

Candy from a Stranger

an Operations Supplement for

Valherjar: The Chosen Slain



Game Monkey Press

Written by: Greg Spyridis | **Artwork by:** Matt Kukosky
Graphic Design and Layout: Greg Spyridis | **Editor:** Pauline Spyridis
Valherjar concept created and developed by Greg Spyridis

This book is a work of fiction using extensive religious theology, references to magic, and numerous supernatural and mystical elements. It includes adult themes, is intended for mature audiences, and should be used for entertainment purposes only. Reader discretion is advised.

© 2004 Game Monkey Press. All rights reserved. Reproduction without the expressed written consent of the publisher is expressly forbidden, excluding character sheets, which may be reproduced for personal use only, and content used for media review. Valherjar, The Chosen Slain, the AOR System, Game Monkeys, and Game Monkey Press all trademark Game Monkey Press, all rights reserved. All characters, names, places, and text herein are copyright Game Monkey Press.

The mention of, or reference to, any company or product in these pages is not a challenge to the trademarks or copyrights concerned.

For more information on Valherjar: The Chosen Slain or Game Monkey Press please visit
<http://www.gmpress.com>

Table of Contents

My Precious Sarah	3	Act 2: The Rabbit Hole	20
Introduction	5	At the Gulp n' Go	20
Preparation	5	That Done to My Brother...	20
Overview and Summary	5	The Connection is Made	21
Overview	5	Interrogation / Exposition	21
Story Summary	6	Act 2 Encounters	22
Plot Hooks and Devices	6	Coming to Get Ya	22
Suggested Resources	6	Drawing Act 2 to a Close	22
Act 1: Kicking the Tires	7	Act 3: Makes You Happy	23
Getting Started	7	Entry	23
Prologue	7	Looking for Clues	23
Gearing Up	7	The Lair	24
Meet the Neighbors	8	Guard Room	24
The Briefing	9	Entry Hall	25
On the Beat	9	Antechambers	25
The Interviews	9	The Lab	25
More Than Just Good Service	11	Resolution	26
Rattling the Monsters' Chains	11	Appendix I: Maps	28
Good Cop	13	Appendix II: NPCs	31
Bad Cop	14		
How 'Bout Asking Politely?	15		
On the Down Low	16		
A Spike in Hostility	16		
Act 1 Encounters	18		
A Friendly Hello	18		
Diversion by Attrition	18		
Drawing Act 1 to a Close	19		

My Precious Sarah

Sally Wallace slumped against the steel folding chair she sat in and sobbed uncontrollably into her hands. Wet, salty tears ran through her fingers, down her forearms, and on to the ceramic-faced interrogation room table her elbows were resting on. They seeped across near invisible cracks in the surface before finally pooling in a line of carved graffiti that read “Jesus Kils” in an uneven scrawl. Detective Logan had brought her in almost 3 hours ago and she had not been able to stop crying long enough to give him a consistent statement yet. Her husband, eyes bloodshot and ringed in near black, whispered consoling things into her ears and held her tight against his chest.

Sitting in silence, Hank Logan took the opportunity to thank the gods that he wasn't in their position. He drew a long line off a cigarette he wasn't supposed to have in the station house before he spoke. “Take your time, Mrs. Wallace...but the sooner we get information from you the faster we can start looking for Sarah.”

Thomas, the husband, shot a dirty look and Logan briefly regretted making the remark so harsh. But it worked—Sally Wallace snapped to attention and temporarily lost her mother's grief. Her words were rushed and almost inaudibly high pitched, but at least she spoke.

“I told you, he climbed into Sarah's room and took her from her crib. They went out the window and he left her blanket and she wasn't wearing a coat and she must be cold and he took her and I don't know where she went. She doesn't have her mommy! She must be so scared!”

Thomas leaned in to calm his wife down but Logan waved him down. Speaking and hysterical was better than just crying and hysterical any day of the week. “We're all scared right now, Mrs. Wallace, but I need you to slow down and tell me exactly what happened. You're the only one who heard anything and I need you to give me a clear account so we can find her as soon as possible.” And with that he moved to sit in front of the one-way glass, his back firmly pressed against it, and waited for the couple to bury their faces in each other's shoulders again. When that moment came, and he was sure no could see him clearly, Hank Logan reached out from the divine stone set above his brow with a softly glowing energy and calmed her. Slowing her breathing, easing her terror, and, most importantly, relaxing her frantic mind. Once it was done he let her sit for another moment before

prodding her again, “Please, Mrs. Wallace...you have to tell me what happened.”

Logan actually knew the story already, fed to him with a remarkable eye for detail by one of the first officers on the scene. The police had managed to arrive less than two minutes after one of the Wallace's guests had dialed 911 and had initially spoken with Sally before the shock of her baby's abduction had set in. But there were critical bits of information that he needed to hear for himself. Things the cop wouldn't have known to flag but that Logan had a decided interest in.

There had actually been 4 other abductions in the same basic area where the Wallace's lived and almost 30 occurring in patches across the country in the last two months. There was no common thread among the kidnappings except that the basic M.O. was all the same. The kids were all between 26 months and 3 years, the perpetrators had accessed all the babies' rooms through a locked window (except in one trailer park in Texas where they had come in through the front door), and in the 3 cases where there was any form of witness they had all spotted the kidnapper and child pleasantly walking hand in hand away from the scene.



My Precious Sarah

The crimes appeared to be so random that the FBI wasn't even qualifying them as related yet and investigators were stumped, while the media—ever anxious to sensationalize anything, had dubbed it the “Santa Claus Crime Spree”. The truth is that Logan, too, had seen no reason to consider them linked until tonight's call came in. Though Mercer Island PD was planning on writing this off as a standard ransom abduction: young girl alone in a distant part of the house, no alarm set since the first floor was full of people, and the parents were rich enough to pay a pretty penny to get her back, he had known better.

Sally's mouth started to race as she began to speak and Logan soothed her again, saying, “Slowly. Slowly. From the beginning.” This time when her eyes met his they were heavy lidded and slightly vacant. Her voice sounded a bit like she was drugged.

“We put Sarah down around 8 and I took the baby monitor out of our room and brought it with me back to the party. Sarah's had a chronic cold since she stopped breast-feeding and so we need to keep track of her all night...in case she has any problems. Our friends were all in the living room having a little after dinner brandy and I plugged the monitor in next to my chair.” The friends that Sally Wallace was referring to were her Christmas Eve dinner guests. Whether having moved alone to the Northwest, or simply being too “socially upstanding” to be bothered to have dinner with their families, guests invited to the Wallace holiday dinners were always excited to attend...and the functions themselves had become somewhat legendary among Mercer Island's yuppie elite. It was more than just a time to get together for food and Christmas cheer, it was also a time to make business deals and plan the end of year CEO bonuses.

“The conversation had turned to rebuilding Iraq and whether or not espresso stands would take there, which is why I thought it was so strange when someone called me a ‘precious little treasure’. I stopped the conversation and asked why someone would say such a thing when the same voice called me his ‘perfect sweetness’ and sort of chuckled.”

Logan nodded and looked up from his notes, “Can you describe the voice to me, please?”

“The voice?”

“Yes, the voice you heard call you...a... ‘precious little treasure’.”

She stopped and looked at her husband before shrugging her shoulders, “It was just a voice. Kind of old and a little raspy. It reminded me of when my grandfather was dying of lung cancer.”

Logan nodded again and jotted some fresh notes on his pad. The first police Sergeant on scene, a squared away crew-cutted Greek Logan often ate Korean buffet with, had immediately ordered the area canvassed and all doors in ten blocks knocked on. What Sarah and Thomas Wallace did not yet know is that a neighbor down the street had spotted little Sarah walking down the street with an eighty-something elderly man; both incredibly under dressed for the weather. The neighbor had recognized Sarah and tried to make an emergency call but had found himself unable to speak when the 911 operator answered. “Please continue.”

“Well, I heard that voice and I asked who it was. Everyone just looked at me like they didn't know what I was talking about...and that's when I heard it again, a third time. It said, ‘would you like to come away with me?’ And that's when I knew—it wasn't coming from the room...it was coming from the baby monitor. So I screamed and ran upstairs and the door was stuck, like it was locked, but that door doesn't lock, and I started banging my shoulder against it and jiggling the knob and then it finally opened and Sarah was gone and the window was open and she didn't have her blanket and...”

Logan furrowed his brow and looked at the table hard for a second. Sally Wallace was losing her composure again and he didn't know how many more times he could keep calming her down without someone noticing. He weighed his possibilities and decided to sooth her just long enough for one more question.

“Mrs. Wallace, please...this question is very important. The snow—the snow on the ledge outside the window and on the ground below? Was it disturbed at all?”

She was still slightly wild eyed when she looked at him, “Disturbed?”

“Padded down, knocked off, swept aside... someone climbed up three stories and accessed a locked window in order to get to your daughter. But to do that they had to move through six inches worth of freshly fallen snow and climb through a ledge jutting out from the house by almost a foot. So it is very important that you try and remember, was any of it disturbed?”

She thought hard and bit down on her lower lip before she finally answered him, “No. No, I don't think it was.”

Introduction

In *Candy from a Stranger* the players' Flynn must discover the secret behind a number of toddler abductions occurring in the Southern United States. It requires that they investigate the disappearances, gather clues, connect them to a Jotnar corporate front, discover the insidious purpose of the kidnapping, and finally destroy the operation and recover the children.

The Operation is designed to occur over two or three gaming sessions, though is short enough that it may be completed in a single sitting. It will likely yield 2 to 4 Veteran Points for each Player Character and may even gain them a point of Prestige if they are particularly capable and quick to solve this nightmare.

Please Note that, as with all Operations, **This Book is for Narrator's Eyes Only!** Players who read any further will uncover critical plot information and, thus, will spoil the suspense of the Operation.

Preparation

Candy from a Stranger is designed to be a sort of orientation Operation for players of *Valherjar: The Chosen Slain*. It is intended to encourage roleplaying, develop character depth, and acclimate players to investigating unusual situations and engaging in combat while operating below society's radar. It occurs in three acts, each of which requiring some unconventional thinking by the players, but includes provisions for non-player characters to eventually walk the players through it if they get stuck.

It is strongly encouraged that you read this Operation in its entirety, as well as determine the appropriate level of antagonism, before attempting to Narrate other players through. As with any *Valherjar* Operation, you will also require at least one copy of the *Valherjar: The Chosen Slain Core Rulebook* to play.

Overview and Summary

Overview

Children have been disappearing at an alarming rate from across the Southern US and no one seems to know why. Between 2 and 3 years old, the kids are too young to have disappeared on their own, and often they have vanished from within their own homes. The local police departments are frantic, and the FBI has been called in to investigate, but aside from determining that the disappearances are occurring in clusters (generally within a few square mile radius),

there seems to be no clues and no connections.

But that's because the authorities are looking for traditional leads. There is a connection, but there is no way any mortal can rationally identify it. The missing children have in fact been abducted by the Jotnar and are being turned into hideous minions for an underworld army.

The two biggest links are clues the police just can't put together. The first is that all of the children have become incredibly finicky in their eating habits, so much so that they will only consume Little Rascals brand baby food...refusing any other type of nourishment, including mother's milk. The second is that all of the families won a "contest" that gave them a two month's supply of the food and coupons to continue purchasing it through a small, regional chain of Gulp n' Go convenience stores.

The contest was a sham, not that anyone will ever figure it out, and the product vouchers and coupons were in fact sent to every baby born in the areas surrounding the Gulp n' Go stores. Actually products of the same parent company, Makes You Happy Foods, the baby food is available exclusively at the convenience stores, and so the vouchers needed to be redeemed, and the coupons are only good for, these locations.

More chemical than nutritional, the baby food is actually a combination of ingredients designed to do two things. First, it physiologically addicts the child to the formula so thoroughly and completely that eventually the baby simply cannot digest any other type of food. Secondly, it subtly alters their biology through gene manipulation to begin the process of turning the children into monsters.

The families are tracked by the Jotnar through the natural paper trails of a modern society; by their credit card receipts, the address on their checks and bank account information, the license plates when they visit the stores, and even through Muspell tasked with tracking them back to their homes. Once the children have been indoctrinated by the food for between 6 months and a year, the Nidhogg abduct the children then use their magics to finish the transformation from normal, happy child into frothing, feral gremlin.

Slow on the uptake, the Aesir command allowed this situation to grow way out of hand and, by the time the players become involved, more than 75 children have gone missing. Thus, both the players' Flynn and a second, non-player character Flynn will be assigned to pursuing leads. The Flyns will operate separately,

Introduction

each conducting their own investigation, but in the event that the players become lost or simply can't make the connections necessary to advance the story this second Flynn can provide the critical elements to help the plot unfold.

Not all help and support, however, towards the end of the story the Jotnar will capture one of the Valherjar from the other Flynn. Thus, the urgency will increase exponentially as the players must now find their brother, as well as the children, before gods know what is done to them.

Story Summary

Act 1

The Operation begins with both Flyns being summoned to the Burh in Wichita, Kansas. They are introduced to each other, briefed, equipped, and then sent their separate ways. This Act will mainly be concerned with the players exploring leads and beginning their investigation, but ends with the Flynn being ambushed as the Jotnar make a sincere attempt at covering their tracks.

Act 2

The Jotnar attack will have backfired by giving the Valherjar more evidence than they would have otherwise had. With the enemy confirmed and new leads to explore, the Valherjar are now on the hunt for real. Waste deep in undercover Jotnar agents, if the players play their cards right they may get their first glimpse of what is really going on with these abductions. They won't have much time to ponder the clues, however, as one of their own is captured.

Act 3

With the blood trail leading straight to Makes You Happy Foods, it's time for the Flynn to go on the attack. They'll head for the corporate office and should find the Nidhogg lair and lab beneath the building. In those tunnels they'll discover the Nidhogg in all their glory and come face to face with what this little atrocity was all about.

Plot Hooks and Devices

There should be no shortage of reasons for the player characters to involve themselves in this Operation. First and foremost, there's the disappearance of 78 kids. Then, there will be the eventual disappearance of a fellow Valherjar. Finally, the fact that the whole thing is a direct order doesn't leave them much choice.

If at any point the players lose focus, or begin

heading down a path that you don't want them to go on, we have given you two solid avenues for reigning them back in. First and foremost is their constant cell phone contact with Jarl Myers of the Wichita Burh, who may call them at any time and give them further orders or make suggestions. Second is the other Flynn led by a Valherjar named Macaire, who is not only senior in rank to all of the players but has a reputation for barking at younger Valherjar who get out of line.

Suggested Resources

Included within this book are two Appendices that contain suggested source material and a number of directly usable narrative descriptions, though Narrators should feel free to alter, adjust, or discard them as they see fit.

