



**RAIDERS
OF THE
SERPENT SEA**

**EPISODE
GUIDE**

This free download contains an Episode Guide for the *Raiders of the Serpent Sea* Dungeons & Dragons campaign. Hopefully this guide helps you decide whether Raiders is a good fit for your gaming group!

Read the guide and still aren't quite sure? Send a question or two my way and I'll be happy to respond.

May all your travels on the Serpent Sea be bountiful.
-Brent, September 2025

ABOUT

This booklet contains an excerpt of content from the *Raiding Seas* supplement for *Raiders of the Serpent Sea*. The *Raiding Seas* is a book entirely devoted to helping to run campaigns for *Raiders of the Serpent Sea* but is entirely optional.

HOW TO PLAY RAIDERS OF THE SERPENT SEA

All you need to play *Raiders of the Serpent Sea* is the *Campaign Guide*. Everything else is optional (including the player guide and the content in this excerpt!)

For a better idea of what the various supplements are for (so you can decide if you do need them), please see the Books of the Serpent Sea table, below.

BOOKS OF THE SERPENT SEA



CAMPAIGN GUIDE *Required*

Describes the setting (Grimnir) and the adventure. Contains everything needed to run this adventure.

PLAYER GUIDE *Optional*

Contains species and subclasses and Epic Background to provide more options and story hooks for players.

GAME MASTER GUIDE *Free*

This guide can be useful to DMs and contains some required tables (random treasure). Digital version of it is [free](#).



ROLL 20 *Optional*

Contains the Campaign Guide and Player Book for groups that want to play Raiders on Roll20. (There is also a version available on Fantasy Grounds).

FROM STRANGER LANDS & WEAVING OF TWO WORLDS *Optional*

Contains an alternate starting adventure, as well as content to help merge the world of Raiders with *Odyssey of the Dragonlords*. (Contains Spoilers about the *Odyssey* campaign).



THE UNDISCOVERED ISLAND *Optional*

Contains a new island to explore. Should work for any campaign world.

VILLAGE OF SHIFTING SECRETS *Optional*

A standalone adventure not connected to the main Raiders plot. Can be used in any campaign setting with some work.

TOKEN FRAMES *Optional*

A variety of token frames and map numbers to use for DMs wanting to create their own monster tokens, etc.

RAIDING SEAS *Optional*

Replaces and expands on the Game Master Guide. Clarifies ship rules. Adds a hex crawl, complete with new encounters.

**(Links to these can be found at the end of this booklet)*

PRONUNCIATION GUIDE

Aldyhn ALLD-inn
Askr AS-kuh
Athils Vestemb AW-till VEST-er-emm-b
Authwulf OATH-wolf
Baendur BANE-dur
Boða BO-tha
Cenric SENN-rick
Draugr DROW-gr
Emb EMM-b
Eustha EW-sta
Fyrkat FIR-kat
Grimtroll GREM-troll
Grimnir GREM-near
Guhnbarg GUNN-barg
Gulli Vestaskr GOOL-lee VEST-er-as-kuh
Guthrug GOO-th-rug
Hafgufa HAV-goo-va
Hallharn H-aw-l-harn
Helhest HELL-hest
Hlammi LAM-mee
Hjemskip HAYM-skeep
Hroarr RO-arr
Hrolf HR-awl-f
Huldra HOOL-drah
Idin EYE-din
Jarl YAR-l
Jilrog JILL-rog
Jrodis JOR-dis
Kattakyn KAT-ah-keen
Kekkell KECK-kull
Kinickan kinn-ik-anne
Klaghan KL-eye-gann
Knattle KNAT-toll
Lindwyrn LINN-werm
Loke LO-kee
Lutan LUTT-anne
Lyngbakr LING-bok-er
Mirgal MUR-gall
Mus MOO-s
Myling MEEL-ing
Neglskip NAY-gull-skeep
Oddny ODD-nee
Örn AW-rn
Palter PALL-turr
Pyrewight PEER-wight
Ragnarök RAG-na-rok

Ratatoskr RAT-a-tos-kur
Risa REE-sa
Siddhe SEE-the
Skeio Skay-oh
Skithship SKI-th-ship
Skuld SK-ool-d
Sleipnir SLAYP-near
Thegn (thAYn)
-tíð This suffix appears at the end of some calendar months and is pronounced -teeth (i.e., Sádatíð would be pronounced Saa-tha-teeth)
Thonir THO-neer
Tomte TOM-tuh
Tomten TOM-ten
Turnfjall TOORN-fyall
Tvar TIH-varr
Valholl VAHL-hohl
Valkry VAHL-kree
Vani VAA-nee
Varang VAIR-ang
Völv VOH-luv
Whar Wuh-air
Wolventroll
WOOLF-ven-troll
Yoten YOT-un
Yrsa EERS-sa

Use Foundry? Our standalone adventure set in Grimnir, *Village of Shifting Secrets*, is available on the Foundry VTT in addition to the PDF version.

<https://www.foundryvtt.store/products/village-of-shifting-secrets>

<https://www.drivethrurpg.com/en/product/423139/village-of-shifting-secrets-a-raiders-of-the-serpent-sea-adventure>



Interested in the full *Raiders of the Serpent Sea* campaign on Foundry? We are ramping up a new **KICKSTARTER** to fund that project. Check it out!
<https://www.kickstarter.com/projects/arcanumworldscanada/raiders-of-the-serpent-sea-foundry-vtt-edition>





PACING THE CAMPAIGN

Though the campaign guide explains the level requirements for each chapter and plot, and the "Introduction" section helps the Game Master prepare, what follows is general advice on structuring play sessions.

What works best varies from group to group but some of the following advice should help Game Masters structure their campaigns in ways that maximizes their group's enjoyment.

WHERE ARE WE STARTING FROM?

Before mapping out how the campaign unfolds, the Game Master should spend time understanding what motivates the players in their group.

Understand Player Expectations. Every player is different. Some want sessions dominated by combat. Others want exciting battles, but just enough to try out or "prove" a new ability combination works. Others might prefer roleplaying their character and interacting with the world. And some are delighted by pure exploration—what's around the next corner? The Game Master should be aware of each player's expectations.

Fulfilling Party Expectations. Unless each player has identical wants, tailoring the sessions perfectly to each person is impossible, but the Game Master can accommodate the group as a whole. If combat is not as important to your group, focus more on a few

larger-stake battles and allow other encounters to be more easily resolved through diplomacy or even bypassed.

If only one player is driven by exploration, provide an exciting exploration moment or two each session, but otherwise adopt a "fast travel" approach when moving across the world map. Or if the party, save for one or two, are not into "roleplaying their characters", then try to create rewarding roleplaying situations for those players who do enjoy adopting their character's persona. But don't dominate the session with such scenarios and don't force any player to participate, if they are uncomfortable doing so.

Roleplaying Hubs. Locations like Nowhere (in chapter 1) and Drifthall (chapter 3) are opportunities for players who enjoy non-combat experiences to have opportunities to engage with NPCs and explore these towns. More than a single session might be spent in these locations. To ensure adequate pacing between combat, exploration, and roleplaying, consider timing it so that the heroes reach towns near the end of sessions and depart by the end of the following session. Some players might be itching for a little more battle by this point!

STRUCTURING THE CAMPAIGN

Long-term campaigns consist of numerous “get-togethers”, usually known as “sessions”. It might take ten or so sessions to complete a standard campaign. Something more complicated, and covering a larger player level range, such as *Odyssey of the Dragonlords* or *Raiders of the Serpent Sea* benefits from additional preparation. Not just in what happens when, but how much happens in each playing session.

The following is an example of potential start and end moments for each session. Obviously the exact order will change based on the choices the players make. But the core idea is that certain moments should occur each session: starting with something interesting, tension builds, and then a pay-off. This is similar to how television episodes unfold ... each episode being mostly self contained in terms of the viewer's overall experience.

By presenting this list we are not saying that *Raiders* should be played episodically but it may help a Game Master tweak the flow of their campaign so that each individual session pays-off as much as possible. We continue to refer to these moments of play as sessions.

STANDALONE ADVENTURES

This list might also be useful if a Game Master wants to extract an adventure from *Raiders of the Serpent Sea* to use as a standalone adventure or as part of an entirely different campaign.

WHAT SHOULD HAPPEN EACH SESSION?

Each session might begin with the heroes well rested and ready for what is to come. Then it is a matter of escalating tension—whether via combat, conversation, or exploration. At a point in many sessions (doesn't need to be every session) a setback is encountered, making the heroes rethink past decisions, reevaluate a challenge, or realize there are larger dangers afoot than they first expected. Ideally the session culminates with “something big”—a major battle is resolved, a secret with wide-ranging implications is discovered, or a path to a new location opens. The session should end shortly after this event. The following are several possible ways to end a session.

Cliffhanger. In some cases, the session ends just prior to the big events completion. This might

mean the enemy has just appeared, or has pulled a surprise on the heroes, leaving the session at a cliffhanger, with the remainder of the events to be resolved next session.

Long Rest. The heroes have persevered through a tough section of a dungeon or other hostile area, expending many of their spells, items, and other resources. Finally they find a secure place to have a Long Rest. They take advantage of that, and the session ends.

