

## ADVENTURES IN THE ENDLESS WINTER

### DAY 1

A woman enters the room dressed in blood red, half her face is covered by a mask the other half is beautiful, also wearing a pair of gloves. She tells us how her father Laurfeyiarson was captured along with her two brothers Narfi and Vali.

Three stones were set up on end, with three holes drilled in each. The father was layed upon them, his son Vali was turned to a werewolf, then hunted his brother Narfi killed him. H is entrails were then used to bind Laurfeyiarson to the stones, they then turned to iron bands. A snake was then hung above him to drip poison onto his head, the poison is caught by his wife in a bowl and when the bowl is full she empty's it into the stream, while she is away doing that the poison when it hits Laurfeyiarsons head makes him rithe in pain, causng great earthquakes.

The contract states we must free Laurfeyiarson and the remaining members of his family.

We will be paid the minimum guild fee, plus any treasure we may come across.

The party

Kishwa the party Leader

Chisai Midori Hito halfling earth mage

Sidious Doon Self proclaimed Necromancer.

Yakuza from the House of Jakuzy

Dwaite Franklin Kirkwood Aka Douty fighter a humble Knight

Cypriano Gorgeous Celestial mage

We leave for seagate to purchase supplies.

Boots furlined, gloves, coats, capes, and hats for 100sp

A set of chainmail 500sp

In the evening we meet back at the guild to find a giant carrige awaitng us, drawn by 25ft goats with white coats and large curling horns, taking off we imediately fall unconciuos.

### DAY 2

Awakening we are on a path going off in a leftward direction, following it for 6hrs we come to an inn, talking we discover many interesting facts includng Laurfeyiarson was a woman at one stage and she gave birth to an eight legged unicorn. Going back to the place where we first awakened we find a small hut off to one side, it belongs to Hel, she gives directions to midguard. We rest at the inn for the night.

### DAY 3

After 3hrs of walking we come to the gate in the world tree, going through the tunnel it is snowing on the other side, seeing a small village off in the distance. Going there we speak with the leaders and learn of a good place to shop and of learning two days away.

### DAY 4

We leave the small village this morning.

### DAY 6

Arriving at the large village, we intercept a man carring lots of papers, he takes us to the largest building and leaves us with a drunk who eventually notices us. In the meantime Chisai has wandered over to a table where some form of board game is taking place, casually trying to take a stone, his hand is grabbed, he is spanked and warned not to attemp such things again. Asking about Laurfeyiarson and how to free him the room suddenly falls silent. Listening as they tell of how it could bring about the doom of the gods. Finding the village skuld to gain more accurate information, discovering he has gangreen we cure him in exchange for his knowledge of the prophesy, it appears they are in the first stage of such with the winter of winters. We need to head to Uppsala this will be a three week hike. The chief has us spend the night with him.

### DAY 7

The chief supplies us with horses and supplies, as we leave for saving the village skuld. We follow the river.

### DAY 10

We hear a howl, cresting the hill is a stag carrying a fur covered creature with a pack of wolves following from behind. Defeating them we gain.

Hammer on a thong  
Arm bracer  
Battle axe  
Belt made of leather  
7 Wolf pelts  
The stag as another animal we may use.

#### DAY 14

Coming to the waterfall it appears to be a fairly sheer cliff face, off to the left are some tracks, we negotiate our way to the bottom with only two small problems with the horses. Liff continues to eat the food that nobody wants.

#### DAY 24

As the river widens we come across a fresh faced party who just forded it, they are going to annoy the neighboring village, we go to the village they just left and resupply.