Italicized Descriptions within this book are designed to be read verbatim by the Narrator to her players. They are meant to help set an appropriately dramatic tone for Narrators and save them the trouble of designing descriptions for a number of critical moments.

Appendix I: Maps includes diagrams of major buildings and locations that the Flynn will visit during their assignment.

Appendix II: Non-Player Characters gives you a number of templates for antagonists, adversaries, and non-player characters that the Flynn may interact with during their adventure. As always, these statistics are provided only as a guideline and may be modified as you see fit to provide the right level of challenge for your players.

Additionally, there are a few sections of the *Valherjar Core Rulebook* that you may wish to brush up on.

Chapter 2: "A Death Beyond Dying" (Page 47) includes information on what can happen if a Valherjar falls into enemy hands and loses their Runes.

Chapter 6: "The Ratatosk" (page 175) includes a number of sample Ratatosk that can be used as encounters or inspiration for the number of Ratatosk the players will encounter throughout the Operation.

Chapter 6: "The Thokk" (Page 180) includes some sample Thokk that can serve as templates for the undead the players encounter in Act 3.

Chapter 6: "The Muspell" (Page 185) has background information on the Jotnar's mortal minions of choice, which appear frequently within this Operation.

Act 1: Kicking the Tires

Getting Started

Prologue

When the Operation begins the players will have little or no knowledge of what they're getting sent in to. The fact that the Valherjar have been investigating the disappearances some already means that the players may have heard rumors about the situation, but only if they are well connected among their brethren. More likely they will simply find themselves called up and sent to Wichita, Kansas.

For the Huscarls in the players' Flynn being assigned to this mystery will simply be a matter of being taken from the ranks of the Einherjar and sent through the Burh's gateway. While any Hersir might have to be pulled off other assignments or relocated on Midgard. If the distances between them and Wichita aren't too great they will be shipped like normal mortals (by plane, train, or automobile). If it is cost prohibitive or overly time consuming they will hop between Burhs instead. If this happens remember that any weapons and equipment they may have in their previous location is left behind, as only flesh and blood can travel through the Burh.

As always, the process of being assigned and untangling themselves from any previous situations makes for good roleplaying all by itself, so don't be shy to play out the choosing as well as the Operation itself.

Gearing Up

Jarl Benjamin Myers meets the Flynn as soon as they walk through the gateway from Valhalla. An imposingly large figure, Myers easily stands at over seven feet tall and likely weighs somewhere near four hundred pounds. The left side of his face is horribly scarred from an axe wound he received as a mortal and he picks at it absently when he is either nervous or in deep thought—a hold over from the discomfort it caused him in life.

If any in the Flynn have even the most rudimentary knowledge of Valherjar history (by, for example, having 2 or more Skill Points in Lore), they will know that Jarl Myers has had an illustrious career among the Valherjar and has now become something of a "troubleshooter" for the Aesir. He is often dispatched to hot zones to help control the situation and has developed a sharp and impatient demeanor as a result. He should be played as brief, to the point, and

immediately hostile towards anyone who questions him without a damned good reason.

He greets them as soon as they enter and directs them towards a series of clothes bins and hangers and tells them to get dressed. While they are doing so he will ask about their weapon choices and then head for the armory.

Though Jotnar involvement has been confirmed he will strictly limit the Flynn to weapons that they can easily conceal and logically need, especially during the investigation phase. You may wish to add to a weapon's Availability requirement some to represent this and we would suggest you not be shy about simply telling the players no to outlandish requests. Jarl Myers is also of the ilk that if the players' requests are silly or unreasonable he will respond by going to the opposite extreme, restricting their choices even further as a form of punishment for their crass behavior.



Act 1

Kicking the Tires

Once the Flyn is dressed and armed they will be escorted into the ready-room for briefing.

Meet the Neighbors

The urgency of this threat, and the hopes of recovering some of the abducted children alive, has forced the Powers-That-Be to mobilize two Flynns for this Operation. Each one will operate independently but will share information and coordinate their actions through the Burh.

Once the players are dressed and equipped they will be taken to the ready-room for briefing and to meet the other Flyn also working on this case. The players will find them lounging in office chairs around a conference table. They are still in the final stages of getting ready, checking over their equipment and stretching their newly reformed limbs, and will rise to greet the players as they enter.

Macaire

The leader of the other team, Macaire is a Grimnir Hersir and a former Spartan Hoplite. Though somewhat more jovial than the stereotypes, he is a classic Grimnir; typically withdrawn, apparently solitary, but capable of “turning on” any emotion like a switch. He has been a Valherjar for almost two millennia and has seen, and done, it all before. The Flyn he is with now is his Fortieth (give or take), and he has developed quite a reputation among young and old Valherjar alike for his no-nonsense style and strict reliance on discipline. He will likely regard the players’ Flyn coolly and will assume they are capable but will be a long way from being impressed.

Short by any standards, even in his thick-soled biker boots, Macaire can't stand much higher than an even five feet. His black hair is long and curly, though periodically clumped and matted, and his chin is stubbled and rough. He wears a worn out, often threadbare, leather trench coat with broken snaps over a dingy shirt and grimy blue jeans. Tucked down the front of his pants is a pistol-gripped sawed-off double-barreled shotgun that is so old and well used that all of the gun's bluing has rubbed off, giving it a nickel-like sheen.

Ugo and Aberu

The next two are the (in)famous Huscarl brothers, Ugo and Aberu. Brothers, and fellow samurai, in life they couldn't have chosen more separate paths in death. Aberu, a very respected and reasonably wise Hlin, is genuine, polite, and easy going. He is

happy to be patient and use his understanding to solve conflicts.

Completely contrasting him, however, is Ugo; a Mjolnir about as loud and obnoxious as they come. Refusing to wear modern clothes (he is so obstinate that he somehow managed to ken his clothing so he can call it back to him on Midgard) or obfuscate his weapons, part of Aberu's daily duty is to camouflage Ugo's appearance. He is brash, slovenly, brutish, and violent, but essentially noble and utterly dedicated.

Though not twins by any stretch, even if you missed their subconscious habit of perpetually standing close to each other, they do look so much alike that it would be impossible to miss that they are brothers. They both have thick, bushy eyebrows, high cheekbones, a sharply angled nose, and eyes so light they almost look gray. That similarity ends at their face, however, as Aberu is dressed nicely, if not casually, in very modern black Dockers and a burgundy polo shirt, while Ugo sports an aged, worn kimono, tattered hakama pants, and badly stained split-toed tabi boots. Aberu's hair is feathered and gently parted to one side while Ugo's scalp is shaved bald save for a single top-knotted pony tail that sticks straight up off his head and cascades down his back. Even their weapons are polar opposites, with Ugo's long, curved nodachi greatsword starkly contrasting against Aberu's paddle-holstered Glock.

Patricia McDaniel

The final Valherjar in their Flyn is Patricia McDaniel, a beautiful and fiery brunette who was once a lieutenant of Bodicia but was executed by the Romans back in the day. Having been paired with Macaire off-and-on for more than five hundred years, she is his trusted second in command and often acts as the thorough and soft-spoken yin to Macaire's brash yang. She has taken marvelously to both modern arms and culture and most often works as the sharpshooter for the Flyn.

Thin and lanky, the young woman before you defies almost every convention for a traditional warrior, though it is immediately obvious looking at her that she is exceedingly dangerous. Her arms are small but thoroughly knotted with muscle. Her hips are slight but perpetually drifting from one confident, martial stance to another. Her hair is long and almost purely black, and it beautifully frames eyes that seem dulled with experience but that are sharply aware. She wears a stylish leather jacket over a casual blue blouse and simple blue jeans. As she moves to shake

Act 1

Kicking the Tires

your hands the form-cut jacket slides on her shoulders and you catch a glimpse of a shortened MP-5K submachine gun in a homemade shoulder holster.

The Briefing

Once the Flyn's have been introduced Jarl Myers will call the room back to order and begin the briefing. As he does, read the players the following:

Alright, wankers, listen up. The fact that there are two Flyn's being assigned to this should tell you how serious the situation is, so let's forgo the usual whelp banter and wet nurse questions and keep this brief.

Children, dozens of children, from here and from a few hundred miles in every direction, have been disappearing and the Jotnar are involved. We don't have spit enough to polish your bollocks for reasons, we only know that they are usually nicked from their homes, at night, without anyone actually breaking in or out. There haven't been any real witnesses, but the clues finger the Nidhogg, and there's too much fat on the hog for them to be at it alone.

This has been going on for months, starting all at once 'round August, and the Bobbies have been working on it non-stop...but they still don't have a clue. No leads, no hints, no nothin'. That means you've got to look for things they either would have missed or couldn't grock putting together. We've kiped the victim list from the Feds and looking them up should be your first move.

I've got a car, copies of the lists, and cellulars for each Flyn so you can ring in every couple of hours. We've got an epidemic on our hands, kids, and if we don't stop it gods only know what will happen.

Clues from the Crime Scenes

Sadly, there is not much more information that Myers can give the players. If they have the wherewithal to ask questions be sure to answer gruffly, but mention Hank Logan (from the Prologue), a Hersir who is embedded with the FBI, and what little he's managed to uncover.

1. Though most of the children came from middle to lower classed families there is no significant economic, social, or racial tie among the victims.
2. All of the children have been abducted at night from within secured homes, many of which even had active alarms or were in security buildings.
3. In the two cases where there are witnesses

they have seen the child being led by the hand down the street, away from the home, at a normal, comfortable pace. In both cases, however, no reliable description of the abductor can be made...though the child is remembered clear as a proverbial bell.

4. In one case (the one in the Prologue) the parents heard the abductor speak and described the voice as that of an elderly man.

5. The victims are spread out across enough states that there is no way there is a solid geographic connection. Though, typically, the abductions do tend to occur in clusters, there is no correlation between either the houses within the clusters or the clusters themselves.

6. All of the children were between the ages of 2 and 3 years.

7. In several cases the children were abducted individually even though other children, typically of an older or younger age range, were ignored.

Backgrounds and Covers

If the players are savvy enough to ask for fake ID/cover stories, they will each be given one that meets with their level of Prestige. If they are Heera they will be sent away with nothing in hopes that they learn to improvise and develop some moxy. At Herre they may be offered a press pass from a local paper or private investigator credentials. Riddari will have police, social services, or 24-hour news network credentials available. While Meistari might even be able to gain FBI or other federal agent covers.

On the Beat

Without further ado the Flyn is turned out on their own to begin digging. Their most logical course is, in fact, to begin interviewing the victims...though there are a number of other potential avenues for them to explore. We have detailed some of the most likely in other segments below, but we would encourage you to spend some time thinking about your players and trying to anticipate what they're likely to do. We have done our best to give you key pieces of information, but ultimately it will fall on you, as the Narrator, to fill in the gaps.

The Interviews

There are more than seventy families on the lists given to the Flyn. During Act 1 they will likely interview anywhere up to 3 or 5 of them. Rather than outline each and every one here we have given you a

Act 1

Kicking the Tires

few basic guidelines and some sample family profiles for you to insert as you feel is appropriate. As Narrator it will fall on you to roleplay these encounters, but remember that the more intense and realistic these sessions are the more involved your players will become.

Regardless of how they choose to go about picking names, the families they visit should fall within a few main archetypes:

- **Grief Stricken:** The most typical, and thus most likely encountered by the Flynn, will be the grief stricken family. They're tearful, resigned, and desperate. They may also have had one, or both, of their parents in hysterics and so may have already been medicated by the family doctor.

- **Shocked:** Either so withdrawn they're catatonic or in such denial that they're useless, the shocked family may well behave as though their child wasn't abducted at all...as though at any moment the child could somehow stroll through the door as though nothing had ever happened.

- **Desperate:** Families whose children are abducted often resort to begging, cajoling, or even bribing authorities in hopes of getting their kids found faster. This archetype is especially useful when combined with one of the others listed here.

- **Belligerent:** There is a common reaction among victims to blame the authorities for not

doing enough and the players may well become the targets of that hostility. Having their every question answered with accusatory shouts of, "Why are you talking to me instead of finding my child?!" can be quite dramatic.

- **Closed:** Not all of the victim families will be open to further questioning. Those who are either inherently introverted or who have been excessively badgered already will likely resort to slamming doors in the players' faces and simply ending interviews that become aggressive or accusatory.

Of course these are a long way from the only options available to you. They could encounter all manner of families and situations during their investigations.

Clues in Common

Regardless of whom they meet on their journey, they should have the opportunity to learn the following. Make them work for it, though, as part of the goal is to get your players to think unconventionally. If, in the end, they just don't get any of it these clues can be uncovered by Macaire's Flynn and relayed to the players through their cell phones.

- **Baby Food Only Diets:** Inquiries about the children will reveal a trend in which they would only eat "Little Rascals" brand baby food, to the point that they even refused mother's milk. Most of the parents will have contacted their doctors but been told that the baby is just going through a "fussy" period and that, since they appear otherwise healthy, it's not a concern.

- **Universal Good Luck:** Each of the families has won a contest sponsored by Little Rascals baby food. It earned them both a two month supply of the food and a year's worth of coupons for discounts on it at "Gulp n' Go" convenience stores.

- **Unusual Shopping Habits:** If the Flynn inquires about, or researches (via credit card bills, etc.), the family's shopping habits they will discover that the victims are exclusively shopping for baby food at Gulp n' Go. If asked about it they will reference the contest and coupons mentioned in "Universal Good Luck" above.

- **Digging Through the Trash:** If the player characters have a mind for patterns or observation, they may notice that all of the homes are stocked to the gills with Little Rascals baby food and have bags from the chain of Gulp n' Go convenience stores.

- **My Baby's a Little Different:** All of the abducted children have a few ailments in common and through careful questioning the players may



Act 1

Kicking the Tires

discover the connections. In each case, though unusual, the symptoms were considered little more than slight abnormalities and the doctors generally just told the parents that they would clear up over time. All of them began suffering these maladies about the same time they started on solid/baby food.

1. Most of the children suffered from a fairly severe case of Ichthyosis, a condition that gave them patches of rough, scaly skin.
2. They often grew teeth very early and showed a propensity towards gnashing them, which made some mothers happy they “outgrew” breastfeeding early.
3. The children had lost all of their body hair.
4. Many of them had significant behavioral problems that made them aggressive towards other children and even some adults.
5. Typically, the kids were ahead of the developmental curve physically, and so were walking (etc.) faster than normal, but behind the curve mentally, and so were slower to speak (etc.).

