

A Cold Death

a Mythic Iceland scenario



by Mark Morrison

Based on the *Basic Roleplaying* supplement *Mythic Iceland* by Pedro Ziviani

A Cold Death is set in the North Iceland, in the year 990, during the Pagan Commonwealth period of the country's history. The player characters are farmers returning from a Viking expedition.

Six warriors return to their home valley after two years on the longships. They find that the old goði (chieftain-priest) has been replaced by one of his followers, and that the valley where their farms are located is in the grip of an early and supernatural winter.

The characters are provided in the appendix.

What has gone before

The following background information is for the game master, and is not to be read aloud.

The player characters are all from Salmon River Valley (Laxárdalur), in North Iceland. The valley is located at the foot of Bad Weather Peak (Illviðrishnjúkur), and is home to a dozen farms. Two summers ago they signed up on the long ships to go raiding, under the command of Úlfur Einarsson, the goði's son. Úlfur was killed on an Irish beach, and the rest of the band was unable to return that year due to bad weather and the loss of a ship. They are now returning home after a two year absence, laden with treasure.

Things have changed. The old goði was Einar, a huge grey warrior whose advanced years did not diminish his spirit. One year ago Einar spent a night drinking with the cripple Skorri, talking about the polar bear Old Whiteclaw that had laid Skorri low. Einar decided to hunt Old Whiteclaw himself, and made ready to leave the next morning with his follower Guttormur. Unbeknownst to either of them, Guttormur's wife Ása saw an opportunity for her husband to be the new goði. A wise woman, she poisoned Einar in secret so that he grew progressively weaker as the hunt went on. The polar bear killed him in one blow, but Guttormur drove it off.

After Einar was laid in his barrow, Guttormur made

WHAT IF I DON'T HAVE MYTHIC ICELAND?

In order to take full advantage of all the material included in this scenario you are going to need the *Basic Roleplaying* rules book, and *Mythic Iceland*.

But even if you don't own *Mythic Iceland*, it is still possible to run this scenario. The stats of all monsters and NPCs are included in the appendix. Without *Mythic Iceland*, some of the details on the characters stats may not mean much to you, such as allegiance scores and animal-fetches, but you can safely ignore those without compromising the scenario.

A glossary of terms used in *Mythic Iceland* is included at the end of this document.

As *Mythic Iceland* characters, it is intended that the Vikings of the scenario reflect those of history; fatalistic warriors who believe in the rule of law, worship the old Norse gods and bear strong love for their clans and families.

his claim to be goði, and was uncontested as most of the men were away on the ships. However, he has not yet made representation at the Althing (the National Assembly) to confirm his rightful election.

One year to the day later a terrible winter came down from the mountain in mid-autumn. Terrible shades of whirling snow stalked through the valley, killing the old and the young. Even when warriors fight them, they reform and return the next night. The shades are summoned by Einar, who has now become a Draugur, a terrible undead creature filled with cold and inhuman hate. The Draugur looks down on the valley and waits for vengeance against those who caused his death.

One week later, the player characters walk up the frozen pass and into an early and lethal winter...

Starting the adventure

The player characters are nearing their home valley, laden with the loot of two years raiding. Their dragon ship is in the fjord, far behind them. The ship belongs to their goði Einar, who sponsored the expedition. Now, before they go to their own farms, the player characters must journey first to Einar's farm at the end of the valley, to give him his share of the loot, and to tell him about the death of his son.

As they journey higher up into the mountains they bid farewell to their shipmates who turn off to their own farms. Soon only the player characters remain.

What are the characters thinking about as they walk towards their home valley? Who are they longing to see? How do they plan to spend their money? And who will break the news to their goði Einar that his son Úlfur was killed during the raiding? It was a good death, but it is always hard for a father to hear news that his son has died before him.

The cold road ahead

Up ahead (Spot rolls) the players notice that the cloud layer from the Bad Weather Peak has settled about the lower slopes, and that the weather is turning cold (Sense), far too cold for autumn. Soon it is below freezing, and visibility drops as the party ascend into the fog.

Exposure

All players must make a Stamina roll (CON x5). Those who fail begin to suffer from the cold, and must seek shelter before nightfall to avoid illness.

Characters who suffer from exposure may contract a disease. Sick characters lose 1 hit point for each full day of exposure and cannot recover hit points until they are treated with First Aid and able to warm themselves and rest for 8 hours.

The deserted farm

The players should describe their approach to Einar's farm (weapons, marching order). Invite each to nominate a Perception skill to use.

There are no people or animals in the fields. A light snow is falling. It is still bitterly cold.

Each farmhouse they travel past is empty (Spot); the doors have been smashed in. There are no bodies inside, nor signs of violence. There is snow inside each house,

USING THIS ADVENTURE IN A CAMPAIGN

This scenario can easily be played with player-created characters; the events can take place in any journey that takes the players across a mountain pass. If Salmon River Valley is not the player's home region, the question of who should be goði is less pressing, but the strange circumstance of Einar's death is still a mystery to be solved.

even though the roofs are intact, and icicles are formed in the lintels and ceilings. This is a supernatural cold (Sense).

Ahead in the gloom, the long house and the barn stand firm (Spot); the doors are closed.

A moaning whisper can be heard in the storm (Listen). Figures are glimpsed out in the fields (Spot), not seeming to walk but rather drifting across the ground. There are no footprints on the ground (Track). Closer at hand, the blurred outline of a man can be seen standing on a hillock (Spot); if a player investigates, the figure sinks behind the hillock.

The wind picks up; the moan is building to a roar (Listen). An attack is imminent (Sense).

EINAR'S FARM

The goði's farm is located at the end of Salmon River Valley and is comprised of two buildings: one large longhouse, and a barn. The farm is home to about 20 people, counting Einar's close family and settled kinfolk, as well as his slaves. People who live in the valley often gather here for religious services and to resolve disputes.

Einar's farm is nestled into the side of Bad Weather Peak. Hóla's Pass leads up the slope.

The winter shades attack

The farm is under attack from the winter shades, mysterious figures made from ice and snow. The people of Salmon River Valley are sheltering inside Einar's farmhouse. Their animals are inside the barn.

The winter shades prowl about the deserted farmhouses. Sensing the newcomers, they move in to attack.

A figure appears from behind the barn; it is made of whirling snow and lava rocks tumbling together in the shape of a man holding a sword. Its eye sockets are

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hollow, but as it turns its blank gaze towards one of the player characters it distends its lower jaw and lets out a chilling shriek. The figure tilts forwards and half-floats, half-spins across the ground, sword outstretched.

Six winter shades attack the party from all sides. This is a running battle.

After three rounds of combat, the doors to the longhouse open and four men emerge with torches. They call out to the strangers to come quickly. Once everyone is inside, they bar the door.

Inside Einar's longhouse

The longhouse is crowded with people, dogs, sheep and goats.

A fire pit runs the center of the hall. The fire flickers and smokes, fighting against the deathly chill. It seems on the verge of going out, despite the efforts of the slaves to keep it going.

Everyone is pleased to see the players; their appearance brings hope. People crowd around and slap the returning Vikings on the back. Family members rush to their embrace.

One familiar figure is missing (Spot roll to notice); the grizzled grey head of Einar, the goði.

Greetings from Guttormur

Guttormur pushes through the crowd to join in the greeting; he is a burly man with black hair and broad forearms. He smiles widely, but his eyes are grey and clear, as though he is thinking about more than he is saying. The players remember him as one their goði Einar's closest followers; but Einar is nowhere to be seen, and Guttormur wears a fine new cloak and silver bands on his forearms. Guttormur regards the players with a steady eye; he needs the warriors, but is wondering if one of them might challenge his new position as goði.

Aid from Ása

A small blonde woman clears the scrum at the door, and asks if any of the newcomers are wounded or suffering from exposure. This is Ása, Guttormur's wife. Ása has a kindly air, and hustles any wounded player characters over to straw palettes set close by the fire.

