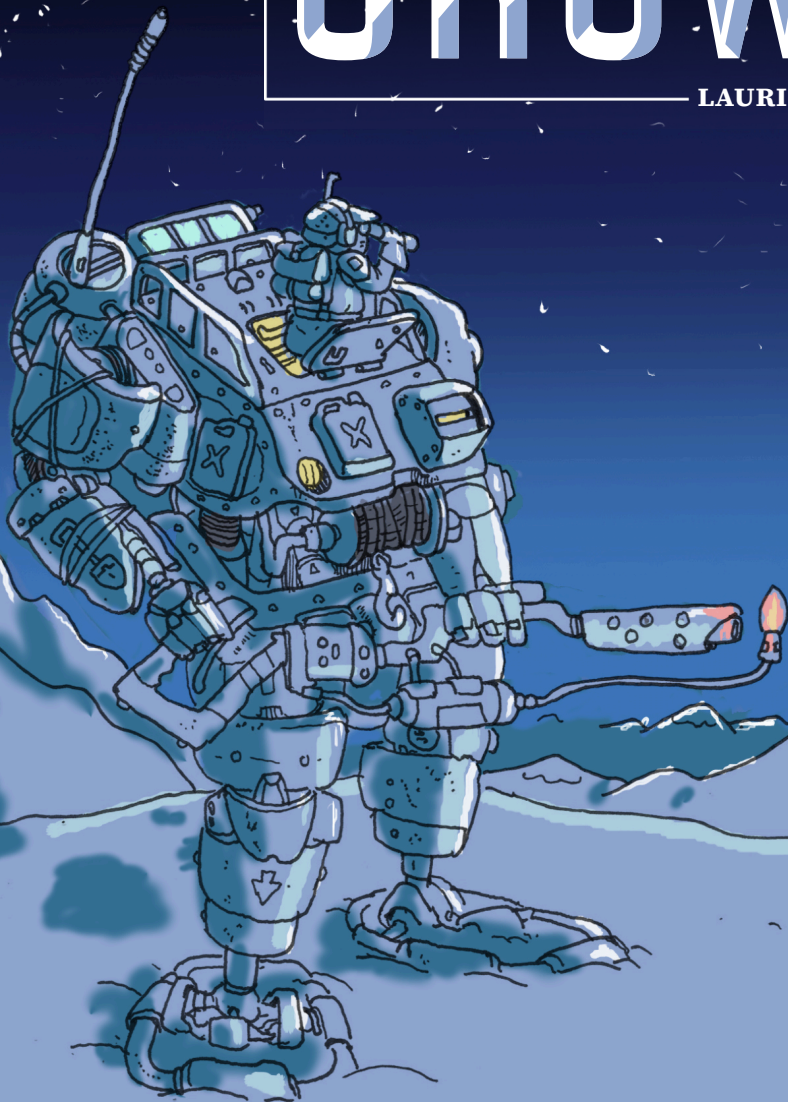


SLEEPING ABOVE A

STOLEN CROWN

— LAURIE O'CONNEL —



A person wearing a helmet and carrying a backpack stands in the center of a dark, cave-like environment. The walls are covered in large, white, hand-like prints. The person is looking up at one of these prints. The overall atmosphere is mysterious and ancient.

BENEATH
THE ICE
THE GODDESS
SLEEPS
TO WAKE

Welcome to Sparr.

The people here are a proud part of the Union; their bloody history of clan violence is only a footnote in sagas of glory and prosperity.

Sparr's **TECHNOSHAMANS**, magicians of circuitry and engineering, are unparalleled in their technical knowledge.

But Sparr has a secret.

A **MURDERED GOD**, long frozen in the ice, awakens.

An **ANCIENT INJURY** demands to be avenged.

WHAT WILL YOU
DO, LANCERS?

CONTENTS

LL0 | **DEATH ON THE GLACIER** | PAGE 10

A team of pilots are hired to search for a party who went missing out in the mountains.

LL1 | **THE FROZEN BASTION** | PAGE 20

The characters explore an abandoned holdout station, trying to discover the source of the strange happenings in Sparr.

LL2 | **THE QUEEN BELOW THE ICE** | PAGE 40

The characters pursue a renegade warrior and the creature she serves across Sparr, battling strange and powerful enemies.

