21** Through the mountains **6**

Or, maybe you want to look around this place for a little while longer?

33

Check your Wisdom:

Success **42** Failure **17**

You climb the stairs and the rhythmic clink of iron grows louder. Finally, a hollow appears before your eyes – there is a wide, opened grotto carved in one of the mountain walls, a forge is situated in it. Nearby, there is a house with a table and benches in front of it.

A robust blacksmith – jointly with several helpers – works furiously, forging a sword. Noticing you, he stops working and comes out to meet with you. The man is tall and of an amazingly slim frame. When you look into his face, as if enlightened with a glow, you see a reflection of the good old days when the world was still young. You come closer with a greeting.

“Welcome, newcomer” says the man smiling. “I’m Linfaclian from Brugh at Boine. Forgive my curiosity, but I’ve never seen a Dverg before, I only heard stories about you. Sit down and take a rest.”

You sit by the table, the blacksmith pours beer for you. You taste it and feel an incomparable taste and power entering your body. *Your Health returns to its initial state.* While you’re resting, the blacksmith shows his works to you – you’re particularly amazed by a short chainmail and beautifully crafted, carved and perfectly balanced axe.

“I see that you like it, and by the way, you can buy it. However, here, we aren’t interested in gold. You pay with a song, one we can remember and keep in our long memories. Can you sing something of your folk?”

If you want to sing about the battle at the Chain Level **73**

If not, you thank him kindly and make tracks **94**

You realize that you’re completely exposed on this plain. That makes you a bit concerned.

You continue going through the plain **31**

You change direction and move towards the forest **21**

You go back and move towards the mountains **6**

30

Éirinn go Brách

“That’s not a bad thought.” He finally says. “Aes Sídhe surely won’t be willing to talk to people, but the Dvergs hadn’t been seen in Ireland for many years; maybe, at least, they’ll listen to you out of plain curiosity.”

“But how will they get there?” The King asks. “It’s a long way to Leintrim. Whereas the main residence of elves is at the very north of the country, in Tullahan.”

“I’ve got a way.” Smiles Conal. “Since Dvergs can only walk on roads that are not available to people, let them walk under the hills, on an old road of the Tuatha Dé Danann. There is one problem, however, for only one person can go through the gate.”

“What do you say Angus? The King asks.

“Any help will do.” Answers Angus. “And when there is a need to run fast, it is best we send the youngest of us.” He looks at you with a smile. “You’re the youngest, milord.” **103**

31

Éirinn go Brách

You continue marching through the valley. The road is comfortable and you quickly pass consecutive milestones. When you’re halfway through the valley, you can hear the sound of the horn from the mountain side. Hogbollocks! You’ve clearly been noticed..

Write down the key word “choirnéal” on the adventure sheet.

The time of the decision has come.

Will you try to run towards the forest? If so, *check your Dexterity:*

Success **21** Failure **48**



30 - 31



Perhaps you'd rather run towards the mouth of the valley to stay ahead of the chase? If so, *check your Dexterity*:

Success **23** Failure **48**

Éirinn go Brách

32

The grave chest turns out to be an altar and there is a recess in the slab. You take out the silver arm from the backpack and put it in the compartment. It fits perfectly. The arm starts to glow with a faint blue light that gradually increases. You cover your eyes and take two steps back – the flash of light is so bright that you can see it through closed eyes.

When the glow fades you open your eyes. Before you stands a naked man with a silver arm.

“Let’s go outside into the sun.” Nuada says.

So you step outside the tomb and you see that Nuada’s body is painted with a blue dye.

“We’re going to war.” Nuada explains, noticing your surprise. He spreads his hands and starts humming some ancient song with his bass voice. Fog is rising from the ground, the tombs vanish in it and after a moment you see nothing at all. When the fog descends, you stand on a hill, looking down at an ongoing battle. Noise sweeps across the plain: the clank of iron, the cries of the fighting and the dying. You move your dwarven sight further and notice hundreds of ships at the coast. On one side the Vikings are charging in a compact formation, shield to shield, pushing off the Irish. In the right wing a fierce fight between the dwarfs and Fomorians continues.

Nuada bursts out with laughter and runs down the hill. He accelerates, runs faster and even faster, dragging a band of blue light behind him. He goes around the Irish in a wide arc and like a falling star, he crashes into the side of the Vikings’ formation, shattering it completely. He fights by hand and yet no weapon can touch him. Petrified by the strange magic, the Vikings start to back out. A roar of triumph comes out of the chests of the Irish. They attack with double the force and start to push the Vikings toward the water.

You run between your companions and attack the first Fomorian in the line. **53**

You go around the hill and at the other side, you find a hewn flat boulder. It is scratched with intersecting lines.

You look at it carefully – *Check your Wisdom:*

Success **104** Failure **41**

You stand over the corpses and try to calm your beating heart down. You were expecting the she-wolf to run away the first chance she gets, but no – she stands peacefully, looking straight at you. You are thinking that she might have been protecting her cubs, but you don't see any of them.

You decide to back out slowly, not wanting to scare her. The she-wolf moves calmly towards you. It doesn't seem as if she was about to attack you. She carefully comes closer, sniffs you and moves in the opposite direction to the one you wanted to leave the glade in. On its edge, she turns around and waits – for you!

Do you want to follow her?

If so **3**

If not, if you'll take the shorter way, just as you've planned, the she-wolf will follow you after a short consideration **19**

Write down the keywords "mac tire" on your adventure card.

The she-wolf will fight at your side during the next battles – take the wolf figure with number 4. Her Dexterity is 8 and Health is 10.

Her fangs have the Weapon Bonus of 2.

Her Speed is 3 points.

During each fight you make a move with the she-wolf at your own discretion. When her Health drops to 4 or less, she'll retreat from the fight and let you fight on your own, however, she'll stay by your side.

If the she-wolf dies during any of the fights, you have to cross out the keywords "mac tire" from the Character Sheet – the she-wolf won't return to the game anymore.

You move back and after some time you reach the mound.

One **run**e from the sack *fades*. **26**

You are calmly preparing an axe for the fight. A small wicket gate opens within a larger gate; one of the Fomorian runs inside and, after a while, runs out with two huge wolves on a leash.

Combat map without a number

(see next page →)

	SPD	DEX	WIS	Health
Wolf 1	3	6	2	□□□□□□
Wolf 2	3	7	3	□□□□□□□□
Fomoraig	2	7	7	□□□□□□□□

The wolves will try to surround and attack you, if there is a chance of crowding by at least two opponents. Until the wolves attack, the Fomorian won't join the fight. If you kill two enemies – flip a coin for each of the remaining enemies. If you **succeed** – the enemy will run away in the opposite direction to yours and won't attack any more. If it reaches the end of the map – it'll run away. If you kill the third enemy – the second Fomorian guarding the gate will run away.

The fight takes place on a rock ledge. There is an abyss on the left hand side, on the right – a vertical rock. Take the combat map and cover it with a sheet of paper, just so you're able to see only the 8×3 squares area.

All the enemies will try to reach you in the shortest path possible. If you push the enemy over the edge of the abyss – it falls down the slope and doesn't fight anymore.

One **run**e *fades*.

If you win **5**

If you don't finish the fight, but reach the opposite end of the map **18**





You make your way through the bushes before you finally reach a small clearing. You part the branches and a surprising scene is right there, before your eyes: three furious werewolves have encircled a red maned she-wolf. She's grinning fangs, ready to fight till the end. The carnage is about to begin.

Will you join the fight in order to defend the she-wolf? **27**

Or, will you quietly go your way? **19**

Angus thinks for a while.

“You know what, boy, it’s not such a bad idea. You’ll go as my adjutant – you know what an adjutant is, right? Maybe you’ll learn something.”

He pats you amicably on the back and you move towards the tent in which the deliberations will take place. Its skirts cover a large area with an oak table in the middle, covered with maps. Standing warriors surround it. You look around curiously, seeking the King.

“Welcome allies.” One of the warriors says while standing upright.

He notices surprise on your faces, so he adds:

“If you were expecting crowns and ermine furs, you won’t find them here. I am King Brian, and rather than fancy attire, I expect to wear the blood of these Norman hogs and their Fomorian friends.”

“Welcome, King Brian,” Your captain says. “I’m Angus and this is young Thymin. We are at your service. To beat the Buck-horned is nothing new to us, we’ve got quite few over in Caledonia. We teach them a lesson when they get too bold.”

“I’m glad to hear it,” Brian answers. “Let’s get to the point. We expect an attack from the north or east any day now. Brodir from the Isle of Man, the Viking Jarl, gathered warriors from Midgard – they’re already sailing our way. There’s a whole lot of them – this I know from our spies. They outnumber us, and they’re battle-hardened.”

“Have all the allies arrived? Angus asks.

“There will be no more of us, so we must prepare ourselves well.”

“Sir.” One of the warriors, a youth, present in the tent says. “What if we ask

Aes Sídhe for help?”

“The Elves...” Angus whispers to your ear.

“If they are allied with Fomorian, why shouldn’t we be supported by Fomorian enemies?”

“They won’t come.” The King announces grimacing. “They don’t want anything to do with us. They haven’t talked to humans for years. Unless...” He thinks for a while. “Unless to your folk.” He looks at Angus.

“To us?” The Dwarf asks. “Sir, I haven’t seen an Elf in my whole life, but to tell the truth we don’t have a beef with them. Perhaps there is a chance they might talk to us. I guess it’s worth a try.”

“It’s time to finish the conference.” The King decides. “We are going north tomorrow morning. Whereas you come with me...” He addresses you, Thymin. “We’ll speak with the druid Conal.” **30**

39

Éirinn go Brách

*The King fought fiercely, hammering hard,
But the enemies' advantage has been far too great.
The wyle casted overwhelming, cruel spells.
The King was defeated in this temple.
The folk wept long after his death.*

*Restore your Health to the level from the beginning of the game
Then* **14**

40

Éirinn go Brách

You move in the direction of the Viking ships trying to spot something with your sharp eye, anything that could help to tip the scales of victory to your side. After the first circle, you feel that the nature of a hawk is trying to take over control of your body.

Check your Wisdom:

Success **25** **Failure** **50**



39 - 40



Éirinn go Brách

41

These lines are a load of nonsense. Some weird ornaments here aren't even symmetrical. To be sure, you look around some more, walking around the mound and facing the valley. One **rune fades**.

Which way will you choose?

Straight through the plain **11**

Through the woods **21** Through the mountains **6**

Éirinn go Brách

42

Werewolves are dangerous monsters, but they do not tolerate being blinded by sunlight. You decide to lure them to the bright side of the clearing.

*So long as you fight on the right side of the map, you may **add 2 to your die roll**. If the fight transfers to the left side of the map – you fight normally.* **17**

Éirinn go Brách

43

Belly laughed at Motsognir with amusement:

“You want to stop me and defeat me in a fight?

Show me what you can do then.

Because my hammer is thirsty for goblin blood!”

The King drew goblins' blood.

Skulls were cracking, bones crackled as well,

with blood ran the temple floor.

Not one escaped the bloodshed, it's the end of goblins,

The King is exhausted, but triumphant.

He has returned to his army and still that day,

he's finished a grand battle and regained

the Chain level for his folk, whereas the King of goblins

had to hide in the darkness like a coward

and dishonored he remained in the depths.

Add yourself 1 point of Dexterity. **14**

Eiru looks straight at the she-wolf, which stands calmly by your side.

“What are you doing here, sister? The Queen asks, laughing. “Do you want to sail away with us too?”

“No sister.” Answers a woman in a red dress, who is standing right where the she-wolf was just a moment ago. Her red curls fall on bare shoulders. “There are plenty of wars in Ireland, so a lot of joy awaits me.”

“Morrighu.” Erin is not surprised by the transformation. “Consider the fact that you came here at the last moment as a sign.”

“Thank you very much for your offer.” Morrigan’s voice is icy. “In Tir Na nOg I’d bore myself to death. Go without me. Since you’ve got no heart whatsoever to help this brave dwarf and the people on this island, I’ll do it.

“So be it.” Eiru announces. “Be on your way then, Thymin.” She addresses you. “Here is a gift for you to remember our meeting today. If things get rough, throw these stones between you and your enemy.

“Thank you milady.” You take a bow. “Have a safe journey and good fortune!”

*Write down the words “púróga draíochta” on the sheet. During the fight, when you want to use these words, check paragraph **107** (write this number down on your sheet). Before you use these words, write down the number of the paragraph in which the fight takes place as well, otherwise you’ll lose your place!*

“Let’s go then!”

Morrigan announces in a commanding voice. “Thymin, there is no time to lose.”

You hit the road together. While leaving town, Morrigan speaks again:

“Well, Thymin, we must hurry; now we’ll become wolves and race like the wind!”

“Wolves?” You ask half-heartedly.

“That wasn’t an offer.” Morrigan answers. “It’s many days on foot.”

She spreads her arms wide and starts to cast a spell. The world becomes blurry and loses its colors. You are surrounded by an inexhaustible wealth of fragrances, *and your Health returns to the initial state.* **105**

You climb a steep wall, chased by the screams of Fomorians and the howl of the wolves. It's good that none of them have a crossbow! Finally you reach the ledge, catch two breaths and look around.

Indeed, among the rocks that stand here, a few are at the very edge. You find the loosest one and, praying not to fall down together with the rocks, batter it a few times with an axe handle. After another blow, cracks appear and snake across the ground, and at the last moment you jump backwards as a whole piece of the ledge – together with the rocks – crumbles down in an avalanche. The turmoil blends in with the whining yelps of the perishing wolves.

The dust settles, you don't see even one enemy around. The rocks have made such a big gap below that you won't be able to jump over it. You quickly go down and run down the road west as fast as you can. Soon you see the mouth of the valley.

You are going in that direction when suddenly, on the left-hand side, you notice stairs carved in the rock. It seems as if the sound of iron striking iron comes from above, where the stairs disappear.

Take the stairs **28**

Run towards the mouth of the valley **8**

There's no time to waste. You move with a quick and decisive step. The road cut into the slope of the mountain rises and falls, turns left then right; you follow it for a longer period of time, until you reach almost halfway through the valley. Finally – coming round the bend – you see that the path widens. There is a gate in the mountain wall with two Fomorians standing in front of it. You try to back out quickly, but they notice you and blow the horn.

Write down the key word "choirnéal" on the adventure sheet.