A table nearby has bandages, fresh herbs and small clay jars stoppered with cloth. Ása busies herself with her ointments, and applies poultices to any wounds, and

massages life into frozen fingers and toes. Those under Ása's care immediately feel better, and regain 1D3 hit points per hour.

Where is Einar?

Einar the goði is nowhere to be seen. The players can ask anyone; if they do not ask, Guttormur will introduce himself as the new goði, and tell the tale.

Last autumn Einar fell to drinking with Skorri the cripple. Skorri described his fight with Old Whiteclaw, a cunning old bear from the high pass. The bear left Skorri as good as dead, with a broken back and a shredded face. Einar decided to hunt Old Whiteclaw for himself, and would not be talked out of it. He and Guttormur left the next morning. The bear surprised them and killed Einar with one blow, but Guttormur was able to drive it off. He returned to the valley with the body of the goði. They buried him in a high barrow overlooking his farm.

Family greetings

Do any of the player characters have families taking shelter here at Einar's farm? If so, they greet them warmly.

Late in the night, as much as she is pleased to see him, a wife might bemoan that her husband should not have been away so long, especially when the goði died. It should be him in charge of the chieftaincy now, not Guttormur. All the real men went away in the longships, why should they be ruled by one of the stay-at-homes?

What are those ghosts outside?

The players can ask about the strange figures haunting the farm.

They only appear at night; no one knows where they come from. They first appeared a week ago. They can be smashed apart, but there are many of them, and they always come back the next night. Some old people and children were killed when they first appeared.

Sveinn One-Eye was killed fighting them, and two other of Einar's followers were seriously wounded. Someone swears they saw a figure exactly like Sveinn appear the next night and take his place among the ranks of the shades.

Worse still are two small and terrible shades that have been seen on the outskirts of the farm, the same height as Egil's young sons who were killed the first night the shades appeared.

Other investigations

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The players can use their skills to gossip, observe, and learn more about the situation:

Fast talk: The winter shades attacked on the very anniversary of Einar's death.

Insight: There is a general lack of confidence in Guttormur's leadership. Hiding in the longhouse accomplishes nothing.

Knowledge (Myth): Shades of dead warriors are a bad omen, as they have not gone to Valhalla. Such ghosts sometimes serve a powerful chieftain.

Law: Guttormur has no legitimate claim to the goði's position. A full election was not held, and it has not been taken to the Althing for a vote.

Listen: The winter shades prowl around the farm, scratching at the doors.

Perform: Bold poems and songs of the longships cheer everyone's mood.

Spot: The fire consumes wood at three times the normal rate.

Sense: Supernatural cold is seeping into the farmhouse.

The players may have other lines of enquiry, and ingenious ideas for skill use. Draw on the information from the backstory to reward their invention.

Helping the people of Salmon River Valley

Will the players come to the aid of the people of their home valley?

If they do not volunteer, Guttormur will ask them directly. He needs to keep his followers close to defend the farm, but now that there are more warriors, perhaps they can learn more about the enemy and take the battle to them. He asks the players to learn more about the ghosts; where do they come from?

Following the ghosts

The players can hide themselves around Einar's farm, in slopes of Bad Weather Peak or behind lava boulders (Hide), and observe the shades as they depart at dawn, or as they arrive at nightfall.

At dawn the winter shades drift away from the farm. They go up the pass behind the longhouse, rising up

Bad Weather Peak. As the sunlight hits them, they dissipate into powder snow.

Each evening the shades arrive from the same direction; further up the mountain.

The shades float above the ground and leave no trail; a Track roll cannot determine where they have come from. However, a Track roll in a wide circle around the farm finds the trail of a large man walking around the farm on the high sides of the canyon. (These are the tracks of the Draugur as he prowls around, looking down on the valley with hate.)

The Draugur at night

If the players scout around the farm at night, they may encounter the Draugur as it shambles through the hills above the valley. See "The Draugur appears" below, and transplant the scene from the mouth of the barrow to the edge of the cliff above Einar's farm.

Waiting at the longhouse

More cautious players might choose not to travel up the mountain into unknown and dangerous territory. On their third night of inaction, the longhouse door explodes in a shower of splinters and the Draugur storms inside, filling the hall with a blast of icy air. A fight to the death ensues. The gamemaster may determine if Guttormur or Ása prevail, or if they among the Draugur's victims in its final and terrible rampage.

The Barrow

Einar's barrow is a lonely mound of earth and lava rocks. The barrow lies at the mouth of the pass, high above the Einar's farm.

As the players approach a deathly chill seeps through the air, colder than ever; so cold that metal threatens to burn to the touch. Snow starts to fall upwards, lifting up from the ground and swirling around. As the players get closer, it nearly becomes a blizzard.

The area immediately before the barrow is frozen and quiet; the storm whirls around, but no air is disturbed here. Inside the barrow (Listen) can be heard the grinding of stones, as something forces its way out. Moments later, the Draugur emerges.

The Draugur appears

The Draugur is vast and bloated; its skin blotched with blue and purple. It appears as a frozen corpse, swollen

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up to double the size of a man. It is hairless and neckless, its putrid round head set between its shoulders. Its eyes are milky yellow, but stare at living humans with a terrifying intensity.

It hates them. It hates all life. It hates the loud beatings of their hearts, the sickening heat of their blood. It wants them to die. It wants to kill everything and everyone. It wants to freeze the world into one vast white tomb.

The players may surmise that this is the dead spirit of Einar. Knowledge (Myth) confirms that only a man who swears vengeance would return to life in such a horrible way.

The Draugur does not attack at first, but will immediately join battle if it is attacked.

If the players do not attack, the Draugur reaches into its jerkin and pulls out a small clay jar stoppered with a filthy cloth. It drops the jar upon the ground. (If the players fight and kill the Draugur, they find the same jar in the refuse of its body.)

The Draugur stares at the players, hungry with hate; any action towards it will cause it to attack. If the players keep their distance and remain respectful, it slowly withdraws to the barrow and goes inside. Stones grind as it closes its cold and lonely tomb.

Úlfur's saga

Compassionate players may think to tell the Draugur about the death of Úlfur, Einar's son. Perform skill can be used to tell Úlfur's saga in a stirring way. As the tale is told, the falling snow drifts back to earth, and some of the cold fades from the air. In any battle with the Draugur, those who spoke well of Úlfur are not attacked unless everyone else is dead.

The clay jar

The residue of an oily black substance is smeared inside the jar. A Medicine roll confirms that it is a debilitating poison; not enough to kill a man, but certain to make him very weak. Should the players fail to make the connection themselves, a Spot roll recalls that the jar is identical to the one that Ása uses for her ointments.

Justice for Einar

Whether or not they fought the Draugur, the players may now have their suspicions about Einar's death, and the black ointment. Whether they pursue justice is en-

tirely up to them.

Let the players discuss what they should do, and where and when they will confront Guttormur if they plan to make an accusation. During the day, everyone stays close to Einar's longhouse, tending the animals; at night, everyone gathers inside. In either case it is easy to call a gathering, and some stirring oratory (Persuade) convinces all of the importance.

Players may naturally focus on the guilt of Guttormur and Ása in the death of Einar; but it is the cruel and hateful Draugur who has been persecuting the farm. Who will seek justice for Egil's innocent sons?

Gathering more evidence

More methodical players may wish for further proof. Ása is always busy and it is easy to lure her away from her table of herbs and ointments. A quick search (Spot) reveals many jars identical to the one dropped by the Draugur, although none bearing the same noxious black ointment. If the longhouse is crowded, the Sleight of Hand skill is required to take a jar without anyone noticing.

The accusation

When the time is right, whether in public or private, the players can make their accusation. Be clear about who is standing where.

Guttormur is shocked. He recognizes the jar, and knows that it is the truth; but he had not known it until now. He loves his wife, and will support her, but this news destroys him; he has been a party to the murder of his goði. Spot or Insight confirms his inner turmoil.