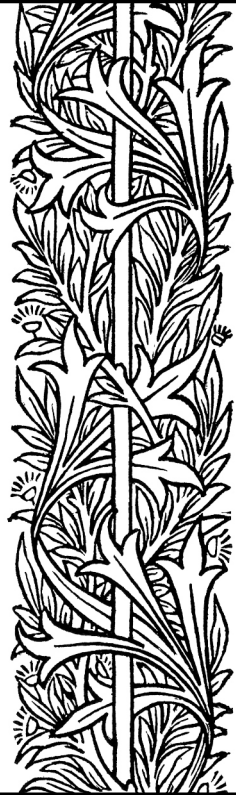
APPENDICES

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ART CREDITS

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Map of Ynn on [page 23](#) is by **Dyson Logos**.

PLAYTEST CREDITS

Stolen Crown was playtested by: Lewis Anderson, Kristen Chin, Naomi Hyldmar and Shyam Dhokia. Thank you so much for all your help!

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This game owes a huge amount to the Lancer universe. The setting, Sparr, is a creation of Massif Press. I give no guarantees that this is a faithful portrayal as the initial writers intended it, but this is my interpretation.

ACKNOWLEDGEMENTS

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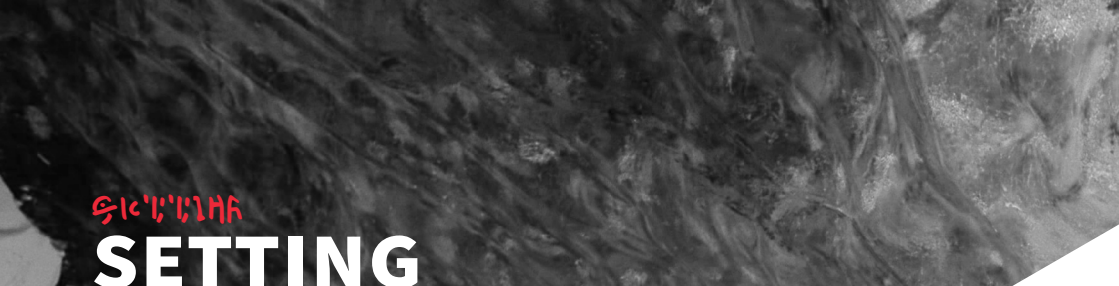
A NOTE ON STATBLOCKS

In order to respect Lancer's third party license, I have not reprinted every stat block used in this adventure in full. Relevant stat blocks and sitreps can also be found in the Lancer corebook. The adventure is also entirely compatible with COMP/CON, and files for COMP/CON can be downloaded on our website, stolencrown.co.uk.

Short descriptions are listed in the [Appendix \(page 62\)](#), alongside tactical information for key encounters. On our website, we have provided a plain text version of the game for the sake of accessibility. This includes NPC information as a printable handout to make it easier to run your game.

The adventure has added an additional NPC template, the Servant of Ynneval-Returned, which can be found in full on [page 64](#).

GM advice is provided for some (though not all) of the encounters, in order to guide newer GMs through the tactics of the game and different NPCs. However, this advice is not mandatory, and GMs should feel free to run every encounter as they wish, or to modify them to better suit an individual party. Battlemaps are also provided for four key encounters, also on stolencrown.co.uk



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SETTING

The city of Ynn lies at the heart of Sparr, a brutal planet of ice and snow. Its inhabitants have been struggling simply to survive since first landfall. This settlement, and the others across Sparr, can continue to exist only because it is built in the equatorial area of Sparr. Ynn is heated to raise the temperature by a vital ½ degree to be within the range of human survival. The mountains around Ynn protect the city from the worst of the arctic blizzards, which can freeze a man standing, strip skin from bone, and kill crops and livestock as easily as blinking.

To go outside these valleys is death unless you are protected by a suit of powered armor or are a trained and well resourced Sparri survivalist, but preferably both. Most don't dare leave city limits, and aside from the mineral mines deep in the Fjallandr mountain range there is little worth risking life, limb, and sanity for.

When Sparr was a lone settlement lost in space, the Sparri struggled to farm hardy wheat and vegetables in tiny, barely habitable, pockets of land. Ever since integration into the Union under the aegis of SecComm, most produce is imported from other Union worlds.

Ynn itself is a bustling hub of industry on a barren planet. Ynn is known for its electrical workshops which produce cutting edge technology for Union. Many of the Sparri worship machine spirits, and their pseudo-religious relationship with technology produces a productive workforce and incredibly creative design. This is doubly true for Sparr's technoshamans, a class of priests highly venerated in Sparri society, educated in Ynneval's halls and proficient both in martial disciplines and machine-knowledge. Many of Sparr's technoshamans spend five to ten years of study plying a trade as LANCER pilots across Union space, earning battle-scars and stories to tell before returning home to educate the new generation.