You try to turn away and escape **4**

You face them **36**

47

Éirinn go Brách

You march at first through the alder forest, then through the oaken wood in which the trees grow wider apart as sun rays fall through the green tree canopies. Suddenly, out of the thicket on your left hand side you hear a growl and a whine.

You go to check what's going on there **37**

You keep going forward **19**

48

Éirinn go Brách

You run as fast as you can. You hear sounds of pursuing foes behind your back – they're getting closer and closer – the patter of feet, or paws more likely, and the growl of wolves.

Finally, you realize that you won't escape and you have to face these enemies. **55**

49

Éirinn go Brách

Check your Wisdom:

Success **56**

Failure **87**

50

Éirinn go Brách

You instinctively move towards the island. The current is moving west – you can find something to eat there. But who are you, some kind of an osprey or something, to circle over the sea and search for fish? You need a good hare or a rabbit!

You fly higher. The air current keeps on lifting you west, the wind pleasantly plays in your feathers. **60**

*It was the hundred and twentieth year of the King's rule,
he, that was called the Good and Just.
Motsognir was his name, thrice glorified.
Brave he was and righteous, his subjects
Never faced hunger nor worry.
We were digging new corridors back then,
mines and shafts, beautiful halls as well,
temples, palaces – Kingdom Under the Mountain
was being crafted so – believe me, the truth I speak.
Uftak – the King of goblins discovered this,
huge jealousy came upon him and bit him painfully.
He couldn't sleep, he couldn't eat, neither could he enjoy life,
as long as our folk remained in happiness and good health.
Uftak the King of goblins summoned all his goblin-kin,
a hundred sinister drums throbbed underground.
Black hordes moved up the corridors,
the goblin horde lusted after our creations.
Motsognir gathered the very best warriors.
He stood at the head of the brave army himself.
He led them down, through the level of granite,
along the Mahak lake, through the western furrow,
till they finally reached the Chain level,
here the grand battle would be decided to the end.
The King of goblins Uftak was petrified by the power
of the dwarven steel and our bravery.
But he had a wyle, Magruk his name was,
and he told him to prepare an ambush.
During the battle he cast a cunning spell.
Motsognir was misled and stunned,
got separated from the army and through a secret corridor
they lured him into the temple ambush,
where the band of goblins lay in wait.*

Go to **12**

You cross the stream, move closer to the spring to quench your thirst. The water is wonderful and refreshing – you feel that you’re regaining your strength. *Your Health returns to its initial state.* You notice salmon splashing in the stream. You remember a story you once heard about Finn MacCool who caught some magic salmon and received an enormous amount of knowledge in return. Maybe it’s worth trying?

If you want to try to catch salmon **7**

“No, it’s stupid,” you think, and reject this idea **109**

“Thymin!” Glad companions call when you fall into the middle of the fight, ready to hand out a few blows.

For a moment you slash the enemies hand in hand with the rest of the warriors, when suddenly another wave of fighters cuts you off and you’re left out on your own. Two Fomorian run in your direction accompanied by a wyle.

Combat map without a number (see next page →)

	SPD	DEX	WIS	Health
Fomoraig 1	2	7	5	□□□□□□□□
Fomoraig 2	2	7	6	□□□□□□□□
Wyle	1	5	8	□□□□□□

*Fomorians will try to get near you the shortest way possible and attack as soon as they can. The wyle will try to keep his distance. Instead of attacking he’ll try to strike you with fire from his staff. Check his Wisdom then. If he achieves **success** – he strikes you. If he **fails** – he strikes the nearest Fomoraig. The number of injuries that you have to deduct from the Health of the target will be determined by a die roll.*

*If you kill two Fomorians – flip a coin. If you **succeed** – the last Fomorian will run away in panic, going in the opposite direction to yours and won’t attack again. If he reaches the end of the map – he’ll run away.*

If you defeat them **100** If you’ve been defeated **110**



The Queen looks into your eyes for a while.

“You’ve got something that you brought from the World in Between, haven’t you?”

“Yes, milady. Here’s what I’ve found in the depths of the tomb.” You show the silver arm. Eiru runs her fingers smoothly over the curvature of the artifact and falls into thought.

“If you want my advice, here’s what you should do... I’m going to give you a horse that won’t throw you down. Nearby, to the southwest, on the An Cheathrú Mhór plain, which simple people call Carrowmore, stand ancient tombs. You must find one of them, marked with the sign of the sun, and go down into it. At the very bottom, on a stone altar, put this artifact and wait to see what happens. However beware, for the tombs are being protected by dead priests who keep monstrous wolves as their servants.”

“I can’t guarantee this will work.” She adds after a while. “Times were different; glorious was the air and the sun when we ruled the whole of Ireland. Perhaps just go to the King and stand at the side of your friends who are in need.”

If you’ll go to Carrowmore **63**

If you decide to return to the company **72**

Three wolves will appear before you at first; behind them a Fomorian follows.

Combat map without a number

(see next page →)

	SPD	DEX	WIS	Health
Wolf 1	3	6	2	□□□□□□
Wolf 2	3	6	3	□□□□□□□□
Wolf 3	3	6	2	□□□□□□
Fomoraig	3	7	7	□□□□□□□□



The remaining wolves will try to encircle and attack you when there is a chance to ambush you, if you are fighting at least two opponents. As long as the wolves are attacking, the Fomorian won't join the fight.

*If you kill two enemies – flip a coin for each of the remaining enemies. If you **succeed** – the enemy will run away in the opposite direction to you and won't be attacking again. If it reaches the end of the map – it'll run away. When you kill the third one – the fourth one will automatically run away.*

One **rune** fades.

If you were defeated **110**

If you win, decide what's next:

You start out towards the forest **21**

You start out towards the exit from the valley **23**

56

Éirinn go Brách

While reading the books, you find a record about Nuada's silver arm. Nuada was one of the immortal Tuatha Dé Danann; he was a great warrior who fought in the wars with Fírbolgs and Fomorians. He lost his arm and kingdom, but druid Dian Cécht and blacksmith Creidne forged him a new, silver one. Thanks to that, he could become King again. In the book, very indirectly, are suggested connections between Nuada and the Carrowmore plain. In the next book, you find a record that the plain, filled with tombs thousands of years ago, is situated several dozen miles from here going southwest.

You take out the silver artifact from the rucksack. You've found it in the undergrounds of the World in Between – is it possible that it's exactly this arm? Or, perhaps it's an imitation, or a work of art forged by a blacksmith inspired by this story? You debate whether or not to go to a place where you don't even know what to look for, based on scant circumstantial evidence.

If you decide to travel to Carrowmore **69**

If you don't want to waste your time and prefer to return to the company

84



56



You start off with the shortest road through the valley. The wind whistles in your ears; you move your paws as fast as you can to keep up with Morrigan. You travel the next sections of the road in no time, speeding through the valley headlong. A group of Fomorians runs down the mountain path, but they're not able to catch you.

Finally you cover the last stretch of the road and run through the entrance to the mound, which is the gate to your world... **91**

Laughing loudly Motsognir mused:

"You want to stop me and defeat me in combat?

Show me then, what you can do,

because my hammer is thirsty for goblin blood!"

Skillfully the King dealt with the goblins:

he ran through the entire temple's floor,

hit a large column with his hammer,

one that supported the ceiling, and hid by the exit.

The ceiling collapsed on the green creatures,

skulls were cracking, bones breaking as well,

with blood ran the temple floor.

Not one escaped the bloodshed, 'twas the end of the goblins,

and the King was exhausted, but triumphant.

He returned to his army, and from that day,

when he won the grand battle and regained

the Chain level for his folk, Uftak the King of the goblins

had to hide in the darkness like a coward,

and dishonored he remained in the depths.

You gain 2 points of Wisdom. **14**

After some time, you find a single, long tunnel, and your sense of direction gives you a hint that it's leading west. So you run through the tunnel, raising the crystal high. You pray that none of the ancient creatures lives here, the ones that druid told you about. Luckily you don't meet anyone. You pass by niches in which the bodies of honored Kings and heroes are laid; next to them swords and other weapons rest, but you do not dare to touch them.

Suddenly, on one of the shelves you glimpse a wondrous sight – an arm that is of natural size and forged in silver, a forearm and a finely made hand. You look close at the artifact and see that the hand and fingers are movable and artfully mounted on hinges.

If you want to take it **76**

If you want to go on **82**

Throughout the whole day you circle around the sky, enjoying the wind and freedom. Finally, as the sun is going down, you land on a branch. You place your head under your wing and peacefully fall asleep.

You are awakened by a tremor and a powerful blow at your back. You are lying under a tree in dwarven form and slowly, very slowly, your awareness and memory come back to you. You have fallen from the branch! For all gods of Asgard! How could you be so careless? Has the spell finished with time, or perhaps Queen Eiru's magic faded away after she left Ireland, but what's important is that you've returned to your own form!

The backache, however, is enormous – *deduct yourself 4 points of Health*. When full awareness returns, you lie down under the tree to sleep until sunrise, but self-reproach robs you of rest.

Eventually, you get up before dawn, and resigned to the situation, you move east. **84**

Éirinn go Brách

61

The she-wolf bares its fangs and growls quietly. She doesn't like this place. She softly grabs you with her teeth and tries to pull you towards the forest. After making sure that you've understood, she takes a few steps back and awaits your decision.

If you want to leave this place and move on **8**

If, however, you'd like to drink from the spring **52**

Éirinn go Brách

62

You control your panic, jump away and try to find a chink in Dullahan's armor. The creature, clacking, moves in your direction, whereas you move backwards the whole time, analyzing its moves. Finally, you notice the monster's center of mass, the point around which all the other bones circulate.

Without consideration, you throw the axe aiming directly at this spot. You are spattered by a rain of bones, but you don't wait to see what will happen next. You run, grab your axe, and before the creature pulls itself up, and rush down the corridor. **82**

Éirinn go Brách

63

"Thank you milady." You answer. "Thank you for the advice. Good luck and much happiness!"

"Same to you, Thymin!" The Queen smiles. "Good luck!"

So they bring you a snow-white destrier, shorten the stirrups and help you sit in the saddle. You wave goodbye to the Sídh, and already your horse is breaking into a gallop, carrying you away in just a few moments. You're clinging to the horse's mane – sure that you won't survive this crazy pace. The elves' horse, however, carries you smoothly, as if it was galloping in the air, not over the ground, and soon you become calm.

You speed through hazel and oakwood like a bat out of hell. After a few hours, you run into a wide plain peppered with tombs. **81**



61 - 62 - 63



The petrified master of wolves bolts. You try to catch up to him, but he's too fast.

Therefore, you let it go, because there's no time to waste! You have to go back to your world!

If you have the words "mac tíre" written down **20**

If you don't have these words **108**

You go down the stone steps, diving into the cold darkness. The narrow and low corridor, after a few turns, leads you to a vast chamber. At its end, you notice a stone sarcophagus.

All of a sudden – out of the darkness that fills all corners – emerges an emaciated figure. It is the dead priest of the dark deity called Crom Cruach. He guards these tombs together with wolves' corpses.

*The priest isn't moving. Instead of his attack, he'll try to cast a spell of weakening in each round. Check the priest's Wisdom – if the test ends in **success**, roll a die to determine the number of Health points the dead priest sucked out of you. Deduct this number of points from your Health and add it to the priest's Health. The spell does not have a limited range, it'll work each time you're in the tomb.*

Combat map without a number (see next page →)

	SPD	DEX	WIS	Health
Dead Priest	0	3	5	□□
Dead Wolf 1	3	7	1	□□□□
Dead Wolf 2	3	6	1	□□□□

At any moment, you can try to escape – you'll be able to do it if you reach the end of the map, before you lose all your Health points – then you'll run out into the fresh air. **81**

If you beat the enemies, you may explore the tomb **93**

If you are defeated **110**



“Thymin!” Glad companions call when you fall into the middle of the fight, ready to hand out a few blows.

For a moment, you slash the enemies hand in hand with the rest of the warriors, but suddenly another wave of fighters cuts you off and you’re left out on your own. Two Fomorians run in your direction, accompanied by a wyle.

Combat map without a number

(see next page →)

	SPD	DEX	WIS	Health
Fomoraig 1	2	7	5	□□□□□□□□
Fomoraig 2	2	7	6	□□□□□□□□
Wyle	1	5	8	□□□□□□

*Fomorians will try to get near you by the shortest route possible and attack as soon as they can. The wyle will try to keep at a distance. Instead of attacking, he’ll try to strike you with fire from his staff. Check his Wisdom then. If the test is **successful** – he strikes you. If the test is a **failure** – he strikes the nearest Fomoraig, which loses Health indicated by a die roll. The number of injuries that you have to deduct from your Health will be determined by a die roll.*

*If you kill two Fomorians – flip a coin. If you **succeed** – the last Fomorian will run away in panic, going in the opposite direction to yours and won’t attack again. If he reaches the end of the map – he’ll run away.*

If there isn’t a single enemy left on the map **67**

If you’re defeated **110**



You defeat your opponents while providing cover for your companions, but you can see that the Irish are in retreat. The invasion of the enemies on your flank is so strong that you have to recoil. Suddenly, like a thunderbolt, terrible news strikes – King Brian is dead, he died during the battle. The retreat of the Irish turns into a panicked escape. Your band gathers together and backs out slowly, without losing your cold blood.

After some time you manage to separate yourselves from the enemy and step into a thick forest. There, you're figuring out what to do.

The news is bad – the Vikings have subjugated Ireland; Fomorians are also throwing their weight around. The clans – rid of the high King – conduct inconsistent politics that result in nothing. Part of the Irish clans ally with Vikings and try to increase their own fields through betrayal. Others resist, but hold on to their territories, and it's difficult to call them coordinated.

Therefore, Angus decides that the contract is no longer binding and that it's necessary to back down. Under the cover of night, you wander the forests until you reach Carrickfergus, where you find a tunnel leading back north. The majority of the band survived, but Ireland is lost.

THE END

*It's one of the few possible endings!
Try to play again, making different choices!*



The she-wolf comes near the throne and sniffs it. You turn around to see whether there is something left from the elves' meal that is still edible. You choose one of the golden fruits and sniff: it smells weird. Then you look in the direction of the throne. There is a red-haired woman sitting in it; she's in a red dress, and is now looking thoughtfully at the stained glass window.



“And so she sailed away, dumb bitch.” She says, as if to herself. “They all sailed away to Tír na nÓg, sons of bitches.”