Ása is white-faced and thin-lipped; she immediately defends herself, calling it slander and lies. Anyone has a jar like this, or could have taken one of hers. Who are these people who have been away to make such accusations? Why did they stay away from the valley for so long anyway? They just want to discredit Guttormur. The people should not listen to them.

HÓLMGANGA

Hólmganga is the Norse custom of dueling. A square of cloth is pegged out with a post at each corner. Two men enter the square. The fight must continue until red blood stains the cloth; the fight can be ended there, but some feuds are so fierce that only death can decide the outcome.

A BRIEF VIKING GLOSSARY

Althing – the annual National Assembly of all chieftains in Iceland, each accompanied by a number of his supporters, during which the formal processing of disputes take place. Draugur – a restless spirit

Hólmganga – a duel fought on a square of cloth. The duel cannot be stopped until the first drop of blood hits the cloth. An opponent knocked out of the square loses the match.

Goði (pronounced “gothi”) – a chieftain

Skald – a bard

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Clear arguments will sway the opinion of the people of the valley; Persuade and Law rolls enhance the effect.

Rough justice

If the players attempt to take justice into their own hands and seize or kill Ása or Guttormur without the support of the people, Guttormur calls his followers to defend him; the players must face the goði and his four warriors. The people of the valley scatter a respectful distance and watch for the outcome.

A challenge

If the players keep their heads and make convincing arguments, the people of the valley take their side. The players must decide in all this if they are accusing Ása, Guttormur, or both of them.

When all hope for Ása or himself is lost, Guttormur mutters one word, so low that at first it is hard to hear (Listen): “Hólmganga”.

“Yes,” agrees Skorri. “The red square.”

Guttormur challenges the players to a hólmganga to decide the outcome of the trial.

The duel

The players should decide who will face Guttormur. By implication, the winner will also be the next goði, at least until confirmed at the Althing.

The goði’s followers peg out the square. Guttormur strips to the waist; this duel will be fought with weapons and shields, but no armor. Guttormur’s face is set and grim.

The fight begins. Guttormur does not strike first, and nor does he parry the first attack from the player char-

acter; he is wracked with guilt, and part of him seeks a quick and noble death.

If that first blow does not kill him, Guttormur smiles and thinks the gods may yet favor him, and begins to fight in earnest.

Ask the other players what they are doing during the duel. Smart player characters will keep an eye on Guttormur’s followers, and on Ása. If no one is watching, she attempts to reach her husband with an ointment that lets him ignore major wounds.

Guttormur wins

Guttormur will allow the player character to yield at any time. If he kills the player character, he shows signs of regret. If another player character challenges him, he will not shy away, and on the next duel he will attack at once.

The player wins

Guttormur will fight to the death; he will not yield. When his body hits the mat, his followers clash their swords to their shields, and proclaim the player as their new goði.

The fate of Ása

The players may decide the fate of Ása. The Law skill may inform their choices.

A compassionate goði might return her to her family and demand weregeld (blood money) for Einar. She may also be outlawed. She must leave the country on pain of death.

Secret murder is the worst offence, so more extreme punishment may be called for.

Players with a particularly grim sense of justice might

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take Ása up to Einar's tomb and leave her there; she is never seen again.

Justice is served

Any solution in accordance with the law satisfies the spirit of vengeance. The killing winter lifts; peace returns to Salmon River Valley. The Draugur is never seen again.

Old Whiteclaw

Some players may wish to avenge Einar by hunting Old Whiteclaw, the bear that killed him. While this does not lay the spirit to rest, it does make for a good Viking story.

Old Whiteclaw arrived in Iceland many years ago, on a large block of floating ice from Greenland, and has been living in this area ever since, hunting seals on the coast and sheep on the mountains. He is cunning, and pretends he does not hear the player characters as they approach; when they are close, he suddenly strikes with surprise. The crafty old bear's statistics appear below.

Statistics

DRAUGUR

A draugur is the restless spirit of someone who was killed with great injustice. The draugur raises itself one year later, bringing blizzards and killing frosts. The draugur can raise winter shades to seek its vengeance. A draugur is a remorseless foe who hates all life, and will not rest until the subject of its vengeance has been destroyed. If killed, the Draugur will reform the next night. A Knowledge (Myth) success will recall that the only way to kill it is to cut off its head and burn the body. If its killer is brought to justice, the Draugur's vengeance is satisfied, and it will return to its barrow and decompose into stinking liquescence.

DRAUGR, Vengeful undead

STR 22 CON -- SIZ 23 INT 13

POW 17 DEX 11

Move: 7

Hit Points: 28

Damage Bonus: +2D6

Armor: None. The draugur does not parry or dodge.

Weapon	SR	Attack	Damage
Right claw	6	60%	1D6 + db (bleeding)
Left claw	7	60%	1D6 + db (bleeding)
Grapple	9	50%	see BRP p. 60-61
Sword	9	70%	1D8+1 + db (bleeding)

A draugur can make two claw attacks per round, or one grapple attack, or one sword attack

Skills: Sense 60%, Listen 50%, Track 40%, Raise Winter Shades 75%

Hit Points per Hit Location:

D20 Melee	D20 Missile	Hit Location	AP/HP
01-04	01-03	Right Leg	1/10
05-08	04-06	Left Leg	1/10
09-11	07-10	Abdomen	1/10
12	11-15	Chest	1/11
13-15	16-17	Right Arm	1/7
16-18	18-19	Left Arm	1/7
19-20	20	Head	4/10

Powers:

Night Vision: Can see perfectly in the dark.

Hard to Kill: Slashing, crushing and impaling weapons do half damage. Fire does full damage.

Special Destruction Condition: A draugur does not go into shock due to massive hit point loss or due to severed limbs. It will keep fighting until its hit points are reduced to zero, at which time the draugur will collapse. In 1D12 hours after having been hacked to zero hit points, the draugur will return, with all hit points restored, unless the head is severed and the body is burned.

Diseased Touch: Every time a character is struck by a Draugur's claw or grapple attack, he or she must make a resisted check of CON vs. the Draugur's POW or contract a disease that spreads through the body and rots the flesh. First symptoms appear after 1D12 hours. The disease is considered of Acute Severity and causes Disfigurement (see Basic Roleplaying page 221).

Raise Winter Shades: The draugur can raise 1D3 winter shades as its action during a round, condensing them from its chill breath. It can only do this once every 1D6 rounds.

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Winter Shades

Winter shades are ghosts summoned up from living weather under the behest of a draugur. They only appear at night. They are man-shaped forms composed of whirling snow, ice and shale. They travel at normal human speed, but float along the ground, and they can freely raise or lower themselves. Anyone killed by a winter shade becomes one the following night. Winter shades can only be killed with a single killing blow, and even then they are only dispelled for the remainder of that evening, returning again on the next night. If the draugur is killed, the winter shades vanish forever.

WINTER SHADES, Howling ghosts

STR 15 CON -- SIZ 10 INT 11 POW 1
DEX 9

Move: 10

Hit Points: 5

Damage Bonus: +1D4

Armor: None

Attacks: Ice Sword 40%, 1D8+1+db

Breath 40%, 1D8

Skills: Dodge 25%

A Winter Shade is composed of living weather and has no CON. Its hit points are equal of half its SIZ. A Winter Shade must be killed in a single blow. If not, it takes no damage.

Powers: The breath attack affects one person within 5 meters. The breath can be dodged or parried with a shield, but cannot be parried with a weapon.

GUTTORMUR

Guttormur is a stocky, dark-haired warrior dressed in the new finery of a goði. He is brash and arrogant, mistaking that behavior for leadership.