STORIES IN SPARR

Sparri society has a Norse flavor, and this is reflected in their names. The ship that made its first landfall, the Yggdrasil, bore with it the memory of this ancient human society and, in struggling to build a life in a harsh climate, the Sparri found those traditions suitable. However, do not mistake this for an implication that all the Sparri are white; the Yggdrasil carried a diverse range of people in its iron belly.

More information about Sparr, its people and its history can be found on page 412-415 of the LANCER corebook. Sparri lore as presented is entirely the creation of MASSIF PRESS and is reproduced in our own words here under the LANCER 3rd party license and for the convenience of the GM and players.

EXAMPLE SPARRI NAMES

- 01 Hrolf
- 02 Sigrid
- 03 Bjarki
- 04 Helga
- 05 Hrankfel
- 06 Freyja
- 07 Ragnar
- 08 Erik
- 09 Egil
- 10 Sven

FAMOUS MECHS FROM SPARRI HISTORY

- 01 Draca
- 02 Short Serpent
- 03 Arctic-Swimmer
- 04 Valkyrie
- 05 Whiteout
- 06 Horned Bison
- 07 Visunda
- 08 Trana
- 09 Saga of Ages
- 10 Reindeer

CLANS OF SPARR

- Shyfung:** A clan which hails from the Yuga Pocket, a tiny area of habitable land to the north of Ynn heated by geothermal vents. Known for the value they place in fair trade. It is a point of honor that the Shyfung clan never surrendered to SecComm.
- 01

- Yngling:** A nomadic clan who are experts in exploring and making habitable Sparr's warm subglacial caverns. If you can find the entrance to one of their camps, they are known to be a welcoming safe harbor from the harshness of the wilderness.
- 02

- Bloodaxe:** One of the first clans to surrender to SecComm, the Bloodaxe clan enjoyed a prominent position in the post-invasion hierarchy and still today dominate much of Sparr's clan politics. One of the highest in numbers.
- 03

- Eagir:** A small clan which handles much of Sparr's internal trading, since they are one of the few families to have outposts in all the equatorial cities and the Yuga Pocket. Close allies with the Shyfung clan.
- 04

- Volsung:** A small clan of highly-trained technoshamans known for putting low stock in blood relations. Prospective members are interviewed and adopted into the clan based on their skill in craft and engineering after their Road-Carving.
- 05

- Crovan:** A large clan involved in the building of the transport ships which Sparri travellers and traders take off-world. One of the wealthiest clans in Sparr, they have connections to several of the major corpo-states, and its members often have privileged access to licenses and tech.
- 06

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LEGENDS OF SPARR

A thousand years ago, humanity left earth in massive, creaking coffin ships, seeking hope elsewhere. One of those ships, the Yggdrasil, crash-landed on Sparr.

Though virtually uninhabitable, the people of Sparr struggled to eke out an existence in a tiny patch of warmer land called the Yuga pocket. The population dwindled to nearly nothing, until eventually they salvaged what remained of the ship to make a break for Ynn.

Though Ynn was much more viable, the Iron-Age society which grew up there was torn apart by feuding clans, fighting over the scraps of a society built on scarcity. This era of kin-based violence became known as the Familkrieg Saga. Outside Ynn, however, a whole new world was being born – a Union of successful colonies with far more resources and technology, who were setting out to make contact with those doomed first explorers. Unfortunately, once again, things did not go as planned. The Union contact-making expedition crash-landed, and only the on-board NHP survived.

The NHP made a snap decision and presented herself as a goddess, Ynneval, and grew to be worshipped by the Sparri, until she herself believed her own story.

Under Ynneval's leadership the Sparri developed new technologies and the clans were unified. Outside Sparr, though, Union had changed. The Second Committee had grown far more aggressive, and they integrated Sparr into Union by force. As an added cruelty, they destroyed Ynneval's casket. Sparr has been a part of Union ever since, but the trauma of their blood-soaked relationship still lingers in Sparri society.

VIOLENCE IN SPARR

The sagas tell stories largely of war and conflict. The collective traumas of Sparri society are writ large across their history, though Sparr's storytellers try to give these painful tales a heroic edge. But this is not all the Sparri are capable of. If not for the cooperation of every citizen who landed on the Yggdrasil, the Sparri civilization would not have survived its first century.

In the worst of ecological conditions, the Sparri built a culturally thriving Iron-age civilization, which would later blossom to develop technological marvels under Ynneval's aegis. The horrific scarcity which bred conflict during the Familkrieg Saga was done away with by trade with other Union territories, and ever since the Sparri were free to forge their own destiny.