More Than Just Good Service

One of the victims was actually half of a set of twins, not that the Nidhogg knew it at the time of the first abduction. But the fact that the family has gone to their local Gulp n’ Go three times after their first baby was taken to buy Little Rascal food tipped the Jotnar off. The first time it happened it escaped their notice, the second time it made them wonder what the hell was going on, and now, on the third time, it prompted them to order the store’s manager to follow the family home so they could figure out what the hell was going on. So, if all else fails, the players should notice that the family is being followed by a person in a Gulp n’ Go employee’s uniform. If captured, the snooper is found to be nothing more than a minimum wage convenience store employee who was called by his manager, told that the people buying the baby food were part of an elaborate shoplifting ring, and was promised \$100 plus time-and-a-half if he successfully followed the family home.

Rattling the Monsters’ Chains

The Jotnar network in the south is alive and well, and it is only natural, and logical, that the players investigate it as a lead. If they think to do so, Jarl Myer

has a list of contacts for them who are either friendly towards the Aesir or who are easy to roll over and make snitch. If they do not think to check in with the underworld, and are running out of ideas, Macaire or the Jarl may call them and suggest they investigate it for more leads.

For the most part this will mean looking up the numerous Geirrod Ratatosk that have set up shop in the various southern states and Mexican trade towns that span the southern US/Mexico border. The wide expanses, relatively low populations per capita, and “if it ain’t botherin’ no-one, it ain’t worth worrying about” attitude of the state law enforcement branches have made the deserts and small unincorporated villages prime territory for low level black marketeering, prostitution, and information peddling. There are also more than a couple Garm mercenary groups based out of northern Mexico specializing in South American operations and at least two Boda corporations that call Texas their home. Thus, there is almost no limit to the amount of informants, stool pigeons, Modguds, and potentially in-the-know half-breeds the players may find. The unfortunate part, however, is that most of them know nothing about Makes You Happy Foods and the sick little venture the Nidhogg are running beneath its banner, and the ones that do know want a lot more than the players have to give for the information.

In general these encounters can go one of three ways, depending on how the players go about approaching Jotnar contacts and gathering information. We have included a few generic descriptions for the first two options, “Good Cop” and “Bad Cop,” here—while a detailed description for “Asking Politely” appears below.

Please remember that Mimir’s Tongue only works on the languages of mortal man, so unless the players have a particularly high Lore Rating or are proficient in Jotnar languages they will not actually be able to read any of the signs on or in these businesses, though Jarl Myers has briefed them on what to look for.

Appearing in the heart of a mixed Asian district of stores, the first warning that there is something wrong with Gary’s Guns is that the sign is actually written in an obscure dialect of the Garm’s native tongue...though it has been scrawled in such a style that it melds seamlessly with the Korean, Chinese, and Vietnamese texts that surround it. Thus, unless you know what it is your looking at, you’re libel to simply dismiss it as some form of Asiatic language you are unfamiliar with.

Act 1

Kicking the Tires

You are buzzed through a two-door cage, reminiscent of a science fiction air lock, on your way in and discover a cornucopia of "First rate weapons at third world prices" inside. Assault rifles, submachine guns, shotguns, and just about every other form of long-arm that you can legally own stand locked to the walls, while a small, nondescript Asian man with black hair and glasses looks at you knowingly from behind a display counter brimming with exotic pistols.

The alley terminates in an overflowing dumpster and a single reinforced steel-core door with the address "1429 South St." painted above it in sloppy white letters. As you approach, a disguised murder hole beside the door opens and some creature with bright yellow eyes and a fur covered face snarls at you in a language you can't understand. As it glares at you its eyes suddenly glow with an orange fire and you can hear it spit against the wall. "Bah," it growls in English, "Valherjar. Like it wasn't a shitty enough day already." And then the murder hole closes and the door pops open.

Inside is a single poorly lit room containing the remnants of dozens of pizza boxes, several frat-house empty beer can pyramids, an old out of focus big screen TV, a toilet bolted to a wall, a fridge without a front door, and a sink that has obviously not been cleaned since it was installed several decades ago. In the center of the room is a dingy card table with a wild assortment of creatures embroiled in a game of Texas Hold 'Em who don't even bother to look up as you walk in. Beneath the table you can see a poorly concealed, and obviously often used, trap door covered in streaks of grease and grime.

From beside the door the shaggy, wooly creature who greeted you emerges carrying a sawed-off shotgun in one hand, a bag of Cheesey Poofs in the other, and an obvious look of disdain on his face. "What the hell do you want?" he growls.

A small white picket fence surrounds a cream colored house that looks cozy and well kept, despite badly needing a fresh coat of paint. The gate at the end of the walk up to the house has some kind of fiendish child-proof lock that, you are quite certain, a



Act 1

Kicking the Tires

four year old could open in a heartbeat but gives you a few seconds cause for frustration.

Just beside the gate stands a brightly colored sign rife with sarcasm, though no mortal would ever get it. Scrawled in highly detailed, professional calligraphy designed to emulate the writing of a toddler; it features the words “Auntie Maud’s Good Time Daycare” next to the bust of a beautiful middle aged woman with pearly white teeth and a knowing smile.

As you pass the threshold of the gate the woman from the sign suddenly appears at the house’s front door, exactly as pictured in a plaid apron with blond hair pulled high on her head in a tight bun. The only thing out of place are her hard, distant eyes which examine you coolly.

She stands firm before you atop the stairs at the end of the walk and makes it clear from her position and body language that she has no intention of letting you inside. “Welcome to Auntie Maud’s,” she says with a cordiality that her eyes betray as being wholly artificial, “What can I do for you fine folks today?”

As you approach the freeway overpass, black smoke rolls lazily from around one of the support struts and your nose is assaulted with the stink of unwashed bodies and burning tires. Beneath, three men stand huddled around an old 55-gallon steel drum, with what is left of a vulcanized tire spilling over the top and dripping burning rubber onto the gravel below, and their hands held palms outward against the fire in the universal sign for “trying to avoid frostbite.”

All three look up casually as you approach, well aware of the fact that they have nothing worth stealing, but only one breaks and runs. His friends glance at him curiously as he bolts, though immediately become more interested in claiming a tattered scarf and dingy hat flying from his body than discovering why he suddenly took off.

He takes the first few steps like any other man, his ankles rotating painfully as the badly worn soles of his shoes slip out from under him and his untied laces becoming living snares darting out at all angles, before he finally trips and falls on his face. As he skids to a halt, gravel embedding itself deep within his cheeks and stripping the flesh from his hand, he finally curses under his breath and mutters an incantation. Suddenly, wings sprout from his back, tearing through the wool of his jacket, and he looks back at you with a grizzly smile on his stained and bloody face.

Good Cop

If they are polite and approach established Ratatosk and Garm contacts already favorable to the Aesir, they will find the information cheap and readily available but unfortunately not terribly enlightening. Just as with most spy-games played by superpowers, the intelligence war between the Jotnar and the Aesir is a delicate game of chess. This means that only occasionally will the Valherjar be able to create and maintain a contact among the ranks of the Garm and Ratatosk without the rest of the Jotnar knowing about it, and so most of the information those contacts have gathered is carefully controlled. As such, they will likely only learn the following:

- **Special Order Nastiness:** The Nidhogg are selling some kind of new guard/attack Gjalp Ratatosk. No one seems to know what, exactly, it is—but they’ve been arranging exclusive “demonstrations” of the “product” and they are, evidently, quite impressive. The safe money bet is on a new kind of Land Shark, but whatever they are, they’re incredibly expensive, and so are only being shown to elite contacts with *lots* of money.

- **Wide Spread Recruitment:** Though the Nidhogg occasionally use Muspell as assistants, and have been known to gather cults to worship them, in general they are too eccentric and erratic to maintain much of a base of followers. So it’s odd that the local Nidhogg have apparently been actively recruiting Muspell to aid them, and the number in their employ is exponentially larger than the norm. Unfortunately, no one knows exactly where the Muspell are being drawn from or stationed at, however, and most attempts to preemptively track down the Muspell have been met with failure.

- **Pretty Maids all in a Row:** Nidhogg are crazy, there’s no doubt about it, and most often incapable of controlling their own behavior. So since the Nidhogg involved in this little plot have managed to stay out of sight, and under the radar, it likely means two things. One, that they have someone directing them and keeping them in line. Two, that they have some kind of lair somewhere nearby that they can be tucked away in to keep them out of trouble.

- **Show Me the Money:** Another oddity in the behavior of the Nidhogg involved is the considerable amount of cash they seem to have at their disposal. On the few occasions one has ventured out about the town they seem to be positively swimming in cash, which is somewhat unheard of for creatures that are

Act 1

Kicking the Tires

typically too insane to balance a checkbook. This means the odds are good that they have some kind of sponsorship and a notably high cash flow.

Though the news is sparse, this will still yield significantly more intel than the players currently have, and so will be well worth their while. Remember, however, that these contacts are not, in the vast majority, actually sympathetic to the Aesir's plight—they are simply motivated by greed and the understanding that if they cooperate with the Valherjar they won't be shut down and/or annihilated. If the players are not sensitive to that balance, however, and go in bullying, trying to undersell the informants, and/or generally making asses of themselves they will quickly find those doors closing and their easiest chances for leads cut off.



Bad Cop

The second, and simplest, option for the players is to start threatening, intimidating, and roughing up anyone they think might yield information. As you would expect, there are two ways this will be received: by the victim simply rolling over and spilling everything they know, or by fighting back. Regardless of how you play the situation, make sure the players have to work hard for the tidbits they get, and only reward them with the good stuff if they earn it. Also remember that a coerced stooly is much less verbose than a friendly one, and so don't feel the need to be as explanatory with the points you do give them.

- **Goodies from Good Cop:** Because they are not, technically, on the Jotnar watch list these sources will have all of the information the informants from Good Cop had, but remember they are less likely to give up details they're not forced to.

- **Corporate Benefits:** The Nidhogg, and their lackeys, have been dumping a lot of money into the underground economy lately, and the word is that it's because a front company they own is doing really well. Whatever it is, it's something with subsidiaries and some kind of retail front, and there's been a lot of talk about "product moving" and "staying open 24 hours a day" because business is so good.

- **Drive-Through Shooting:** One of the Muspell showed up on two separate occasions to buy a hefty load of arms from a Garm dealer wearing a low-rent striped yellow uniform from some kind of fast food restaurant, gas station, or convenience store.

- **On the DL:** Word is that one of the Nidhogg's chief Muspell, a gal named Libby, frequents a bar called The DL downtown, where she is extremely well known and has a private booth on constant reservation (See "On the Down Low" below for more information).

Should violence erupt you can consult page 175 in the Valherjar Core Rulebook for Ratatosk, page 167 for Garm, or Template H in Appendix II of this book to act as enemies if you wish. Remember that these characters should be diverse, unpredictable, and more than a little rough around the edges. They have been living the proverbial outlaw life for a very long time and it takes more than a couple of Valherjar to intimidate them. Feel free to make these conflicts as challenging as you wish, and if you find that your players are operating a little too aggressively, believing

Act 1

Kicking the Tires

that the world should tremble in their presence, having them thoroughly trounced by a warehouse full of Garm can teach them humility in a hurry.

How 'Bout Asking Politely?

The various Garm and Ratatosk that populate the region may know something, but, as always, the Boda know everything. There's not much that happens in the world that the Boda don't know about and the Makes You Happy affair is no exception. The problem is that the players, and the Valherjar in general, really have no leverage on the Boda and so cooperation is not to be expected.

Instead, it can be bought, but only to a very limited degree. Should the players inquire into the Boda network, or ask other Jotnar who would be most likely to know what was going on, they will be directed to Aaliya—a Boda who has not lost track of her Jotnar roots and stays very “in the know” about the current goings on throughout the rest of the nine worlds.

Critically connected to at least two different Fortune 500 companies and, rumor has it, being very involved in getting both President Bushes elected, Aaliya is the definition of a woman of power and will not be easy to sway.

Surprisingly, she will be open to discussing the situation with the Valherjar should they either attempt to make an appointment or infiltrate her offices with a minimum of damage and bloodshed, as she is personally revolted by the Nidhogg in general and this Gremlin plot in particular. Unfortunately, she is also fairly cold on the Aesir and will not offer the information for free—she'll want something in return. Even worse, she has no interest in giving the players the benefit of disclosing what that “something” is, instead she'll want them to entice her, to intrigue her, to make it worth her while.

You are not given an address, or a suite number, rather just a very noteworthy building, the Candice Tower; and a name, Aaliya Knutson. In the main entry of the building is a huge security and reception kiosk, approximately the size of a small football stadium, and regardless of whom you talk to you are repeatedly asked, “Do you have an appointment?” until you mention Aaliya's name. Suddenly, in a manner reminiscent of the Red Sea parting, the standard rigmarole is dispensed with and you are approached by two finely dressed security officers who offer you Crystale and an appetizer plate while you wait.

Shortly thereafter you are escorted to a very private elevator to the dead rear of the building. They

usher you on board, insert a specialized key card into the lone reader within the elevator (there are no buttons or other ways to get to other floors) and bid you have a nice day. The next thing you know you are on the top floor of the building facing a secretary in a business suit worth five digits, who smiles warmly and rises to open a door into an inner office for you, but who says nothing.

Inside you find Aaliya, a gorgeous young brunette in a striped jacket and white blouse, sitting behind a hardwood desk the size of a small car and talking animatedly into a headset. She motions you in, gestures to a couch arrayed in front of the mahogany monstrosity, and cuts her conversation short with, “I'm sorry, Senator, but an appointment just arrived and I have pressing issues to deal with. We will finish our discussion at a later time.”

The office itself is vast, several thousand square feet, and likely occupies a healthy portion of the top floor all by itself. Along the walls are alternating bookshelves filled with books ranging from marketing reports to leadership manuals to international law treatise and display cases filled with historical and artistic artifacts from around the world, each displayed against fine silk backgrounds and with carefully positioned spotlights.

The only furniture is the large wooden desk and the couch that sits before it, though the latter has obviously been drawn in exclusively for your benefit. Atop the desk are carefully arranged file folders and an elaborate intercom/video link hub that looks as though it could, and might, connect directly to the international space station.

As you sit, Aaliya removes the wireless bud from her ear in an overly exaggerated, languid movement and places it on the desk with a soft click. She smiles at you placatingly, straightens her jacket, and waits for you to begin.

What she is holding out for is a guarantee of servitude, of a favor she can call in as she sees fit. She will not tell, or even allude, to that fact. Instead, she will wait until they figure out that this is the only thing they really have to offer her, but will move quickly to seal the deal once it comes up. This event is ripe with future plot hook possibilities if it happens, and may well become a reoccurring aspect of future games involving these characters.