#### DAY 28

The river continues to widen. We come to a barge with a 10yr old girl and a teenage boy, the girl hears Sidious discussing brothels and takes offence drawing a knife, he responds in kind and draws a sword on her, after some clarification the misunderstanding is cleared up. The boy then tells of the girl's sister and his brother eloping, they wish for two silvers to help solve the predicament, paying them we have a ride to the city of Uppsala. Sidious goes to a brothel, the rest of the party goes to an inn to find the skuld, a boy called Bodva jumps up offering to show us the way to uncle Eric's (the skuld). Leading us down an alley to a busy street, there is a sign of runes above the door. Knocking the door is answered by a young man thinking he was a fake we left and found a guard, who gave us directions back to where we had come from. Eric says the cave of Laufeyarson is off to the south in Hjorvard. Bodva shows us to the docks, there are two vessels, one ship with a dragon's head and one without. The boy calls the captian uncle Adils, negotiating 60sp for passage and storage of our animals, while storing our animals (we notice another dragon's head stored in the hold). The party spends the night in the city.

#### DAY 29

Arriving at the docks, we see the young girl from the barge giving an older man some money, a young teenager is brought forward with a young woman following, the shirt is ripped from his back and he is whipped. We try to stop it by negotiating, saying he could be sent to war and turned into a good soldier or he could die either way you have lost nothing. The boy is then healed, bound and stuck in the hold of the ship, making the young woman even more upset. We set sail, playing games and such to pass the time.

#### DAY 36

Dolphins swim in the ship's wake, we catch one and eat it. Towards the end of the day the sky starts to darken ominously, we secure the animals and lash everything else down. With the rising winds, we notice that all the sailors aren't particularly worried about the storm they are paying more attention to a part of the sky which is a barney purple colour, it moves to within 5mtrs of the ship. The big funnel then separates into 9 smaller ones, one funnel moves forward the water contracts revealing a giantess, stepping onto the ship, the sailing crew is bowing to them. She is one of the wave maidens, the first daughter of Agar, giving her the name of Agapantha to distinguish her from the rest of her siblings. She says her father is displeased with the actions we are about to take, trying to defuse the situation Sidious offers the Giantesses some tea, they are now all on the ship having shrunk to a size of about 8ft tall and are now crowding around him, discussing inconsequential things like where they live and how they pass the time, the sailors become panicked when we suggest taking them up on an offer to visit their house under the sea. The Giantesses look over to the side, looking with them we see a green cloud approaching, stepping onto the boat is a humanoid creature with pointy ears, one of the Giantesses jumps into the sea, the rest soon follow after his displeasure is known. Saying he was merely doing a favour for someone (ie Hel), saying he isn't a supporter of the prophesy but believes all things must end at some point. His family is the Vanier, which sometimes make war with the Aesir family. After

placing a blessing on the ship (so Agar can't interfere with it), Njord steps over the side of the craft and sinks into the sea. The winds have picked up and we quickly make up lost time.

#### DAY 43

Seeing land, the city comes into sight and so do the flames and plumes of smoke, sailing for another half day down the coast, we alight at a small village called Fyrice, the party gets the animals off the ship all except Chisai who does a dance, only to have the village healer run up to him grab his tongue and try to cure him. We find that the dwarves are to the east, to the south there are mountains with forest sprites, after the plains. Being shown to the skulls house by an urchin, the boy knocks once, twice, then thrice, asking us to wait a moment and dashes off. Yakuza refuses and kicks in the door, the room smells funky, the man recently died lying on a raised platform, the man died of the pox. Vacating the hut, Yakuza jumps up on the hut to get a look around, only to have the hut collapse out from under him, at which point the boy and the healer show up. Leaving Fyrice quickly we head on a south westerly direction over the plains.

#### DAY 45

We come to the edge of the forest, all the rest of the peasants went off in another direction, we must cut our way through, Chisai casts and backfires his spell all he can hear is screaming, no amount of distance is helping him. Nearing dusk we come to a clearing with a hut, some fields and orchard trees surrounding the area. Yakuza walks up to the hut, yells "enough is enough" throws the door open and is confronted with a little old lady, she has a wart on the right side of her face covered by hair, she offers to let us spend the night with soup. Talking we don't learn much as she appears to be senile, sending Chisai to get a pail of water, the old lady rambles on telling us of her sister and sons how one lives in the east, after showing us her jewellery box we then decline her offer and leave the hut, except Yakuza. When we are at the orchard we hear a scream, a moment later Yakuza joins the party, with his glove and hands covered in blood, We pick up Chisai along the way.