GUTTORMUR, Goði

STR 16 CON 13 SIZ 15 INT 11 POW 13
DEX 12 APP 10

Move: 10

Animal-Fetch: Wolf

Hit Points: 14

Damage Bonus: +1D4

Armor: 1-point leather armor, 4-point light helmet

Skills: Brawl 65%, Dodge 35%, Grapple 50%, Listen 50%, Spot 65%

Weapon	SR	Attack	Damage
Broad Sword	7	70%	1D8+1+db (bleeding)
Round Shield	8	55%	1D4+db (knockback)

Hit Points per Hit Location:

D20 Melee	D20 Missile	Hit Location	AP/HP
01-04	01-03	Right Leg	1/5
05-08	04-06	Left Leg	1/5
09-11	07-10	Abdomen	1/5
12	11-15	Chest	1/6
13-15	16-17	Right Arm	1/4
16-18	18-19	Left Arm	1/4
19-20	20	Head	4/5

Ása

Ása is a small blonde woman with a kindly air. She genuinely cares for the people of Salmon River Valley, and knows everyone by name. The warmth of her laugh can take the chill off the night air, but when she is alone her face shows a strain that she does not speak of.

ÁSA, Wife of Guttormur

STR 10 CON 14 SIZ 11 INT 17 POW 15
DEX 13 APP 14

Move: 10

Animal-Fetch: Raven

Hit Points: 13

Damage Bonus: None

Armor: 1-point quilted

Attacks: Dagger 40%, SR 8, 1D4+1 (impaling)

Skills: Brew Potion 75%, Dodge 40%, First Aid 90%, Medicine 70%

Powers: Ása's potion skill is such that she can heal 1D6 hit points at the cost of 3 Power Points.

Ása can also brew a potion of potency 17 which weakens the target by 2D6 STR for 2D6 hours.

Hit Points per Hit Location:

D20 Melee	D20 Missile	Hit Location	AP/HP
01-04	01-03	Right Leg	1/5
05-08	04-06	Left Leg	1/5
09-11	07-10	Abdomen	1/5
12	11-15	Chest	1/6
13-15	16-17	Right Arm	1/4
16-18	18-19	Left Arm	1/4
19-20	20	Head	0/5

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The Goði's Followers

These men, once Einar's closest followers, swore allegiance to Guttormur when Einar died. As long as he is the lawful goði, they will follow his orders. Their names are Hafsteinn, Skafti, Njáll and Óttar.

GODI'S FOLLOWERS, Warriors of Guttormur

STR 13 CON 10 SIZ 12 INT 11 POW 10
DEX 11 APP 9

Move: 10

Hit Points: 11

Damage Bonus: +1D4

Armor: 1-point leather armor, 4-point light helmet

Skills: Brawl 65%, Dodge 25%, Grapple 50%, Listen 50%, Spot 65%

Weapon	SR	Attack	Damage
Broad Sword	7	40%	1D8+1+db (bleeding)
Round Shield	8	30%	1D4+db (knockback)

Hit Points per Hit Location:

D20 Melee	D20 Missile	Hit Location	AP/HP
01-04	01-03	Right Leg	1/4
05-08	04-06	Left Leg	1/4
09-11	07-10	Abdomen	1/4
12	11-15	Chest	1/5
13-15	16-17	Right Arm	1/3
16-18	18-19	Left Arm	1/3
19-20	20	Head	4/4

Old Whiteclaw

Old Whiteclaw is a grizzled, cunning polar bear who prowls the lower reaches of the Bad Weather Peak and the neighboring Troll Mountains. He is adept at pretending not to notice his prey, and then striking suddenly.

OLD WHITECLAW, A polar bear

STR 30 CON 13 SIZ 32 INT 9 POW 10
DEX 11

Move: 14 (8 swimming)

Hit Points: 23

Damage Bonus: +2D6

Armor: 4-point fur and scars

Skills: Climb 70%, Listen 80%, Sense 85%

Weapon	SR	Attack	Damage
Bite	9	45%	1D10 + db (bleeding)
Claws (2)	6	60%	1D6 + db (bleeding)
Slap	6	45%	1D3 + db (crushing)

Old Whiteclaw can attack twice, using either two separate claw attacks or one claw and one bite.

Hit Points per Hit Location:

D20 Melee	D20 Missile	Hit Location	AP/HP
01-04	01-03	Right Leg	1/10
05-08	04-06	Left Leg	1/10
09-11	07-10	Abdomen	1/10
12	11-15	Chest	1/11
13-15	16-17	Right Arm	1/7
16-18	18-19	Left Arm	1/7
19-20	20	Head	4/10

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A Cold Death: A Mythic Iceland Scenario

Player Characters

Ölvir

Ölvir is back from two years on the longships, and longs to see his wife Ólöf and his children again. He was lucky on the voyage, but the son of his goði was not so lucky. Úlfur died a good death, but still, old Einar will take that news hard on their return.



ÖLVIR, Viking warrior, Male, Age 38

STR 14 CON 11 SIZ 17 INT 13 POW 12
DEX 10 APP 13

Name Meaning: Lucky

Nickname: Half-Giant

Animal-Fetch: Wolf

Current Luck score: 54%

Hit points: 14

Armor: 1-point leather armor, 4-point light helmet

Damage bonus: +1D4

Skills: Brawl 55%, Dodge 50%, First Aid 35%, Insight 35%, Law 40%, Listen 50%, Navigate 40%, Persuade 45%, Second Sight 70%, Spot 55%

Allegiance: Tyr 58%, Loki 6%

Weapon	SR	Attack	Damage
Broad Sword	6	75%	1D8+1+db (bleeding)
Round Shield	7	55%	1D4+db (knockback)
Thrown Axe	6	50%	1D6+½db (bleeding)

Hit Points per Hit Location:

D20 Melee	D20 Missile	Hit Location	AP/HP
01-04	01-03	Right Leg	1/5
05-08	04-06	Left Leg	1/5
09-11	07-10	Abdomen	1/5

12	11-15	Chest	1/6
13-15	16-17	Right Arm	1/4
16-18	18-19	Left Arm	1/4
19-20	20	Head	4/5

Powers: *Hand of Tyr* - In the character's right hand, any weapon, no matter how exotic, becomes familiar, giving him or her a score equal to their highest weapons score -10%. (1D6+2 Power Points to activate)

Fríða

Fríða's husband Skorri thought he was stronger than a bear, but he wasn't, and the bear crippled him. When it was time to go a-viking, she took his place and his axe and left him at home with the children. Damned if her family was going to miss out on all that gold.



FRÍÐA, Viking warrior, Female, Age 31

STR 13 CON 17 SIZ 16 INT 15 POW 10
DEX 11 APP 12

Name Meaning: Beautiful

Nickname: the Smooth-Tongued

Animal-Fetch: Cat

Current Luck score: 44%

Hit points: 17

Armor: 1-point leather armor, 4-point light helmet

Damage bonus: +1D4

Skills: Brawl 40%, Dodge 35%, Fast Talk 65%, Gaming 55%, Knowledge (Myth) 45%, Listen 60%, Prophecy 60%, Sense 50%, Spot 60%, Track 40%

Allegiance: Frigg 60%, Loki 8%

Weapon	SR	Attack	Damage
Battle Axe	6	75%	1D8+1+db (bleeding)

A Cold Death: A Mythic Iceland Scenario

Round Shield	7	75%	1D4+db (knockback)
Thrown Axe	6	50%	1D6+½db (bleeding)

Hit Points per Hit Location:

D20 Melee	D20 Missile	Hit Location	AP/HP
01-04	01-03	Right Leg	1/6
05-08	04-06	Left Leg	1/6
09-11	07-10	Abdomen	1/6
12	11-15	Chest	1/7
13-15	16-17	Right Arm	1/4
16-18	18-19	Left Arm	1/4
19-20	20	Head	4/6

Powers: *Baldur's Healing Hands* - The character may restore one person to full health, healing any wounds and curing any disease or poison effects. Crippled limbs can be fixed by this effect, but not severed limbs. All that is required is that the character touches the subject while his hands glow with power. No skill roll is necessary. (1D6+2 Power Points to activate)

GRÍMUR

Grímur is a berserk, a feared warrior who lives only for battle. He has no close friends. When the red mist takes him, Grímur will fight until he or his enemies are dead. When his enemies are dead, sometimes Grímur keeps on fighting anyway. That explains the lack of friends.