The pact is made with a promise and a single drop of blood from each member of the Flynn. It is drawn by the prick of a silver dagger and caught in a decorative chalice she keeps on display in her office.

Act 1

Kicking the Tires

Once done, it cannot be undone, and it grants her the right, and the ability, to summon the Valherjar from anywhere within the nine worlds to her...though she won't divulge any of that information until *after*.

In exchange they will learn that the Nidhogg own the Gulp n' Go stores and Makes You Happy foods and be told to start their digging there. She will not divulge much more than that as she thoroughly believes that it is more than enough to set the Flynn on the right path and that if they can't figure it out from there they don't deserve to.

Should they try any funny stuff; to manipulate, threaten, intimidate, or attack her, they will quickly end up on the short end of a very painful stick. She is not only a very rich, and very powerful, woman, she is also one of the top rungs on the underworld ladder and will be protected as such.

Her office is under constant surveillance by her very formidable security force who will charge in at the slightest indication of trouble. Her desk, which she will stay behind until a deal is struck and she needs to extract the blood for the chalice, is enchanted hard cover that will stop anything the players can throw at her, and she will dip beneath it at the first sign of trouble. In the two furthest corners of the room, recessed from the wall adjacent to the entry, is a pair of Skiamancied Ratatosk Grendals (page 179 in the *Core Rulebook*) hidden in the shadows (which will only be visible if the players both use a magic sight and turn around to look at the wall they just came through). Finally, there is Aaliya herself, whose magic and abilities are not to be trifled with.

Regardless of how it plays out, the players should find themselves well and truly trounced if they try anything. For new players this may be their first exposure to the reality that the Valherjar are not, in fact, the top of the food chain, and for veteran players who may have gotten too big for their britches it should serve as a prudent reminder.

Fortunately, Aaliya has no interest in destroying these young Valherjar once she has them at her mercy...though she will sell them, or their Runes, back to Jarl Myers at a hefty cost as punishment for their arrogance. If this ends up being the case they should be punished accordingly by the Jarl for their stupidity and may even end up losing a point of Prestige.

On the Down Low

There are two primary reasons for the players to investigate The DL: they may learn about a Muspell lieutenant who is a regular from "Ratting the

Monsters' Chains" or hear about Loose Libby from the punks who attack the Flynn in the "A Friendly Hello" Encounter. Either way they will probably arrive without much information to go on and little or no way to know what to expect.

They will discover The DL to be a very posh, very vogue nightclub with a gangster theme that is populated mostly by wannabes and the well-to-dos, though the occasional throng of real gangbangers do hang out there. Libby is the real thing, of course, though most of the social elite that swoon over her don't know that for sure. She is enough of a high roller, and considered to be such the bad-ass, that she is known by each and every attendant and employee, and damned near every patron to boot. This is all part of the gangster persona that she has worked very hard to cultivate and ends up being something of a perpetual circle where her reputation is concerned: she's such a thug and player that everyone sincerely believes it and wouldn't dare to cross her, even though the only reason she can get away with being such a thug and player is because everyone believes it's true.

This will end up being quite a thorn in the players side as all of the employees either fawn over her hoping she'll somehow do great things for them or are so scared of what she'd do they'd never rat her out. This means that none of the staff will be inclined to cooperate or divulge information once they figure out who the players are after, regardless of who or what the Valherjar pretend to be.

They will also have a hell of a time even getting in to the joint, as, for the most part, it is actually on the level—which is why Libby loves to use it as a place to make contacts and control her band of Muspell. The waiting list is vast and cluttered with the names of celebrities, high rollers, and even the occasional dignitary. The bouncers at the door (Template C in Appendix II) won't be inclined to let the players in unless they can pull out something pretty impressive. If they are Riddari or higher, and think to ask, Jarl Myers may be able to set them up with a cover story, though probably not a good enough one to get the whole Flynn inside. If they either sneak or fight their way in they will find Libby and her crew lounging in a series of private booths in the back.

A Spike in Hostility

Despite the fact that she has already tried to have them killed once, Libby's reaction to the players' arrival will be quite understated, primarily because she hasn't laid eyes on them yet and doesn't know what they look like. Thus, it will fall upon the players to

Act 1

Kicking the Tires



break the ice, get her attention, and try to weasel what information they can out of her. They should find her to be aloof and uninterested until she figures out who they are, and then she will start to jump into action.

She is stopped short before she really even starts, however, as a well dressed and attractive gentleman gestures her to sit back down with one hand while extending the other in a peace offering to the players. He will introduce himself as Spike (Template G in Appendix II), a nickname he claims comes from his gelled up punk-rock hair (the players will know better if they look at him with a magical Sight as he is actually a spiny spike covered Ratatosk), and ask the players politely and repeatedly if they would join him for a quick conversation.

If they refuse and/or just start a fight anyways, jump to “Diversion by Attrition” in Encounters below. If they agree, Spike will escort them to a soundproof back room for a chat. His primary intention is to try and get the players to drop their guard so that the Muspell can jump them, though if they end up being cooperative he may pump them for information as well. He has brought them to this soundproof room so that the fight won’t generally disturb the club out front, though if shots are exchanged there is a very real chance of those bullets ripping through the walls and into the patrons on the dance floor.

Once they are “alone” he will try and sell them the following:

First I would like to apologize for the bit of hostility that was directed at you earlier. Libby got a little ahead of herself and acted without authorization, but I hope no harm was done. It was just a little old school cold war, you know? She really didn’t mean anything by it.

Now then, as for the rest of all this...it isn’t what you’re thinking...you got it all wrong. Yes, there have been children taken from their homes, but it’s all for their own good. Listen, you’re new on the scene, alright, so let me break it down for you.

About two years ago there was a Nidhogg named Leicuss who got this wild hair up his ass. He wanted to procreate, propagate, and give a little something of himself back to the world. So one day he breaks into a fertility clinic and replaces, like, two thirds of the samples in the joint with his own seed. Gross, huh?

Anyways, he swaps all the sperm out ‘cause he thinks it’s gonna make him like a super daddy for hundreds of kids across America, right? Well, the problem is, he’s too nuts to know that while biologically compatible, Nidhogg sperm reacts badly with Human eggs and makes like a super crazy ultra psycho baby. The kids are psychotic, right out of the womb.

They’re also not quite natural. Extra strong, extra fast, really tough skin, that kind of thing. They’re mean little devils that, by the time they get to be four or five, go all ape shit and start tearing into everything

Act 1

Kicking the Tires

around them. I'm talking grade A, first class, chain saw psycho, here.

So, needless to say, when we figured it out we knew we had to get them off the street. Well, we couldn't just go to the local authorities, and we couldn't go to the press, so a bunch of us got together and decided to just take care of it all ourselves. We forced Leicuss to help and have managed to recover almost all of the kids.

Don't worry, they aren't being harmed, they're just being relocated so that they don't hurt anybody. It's best for them, best for their parents (even if they don't know it yet), and best for the Aesir.

So there's no need for you to trouble yourselves about it anymore. If you'll just let us be, we'll get the situation wrapped up and you won't hear anything else about it.

But, of course, this is all a lie. Should the players actually buy it Spike will try and have them followed back to the Burh so that he can report back to Oleg, the Ymir actually responsible for this little tirade, by phone (he does not know how to contact Oleg otherwise). If that happens, the players can detect the tail with an Exceptional difficulty Test, or they can arrive at the Burh to be thoroughly, and brutally, dressed down by Jarl Myers for both being stupid enough to buy this kind of an explanation from a Ratatosk and for performing one of the ultimate sins—coming straight back to the Burh after contact with the Jotnar.

Should the players ask too many questions, or try and independently verify this information, they'll probably figure it out in a hurry and Spike will order them to be jumped (see “Diversion by Attrition” in “Encounters” below). This can occur either in the soundproof room at the club or in the alley outside of it should the players actually leave.

Either way, Spike should vacate immediately (he is more than smart enough to understand their chances of taking down a full Valherjar Flynn) and the Muspell and/or bouncers and street thugs should flood in to try and ruin the players' day.

Act 1 Encounters

A Friendly Hello

Approximately half way through their Act 1 investigations the Flynn is jumped by a rather large group of thugs (Template D in Appendix II) that want nothing more than to wipe the players out. They are

simply mortal street urchins, who know nothing of the players or the awesome power they wield, and shouldn't be overly difficult to dispatch. This should make for a fun introductory combat for new players and you are encouraged to throw as many or as few thugs at them as you think appropriate.

They will strike at random and will likely take the Flynn by surprise. Should the Flynn interrogate any survivors of the fight, they will discover that the group is a local gang who was hired by a tattooed girl pretty well known in the local gangbanger scene that pushed some sob story and paid them in cash. She told them where the Flynn would be and when to strike, which should give the players confirmation that the Jotnar are not only involved but aware of the fact that the Valherjar are as well.

The girl's name is Loose Libby and she frequents a downtown nightclub called The DL. It is an exclusive club that requires membership and has a waiting list longer than the Great Wall of China, and word is she's a high profile regular.

Diversion by Attrition

There are two different ways the players can encounter Loose Libby and her gang. First, they can either learn from the Jotnar in “Rattling the Monsters' Chains” or interrogate the punks from “A Friendly Hello” and discover that she typically hangs out at a club called The DL downtown and can go confront her. Second, Libby and crew can come looking for them as part of the distraction to abduct the second of the set of twins.

If the group goes looking for Libby (Template E in Appendix II) they will find her at The DL (see “On the Down Low” above). If the Flynn doesn't take the fight to her, she and her gang will find the Flynn.

They will jump the players whenever you feel is appropriate and, like the thugs in “A Friendly Hello,” Libby and crew really only want to eliminate the group. The thought has not yet occurred to them, or their Jotnar masters, to capture the Valherjar and so these combats should be fairly straightforward.

In truth, however, this little scuffle is merely a diversion. The Muspell were actually dispatched to well and truly distract the Flynn while the second of the pair of twins was abducted (see “More Than Just Good Service” in the “On the Beat” section for more info). Whether or not this second abduction will come to the player's attention is totally at your discretion, but it remains yet another angle to tie the story together if they are having trouble finding the clues.

Act 1

Kicking the Tires

Regardless of when or where the encounter occurs, the Muspell should be well armed (submachine guns or good pistols), well trained, and have access to some small amount of magic. There should at least be about the same number of Muspell as there are Valherjar in the player's party, or as many as you need to make the fight challenging and fun. If the battle takes place in the club you can also add as many bouncers, or if on the street as many thugs (Template D), as you see fit. Most of the Muspell are dedicated, but not zealous, and will fight until it is clear they have lost the initiative and then will try to flee. Libby herself, however, is unquestionably a true believer and will do her best to fight to the death. If the players go to *exceptional* lengths to take her captive, then use the Interrogation / Expository Dialogue from Act 2 for her interrogation. Otherwise, she will fight furiously to her last breath and force the players to kill her.

On the other hand, should any of her Muspell cohorts be captured and interrogated the players will find them to be a wealth of information. If they are grilled share the following bullets:

- **Collective Stupidity:** They will all admit to serving the Jotnar, with most answering directly to Libby but a few to a Nidhogg named Leicuss or a Ymir named Oleg (who only ever contacted them...never vice-versa).

- **Gots ta Get Paid:** They are all officially employees of Gulp n' Go stores, though only a couple of them has ever actually worked in one, and the Jotnar pay and take care of them through that corporate front. Their loyalty has primarily been bought, without them needing to engage in any of the traditional sophistries of Jotnar worship. Through Gulp n' Go they have been given healthy salaries, benefits, and even 401Ks.

- **Mindless Thuggery:** Primarily they have been used for recruitment and low-level enforcement, but occasionally they have been ordered to investigate random individuals or follow families around and gather information. They have never been told why, exactly, they were tasked with these jobs, but the money, and power, was always good enough for them to just keep their mouths shut and do what was asked of them. One of the Muspell who did spend some time working at a Gulp n' Go knows that he was asked to follow families home from the store a couple of times.

- **Mail Order Madness:** If questioned about kids, or babies, or anything along those lines one of the Muspell will volunteer that, while he

doesn't know anything about baby abduction, he periodically has to go in and "work the mail room" where he has to address and mail out a bunch of coupons for free baby food at Gulp n' Go stores. Of course, the coupons are only good for Little Rascals brand baby food.

It was a good ride for them while it lasted, but now that they are in real danger they will quickly disavow the Jotnar in an attempt to save their own skins. Unfortunately, they won't have much information on why they were sent to attack the Valherjar, or on the problem at hand, though they all freely admit that Libby was their former leader and the one responsible for communicating with the Jotnar on their behalf. They do know that her primary contact was Leicuss and that she was heavily involved in some kind of huge scheme, but they have no idea what it was or how she was helping the Nidhogg.

If they search Libby's corpse, or somehow discover where she lived and ransack her apartment, they will find a very high tech, and very expensive, key-card, which should seem very out of place for a gangster thug. It is for the elevator in the Makes You Happy office in Act 3, but she will strongly resist divulging that fact even if they do manage to capture her...to the extent that the players will likely have to torture or use magic on her to learn what it's for.

Drawing Act 1 to a Close

Act 1 will be ready to end when the players have discovered the connection to either the Gulp n' Go convenience store chain or to Little Rascals baby food (which is only available at Gulp n' Go stores). They should be reminded to check in and share their information and, if they haven't already, then have their encounter with Loose Libby's little band (see Diversion by Attrition above).

Act 2: The Rabbit Hole

At the Gulp n' Go

The thing to remember when roleplaying the player's search of Gulp n' Gos is that the vast majority of them really are little more than normal convenience stores. Yes, the chain is owned by a Jotnar company. And, yes, they are being used to distribute toxic genetics-manipulating goo. But, on top of it all, they are also a money-generating corporation for the Jotnar and so the players should have a bit of a difficult time finding anything amiss.

As soon as your feet hit the giant rubber doormat the automatic doors slide open and you are blasted with the nauseating odor of stale hotdogs, over-recycled air, and the complex combination of a billion snack foods. The walls are white, the shelves are white, and the white tile floors reflect the harsh fluorescent lights relentlessly, melding the whole store into a blinding glare.

Inside ratty speakers, never designed to play more than muzak, drizzle out broken snippets of industrial rock and the kid behind the counter, in his early twenties at most, is more interested in the



portable television in his lap than in you. Narrow isles barely separate over-packed shelves filled with every imaginable assortment of junk food and over-priced utilitarian items, while the walls are lined with drink-stocked refrigerators and the corners are filled with all manner of quick-serve preservative-packed fast food.