#### DAY 46

With breakfast and a hot drink we continue on our way, seeing only small creatures during the day, going to stop for the night, we notice another camp off to the left, introducing ourselves we find it is Sven the old ladies son, it seems he is the nephew of King Frodes and Queen Fenjar his mother's sister, unable to get useful information he tells of his village one and half days away, where we should speak to the wiseman Gilfi. Where upon Yakuza promptly kills him and his body is dragged 100ft off the path into the forest.

#### DAY 48

12pm Coming to the village Gilfi says we should speak to the old hermit off to the east. We continue on our way.

#### DAY 50

Walking through shrubbery and over rocks, we come to a field of oats with no snow covering it. Walking the length of the field we come across a small white rabbit with brown patches. The rabbit killed all the other rabbits in the field, DA of the rabbit shows it is a short lived sentient. After placing it in a pot and shaking the pot to gain information, the rabbit disappears. Leaving the field we spend another 3 days walking.

#### DAY 53

We come across the village of Garder at dusk, going to the inn there is an old man sitting in the corner, Yakuza sits in his lap doing the lotus position. Cypriano catches the eye of one of the bar maids and is dragged to her house to meet the girls mother. The mother will only give us the information upon her daughter being wed, submitting to the ceremony we then leave in the village in the morning. Girls name is Livtrase.

#### DAY 54

Travelling all day the girl has us stop and points off to the left. We turn to be confronted by 30 or so men on horseback. Yakuza, Sidious and Dwaite have hidden in the forest. They claim we know the killer of Sven, we deny knowledge of where the man is, they want us to hand over the person, telling them if we come across him we will hand over the person. After that we are left on our own.

#### DAY 55

We roast a pig for breakfast. Chopping down a couple of trees to make a bridge across the river,

coming to the hermits hut he directs us up the path to Ljossalheimr. Reaching the top of the mountain, we find a place to wait out the storm.

#### DAY 56

After half an hour of looking we come across a large roan tree with branches that create a spiral staircase up the trunk of the tree. Livtrase takes the horses back to her grandfathers place. We go up the staircase branches, it takes 3 hrs to reach the top. Coming to a wide path of what looks like white leaves, there are small smurf like statues along the way Yakuza takes one, reaching the hall of Ljosalfer, they have a feast in our honour, everybody relaxes, Dwaite doesn't have much luck with the woman but the male elves are very very interested.

Asking an elder for the information he then drops dead in front of us, turning to see the rest of the hall dropping like flies. Helping as many of them as we can, at least a quarter of them lie dead, another quarter are sick and the last half we manage to save. They start questioning us, after convincing them we had nothing to do with the poisoning, we are then locked in a room.

#### DAY 57

If we help them investigate they will give us the information. After arduous investigating we narrow the suspects to 15, after careful consideration of all the facts we find that it is Disic an ex-suiter of a bride, rejected by her father. Going with the guards to his residence, all the illegal chemicals are confiscated (we collect valuables), gaining said information to Laurfeyiarson's cave, we head back to the hermits place to collect our horses.