“It was all a dream”. Maybe the prior session didn't end on the right note. If used rarely, and with the right group, a Game Master might get away with a partial or full reset of a past session. What was seen by the heroes at the very end of one session could be revealed as a mirage or nightmare at the start of the next. This mechanic shouldn't be used more than once in an entire campaign and players should never lose important items they've acquired or other progress.

On a Decision. Players can be unpredictable, which leaves the Game Master planning for many contingencies. Sometimes the best way to end a session is to have the heroes make an important decision that sets the tone for the next adventure. This might not be the most exciting session end, but it allows the Game Master time to properly prepare for the next adventure without needing to prepare for every possible location heroes might want to travel.

CAMPAIGN: EPISODIC VIEW

The following sections offer a rough breakdown of the campaign as play sessions. How achievable this list is in practice varies on the number of players and the playing styles of those individuals. That said, any of the various raider games from the “Raider Games” section in this chapter can be used to extend a session if the Game Master wants to “land” the episode on a more appropriate beat.

SESSION 0: SETUP AND PREPARATION

The first session consists of the players making their characters and discussing the boundaries and expectations for the players, as described earlier in this chapter.

Alternate Pacing. If the group wants, and there is enough time, then play could even start, resolving the at-sea portion of the introduction adventure and ending with the heroes approaching the Mislplaced Tower.

SESSION 1: THE ADVENTURE BEGINS

New Characters: Hrolf, Siddhe

The adventure starts at sea, with Hrolf leading raiders, including the heroes, toward the mysterious Misplaced Tower:

Beginning. The action begins right away, with a storm compelling the heroes to work together and get to know one another better.

Middle. Assassins attempt to slay Hrolf but the heroes persevere and reach the tower.

End. Heroes encounter Siddhe in the strange tower and interact with the mysterious World Globe.

Alternate Pacing. The Game Master may choose to dedicate the entire first session to the sea journey, concluding it instead when the Misplaced Tower comes into view.

SESSION 2: THE MISPLACED TOWER

New Characters: Gulli Vestaskr

The heroes complete their exploration of the Misplaced Tower

Beginning. The heroes explore the tower and escort Siddhe through the various dangers the tower presents.

Middle. The mystery Siddhe presents, as well as those suggested by certain encounters, including the discovery of Mirgal's head, should put the heroes at unease. This is not what these raiders expected to find.

End. Ideally the session ends with the heroes discovering that their longships have been torched and realizing that they are now stranded. "The Valkry" event during the burning of corpses, is a strong place to end the session.

Alternate Pacing. If heroes spend more time exploring the tower and won't have time to complete everything, try to end with the battle against the wicker in area M15, or the very beginning of the battle with the Whar on the beach.

SESSION 3: THE FANGED SANDS

New Characters: Mirgal

The heroes travel overland to find the village of Nowhere and to obtain a longship:

Beginning. With the "Bearers of Fate" section, the heroes begin their trek across the Fanged Sands. During a Long Rest, the heroes should experience the "Mirgal Speaks" event (R23).

Middle. The heroes explore the outpost (area O3) and are possibly caught in a sandstorm. They eventually reach the Hverström river and trace its path back to Nowhere, late in the session.

CATCHING UP!

Maybe the Game Master finds themselves several sessions into the campaign and realizes that the pacing is off. Alternatively, they may have attempted to adhere to the schedule, but the players are taking a more creative approach.

There's nothing wrong with hosting a one-off session to introduce a couple of interesting encounters—Xisa, see the "Trader" encounter from the "Discoveries" section of chapter 13, provides heroes with an opportunity to buy and sell items, for example. Similarly, participating in various raider games with the crew or other NPCs can help enrich a session.

The Game Master can then conclude the session at a more fitting moment, perhaps upon reaching a destination or experiencing the climactic moment of the plot instead of rushing through it. These filler sessions also serve as a break from the main plot and prove useful for times when not every player can attend a session.

End. A good place to end the session is on the approach into Nowhere, with the town finally in view.

Level Up! Heroes should reach level 2 while in Nowhere, or when they leave. Heroes that spend a lot of time in the Fanged Sands and Nowhere might reach 3rd level before returning to the Serpent Sea.

SESSION 4: EXPLORING NOWHERE

New Characters: Alwel the Dealer, Audrey, Beowyn, Celorfin, Egill, Garsh and Peron Lron, Harx, Kinickan, Kottur, Rufus, Thelst, Toki, and Zelan, as well as the ship captains (Hadd, Lurx, and Skuti).

The heroes finally get to explore the odd town of Nowhere:

Beginning. This is the players first opportunity to explore a 'Viking' village and they may end up spending a couple sessions here. They should begin by getting their bearings. Egill (area N1) can direct them to the Eye of the Storm (area N3) tavern.

Middle. As the heroes explore, they should learn about the various ways they might obtain a longship. Watching the play, "Mirgal's Folly" can be an entertaining way to remind players of important aspects of history, especially the relationship between Mirgal and Boða.

End. The heroes should have their runes drawn by **Kinickan the Runethrower** (area N12) or end the session prepared to have their runes drawn.



SESSION 5: LEAVING NOWHERE

After exploring Nowhere, the heroes now focus on obtaining a longship:

Beginning. The heroes complete a plot or two in town as they ascertain which longship they want to acquire. As they complete these plots, they also secure future crew members.

Middle. The heroes escalate a confrontation with one of the captains during the "Feast of Serpents" festival, steal a longship, or purchase one.

End. The heroes finish outstanding business in Nowhere and begin their journey downriver to the Serpent Sea. End on any of the events in the "Towards the Serpent Sea" (R64) section for an appropriately dramatic moment.

SESSION 6: THE SERPENT SEA

The heroes are finally on their way back to sea:

Beginning. First, they overcome a series of challenging events as they flow downriver and back towards the Serpent Sea.

Middle. As the heroes reach the Serpent Sea, they realize that having a longship of their own means they may sail anywhere they desire. Have a smaller encounter or two at sea—such as beginning "The Chase" (R68).

End. The heroes should arrive at one of the major chapter 2 locations, and end the session with the first siting of either Whiterak ("First Raid"), Fallegur ("Under the Ash"), the northern forests ("Gathering of Wolves") or the Well of Wisdom.

Plot Order. From this point on we prescribe the following order to completing the plots: "First Raid", "Under the Ash", "Gathering of Wolves", and "The Well of Wisdom". In actual play, players decide the order of plots (or even whether to skip one or two). Therefore, the following sections are unlikely to progress exactly as described.

SESSION 7: FIRST RAID

New Characters: Gulli Vestaskr

Beginning. After discovering a hunting camp of Whar, heroes either force these raiders to lead them to Whiterak, or follow them there instead. During this initial foray into sailing, the "Lights in the Sky" event might occur (R21).

Middle. This is the party's first raid. The heroes plan an attack and invade accordingly, fighting their way across this island outpost of the Whar. The climatic moment occurs when they either defeat Gulli and the other Whar (see: "Final Battle: Hel's Shrine" on page 70) or make peace with them. Regardless, the heroes then set off to their next destination.

PIVOTS AND PUNCTUATION

Sometimes a session drags unexpectedly or due to poor timing there's nothing climatic happening. At these times, leans into the events from the "Playing the Villains" section (R21), or spring an unique "dream/nightmare/vision" on the heroes while they rest. Give them something to worry about! Or consider filling in a session occasionally with background narration (or even a playable flashback event) to build upon the heroes' past deeds, milestones, and tragedies.

End. Heroes should end the session as they see Fallegur ("The Buried City") on the horizon. If the raid did not take up as much time as anticipated they should have at least one sea encounter prior to reaching the island of the Örn.

SESSION 8: FALLEGUR

New Characters: Finnan, Halfrid, Lif, Phrine

The heroes arrive at Fallegur (R86), searching for a banner for their longship. Upon seeing the island's devastation they may become motivated to search for Örn survivors or abandoned treasure:

Beginning. The island is devastated. Initial encounters with the Lutan occupiers are likely hostile, unless heroes belong to that clan.

Middle. By the midpoint of the session the heroes should discover the entrance into the buried city, though may still be trying to figure out the role of the Lutan in the disaster. They may have encountered Halfrid, Lif, Phrine, or Finnan, all of whom offer slightly different perspective.

End. As they explore the buried city, the heroes notice the Melted Keep (area T17) and seek a way into it. This quest, along with help from Finnan, leads them to area T22 and into the "Heart of Fire". Consider ending the session when they discover the wizard, Trandil.

Alternate Pacing. More efficient heroes might clear the buried city quickly. A later location to end the session on is the archer ambush in area K7. (It is unlikely that there'll be enough time in a single session to resolve both the Trandil battle and the one against the salamander.)

SESSION 9: THE MELTED KEEP

New Characters: Medrash

The heroes continue their exploration of the doomed island of Fallegur:

Beginning. After defeating Trandil and piecing together more of the mystery behind the eruption, the heroes scour the Melted Keep for the banner they require, as well as survivors.

Middle. The heroes recover the banner (area K11) and then confront the salamander at area K13.