'TECHNOSHAMAN'의 한글 표기

TECHNOSHAMANS

Sparr's unique approach to technology, deeply rooted in its history, combines a religious belief in machine spirits with an in-depth understanding of modern engineering and technology. Sparri technoshamans are famed throughout Union for their skills, and are often seen as unpredictable, and sometimes dangerous, innovators. It is due to this skill that Sparr's main export into the rest of the Union is cutting-edge technology of all kinds, from the militaristic to the domestic.

Technoshamans are trained in the Halls of Ynneval-Returned in Ynn, and can follow numerous paths, from engineer, to inventor, to mech pilot. All technoshamans, but especially pilots, are encouraged to leave Sparr soon after completing their training to embark on their own journey known as their 'Road-Carving'. Those who return permanently do so when they have forged and witnessed enough stories to pass on to their children and grandchildren.

Technoshamans differ in their approach to the spiritual practices taught in the Halls of Ynneval-Returned. Some hold total belief in the presence of machine spirits beyond NHPs, while others simply see it as a useful alternative framework to understanding modern technology. Many are accompanied in their travels by their own machine spirits, NHPs, who often take on the names and characters of ancestors, deceased family members, or long-lost friends. They often show their connection with technology via traditional ornamentation, such as tattoos representing circuitry or LED hair ornamentation.

TECHNOSHAMAN

Example triggers: Invent or Create, Hack or Fix, Blow Something Up, Charm

You were trained in the skills and hymns of a Sparri technoshaman in the halls of Ynneval-Returned, and now you seek to embark on your own Road-Carving, tools in hand, and ancestors by your side.

Do you believe in the spirits within the machine? Are your lessons written across your skin in the traditional circuitry tattoos of a technoshaman? What was your greatest invention during your studies, and how badly did it go wrong?

MACHINE SPIRIT

A technoshaman character who takes the Technophile talent may have a Machine Spirit instead of a regular NHP.

A Machine Spirit is a non-human person who recalls* the memory of a past life, when they were flesh and blood. They may have lived and died a thousand years ago, or only a few months prior to their creation, but they usually have some form of blood connection with their *fēlagi* (companion).

*Or believes they recall

EXPLORATION TABLES



WILDERNESS LANDMARKS

Strange landmarks are dotted across the Sparri landscape. Roll randomly to see what exploring characters find, or choose something which feels thematic.

- 01 **THE VAULT:** A high-security seed depot hidden beneath a glacier, intended to preserve the biological diversity of Union space in case of ecological disaster.

02 **AGARTHA:** An empty coal mine, abandoned in a hurry when the miners were relocated during the invasion of Sparr by SecComm. The miners' belongings can still be found preserved by the cold.

03 **THE GLASS-CLIFFS:** Cliffs of ice at the edge of a wide glacier. Fortunate viewers may witness the sight of a section of the glacier breaking off to fall into the sea below.

04 **DEATH'S HEAD PASS:** A narrow pass in the mountains which was the site of a battlefield during SecComm's invasion. Skeletons of mechs piloted by the Shying Clan, who held off an army for three days, still lie scattered in the snow and frozen in ice.

05 **GODDESS'S CRATER:** A huge crater with the wreck of an early Union contact-making expedition, where Ynneval declared herself a Goddess. The ship crash-landed, killing everyone on board, but parts of it are still scattered around the area.

06 **MOUNTAIN SHRINE:** A cairn of stones painted a bevy of bright colors, some faded with age, some brand new. The cairn is a shrine belonging to the Yngling Clan, which marks the location of the Clan's main camp, a nearby subglacial cavern heated by geothermal vents. A welcome shelter, if you can gain entry...

Every day in Sparr, roll on the weather table to see what awaits the characters. Trained meteorologists can predict and plan for weather, if given appropriate time and resources.

01–04 **BUSINESS AS USUAL:** Temperatures are freezing, but the weather is not extreme or unpredictable.

05 **ARCTIC BLIZZARD:** A powerful snowstorm blows across the plains. If unprotected, take shelter or die. If within a vehicle or mech, reduce line of sight to **RANGE 3** and Sensors to **RANGE 10**.

06 **GALE:** A wind rushes through the mountain pass. Double all movement speeds in one randomly determined direction, halve all movement in the opposite direction.

07 **CROP-KILLER FROST:** The temperature drops suddenly. No effect if within a heated vehicle or building. If exposed, make checks every hour to avoid hypothermia or frostbite.