“Who are you, milady?” You ask in confusion.

“Well, well Thymin, don’t act stupid. Do you see your she-wolf anywhere? No? Exactly. I’m Morrigan, the Lady of War from the Tuatha de Danann tribe. Once, I pranked Eiru a bit and that bitch, as a punishment, turned me into a she-wolf and sent me to the World in Between.

“What kind of prank?”

“It doesn’t matter. Hilarious. At least to me. And to some very handsome young man. Now she has gone away and her magic has disappeared from Ireland.”

All of a sudden, she turns around in your direction. Her sight is inhumanly piercing. You are getting cold.

“But what’s with you Thymin? How do you intend to fulfill your mission now? I can see that the ships from Midgard have passed the coasts of Ulster already and are sailing south to Clontarf. Brodir from the Isle of Man leads them. They are also accompanied by Fomoraigs, led by Bres, who can change shapes. Do you know that once he even was our King? You wouldn’t know, how would you? Anyway, he was but weak and cheap, so we chased him away. So, what are your plans?

“I must go back and participate in a battle with my company.” You say, resigned.

“There hasn’t been a true war for a long time now,” she muses. “I’d be pleased to see that. No, there’s no time. We won’t get there on foot. We’ll cross over the World in Between once again, but this time, as two wolves.”

“As wolves?”

“That’s right. I’ll make that sacrifice, why not. I’ve even liked this form. Well then, let’s roll.”

“And our clothes, things, weapons?”

“And why are you being so rational? Don’t worry, you’ll have it all back when we transform again. Ready?”

Without waiting for an answer, she briskly stands up from the throne, spreads her hands to the sides and starts to cast a spell. The world becomes blurry and loses its colors. You’re being surrounded by an inexhaustible wealth of fragrances. *The Health of the both of you goes back to its initial state.*

While walking through the throne hall, you pack a little bit of food for the way. Then you leave Tullahan and move briskly southwest. You wander through dark forest passes without any obstacles – you don't meet any dangers. Finally you walk out onto a grassy plain. **81**

Your attention is attracted by a Fomorian ship with an unusual structure. You make another circle, getting closer to it. You can see some kind of a machine onboard – like a catapult, but with various glass lenses. A story about a horrible fomorian weapon called Balor's eye crosses your mind. According to the legend, King Balor had one eye which – when turned to someone – caused their death. This machine, thanks to clever lenses and a bit of magic, is able to concentrate light into a beam which burns enemies into dust. Oh, if you could only capture it! Perhaps you would be able to change the destiny of this war!

There are two Fomorians onboard – a warrior and a wyle. In a short moment, you make a decision and land on the stern of the ship. Once you barely touch the deck, you return to your dwarven shape.

Combat map No. 191 (see next page →)

	SPD	DEX	WIS	Health
Fomoraig	2	7	5	□□□□□□□□
Wyle	1	5	8	□□□□□□

*The fomorian warrior will try to get close to you the nearest way possible, and attack as soon as he can. The wyle will try to keep you at a distance. Instead of his attack, he'll try to strike you with fire from his staff. Check his Wisdom. If the test ends in **success** – he'll strike you. If he **fails** – he'll strike the warrior. The amount of injuries that need to be deducted from Health in both cases, will be indicated by a die roll. If you kill the wyle, the warrior will jump into the water in a panic.*

If you win **80** If you are defeated **110**



“And what about your wolf?” Sídh warrior asks.

“It’s not mine.” You answer. “This brave animal has helped me on the way. If she wants to, she’ll follow us.”

The she-wolf seems to not mind the presence of horses and elves and when you set off, she runs perseveringly by your side. **86**

“Whether on horse or on foot, you won’t be able to cross so many miles fast enough to make it on time.” the Queen judges. “I shall transform you into a falcon and you’ll reach the battlefield gliding. Remember – when you reach the place say the spell that I shall now teach you. But remember – it is dangerous to be in an animal’s skin for too long – the longer you’re in it, the harder it’ll be to get back to your natural shape. And here’s a gift as a remembrance of today’s meeting; when needed, throw these stones between you and your enemy.”

“Thank you milady” You say, bowing. “Have a safe journey and good fortune!”

*Write down the words “púróga draíochta” on the sheet. During the fight, when you want to use these words, check paragraph **107** (write this number down on the sheet). Before you use these words, write the paragraph first, the one in which the combat will take place, otherwise you’ll lose your way!*

If you agree to change into a falcon **92**

If you decide to move on foot **84**



“Wait” Linfaclian calls laughing. “A good song deserves a good setting. Corann, your cousin is my guest, the best harpist in Brugh – Diancecht the son of Dagda’s harpist. When he plays on his harp, the song appears in front of your eyes, as if it was alive!”

Corann sits at the table with you, skillfully tunes a copper-strung oak harp and is ready to accompany your song.

One **rune** from the sack *fades*.

You sing the song **51**

You don’t want to waste your time and kindly say goodbye to your hosts from the Tuatha de Danann folk **94**



You go down the stone steps, diving into the cold darkness. The narrow and low corridor, after a few turns, leads you to a vast chamber. At its end, you notice a stone sarcophagus.

All of a sudden – out of the darkness that fills all corners – emerges an emaciated figure. It is the dead priest of the black deity called Crom Cruach. He guards these tombs together with wolves' corpses.

*The priest isn't moving. Instead of his attack, he'll try to cast a spell of weakening in each round. Check the priest's Wisdom – if the test ends in **success**, roll a die to determine the number of Health points the dead priest sucked out of you. Deduct this number of points from your Health and add it to the priest's Health. The spell does not have a limited range, it'll work each time you're in the tomb.*

Combat map without a number

(see next page →)

	SPD	DEX	WIS	Health
Dead Priest	0	3	5	□□
Dead Wolf 1	3	7	1	□□□□
Dead Wolf 2	3	6	1	□□□□

*In your turn, you can try to escape – you'll be able to do it if you reach the end of the map before you lose all your Health points – then you'll run out into the fresh air. **81***

If you beat the enemies, you may scout the tomb **93**

If you are defeated **110**



Éirinn go Brách

75

With an enormous effort, you manage to overcome your wild hunger and you keep on flying east. *You add 2 points of Wisdom.* **98**

Éirinn go Brách

76

You take the silver arm and put it carefully into your rucksack.

Write the words “lámh airgid” on your sheet.

Suddenly, you can hear some kind of a clack and shuffle from the opposite direction. You raise the crystal higher and a terrifying creature from old legends emerges out of the darkness. It's Dulahan. People call him “the headless horseman” – but to be frank, a horseman without anything. His horse is a pile of dust and he himself is made of bones that come from defeated creatures. According to the legends, he kills his enemies and adds their bones to his body, growing and extending his un-life. Now, clacking ominously, he moves toward you.

Check your Wisdom:

Success **62** Failure **89**

Éirinn go Brách

77

You are looking at the feast table, on which there is still a lot of food left, and your guts twist with hunger. So you sit down by the table and have a square meal of silver and gold fruit which you see for the first time, and a huge portion of cold roasted venison. At the end, you drink a glass of white wine and feel that the elven food brings your strength back – *your Health returns to its initial state.*

Nourished, you decide to look around the palace. Its rooms are furnished with delicate, curved furniture made of light wood, and the windows are decorated with elaborate, multi-colored stained glass. One of the rooms is the library. Most of the books were taken away, but a few of them are left in place. You carefully look through the pages of some of them.

If you have the words “lámh airgid” on your sheet **49** If not **87**

78

Éirinn go Brách

You rush down the shortest path through the valley. The wind whistles in your ears, and you move your paws as fast as you can to keep up with Morrigan. You cross other sections of the road in no time, rushing through the valley at breakneck speed. There is a loud sound of a horn coming from the mountains, but without minding it you keep on racing. From the corner of your eye, you notice that a horde of werewolves runs out of the forest, but they don't stand a chance in getting to you. You almost spit up your lungs out of fatigue, and your lolling tongue bounces against your snout, when you cross the last part and run through the mouth of the mound which is the gate to your world... **91**

79

Éirinn go Brách

Another circuit and again without success. You feel the pressure of the hawk mind in your head. You know that you won't survive another attempt. You decide to go back to the dwarves and stand in rank with them. You won't circle around the sky while your friends are dying. Even if they're losing the battle.

You make your way to land, alight on a dune close to the fighting warriors and return to your true form. **66**

80

Éirinn go Brách

The enemies lie dead. You run towards the Fomorian machine and try to figure out how it works. You assume that it functions in a similar way to a crossbow or ballista. You steer the machine in the direction of the nearest battleship and pull the hanging chains haphazardly.

And suddenly you feel horrible heat – hear a bang and there is a smell in your nose that you have never felt before. A terrible roar nearly causes you deafness while the machine spits a hot, white ray. Even though you're deaf and your hands are burned, you try to steer the beam towards the hostile ships, which go up in flames one by one. You can hear screams of terror and see exploding balls of fire when the ships burst into flames. The sails catch fire in no time – you notice Fomorians and people jumping into the sea,



however, you don't stop your ruthless, destructive work, wreaking havoc in the ranks of the enemy fleet.

Finally the machine gets so hot as it starts to quake that you're sure it'll blow up shortly. So you let it go, and after a moment the energy cannon calms down. The ship is gliding at great speed towards the shore. Some wild Fomorian wyle, with the last of his strength, hurls fireballs which miss you but set the sails on fire. Luckily, the ship reaches the shore.

You jump out at the very last moment, as the burning mast collapses on the machine, crushing it and igniting fire on the deck. You reach the beach and see the Vikings backing away in panic as the Irish and Dwarven troops advance. **53**



81

Éirinn go Brách

The plain is peppered with cairn tombs. They look like stone tables – three or four rocks like table legs and one more slab on top. You decide to take a closer look at the structures. You walk around them, looking carefully. Finally, you find three that are marked with engraved signs: one with the moon, one with the sun and one with tree branches.

Into which tomb do you want to enter?

With the moon sign **65**

With the sun sign **97**

With the branches sign **74**

If you don't want to inspect the tombs and move east instead **84**

82

Éirinn go Brách

Your time is running out.

You run through a long, empty corridor. Finally, after long wandering in the darkness, you come across steps that lead up, towards an exit. You're on the surface again. What a beautiful light! And what's more – an exit from the valley in front of you!

One **rune fades**. **8**

83

Éirinn go Brách

The enemies lie dead. The carmine blood runs through the grass and slowly soaks into the ground. You rest for a couple of breaths and together – as if on command – start running through the valley.

Suddenly there's the sound of a horn. From the forest, far before you, a pack of werewolves runs out, clearly wanting to cross their path with yours. Even though you speed like the wind, you stand no chance – you must face them.

Combat map F5 (see next page →)

(put it on the side, so that the stone structures are at the bottom)

You come running from the right hand side, the werewolves from the left.

W5



	SPD	DEX	WIS	Health
Werewolf 1	2	6	2	□□□□□□
Werewolf 2	2	6	3	□□□□□□□□
Werewolf 3	2	6	2	□□□□□□

*The werewolves will try to reach you the shortest way possible and attack you as fast as they can. If two werewolves die – flip a coin. If you **succeed** – the last one will run, escaping, in the opposite direction to yours and won't attack again. If it reaches the end of the map – it'll run away.*

If you defeat them **57**

If you were defeated **110**

84

Éirinn go Brách

You move east on foot – either running or marching, sleeping under the trees or in the fields at night. You ask people for directions, but there aren't many of them. At the news of incoming war, most of them fled south to Munster, or the opposite, joined the army of King Brian. When you're half-way through, you hear news of the lost battle and mass casualties. It is said that hundreds of long boats have reached the coast of Ulster. From the boats stormed out frightening warriors that were unstoppable. King Brian died, and many Irish warriors were taken into captivity. The Dwarves were said to fight bravely till the last breath. Most of them died, but a few were able to escape into the deep forests. **99**



84





You move through the courtyard, towards the town. Soon, two Sídhe riders come to meet you – a warrior and a shieldmaiden. They own a number of javelins tied to their saddles and wear exquisitely crafted swords by their sides. They're both slender, have beautiful faces and bright, keen eyes.

“Who are you, weird man?” The shieldmaiden asks in a singsong.

“Welcome brave warriors from the noble elven tribe.” You start your speech. “I’m Thymin, a dwarf from the North. In your legends, they call us Dverg. I come to your Queen with an important message.”

“A message from the King of the Dwarves?” The warrior asks with a doubt.

“The content of my message is only meant for the Queen’s ears.” You speak carefully so as not to discourage elves from you.



“You were almost late.” The she-elf announces in a singsong. “But you have a run of luck, Dverg Thymin, today you’ll be able to see Queen Eiru and perhaps you will be the last mortal who will have this chance.

“We don’t have time: you must get on the horse together with me, I hope it’s not a problem.” The warrior says.

You really don’t feel like doing it, but you finally overcome your reluctance and get on the huge beast, sitting behind the warrior. You wrap your arms around him.

If you’ve got the key words “mac tíre” written down **71** If not **86**

86

Éirinn go Brách

You start at a gallop and soon you ride in between the first buildings. The riders slow down and move among the slender, white stone houses of Tullahan. You haven’t seen such architecture anywhere in Ireland, which is dominated by round thatched houses. The elves’ town looks completely different. The houses were built with bright stones so perfectly adjacent to each other, that one can hardly see any masonry. There are stained glass windows with floral patterns everywhere. The roads are well paved. The town seems to come from a completely different world.

The riders don’t pay attention to all of the marvels at all. You notice that the streets are strangely empty. You ride through the main square and onto the harbor. There are a large number of ships moored by the shore. There is a lot of hectic movement around – it seems that practically all of the town inhabitants, all remarkably resembling Sídhé whom you’ve already met, are busy with loading various things onto the decks of ships. It looks like the entire culture is getting ready to sail off and leave Ireland for good.

You get off the horses and the elves lead you through the crowd.

Queen Eiru is standing on the dockside near the most magnificent ship. She is observing attentively the preparations for the mass departure. She turns her bright eyes towards you while you approach, and at that very moment you feel as if you had been struck by a thunderbolt. For a brief moment she seems to be a creature from another world, a goddess illuminated with an unearthly glow. After a while, this illusion fades. You see a beautiful,



slender woman whose age is difficult to determine.

You bow awkwardly – in silence and bewilderment.