End. Once the battle is complete, the heroes must resolve any conflict between the Örn survivors and the Lutan. After that they are free to sail towards their next location. If this was a shorter session, it might be paced better with a couple exciting sea encounters as the heroes head towards the "Gathering of Wolves" plot location. The heroes should experience the "Dead at Sea" event (R21), one evening before reaching those northern lands. Ideally heroes spy the landing site (area G1) by the end of the session.

Level Up! Heroes should gain a level after this adventure, reaching level 3 or 4.

SESSION 10: GATHERING OF WOLVES

New Characters: Athils, Cenric, Lan

The heroes travel into the north to confront the Baendur or the Whar (or both!):

Beginning. The heroes explore an ancient forest, discovering a part of Grinnir they likely haven't seen before. They find destroyed farms and the devastated village of Frostwren (area G4).

Middle. The dramatic encounter with Lan the Snow Cloak (area G5) serves to set the stage for the two major factions at play in this quest—the Whar and the Baendur.

End. The heroes should either meet with the Whar (area R2), or go directly to confront the Baendur (or to side with them). In the former case, consider having the session end with the characters learning of Hel's involvement, and possibly meeting her ... In the latter case, the heroes might rush towards the confrontation with Cenric in area B6 but there's unlikely enough time in this session to fully resolve that conflict.

SESSION 11: THE COURT OF CENRIC EDGARE

Heroes resolve the events in the north, either by siding with the Whar clan, the Baendur, or neither:

Beginning. The heroes either confront Hel (and the Whar) or Cenric, with roleplaying or combat likely taking considerable time (especially if a large-scale battle between Whar and Baendur is fought).

Middle. In either situation, the battle with Cenric (or conversation with him leading to an alliance with the Baendur) is the climactic moment of the session. In some cases, this climactic moment might be a battle with Athils Vestemb and her Whar raiders, instead.

End. Heroes resolve any remaining conflict between the Whar and Baendur and travel back to their longship to set sail for the Well of Wisdom. If the session looks to end early, a random encounter on land or sea might be warranted.

Alternate Pacing #1. A character with the Royal Heir background has an additional and deeper stake in the plot, likely requiring more time to resolve. This could extend into more sessions of play for this plot.

Alternate Pacing #2. The session could also end at sea with the heroes catching sight of the "Witch Shrine" on the horizon.

SESSION 12: THE WITCH SHRINE

New Characters: ironwood witch, Matron of the Ironwood

On their way to the Well of Wisdom, the journey is interrupted by a mysterious building:

Beginning. The heroes encounter the "Witch Shrine" for the first time (R117).

Middle. The heroes explore the mysterious shrine, encountering various oddities, including an intro-

duction to the ironwood witches and the mysteries surrounding them. This is also an opportunity to learn more about Boða and Mirgal.

End. When the heroes reach area H10, they have a mysterious encounter with a witch, apparently the Matron of the Ironwood. Afterwards they escape from the shrine but are subsequently dragged beneath the ground by thick ironheart tree roots, presumably buried alive!

Level Up! Heroes should gain another level after this adventure, reaching level 4 or 5 level depending where they were prior.

SESSION 13: HOME OF THE VÖLV

New Characters: Jul

The heroes recover from their ordeal at the Witch Shrine and proceed to the Well of Wisdom:

Beginning. The heroes wake from the nightmare of the Witch Shrine and find no sign of that mysterious building. They return to their longship and continue on.

Middle. The heroes arrive at the Well of Wisdom, only to find it deserted and desecrated. They travel along the shore and into the hills, discovering significant damage. Something has laid siege to this home of the völv. They engage in several small skirmishes with tussers and saber-toothed tigers.

End. End at either the discovery of the dead in the kitchens (area W9), the Vault of the Vanir (W11), or the Inner Sanctum (W14). All three of these locations further the plot, and are a reasonable location to end the session in relative safety. By this point heroes realize that most of the völv, and Drifthall, have sailed away to safety.

Alternate Pacing. It is possible for heroes to fast-track into the well location itself. If this happens, in terms of pacing, consider ending just prior to the confrontation with the frost giant.

SESSION 14: THE WELL OF WISDOM

New Characters: Hlammi the Frost Giant

A great evil has fallen over the home of the völv and now the heroes must overcome it:

About the Giants

Giants are rare ... and believed to be just a myth from the long ago. This mysteriousness becomes more important in chapter 6. Unless heroes hail from other worlds, they should know very little about giants! Upon meeting the hill and frost giants in this plot, heroes might believe these to be actual Yoten—that misdirection is intentional.

Beginning. The heroes find their way into the buried Well of Wisdom, encountering their first hill giants (area I5) shortly after entering.

Middle. After the remainder of the ice caverns are explored, the heroes find the true threat behind this attack on the temple ... a massive frost giant. The battle is brutal, especially if heroes are lower level. Once she is defeated, the heroes obtain the powerful *Frostring* and learn more about the evils arising in the lands of Grimnir.

End. The heroes now have the chance to draw their next rune—the Rune of Action. Each epic background has a special perk they are granted when they interact with magic pool. With these new powers, the heroes set off to search for the missing Drifthall.



Alternate Pacing. If heroes have Mirgal's head, and place it in the pool as described in the "Mirgal's Head" section (R114), it might be appropriate to have the head awoken at the very end of the session ... waiting until the next session to fully resolve this event.

Level Up! Heroes should gain a level after this adventure. Ideally, prior to reaching Drifthall, heroes should be level 6. This might require a session with a few bonus encounters, emphasizing the sailing and raiding life. Chapter 4, chapter 13, and chapter 14 provide content for that.

SESSION: 15: FINDING DRIFTHALL

New Characters: Many! Chapter 3 should be thoroughly reviewed to properly prepare for sessions occurring at Drifthall

The heroes set off in search of the floating town of Drifthall, hoping to find the völv there:

Beginning. The Game Master may place Drifthall at any location that makes the most sense but if it has sailed west, it encourages more initial exploration. A good place to have it is two or three days sailing past "The Straddle" (R158; 097.017). Heroes pass under it on their way west. This location is important in chapter 10. The night before reaching Drifthall, heroes should also have "The Burning Seas" dream (R21).

Middle. The heroes arrive at Drifthall (see chapter 3) and meet the völv leadership. The story becomes more open-ended after these initial and plot critical discussions. Heroes should fill in many of the story blanks they have accumulated to this point. They learn the essentials behind the Yoten, the ironwood witches, and the *Rainbow Spear*. They



may even have their runes explained (R139-140) by the völv, with some epic backgrounds receiving further guidance on their personal plots.

End. Towards the end of this busy session, it is time for "The Gathering". The session can end before it begins or as the "Arsonist" event starts.



SESSION: 16: RAIDER POLITICS

New Characters: Nar

Heroes continue with their adventures at Drifthall:

Beginning. Heroes stop the arsonist, Nar, before Drifthall is severely damaged and they assist the völv and the clan jarls with passing judgment on the arsonist.

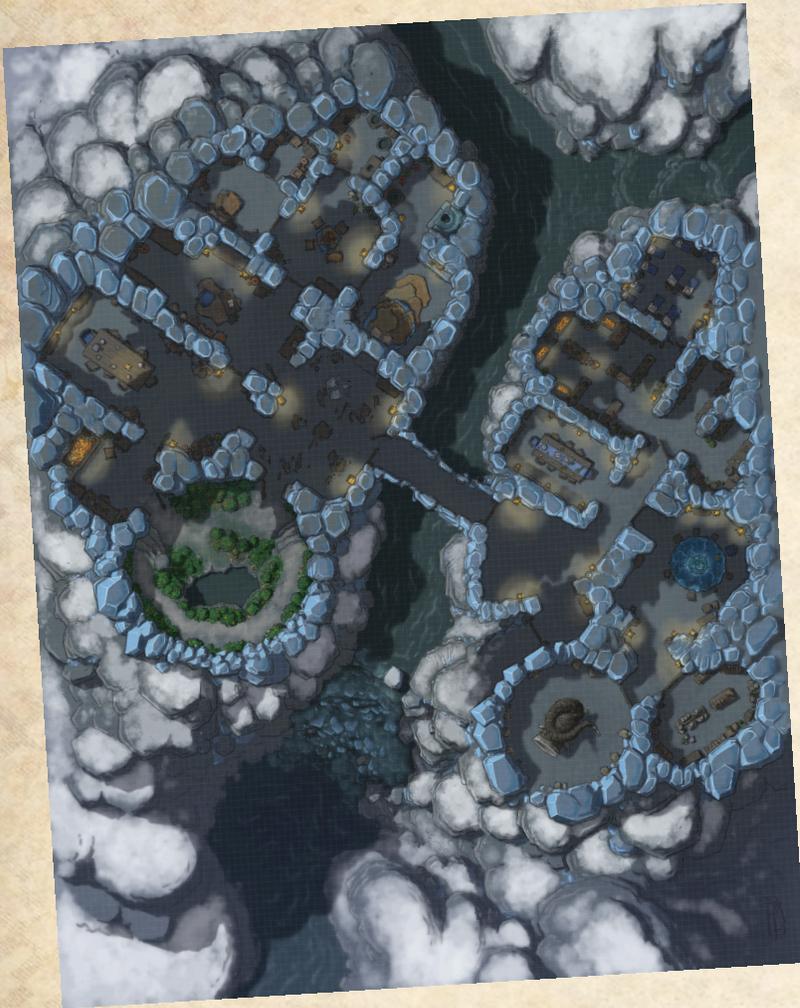
Middle. As the session progresses, heroes should be guided towards exploring the ironwood forest or Farlanding, the tallfolk village. They wrap up several other mini-events, including meeting Odur, Mother Guhnbarg, Kare Branaskr, Hjordis, Hroarr, Berghild, and Oda!