GRÍMUR, Viking Berserk, Male, Age 24

STR 18 CON 15 SIZ 15 INT 9 POW 13

DEX 12 APP 5

Name Meaning: Disguised

Nickname: the Broad-Bearded

Animal-Fetch: Bear

Current Luck score: 59%

Hit points: 15

Armor: 2-point leather with patches of bear skin, and shamanic talisman

Damage bonus: +1D6

Skills: Brawl 75%, Grapple 75%, Jump 65%, Listen 55%, Sense 70%, Spot 55%, Throw 55%

Allegiance: Óðinn 54%, Loki 4%

Weapon	SR	Attack	Damage
Battle Axe	6	75%	1D8+1+db (bleeding)
Thrown Axe	6	50%	1D6+½db (bleeding)

Hit Points per Hit Location:

D20 Melee	D20 Missile	Hit Location	AP/HP
01-04	01-03	Right Leg	2/5
05-08	04-06	Left Leg	2/5
09-11	07-10	Abdomen	2/5
12	11-15	Chest	2/6
13-15	16-17	Right Arm	2/4
16-18	18-19	Left Arm	2/4
19-20	20	Head	0/5

Powers: *Berserker Rage* (see *Mythic Iceland page 64*). *Simplified version* - Attack chance doubles and can ignore major wounds while berserk, but cannot dodge or parry. He must roll Idea to stop fighting when enemies are dead. (1D6+2 Power Points to activate)

LEIFUR

Leifur is a skald. He knows the great sagas and the stories of the gods, and can recite them in verse or song. He surrounds himself with heroes and hopes that he too will get to write a great saga one day, a tale to warm the halls for centuries to come; perhaps today is that day.



A Cold Death: A Mythic Iceland Scenario

LEIFUR, Viking Skald, Male, Age 27

STR 11 CON 11 SIZ 12 INT 17 POW 16
DEX 14 APP 17

Name Meaning: Heritage

Nickname: the Bellow

Animal-Fetch: Ram

Current Luck score: 70%

Hit points: 12

Armor: 2-point quilted armor and light helmet

Damage bonus: None

Skills: Customs 60%, Dodge 70%, Insight 35%, Knowledge (Myth) 60%, Law 50%, Listen 60%, Perform 65%, Persuade 65%, Poetry 65%, Rune Magic 75%

Runes Known: Freyr's Ætt, plus Óðal

Allegiance: Freyr 60%, Loki 9%

Weapon	SR	Attack	Damage
Long Spear	6	75%	2D6 (impaling)
Sax	6	60%	1D6+1+db (bleeding)

Hit Points per Hit Location:

D20 Melee	D20 Missile	Hit Location	AP/HP
01-04	01-03	Right Leg	2/4
05-08	04-06	Left Leg	2/4
09-11	07-10	Abdomen	2/4
12	11-15	Chest	2/5
13-15	16-17	Right Arm	2/3
16-18	18-19	Left Arm	2/3
19-20	20	Head	4/4

Powers: *Freyr's Steed* - A ghostly shape of a horse appears around the character. The character gains the strength and speed of a horse. The character become unable to hold any object in his or her hands, but can use any of the horses attacks as described on Basic Roleplaying rulebook page 336. (1D6+2 Power Points to activate)

MORÐUR

People often forget that Morður is there. He has a forgettable face, and he knows how to be quiet when he needs to be. It suits him to be forgotten from time to time. Sometimes people don't know he's there until his dagger is right between their ribs.

MORÐUR, Viking warrior, Male, Age 33

STR 16 CON 11 SIZ 9 INT 17 POW 15
DEX 16 APP 8

Name Meaning: Predator

Nickname: the Quiet

Animal-Fetch: Weasel

Current Luck score: 65%

Hit points: 10

Armor: 1-point leather armor, 4-point light helmet

Damage bonus: +1D4



Skills: Dodge 30%, Fast Talk 45%, Hide 75%, Insight 75%, Listen 60%, Sleight of Hand 75%, Spot 75%, Stealth 75%

Allegiance: Viðarr 57%, Loki 6%

Weapon	SR	Attack	Damage
Long Spear	6	75%	2D6 (impaling)
Sax	6	60%	1D6+1+db (bleeding)

Hit Points per Hit Location:

D20 Melee	D20 Missile	Hit Location	AP/HP
01-04	01-03	Right Leg	1/4
05-08	04-06	Left Leg	1/4
09-11	07-10	Abdomen	1/4
12	11-15	Chest	1/5
13-15	16-17	Right Arm	1/3
16-18	18-19	Left Arm	1/3
19-20	20	Head	4/4

Powers: *Viðarr's Steps* - The character makes absolutely no noise as he or she moves, even when wearing armor. (1D6+2 Power Points to activate)

Katla

Katla was in that longship for two years, and two years was a long time away from the mountains and fields of her home. She misses the quiet of the hunt. She only

A Cold Death: A Mythic Iceland Scenario

went because the goði's son Úlfur insisted, and he went ahead and got himself killed anyway.

KATLA, Viking Hunter, Female, Age 31

STR 11 CON 16 SIZ 11 INT 14 POW 17
DEX 18 APP 12

Name Meaning: Container

Nickname: the Swift-Eyed

Animal-Fetch: Falcon

Current Luck score: 72%

Hit points: 14

Armor: 1-point leather armor, 4-point light helmet

Damage bonus: None

Skills: Climb 65%, Dodge 65%, Hide 75%, Listen 55%,
Medicine 30%, Spot 65%, Stealth 70%, Track 70%

Allegiance: Ullur 60%, Loki 9%

Weapon	SR	Attack	Damage
Self Bow	3/8	75%	1D6+1+½db (impaling)
Sax	5	60%	1D6+1+db (bleeding)

Hit Points per Hit Location:

D20 Melee	D20 Missile	Hit Location	AP/HP
01-04	01-03	Right Leg	1/5
05-08	04-06	Left Leg	1/5
09-11	07-10	Abdomen	1/5
12	11-15	Chest	1/6
13-15	16-17	Right Arm	1/4
16-18	18-19	Left Arm	1/4
19-20	20	Head	4/5

Powers: *Ullur's Aim* - For one action, the character can ignore range penalties while firing a bow. As long as the character can see the target he or she should be able to make an attack roll without any range penalties no matter how far the target is. (1D6+2 Power Points to activate)



Selected Chaosium Titles



CHAOSIUM FICTION

Eldritch Chrome

#6052 ISBN 9781568823898 \$17.95

DURING THE DECADES since H.P. Lovecraft first wrote of the Cthulhu Mythos, many authors have crossed his themes into other genres, enhancing his original vision with stories taking place in the distant past, in the far-flung future, and in myriad places in-between.

Cyberpunk tales are written in dark, gritty, film-noir styles. Their protagonists live and die at the bottom echelon of an electronic society gone awry. They may be seedier, poorer, and less inclined to make moral judgements than stoic Lovecraftian New Englanders, but in Cyberpunk-Cthulhu tales they encounter the same horrors as their more-genteel predecessors.

Confronting monstrous entities and fiends from beyond space and time, the Cyberpunk-Cthulhu hero may wield high-tech weapons and have other advances at his or her disposal. To beings where time has no meaning and whose technologically is so advanced that their actions seem supernatural or powered by magic, no human finds an advantage.

This is the Cyberpunk-Cthulhu world—mythos horrors lurk at the edge of society, mythos-altered technology infects human beings, dark gods lurk in cyberspace, and huge corporations rule society while bowing to entities inimical to humankind.

Extreme Planets

#6055 ISBN 9781568823935 \$18.95

Two decades ago astronomers confirmed the existence of planets orbiting stars other than our Sun. Today more than 800 such worlds have been identified, and scientists now estimate that at least 160 billion star-bound planets are to be found in the Milky Way Galaxy alone. But more surprising is just how diverse and bizarre those worlds are.

