

To Rob a Witch

by Alex Schroeder, <http://alexschroeder.ch/wiki/RPG>
<https://creativecommons.org/licenses/by-sa/4.0/>

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



The End.

Kurmatesha

♥♥♥♥♥ +2 witch is using her charm, blows horn, summons ferryman demon, polymorphs into a night dragon

Spells:
 deep sleep
 block missiles
 summon demon
 polymorph
 fly

Gray Waste

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

Hades Hounds (3)

♥♥♥♥♥ +2 fire breath
 ♥♥♥♥♥ only hurt by magic
 ♥♥♥♥♥ or silver

Walking Birds (4)

♥♥♥♥♥ +2 sharp beaks
 ♥♥♥♥♥ big hands and no wings
 ♥♥♥♥♥ twice as big as any man
 ♥♥♥♥♥ calling each other



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



Malborn

♥♥♥ +1 silk merchant
 an honest man
 a sharp eye
 haggle
 talk

Leather armour, short sword
 elven cloak +2 for hiding
 elven boots +2 for sneaking
 a big backpack full of colourful silk
 some gold and silver in a pouch

Defending the village is hard.
 Think 7 Samurai.

Niflheim

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



City of Portals

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

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

Start here!

Blasted Hell

Red rubble, pink sky.
 Constant rumbling.



Up
 ♥♥♥♥♥ +4 devil hunter
 looking to do some good

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

"Yggdrasil? Sure. I can lead you to the next portal. But let me warn you. Without a guide it's going to be tough. And I can't help you. I must stay here."

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

Giant Eagle

♥♥♥♥♥ +3 talons and beak
 carry away small victims and carries them away on a diffence of 5+

(Finding victims if they are dropped in the void is a whole new adventure.)

Sneaking past the dragon while the dragon is asleep and you sneak past, keeping your distance: +0 to wake



Níðhöggr

The dragon gnawing at the roots of Yggdrasil, poisoning it.
 ♥♥♥♥♥♥ +6 dragon: a roar that shakes the earth; breath that sets villages on fire; a charming voice that soothes, befriends, convinces, commands; the stench of war

Acolytes (10)

♥♥♥♥♥ +1 sorcerers
 sleep, drown, warn Kurmatesha

Treasure buried under a *ghoul tree*
 ♥♥♥♥♥ +1 ghouls
 ♥♥♥♥♥ the dead
 ♥♥♥♥♥ will stay...

Nightmares (many)

♥♥♥♥♥ +2 flying black horses
 only hurt by magic and silver
 Wasili can help you tame a nightmare. Roll +1 with his help. Now you owe him a favor. He will ask for it, many weeks later, leading to more adventures.

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

If not, he'll just say:
 Nyt flows into the Sea of Fog.



Wasili

♥♥ +1 horse whisperer

Souls end up here because they were cowards. There is no happy ending - it already happened. It was bad. Here they wait for oblivion.

Nameless Village

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

Villagers (30)

♥♥♥♥♥♥ +0 but tough
 ♥♥♥♥♥ gloomy
 ♥♥♥♥♥ tired
 ♥♥♥♥♥ cowards
 ♥♥♥♥♥ poor

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

A fight with the trolls is going to be hard - and long! - because there are so many of them.

Trolls (5)

♥♥♥♥♥ +3 smash
 ♥♥♥♥♥ as strong as the earth
 ♥♥♥♥♥ friendly with wolves
 ♥♥♥♥♥ but hate all bipeds
 ♥♥♥♥♥ except for trolls...

Wolves (3)

♥♥ +0 but tough
 ♥♥ track invisible foes
 ♥♥ pack tactics

Freya Temple



wooden longhouse with wolf or goat head

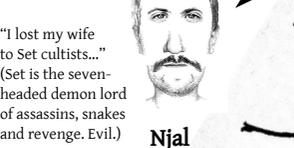
"I can sell you this map. It acts as a portal key."
 This is an expensive map. Roll resources vs. her brokerage.