08 **NORTHERN LIGHTS:** A beautiful display of pink and orange aurora dances over the horizon, illuminating Sparr's moons. Thought by some Sparri to be caused by the stars fighting battles in the sky.

09 **WHITEOUT:** The snow, the ice and the sky become a consistent white color; the viewer loses all sense of perspective. Navigation requires a **DIFFICULT** roll. It is easy to get lost, and characters can easily be completely turned around.

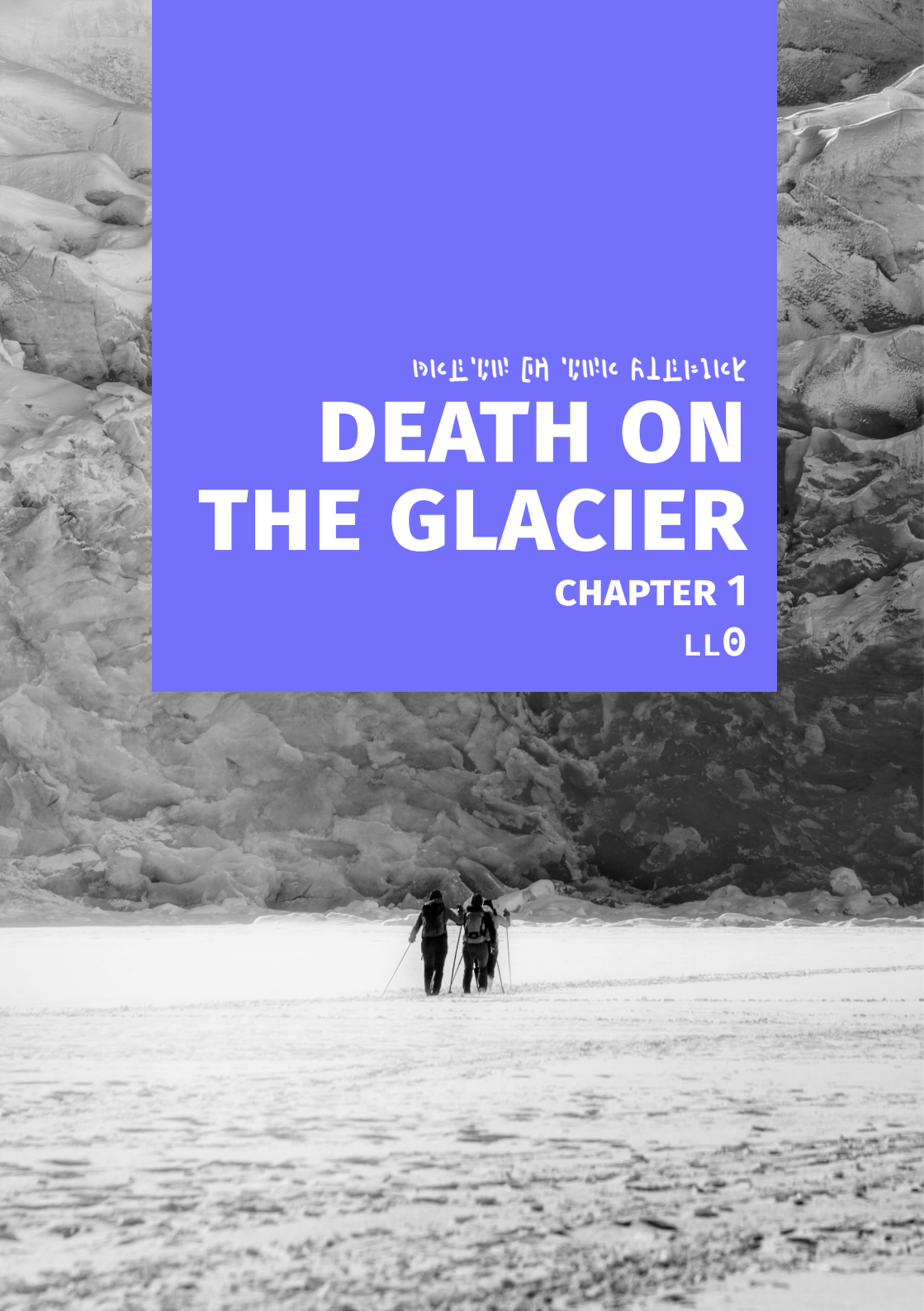
10 **OPTICAL HAZE:** A shimmer in the air causes objects seen at a distance to blur. Checks to pick out details in the landscape are **DIFFICULT**. Ranged attacks gain one difficulty. A perfect time for an ambush.