We suggest that the players visit at least one, and as many as three or four, stores before they find anything out of the ordinary. What they should eventually come across is a Muspell acting as a manager or solo-employee. If the Valherjar are smooth they may actually spot him before he spots them, otherwise his first reaction will be to try and bolt. If the players catch him (Template E in Appendix II) he should put up a good token fight but eventually roll over and squeal (see Interrogation / Expository Dialogue below). This Muspell will also have information about how the victims were catalogued.

Their credit card records were the most direct form of access. Because most of the families used either credit or debit cards, their information was easily obtained via those card numbers. Additionally, victims who consistently paid in cash were tailed or casually milked for information during friendly conversations with the Muspell. Finally, an ingenious system was implemented wherein each time a jar of baby food was scanned by the UPC reader the security camera footage was instantly uploaded to the corporate office. This will likely be the first concrete time the connection to Makes You Happy Foods is drawn and should inspire the players to look into the company further.

That Done to My Brother...

This section should take place after the "Coming to Get Ya" Encounter.

While the players will have likely survived their encounter and remained relatively unmolested, the other Flyn hasn't had as good luck. Macaire has split his team up so that they could cover more ground and the two brothers were assaulted in force. They managed to defeat the majority of the attackers but a couple of the survivors managed to get Ugo's corpse into a van and make off with it.

The phone rings and you find Macaire on the line, his voice frosty with rage. "I don't know what's going on, but we're in it up to our eyes, now. We split up, Patti and me taking the Gulp's on the east side, Ugo

Act 2

The Rabbit Hole

and Aberu on the west. They jumped Ugo and Aberu outside of the one on 54th and Vine, and managed to get Ugo into a van. They left Aberu on the street, near dead, but we've got no idea where they took Ugo." He pauses for a deep breath while he squares away his thoughts.

"We got to Aberu, so he's okay, but he's hurt bad enough that we're probably gonna have to kill him if we want him back in the game any time soon. Hopefully, when he comes back in the morning, we'll get more info...but for right now we're in some real trouble and need to go on the offensive."

The conversation can continue briefly beyond that monologue, but Macaire will have to get off the phone and start tending to their immediate concerns fairly quickly. He does not have much more information to share with the players (see below) and isn't interested in spending time chatting about hypotheses.

All in all, the conflict didn't give the Valherjar too many leads, but the ones it did yield are enormous:

- The van they loaded Ugo into was gray and had the license plate KLM-243
- Aberu and Ugo managed to kill the majority of the soldiers sent to attack them. Among the dead are 3 large Ratatosk, 2 Muspell, and a few humans
- There were, fortunately, few civilians present—however one of them, the Gulp n' Go's manager, actually began running *before* the fighting started.

Macaire and Patricia will have their hands full for the rest of the day and so won't be available to help the players' search. First and foremost they have to deal with the mortal authorities, dispose of the Ratatosk bodies, and generally clean up after the attack. Their next priority will be to tend to Aberu, who, even in his critical physical state, goes crazy with rage and vengeance over the loss of his brother. When all that's done they will follow up on a lead that a Geirrod Ratatosk, whom Macaire knows, may have some critical information that he wants to extract personally.

The Connection is Made

By now the connection should be obvious to the players, though there are still a few pieces of investigation that can firm up the plot and point them in the right direction.

• **Registered Offender:** They can check the DMV files and find that both would-be abductors' license plates (KLM-243 and FOT-938) are registered to Makes You Happy Foods in Kansas City.

• **Keeping in Touch:** Just like the Valherjar, the Jotnar use cell phones to keep in touch. Each time the players kill or capture a Jotnar soldier it gives them another chance to connect the pieces. Many of these individuals should have telling numbers in their contacts list and recently made calls.

• **Awfully Coincidental Timing:** There's a good reason that both the players and the brothers were hit outside of a Gulp n' Go, because in both cases the store cameras were being monitored remotely (along with a few dozen others) by the Jotnar.

• **Frightening Family Tree:** A uniform business search, perusal of government trade records, a call to the Gulp n' Go corporate office, or even just a quick internet search will reveal that the Gulp n' Go franchise and Little Rascals brand baby food are both owned and fronted by the same company: Makes You Happy Foods. They all also use the same six story corporate office building in Kansas City as their base of operations.

Interrogation / Expository Dialogue

At some point the players should finally get their hands on a prisoner who can fill in the blanks for them. Whether this is Loose Libby from "Diversion by Attrition" in Act 1, a Gulp n' Go manager from "At the Gulp n' Go," a Muspell or Ratatosk from "Coming to Get Ya," or just some generic thug, somewhere along the line the Flyn should come into possession of a prisoner who will spill the beans about the operation (or, at least, as much of it as they know).

In short, they should inform players of the following points:

- That Little Rascals baby food is the key to the whole plot. Specifically, the Jotnar are interested in the children eating the food, and have targeted them for abduction.
- The food is some kind of genetic manipulator that is transforming the kids into monsters.
- The Nidhogg are finishing the children's transformation using their magic.

Act 2

The Rabbit Hole

Act 2 Encounters

- The food was originally given to the families as part of some prize, but the families have been buying it with coupons they're being sent since.

- The food is only available at Gulp n' Go stores.

- About 20% of the Gulp n' Go employees, especially managers, are Muspell.

- Most of the orders to the underlings in this torrid little affair have come from a Nidhogg named Leicuss who is based somewhere in Missouri.

Also of use, if you are interested in a roleplaying aid for this scene, we have included the following dialogue for your use:

- "Nah, man, I don't know no nothin'. They come to da store, buy da food, and do it to themselves. We run the stores, we make the food, and we give these marks coupons n' shit that they buy it with. It's a sweet deal, man. They pay us green to munch the shit that makes them nasty."

- "We just watch the shorties who eat the food. The baby food, man. They only want the shorties who be eatin' the baby food."

- "Why the food? 'Cause it's the cheddar, man. The food cabb the kid out, 'n that what the 'Hogg want."

- "'Cause it make 'em mad nasty. Like ma-maa-monster nasty."

- "No, man, I mean they be monsters. It's the food, ya dig? Somethin' in the food is making 'em all freaky-deaky nasty."

- "It's some kinda shit. The food be turning them Freddy Kruger, man. Then the 'Hogg steal the kids 'n finish the job. You know, with the magic."

- "I don't know who's buying, but I know the Nidhogg be sellin', for all kinds a reasons. Some dudes gots 'em trained like dogs. Some like they's little freak soldiers. Whatever ya want, they make one for ya."

- "I know they cost bank, like serious Benjamins. They take some time, too, so I don't think they be sittin' on too many. Bet they's mostly takin' orders, an' make 'em to match."

- "I ain't seen one but once, and it scared the shit outta me. Was all green, and tiny, with these really long arms, and its eyes were slick black like a bugs. It made a clickety clack when it walked, big ass claws tappin' on the floor. Creepy as hell."

- "Nah, man, I don't know where they be takin' the shorties. We just watch 'em 'till they ready, then the 'Hogg do the dirty. I don't see nothin', I don't know nothin'."

Coming to Get Ya

At some point during their Gulp n' Go investigations, and before "That Done to My Brother" the Flynn is attacked in earnest by a mixed Ratatosk and Muspell force (Template H and E in Appendix II, respectively). Their primary goal is to eliminate the players, but they are also looking to either steal or capture their corpses.

They will arrive in a van(s) with the license plate of FOT-938 and immediately go on the attack. Once mostly defeated they will attempt to retreat, with their fallen, in the vans or even on foot.

There should be enough of them to make this encounter truly challenging and there is a decent likelihood that some of the players may die—leaving their bodies to be defended by the remaining Flynn members.

The attackers are also full of useful information and you can reference the "Interrogation/Expository Dialogue" above for the tidbits they divulge. If they capture the van they may also find a key card identical to the one Loose Libby is carrying in Act 1's "Diversion by Attrition" Encounter.

If they check in with either Macaire or the Burh after their encounter jump straight to "That Done to My Brother..." and continue from there.

Drawing Act 2 to a Close

Act 2 ends when the players have confirmed the central connection to Makes You Happy Foods and go there to investigate. They should be reminded to check in with the Burh and Macaire, both of which will stress the urgency of the mission to the players and demand that they work quickly and professionally.

Act 3: Makes You Happy

Entry

With the line now firmly connected from Little Rascals baby food through the Gulp n' Go and into both company's mutual parent corporation, Makes You Happy Foods, the Flynn should find themselves in a position to assault the corporate office building and end this particular Nidhogg plot. Operated out of a small six floor office building owned entirely by the corporation, the Makes You Happy Foods headquarters resides in rural Kansas City and sits amidst several acres of in-development plains land and several miles away from the nearest population center.

As they arrive at the location read the players the following description:

The Makes You Happy Foods building stands as the only completed building in the center of a developing office complex. Six stories tall and bordered by a combination of asphalt-paved parking lot and carefully manicured evergreen bushes, the gray building is nice but totally unremarkable. Its windows are tinted, the double front doors are glass and is the only way in aside from an elevated loading dock in the rear, and the ground immediately around the building is still wet from the last run of the sprinklers.

In the parking lot behind the building are three identical gray vans, one of which has the matching license plate to the van that took Ugo and another matches the van that carried those who attacked you. A quick inspection of the first van's sliding door finds a streak of some kind of rusty brown stain, likely dried blood.

During the day the building is a bustling center of business with dozens of legitimate employees going about their normal business. Should the Flynn attempt to infiltrate it then, they will find a scene with players straight out of any small corporation. Their entrance, if through the front door, will have them being met by a receptionist who will be perfectly pleasant but resolute that they don't have business on site without either an appointment or a really good cover story. The back door will bring them in face to face with a very surprised shipping and receiving supervisor and mail crew who can't imagine why someone may have hostile intent towards their company. The interior rooms and hallways will be filled at regular intervals with generic employees on generic business.

At night there is little more to deal with than an unimpressive perimeter alarm system and a pair

of late-middle-aged night watchmen who are astute though not particularly formidable (Template B in Appendix II). If the Flynn does not spot and deal with them in advance the players should stumble across them at an inopportune time, but find that they are not armed with more than flashlights and cell phones.

If they inspect the vans the players will find them to be large, empty cargo vans that are filled with blood stains and bullet casings. If they did not capture the van that assaulted them in Act II they may also find the key-card within it on an Exceptional difficulty Test.

Looking for Clues

Regardless of the way the Flynn chooses to enter, they will have little trouble getting into the building. The front doors are locked by a simple adjoining deadbolt, the rear loading door is only held shut by a single high-quality padlock, and all of the windows are easily breakable. Should they trip the alarm system and have neither the know-how (which requires an Exceptional difficulty Test) or the means to disable it, a single police cruiser will arrive to investigate. If the Flynn has left any obvious signs they will investigate on foot, and if that yields any evidence, they will call in for backup. If a confrontation occurs, use Template D in Appendix II for the police officers. The officers, once alarmed, will maintain excellent communication with their dispatch, so if things go sour they'll move from bad to worse in a hurry for the Flynn. If the officers call for backup and then either disappear or are met with resistance the SWAT team (Template E) will be called in and will arrive 15 to 30 minutes later.

Inside the building the Flynn will find a totally generic office building. Long, cream colored hallways connect large rooms filled with cubicles. Each identical cubical is separated from its siblings by a modular wall and features an "L" shaped desk, a chest level shelf, a comfortable looking chair, and a somewhat out dated computer. Should the Flynn investigate the computers or assorted sundry paper piles in the various stations they will only find a combination of the various work-required papers that keep Makes You Happy Foods running and the assorted personal items and emails of any work staff. Investigating will, however, eat up considerable time and bring the Flynn closer to dawn and the 7 a.m. return of the supervisors responsible for opening up the building for another business day.

Act 3

Makes You Happy

If they are thorough, they will spot a light trail of blood that runs from the loading dock to the elevator from when Ugo was drug inside by a couple of careless Muspell. Depending on how long it has been since his capture, the trail could either be fresh or just dried drops on the carpet. These bloodstains will not occur anywhere else in the office, as he was apparently drug into, but not out of the elevator.

Within this elevator running through the center of the building lies the key to this whole façade. In it they will find buttons for the six floors identified from the outside plus key-required access to a basement level. Either good character memory or another inspection of the outside of the building will confirm that there is not, in fact, any basement apparent and so this protected access should seem unusual to say the least.

If the characters found and kept the key-card on Loose Libby or in the van they will find it fits this lock and immediately takes them to the lair below. If they did not find that key the only two avenues for gaining access are to either over-ride the lock (with an Exceptional difficulty Test) or to gain access to the elevator shaft.

In the event that the Flynn doesn't enter the elevator or isn't thorough enough to notice the anomaly, they will leave the Happy offices with no leads...but will be contacted the next day by Patricia who will have gotten a key from the Geirrod Ratatosk Macaire contacted and identified it as belonging to an elevator. She will ask them if they noticed an elevator at Happy and will request their immediate return to investigate it further.

The Lair

Guard Room

At the bottom of the elevator is a twenty by twenty foot entryway and guardroom housing two elite Muspell guards (Template E in Appendix II). It is relatively Spartan, containing little more than a monitor that is supposed to be used to view the elevator surveillance camera (it was instead tuned in to late night re-runs), two relatively comfortable office-style chairs, and a locked security door leading into the lair.



Act 3

Makes You Happy

If the Flynn has set off the alarm, used the elevator to descend, or made excessive noise coming down the elevator shaft they will be on guard and ready. Otherwise they will have been dozing, not expecting any visitors. They are well armed, may have access to assorted magics (see page 186 of the Valherjar Core Rulebook for more information), and will fight to the death. Neither of them has a key past the security door, but it should be relatively easy for the Flynn to pick (a Standard difficulty Test) or batter down (a Challenging difficulty Test).

Entry Hall

Beyond this antechamber is the start of the Nidhogg lair. When the Flynn breaches the door read the following aloud:

As the door opens you're assaulted by a stomach-churning stench and a horror straight out of H.P. Lovecraft. Before you stands a rich, deeply red colored hallway decorated at regular intervals with dozens of flickering sconces made from the naked bodies of dead human beings, one of which is Ugo, who has small caverns in his head, chest, wrist, and ankles where his Runestones should be.

Each person stands alone, eyes wide and head thrown back, frozen in looks of excruciating pain. Their backs are arched, their arms flailed wide, and their legs bent at unnatural angles. Their skin has a waxy sheen, obviously preserved against decay, and shimmers in the light cast by small flames rising from wicks in their open mouths...decorative oil lamps for the psychotically insane. The hall leads in only one direction for several hundred feet, straight away from the elevator, and slopes down gradually out of sight.