End. With the destination of their first saga expedition selected, the heroes set off. They should be strongly encouraged to leave Siddhe in the care of the völv, as future plot events have more impact if this happens. If the heroes are more protective of the child, the Game Master may need to be imaginative to separate her from them. For example, the head völv, Yrsa, might need to send another völv to ensure Siddhe's demise during the heroes' next saga; with any changes, the details in the "Fate of Siddhe" section from chapter 3 would need revision.

Plot Order. We prescribe the following order to completing the sagas: the Giants of the Silent Mountain, the Underworld, and finally, the Ironwood Witches. Also remember the völv send NPCs out on other expeditions to explore the places the heroes haven't yet traveled to. Those expeditions fail.

Alternate Pacing. Time spent at Drifthall, more so than other plots, varies greatly depending on the group. If a slower pace is desired, it might be appropriate to have 3-4 sessions here, with short journeys away from Drifthall to investigate the numerous subplots and provide some excitement. The heroes might also investigate the various petitions (R147). Remember Drifthall itself moves, so it can always drift in a direction ideal to the heroes' desired destinations.

Level Up! Heroes should gain a level while at Drifthall, especially if they are less than 6th level. Ideally heroes are near level 7 when they leave Drifthall on the next saga.



SESSION 17: SAGA OF THE SILENT MOUNTAIN

New Characters: Jrodis, Klaghan, Uhlen

Heroes sail south towards the River of the Risa and the Saga of the Silent Mountain (chapter 6):

Beginning. After a long journey at sea the heroes find the mouth of the River of the Risa and then sail upriver, eventually finding a place to leave their longship and continue exploration on foot. They likely encounter the river barricade and the ambush (areas A2 and A3, respectively).

Middle. When the heroes reach Farlanding, they learn the details behind the hill giant siege. They might rid the harbor of the lindwyrms, reunite Odur with Uhlen, and dig into the past of the fabled dwarven smith, Runar. But eventually it is time to move on.

End. Given that they've been sent here to investigate, the heroes shouldn't need much convincing to investigate the tall tower (area A10). End the session with them setting off on that further journey east, or right before or after one of the combat encounters (area A7 or area A8).

Alternate Pacing. Impatient heroes might make faster progress, especially if they've avoided combat. Another moment to end this session is after "The Flood" (R203), either before or after parlay with Authwulf.

Level Up! Heroes should reach (at least) level 8 by this point, especially if they've had several battles. Lower leveled heroes will struggle in Session 18 if they need to fight the giants.

SESSION 18: THE GLACIER FORTRESS

New Characters: Authwulf, Jilrog, Eirunn/Oddny

The heroes either negotiate with Authwulf, or sneak into the frost giant fortress:

Beginning. This plot deviates quite a bit depending on how the heroes have entered. In general the first part of this adventure involves them exploring and trying to learn as much about the fortress as possible.

Middle. Ideally, events lead heroes to a discussion, or confrontation, with either Alljarl Jilrog (area F11) or the false Eirunn (area F14 and "Oddny's Long Feast").

End. The heroes either choose a side—or fight all the giants. The session ends after they make that major decision or fight that massive battle. By the end of it, the giants have either decided to be neutral in future conflicts or have chosen to side with the witches.

SESSION 19: THE WITCHKING'S HUNT

New Characters: Witchking

The heroes have a surprise encounter:

Beginning. As the heroes make camp after leaving the fortress of the frost giants, they hear the thud of drums in the distance and encounter the Witchking and a procession of ironwood witches (R211). The heroes are attacked.

Middle. The Witchking doesn't fight to the death, instead vanishing at an opportune moment as the Matron summons him away. The weary heroes continue back to the tallfolk village of Farlanding and after that, set sail, to report back to the völv at Drifthall.

End. Now is a good time to have a few sea encounters, or encourage a small raid by the heroes. By session's end they are getting close to Drifthall. If Siddhe was left with the völv, the morning prior to the arrival, run the "Infestation after Death" event from page 22 (or end the session as the event begins).

Level Up! Heroes should reach level 9 by this point, especially if they've had several random encounters during earlier sessions.

SESSION 20: SIDDHE'S FATE

The heroes return to Drifthall is marred with tragedy:

Beginning. The heroes arrive at Drifthall only to learn that Siddhe has been slain. See the, "After the First Saga" section on page 151.

Middle. Heroes investigate the unexpected deaths and learn about their options to avenge, or possible rescue, Siddhe. A series of other events may occur depending on how the Knattle and Whar clans were treated earlier. Likewise the fate of the other expeditions should be addressed (R152) and heroes may help or hinder more "Petitions".

End. The heroes decide to set forth on "The Underworld Saga" (R147), to seek out Siddhe and determine her true fate. If the heroes have not discovered a Helmaw previously, the völv help them find one (the völv, of course, are ever-prepared!)

SESSION 21: THE SAGA OF THE DEAD

The heroes seek a Helmaw and the Underworld:

Beginning. After reaching an appropriate Helmaw, the heroes descend into the Underworld, arriving at area U1 (R214).

The Underworld is unlike anywhere the heroes have previously traveled. They proceed cautiously, uncovering several mysteries and finding the place unexpected ... and troubled.

Middle. By the midpoint of the session, the heroes realize that the Underworld has recently changed, for the worse. They pass the covered bridge (area U5) and seek *Rooster Coins* to enter the actual city of the dead.

End. The search takes heroes to the rowboat location (area U9) and they set sail on the Deadwaters. They likely explore one or two minor islands and must find the fabled *Horn of the Gods*, critical for later in the plot. Finally they reach "The Island of the Wicked" (area U11). The session ends as heroes encounter the prisoners-turned-guards in area Z2.

SESSION 22: ISLAND OF THE WICKED DEAD

New Characters: Garm, Jorei, Morgad

The heroes search for Siddhe on the prison island:

Beginning. Believing that it is an impossible fight, the heroes allow themselves to be led to the garden (area Z4). Here they confront Morgad, a dead frost giant and find the dead völv, Jorei. Through discussion with Jorei, she reveals that the völv believe Siddhe is the true Lady of the Dead, Hel, and



that the current Hel is a mere impostor. She encourages the heroes to continue their search for Siddhe elsewhere in the Underworld.

Middle. The heroes may explore more of the Underworld outside the city of the dead, collecting *Rooster Coins*. At area U8 they discover the ship of the dead and this confirms that a potential army of the dead is a serious threat to Grimnir. They also learn more about the wolves and encounter Garm at the wolf cliffs. Finally they make their way into Corpse Town (area U6).

End. With so many things to do in the Underworld, the heroes spend a lot of time exploring and piecing together the various mysterious. A reasonable end for their second session in the Underworld is a rest at the Everflowing Flask. Hopefully they have ascertained that they must seek out Hel—or her impostor, whatever the case might be—at her palace.

SESSION 23: THE PALACE THAT PERSISTS

New Characters: Hollow Hel, Regulus

After having explored enough of the Underworld to understand how it works, the heroes find their way to Hel's Palace:

Beginning. The initial part of the session has the heroes meeting Hollow Hel for the first time and exploring the oddness of her "Afterlife Cycle"—the repetitive events that occur each time the heroes visit this location.

Middle. They also meet Mera during this cycle and learn that Siddhe is indeed in the Underworld, but Mera's not sure exactly where. Heroes are encouraged to do a more thorough search and eventually find Siddhe at area U8 (see, "Siddhe the Captive"). They return to the palace.

End. The heroes convince Siddhe to "Assume the Mantle" (R232) and they help her take control of the Underworld, gaining an important ally for later in the campaign.



SESSION 24: AFTER THE SECOND SAGA

The heroes rest for a time in the Underworld and then return to Grimnir to set sail again on the Serpent Sea:

Beginning. Early into their return voyage, the Witchking finds them. Run the "Witchking's Ambush" from page 232. Again their nemesis retreats before the battle is decided.

Middle. The heroes reach Drifthall, ready to report on Siddhe's fate and their time in the Underworld. Depending on what they've learned, they may challenge the völv to justify what happened to Siddhe—the heroes' actions might further stabilize the union of clans ... or send it into disarray.

End. It is likely there are enough activities (such as the petitions) for the heroes to spend the remainder of their session in Drifthall preparing for what comes next. The session ends with "Guhn-barg's Bloody Contest" (R153) unless the heroes were able to stop it.

Level Up! Heroes should reach level 10 by this point.

SESSION 25: THE SAGA OF THE IRONWOOD

When finished dealing with the repercussions of their actions at Drifthall after the Second Saga, the heroes sail towards their final saga destination:

Beginning. The heroes believe themselves prepared to face what lies in the Ironwood Forest. They find their way to shore along the north coast of the Inner Continent and discover dwarf skeletons (area C1) long forgotten in the forest. This evidence suggests the heroes have found the right location and they continue into the eastern mountains.

