CLUES

Fafnir's Notes:

- *It is alive, that is clear to me.*
- *It can open the box lid. Stopped with a lead counterweight on top.*
- *Rabbit thrown into box. Does not eat but moves the pet around.*
- *Avoids water bowl.*
- *Grabbed iron prod with tendril. Dissolved quickly.*
- *It eats metal. Gold is of particular interest to it.*
- *It is now using the rabbit body. Shaping the flesh.*
- *Eats metal. Smiths meat. Strange being.*
- *It is talented. It can make things better than before.*
- *It can make me better than before.*

FAFNIR'S PLAN

Fafnir seeks revenge on the people of Myrkheim for ostracizing him and the **Black Ooze** is his weapon of choice. At the start of the adventure, he will have already allowed the ooze to bond with his skin, but it is small and needs gold to grow. Once he collects the gold, he will wait for the perfect moment to strike.

TOUCH OF THE LIGHT ELVES

Anything a **Light Elf** touches turns to gold. If an elf touches a person, they will receive visions of the destruction and death caused by the **Black Ooze**. Planets destroyed by its very presence. Millions of **Light Elves** killed by its acidic touch. Any person who sees this will need to make a Mind Save at disadvantage.



Art by: Bojana Rubin

GM BACKGROUND

Four days ago, a meteor landed in Myrkheim's farmland. Fafnir was the first to find the meteorite: a smooth spherical mass composed of a dark metal about 2 feet in diameter. Fafnir was about to approach when he noticed something writhing behind a crack in the sphere's surface: a **Black Ooze** pushing itself out of the small opening, struggling to give itself shape. Three dark slimes emerged. The first moved towards the forest, the second to the field of cattle, and the third was captured by Fafnir in a wooden box.

Fafnir told his father, Jarl Hreidmarr, about the strange metal rock, but did not mention the **Black Ooze**. The metal was deemed to be the "hammerscale of Thor's anvil," and the metal of the Gods was to be divided amongst the most skilled smiths in Myrkheim for the upcoming competition.

Fafnir would learn of the slime's strange properties: an ability to eat metal and smith flesh. Seeing the potential power of the **Black Ooze**, Fafnir allowed the fellow smith to work on his own body.

The night the characters arrive, an alien ship will come into the earth's orbit. The beings inside (referred to as **Light Elves**) are in search of the **Black Ooze**, a prisoner who escaped containment.

GM NOTES

HIDDEN: Some clues are marked with a H representing that they are hidden. This only means that they are not immediately apparent. Some should be revealed automatically to players, while others might require the characters to look in the right place at the right time.

EVENTS: Several events are suggested throughout this Episode that help give it momentum. They all have a conditional statement to assist GMs in pacing, but they can be altered or discarded if they no longer fit with the players' actions.

THE LIGHT ELVES: Beings composed of pure light and gold. They have tall, gaunt bodies with blank white faces. Gold filigrees dance around their form and massive glowing antlers sprout from the top of their head. They have long, thin limbs and move with an ethereal quality as if they were floating.

They know the destructive nature of the **Black Ooze** and hope to destroy it before another planet is corrupted by its presence. However, they will only do so from afar, lurking in the woods around Myrkheim. They fear not only the ooze consuming them, but what the humans might do if they discover their existence.

THE BLACK OOZE: An alien substance that is trying to return to its once immense size. Its goals are simple: consume, grow, and shape. The slime will attach itself to living beings and shift them into forms that will help further its goals, but to grow it must eat metal, and there is no metal sweeter and more useful than gold.
The only thing that can destroy the Black Ooze is water.