More than just sadistic decoration, the bodies are also part of a magical alarm system. If anyone in the Flynn decides to inspect the room with Sight from Hlidskjalf, or another form of magical sight, they will notice that there is a magical aura surrounding each of the sconces, though they probably won't know what it's for. If a member of the Flynn disrupts an aura, such as by walking through it, the stench they encountered when they arrived will increase exponentially as the head of the body pivots and spits a thick, sticky ichors at them.

The goo is a pheromone for the Ratatosk Gremlins that guard these halls (Template F in Appendix II). As soon as it is released the smell fills the passage and drives the monsters to frenzy. How many there are and when the Flynn will encounter them is totally at your discretion, though if the Flynn's presence

has previously been detected we suggest that they be guarding the Nidhogg and be lead by Spike (Template G). If the Flynn had not yet been detected they should encounter the Gremlins somewhat randomly.

Antechambers

Off from this main hall there are a number of small rooms that are obviously used for insidious purposes (see Map G in Appendix I). Several of them are obviously connected to the creation of Ratatosks and the like and so are filled with medical research paraphernalia: beakers, syringes, incubation chambers, notes, etc. Should anyone bother to inspect the notes and pass a Challenging Skill Test, they will discover that the research is genetic in nature and seems to be exploring the use of gene therapy on skin durability, skeletal density, and hormone output.

There is also a working kitchen, a bathroom, a small recreational room, and a section of barracks that may house any number of research assistants (Template J in Appendix II) or possibly even a Nidhogg or two. Though interrogating any of the personnel in this area will yield yet more background on the Jotnar operation, there is little else of value or interest.

Depending on the route the Flynn takes to the Lab they may encounter the Gremlin nest as well and, if they avoided tripping the various alarms on the way in, find the Gremlins inside it. It is a large, dank, and rank room that is filled with a combination of bones and feces. The Gremlins themselves are actually fairly docile, having been trained to attack only when ordered to or based on the pheromones the sconces spray, so if the Flynn doesn't attack them first they can probably just walk right by.

The Lab

Finally, there is the primary lab at the rear of the structure. Essentially one giant room, the lab was actually the base structure around which the rest of the building was constructed. Put in use almost the moment it was finished, the Nidhogg chose to forgo any beautification or finish so that they could begin work immediately. There was, at the time it was completed, an intention to bring the lab up to par with the rest of the lair, but the time the Nidhogg spend within its unfinished walls they spend engrossed in their work, and so it is never likely to happen.

It is primarily used for three purposes. 1) To actually mix the chemical components that are added at a separate facility to generic, imported baby food which is then sold as the Little Rascals brand. 2) To house the abducted children. 3) To perform the rituals

Act 3

Makes You Happy

used to transform the genetically modified toddlers into Gremlins.

As the Flynn enters the room read them this description:

Before you is a massive concrete box of a room that appears somewhat dilapidated. Obviously unfinished, exposed rebar juts from the walls at random intervals and there are large sections of the foundation that are noticeably uneven and fragmentary.

Immediately past the entryway are counters and shelves filled with labeled jars and beakers. Large gas burners boil ceramic pots that spit noxious smelling fumes into the air. Surrounding them are binders and clipboards similar to those found in the antechambers on your way in, many of which have brightly colored hand written scrawl and sticky notes attached.

To the rear of the room is a series of cages. Each approximately four feet tall and eight feet wide, they seem to have the majority of the abducted children packed into them almost shoulder to shoulder. Stained and haggard, both the kids and the area surrounding the cages are covered in the dried remnants of the only sustenance they've been allowed—Little Rascals baby food.

In the center are the tables where the magical component of their transformation obviously occurs. Each is about the size of a small banquet table and has straps for securing a victim by the head, wrists, waist, and ankles. They are all thick with some kind of dark green mold or fungus that is growing in stale pools of deep, crusting blood.

Strapped to one of the tables is a work in progress, a young boy whose body is mangled from just below his rib cage down. His legs have been lengthened, the skeleton elongated and the skin stretched, and the bones of his feet have been grown together to form hoof-like pads that end in two razor sharp claws. Clusters of rough teardrop shaped scales reflect shimmering light as his chest and stomach move in labored breathing.

Depending on how much attention the Flynn attracted to this point, Leicuss, the head Nidhogg (Template I in appendix II) and his cohorts will either be hard at work or cowering in the corner. Regardless, Spike (Template G) stands guard. If the Flynn has been announced Spike will be surrounded by Gremlins (Template F) and will order them to attack immediately. While they swarm the Flynn he will mostly stand back and watch, occasionally striking if a particularly tempting opening presents itself. He is a very intelligent foe, however, and is smart enough

to try and let the Gjalp Ratatosk do all the work...and take all the risk.

Either after the Gremlins are dead, or if the Flynn surprised him, he will try and negotiate his way out, as he realizes immediately that he is not a match for a whole Flynn by himself and that the Nidhogg are not particularly combat capable. He will fight if forced.

During the scuffle Leicuss and his ilk will have gathered a number of the children as human shields. From behind their precious hostages they will threaten to blow up the building, and everyone inside it, and offer up a remote control as proof. It is actually just the remote to the video camera they have been using to document their efforts, but the Flynn doesn't know that.

Next Leicuss will produce an embroidered silver bag that he claims contains Ugo's Runestones and threatens to destroy them. If he is allowed to do so ceremonially it will destroy Ugo's soul and cost the Valherjar one of their finest warriors. This is not a bluff, the bag does in fact contain them, and he will attempt to use them as leverage—offering to barter their freedom for the Runes' return.

Finally, if all else fails, they will devolve to torturing the children for any attempts the Flynn makes towards the Nidhogg...which will probably lead to the Flynn finding themselves at an impasse.

It is all just a faint, however, and as the Nidhogg stalled they have been preparing the one true defensive weapon they actually do possess—necromancy. There are all manner of Thokk the Nidhogg can throw at the Flynn, though the most obvious is reanimated Gremlins, reanimated Spike, zombified researchers if they were dispatched by the Flynn, or the bodies of dead children that may have been discarded. See page 180 in the Valherjar Core Rulebook for some sample Thokk ideas.

During the ensuing combat the Nidhogg will attempt to escape with their hostages in tow, possibly by using the same Skiamancy that allowed them to abduct the children or by using a concealed loading elevator in the back of the lab. If they succeed, hunting these escaping Nidhogg and Ugo's Runestones could be the source of a follow up Operation.

Resolution

Regardless of how it all ends, the Flynn should find themselves victorious and in the presence of a considerable number of recovered children (anywhere from 30 to 50, depending on how promptly they solved the case). Their most logical resolution should be to

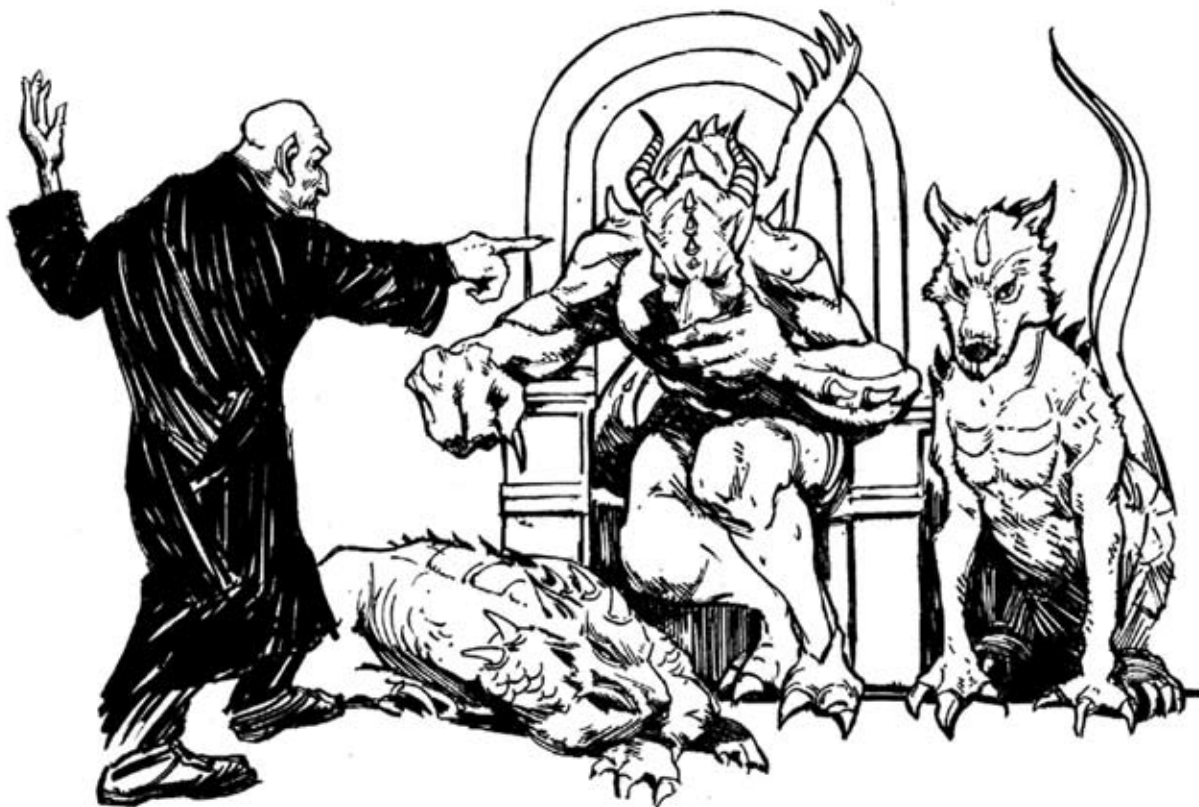
Act 3

Makes You Happy

report back to the Burh and let the higher ups take care of the mess, which will ensure both that the kids are safe and that the lair can be dug through for potential intelligence. That is certainly not their only option, though. There is also a loading elevator that runs from the lab to a fake electrical cabinet in a distant corner of the parking lot and so they can transport the children, prisoners, or what have you in bulk from the lab. They will also find the keys to the three vans in the loading area within the building should they care to look.

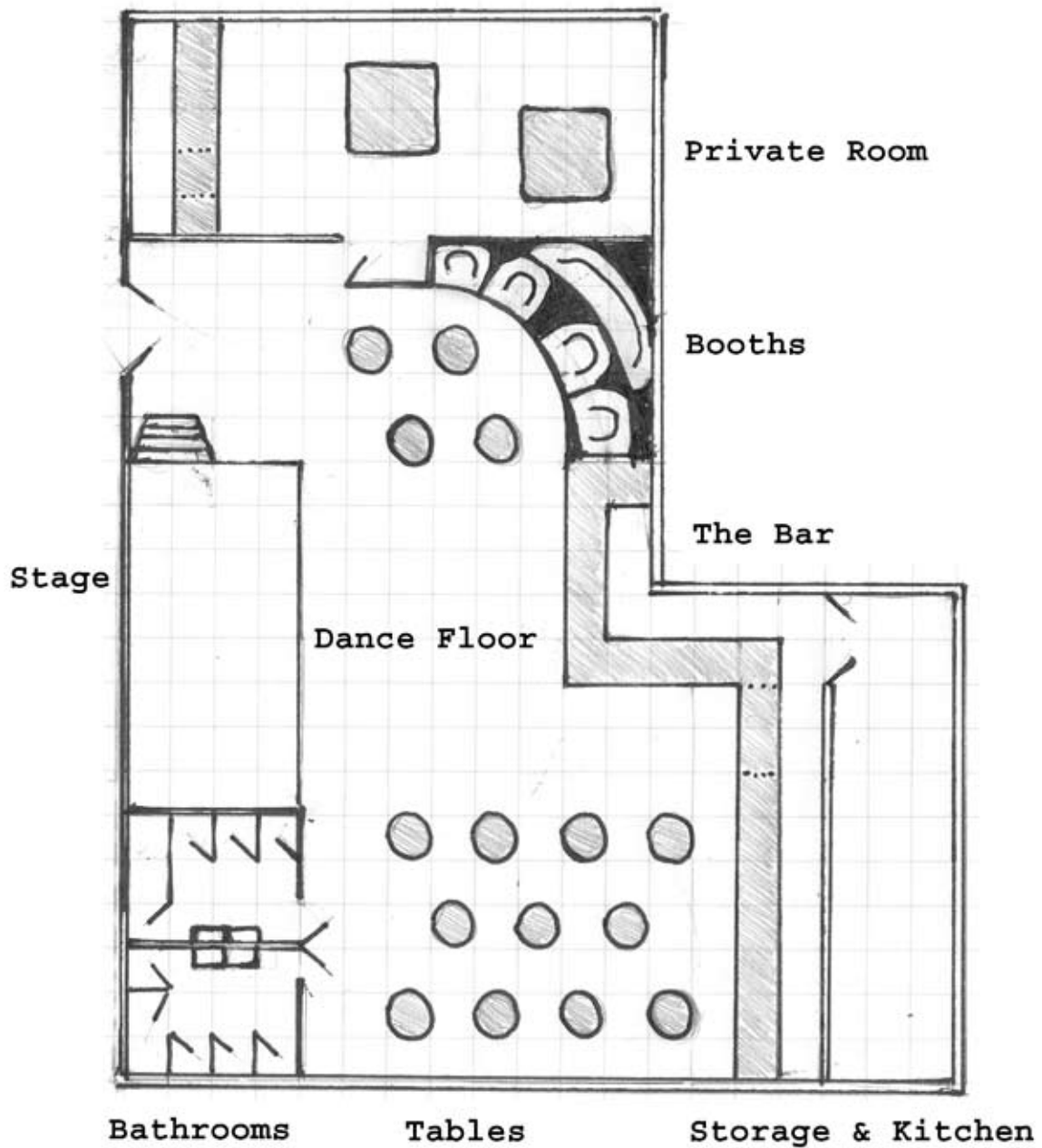
So long as the majority of the kids have been saved, and the Jotnar operations have been destroyed, the Flyn should earn between 2 and 4 Veteran Points and may have even garnered a point of Prestige if they have wrapped it all up nice and neat. The more quickly and surgically the Flyn worked, the more Points they should be awarded.

The Lair in general, and the Lab in particular, is also a perfect place to plant clues or leads into hooks if you wish to turn this Operation into a Campaign or simply segue it into another Operation. For example, shipping and sales manifests might lead the Flyn towards Gremlins that had already been sold, proof of the company's corruption might send the Valherjar on a global purge of Makes You Happy's facilities, or evidence that the Nidhogg were not, in fact, the masterminds behind this whole torrid affair could put the Flyn on the hunt for those responsible (most likely the Ymir Oleg).