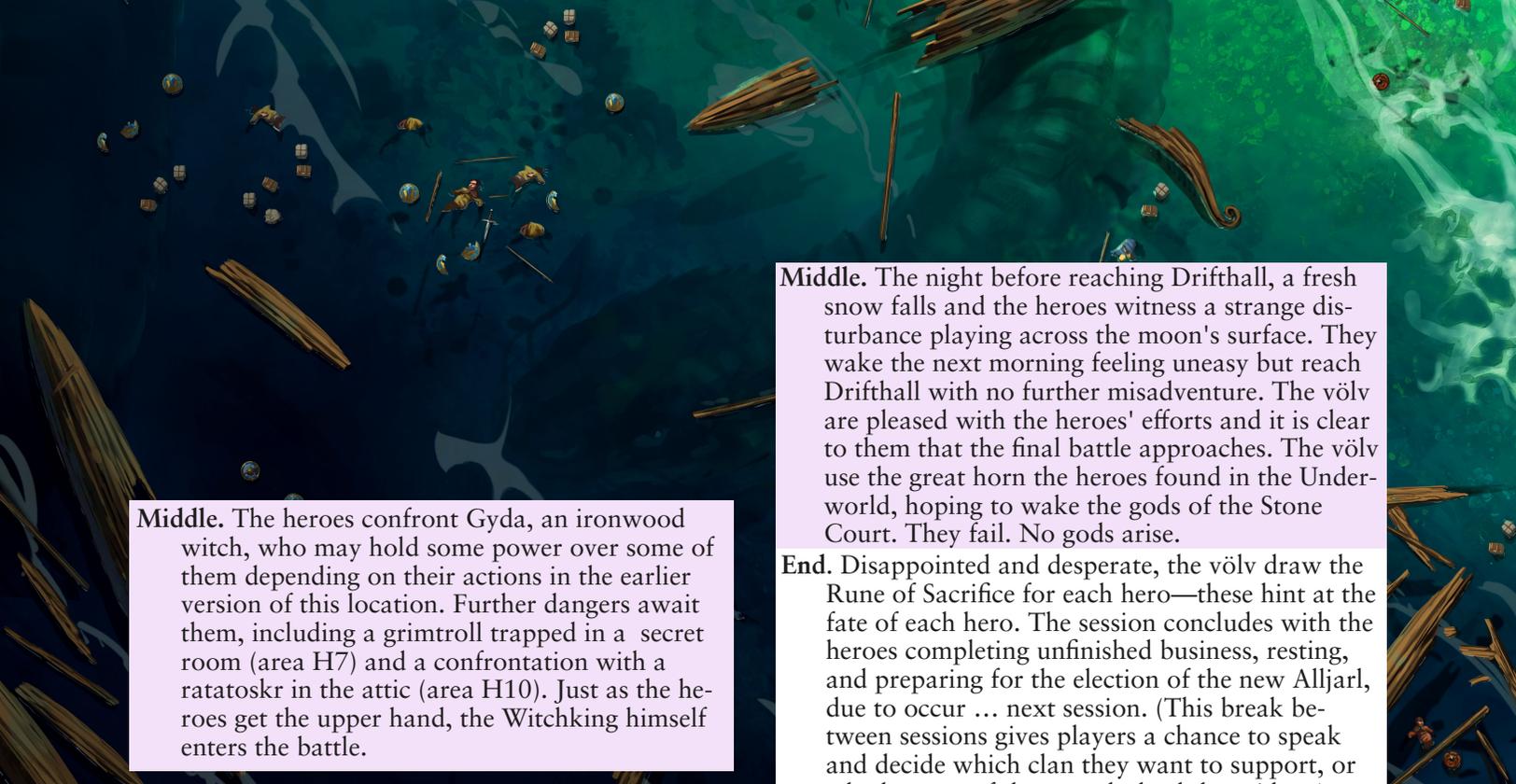
Middle. At an abandoned village they find the last remnants of a long-dead clan. The heroes determine that the forest itself may have been responsible for the devastation. As they proceed deeper, more of the forest seems comprised of the ironheart trees associated with the ironwood witches. Finally, wearied from their travels, the heroes stumble across a familiar building.

End. Before them is the same Witch Shrine from back in Session 12. Unable to find a way around, they enter again. The session ends as a dark shape drops from the tall ceiling ...

SESSION 26: LESSONS OF THE WITCHES

After slaying the roper in the main foyer of the shrine the heroes explore chambers both familiar and unfamiliar:

Beginning. This time what once was illusory is all too real and the choices the heroes made during their previous visit may haunt them.



Middle. The heroes confront Gyda, an ironwood witch, who may hold some power over some of them depending on their actions in the earlier version of this location. Further dangers await them, including a grimtroll trapped in a secret room (area H7) and a confrontation with a ratatoskr in the attic (area H10). Just as the heroes get the upper hand, the Witchking himself enters the battle.

End. The heroes are overcome by the Witchking and his allies and each falls. Yet there may be some hope yet for them ... next session.

SESSION 27: THE IRONWOOD GROVE

Important Characters: The Matron, Witchking

The heroes awaken, as prisoners in area X2:

Beginning. The heroes awaken, and find themselves tied upside down, prisoners in a village built into the upper branches of many stout ironheart trees. Huldra attacks, with a hunger for the heroes' flesh. After a challenging escape, the heroes explore this strange treetop domain.

Middle. The heroes interrupt the ritual sacrifice (area X10) before making their way into area X13, where a shaky alliance is forged quickly with the huldra. With the help of the primal creatures, the heroes eavesdrop on the "Council of the Witchking" (area X14). Here they learn that the Matron is the true ruler of the witches and the Witchking himself, a mere puppet. But they are soon discovered and attacked.

End. After a perilous battle, the heroes finally defeat the Witchking and his witch allies. With new knowledge of the rising evil, the heroes burn down the ironheart trees and leave the forest, intent on returning to Drifthall.

SESSION 28: THE LAST RETURN

The heroes make their way back to Drifthall:

Beginning. On their way, the heroes wrap up outstanding subplots and have several smaller adventures before proceeding to chapter 8, "A Return to Drifthall".

Middle. The night before reaching Drifthall, a fresh snow falls and the heroes witness a strange disturbance playing across the moon's surface. They wake the next morning feeling uneasy but reach Drifthall with no further misadventure. The völvs are pleased with the heroes' efforts and it is clear to them that the final battle approaches. The völvs use the great horn the heroes found in the Underworld, hoping to wake the gods of the Stone Court. They fail. No gods arise.

End. Disappointed and desperate, the völvs draw the Rune of Sacrifice for each hero—these hint at the fate of each hero. The session concludes with the heroes completing unfinished business, resting, and preparing for the election of the new Alljarl, due to occur ... next session. (This break between sessions gives players a chance to speak and decide which clan they want to support, or whether one of them ought lead the raiders.)

Level Up! Heroes should reach level 11.



SESSION 29: DEATH AT DRIFTHALL

New Characters: Ormur the Serpent

The sense of hope that arises during the election is soon swallowed by dread:

Beginning. The session begins with the leadership vote. The heroes influence the selection of the Alljarl who shall lead the raiders during the final battle. Once the election concludes, many clans depart to make their preparations for what they believe is an imminent war.

Middle. After the majority of the raiders depart, "The Serpent Strikes" event (R240) occurs, resulting in the destruction of Drifthall and numerous deaths. This epic battle is a foreshadowing of the final battle to occur later during Ragnarök.

End. Some—or all—of the heroes may die in battle and ascend to Valholl. To rescue them, their surviving comrades must follow. As they prepare to do so, the "Sun & the Moon" event occurs ... with the light of both sun and moon vanishing, covering Grimnir in perpetual darkness. It appears, that doom has already befallen the heroes and the world they've been trying to save.

Alternate Pacing. Depending on the time taken for this session, it might also be suitable to end at the start, or the resolution of, "The Last Exit to Valholl". This ends the session on a more positive note.

CLIFFHANGER CHAPTERS

Chapter 8 and chapter 10 present opportunities to end sessions at major cliffhangers. If you can time those sessions to end at these natural transition points, you should whet your player's appetite to "find out what happens next". (Unless your players hate cliffhangers, then don't do this.)

SESSION 30: A SECOND CHANCE

New Characters: Thonir

The heroes, though dead, still have a role to play:

Beginning. They find themselves carried aloft by valkyr across a great void (see, "The Last Exit to Valholl", page 246). The heroes must protect the valkyr as blood shadows attack. Finally they reach the endless shores of the Silvery Seas (area Y1). But it is clear that this strange land is under assault, its horizon slowly consumed by whatever has stolen the light of sun and moon from Grimmir ...

Middle. Heroes explore the large island, eventually making their way to the Halls of the Slain. They meet familiar faces from their past, and investigate this mysterious place as they seek to understand what being in Valholl, means.

End. The heroes find Thonir on his throne and as they are only in the Beginning phase of the time loop, he is sullen and not interested in speaking with them. See "The Time Loop" (page 244) for details. Likely frustrated at making no progress, the heroes rest. When they wake they find that time has advanced and the Halls of the Slain have changed. They have discovered the time loop.