“Welcome dwarf.” The Queen’s voice is incredibly melodic. “I haven’t seen Dvergs in hundreds of years. What brings you to Connacht?”

“Greetings your Majesty.” You begin, stuttering a bit. “I’m Thymin, presently in the service of the High King Brian, and it is from him that I come with a message.”

“Clever.” The Queen smiles under her nose. “The old fox knew that a human wouldn’t be able to cross our borders alive. And what does King Brian have to say in times when a fleet of hostile battleships is coming from the North? Does he need help? Witchcraft? Magic? an Army?”

“Your Majesty...” You answer undaunted. “Any help would do. If you don’t give us your support, the island will be taken over by Vikings.”



“Thymin” Eiru’s voice is gentle and sweet. “Before we came to Ireland, Firbolgs were living here, then Milesians came, after that – Fomorians, Tuatha De Dannan were next and then the Celts – King Brian’s ancestors. Each group was displaced by another. There are others to come; it’s inevitable, but we won’t be here to see that. You approached us in the time of our departure. Today we sail away to Tir Na nOg – The Living Earth – we’re diminished by residing in this world.

You remain silent, hearing these words, because there’s nothing more you have to say.

If you’ve got the words “mac tíre” on your sheet **44**

If you’ve got the words “lámh airgid” on your sheet **54**

If you haven’t got any of these the words **72**

87

Éirinn go Brách

The books are beautifully illustrated and are filled with numerous, incredibly engaging stories. Unfortunately, you don’t find anything that might help you within them. You don’t have time to continue reading.

You go out into the city and stop by the nearest stable, but the horses are long gone. Therefore you decide to return to your company by foot, hoping there’s still a chance that you won’t be late for the battle... **84**

88

Éirinn go Brách

You fall like a firebolt on the running animal and tear it apart within seconds. Your beak is dripping in hot blood as your whole body is permeated with comforting warmth. You rip pieces of meat and swallow them with pleasure. *Deduct yourself two points of Wisdom; whereas, your Health returns immediately to its initial level.*

After you’ve eaten, a thought that there’s something you have to do breaks you out of your indolence. You try, with all your might, to recollect what that might be.

Check your Wisdom: **Success 98** **Failure 60**

Dullahan, clacking, comes toward you. You fight the fear and charge the enemy with a mighty, dwarven battle cry. Unfortunately – after a while, it turns out that the bones that you manage to dislocate with your strikes return to their places. It looks like Dullahan isn't affected by your weapon and can regenerate lost limbs.

To defeat Dullahan, you must win three consecutive rounds – then he'll back out to reset his bones anew, and you'll stand a chance to flee this mortal combat. This fight will take place without a combat map.



Dullahan

Dexterity: 8
Health: Unknown

If you win three consecutive rounds **82**

If you've been defeated **110**



You're going north and after a short march you get down the prominence, towards the sea. From afar, you notice the white towers of Tullahan and the harbor.

Look inside your sack. How many faded runes have you got?

You've got four faded runes or less **85**

You've got five or more faded runes **95**

You are standing at the foot of the mound. You can hear noises of the battle coming from the north. You run towards that direction and soon stand on a hill. The world blurs for a moment and you return to your Dwarven form. You look from above onto the ongoing battle.

Noise sweeps across the plain: the clank of iron, the cries of the fighting and the dying. You move your sight further and notice hundreds of ships at the coast. On one side the Vikings are charging in a compact formation, shield to shield, pushing off the Irish. In the right wing a fierce fight between the dwarven company and the Fomorians continues.

If you've got the words "mac tíre" on your sheet – keep on reading.

*If you haven't got these words, stop reading and go immediately to **66***

Morrigan spreads her arms and throws her head back, trembling with delight. "Thymin" She speaks with difficulty "go to your own, let Maeth run with blood!"

Without a word you run down the hill, reaching for your axe. You can hear semi-human – semi-wolfish howls and, after a moment, the flapping of wings. It is unknown from where the flock of black ravens is coming; it starts to circle above the heads of the fighting warriors. The sky changes its color to bloody-red and there, above the battlefield, appears a large cloud which takes the shape of a woman with ruffled hair and a sword in her hand.

A triumphant outcry comes out of the Irish chests. They attack with double force and start to push the Vikings toward the sea.

You run in between your comrades and attack the first Fomorian you meet. **53**



Transformed into a falcon, you are flying through the skies at tremendous speed. From this perspective, Ireland looks like a green carpet, covered with meadows and forests. You are drinking in the sight. Feeling the slightest changes of wind under your wings, you make no mistake in choosing air currents, flying in the direction of the east coast.

You slowly begin to forget who you were before and what exactly your journey's destination is. You put an enormous effort in trying not to lose your memory – how easy it could be to remain a falcon! Suddenly, you notice a hare below – as if on demand, you feel a feral call as your new hawk nature tries to force you to hunt.

Check your Wisdom:

Success **75**

Failure **88**



93

Éirinn go Brách

You search the tomb carefully, however, you don't find anything that could help you. The chest turns out to be not an altar, but a giant stone coffin of one of the forgotten chiefs from the past. Finally you give up and go outside.

You may rest and eat something. The meal and respite *will give you back 6 points of Health.* **81**

94

Éirinn go Brách

You say goodbye to Linfaclian, wishing him all the best, and go down the stone steps. You move west. You're concerned by the fact that it's late, so you lengthen your stride. You look down the valley and notice a new element in the landscape which you haven't seen before – perhaps it's been blocked out by the hazel grove – a mound surrounded by a ring of ancient standing stones.

You examine the mound **101**

You decide to hike to the exit of the valley **8**

95

Éirinn go Brách

You move among the slender, white stone houses of Tullahan. You haven't seen such architecture anywhere in Ireland, which is dominated by round thatched houses. The elves' town looks completely different – the houses were built with bright stones so perfectly adjacent to each other, that one can hardly see any masonry. There are beautiful stained glass windows there. The roads are well paved. The town seems to come from a completely different world.

You wonder about the silence and stillness among the buildings. You walk between the first houses and silence welcomes you. You move further, but the hamlet seems to be forlorn. Finally you reach the harbor. You stand on the pier and far away you notice sails, sparkling in the sun – countless numbers of sails. The fleet departs.

You're standing for a minute longer, watching how the ships vanish in the distance and then you go back to town. You enter the main square and get



closer to the biggest building, clearly a house of meeting – its oaken door is wide open. Inside, in the main hall, there is a long table set with food. There was a feast here earlier in the morning.

At the end of the hall, on a platform under a colorful stained glass with spiral patterns, stands a throne made of an unfamiliar, white polished material that resembles bone.

If you have the words “mac tíre” on your sheet **68** If not **77**

You wander in the maze for a long time.

Flip a coin to determine how much time it takes you to find the exit.

*Flip the coin until you **succeed**.*

*Each flip means that one **rune** from your sack fades.*

You finally notice the exit. You run up the stairs and walk outside. By Odyn! Here you are, in the same place that you came from! And what's more...

You go down the stone steps, diving into the cold darkness. The narrow and low corridor, after a few turns, leads you to a vast chamber. At its end, you notice a stone sarcophagus.

All of a sudden – out of the darkness that fills all corners – emerges an emaciated figure. It is the dead priest of the dark deity called Crom Cruach. He guards these tombs together with wolves' corpses.

*The priest isn't moving. Instead of his attack, he'll try to cast a spell of weakening in each round. Check the priest's Wisdom – if the test ends in **success**, roll a die to determine the number of Health points the dead priest sucked out of you. Deduct this number of points from your Health and add it to the priest's Health. The spell does not have a limited range; it'll work each time you're in the tomb.*

Combat map without a number

(see next page →)

Your Speed is 2.

	SPD	DEX	WIS	Health
Dead Priest	0	3	5	□□
Dead Wolf 1	3	7	1	□□□□
Dead Wolf 2	3	6	1	□□□□



At any moment, you can try to escape – you'll be able to do it if you reach the end of the map before you lose all your Health points: then you'll run out into the fresh air. **81**

If you were defeated **110**

If you beat the enemies, you may explore the tomb **32**

98

Éirinn go Brách

You continue to fly east.

After a quarter of an hour, you can already see the coast. You direct yourself more to the south and try to see where the battle is going on. Soon, you notice the first longships, sailing along the shore to the south. You fly in that direction along the shoreline, and after a few minutes, you see the battlefield. You come full circle and see that the Irish are not doing so well. The Vikings, shield to shield, hold the line and bulldoze their enemies. In the right flank, the dwarves fiercely fight with Fomorians – fortunately the battle is not settled yet.

If you want to land, regain dwarven form and join your comrades **66**

If you want to make a few more circles over the enemy's longships **40**

99

Éirinn go Brách

You try to hike east at night, not to be seen. From time to time, from the edge of the forest, you observe the cavalcade of the Vikings' or Fomorians' band. Fortunately, you always manage to hide in time.

You thrust east with hope that you'll be able to find the entrance to the tunnel and return to your homeland. In the meantime, you try to hunt and pick fruit to have supplies for the underground journey, because there's no food down there.

One evening, you sight a campfire. Carefully, you come closer and see four comrades of the Free Dwarven Company. They welcome you in a friendly manner – nobody blames you for not getting relief. Tough – war's fate.

You go on your way. You manage to avoid chases and ambushes. In two

days' time, you reach the entrance of the tunnel, which leads back north.

“Goodbye, Ireland” you say. “I wasn’t able to save you, but you’ll remain in my memory forever.”

THE END

It's one of several possible endings!

Try to play again, making different choices!

Éirinn go Brách

100

Fomorians lie dead before you. You wipe blood off of your forehead. You look around over the battlefield and see that the enemies are retreating under the pressure of the Irish and the dwarves. You throw yourself into a fierce fight to support your friends. Soon, the only Vikings that are left on the battlefield are either dead or fatally wounded. The feast for ravens and crows has begun.

Some of the Viking ships are burning, some took off from the shore and are floating with survivors towards the high seas. King Brian’s army raises the victory cry.

Joyful feasting lasts till dark. There are bonfires and whole oxen turning on the roasting spits. Sitting by the bonfire, you tell your stories to your comrades, exaggerating a bit as usual. Each spicy description is met with shouts or applause. You feast till it’s late and finally fall asleep.

You stay in Ireland for a while, however, the inevitable time of goodbyes comes. Angus collects the pay – with a special bonus for you. You move in the direction of Carrickfergus, in order to return to Caledonia through a secret tunnel. You leave the green Éirinn, but it will forever stay in your heart.

THE END

It's one of the few possible endings!

Try to play again, making different choices!

100

You change direction and move towards the mound. Suddenly, you can hear the sounds of a horn and chase coming from the mountains – so, the Fomorians haven't forgotten about you! Well, now you've got no choice, you must get to the mound – maybe there, you'll find shelter... **23**

You direct yourself towards the exit of the valley. You want to get to your world as fast as you can – in the distance, you can see the mound of passage.

One **run**e from the sack *fades*.

Suddenly, a gong resounds and guards come out of hiding – the master of wolves, in a green robe and hood, is calling out to you. There are three enormous male wolves stalking in front of him.

The master of wolves holds a whistle in his hand and in the very moment when a long tone comes out of it, the wolves, with madness in their eyes, pounce on you.

You're surrounded.

Combat map without a number (see next page →)

	SPD	DEX	WIS	Health
Wolf 1	3	7	2	□□□□□□
Wolf 2	3	7	3	□□□□□□□□
Wolf 3	3	6	3	□□□□□□
Wolf Master	1	5	0	□□□□□□

The master of wolves won't come near. The wolves will try to encircle you and only attack if two or more of them can attack you. The master of wolves will not attack unless the wolves are attacking you. Until the wolves attack, their master will not join the fight.

*If you kill two enemies – flip a coin for each of the remaining enemies. If you **succeed** – the enemy will run in the opposite direction from you and won't attack anymore. If it reaches the end of the map – it'll run away.*

If you kill the third one – the fourth enemy will automatically run away.



If you first defeat all of the wolves and the master lives **64**

If you first defeat the master of wolves and at least one wolf remains alive **10**

If you are defeated **110**

103

Éirinn go Brách

In the morning you're ready for the road. Yesterday, Angus spent some time with you, preparing you for the mission, helping you to sharpen your axe, among other tasks. *Add 1 to your Weapon Bonus.* At the sunrise, Conal leads you and Angus with him, and after an hour hike between the hills, you reach the mound, which is covered with green grass.

"This is the entrance to the World in Between." Druid Conal explains. "No man will ever walk through it, but for you, I can open the gate. Be careful, Thymin." He warns, "After the great war with the Fomorians, evil forces were partially displaced from Ireland, but the remainder went directly down there. You may meet werewolves and giant wolves, wild Fomorians and other, perhaps even scarier creatures. Go straight west until you find the same hill – you'll exit through it to Leitrim, a few miles away from Tullahan, the home of Queen Eiru."

"One more thing..." He speaks after a moment of silence. "In the World in Between, time passes differently – take this sack. Do you see these rocks? There is an ogham writing rune on each of them. The runes on the rocks will fade, one after the other, as the days pass. This way, you'll know how much time has passed."

*You will need to mark the number of faded **runes** accumulated on the Character Sheet.*

Conal recommends that you close your eyes and walk ten steps. That's what you do and feel a weird tingle; for a moment you also hear sort of a broken exclamation from Angus. You open your eyes and can't believe what you see. **26**



You look closely at the crossing lines, scratch off the moss and notice that the lines form a shape that resembles the valley. Where the mountain range runs, there is a rectangle marked with a rune. You quickly decode it – it means a fortress. You're not able to understand anything more from this primitive map.

One of the **runes** in your sack *fades*.

What now, which way will you take?

Straight through the plain **11**

Through the woods **21**

Through the mountains **6**

You run like the wind. The red-mane she-wolf is leading, faultlessly choosing the way. You run as fast as you can with your paws, a few leaps behind her. You pass meadows, moving over ditches and brushwood with great leaps. Everything that lives, runs away in fright at the sight of you. You dive into the cool shade of the oakwood and soon you notice, not far away, the mound of the passage. Just as before, you close your eyes for a moment. You don't slow down.

At the mouth of the valley, you come straight at the Fomorian band!

Combat map F5 (see next page →)

(put it on the side, so that the stone structures are at the top)

Morrigans' Speed, as well as yours, is 3. For the time of transition into the wolf your Armor Class is 0, Weapon Bonus is 2, Dexterity, Wisdom and Health remain at the same level as before the transition. When you return to your form, you'll restore the factors from before the transition; moreover, you'll still have your whole equipment list.