Extreme Planets is a science fiction anthology of stories set on alien worlds that push the limits of what we once believed possible in a planetary environment. Visit the bizarre moons, dwarf planets and asteroids of our own Solar Systems, and in the deeper reaches of space encounter super-Earths with extreme gravity fields, carbon planets featuring mountain ranges of pure diamond, and ocean worlds shrouded by seas hundreds of kilometers thick. The challenges these environments present to the humans that

explore and colonize them are many, and are the subject matter of these tales.

A Long Way Home

#6049 ISBN 9781568823638 \$15.95

This is the story of Sean McKinnie, a young farm boy from the medieval world of Brae, who escapes the family farm by saving the life of an ambushed Congressional Marine. Taken aboard the Congressional Starship *Lewis and Clark*, he eventually is trained as a covert Congressional agent. Embarking on several missions to primitive worlds including a return to his home world of Brae. He discovers that slavers kidnapped members of his family, and others from Brae, to be sold to an alien machine-intelligence. Pursuing the slavers, *Lewis and Clark* and her crew battle machine-controlled starships and a massive machine-controlled deep-space station in a desperate attempt to rescue the kidnapped humans.

Mysteries of the Worm

#6037 ISBN 1-56882-176-X \$15.95

Robert Bloch has become one with his fictional counterpart Ludvig Prinn: future generations of readers will know him as an eldritch name hovering over a body of nightmare texts. To know them will be to know him. And thus we have decided to release a new and expanded third edition of Robert Bloch's *Mysteries of the Worm*. This collection contains four more Mythos tales — "The Opener of the Way", "The Eyes of the Mummy", "Black Bargain", and "Philtre Tip" — not included in the first two editions.

Undead & Unbound

#6051 ISBN 9781568823683 \$17.95

Undead & Unbound is a book of fiction celebrating those who have returned from the grave — in all their glory and in whatever form they take. You will find the famous blood-drinkers and flesh eaters here, but also ghosts, patched-together reanimates, fiends of myth and folklore, and some not-so-easily-identifiable creatures from beyond the grave.

Nineteen tales take the undead to their limits. From the distant past to the far-flung future, and to all corners of the Earth, the undead are eternal and everywhere: symbiotes, parasites, monster mash-ups and ghoulish grins, bleak tales of inescapable dread, an ancient evil from a far-away land with unspeakable dietary needs, a boy and his... well, it's not a dog. History is brought to (un)life. Ghosts, specters, phantoms and haunts of every sort. Not-so-easily-classifiable stories that do new things with the basic premise of what's alive, what's dead, and what's neither.

Undead & Unbound celebrates all things from beyond the grave, the different, and no matter how old the bones, new life can always be found.

The Yith Cycle

#6047 ISBN 1-56882-327-4 \$16.95

The planet Yith is the home of the Great Race, a place inspiring H.P. Lovecraft and other authors to pen classic tales of travel through time and space. In "The Shadow Out of Time" there is implicit a very different view of Homo Sapiens' origins, derived directly from the modern mythology of the Theosophical Society. Lovecraft often mentioned Theosophy as a kind of foil and precedent for his own Mythos in his stories. This collection includes tales of Yith both famous and obscure, replete with time travel, mind-exchange, and thrilling vistas of primordial history set in context that enables new readers and long-time Lovecraftian fans alike to enjoy them.

Includes short stories by H.P. Lovecraft, August W. Derleth, Richard L. Tierney and many others.

The Yellow Sign & Other Stories

#6023 ISBN 1-56882-126-3 \$19.95

This massive collection brings together the entire body of Robert W. Chambers' weird fiction works including material unprinted since the 1890's. Chambers is considered a landmark author in the field of horror literature for his King in Yellow collection, which itself represents but a small portion of his weird fiction work. These stories are intimately connected with the Cthulhu Mythos introducing Hali, Carcosa, and Hastur.

This book contains all the immortal tales of Robert W. Chambers, including "The Repairer of Reputations", "The Yellow Sign", and "The Mask". These titles are often found in survey anthologies. In addition to the six stories reprinted from *The Yellow Sign* (1895), this book also offers more than two dozen other stories and episodes, about 650 pages in all. These narratives rarely have appeared in print. Some have not been published in nearly a century.

A Chambers novel, *The Slayer of Souls* (1920), is not included in this short story collection.

The White People & Other Tales

#6035 ISBN 1-56882-147-6 \$14.95

THE BEST WEIRD TALES OF ARTHUR MACHEN, VOL. 2. — Born in Wales in 1863, Machen was a London journalist for much of his life. Among his fiction, he may be best known for the allusive, haunting title story of this book, "The White

People”, which H. P. Lovecraft thought to be the second greatest horror story ever written (after Blackwood’s “The Willows”). This wide ranging collection also includes the crystalline novelette “A Fragment of Life”, the “Angel of Mons” (a story so coolly reported that it was imagined true by millions in the grim initial days of the Great War), and “The Great Return”, telling of the stately visions which graced the Welsh village of Llantrissant for a time. Four more tales and the poetical “Ornaments in Jade” are all finely told. This is the second of three Machen volumes edited by S. T. Joshi and published by Chaosium; the first volume is *The Three Impostors*. 312 pages.

CALL OF CTHULHU RPG

CALL OF CTHULHU is a horror roleplaying game set in the world of the Cthulhu Mythos, as described by H. P. Lovecraft, the father of modern horror.

Call of Cthulhu, sixth ed.

#23106 ISBN 0-56882-181-6 \$34.95

CORE PRODUCT – The Great Old Ones ruled the earth aeons before the rise of humankind. Originally they came from the gulfs of space and were cast down by even greater beings. Remains of their cyclopean cities and forbidden knowledge can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frigid recesses of the polar extremes. Now they sleep — some deep within the enveloping earth and others beneath the eternal sea, in the drowned city of R’lyeh, preserved in the waters by the spells of mighty Cthulhu. When the stars are right they will rise, and once again walk this Earth.

Call of Cthulhu is Chaosium’s classic roleplaying game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos. *Call of Cthulhu* uses Chaosium’s *Basic Roleplaying* system, easy to learn and quick to play. This bestseller has won dozens of game-industry awards and is a member of the *Academy of Adventure Game Design Hall of Fame*. In 2011 *Call of Cthulhu* celebrated its 30th anniversary. In 2003 *Call of Cthulhu* was voted the #1 Gothic/Horror RPG of all time by the Gaming Report.com community. *Call of Cthulhu* is well-supported by an ever-growing line of high quality game supplements.

This is a softcover 6th edition of this classic horror game, completely compatible with all of previous editions and supplements for *Call of Cthulhu*. This is a complete roleplaying game in one volume. All you need to play is this book, some dice, imagination, and your friends.

Atomic-Age Cthulhu

#23122 ISBN 1-56882-390-8 \$31.95

NEVER BEFORE had the world faced a threat as potentially devastating as the A-bomb—and the even more lethal H-bomb that followed. Edu-

cational films showed how to “survive” a nuclear blast by crawling under a desk, as if a few inches of wood made any difference. In movie theaters, classic monsters of the ‘30s and ‘40s were replaced by atom-spawned horrors. Unseen enemies were everywhere: from devilish rock-and-roll music to morally-corrupt books such as *Lolita* and *Catcher in the Rye*. Comic-books corrupted the minds of our youths, and godless Communists constituted a red menace to be stopped using any means necessary.

Atomic-Age Cthulhu brings Lovecraftian horror roleplaying into the post-war golden age. Here you find background and history that led to the development of the 1950s world, along with new skills and professions for your investigators. A number of Sinister Seeds are included to help you grow your own ‘50s horrors, but seven complete adventures are ready for you to spring on your unsuspecting players.

Call of Cthulhu Keeper’s Screen

#23120 ISBN 1-56882-345-2 \$15.95

A 3-Panel Keeper’s Screen mounted on thick hard-cover stock that folds out to 33 inches wide. One side, intended to face the players, portrays an investigative scene. The other side collects and summarizes important rules and statistics, to help ease the Keeper’s task. The package includes a 22”x34” *Mythos Vade Mecum* poster by the mad french artists Christian Grussi and El Théo, postulating relationships between the deities and minions of the Cthulhu Mythos.