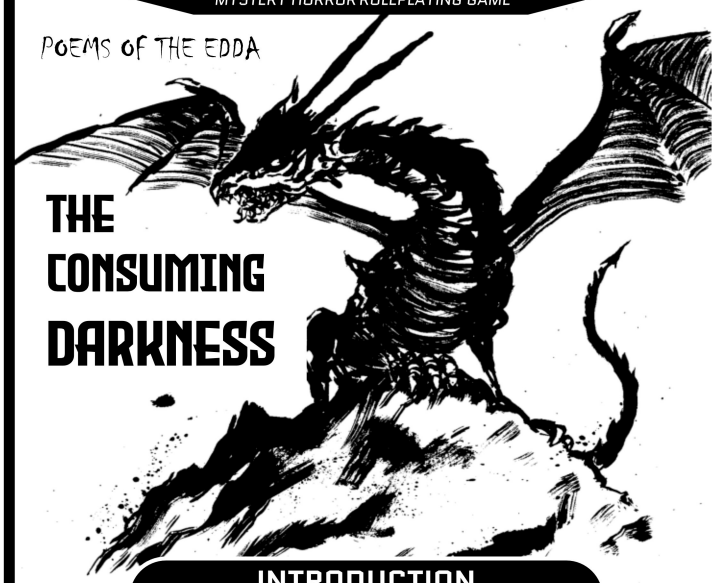
AN EPISODE FOR THE

STRANGE & TIMES

MYSTERY HORROR ROLEPLAYING GAME

CREATED BY: GAVIN RUBIN

COVER ART: KIM HOLM ©



INTRODUCTION

Scandinavia ~ 900 C.E.

The characters have spent the last 2 days travelling upriver to the fabled village of Myrkheim, known for its immense wealth and skilled craftsmen. Myrkheim is in the midst of their annual smithing competition. However, the characters are visiting for another reason: rumors of a star falling into the village.

The characters row their boat, surrounded by massive dark trees on all sides. Then, around the river bend, the characters see the village. Inside a forest clearing, rows of large buildings crawl up the side of a hill, composed of a mix of dark wood and stone.

The characters beach their raft at the base of Myrkheim.
A tall portly man approaches and introduces himself as Otr.

H | The quality and material of the buildings represent a wealth unheard of in Midgard. The legends of wealth were underestimated.
H | Myrkheim was incredibly successful in the early raids of the west.
H | The rumor is that Myrkheim has only used a fraction of their gold and still has a hill of gold hidden in the grand hall's storeroom.
H | Rather than hacksilver, the people of Myrkheim wear gold.
H | At night, a new star shines bright in the sky.

POEMS OF THE EDDA

This series retells the stories of Norse myth, theorizing the wonderous events that inspired the Poetic Edda. This Episode explores:
Dwarves/Dark Elves | Light Elves | Fafnir | Mjolnir | Andvari

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Fafnir's Hut
A tall shack outside of Myrkheim

Inside– A singular open space with a fire pit, bed, and workstation. Cheap metalcraft tools adorn the walls.
H | On the workstation is an empty wooden box. In the box is a mutilated rabbit and a small bowl of water.
H | Loose birchwood covered in writing is next to the box.
See- Fafnir's Notes

!EVENT! – *If Hreidmarr has mobilized the civilians against the* ***Light Elves****,* Fafnir will have begun his transformation. Dark tendrils cover his body, and his arms are now long, oozing wings. He will be hiding in the rafters of the hut. If the characters discover him, he will fight them momentarily before flying towards **The Jarl's Keep**.
Hostile Encounter (3d10)



The Black Woods
The forest that surrounds Myrkheim

Shallow Trees– The trees nearest to Myrkheim. The village is still visible from here.
H | Some of the trees are marked with golden handprints but the fingers are too long and have too few digits (only 4).
H | The handprints lead into the **Deep Woods.**
H | The bark under the prints has been turned to real gold.
H | There is a boar running around with golden bristles.

Deep Woods– Far into the forest. The canopy is thick enough here that even sunlight struggles to pass through.
H | An animal is writhing on the ground, badly burned. Appears to have once been a fox, but its anatomy has been warped. Limbs have been stretched, and bones have been broken and reset.
H | A bright light can be seen in the distance (it is a **Light Elf**).

!EVENT! – *If the characters investigate the lights,* they will encounter a **Light Elf**. It will not attack them, but its presence will still cause the characters to lower their Mind Saves. It will flee if attacked.
Hostile Encounter (2d10)

Otr's Farm
A massive clearing for cattle to graze

Otr – A jolly man content with his lot in life. Happy to welcome the strangers to Myrkheim.
H | He has numerous pieces of gold jewelry.
H | He claims that his land was blessed with the "Hammerscale of Thor's Anvil." He gestures to a large crater of dirt in the field.
H | He says that his brother, Fafnir, was first to find it.
H | The metal was split into three pieces and given to the most skilled smiths of Myrkheim: Fafnir, Regin, Brokkr and Eitri.