SESSION 31: OVER AND OVER AGAIN

New Characters: Runar the Smith, the Skithship

The heroes are caught in a time loop and must figure out how to escape it to save both Valholl and Grimmir. This session is comprised primarily of role-playing and exploration:

Beginning. The heroes gather the clues necessary to realize that time in the Halls of the Slain advances through three stages: Beginning, Middle, and End. Once the End phase completes, the time loop resets.

Middle. Within the time loop, the heroes rouse Thonir, investigate everywhere, and ultimately convince Runar to craft a magical longship for them to use on the Silvery Seas.

End. After a few turns of the time cycle, the heroes stand upon the beaches of the Silvery Seas again, but this time to bear witness to the creation of the legendary Skithship, a fine vessel, more than

capable of handling the unusual seas of Valholl ... and beyond. However the threat is imminent. The horizon tells a story written in blood and Valholl doesn't have long before it is consumed.

Alternate Pacing. Additional combat can be added by having the heroes participate in the various duels and contests that occur at the sparing grounds (area Y13). Or, to increase the urgency, the Game Master might have a minor Yoten infiltrate the lands, forcing the heroes to dispatch it before continuing on with their investigation.

Level Up! Heroes should reach 12th level by this point.



SESSION 32: THE SILVERY SEAS

New Characters: Caretaker, Dragons, Luta

The heroes have a series of adventures upon the Silvery Seas:

Beginning. This mercurial moon of Grimmir proves difficult to navigate, so it takes some time for the heroes to find their way. But after a series of false starts—and stumbling upon several unusual islands—the heroes encounter their first dragon at Whisper's Cove.

Middle. The black dragon proves formidable, but the heroes glean that it is also a potential ally and so they trade oaths with it, to work to save Valholl. From here they also recover the statue of the long-lost goddess, Luta. Afterwards, they discover the location of other dragons and spend their time on the seas seeking alliances with them as well.

End. As the horizon continues to darken the heroes finally land upon the shores of the Caretaker's Island. They end the session just as they reach the safety of the caretaker herself. This time it seems, that their travels have ended in a safe and secure place.

SESSION 33: THE YOTEN OF VALHOLL

A nasty surprise reveals itself when the heroes participate in a series of contests with their host:

Beginning. They soon realize their host is a Yoten, of a kind they have not ever encountered before. After a furious battle, they defeat her and force a way into the massive tree growing behind the caretaker's lodge.

Middle. They ascend through a series of chambers, filled with Yoten. The battles are grueling, but the heroes call upon the oaths they made with the various dragons. With their winged allies, the heroes ascend ever further, slowly freeing Valholl from the Yoten's grip.

End. The heroes push through a grotesque Witchgate and find themselves fighting a climatic battle above the surface of Grimmir's sun. They prevail, saving both the sun and moon. The Yoten threat still remains, but the heroes have managed an impressive victory and take a well-deserved rest to fully recover and determine what their next course of action ought be.

Level Up! Heroes should reach 13th level by this point.

SESSION 34: RETURN TO GRIMNIR

The heroes return to the lands they have sworn to protect:

Beginning. The adventure moves into chapter 10 as the heroes are helped by the valkry to return to Grimmir. Here they are restored to life, one final time, to do battle against the Yoten. Though the journey is hard, the heroes persevere and are brought to the Well of Wisdom, where the armies of the raiders have assembled.

Middle. The heroes determine where the various clans should position themselves and then they lead an army across the great ice bridge, located at the Straddle (R280). They are intent on finding the Stone Court itself, hoping that sounding the horn near the Vanir, will finally wake them. It appears their only hope. But they are not unopposed. They encounter a wall of ice freezing in place before them and threatening to block further passage.

End. As the route onto the slopes of Turnfjall slowly closes, the heroes fight an army of witches and minions, battling their way onto the great mountain just in time. What they find before them has been lost to time for eons ... a mountain larger than imaginable, and one that continues to grow, as if it were a living creature.

With no obvious passage forward, the heroes creep into a frozen cavern that apparently cuts through the heart of the mountain.

Alternate Pacing. The heroes may have unfinished business elsewhere. From this point forward there won't be many opportunities to explore ... instead preparations are well underway for the final battle. The Game Master might allow the heroes some chance to finish other obligations. To do so, simply lessen the urgency of the threat ... some of the clans may have yet to arrive and the heroes have a few days, maybe even weeks, while the armies assemble.

SESSION 35: THE FROSTHEART

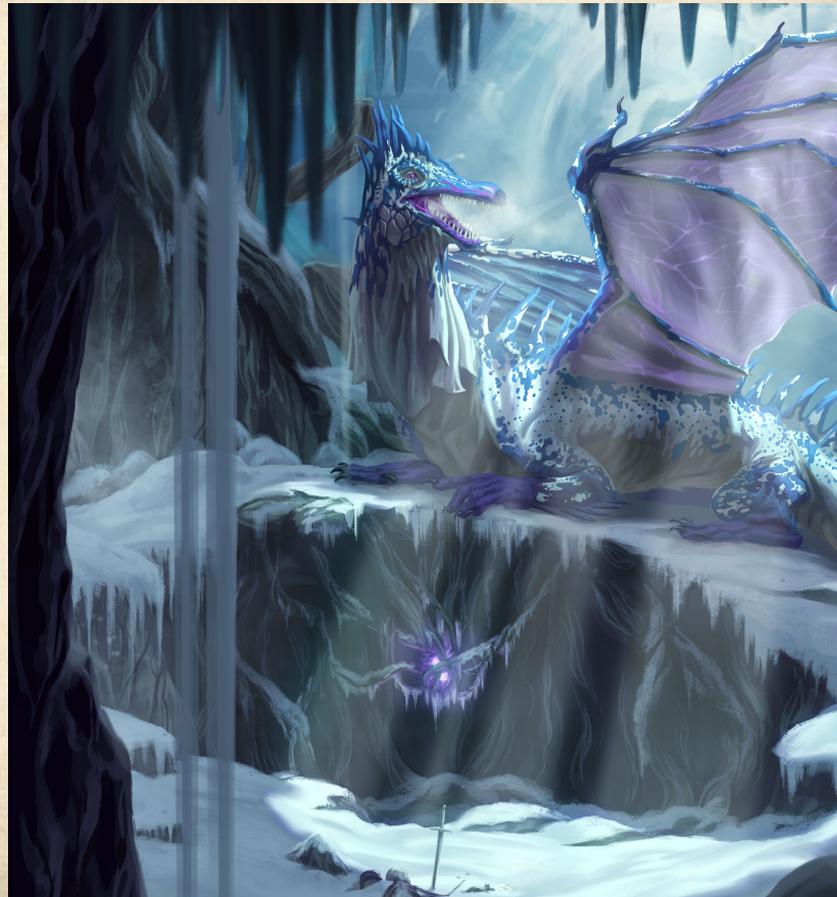
New Characters: Frostheart Dragon

The heroes face the source of the Long Winter:

Beginning. The heroes maneuver their way through a labyrinth of stone tunnels, encountering ever-more-dangerous foes while struggling against a near-impermeable cold.

Middle. Deep in the bowels of that ancient mountain, the heroes encounter an odd dragon, apparently born from the very soul of ice and cold, protecting an artifact known as the *Frostheart*. Once the *Frostheart* is destroyed, the dragon perishes, and the Great Winter comes to an end. Though that may hardly matter for Boða has had time to bring an army into Grimmir.

End. The heroes find themselves within an ancient hall that the Vanir occupied during the early years of Grimmir's settlement. After recovering powerful magic items, surely to be useful later, they reach the summit of the mountain and find a river flowing downwards, through, and past, an army of Yoten.





SESSION 36: THE (NOT-SO) FINAL BATTLE

New Characters: Boða

Fast approaching what they believe is the final battle, the heroes take a wild ride down Turnfjall's great river:

Beginning. The heroes unfurl the *Skithship* and throw it upon the icy mountain river. They cling hard to it as they overcome a series of challenges, thwarting Boða's army to reach a mysterious lake, upon which the heroes hope to find the island where the Stone Court waits for them.

Middle. The lake proves challenging to navigate and once the heroes finally reach it, they are thrown into battle with the ancient Yoten. It becomes all too apparent that Boða has been busy building an army on the summit of Turnfjall. But heroes also find the cursed Vanir ... they have reached the Stone Court!

End. The heroes sound the great horn and unlike back at Drifthall, it does have an effect ... the Vanir begin to awaken! Yet before it can be sounded the necessary three times, Boða uses the *Rainbow Spear* and opens a portal, pulling the heroes—and some of her own army—through it.

Level Up! Heroes should reach 14th level by this point.

SESSION 37: INTO THE LOST LANDS

New Characters: Eustha

The heroes float through the *Rainbow Spear's* portal, fighting their way across the rainbow bridge:

Beginning. Once across the bridge the heroes find themselves plummeting towards a sea of lava. They desperately unfold the *Skithship*, just in time to save themselves, but immediately realize that even their magic ship burns in the flaming sea.

Middle. In desperation the heroes head towards the first island they see and meet Eustha, one of the Ginnun, at Sanctuary Island. After talking to her they realize they are in the Lost Lands, the world that was destroyed prior to Grimnir's birth. Eustha helps the heroes fortify the *Skithship* to safely sail the lava seas and the heroes set off, at Eustha's suggestion, to Istanoll, to learn more about the Lost Lands, before seeking the mysterious Maws which appear to be possible ways back to Grimnir ... but are also gateways that need to be closed to save Grimnir.