Call of Cthulhu 7th ED. QUICKSTART

#23131 ISBN 9781568823881 \$9.95

Welcome to Chaosium’s *Call of Cthulhu* 7th Edition Quick-Start Rules, a booklet that collects the essential rules for *Call of Cthulhu* 7th Edition and presents them in abbreviated form. (This is a print copy of this book, for a free PDF version, please see below).

This book comprises a complete basic roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater—only without microphones—and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (or *keeper*, in *Call of Cthulhu*), while the other player(s) assume the roles of player characters (investigators, in *Call of Cthulhu*) in the game. The gamemaster also acts out the roles of characters who aren’t being guided by players: these are called non-player characters (NPCs).

From its origin, *Call of Cthulhu* was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other *Call of Cthulhu* mechanics are even simpler. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there’s less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp.

Use this booklet to play *Call of Cthulhu* immediately, and to discover the improvements to the system. Games rules, an updated character sheet, and a classic adventure are included.

Canis Mysterium

#23124 ISBN 9781568823843 \$10.95

Canis Mysterium is an adventure scenario for the *Call of Cthulhu* roleplaying system designed to be played in one or more gaming sessions. This scenario is suitable as an introduction to a new campaign or can easily be worked into an established storyline.

Several scenario seeds are offered to keepers who wish to expand and continue the events in this adventure, perhaps giving birth to a new campaign or providing handy subplot sessions to pre-existing campaigns.

Cthulhu By Gaslight

#23123 ISBN 0-56882-181-6 \$28.95

IN THE 1890s, Cthulhu and his minions share the globe with the mighty British Empire. But they owe allegiance to an empire of their own — a dark and cruel design on ownership of the world and on the dreams of humanity. Even among the green fields of rural England, only thoughtful and energetic intervention keeps the shadows at bay.

Cthulhu By Gaslight offers a thoroughly developed Victorian England setting for use with *Call of Cthulhu*. Character creation has been enhanced with new wrinkles. There are articles on the Victorian world, crime, politics, personalities, and so forth. There are extensive sections on the Cthulhu Mythos in Britain — creatures, cults, and books — and a précis of Ramsey Campbell’s Severn River Valley. Also included are tips on running various types of Gaslight-era campaigns, a gazetteer of intriguing British myths and legends, a selection of friends and foes from Victorian fiction, and a lengthy bibliography/filmography of suggested reading and viewing. Rounding out this edition are a pair of Victorian-era scenarios — one an urban adventure set in London, the other set in rural Dartmoor. Includes a two-color, fold-out map of the City of London.

Cthulhu Dark Ages

#2398 ISBN 1-56882-171-9 \$23.95

The Dark Ages world is filled with life, death, and the pain of old age. Vengeful hordes wash across the world. Petty warlords fight among themselves like ravenous dogs. Disease runs rampant. Illiterate city-folk and simple farmers dread that which lurks in the dark. And in the greatest abbeys, a few know of forbidden books that speak of blasphemy and of those who would destroy the world of god-fearing men and women.

950 A.D.— The Byzantine Theodorus Philetas translates the al-Azif into Greek and renames it the *Necronomicon*. It will be more than a century before this blasphemous tome is finally condemned, and most copies destroyed.

Cthulhu Dark Ages is a complete roleplaying game, using the intuitive and flexible *Basic Roleplaying* system used and developed by Chaosium for many years and is also used in our *Call of Cthulhu* game. If you know how to play one, you can play the other.

Cthulhu Invictus

#23115 ISBN 9781568823058 \$26.95

ROMAN CHILDREN TREMBLE in their beds as their mothers tell them stories of Medusa, the Hundred-Handed Ones, and the War of the Titans. They pray that the Fates have woven a long skein for them, free from encounters with the Minotaur and Cerberus. Little do they know that things more horrible than the creatures of myth and legend inhabit the world. A dark god stalks the streets of Rome stealing the souls of the rich and the poor, the young and the old, to populate his empire on the other side of the wall of sleep.

This is the world of *Cthulhu Invictus*, horror roleplaying in the first century CE, the time of the Roman Empire.

H. P. Lovecraft's Dunwich

#8802 ISBN 1-56882-164-6 \$25.95

Dunwich is a small village located along the Miskatonic, upriver from Arkham. Until 1806, Dunwich was a thriving community, boasting many mills and the powerful Whateley family.

Those among the Whateleys came to know dark secrets about the world, and they fell into the worship of unwholesome creatures from other times and places. Retreating to the hills and forests surrounding the town, they betrayed their uncorrupted kin.

Prosperity fled, and a dark despair seized the people. What remains is a skeleton town, mills closed, its citizens without hope or future. However, secrets of the Mythos survive, to be discovered by brave and enterprising investigators.

H.P. Lovecraft's Dunwich begins with "The Dunwich Horror," Lovecraft's masterful tale of life in the town and its surrounds. It expands upon the story with extensive information about the town: pertinent buildings, useful people, and important locations are described in detail. A 17x22" map depicts the area for miles around, and two scenarios are included. All statistics and gameplay notes for d20 Cthulhu are also provided.

Horror on the Orient Express

#23130 ISBN 1-56882-390-8 \$119.95

HORROR ON THE ORIENT EXPRESS contains the boxed second-edition of a massive, luxury adventure for the *Call of Cthulhu* roleplaying game. Beginning in 1920s London, the investigators journey to Paris and thence to the ancient city of Constantinople. With luck, they also return home.

Greatly expanded from the first edition with help from Chaosium's Kickstarter backers, *Horror on the Orient Express* now contains 19 episodes, some requiring many nights of game play. Background scenarios are included for

Cthulhu Invictus, *Cthulhu Dark Ages*, and *Cthulhu By Gaslight*, plus there is a modern-day coda to the core 1920s-era campaign. These scenarios explore the early creation of elements of the core campaign, providing the players with glimpses of the horrors to come.

Six books are contained within a well-built box: the *Campaign Book*, *Through the Alps, Italy & Beyond*, *Constantinople & Return*, *Strangers on the Train*, and *The Traveler's Companion*. In addition there are numerous player handouts, a European route map, luggage stickers, scrolls, passports, card stock plans of the train that can be laid end-to-end, and fragments of an ancient artifact collected along the way.

The House of R'lyeh

#23127 EAN 9781568823645 \$33.95

The House of R'lyeh contains five *Call of Cthulhu* scenarios that follow or expand upon events in five of H.P. Lovecraft's stories: "Pickman's Model", "The Haunter of the Dark", "The Hound", "Arthur Jermyn", and "The Nameless City". Set in Boston, Providence, the British Isles, continental Europe, and the Middle East, none of the scenarios need be played at set dates or in a set order, but they could be run in the order presented to form a loose campaign using optional links between scenarios to draw investigators from one to the other.

Alternatively, the scenarios may be used to supplement classic *Call of Cthulhu* campaigns such as *The Shadows of Yog-Sothoth* which suggests that its component scenarios should be interspersed with others.

Keeper's Companion II

#2395 ISBN 1-56882-186-7 \$23.95

A CORE BOOK FOR KEEPERS, VOL. 2—New to *Call of Cthulhu*? A battle-scarred veteran of many campaigns? Here are essential background articles useful to most keepers.

"The History Behind Prohibition" — A lengthy article bringing anti-alcohol advocates, law enforcement, gangsters, rum-runners, and consumers into focus. Lots of good stories.

"The Keeper's Master List of *Call of Cthulhu* Scenarios" — Lists are alphabetical by the following topics: scenario era; creature / maniacs / great old ones; legendary heroes and villains; cults / sects / secret societies; Mythos tomes; fictitious locations; and Mythos books from publishers other than Chaosium.