#### DAY 58

Trekking through snow and rocky terrain, we come across a large patch of mistletoe. Heading into Jolunhiem, we head towards the giant Gazebo seen off into the distance, it looks run down, Yakuza finds a giant beaded necklace. Moving along we avoid all the melees and scuffles we come across, the same goes for the trees with a small white animal eating them. We can now see a stream with a very clear track on the other side, following the track we come to a cave entrance with the same stream in front of it. Leaving the horses with Livtrase, we enter the cave, there are stalactites and stalagmites, also a small green forest of parsley looking vegetation on the ground, covering our faces we proceed down the corridor, coming to a set of stairs and a doorway at the top we then proceed through them. Eventually we come to a large chamber. On three stones bound is a giant man unconscious, holding a bowl above his head is a large blond haired woman with blue eyes, the bowl is about 6ft across, hanging above that is a 6ft snake imbedded in the chamber roof. Checking that she would like her husband freed, Sidious casts spectral hand, lifting the halfling up a rope is tied around the snakes head, it is then dragged off to the side and tied securely so that the poison now drips onto the floor. Checking the chests placed around the edge of the chamber we find a new version of the prophecy, stating that Liff and someone with a name very similar to Livtrase's will inhabit the earth with the gods. Bringing Laurfeyiarson around, we are given a riddle to solve towards breaking the iron bands that bind Laurfeyiarson.

Break the "wartooth" from the beasts mouth, the "hawk" shall kiss the "wyrms soup" with tooth. Fire shall then set the bane of branches free.

#### DAY 59

Setting off towards the place of "here be dragons", we find the cave we are looking for at dusk, there are Norse runes written in the wall "beware monsters below", we copy these runes down. We are tired but manage to notice that the walls are changing from natural creation to human creation, eventually we come to a three pronged fork in the trail marking the entrance, we take the middle path. We meet some berserker barbarians defeating them we then take a rest.

#### DAY 60

There are mushrooms and slime on the walls, we come across a small potted cactus on the floor, it is palm sized and rosette shaped, Cypriano picks it up. Continuing we begin to hear growling sounds. Coming to a two pronged fork in the path we take the left one while placing a marker at the entrance. The growls are very obvious now. Going down a stair case (with stairs too small for human feet) they begin to widen, as we reach the bottom they open up to a brightly lit room, a table and chairs are to the left, a book shelf with scrolls and books to the right, a weapons rack

with 2 Norse swords and a spear (dwarven sized), rugs and wall hangings. A random chair falls over, there appears to be a bear cub under the table, coaxing it out with meat the cub appears very friendly. A breeze is coming from behind the book shelf, moving it there is a tapestry of rocks, moving that there are 5 holes about 10 inches wide, Yakuza sticks Chisai's hand in one bringing it out with a huge spider on top which Yakuza quickly kills, taking all the books and scrolls we leave through the door opposite that which we entered. Coming across a black cat trying to get a small black and white bird inside a wicker cage, the cat gets away but we collect the bird and cage. Coming across a small stream, it comes out one wall and enters through the other, appears to be man made, collecting one of the fish swimming in the stream. Coming to another door, Dwaite opens it to a dark room, a door to the left, cupboards directly across from us and a bed to the right with a dwarven shape sitting up, his name is Dori, he isn't very impressed that we're adventures, just says we should keep moving but warns that fluffy might wish to play with us. We leave through the left door, the tunnel now appears to be angled upwards. Coming back to the 3 pronged fork we originally went through.

#### DAY 61

We now head down the right passage at quite a steep grade, going down the stairs we come to a small landing at which there is a door, opening it, appears to be a broom closet, taking a small bottle of vinegar we continue on our way, the steps eventually widen to a doorway leading to a weapons room. Eventually we come to a darkened room, we now hear a deep bass rumbling, there is a huge wolf tied with a brown ribbon tangled through his limbs, around his jaws and attached to a rock with no discernable ends, there is a giant sword rammed through the wolf's cheeks and jammed between his fangs cutting into his gums.

Kishwa gently approaches making soothing noises, touches the wolf and casts sooth pain. Trying to remove the sword everybody pulls it doesn't budge, trying to burn through it with the snake's acid it merely dribbles to the side and burns a hole in the floor, Sidious then casts spectral weapon it is ineffective, Chisai notices a gray cat off to the side, luring it with the fish we caught earlier he uses its claws on the ribbon and ends up ripping them. Eventually we get Liff to yank on the sword it moves little by little, then he drops it on the floor. We help Liff carry the sword and cut the ribbon. Vali shakes stretches and then howls, off into the distance we hear a cockle crow, in the wicker cage the bird has now turned into a piece of ribbon, we must carry the sword to Laurfeyiarson so we strap the sword to Vali's back with the ribbon. He gives us an order to run, everyone heads for the doorway with our small manager of animals, running up the stairs we hear another howl follow us. Spending the rest of the day running we eventually leave the caves at dusk at which point we start to hear the sound of falling rock about a full hour later we see the wolf appear. We have a hot meal, a herbal drink and some rest.