End. The heroes make landfall and cross several treacherous hotspots to reach the sunken city that once was the largest and most powerful in this world. Any building that has not been consumed by lava shows signs of the great battle between mortals and Yoten from long ago. The session ends with the heroes peering into the deep waters that cover most of the city.

SESSION 38: INTO THE WATERS

New Characters: Ardel

The heroes spend this session primarily underwater, exploring the lost civilization:

Beginning. With a temple as their first destination, they discover clues to the original layout of Is-tanoll ... and they find a powerful magic weapon ... the *Hammer of Thunderbolts*.

Middle. The heroes scour abandoned tradehalls and locate a map that'll help them navigate the lava seas later. Finally they reach the university, the site of a tragic battle against the Yoten. There they discover traces of long dead students and learn that there might be something of interest overland, at a place once known as the Academy.

End. With the *Skithship* safety folded until they need it, the heroes travel overland, encountering undead and other creatures on their journey. Eventually they find the Academy, a once formidable school where wielders of the arcane were trained. There they find a strange building, all that remains of the former school, and follow an undead warrior into it, where it traps them, separating the party from one another.

Level Up! Heroes should reach level 15 by this point.

SESSION 39: TRAPPED

New Characters: The mus

The heroes fight their way out of a deadly ambush:

Beginning. The heroes have been trapped by the undead knight, Ardel, who has a distorted sense of duty. Finally they defeat him and retrieve the last piece that remains of a magic rock that once allowed the entire Academy to hover far above the ground. They set to work installing this wondrous device onto the *Skithship*.

Middle. Now aboard their flying longship, the heroes make haste towards the first Maw, discovering an echo of the Tower of Kekkell. Here they learn more about Mirgal, overcome a confrontation with several Yoten, and close their first Maw.

End. They fly towards a second Maw and are forced to confront a massive lava giant, known as a mus. After a hard-fought battle, the second maw closes, and the heroes begin sailing to their final destination in the Lost Lands.

SESSION 40: A HARD RETURN TO GRIMNIR (AGAIN)

New Characters: Aldyhn, Glaur, Vani

The heroes need to leave one Maw open so that they can return to Grimnir:

Beginning. The heroes fight hard against the mus, including their queen, Glaur. Through tremendous effort on their part, they sail the *Skithship* past their formidable foes and through the Maw, returning to Grimnir, and setting in motion the final battle to save their world.

Middle. Ragnarök begins when the heroes return to Grimnir. They find Boða distracted and this time they are able to sound the magic horn. Yet, with dismay, the heroes realize most of the Stone Court have been destroyed in their absence, with only Aldyhn and Vani still whole. The heroes sound the horn a second time. Their enemies attack but the heroes hold them off long enough to sound the horn a third and final time. What remains of the Stone Court wakes, with Aldyhn and Vani leaping aboard.

End. The gods teleport the *Skithship* away, to safety and the heroes find themselves in darkness, alone with Aldyhn and Vani. Some heroes are asked to take on the responsibility of becoming home to the divine sparks of the dead Stone Court gods. With those decisions made, Aldyhn returns the *Skithship* to the Serpent Sea, not far from the bulk of the Hallharn fleet.

Level Up! Heroes should reach level 16 by this point.

RAGNARÖK

The final battle is long and best experienced as an epilogue, divided into several acts—with each act revolving around one or two battles of significance.

SESSION 41: PREPARATIONS FOR WAR

The heroes coordinate with the raiding clans on how best to make war against the Yoten:

Beginning. Aldyhn draws the final rune (the Rune of Transition) for each hero before preparing for the battle to come and helping them defeat a massive city-devouring Yoten known as a feeder.



Middle. After the battle with the feeder, the rest of Ragnarök unfolds largely based on the heroes' past decisions and the choices they now make. A significant amount of time will be spent by the players reviewing the various "Heroic Actions" (page 326) available to them and the middle part of this session will likely be spent strategically preparing.

End. Once the heroes understand the Heroic Actions available to them, they fly their *Skithship* to deal with a band of mus, trusting that the defenses they have set in other locations hold. After those lava giants are slain, the serpent begins to rise, the wolf begins to stir, and several vulnerable locations across Grimnir are flooded or otherwise assailed. The worthy dead, led by Thonir, take to the field, bringing with them some hope, and the end of the session.

SESSION 42: WAKING THE WOLF

New Characters: Glaur, Fenrir

The great wolf that has slumbered inside Turnfjall awakens:

Beginning. The wolf emerges, as do the undead from the Underworld. But because the heroes have an alliance with Hel-Siddhe, her undead forces are added as a new Heroic Action that the heroes may use when needed. Despite this, the heroes are hard pressed in their battle against the great wolf, Fenrir.

Middle. When they gain the upper hand, the heroes trigger Fenrir's Regret saga action and, again, because Hel-Siddhe is an ally, she calms the great beast and removes it from the field of battle, allowing the heroes to focus on bigger issues ... namely the open portal still being used to bring more mus into the world.

End. The battle at the portal is grim, for it is protected by the mus queen, Glaur, whom the heroes met briefly in the Lost Lands. As well, enemies continue to emerge from the portal. By using their Heroic Actions wisely, helped in no small part by the god Vani's sacrifice of his own life, Glaur falls and the *Rainbow Spear* itself, destroyed. There is a mere moment of calm and then the "Rise of Muspell" occurs, the great father of all Yoten emerging.

SESSION 43: THE FINAL BATTLE

New Characters: Boða, Muspell, Ormur

Now the heroes finally contend with Boða and Muspell to save Grimnir:

Beginning. Everything the heroes have done to this point now comes together. They must destroy Boða before she finishes drawing Muspell fully into the world. Boða uses her powers wisely, seeking to survive long enough to fulfill her duty.

Middle. The battle takes place on an airborne mound of ice, beset with all manner of dangers. Worse still, as the battle progresses, the battlefield itself becomes deadlier. Boða herself is encased in a protective shell that the heroes have to throw everything they have at, to whittle away. And while the heroes try to breach her defenses,

Boða plays her most powerful card and brings in Ormur, the great serpent.

End. All the while, more of Muspell emerges into the world. Yet the heroes hang on, slaying Ormur, though it costs at least one hero their life. Aldyhn falls as well, but in her death she breaches the shell protecting Boða. The remaining heroes fulfill their duty and the last Yoten from the Lost Lands is ... finally slain. Muspell too, is defeated, withdrawing. Grimnir is saved.

Level Up! Heroes should reach level 17 or 18 by this point.

THE LAST SESSION

New Characters: Luta

Much like "Session 0", the epilogue is best handled as its own session, though one that is likely to wrap up quicker than others. Each group will want to end things their own way, the following is only a suggestion:

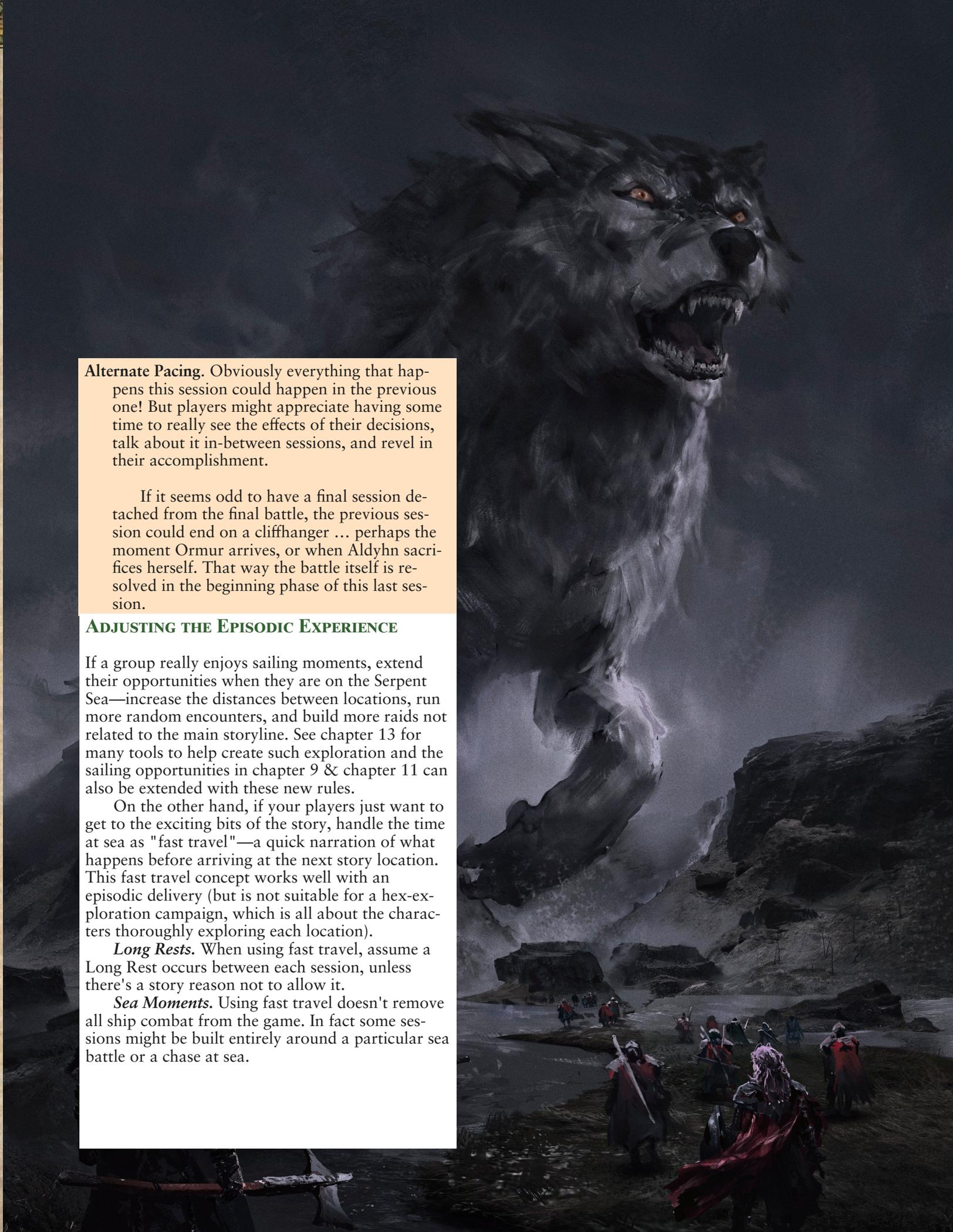
Beginning. The heroes have won, but the victory has cost them. The Vanir are no more. Grimnir itself is severely damaged, some places dear to the heroes effectively removed from existence. The heroes travel north, to what remains of the Well of Wisdom, and confer with the surviving jarls of the clans, and with the Alljarl. Grimnir has a future and the raiders, well, they are accustomed to adversity. There is time to mete any final justice out to remaining villains, but then it is time for the heroes to be celebrated.