You come running from the right hand side, the Fomorians from the left.

W5



	SPD	DEX	WIS	Health
Fomoraig 1	2	7	5	□□□□□□□□
Fomoraig 2	2	7	6	□□□□□□□□
Wyle	1	5	8	□□□□□□

*The Fomorians will try to reach you by the shortest way possible and attack you as fast as they can. The wyle will try to keep at a distance. Instead of attacking he'll try to strike you with fire from his staff. Check his Wisdom then. If he achieves **success** – he strikes you. If he **fails** – he strikes the nearest Fomoraig. The number of injuries that you have to deduct from the Health of the target will be determined by a die roll.*

*If you kill two Fomorians – flip a coin. If you **succeed** – the last Fomorian will run away, going in the opposite direction from yours and won't attack again. If he reaches the end of the map – he'll escape.*

If you've been defeated **110**

If you defeat all of the enemies **83**

If you reach the opposite end of the combat map and even one enemy is alive **78**

Éirinn go Brách

106

The terrain is getting lower. You go down the gully. Its walls rise higher and higher; the ground is getting boggy. It gets darker and darker, colder and colder. Eventually, the gully ends with a cul-de-sac.

Disappointed, you travel back toward where you came from. You hear a growl and out of the shadows emerge two werewolves that cut off your way out of the gully. One of them is enormous, the other one is skinny and wounded – to go further, you must hew your way through.

You grab your axe and lay into them.

Combat map without a number (see next page →)

Your Speed is 2.



106





	SPD	DEX	Health
Werewolf 1	3	8	□□□□□□□□
Werewolf 2	1	5	□□□□

The werewolves will try to approach you by the shortest possible path. If you defeat the stronger werewolf, the weaker one will flee and won't attack anymore. If it reaches the end of the map – it'll manage to run away.

If you've been defeated **110**

When you beat them, you'll find out that one **rune** has *faded*.

After a moment of rest, you look around the gully. Under the wall of the gully, you notice a corpse of a warrior; unfortunately after the werewolves' feast you aren't able to recognize from which tribe he was. However, beside him lies a **Round Shield of Solid Wood** covered with blue sheet metal on which a symbol of a galloping horse is engraved. You can take it. *It'll add 1 to your Armor Class.*

You may now exit the gully and move west **47**

Éirinn go Brách

107

You throw the stones in front of your enemy, just like Queen Eiru recommended. The earth quakes and the stones grow rapidly, until they become two giant trolls who, with a roar, go at your opponents.

Place two trolls on the combat map between you and your enemies and move them as you wish. The trolls move right after you. If the troll is standing between you and the opponent that wants to harm you with magic and you're standing on the square adjacent to the troll's, the possible negative effect of the magic attack will affect the troll and not you.

	SPD	DEX	WIS	Health
Troll 1	3	20	3	40
Troll 2	3	30	5	45



107



When the fight ends, the trolls will run away.

Cross out the words “púróga draíochta” from your sheet.

108

Éirinn go Brách

You run as fast as you can to leave the danger behind you the quickest way possible. After a moment you see a mound – identical to the one you got to the World in Between through. You come near it and stop hesitantly. Finally, you make a decision, close your eyes and cross the hill.

You open your eyes after a moment. The colors and smells have changed – you’re in Leitrim. It is time to direct yourself north to Tullahan, the seaside town of elves. **90**

109

Éirinn go Brách

Suddenly out of the corner of your eye you see movement. From behind the stones slowly emerge terrible silhouettes.

One foot above the ground float some terrifying creatures in the form of skinny women with horrible teeth: they’re eyeballing you with hungry eyes. The thing that you were trying to avoid has just happened – you’ve met the hungry banshee. One of them, with a long yelp, signals for attack and all of them at once get to you, pulling out their claws.

The Combat map W5

(see next page →)

	SPD	DEX	WIS	WB	Health
Banshee 1	4	8	8	2	□□□□□□□□
Banshee 2	4	8	7	2	□□□□□□□□
Banshee 3	4	8	9	2	□□□□□□□□



Each of the Banshees will attack in flight – it means that, for example, it can move 2 squares, then – if it's on the adjacent square to the opponent's – it may attack and after the attack move again by 2 squares. Banshee always get close to the nearest enemy in the shortest way possible.

Because Banshee float above the water, the stream doesn't have an impact on their moves. For the rest of the fighters, walking into the stream costs 2 points of movement. When they stand in the stream their Dexterity is decreased by 1.

If you've been defeated **110**

After the fight, you must rest for a while. You sit on the ground and gather strength for a long time. You look into the sack and see that three **runes** have faded.

You take a deep breath and move further through the woods, in the direction of the exit from the valley. **8**

110

Éirinn go Brách

*This is the end of your adventure.
Play once again and make different choices!*



110





Storm Weavers

EPILOGUE

From the height of your throne, you marvel at the feasting of your subjects. Who would have thought! After all these adventures, traveling the world from east to west and from north to south, all these campaigns – won, lost... you have become: Thymin – the King Under the Mountain.

You can't get over the turn of the events – and the fate that brought you to the throne. Now, with a crown on your head, holding a full goblet in your hand, you look down from above, smiling to yourself.

You put the goblet away and clap:

“Let young Nali fill our hearts with joy by singing a song about the battle by the Black Lake. Let us remember the glory of our forefathers!”

Cheers and applause fill the hall. A young dwarf steps into the center of the room, accompanied by a harpist. They both take a bow and Nali, with a stirring voice, starts to weave a tale of days long gone.

“And what do you think of it, Zagorthor?” You ask the wizard sitting next to you.

“Very beautiful and moving, Your Highness.”

“Give me a break, old chap. You may speak out. I know that our history can be dull to other tribes. Especially that it often concerns places of which they have never heard before.”

“I did pick up a smattering of history and know from which dangers you've protected us... not just once!” Zagorthor smiles under his nose.

“You're a great diplomat!” You become serious all of a sudden. “Tomorrow, I'll listen to King Olaf's proposals, for which he sent you here. Whereas now, let's listen to the song until the end.”

When the saga concludes, there is enthusiastic applause and cheering in every corner of the hall.

“Very beautiful, Nali.” You say. “You have a great voice and reliable memory. You made me really happy, as always. And, from what I can see – not only me!”

Another warm ripple of applause runs through the hall. Nali bows to his right and left, while walking towards his place at the table.

“And now, my dear friends, feast cheerfully! I, on the other hand, am going to bed.”

“Long live the King!” Your now very tipsy subjects shout their goodbyes.

You go through a corridor in the direction of royal chambers, when all of a sudden you notice a slight movement among the shadows. There is a whistling sound and you feel a bite on your neck, it's similar to an insect bite.



Instinctively, you grab the wound and – in dismay – pull out a tiny thin arrow from it. You start to feel dizzy.

“Guard!” You call. “Assassination attempt on the King!”

A young goblin jumps out of the shadows with a blowgun in his hand and runs down the corridor. Unfortunately, he runs into the Skimmir’s guard patrol.

“Hold! I want him alive!” You call out, however, too late. One of the impetuous guardsmen cleaves the goblin’s head in half with an axe.

Your strength abandons you and you fall into darkness. *Deduct yourself 2 points of Health.*

Go to **5**

2

Epilogue

“Get away” You say to Zagorthor, then you take a good swing and shatter the door with a heavy hammer.

Behind the door, you notice stones that block the passage. The effort in your condition doesn’t help; you can feel that sweat beading on your forehead. *Deduct yourself 2 points of Health.*

Afterward. **26**

3

Epilogue

The wizard closes his eyes and concentrates. The door trembles, then you hear a clank and it opens slowly, revealing a pile of stones blocking the passage completely.

Ask the wizard to remove the stones with magic **17**

Remove the stones by hand **26**

Epilogue

4

You search for a long time, but neither you nor Zagorthor can find anything. You get a sudden stomach ache. *Deduct yourself 2 points of Health.* There's no other way but the way back. **21**

Epilogue

5

You open your eyes – you're lying on the bed. There are three scholars from the Royal Academy standing at the head of the bed. The first to speak, clearly embarrassed, is the Academy's Rector, Thurgrud Funlison:

"We've succeeded in slowing down the effect of the poison, Your Highness. However, we haven't got an antidote..."

You are silent for a moment. Finally, you ask with a hoarse voice:

"What the hell is it?"

"It's a rock fire scorpion's venom extract," answers the second scholar. "A very rare species... The medicine can be produced, that's for sure. However, we need some glowing moss, which – by the way – only looks like moss, but it really is a fungus..."

"Get to the point, you're talking to the King!" The Rector says irritated.

"Of course, of course... Even in the greatest darkness, it illuminates with white fluorescent light. We know of only one place where it occurs, but of even that we can't be sure, because it's been a long time since anyone has gone to this part of the underground."

"Send, therefore, the fastest youth." You answer in a faint voice.

"We can't Master. The only way to the place, where the glowing moss is, leads through the Tombs of Kings."

Resigned, you lower your head onto the pillow. To hell with it, according to the tradition from time immemorial, to get to the chamber in which the tombs are located, only the King has access, and possibly with only one family member at a time. The only exception is the time of the King's funeral. Realizing the irony of the situation, you burst out with laughter, which turns into a hacking cough.

"Therefore, I must go," you say with quiet determination.

There is silence again.

"How much are you able to slow down the action of the poison?"

“Lord, you’ve got twenty-four hours. Maybe.”

“Ok then. Call Zagorthor!”

Whilst you’re waiting for the wizard, Thurgrud tells you more about the mysterious moss. The antidote can be prepared on the spot, which is even recommended, because picked from its natural habitat, the moss quickly dries and loses its properties.

Finally, the door bursts open and the wizard stands by your bed.

You don’t let him get a word in edgewise.

“Zagorthor. There finally is a chance for you to repay me for all that I did for you eighty years ago.” You rise to a reclining position and groaning in pain, make a mark in the air. “However, before that... by the King’s power and in the majesty of the law, let my will be done. Zagorthor, I hereby, solemnly, make you my son.”

Too bad that none of those present is a painter, because you would give a sack of gold to the one who would capture the wizard’s face right now.

Go to **10**

6

Epilogue

You move along the ledge, having a rock wall on your right hand side and an abyss on the left. You place your feet carefully and walk for quite a long time; in the meantime the ledge gets wider and wider, ending in something that resembles a small square. In the middle, there is an altar made of black stone, covered with swirling lines. You feel a stabbing pain in your chest, *deduct yourself 2 points of Health*.

If you want to examine the altar **31**

If you want to turn around **21**



Epilogue

7

You move through a corridor, and after a few dozen steps, you reach a dead end. It is actually an excavation – someone was delving in the corridor and you probably came during a break in work, for there are abandoned pickaxes, spades and wheelbarrows standing against the wall. There's no other way – you have to go back. You're returning when, suddenly, a terrible attack of pain stops you in your tracks. Sweat appears on your forehead. Trembling, you lean against the wall. *Deduct yourself 2 points of Health.* **12**

Epilogue

8

“Give me at least a chance to say goodbye to my friend.” Zagorthor pleads and without giving goblins the time to respond, he takes two steps and hugs you goodbye.

“Well, enough of that! The wyle shouts. “Separate them!”

You can hear Zagorthor whispering something to you... **42**

Epilogue

9

You tiptoe as you enter the cave so as not to wake the guards. You move over to the trunk. You squat by a trunk and see that it has got a wheel numeric lock – three wheels, on which you can choose numbers from 1 to 9.

If you want to have a try at opening the trunk, make two simultaneous tests – of Wisdom and the coin flip. The test of Wisdom will show whether you open the trunk, and the coin flip determines whether you've woken up any goblins during the attempt or not. You can make multiple attempts – each time, conduct these two tests. If you don't want to open the trunk at all – go to the last choice in this paragraph.

If you've opened the trunk and haven't woken up the goblins **22**

If you've woken up the goblins **38**

If you haven't woken up the goblins, you may retreat at any time. You may not take any single try of opening the trunk without checking to see if the goblins awaken **33**



Out of the Royal Armoury, you take **the Light Chainmail** (+1 *Armor Class*) and the powerful **War Hammer** (+2 *Weapon Bonus*) with you. *Add them to your equipment.*

The door of the tomb slams noisily behind you.

“You know what, Zagorthor?” You say. “Couldn’t you just teleport us there?”

The wizard looks at you surprised.

“But I’ve never been there before.”

“Oh, ok... Let’s go then.”

The hall is enormous and supported by stone columns. The crystals embedded in the silver lamps illuminate the area with a faint glow. Along the walls



stand stone sarcophagi of the ancient Kings, carved in marble and lapis. Passing by the resting place of your tribe's ancestors, you bow your head in respect.

You finally find the hidden door, behind which you notice steps and an opening to old, poorly inspected caves, at the bottom of which grows the glowing moss. You go down first, towards the narrow corridor with which the steps end as Zagorthor follows you. The wizard holds his cane raised high, it's emanating with a magic glow.

For a very long time you move downwards, into the depths.

"I have to tell you something." The mage announces at some point.

"What is it?"

"When we started to walk down, I felt a decline in the power field. I tried to collect as much energy as I could, but it looks like besides this glowing cane, I'm able to use my magic only about twice."

"It's starting to get worse..." You murmur under your nose. "And it's just the beginning."

You feel attenuation and a sharp pain in the stomach.

Deduct yourself 2 points of Health. Because of this poison you feel weak as a baby. You have to determine your Dexterity and Wisdom again, just as if you were starting the game from the beginning.

In the following part of the adventure, the plot will give you the possibility to ask Zagorthor to use his magic – write down the numbers of spells cast by the wizard. If he uses magic two times, you won't be able to ask for his magical help again.

Due to the action of the poison, your Health will decline every now and then – it will be described in some paragraphs when and how much.

*If you are defeated in a fight – go to the penultimate paragraph numbered **69**. If your Health drops to zero in other circumstances – read the last paragraph, numbered **70**.*

At the end of the corridor there is a second door, made of solid wood. Unfortunately, it's closed.

Bash it with a hammer **2** Look at it carefully **65**

Ask the wizard to cast a spell of opening **3**



11**Epilogue**

Finally, you can hear a clank of the lock and the door opens. Just when you want to triumphantly smile at the wizard, you find that the passage is blocked by a pile of stones.