The Field – A swath of land that stretches the length of Myrkheim and separates it from the adjacent river.
H | The crater digs deep into the wet soil and is about 8ft in diameter.
H | There are three distinct trails moving up the side of the crater's walls of undeterminable origin.
H | There is a herd of cows by the river. One is standing separate from the rest further inland.
H | Inside the isolated cow's mouth is the **Black Ooze**.

!EVENT! – *After Otr is left alone for an extended time,* Otr goes missing. The isolated cow seems bloated, and the herd stands away from it. If the players approach, the cow will stand on its hind legs, and its chest will split open revealing a mass of black tentacles with Otr's corpse in the middle. **Hostile Encounter (3d10)**

Streets of Myrkheim
The pathways through the village

The Locals– The people of Myrkheim, going about their day.
H | Many have seen strange lights from the forest at night.
H | Regin is admired. Fafnir is reviled.
H | Fafnir has a hut in the hills north of Myrkheim.

Fafnir– A shrouded figure snaking their way through the streets. Ever ambitious and condescending. Always rude.
H | He is trading precious items for gold.
H | He refuses to give details about the night he found the metal, and it is clear he is hiding something.
H | He is wearing heavy clothing.
H | The skin on his back has a large black stain (hidden by clothes)

Regin's Workshop– An impressive stone structure in the heart of Myrkheim. Constantly spitting out smoke.
H | A long sword made of the special metal is displayed on the wall.

!EVENT! – *The day after the characters arrive,* Regin claims that his brother Fafnir came to his home in the night, begging for gold. Regin refused his brother's plea.

Brokkr & Eitri's Workshop– A humble workshop at the edge of town. Appears to have been altered numerous times.
H | A war hammer is resting by the forge. The handle is incomplete.
H | The war hammer is made of the special metal.
H | A pure golden leaf lies on a table. Looks incredibly realistic.

The Jarl's Keep
A stone fortress welcoming to all

Grand Hall– A massive dining hall filled with the residents of Myrkheim, eating, drinking, and conversing with one another. Numerous hearths line the walls, boiling pots of soup for the guests.
H | The structure is more akin to Gothic castles than typical Norse architecture, with tall ceilings and stone decorations.
H | The structure was commissioned by the great jarl Ivaldi after their successful raids of the southlands.
H | There is a storeroom in the keep that holds all the village's riches.
H | Fafnir tried to steal gold last year. He is now banned from the keep, despite being the Jarl's son. He is now a social pariah.
H | Fafnir has a hut in the hills north of Myrkheim.

Jarl Hreidmarr– Proud Jarl of Myrkheim. Protective of his people and their traditions. Welcoming to the characters.
H | The characters are welcome to sleep in the **Grand Hall**.
H | Has 3 sons: Fafnir, Otr, and Regin.
H | He is ashamed of Fafnir trying to steal the gold but believe he has made a change for the better.

!EVENT! – *When the presence of the* ***Light Elves*** *becomes known OR Brokkr dies,* Hreidmarr will ready Myrkheim to fight against the **Light Elves**.

Regin– Youngest son of Hreidmarr. Quick-witted and quick to boast. Very popular amongst the crowd.
H | He has already forged a "perfect sword" from the metal.
H | He mentions that the metal would emit a haunting scream when it was plunged into water. *"As if the metal itself was being killed."*

Brokkr & Eitri– Brother smiths that are bickering about their design in the corner. Bokkr is friendly. Eitri is not.
H | Their stone carvings depict a large hammer.
H | Brokkr is distracted. Keeps speaking of lights in the forest.

!EVENT! – *The night after the characters' arrival,* Brokkr stumbles into the grand hall. Parts of his body, including part of his head, have been replaced with pure gold. He keeps repeating the phrase *"The darkness will consume the light"* before dying.

The Storeroom
A space filled with gold treasure

Andvari– A tall warrior tasked with guarding the storeroom. He is fast to lift his axe but always remains calm.
H | He is embarrassed that he let Fafnir trick him and holds a grudge.

Storeroom– A cold room with a mound of gold coins and artifacts piled in the middle of the space.

!EVENT! – *After Fafnir is discovered at his hut* ***OR*** *once the players realize Fafnir is after the gold,* Andvari is dead on the floor, and the mound of gold is gone. In its place is a black mass that once was Fafnir. The **Black Ooze** has altered his form and has changed him into a dripping black dragon. The beast will terrorize Myrkheim.
Hostile Encounter (4d10)