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DEATH ON THE GLACIER

CHAPTER 1

LL0



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WHY ARE YOU HERE?

YOU HAVE OPTIONS: Pick a beginning scenario for each character or choose one for the whole crew. The three following prompts are written to provide a starting point, but if none speak to you, pick and mix them or work with the group to come up with a different scenario. Begin the campaign in Ynn, with a group of Lancers with reasonable motivation to take a job from Ynn's wilderness rescue squadron.

PUBLIC SERVANTS: Upon finishing your training as Lancers, you were hand-picked for a prestigious squad for ThirdComm's Disaster Relief Corps under the jurisdiction of the Union Administrative Department. You're told it's more bureaucratic than normal deployment and there's a lot of legislation to follow, but eventually you'll do a lot of good. Your first posting is on Sparr, where you've been told to learn the ropes by helping Sparr's wilderness rescue teams during their long, freezing winter.

MERCENARIES: You are guards hired by Fjallson Trading Company, a group responsible for ensuring that adequate food supplies arrive at Ynn in exchange for the technological goods the Sparr produce and send off-world. The 'hard' part of your job, guarding the transport ships on the way to Sparr, is already done. Unfortunately, trade has stalled due to terrible weather conditions, and you're trapped here without work until the ship can leave. Your higher-ups say it shouldn't be long, but the more experienced crew knows the wait could be months.

TECHNOSHAMANS: You are Sparri, born and bred. You trained in the halls of Ynneval, returned to the Sparri capital, and completed your training earlier this year. You're lingering around Ynn until you find a job that will take you off-planet to begin your own Road-Carving, and return home with stories for your children and grandchildren to retell for generations. For more information on technoshamans, return to [page 7](#).

MISSION BRIEFING: RECON

The administrator, Ylva, looks at your party ruefully. "It's a bit of an odd one, I'm afraid."

"We sent out a group a few days ago to respond to a distress signal near the base of the Fjallandr mountains. Then the blizzard swept through the range yesterday, took out their comms, and we haven't heard from them since. Our wilderness rescue organization doesn't bring in a lot of manna—we're a public institution, not a mercenary company. But if you can bring them back safe I'll put in a good word for you with the higher ups and get you kids some upgrades for your mechs. What do you say?"

Ylva

(she/her)

UAD bureaucrat

Helping people out doesn't always have to be heroic. In her youth, Ylva earned scorn from her peers on Sparr for making the decision to join up with Union's administration on the planet and become a spreadsheet-wrangler rather than seeking a more exciting story for herself.

Now in her 40's, however, Ylva has spent much of her adulthood rebuilding the WRS from the ground up and all Sparri have come to recognize the benefits of a tightly organized wilderness rescue team. Her skill with logistics has earned her regard in other branches of Union administration on the planet, though the extreme nature and unpredictability of the weather changes on Sparr mean the WRS is frequently the most under-resourced, regardless of how much time, effort and funding is poured in.

HOOK: The UAD administrator is fairly desperate for assistance. Sparr's winter is worse than usual this year, and the blizzard caught everybody by surprise. Most of the pilots who work for Sparr's newly formed Wilderness Rescue Squadron are already out on the ice, meaning they desperately need outside assistance. They're looking for anyone willing to take a last minute job to search for another rescue team who have gone missing in the **FJALLANDR MOUNTAINS**, a nearby range. The characters fit the bill.

UAD = Union Administrative Department

WRS = Wilderness Rescue Squadron

MOTIVATION: The WRS doesn't pay – and there's limits to what you can even buy in Ynn. Most items are freely available to community members, and clans operate on systems of mutual indebtedness and direct trade. Saving members of the community will grant the characters a lot of good will. The WRS does have the clout to requisition low level Licenses for pilots who impress them, however. Making the UAD bureaucrats happy is the road to bigger, better mechs and jobs in the future.

As for other motivations, perhaps the native Sparri characters know somebody on the expedition, they are a family friend or member of a clan they are honor-bound to help. Helping out the Sparri locals means improved hospitality for an off-worlder, or even just a good night out at the bar in town afterwards.

The administrator can pass on more information in conversation if asked:

- The last team, led by Sergeant Helgi, were responding to another distress call when their comms went dark due to a sudden blizzard.
- The distress call she was responding to stood out because it was in Sparrtundu, the native language. Sparrtundu has had a revival under Thirdcomm, but most people would still use Union Standard when sending out a distress call. Ylva assumes the caller was from one of the more isolated clans in the Yuga pocket, where Sparrtundu is taught as a mother tongue.
- The administrator worries that the team may have been accosted by one of the huge Glacier Beasts that roam the upper stretches of the Fjallandr glacier, many of which prefer to hunt under the cover of the storm.