Ask the wizard to magically remove the stones **17**

Remove the stones by hand **26**

12**Epilogue**

You're standing at the crossroads of the underground corridors. There is a corridor behind your back, which leads towards a bridge and a river. Three identical tunnels lead in three directions: to the left, to the right and straight ahead. Which one will you choose?

To the left **37** To the right **7** Straight on **52**

13**Epilogue**

The wizard grabs the witch by her clothes and calls:

"You traitor! You wanted to poison my friend!" Then he pushes her away, into the corner of the cave.

"You murderers!" The witch answers with a high-pitched scream. "Murderers of goblins! You've got blood on your hands! You'll pay for that!" Then she falls into fits of labored weeping; she is truly grieving for the fallen goblin horde. You go out of the cave, onto the bank of the dark river. Now you can go along the river to the left or up the river, turning right.

If you choose to go left **51** If you choose to go right **27**

14**Epilogue**

You move in the direction of the stone bridge when, all of a sudden, you can hear the crunch of iron and battle shouts of goblins behind your back.

You turn around and see three goblin warriors hurtling towards you,

**11 - 12 - 13 - 14**

they're armed with shields and swords. There won't be any negotiations here – you have to face them.

“To the bridge!” Zagorthor calls. “On the narrow bridge, they'll have a smaller advantage!”

Check your Dexterity:

*If **the test fails**, the goblins will get to you **before the bridge**. You'll fight them on the rocky strip of land between the river and a rocky cliff.*

*In that case, use the Combat map **without a number**, place it with the longer edge towards you and then place a sheet of paper so that it covers a part of the map and forms a battlefield 3×8 squares. The sheet of paper will stand for the river, and the opposite edge of the combat map – a rocky wall. After that, place the figures of goblins on one edge of the map and yours on the opposite edge.*

*If **the test succeeds**, you'll get to the bridge – cover the combat map to form a stripe 1×8 squares. It will stand for a bridge at which you will face the enemy. Then place your figure in the middle of the bridge. Goblins will enter the bridge one by one – one in each turn.*

There's also Zagorthor's participation to be settled:

If you want to **ask Zagorthor for his magical intervention** **63**, and then **56**. *Be sure to write down both numbers and also remember this paragraph, not to get lost!*

If Zagorthor **doesn't have any magical power left** when you join the fight, or you don't want him to join the fight, consider him withdrawing behind you and not taking part in the fight. **56**

Epilogue

15

You move along the ledge. The road is getting steeper down. The sounds of the river become louder with every step you take.

On the left hand side you notice an entrance to the grotto.

You can pass by it, because right behind, there are other steps, leading

down, along the rocky wall. They turn every now and then and change direction, leading straight towards the black river.

The pain in your stomach expands and radiates to the left side of your body, *deduct yourself 2 points of Health.*

If you want to examine the cave **45**

If you want to go down the stairs, towards the river **33**

16

Epilogue

The search ends in success. After clearing away the stone rubble, you find a slit in the wall.

You squeeze yourself through it, then move along a narrow inlet, almost suffocating because of the lack of air, and finally scramble into the cave covered with moss, which illuminates the space with bright white light.

“Zagorthor, I’ve found it!”

Silence answers. Worried, you quickly scoop a handful of moss, place some of it in your mouth and the rest in the sack by your belt. You can feel a rotten taste, but within a moment a pleasant warmth fills your stomach. You sense the pain that you were feeling during each move has diminished.

“Zagorthor, we did it!”

Still no answer. Your concern grows. You squeeze yourself back into the slit, wanting to check what is going on with your friend.

Add yourself 6 points of Health.

If you have words “hruninn gangur” written on your adventure sheet **24**

If you don’t have these words **54**

17

Epilogue

This spell requires concentration. The wizard mutters something quietly under his nose for quite some time and then hits the rocks with his cane. In a split second they change into liquid and run down towards the ground, revealing the passage. **21**

Epilogue

18

You are standing on the bank of the underground river: rushing, dark waters run over stones. You can move along the land strip between the river and the cliff, left or right.

If you want to move up the river **40** If along the river **51**

Epilogue

19

You move close to the stone bowl and drink some cool water. What a relief! This water must be blessed by some ancient divinity. You feel much better. The stomach ache subsides a bit and you feel the inflow of new strength.

You've regained 6 points of Health.

After a moment of rest, you're going down the stairs. **29**

Epilogue

20

You swallow the gruel and feel warmth in your stomach. For the first time since you entered the underground tunnels your stomach stops hurting! It can't be! The medicine from the goblin witch has worked. It's incredible that you've received help from the hands of a goblin!

You empty all of the gold from the sack onto the hands of the goblin witch – she looks at it, speechless with happiness and you laugh at the sight.

Without obstacles, you return to the dwarven kingdom.

Now, you'll be taken care of by the best doctors and soon brought to full health. There are a lot of feasts ahead of you, but you'll make sure that the guards will always secure all of the corridors you shall move through. Especially those that lead to the Royal Chambers. No one can endanger either you or your subjects, not ever again!

THE END

This is the end of this adventure, but there are also other endings and paths in the dark! Play again and make different choices!



18 - 19 - 20





You're standing with your back to the door, on a ledge that is two steps wide. That's the only road ahead.

Underneath your feet opens up an abyss; far below runs a fast-moving river. On the other side, you notice a rock wall. The opening of an enormous cave disappears in the darkness.

The rock cornice over the door clearly didn't survive the test of time and collapsed, burying the entrance on the stairs – or, perhaps someone has purposely blocked the passage with stones? You'll never find that out.

You may move along the abyss. The way that leads right rises slightly and the road to the left goes down slightly.

To the right **6** To the left **15**

Ask Zaghorthor to check the direction with the use of magic **66**



Epilogue

22

You open the lid carefully, and suddenly you can see some rapid movement. Out of the trunk, spiders run away – each one as big as your hand. You behold, however, that they immediately run towards the exit, so you check the urge to run away and look inside the chest.

On a wooden stand, you notice several glass vials with transparent liquid inside. You take one and only then you back out from the cave.

Write down the words "sprungna köngulær" on the sheet.

You show the vial to the wizard. He is not able to identify it and there is no time for wizardry, for you must move along. You take the stairs down. **33**

Epilogue

23

The wizard whispers and raises his finger up slowly, then he speaks to you:

“Now, you may go.”

“I? Alone?”

“Well, my dear friend...” The wizard seems to be resentful. “I didn’t sign up for a fight. I’m the man of magic, not a sword or an axe.

You go alone **67**

You give up and take the stairs **33**

Epilogue

24

“Why aren’t you responding?” You ask your friend. “I thought that something had happened to you.”

“I didn’t hear you. These caves have weird acoustics.”

“I did it!” You say with joy and show the pouch full of moss to the wizard. “I feel better already.”

“Great!” Zagorthor smiles and pats you on the back.

If the wizard has some power left **42**

If you already used all of Zagorthor’s spells **57**

25**Epilogue**

Searching throughout the altar, you finally find a small ratchet which, when pressed, causes the stone plate to move away, revealing a spiral staircase leading down.

“A clever device.” The wizard says with admiration. “I wonder where it will lead us.”

If you want to take the stairs down **35**

If you want to go back to the door **21**

26**Epilogue**

You are clearing the passage and because there are plenty of stones – it takes quite a while. You place one stone on every step, against the wall; therefore, you have to go back each time to get another stone, getting higher and higher. *You lose 2 points of Health.* Finally, the stones uncover the passage, through which you move along. **21**

27**Epilogue**

You move upstream of the swift-flowing, black river. You come across stone stairs.

You speak to Zagorthor for a moment, but he strongly disapproves of climbing the stairs, arguing that in order to find the gleaming moss, you have to get to the caves that are downstairs, not upstairs. During this discussion, you feel pain in your stomach – *deduct yourself 2 points of Health.*

As you recover, you keep moving upstream **61**

28**Epilogue**

“We’d better run.” Says Zagorthor. “Behind these doors lurk hundreds, or perhaps even thousands of goblins.”

You agree with him and you speed back in the direction of the crossing.

12**25-26-27-28**

You go down the spiral stairs for a long time yet. Finally you come across a door. It has neither a handle nor a rapper.

You push it and walk from the wall of the rocky bluff straight above a swift-flowing river. The door closes behind you and there isn't even a trace of it left. You don't have a choice, you have to move on. **18**

Combat map No. 172

(see next page →)

The Speed of each combatant is 2.

	DEX	WIS	WB	AC	Health
Goblin 1	7	5	1	0	□□□□□□□□
Goblin 2	7	5	1	0	□□□□□□□□
Goblin 3	7	5	1	0	□□□□□□□□
Goblin Wyle	5	7	0	0	□□□□□□□□

The wyle will try to move away from you, as far as he can. When he gets to the wall, he'll stay in place, and during his combat phase, he'll try to strike you with fire from his staff. Check his Wisdom then. **Success** means that he's caused you D6 injuries. **Failure** – that he's caused D6 injuries to the nearest goblin.

After you kill all three of the goblins, you run after the wyle and catch up with him at the bridge. **57**



“I have never seen anything like this before.” The mage wonders. “Usually, an altar dedicated to some divinity portrays its image; it is accompanied by a statue or some other religious signs. Here, there are only some wavy lines...”

If you want to, you can ask Zagorthor to use magic in order to examine the altar more carefully **68**

If you want to search the altar yourself – *check your Wisdom and Dexterity, adding 2 to dice rolls. Both tests must be successful.*

Looking longer at the lines has a hypnotizing effect; you can't focus... they seem to ripple like water...

Success **25** Failure **4**

The wizard runs into the cave, shouting out a spell. The wand starts glowing with white light and then, in one moment, a blinding flash illuminates the cavern.

When you regain your sight, you can see that all the spiders are dead. The biggest one lies on its back and its big legs still tremble in convulsions.

Whereas the moss on the walls shines even brighter with green light. **53**

You go down steep stairs, along the rock wall.

You must be careful, because the stairs are wet from the river haze and it's easy to slip. They turn at a dangerous angle a couple of times, however, you fortunately manage to get to the river bank without falling. The river rolls rapidly over stones.

On the other side, you notice a rock wall growing straight out of the depths. On your bank, between the rock wall and the dark stream, stretches a strip of land a few steps wide, covered with boulders. You may move right, along the river or left, up the river.

You're going right **40** You're going left **61**



You pass by an eerie warning sign and move on, along the corridor. Finally, the road widens and you're stopping in front of a huge, iron gate.

"By Thor!" You say. "That's something new. Never..."

You don't have a chance to finish your thought, because suddenly the gate opens with a crash and a band of goblins marches out.

It's too late to hide or escape – the creatures notice you and rush to attack, howling.

Combat map without a number

(see next page →)

The Speed of each participant of the fight is 2.

	DEX	WIS	WB	AC	Health
Goblin 1	7	5	1	0	□□□□□□□□
Goblin 2	7	5	1	0	□□□□□□□□
Goblin 3	7	5	1	0	□□□□□□□□

If you ask Zagorthor for magic help **46**

If you defeat the goblins without the help of magic **28**



You're going down the spiral stairs. The wizard is right behind you.

After some time, in the wall, you notice an entrance decorated with a window, through which you carefully look inside. Behind the door, there is a circular hall that looks like a temple. The floor is lined with marble, in the walls there are reliefs that imitate columns – they all have wavy patterns, just like the ones on the altar.

There is a stone bowl attached to the wall that is opposite to the entrance, to which falls a stream of water flowing out of a hole. Your throat is dry. You'd love to drink.

Drink **19**

Go further down the stairs **29**

Ask the wizard to cast a spell to check whether you'll feel sick from drinking the water or not **39**

You tell the witch that you've been poisoned and how it was done, not mentioning the detail that a goblin was the assassin.

"So, you say it was fire scorpion venom?" The crone wonders. "And that you need the gleaming moss as an antivenom? I've got some dry gleaming moss, but for it to regain the features that we need, a drop of spider's venom must be added to it. It won't work otherwise."

If you've got the glass vial with the transparent fluid on you and want to show it to the witch **60**

If you don't trust the she-goblin – then leave the cave:

To the right, along the river **51**

To the left, up the river **27**

The corridor leads you through the darkness. The terrain begins to decline. The passage is narrowing and within a moment there's only a wall in front of you. That's a dead end.

If you want to look for a secret passage, you must spend some time doing it – *check your Wisdom then. If the trial **fails**, deduct yourself 2 points of Health. If the test is **a success** – **16**. You may try multiple times.*

You can ask Zagorthor for magic support **48**

You can also turn back to the crossing **12**

Combat map No. 172 (see next page →)

The Speed of each combatant is 2.

	DEX	WIS	WB	AC	Health
Goblin 1	7	5	1	0	□□□□□□□□
Goblin 2	7	5	1	0	□□□□□□□□
Goblin Wyle	5	7	0	0	□□□□□□□□

The wyle will try to move away from you as far as he can. When he gets to the wall, he'll stay in place, and during his combat phase, he'll try to strike you with fire from his staff. Check his Wisdom then. **Success** means that he's caused you D6 injuries. **Failure** – that he's caused D6 injuries to the nearest goblin.

If you decide that you need help, you can call Zagorthor at any time and ask for it. If he's got some magic power left, he'll support you – look, just for a moment, into paragraph **63**, before that, note the number of this paragraph, so you won't get lost.

After defeating the goblins, you lean heavily on your war hammer and feel stabbing pains in your stomach. The poison is still working. Deduct yourself 2 points of Health.

Write the words “*dauðar goblins*” on the sheet and go to **22**



Zagorthor comes near the fountain and closes his eyes. After a while longer, his face lightens with a smile. He draws water.

“This is the blessed water of the god Donn.” He announces. “It’s got strong healing properties. It will help you for a while, but not for long: the poison is too strong. By the way, I’m curious, where did this chapel come from, and how did it happen that Donn, worshiped in Ireland, has revealed his power here? On the other hand – he’s the god of the underground, so he probably has his own, secret pathways... **19**”



After a short wander over the stones, between the river and the cliff, you notice an entrance to a cave in a rock wall. A weak, red light issues from it. You carefully look inside and see an old she-goblin who, with a fierce face, stirs something in a kettle by a hearthstone made of lichens which hardly smolder, giving off a strange smell.

On the walls of the cave there are shelves filled with all kinds of jars. In the corner, there also is a dirty, unmade sleeping mat.