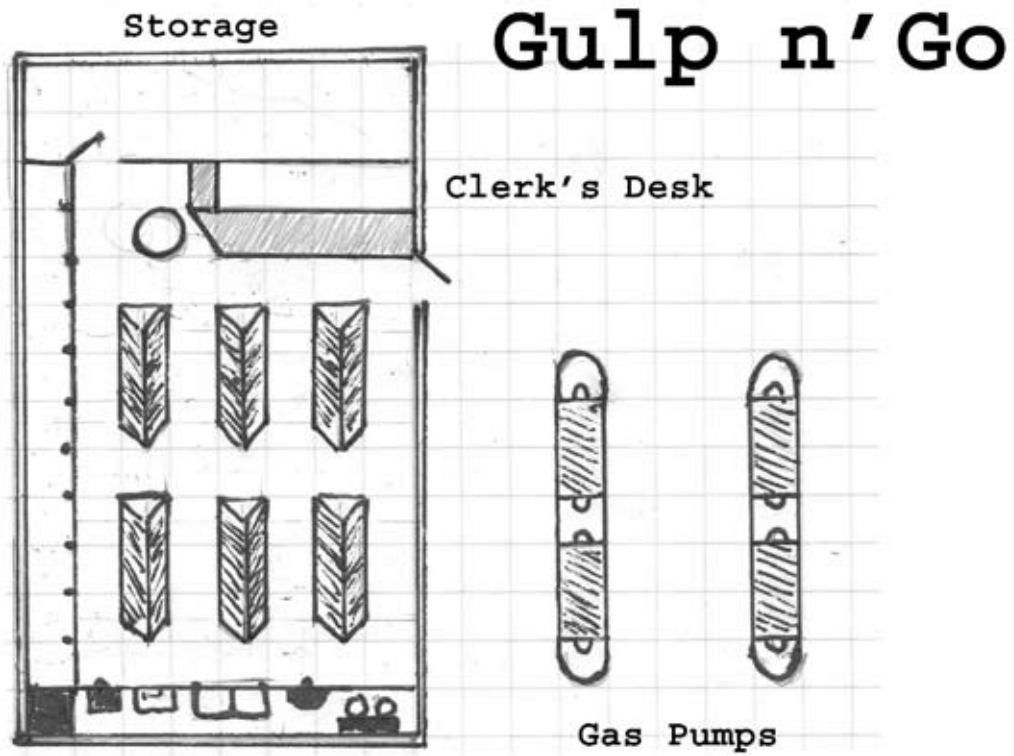
Appendix I: Maps

The DL



One Square Equals 5 Feet

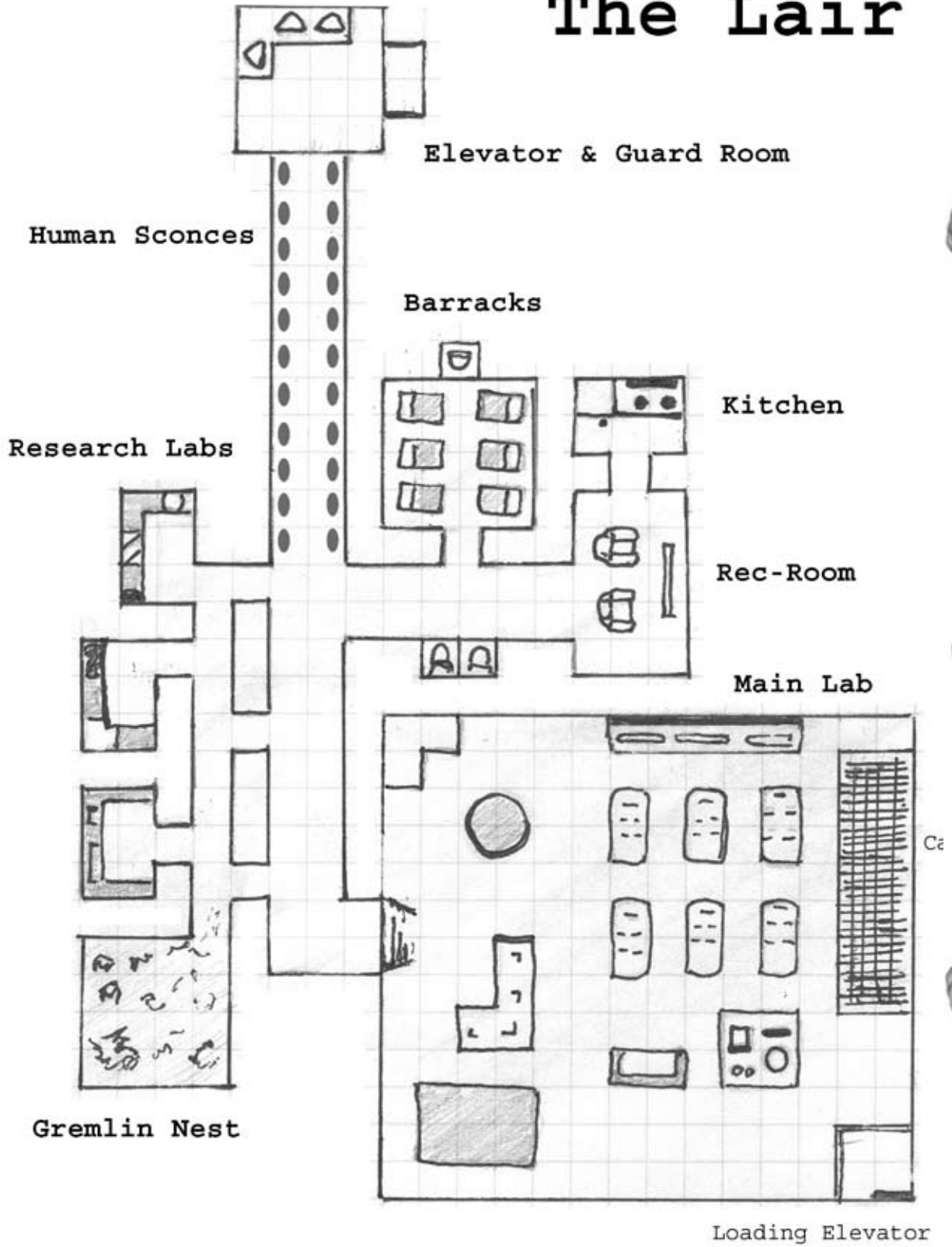
Appendix I Maps



One Square Equals 5 Feet

Appendix I Maps

The Lair



One Square Equals 5 Feet

Appendix II:

Non-Player Characters

AORNPCs

A. Macaire's Flynn:

* Macaire

Greifi Grimmir

Attributes:

Dex	3	Int	2
Ag	4	Char	1
Str	3	Will	2
End	3	Per	2
IB	10		

Skills:

Unarmed	4	Leadership	3
Athletics	3	Observation	2
Pistol	4	Persuasion	1
Stealth	2	Resolve	4
Pole	4	Streetwise	3

Rune Magic:

Hellig Armor	3	Wrath of Thunder	2
Battle Fury	1	Sight from Hlidskjalf	2
Blade Kenning	2	Gangrad's Cloak	2

Boons:

Ufhednar	2	Backbiter	3
----------	---	-----------	---

Armor:

B	1	E	2	I	1	C	1
----------	---	----------	---	----------	---	----------	---

Health:

Fortitude							
Light	3	Mod	6	Ser	8	Crit	10

Vitality							
Light	2	Mod	5	Ser	8	Crit	10

Combat:

Sawed Off	Total Rating: 7	Damage: D3,2 B
Wrath/Thun.	Total Rating: 4	Damage: D3,2 C

* Ugo

Meistari Mjolnir

Attributes:

Dex	2	Int	1
Ag	3	Char	1
Str	4	Will	2
End	4	Per	1
IB	7		

Skills:

Unarmed	4	Larceny	3
Athletics	3	Observation	2
Blade	4	Persuasion	1
Stealth	2	Resolve	3
Pole	4	Streetwise	1

Rune Magic:

Hellig Armor	2	Wrath of Thunder	2
Battle Fury	4	Flying Hammer	2

Boons:

Berserker	2	Holmgang	3
-----------	---	----------	---

Health:

Fortitude							
Light	3	Mod	7	Ser	9	Crit	11

Vitality							
Light	3	Mod	6	Ser	8	Crit	10

Combat:

Nodachi	Total Rating: 7	Damage: D6+2,2 E
Wrath/Thun.	Total Rating: 4	Damage: D3,2 C
Flying Ham.	Total Rating: 4	Damage: D6,1 I

* Aberu

Hearthweru Hlin

Attributes:

Dex	3	Int	3
Ag	3	Char	2
Str	2	Will	3
End	2	Per	3
IB	12		

Appendix II

Non-Player Characters

Skills:

Unarmed	4	Leadership	2
Athletics	3	Observation	3
Pistol	3	Persuasion	1
Rifle	4	Resolve	2
Stealth	2	Streetwise	1

Rune Magic:

Maiden's Blessing	3	Sight from Hlidskjalf	2
Mark/Hunter	2	Gangrad's Cloak	4
Windspeak	2	Runic Eye	3

Boons:

Familiarity	2	Jotun Sense	2
-------------	---	-------------	---

Health:

		Fortitude					
Light	2	Mod	5	Ser	7	Crit	9
		Vitality					
Light	2	Mod	5	Ser	7	Crit	9

Combat:

P90	Total Rating: 7	Damage: D6,1 B
Glock 17	Total Rating: 6	Damage: D6,1 B

* Patricia McDaniel

Godi Gyllen

Attributes:

Dex	5	Int	1
Ag	2	Char	2
Str	2	Will	2
End	2	Per	4
IB	9		

Skills:

Unarmed	2	Leadership	3
Athletics	3	Observation	3
Pistol	4	Persuasion	1
Rifle	5	Resolve	2
Stealth	4	Streetwise	1

Rune Magic:

Gangrad's Cloak	2	Hellig Armor	2
Windspeak	2	Sight from Hlidskjalf	2

Boons:

Sif's Quiver	2	Floating Feet	2
Padded Step	2	Owl Ears	

Armor:

B	1	E	2	I	1	C	1
----------	---	----------	---	----------	---	----------	---

Health:

		Fortitude					
Light	2	Mod	5	Ser	7	Crit	9
		Vitality					
Light	2	Mod	5	Ser	7	Crit	9

Combat:

MP5K	Total Rating: 10	Damage: D6,1 B
PSG-1	Total Rating: 10	Damage: D6+2,1 B

B. Lackeys & Watchmen:

Attributes:

Dex	1	Int	1
Ag	1	Char	1
Str	1	Will	1
End	1	Per	1
IB	4		

Skills:

Unarmed	1	Pole	1
Athletics	1	Streetwise	1
Larceny	1	Driving	1

Health:

		Fortitude					
Light	1	Mod	3	Ser	5	Crit	7
		Vitality					
Light	1	Mod	3	Ser	5	Crit	7

Combat:

Light/Club	Total Rating: 2	Damage: D3,1 I
------------	------------------------	-----------------------

C. Bouncers:

Attributes:

Dex	1	Int	0
Ag	2	Char	1
Str	2	Will	1
End	2	Per	1
IB	4		

Skills:

Unarmed	2	Pole	2
Athletics	1	Streetwise	2

Appendix II

Non-Player Characters

Health:

		Fortitude				
Light	2	Mod	5	Ser	7	Crit 9
		Vitality				
Light	1	Mod	3	Ser	5	Crit 7

Combat:

Punch	Total Rating: 4	Damage: 2,1 I
Kick	Total Rating: 4	Damage: 3,1 I

D. Cops & Thugs:

Attributes:

Dex	1	Int	1
Ag	2	Char	1
Str	2	Will	1
End	2	Per	2
IB	6		

Skills:

Unarmed	2	Pistol	2
Athletics	1	Streetwise	2
Larceny	2	Observation	1

Health:

		Fortitude				
Light	2	Mod	5	Ser	7	Crit 9
		Vitality				
Light	2	Mod	5	Ser	7	Crit 9

Armor:

B 2 **E** -- **I** -- **C** 1

Combat:

Glock 17 **Total Rating:** 3 **Damage:** D6,1 B

E. SWAT & Muspell:

Attributes:

Dex	2	Int	2
Ag	2	Char	1
Str	2	Will	2
End	2	Per	2
IB	6		

Skills:

Unarmed	2	Pistol	3
Athletics	2	Rifle	3
Larceny	2	Observation	1

Health:

		Fortitude				
Light	2	Mod	5	Ser	7	Crit 9
		Vitality				
Light	2	Mod	5	Ser	7	Crit 9

Rune Magic (Muspell):

Hellig Armor	1	Wrath of Thunder	2
Battle Fury	1	Flying Hammer	2

Armor:

B 2 **E** 2 **I** 1 **C** 1

Combat:

M4	Total Rating: 5	Damage: D6+1,1 B
Colt 1911	Total Rating: 5	Damage: D6+2,1 B

F. Ratatosk Gremlins:

Attributes:

Dex	0	Int	0
Ag	3	Char	0
Str	1	Will	1
End	5	Per	3
IB	7		

Skills:

Unarmed	1
Observation	3

Natural Armor:

B 1 **E** 1 **I** 1 **C** 1

Health:

		Fortitude				
Light	3	Mod	6	Ser	8	Crit 10
		Vitality				
Light	3	Mod	6	Ser	8	Crit 10

Combat:

Claws **Total Rating:** 4 **Damage:** D2+2,1 E

G. Spike:

Attributes:

Dex	1	Int	1
Ag	4	Char	1
Str	3	Will	1
End	4	Per	2
IB	8		

Appendix II

Non-Player Characters

Skills:

Athletics	4	Resolve	1
Stealth	2	Observation	3
Unarmed	3		

Natural Armor:

B	2	E	2	I	2	C	1
----------	---	----------	---	----------	---	----------	---

Health:

Fortitude							
Light	3	Mod	6	Ser	9	Crit	11

Vitality							
Light	2	Mod	5	Ser	8	Crit	10

Combat:

Claws	Total Rating: 7	Damage: D3+1,2 E
Bite	Total Rating: 6	Damage: D6,2 E

Special Abilities:

Bacterial Bite: Spike's mouth is such a breeding ground for bacteria and parasites that it functions as though it had venom. Thus, anyone bit by him is invaded by a deluge of biological toxins that can slowly overwhelm their system.

At the start of each Round after a bite penetrates the skin the victim must make an Endurance Test against a Target Number of 14 (remember to double the Stat Rating as there is no Skill Rating added). If they fail the Test they take D6 Vitality Damage.

This will continue each and every Round until the victim accumulates a total of 6 Degrees of Success in the Endurance Tests, dies, or has the toxins purged from their bodies (such as by using the Mother's Touch Focus).