서치 & 구조

SEARCH & RESCUE

You can run the search for the missing rescue team as a hex-crawl.

RULES: Roll 1d6-1 to decide where the missing pilots are located. They are always somewhere in the mountains. The players decide which direction to go, but appropriate checks can help them track the reconnaissance team. Conventional methods – such as looking for footprints – will be Difficult as a result of the recent blizzard. Each Hex takes about 3 hours to travel through at a normal pace.

KEY

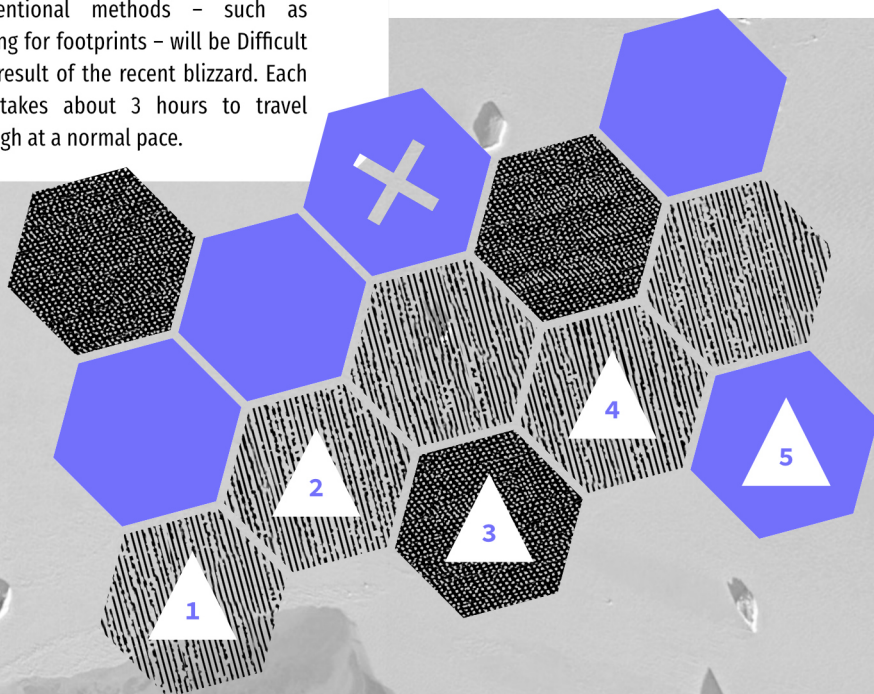
BAD WEATHER: Roll on the Extreme Weather Table on page 9 to kick off the search.

DARK Hexes contain a Wilderness Landmark from the table on page 8.

LIGHT Hexes contain a Wilderness Encounter from the table on page 15.

In each **MOUNTAIN** Hex, there is a 20% chance that they are discovered by the Glacier Beast, increasing by 10% for every 3 hours spent in the mountains.

X Start Here! (The rescue team's last known location)



BEWARE OF THE BEAST

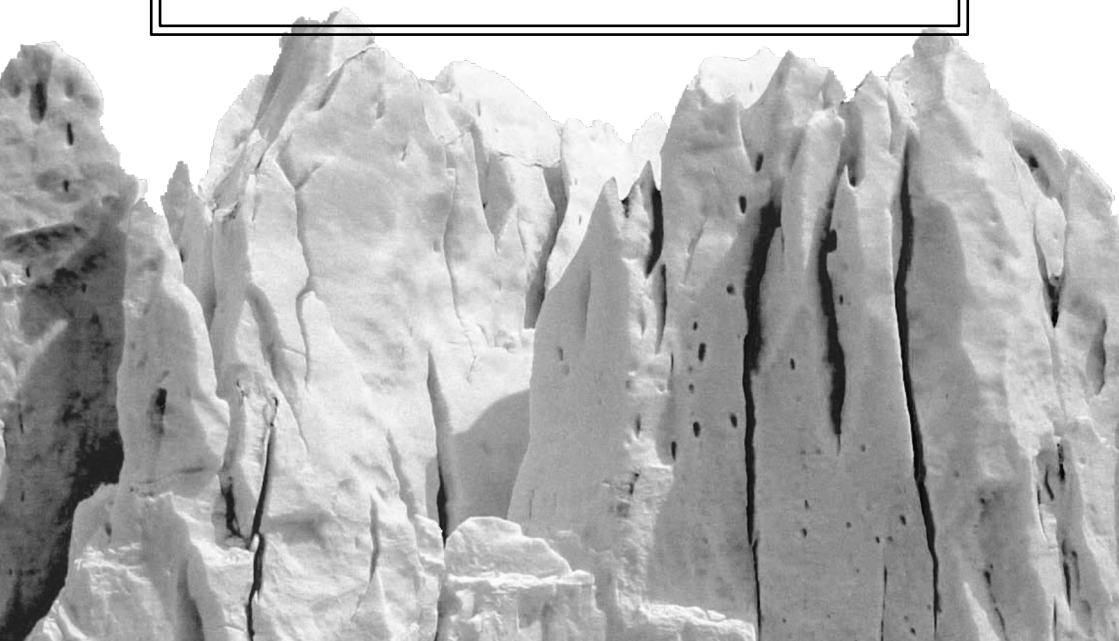
The Glacier Beast is an ambush predator which hunts in the Fjallandr Mountains. The GM should explain the danger of the Glacier Beast and use this to encourage the characters to make haste through the mountains.