If you want to go inside the cave **47**

If you want to turn around to face the river and move right, along it **51**

If you want to go up the river **27**

41

Epilogue

The wizard's face brightens up with a smile.

"Everything is alright." He announces. "Try this!" **20**

42

Epilogue

"And now we'll teleport ourselves to your throne chamber." Zagorthor says. "There won't be any problems, for I've already been there."

The world blurs before your eyes.

You materialize in the middle of the throne chamber.

Now, you'll be taken care of by the best doctors, who will lead you to full health in no time. Good news – there are plenty of feasts ahead of you! Now, you'll make sure that the guards should always patrol the corridors which lead to the royal chambers. And preferably the whole fortress!

THE END

This is the end of this adventure, but there are also other endings and paths in the dark! Play again and make different choices!

Epilogue

43

You swallow the moss and wait awhile for the effect. Unfortunately, you feel worse and worse with every second!

You run out of the cave and vomit for a long time; so long that you feel as if you were about to spit your guts out. Jittery Zagorthor approaches you and you hear him calling:

“Dammit! Do you remember when we were told that the moss was supposed to glow white? White, not green! Where’s my head? How stupid am I? This is a different species!

You can hardly hear him – *roll 2D6 to check how many points of Health you’ve lost*. If you survive this trial, leaning on Zagorthor, you turn back and walk slowly along the stream – go past the stairs and then... **40**

Epilogue

44

After a dozen or so steps you reach the collapsed passage. Stone debris covered the dwarf’s dead head and cut off the goblins’ kingdom.

Only for a while, you think.

“Mind you, we’ve already been here.” Says Zagorthor.

You turn back to the crossing. **12**

Epilogue

45

You carefully look inside the cave.

There is an iron-shod trunk in the middle. Around it, snoring loudly, sleep three goblins. The one who was supposed to keep watch is napping in a sitting position, leaning his head on a shield.

Probably, they’re transferring some package, and seeing the escort, you presume that it’s something valuable.

You back out and whisper strategies with the wizard.



If you want to attack the goblins **49**

If you want to ask the wizard to cast a spell that enhances sleep on them and plan to open the chest **23**

If you want to sneak up and quietly open the chest without magical support **9**

If you want to back out and go down the stairs **33**



The wizard grabs your arm and pulls you away, then he shouts a spell with a powerful voice. At the same time he hits the wall of the corridor three times with his cane. The stones begin to tremble.

“Run for cover!” Zagorthor calls and you bolt.

The earth quakes more and more and small pieces of rocks start falling from the ceiling. You run ahead as fast as you can, and the corridor behind you collapses with a crash.

You breathe heavily and grab your belly, because yet another attack of the poison hits you.

“Not long now, Zagorthor.” You say, aching. “I can feel that the end is near.”

Deduct yourself 2 points of Health.

Write down the words “hruninn gangur” on your sheet.

The wizard helps you to walk, and after some time, you reach the crossing.

12

You enter the cave and the wizard follows. The witch turns her head and looks at you, chewing on something, not saying a word.

“What do you want here?” She finally asks without welcoming you, grinning mercilessly. “A dwarf and a wizard, well, well, well, my eyes haven’t seen such a sight yet. What curse has brought you here?”

If you want to share your trouble with her **36**

If you don’t want to talk to her, you may move along:

If you want to go along the river **51**

If you want to go up the river **27**

“I’ll try to cast a spell that sharpens the senses.” The wizard says.

He closes his eyes and mutters something under his nose for a long time. Finally, he touches your forehead.

It seems that your hearing has sharpened. You can clearly hear the water splashing and the whispers of creatures talking by the river in an unknown language. You can see everything with an amazing visual acuity, and recognize previously unknown structures with your touch.

You slowly begin to examine the surroundings. **16**

49

Epilogue

You boldly walk into the cave.

It's not in your nature to attack anyone who is sleeping, therefore you hit the wall with the hammer twice – clang-clang! The goblins jump up, sleepy and surprised.

“Wakey-wakey!” You call cheerfully and throw yourself into a fight.

Surprised goblins can't pull themselves together – *add 2 to your Dexterity during this fight.* **38**

50

Epilogue

If you have the words “*dauðar goblins*” on your sheet **13**

If you don't have these words **41**

51

Epilogue

In the distance, you notice a stone bridge connecting two banks together, which on the other side disappears into a rock-hewn portal. Glancing further, along the river current, you can see that it flows into a low opening and then continues its course underground.

Therefore, you may only continue the hike through the bridge or turn back.

If you have the words “*dauðar goblins*” written down on the sheet, you may enter the stone bridge **59** or turn back **40**

If you don't have these words **14**

If you have the words “hruninn gangur” written down on the sheet **44**
If not – read on.

You are moving carefully through the corridor. After a dozen steps or so, you stop, surprised. Before you, there is a pole with a dwarf’s head on it. It must have been here for a long time – the skin is dry; only the beard is still fluttering in a draft from the corridor. You don’t recognize it as the face of any of your subjects. For how long has this head been serving here as a warning to careless wanderers?

“Who could have done that?” The wizard asks.

“The goblins.” You answer, trying to chase away dark memories. “Here is where their kingdom begins.”

Will you go back down the corridor to the crossing? **12**
Or, will you rather decide to go ahead? **34**

You approach the wall and scratch off some of the glowing green moss.

If you want to swallow the moss **43**

If you want to ask Zagorthor for a magic identification of the fungus
62

If you want to leave the cave and go along the river current (while returning, you’ll pass by stairs that lead up) **40**

You squeeze yourself through the slit and finally get to the other side.

Zagorthor is standing there, surrounded by goblins armed with swords. From behind his back, a goblin wyle comes out and smiles viciously at you:

“Where did you wander off to, fuzz-face?” He’s got a foul, shrill voice. “The trap has snapped! I knew you would come here in search of an antidote! The glowing moss grows only in this cave! Sooner rather than later you’ll drudge, tunneling for us! The King of the Dwarfs with a pickaxe! Oh, how it will please our master’s eyes!”

“And you.” He speaks to Zagorthor. “You’ll be good for nothing but soup, I guess.”

If the wizard has some power left **8**

If not, you’re left only with trying to break through the multitude by force and make a desperate attempt to reach the bridge **30**

If you have the words “dauðar goblins” on your sheet **64**

If you don’t have these words **20**

The Speed of each participant of the fight is 2.

	DEX	WIS	WB	Health
Goblin 1	7	5	1	□□□□□□□□
Goblin 2	7	5	1	□□□□□□□□
Goblin 3	7	5	1	□□□□□□□□

If you defeat the goblins **59**

With a quick step you're on your way back, to leave the goblin-infested places behind you as fast as you can.

You run over the bridge, then up the stairs and finally find a door that leads to the throne hall. This time, you watch that the door is properly secured.

After returning to the kingdom, you are taken care of by the best doctors, who will lead you to full health in no time. Good news – there are plenty of feasts ahead of you! Now, you'll make sure that the guards should always patrol the corridors which lead to the royal chambers. And preferably the whole fortress.

THE END

This is the end of this adventure, but there are also other endings and paths in the dark! Play again and make different choices!

You're running towards the wall and then – out of a dark corner – a dry rattle reaches your ears! Out of the shade, hundreds of spiders scatter and right behind them, a huge she-spider emerges.

If you ask the wizard for a magical intervention **32**

If you don't want to do that or his power is already exhausted – you must fight them as if they were one opponent.

This fight is being played out without the combat map.

	DEX	WIS	WB	AC	Health
Spider tribe	10	1	0	0	14

If you've survived this horrible battle **53**

You step onto the stone bridge and walk over to the other side. Under your feet runs furious, dark water. The stones are slippery from the stream.

You come to the passage in the wall that frames the window – there are obliterated signs on it, in some barbarian language. You walk into the passage, behind which a long corridor begins that leads to the crossing. The walls of the corridor are made of firm rock. The semi-circular ceiling is low – Zagorthor has to bend down so as not to catch his head on it. **12**

The witch opens the vial and sniffs gently. She nods her head with approval.

“I may prepare an antidote, but he – in return – must teach me a spell.” She announces, pointing her finger at the wizard.

“What spell?” Zagorthor is considered.

“I’ll tell you in your ear.”

The she-goblin whispers something into his ear for a moment. The wizard makes a disgusted face.

“Abomination” The wizard announces. “No way.”

“Zagorthor...” You try to stay calm.

“Ok then, let it be. Listen up, witch...” And now he is the one whispering something into her ear. The witch smiles blissfully and then, takes off a jar from the shelf, pours the crushed herb out of the mortar and grinds it along with a drop of spider venom from the glass vial. She takes a spoonful and gives the solution to you. Will you swallow it?

If so **55**

If you want to ask the wizard for the magic help once again **50**

If you want to decline – you’ll leave the cave:

You may go right, along the river **51** or in the opposite direction, up the river **27**

Epilogue

61

After some time you reach the cave, out of which illuminates a gentle glow.

You look inside and see that the walls of the cave are overgrown with a lichen glowing with a gentle green fluorescent light.

“Look, Zagorthor, the glowing moss!” You call with delight and enter the grotto.

If you have the words “sprungna köngulær” written down **58**

Otherwise **53**

Epilogue

62

Zagorthor gently hovers with his hands, an inch from the lichen, quietly whispering spells. Suddenly, he jumps away surprised:

“This moss, lichen actually” He says “has very toxic properties. But why?”

“I think I remember.” You tap your hand on the forehead. “The scholars have told us that the healing moss glows white, and this one, mind you, glows green!”

“The hell with it!” The wizard calls. “I’ve completely forgotten about it! It’s good that we’ve checked!”

You leave the cave and return along the bank of the underground river. You pass the stairs leading up and after some time... **40**

Epilogue

63

The wizard pulls out the cane in front of him and shouts out a magic spell. A beam of lightning boosts out of the cane, blasting the enemies.

Go to the next paragraph and throw 2D6 for each of the enemies, to check how many injuries he has received. Check the Wisdom of each of the enemies who’s survived.

Failure – *the enemy will attack in fury and fight till death.*

Success – *he enemy will run away to save his own life. He won’t attack anymore till the end of the combat and direct himself by the shortest path towards the exit or the opposite end of the combat map, as far as possible from the threat.*



Go to the paragraph of which you have written the number down.

64

Epilogue

You swallow the gruel, and all of a sudden you start to feel dizzy and your stomach is throbbing with pain.

“You fool!” The witch shouts. “Did you think that I’d save the murderer of my brothers? You still have goblins’ blood on your hands! Die and go to hell, King of the Dwarfs!”



64



Zagorthor violently pushes the witch away, screeching with laughter, and grabs you by your clothes and forcefully drags out of the cave and onto the river bank. You fall down to your knees and vomit vile, dark blood.

To determine the injuries you've obtained, throw 2D6. If you survive – after a while, you'll recover and you'll be able to move on:

If you want to turn with your face towards the river and go left, along its bank **51**

If you want to go in the opposite direction, up the river **27**

Epilogue

65

After a short examination, you find that the lock was rusty and locked some of the tumblers.

If you want to spare some time, you may try to open up the lock with a dagger. *Check your Wisdom and Dexterity – both tests must be successful. You may take the tries multiple times, but each will cost you 1 point of Health.*

If you succeed **11**

If you don't want to try:

Hit them with the hammer **2**

Ask the wizard to cast the spell of opening **3**

Epilogue

66

“Well, my dear friend...” The wizard huffs “...no magic is needed here. If we are to reach the caves at the bottom of which grows the glowing moss, we must direct ourselves downwards all the time. Logic is enough. So, let's go left.”

You go right **6**

You go left **15**

67

Epilogue

You enter the cave stealthily, acting as quiet as you can, not to wake the guards. It was totally unnecessary – they sleep like the dead, under Zagorthor’s powerful spell.

“He is a professional after all,” it passes through your mind with admiration.

You squat by the trunk and see that it has a wheel numeric lock – three wheels, on which you can choose numbers from 1 to 9.

If you’ll have a try in opening the trunk, the test of Wisdom will show if you guess the combination and the trunk opens. Each trial should cost you 1 point of Health. You may try multiple times.

If you’ve opened the trunk **22**

You may retreat at any time (not even taking a single try) **33**

68

Epilogue

The wizard lifts his cane upwards and starts to recite the spell in an unknown language to you. The ornament on the altar undulates. The lines start to glow with a silvery light. The lid slowly slides away, revealing the stairs.

If you want to go down the stairs **35**

If you want to go back to the door **21**

69

Epilogue

You regain consciousness.

You lie down on the battlefield. The opponents are gone, convinced that you are dead. And they weren’t that far wrong! You can feel that these are your last moments.

Suddenly, Zagorthor appears; he must have hidden somewhere. He kneels by your side and wipes up the blood off your face. **70**

You can feel that the end is near.

The scenes from your long lived life run before your eyes. You die like a warrior – with a war hammer in your hand, throughout your adventures.

The pain fades away, and a gentle rushing sound begins to fill your ears as the light dims.

You smile, because after a long, rich adventure, you know that today you will return to your father, grandfather and ancestors which you've never met.

Zagorthor places a folded cloak under your head, as you smile gently to him and whisper with your last breath:

*“Lo, There do I see my Father
Lo, There do I see my Mother and
My Brothers and my Sisters
Lo, There do I see the line of my people back
To the beginning
Lo, They do call to me
They bid me take my place among them.”**

“Goodbye, great King.” The wizard sheds tears. “I’ll carry the tales of your great deeds back to your folk, you’ll rest in the Kings’ Tomb and your name shall never be forgotten.”

THE END

*This is the end of this adventure, but there are also other endings
and paths in the dark! Play again and make different choices!*


* The quote comes from the movie “The 13th Warrior”, 1999, USA, by Michael Crichton





Storm Weavers

WORLD GUIDE



*Give praise to the day at evening, to a woman on her pyre,
To a weapon which is tired, to a maid at wedlock,
To ice when it is crossed, to ale that is drunk.
When the gale blows, hew wood; in fair winds, seek the water.
Sport with maidens at dusk, for day's eyes are many.
From the ship, seek swiftness; from the shield, protection;
Cuts from the sword, from the maiden, kisses.*

Havamal, The Ballad of the High One

Stanzas 81 and 82 from the Poetic Edda

Translated by Henry Adams Bellows

Published by Abela Publishing

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General World Description

The world of *Storm Weavers* is a vision of an alternate medieval Europe, which is still inhabited and ruled by ancient gods and mythical creatures. The world is enormous, unpredictable and dangerous. Medicine is virtually inaccessible to the common man. At any moment one can catch a cold and die, fall prey while hunting, or get mugged and killed. One should enjoy the little things, because life is short – a man after his forties is already considered to be an elderly person and a greybeard when over fifty years of age. The world is sparsely populated; the hamlets are spaced and separated by forests, rivers and lakes. The roads aren't being maintained; therefore, to get to any destination, one has to wander along wilderness or secret paths, beaten by some other creatures. Beyond the circle of light, there lurk in the darkness creatures far older than humankind.