"Iron: a Survey of Civilian Small Arms Used in the 1890's, 1920's, and the Present". Practicalities of firearms; common malfunctions; new skills Handloading and Gunsmithing. Firearms considered are likely to be encountered or thought specially useful by investigators. Insightful discussions of nine specific rifles, five shotguns, ten handguns, a sniper rifle, and the Thompson submachine gun. Hot load damage values for most weapons, along with comparative ratings for noise, maintenance, powder, reloading per round, more, plus standard stats.

"Medical Examiner's Report" discusses the

unusual corpse recovered by the Essex County Sheriff's Department, as does "Dr. Lippincot's Diary" from another point of view. Also a short article on deep one / human reproduction.

Brian Sammon's "Mythos Collector" submits write-ups for the *Book of Iod*, *Chronike von Nath*, *Confessions of the Mad Monk Clinthanus*, *Letters of Nestar*, *The Nyhargo Codex*, *Soul of Chaos*, *Testament of Carnamago*, *The Tunneler Below*, *Visions From Yaddith*, *Von denen Verdammten*, as well as for more than a dozen new spells.

And More: "Mythos ex Machina" gathers about forty examples of alien technology from *Cthulhu* supplements. Gordon Olmstead-Dean outlines the odd connections between H. P. Lovecraft and the Satanists HPL never knew, in "LaVey, Satanism, and the Big Squid". Indexed.

Secrets of Tibet

#23129 EAN 9781568823966 \$27.95

TIBET is a common term used in the western world to refer to a remote plateau situated north of the Himalayan mountain range in Asia. A land of high-altitude peaks, some areas are impossible to reach without modern technology. The land is populated with malevolent gods and monsters, and deep secrets lie sleeping in ancient tombs and vaults among Tibet's soaring mountains and deep valleys.

Geologists determined that millions of years ago, the Himalayan mountain range lay at the bottom of the ocean. The gradual movement of Earth's tectonic plates raised this region so that it now contains many of the highest points above sea level on the planet. The Himalayas cover a vast area that, some whisper, overlaps the Dreamlands and the terror-shrouded mountainous area between the Cold Waste and the dreaded Plateau of Leng.

Secrets of Tibet details information about everyday life in this mysterious and unique country, from the early twentieth century through to more modern times, along with horrific underlying truths. Tibetan demons are remnants of races that came to Earth from the stars millions of years ago. They dwell in hidden places, are served by loyal minions, and are protected by ancient dark cults that span the globe. They slumber until a time when the stars align, and their awakening shall herald the end of the world as we know it. Over millennia some have awakened briefly, sometimes for years or even centuries, to observe what has been happening in the world. Others are dreamers with lesser abilities, but in their slumber they influence the cold mountain areas of Tibet. Combined, their powers have thinned the barriers between the Waking World, Earth's Dreamlands, and other worlds and dimensions of space and time.

Included within these pages are a history of Tibet, chapters detailing its culture and religion, a bestiary of Tibetan gods and monsters, a guide to the Forbidden City of Lhasa including maps, and three scenarios that will take investigators to the Tibetan plateau and beyond.

Basic Roleplaying

Welcome to Chaosium's *Basic Roleplaying* system, a book that collects in one place rules and options for one of the original and most influential role playing game systems in the world.

Basic Roleplaying

#2026 ISBN 1-56882-347-9 \$44.95

A CORE HARDCOVER BOOK—This book comprises a roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater—only without microphones—and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (GM), while the other player(s) assume the roles of player characters (PCs) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs).

From its origin, *Basic Roleplaying* was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other *Basic Roleplaying* mechanics are even simpler. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there's less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp. There aren't many easier ways to say a character has a 70% chance of succeeding at an activity.

The system is remarkably friendly to newcomers. It is easy to describe the basics of the game system, and the percentile mechanics, to non-gamers.

Players of other game systems often find *Basic Roleplaying* to be much less mechanistic and less of a barrier to the actual act of roleplaying. Less time spent on game systems usually equals more time available for roleplaying and thinking "in character."

Characters tend to evolve based on practicing the skills they use the most. They do not arbitrarily gain experience in skills and qualities based on ephemeral elements such as levels or experience ranks.

Combat can be very quick and deadly, and often the deciding blow in a conflict is the one to land first.

Basic Roleplaying is remarkably modular: levels of complexity can be added or removed as needed, and the core system works equally well with considerable detail as it does with a minimal amount of rules.

Magic World

#2028 ISBN 9781568823652 \$38.95

Enter a world of fantastic adventure, where your destiny is limited only by your imagination. Where powerful sorcerers manipulate the very essence of reality, and where warriors decide the fate of kingdoms with blade and spear. A world of magic, myth, and menace... a *Magic World!*

Magic World is a self-contained fantasy roleplaying game using the classic *Basic Roleplaying* system. The game allows you to play characters in a world of fantasy, adventure, and excitement. The rules of *Magic World* are simple to grasp, while having enough options and complexity to suit any gaming style. Characters grow in experience organically, without relying on artificial constructs such as classes, levels, etc. Any sort of fantasy character you can imagine, you can play. *Magic World* contains:

- Full rules for creating characters in a world of magic and fantasy.
- A robust magic system with nearly one hundred spells. Any character may become a spell caster with the right combination of raw talent, and training!
- Detailed, yet streamlined skills and combat rules.
- Complete rules for nautical adventures.
- A bestiary of more than sixty creatures to use as foes for the characters, or as the characters themselves! Play as any species imaginable: Human, Elf, Orc, Centaur, Troll, Talking Beast, and more!
- Gamemaster advice, and resources.
- A gallery of enchanted items which might be found in your characters adventures.
- A complete sample campaign setting, "the Southlands", to jump start your adventures.
- And more!

Advanced Sorcery

#2029 ISBN 9781568823690 \$23.95

The worlds of fantasy are vast and diverse. Whether steeped in philosophy and existentialism, or action and carnage, the one commonality to all tales of fantasy is the influence of the supernatural on the natural world. Mages, wizards and

sorcerers force the world to bend to their will. They grab the the fundamental essence of the universe and force it to do their bidding.

Advanced Sorcery adds new options to players of the *Magic World* game, as well as other *Basic Roleplaying*-based roleplaying games. The magic systems in this book may be used alongside the Sorcery rules from *Magic World*, or replace them. As with all rules additions, the Chronicler and players are the final arbiters of the need for new material. If you do add these new systems to an existing campaign world, consider how they can be introduced. Perhaps different cultures in your world are the lorekeepers of individual magic systems. Possibly a great network of mages share these secrets amongst themselves. But in the end, remember that it's magic; it requires logic as a roaring fire needs dousing with water: not at all.

Mythic Iceland

#2025 ISBN 9781568823652 \$34.95

The Nordic and Celtic peoples who settled Iceland in the 9th century came from lands with rich traditions of folklore, where the mythical and supernatural were part of daily life. They found an island of striking beauty, with inland valleys, richly grassed and forested lowlands, massive glaciers, and impressive volcanic mountain ranges. They also found a land teeming with spirits of nature and mythic creatures.

Mythic Iceland offers *Basic Roleplaying* players the experience of living and adventuring in the Iceland described in the Sagas and in Icelandic fairy-tales. In *Mythic Iceland* all the creatures of myth and all the magical aspects of life really do exist, and they play a major role in people's lives. The elves, or hidden folk, exist hidden from the eyes of the common folk, and sometimes meddle in their affairs. Those travelling through the highlands risk being attacked by trolls, and often curses and spells are laid on neighbors and enemies.

MYTHIC ICELAND INCLUDES THESE CHAPTERS: Introduction • History of Mythic Iceland • Character Creation • Life in Saga-Age Iceland • Law and Government • Norse Religion • Magic in Mythic Iceland • A Traveler's Guide to Mythic Iceland • Elves and the Hidden People • Alfheimur • The Lands to the West • The Wide World • Going Viking • Running a Game of Mythic Iceland • Creatures of Mythic Iceland • The Trouble with Neighbors • Cthulhu Dark Ages Iceland • Cthulhu Dark Ages Scenario • Bibliography • Fold-Out Map.

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