#### DAY 62

Night passes relatively quietly, on the last watch Chisai notices human sized foot prints off to the side alerting everybody, we draw weapons. Kishwa makes a wolf howl, the guy jumps, we surround and disarm him. Playing dumb about being scared of a wolf and being turned invisible very badly, his name is Sven. We tie him up collect the black and gray cats we set out, hearing a howl off in the distance.

#### DAY 64

Arriving at Laurfeyiarson's cave, Vali is much happier, Sven upon seeing him soils himself on Kishwa's horse and gets a cuff around the ears. Helping Liff carry the sword we cut Laurfeyiarson's bonds, with an arm free he then helps maneuver the sword himself. Hearing a howl from outside we prepare weapons, going to investigate we are confronted by an angry wolf (Fenrir) looking at a large warrior wearing an eye patch, with a raven on each shoulder and holding a spear (Odin) saying to let him pass, Kishwa makes a smart comment and is plucked by the warrior's spear so that he may then toss him around, Yakuza laughs. At which point the wolf jumps in, the party also decides to leap into the fray, Sidious makes a strike at the warrior's knee the wolf then knocks him to the ground and proceeds to swallow him whole, while we loot him of all his possessions. Fenrir howls nine times, the cockle crows for a second time. Kishwa administers himself a healing potion with Chisai's help, Locki comes over stretches Kishwa's back, cracks the bones and fills in the blank spaces where there is bone missing,

cautioning him not to break his back again. Thanking us he points us in an easterly direction and disappears. There is now complete darkness with no stars.

DAY 71

After one weeks travel we go from mountains and rocks to forrested areas, noticing the trees are all healthy.

DAY 73

The place is Hogmirs forrest, comming across a cobbled road we have a rest.

DAY 74

After decamping we come across a palace of God sized proportions, calling out it appears to be empty, suddenly the earth begins to shake, it is continuous for 1/2 an hour at the end of which a third cockerl crow is heard, calming the animals down, we then go exploring. They are hugh rooms with gold filigrae sealings, meeting back in the bedroom, there are chests under the bed with enough stuff to survive off for a very long time. The soil and the sky are being poisoned by Jormungand's breath, showing itself as a large redness in the sky. A wolf howls off in the distance while the earth is shaking and rumbling. Hel then walks in, thanking everybody in the group, she then places a dagger in each party members hand. Absolving the marrige of Livtrase she is then promptly remarried to Liff so that they can repopulate the earth. Everybody has a good nights sleep.

DAY 75

Everybody has gathered in the courtyard with all our posesions attached to the horses before dawn.

The daggers all start to glow,Dwaite's pink, Chisai's blue, Kishwa's gray, Yakuza's yellow, Sidious' red and Cypriano's green, the palace dissolves and everything goes black. Colour slowly fades back in, we find ourselves in Seagate. After being checked by guild security and given the all clear.

Dividing up the treasure

Yakuza, magic sword

Smurf statue mounted on stone

Kishwa, Black cat

Gray cat

Bear cub

Dwaite, Wolf cub

Chisai, 7 pelts of wolf fur

Gold covered tin ring

Sidious, Stag plus riding tack

Cypriano, Dwarven magic book

Womwns box of trinkets

Quots

Yakuza

The mirror has two sides, one of reality and one of fantasy. If we are to reunite family with family, we should grab Hel drag her to her family and tie her to the stone of her father.

Chisai

How may we syphilize your village.

Sidious

Green is a very fetching colour on an elf, for that matter also coming out of an elf.