Lissa
 ♥♥ +1 broker
 secret revolutionary

She likes:
 - subversive characters
 - help people on the run
 - to learn about new portals

holy cup of Heimdall +1 when guarding heavy armour, mace
 2 wineskins
 a book of snakes



Njal
 ♥♥♥♥♥ +1 priest
 guide, guard (+2 with a drink)

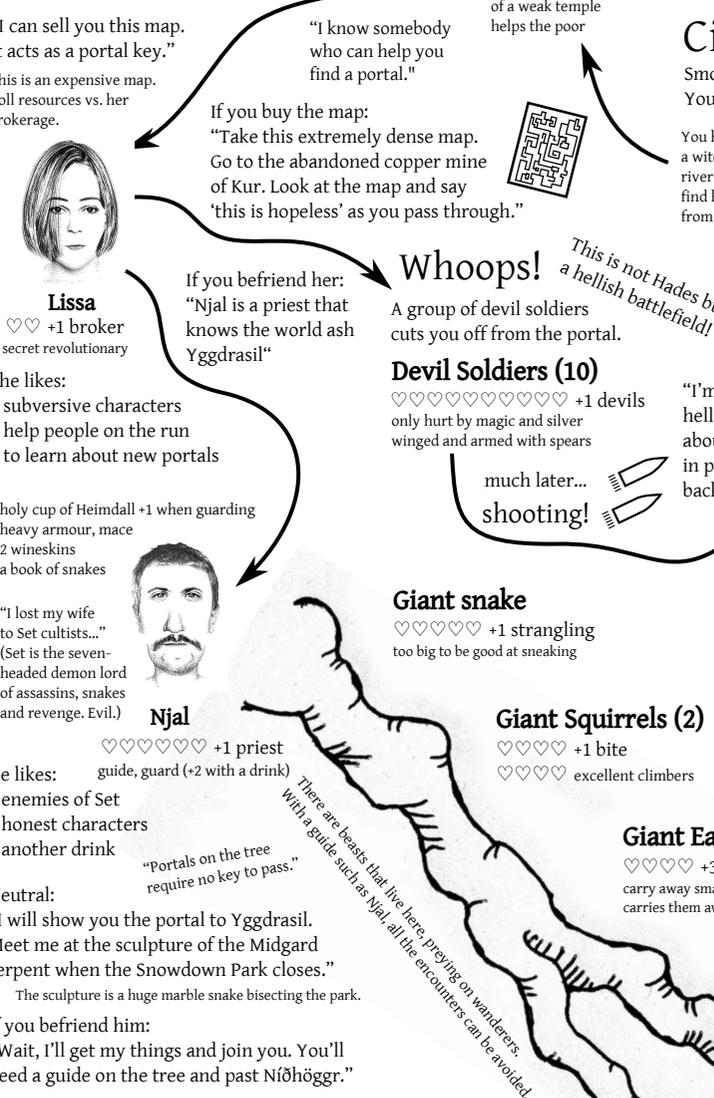
He likes:
 - enemies of Set
 - honest characters
 - another drink

Neutral:
 "I will show you the portal to Yggdrasil. Meet me at the sculpture of the Midgard serpent when the Snowdown Park closes."
 The sculpture is a huge marble snake bisecting the park.

If you befriend him:
 "Wait, I'll get my things and join you. You'll need a guide on the tree and past Níðhöggr."

Yggdrasil, the world ash

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



"The roots of Yggdrasil reach down to Niflheim. Beware of apathy & despair! It is the realm of the old and the sick."
 Take along silver weapons!
 If you don't have any, I can lend you this silver dagger - if you will help me fight the Mjölñir Gangsters, later!



Anja

♥♥♥ +2 priestess
 of a weak temple
 helps the poor



This is not Hades but a hellish battlefield!

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

Whoops!

"Njal is a priest that knows the world ash Yggdrasil"

Devil Soldiers (10)

♥♥♥♥♥♥♥♥♥♥ +1 devils
 only hurt by magic and silver
 winged and armed with spears

much later...
 shooting!

Giant snake

♥♥♥♥♥ +1 strangling
 too big to be good at sneaking

Giant Squirrels (2)

♥♥♥♥♥ +1 bite
 ♥♥♥♥♥ excellent climbers

Giant Eagle

♥♥♥♥♥ +3 talons and beak
 carry away small victims and carries them away on a diffence of 5+

Niflheim

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

Trolls (5)

♥♥♥♥♥ +3 smash
 ♥♥♥♥♥ as strong as the earth
 ♥♥♥♥♥ friendly with wolves
 ♥♥♥♥♥ but hate all bipeds
 ♥♥♥♥♥ except for trolls...

Wolves (3)

♥♥ +0 but tough
 ♥♥ track invisible foes
 ♥♥ pack tactics