Middle. A few days later, heroes find themselves in a feasting hall, perhaps even one afloat upon a *hjemskip*, the first trace of Drifthall being restored. This is where the "After the Battle" (R340) moment with Luta begins. If the optional rules regarding the "Divine Spark", found in appendix N, are used, now is where some of what they offer might play out—perhaps even rolling into an extended epilogue where the heroes explore godhood.

End. In that feasting hall, with Luta, the heroes are reminded of all they have accomplished and their lasting impact on Grimnir. Remind them of the Final Rune, that which was drawn by all of them just prior to that last battle. Describe what happens going forward to those communities that matter to them. And speculate with them, about the future, how they imagine Grimnir might change over the coming years.

And remind them.

Remind them that there are yet evils in this world. This discussion could turn to how these players might return to the Serpent Sea, either with new characters, or by adding further tales to the legends of the "Heroes of Grimnir".



Alternate Pacing. Obviously everything that happens this session could happen in the previous one! But players might appreciate having some time to really see the effects of their decisions, talk about it in-between sessions, and revel in their accomplishment.

If it seems odd to have a final session detached from the final battle, the previous session could end on a cliffhanger ... perhaps the moment Ormur arrives, or when Aldyhn sacrifices herself. That way the battle itself is resolved in the beginning phase of this last session.

ADJUSTING THE EPISODIC EXPERIENCE

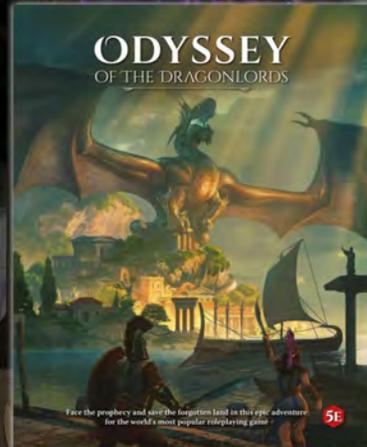
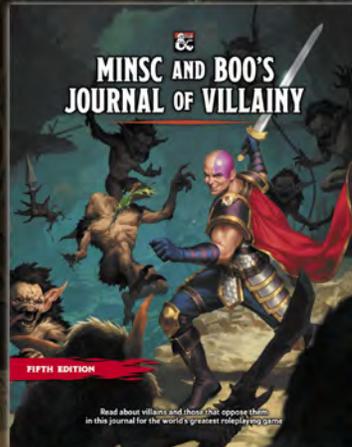
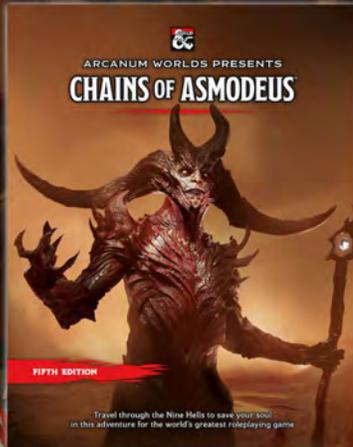
If a group really enjoys sailing moments, extend their opportunities when they are on the Serpent Sea—increase the distances between locations, run more random encounters, and build more raids not related to the main storyline. See chapter 13 for many tools to help create such exploration and the sailing opportunities in chapter 9 & chapter 11 can also be extended with these new rules.

On the other hand, if your players just want to get to the exciting bits of the story, handle the time at sea as "fast travel"—a quick narration of what happens before arriving at the next story location. This fast travel concept works well with an episodic delivery (but is not suitable for a hex-exploration campaign, which is all about the characters thoroughly exploring each location).

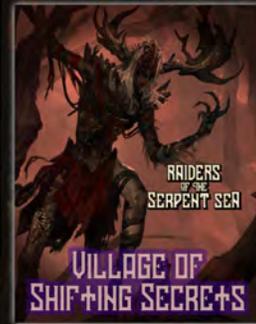
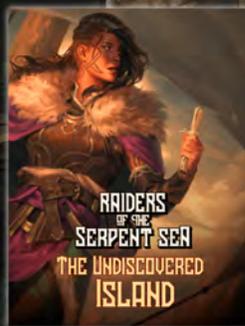
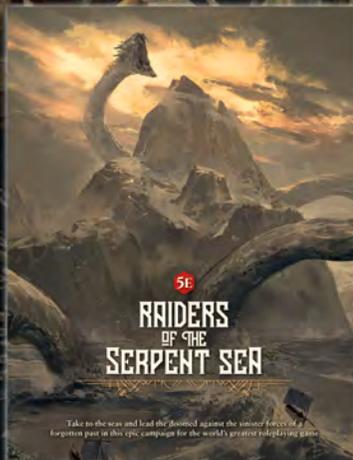
Long Rests. When using fast travel, assume a Long Rest occurs between each session, unless there's a story reason not to allow it.

Sea Moments. Using fast travel doesn't remove all ship combat from the game. In fact some sessions might be built entirely around a particular sea battle or a chase at sea.

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If it is important to us that we are making the right kinds of adventure material, in the right ways. To that end, we've built a small survey, that we'd love to have you fill in so we can better spend our efforts on our next project:

<https://forms.office.com/Pages/ResponsePage.aspx?id=v0kOEZN1ZEuXODhdj1GcK5Vv9MnTDxOvzU9MYUIR1UQ1VEVVc1TjNDU0FFWdhDUjRTWDIENkIQW54u>

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Discord. Additional thanks to everyone who wrote in with questions and feedback. And I raise a mead horn in appreciation of the discord community at (<https://discord.gg/WfAHad4g>) who created such a helpful resource for other Game Masters and players. With such supports, it is no wonder so many are enjoying their time on the Serpent Sea. Thank you!!

Raiders of the Serpent Sea: Village of Shifting Secrets is published by Runic Tales Inc. under the OGL rules for 5th Edition.

Additional Links

If you've enjoyed this material, there's more *Raiders of the Serpent Sea* content available (and more to come!)

Raiders of the Serpent Campaign Book:

www.drivethrurpg.com/product/424627/Raiders-of-the-Serpent-Sea-Campaign-Guide-PDF-Version

Raiders of the Serpent Sea Player's Guide:

www.drivethrurpg.com/product/424626/Raiders-of-the-Serpent-Sea-Players-Guide-PDF

Token Frames & Character Sheets for Raider's of the Serpent Sea:

<https://www.drivethrurpg.com/product/386751/Raiders-of-the-Serpent-Sea-VTT-Token-Frames>

From Stranger Lands & Weaving of Two Worlds (An optional starting adventure and rules for integrating Raiders of the Serpent Sea and Odyssey of the Dragonlords):

<https://www.drivethrurpg.com/product/423114/From-Stranger-Lands-Raiders-of-the-Serpent-Sea>

Undiscovered Island (A mid-level adventure for either Raiders or Odyssey):

<https://www.drivethrurpg.com/product/423118/Undiscovered-Island-Raiders-of-the-Serpent-Sea>

Raiding Seas (A supplement expanding the Serpent Sea and adding a hex-crawl component along with rebalanced monsters):

<https://www.drivethrurpg.com/en/product/423126/the-raiding-seas-raiders-of-the-serpent-sea>

Grimnir Digital Tools:

<https://runictales.com/roleplaying/>

Grimnir World Map:

<https://runictales.com/grimnirmap>

Free Plot Trackers:

<https://runictales.com/product/plot-trackers-for-raiders-of-the-serpent-sea/>

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