The Northern part of Europe, called Midgard, is under the rule of the powerful races. Its impenetrable forests and snowy plains are inhabited by orcs and trolls, while goblins nestle up in the mountains. In the other parts of the world, completely different creatures live – but no less sneaky or grim.

And who are the titular Storm Weavers?

The time will come to explain this puzzle; however, we can reveal it now that long before the events from the plot of the game took place, in the world of the game there was a mysterious cataclysm. As a result, below the mountain range of the Pyrenees, the Alps, the Tatras and the Carpathians, a belt of impassable storms has formed, completely cutting off and covering the southern part of the continent with eternal darkness. Whoever decided to travel in those areas, never came back...

The Story

The world of *Storm Weavers* is an alternative to ours. In this world, years are being written down in the chronicles – some as another year of the reign of the current king, or simply in the years After the Coming of Storms... Christianity isn't known, but in order not to disorient the reader, below I provide dates counted from the birth of Christ.

Three periods are saved in the memory of wise men, who try to pass on the histories which are older than three generations:





**THE FIRST PERIOD:
AFTER THE COMING OF STORMS (457 – 650)**

It was the time when the south of the world got cut off from the rest of it and horrible Storms broke out everywhere. The world was in chaos – became mysterious and dangerous. Technological knowledge and many crafts were lost or abandoned. Small and isolated settlements would fight for survival – by poor bonfires, people protect themselves from cold, night and monsters sneaking in the darkness. It's the period when the earliest Anglo-Saxon epic about Beowulf was written. It's the era of other races' domination, in which the chances of our human race's survival was at stake. It's the time of heroes – who defend ordinary people from evil.

**THE SECOND PERIOD:
THE EARLY MEDIEVAL ERA (650 – 1100)**

There is still a very small human population and what is worse – their number increases very slowly. A family with four children is perceived to be the lucky one and, unfortunately it is not known why birth rates have declined. Plenty of married couples remain childless or have only one offspring. However, one has to admit that the number of people is still increasing faster than that of other intelligent races.

Peoples' homes are usually settlements surrounded by a wooden palisade wall, or a small stone tower they would call a castle, or lonely fenced dwellings in the forests or by the rivers. Power is exercised by tribal councils loosely affiliating the leaders of several settlements. The first armed forces arise – mainly fighting bands of the local lords.

**THE THIRD PERIOD:
THE LATE MEDIEVAL ERA (1100 – 1500)**

The first, sparse and tiny towns emerge. The first principalities and kingdoms are being created. However, the night beyond the windows is still full of horror. The wolves howling in the woods arouse fear. Even the most powerful and the strongest band may fall prey to the viciousness of some ancient creature.

Geography



MIDGARD is the northern part of the world.

The peninsula is divided by a mountain range which runs through its center. The west side is where the people live, the east on the other hand is where the icy desert tundra stretches out, over which a frosty wind blows. Rumor has it that if somebody would venture to the north of this terrain, they could find the legendary towns of icy giants. However, no one has ever crossed the icy wilderness.

Udgard is the largest settlement; however, most of the population lives in small villages and hamlets scattered here and there, inhabited by free farmers. Bigger terrains are ruled by jarls; however, the borders of their rule are fluid, and they depend on the current balance of power and the ability of individual rulers to stay in power.


Also, Iceland, discovered around 875, and Greenland, discovered in 982, belong to Midgard. When the Midgardians reached Greenland, they came

across Skaelings – Inuits from the Thule culture, the folk professing an ancient religion and preserving knowledge unfathomable by others.

In the North of Midgard, lumbering trolls make their lairs.

In the mountains dividing the west part of Midgard from the east side, dwarves called *Dvergs* have their Kingdom Under the Mountain. Under the mountains – deep under the ground – cunning goblins also live, and in the northeast slopes of the mountains – brutal orcs.





THE COUNTRY OF POLANS AND RUS is a country that is situated south of Midgard, covered with impenetrable wildernesses and forests. The country is inhabited by various tribes speaking the same language. This land throughout the years either gains one strong ruler, or disbands into weak principalities. The prince of Polans and Rus is chosen by the Great Council, only sometimes the son of the previous prince inherits the power passed down by his father; however, it's never unconditional – he must show courage and fortitude.

Most of the peoples live in the forest or adjacent settlements, often not having contact with others throughout their whole life. While wandering through these terrains, one can sometimes come across a fortified settlement surrounded by an earthen rampart and protected by a wooden palisade or built on a lake, a feeders' shrine or a forest settlement. The distant human clusters are often completely independent and are governed by their own laws.

The forests are inhabited by beasts and creatures both natural and otherwise: strigas, leshies, colugos and choking nightmares. Not uncommon are also werewolves. Numerous lakes are inhabited by drowners, mamunas and undines. In cavernous forests, woods and swamps also live species unknown to people and never explored.

East of The Country of Polans and Rus, huge steppes and cold deserts stretch out, on which aggressive nomadic tribes live. Not much is known about them.

Behind the mountain range in the south, the Storm Zone begins, which no one has ever crossed.

GERMANIC PRINCEDOMS are generally independent from one another and their rulers are in constant wars. Despite countless trials, it was impossible to form the states' union or choose one emperor. The dukes make temporary alliances between themselves but in opposition to other principedoms; sometimes it is against the Country of Polans and Rus, at other times against Gaul, a Celtic tribal region.

Considering their fragmentation, it is safe to say that they are in relative political balance. Sometimes dwarves settle in these territories – engaging mainly in mining or crafts, at times forming mercenary bands – free companies.

In the south, behind the Alps' belt, the Storm Zone begins.

GAUL AND BRITTANY

After the Coming of Storms the Gallic tribes formed an alliance, which with time became a federal country, governed by a chief chosen by majority.

The inhabitants of Gaul communicate in a Celtic language.

Druids play an important role in the Gallic society. Gauls believe in many gods of which actions are often limited to one valley or forest. In the south, behind the belt of Alps and Apennines, the Storm Zone begins.

THE ENGLISH, WELSH AND SCOTTISH KINGDOMS

In the English kingdoms, such as the North UMBERLAND, Essex, Wessex, or Sussex, lives folk whose ancestors were Britons, Jutes, Picts, Angles and Saxons; “however, they are not the most numerous”. The country is mainly covered with ancient forests and surrounded by rocky, windswept sea coasts. People try to take over some of the land and cultivate the fields.

Kings sponsor small bands, often hiring mercenary branches and in case of exceptional need conscript the Fyrd – the earliest type of Anglo-Saxon army or militia.

In the second period, the early medieval, the kingdoms must face the invasion of the Midgard warriors who come on long boats. In the English kingdoms, one may come across Fomorians, who try to keep away from people and have their homes in the backwoods. More about them in a bit.

After the Coming of Storms, one can also run into elves, but these are rather rare encounters which carry an aura of awe and wonder. They also have remarkable ramifications.

In the north live the Scottish clans – militant and with their own rules. They often clash with each other and with adjacent English kingdoms. In the mountains of Caledonia, dwarves have their homelands; there are also hidden dwellings of Fomoraigs there. The orcs also live in the mountains, as well as the sunlight-avoiding goblins too.

THE KINGDOMS OF IRELAND have developed their own separate Celtic culture. The clans inhabiting them live in four kingdoms: Leinster, Munster, Ulster, and Connacht. Connacht has been the dwelling of elves, whom Irish call *Sídhe* (pronounced “shee”), for ages. The clans choose one High King – that is, of course, if they come to an understanding. If not, and that’s how it is most of

the time – the chiefs of clans rule on different terrains. In Ireland, Fomorians are easy to find – although, they usually try to hide themselves from the sight of people; they sometimes organize incursions that take the form of small local wars. A very important role is played by the Brethons – advisors and law interpreters, and the Filids – poets, harpists and historians. The culture of Ireland is an oral culture – there are no books being written. The value of memory and song is venerated.


Other Intelligent Races

The intelligent races – ones that use language – live in different parts of the world. Frankly, only humans may be seen almost everywhere. The other races are less numerous, although their members may be sometimes met outside their main territories, especially when they join the bands of mercenary warriors.

Dwarves – specialize in crafting beautiful and useful things, thanks to smiths and engineers. Their main dwelling is the Kingdom Under the Mountain in Midgard; however, they may also be seen in the west. A separate strain with their own traditions lives in the mountains of Caledonia. There are a few mining settlements in the Germanic Princedoms. They rarely wander into other lands – if they are seen there, it is usually as mercenaries during armed expeditions.

Elves – It is being said that they used to rule Ireland as Tuatha de Dannan; then, after the lost war with humans, they partly removed themselves into the World in Between, and partly became castaways to western Ireland, where they are known as Sidhe. In the period of After the Coming of Storms, elves lived all over the British Isles; however, they were gradually moving to the west, finally settling only in Ireland, where they ruled the land of Connacht, steadily separating themselves from humans. They raised a grand town of white stone in Tullahan. About 1000, they took to the sea, and sailed away from our world, never to return.

Fomorians – a mysterious race which appeared for the first time in Ireland. There, because of the war with Tuatha de Dannan, they were displaced



to the World in Between, and to the east – to Caledonia, where they now reside in Storm Weavers. Fomorian are roughly the same height as the dwarves, but they've got buck heads (like a horned deer or stag) and hooved legs, with muscular and skillful hands. They worship their own, underground gods and have the magic of fire of a nature and source unknown to humans. It is not known what their goals are. They aren't friendly to any of the races in the world of Storm Weavers.

Wyle: Some of the Fomorian become a sort of shaman or mage called a "wyle". They like to shoot fire from their twisted wooden staffs. The name "wyle" is a Middle English term that meant a sorcerer, or deceiver, as in our world sorcery was identified with deception. The term eventually became "wile," which in English still means a form of cunning or craftiness; ironically, wizards were once known as "cunning men" and their magic referred to as a "craft".

Orcs – they come from Midgard, from the caves in the eastern mountain ranges. Their homelands, however, are distant from the dwarven dwellings. This tribe is not large, but one may also meet them in the mountains of the German Princedoms, the British Isles, or Caledonia. They don't enter the Country of Polans and Rus. Orcs may be the twisted offspring of trolls and goblins, or they may have cursed elven ancestry, but all that is truly known is that they hate outsiders, especially humans and dwarves.

Goblins – they live in the lower caves of the mountains in different parts of the world. They avoid coming out into the sun and showing themselves to strangers. They are reluctant to deal with dwarves and mind their own business, getting along well only with orcs. They have their own underground gods of whom they don't speak, and their own magic coming from their underground idols. They are reluctant to meddle with any disputes on the surface.

Trolls – these incredibly strong, resilient and dangerous creatures have origins in the Northern Midgard, but one may also meet them in the British Isles (besides Ireland) and in the German Princedoms. It is untrue that the sun changes them into stones. Nonetheless, the fact is that they

prefer dark caves, shaded gorges or deep forests and low temperatures. By nature they are not very smart but are very aggressive; however, one may sometimes come across exceptional or magically transformed individuals characterized by intellect. Unknown are the gods to whom they pray, if such even exist. They don't do magic. Trolls hate dwarves, and the feeling is mutual – whenever they see each other, it usually ends up in a fight – unlike the legends say, it usually is tragic for dwarves if they aren't properly prepared and armed.

Ice Giants – the only place where they might be seen is apparently the furthest North that hardly anyone has reached. It is said that they have their own towns made of ice and snow there. They rarely communicate with other intelligent races, of their own will – however, when that happens the conversation becomes a legend and songs are being sung about it.

Magic

In the world of *Storm Weavers* there are two types of magic:

Priestly Magic is performed by druids and priests. The power that they possess comes directly from gods. The possibilities and the nature of spells may be very different, depending on the nature of god who grants it.

The Magic of Might has a rich history. About 1000, on the Isle of Man off the coast of England and Northern Ireland, a school of magicians was created – the Academy, in which scientific research has begun on the sources of magic and its practical usage. The magicians who worked there started examining the nature of power, or might, existing in the world and the ways to use it. They developed new methods and spells as well, based on a concept of channeling the power existing in nature and not depending on power derived from the gods.

There are few magicians. Some of them settled in big towns, others entered the service of rulers, yet others conducted research on their own. However all of them are in touch with each other and recognize the sovereignty of the rector of the Academy on the Isle of Man.




The magicians are dependent on the level of power which they derive from nature – and that is different in different places and times. So, there are places where they cannot perform any magic and there are places where their magic is extremely powerful.

The Beliefs and Gods



Gods are professed in all countries. They hardly ever reveal themselves, but there are stories running around the world about people who experienced a meeting with a stranger who all of a sudden would present the god's form.

Gods rule in their domains – if some Midgardian wanders off, let's say, to the Country of Polans and Rus, he'll end up under the sky of the



World-viewer and his own god might not be exactly empowered to help him, even if he would want to.

In **MIDGARD, GERMAN PRINCEDOMS AND ENGLISH KINGDOMS** mighty icons are worshiped: Odin, Thor, Tyr, Freya and others known to us from the Nordic mythology. They take different names from country to country – like Odin who is called Vodan in England, whereas in the German countries – Votan. They are; however, the same gods but under various names.

In the **COUNTRY OF POLANS AND RUS** the grandest god is the World-viewer. Also worshiped are: Perun, The Mokosh Goddess and the black Veles. They have their own priests called the Feeders who, in their larch-tree shrines, make sacrifices to the gods and have some of their powers.

In the **KINGDOMS OF IRELAND** the memory of *Tuatha de Danann* is alive – The People of the Hills – who left for the World in Between, and of Sidhe – the elves who live in two worlds simultaneously, who around 1000 left the west coasts of Ireland in their white ships and no one has seen them since.

The druids play a very important role; they are both priests and healers, and Filids who know many songs passed down from generation to generation – cantos about Long Armed Lug, Dagda, Nuada, Morrighu and many others.



143