H. Ratatosk Bruiser:

Sample Shambler

Attributes:

Dex	0	Int	0
Ag	2	Char	0
Str	3	Will	0
End	3	Per	0
IB	2		

Health:

Fortitude							
Light	3	Mod	6	Ser	8	Crit	10

Vitality

Thokk are magically animated and so never take Vitality Damage

Combat:

Bite **Total Rating:** 4 **Damage:** D6,1 E

I. Nidhogg Biologists:

Attributes:

Dex	1	Int	6
Ag	0	Char	2
Str	0	Will	5
End	1	Per	2
IB	9		

Skills:

Computer	3	Concealment	2
Crafting	4	Diplomacy	3
Lore	6	Medicine	5
Observation	3	Persuasion	3
Resolve	5	Stealth	2

Health:

Fortitude							
Light	1	Mod	2	Ser	4	Crit	6

Vitality							
Light	3	Mod	6	Ser	8	Crit	10

Combat:

The Nidhogg are not armed and are totally unprepared for physical confrontation. If pushed to fight they will try and use their Ritual Magics.

Ritual Magics Commonly Used:

Aimamancy
 Kephmancy
 Necromancy
 Omorphimancy
 Skiamancy

J. Researcher:

Attributes:

Dex	1	Int	4
Ag	1	Char	1
Str	1	Will	1
End	1	Per	1
IB	7		

Appendix II

Non-Player Characters

D20 NPCs

Skills:

Computer	2	Concealment	2
Lore	1	Medicine	5

Health:

		Fortitude				
Light	1	Mod	3	Ser	5	Crit 7

		Vitality				
Light	1	Mod	3	Ser	5	Crit 7

Combat:

The researches are not armed and are totally unprepared for physical confrontation. If pushed to fight they will simply surrender and beg for mercy.



A. Macaire's Flynn:

* Macaire

Greifi Grimmir

18th Level; 10th Level Fighter / 8th Level Valherjar

Hit Points: 145

Action Points: 107

Initiative: +6

Speed: 30 ft

Armor Class: 20 (+3 Dex, +4 Class, +3 Leather), touch 17, flat-footed 13

Base Attack/Grapple: +18/+13/+8/+3

Attacks: Savage "Shorty" +22 (2D8+4), Runic Feats

Reach: 5 ft

Attributes: Str 18, Dex 17, Con 18, Int 16, Wis 16, Cha 12

Saves: Fort +13, Ref +8, Will +8

Feats: Armor Proficiency (all), Combat Casting, Counter Attack, Dodge, Double Tap, Fast Hands, Improved Initiative, Iron Will, Leadership, Low Blow, Muzzle Discipline, Quick Draw, Shield Proficiency, Weapon Proficiency (all), Weapon Focus (Shorty, Spear), Weapon Specialization (Shorty, Spear)

Skills: Bluff +12, Decipher +6, Disable Device +15, Disguise +18, Escape Artist +20, Gather Information +20, Heal +10, Hide +18, Intimidate +16, Listen +15, Move Silently +19, Open Lock +17, Search +13, Sense Motive +7, Sleight of Hand +9, Spot +19, Tumble +18

Special: Bone Blades, Backbiter, Bearding, Sly Look, Ferret's Fingers, Sleipnir's Journey, Ufhednar

Rune Magic Feats: Battle Fury, Gangrad's Cloak, Hellig Armor, Sight from Hidskjalf, Blade Kenning, Wrath of Thunder

Spell Like Abilities: As per Valherjar

* Ugo

Meistari Mjolnir

10th Level; 8th Level Fighter / 2nd Level Valherjar

Hit Points: 102

Action Points: 26

Initiative: +2

Speed: 30 ft

Armor Class: 12 (+1 Dex, +1 Class), touch 11, flat-footed 10

Base Attack/Grapple: +11/+6/+1

Appendix II

Non-Player Characters

Attacks: Nodachi +16 (2D6+17), Runic Feats

Reach: 5 ft

Attributes: Str 18, Dex 12, Con 18, Int 10, Wis 10, Cha 8

Saves: Fort +13, Ref +3, Will +3

Feats: Armor Proficiency (all), Combat Casting, Counter Attack, Dodge, Improved Initiative, Iron Will, Low Blow, Weapon Proficiency (Simple, Martial), Weapon Focus (Nodachi), Weapon Specialization (Nodachi)

Skills: Bluff +7, Heal +5, Hide +18, Intimidate +10, Listen +10, Move Silently +6, Spot +8, Tumble +10

Special: Predator's Pounce, Viper's Glare, Hammer Hand

Rune Magic Feats: Battle Fury, Hellig Armor

Spell Like Abilities: As per Valherjar

* Aberu

Hearthweru Hlin

12th Level; 6th Level Cleric / 6th Level Valherjar

Hit Points: 120

Action Points: 126

Initiative: +6

Speed: 30 ft

Armor Class: 18 (+4 Dex, +4 Class), touch 14, flat-footed 10

Base Attack/Grapple: +8/+3

Attacks: P90 +14 (2D8+3), Glock +14 (2D6+2), Runic Feats

Reach: 5 ft

Attributes: Str 16, Dex 18, Con 16, Int 16, Wis 16, Cha 16

Saves: Fort +13, Ref +8, Will +13

Feats: Combat Casting, Dodge, Double Tap, Fast Hands, Improved Initiative, Muzzle Discipline, Quick Draw, Weapon Proficiency (all), Weapon Focus (P90, Glock), Weapon Specialization (P90, Glock)

Skills: Decipher +4, Disable Device +5, Disguise +10, Gather Information +7, Heal +7, Hide +8, Listen +8, Move Silently +6, Open Lock +3, Search +8, Spot +9, Tumble +8

Special: Honest Eyes, Jotun Sense, Floating Feet, Backbiter, Familiarity, Cleric Spells, Spontaneous Casting, Turn Undead

Rune Magic Feats: Hellig Armor, Mark of the Hunter, Gangrad's Cloak, Mother's Touch, Sight from Hlidskjalf, Windspeak

Spell Like Abilities: As per Valherjar

* Patricia McDaniel

Godi Gyllen

15th Level; 7th Level Ranger / 8th Level Valherjar

Hit Points: 98

Action Points: 166

Initiative: +6

Speed: 30 ft

Armor Class: 22 (+5 Dex, +4 Class, +3 Leather), touch 18, flat-footed 13

Base Attack/Grapple: +15/+10/+5

Attacks: MP5k +22 (2D6+2), PSG-1 +22 (2D10+2), Runic Feats

Reach: 5 ft

Attributes: Str 16, Dex 21, Con 13, Int 16, Wis 17, Cha 16

Saves: Fort +14, Ref +10, Will +7

Feats: Armor Proficiency (all), Combat Casting, Counter Attack, Dodge, Double Tap, Fast Hands, Improved Initiative, Leadership, Muzzle Discipline, Quick Draw, Shield Proficiency, Weapon Proficiency (all), Weapon Focus (MP5, PSG-1), Weapon Specialization (MP5, PSG-1)

Skills: Disable Device +10, Disguise +16, Escape Artist +5, Gather Information +6, Heal +10, Hide +16, Listen +5, Move Silently +12, Open Lock +6, Search +10, Spot +9, Tumble +8

Special: Owl Ears, Floating Feet, Thrust of the Spear, Viper's Glare, Padded Step, Sif's Quiver, Ranger Spells, Track, Favored Enemy (Ratatosk), Improved Two Weapon Fighting

Rune Magic Feats: Gangrad's Cloak, Hellig Armor, Sight from Hlidskjalf, Windspeak, Flying Hammer, Gift of the Wild

Spell Like Abilities: As per Valherjar

B. Lackeys & Watchmen:

Hit Dice: 2D8+4 (14 hp)

Initiative: --

Speed: 30 ft

Armor Class: 13 (+1 Dex, +2 Class), touch 12, flat-footed 12

Base Attack/Grapple: +1

Attacks: Flashlight / Club +1 (D6), Knife +1 (D4+1)

Reach: 10 ft

Attributes: Str 12, Dex 13, Con 10, Int 12, Wis 14, Cha 15

Saves: Fort +3, Ref +1, Will +0

Feats: Simple Weapons Proficiency

Skills: Bluff+2, Concentration +2, Gather Information

Appendix II

Non-Player Characters

+2, Intimidate +2, Listen +2, Spot +2

Special: --

Challenge Rating: 1

C. Bouncers:

Hit Dice: 3D8 (20 hp)

Initiative: +1

Speed: 30 ft

Armor Class: 15 (+2 Dex, +3 Class), touch 13, flat-footed 13

Base Attack/Grapple: +2

Attacks: Sap Gloves +5 (D4+4)

Reach: 5 ft

Attributes: Str 16, Dex 14, Con 10, Int 8, Wis 10, Cha 12

Saves: Fort +4, Ref +2, Will +0

Feats: Dodge, Improved Initiative, Simple Weapon Proficiency

Skills: Bluff +2, Intimidate +2, Listen +2, Spot +2

Special: --

Challenge Rating: 2

D. Cops & Thugs:

Hit Dice: 3D8+5 (25 hp)

Initiative: +2

Speed: 30 ft

Armor Class: 16 (+2 Dex, +4 Kevlar), touch 14, flat-footed 14

Base Attack/Grapple: +3

Attacks: Glock +5 (2D6)

Reach: 5 ft

Attributes: Str 16, Dex 16, Con 10, Int 12, Wis 14, Cha 15

Saves: Fort +3, Ref +6, Will +5

Feats: Dodge, Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Firearms Weapon Proficiency

Skills: Bluff +2, Gather Information +6, Intimidate +6, Listen +4, Spot +6

Special: --

Challenge Rating: 5

E. SWAT & Muspell:

Hit Dice: 4D10+20 (50 hp)

Initiative: +5

Speed: 30 ft

Armor Class: 22 (+3 Dex, +9 Entry Armor), touch 19, flat-footed 19

Base Attack/Grapple: +4/+1

Attacks: M4 +7 (2D8), Glock +7 (2D6)

Full Attacks: M4 +7/+4 (2D8) or Glock +7/+4 (2D6)

Reach: 5 ft

Attributes: Str 18, Dex 17, Con 14, Int 12, Wis 14, Cha 12

Saves: Fort +6, Ref +6, Will +3

Feats: Dodge, Improved Initiative, Iron Will, Leadership, Firearms Weapon Proficiency, Muzzle Discipline, Double Tap, Martial Weapon Proficiency

Skills: Bluff +4, Concentration +8, Gather Information +10, Hide +4, Intimidate +8, Listen +6, Open Locks +6, Spot +5

Special: --

Spell Like Abilities: Muspell may have Rune Magics, as per player character, including Flying Hammer, Battle Fury, and Fallacious Senses

Challenge Rating: 8

F. Ratatosk Gremlins:

Hit Dice: 3D8+5 (18 hp)

Initiative: +3

Speed: 30 ft

Armor Class: 18 (+4 Dex, +4 Natural), touch 14, flat-footed 14

Base Attack/Grapple: +4/+4

Attacks: Claw +4 (D6+4)

Full Attacks: 3 Claw +4/+4/+4 (D6+4)

Reach: 5 ft

Attributes: Str 14, Dex 18, Con 12, Int 6, Wis 6, Cha 4

Saves: Fort +4, Ref +8, Will +2

Feats: Dodge, Improved Initiative, Iron Will,

Skills: Climb +6, Jump +8, Move Silently +8

Special: --

Challenge Rating: 3

G. Spike:

Hit Dice: 12D12 (78 hp)

Initiative: +3

Speed: 30 ft

Armor Class: 25 (+1 Dex, +14 Natural), touch 20, flat-footed 20

Base Attack/Grapple: +8/+8

Attacks: Claw +12 (2D6+12), Bite +14 (D8+14)

Full Attacks: 2 Claw (2D6+12) and 1 Bite (D8+14)

Reach: 10 ft

Attributes: Str 20, Dex 13, Con 18, Int 12, Wis 14, Cha 15

Saves: Fort +8, Ref +4, Will +6

Appendix II

Non-Player Characters

Feats: Cleave, Counter Attack, Dodge, Improved Initiative, Leadership, Low Blow, Power Attack

Skills: Bluff +12, Gather Information +8, Intimidate +14, Listen +8, Spot +10

Special: --

Spell Like Abilities:

Bacterial Bite: Spike's mouth is such a breeding ground for bacteria and parasites that it functions as though it had venom. Thus, anyone bit by him is invaded by a deluge of biological toxins that can slowly overwhelm their system.

At the start of each Round after a bite penetrates the skin the victim must make a DC 20 Fortitude Save or take 2D4 damage. This will continue each and every Round until the makes three successful Saves, dies, or has the toxins purged from their bodies (such as by using the Mother's Touch Focus).

Challenge Rating: 10

H. Ratatosk Bruiser:

Hit Dice: 5D10 (40 hp)

Initiative: +3

Speed: 50 ft

Armor Class: 20 (+1 Dex, +9 Natural), touch 19, flat-footed 13

Base Attack/Grapple: +6/+3

Attacks: Pummel +6 (D10+6)

Full Attacks: 3 Pummel (D10+6)

Reach: 10 ft

Attributes: Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 5

Saves: Fort +8, Ref +1, Will +3

Feats: Great Cleave, Improved Initiative, Simple Weapon Proficiency, Toughness

Skills: Intimidate +6, Open Lock +2

Special: --

Challenge Rating: 6

I. Nidhogg Biologists:

Hit Dice: 2D8 (14 hp)

Initiative: +2

Speed: 30 ft

Armor Class: 12 (+2 Dex), touch 10, flat-footed 10

Base Attack/Grapple: +2

Attacks: Glock +3 (2D6)

Reach: 5 ft

Attributes: Str 8, Dex 15, Con 10, Int 20, Wis 18, Cha 12

Saves: Fort +0, Ref +2, Will +6

Feats: Firearms Weapon Proficiency, Spell Focus (as per magics)

Skills: Bluff +8, Concentration +20, Knowledge (arcane) +23, Spellcraft +18, Use Magic Device +12

Spells (Ritual): May use Ritual Magics from the following schools-

Aimamancy

Kephmancy

Necromancy

Omorphimancy

Skiamancy

Challenge Rating: 3

J. Researcher:

Hit Dice: D4+4 (6 hp)

Initiative: +0

Speed: 30 ft

Armor Class: 11 (+1 Dex), touch 10, flat-footed 10

Base Attack/Grapple: +1

Attacks: Researchers are not prepared for physical confrontation and will surrender if threatened with violence.

Reach: 5 ft

Attributes: Str 10, Dex 12, Con 10, Int 18, Wis 14, Cha 10

Saves: Fort +1, Ref +1, Will +3

Feats: --

Skills: Knowledge (assorted) +15

Special: --

Challenge Rating: --