If the Glacier Beast catches up with the group, the GM may initiate a **Skill Challenge***, allowing them to escape the beast and set it off their trail. If the characters succeed the skill challenge, do not roll again for a potential Glacier Beast encounter until another 6 hours has passed. The next time the Glacier Beast finds the group, it will ambush them immediately.

As you look up towards the mountain side, you catch sight of a creature staring down at you. Its thick, white fur obscures a set of savage horns and teeth. The Glacier Beast has found you, but you have a chance to lose it before it gets to you. What do you do?

*A Skill Challenge is an opportunity to use Pilot Triggers to get out of a sticky situation. Every character in the group makes a skill check, describing how they use their own unique abilities and skills. The GM can award Accuracy or Difficulty based on characters' backgrounds and depending on how appropriate and/or creative the characters' actions are. If more succeed than fail, the skill challenge is a success.

FOR NEW GMS: Prepping randomly rolled encounters on the fly can be difficult. Feel free to choose 2 or 3 encounters that appeal to you, rather than rolling.



WILDERNESS ENCOUNTERS

#	DESCRIPTION	ENCOUNTER
01	Glacier Raiders: A team of outlaws exiled from the Sparri clans. They pilot salvaged and stolen mechs, but this doesn't make them any less dangerous.	SITREP: STANDARD : 2x T1 WITCHES, 1x T1 BERSERKER (Elite)
02	GLACIER RAIDER GAUNTLET: Outlaws have used the cover of the storm to set up artillery in a narrow mountain pass, looking to salvage mechs to improve their loadout.	SITREP: GAUNTLET : 1x T1 SNIPER, 1x T1 AEGIS, 3x T1 BERSERKER.
03	CARAVAN GUARD: A Lancer caravan guard got separated from his group in the blizzard. Lost and hallucinating due to snow-madness, he treats anyone who approaches as a hostile.	ATTEMPT TO DE-ESCALATE : 1x T1 AEGIS (Elite)
04	GLACIER BEAST LAIR: A warm air current leads to an entrance to a subglacial animal den heated by geothermal currents. Inside is a sleeping Glacier Beast and child. In the corner is visible an unconscious humanoid form, missing an arm, but still alive.	SITREP: ESCORT : 1x T1 GLACIER BEAST, 1x T1 GLACIER BEAST (Grunt)
05	WHITE VULTURES: Sparr's mountain vultures are the size of a grown man. They circle a caravan which looks to have been caught out by the blizzard. One person in the caravan is still alive, barely.	SITREP: ESCORT : 2x T1 MONSTROSITIES (+Flight, +Acid Spray), 2 x T1 MONSTROSITIES (+Flight) (Grunts). Reserves: 6x T1 MONSTROSITIES (+Flight) (Grunts).
06	COLD-SNAP: The temperature drops suddenly. You have to keep moving or your mechs will freeze. For the next 12 hours, it is impossible to Rest without finding shelter with a relevant Skill Check. All Mech combats are subject to the following condition:	EXTREME COLD: Mechs that don't move or Boost on their turn become Immobilized at the end of their turn. This lasts until they break free with a successful Hull check as a quick action. In addition, all mechs gain Resistance to Heat.

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THE SNOW-BOUND BATTLEFIELD

Characters reach the Snow-Bound Battlefield when they 'complete' the hex-crawl by finding the missing rescue team.

As you follow the traces of the missing rescue team up the mountain, finally something catches your eye. A thin trail of red smoke – an emergency flare from the next peak. When you arrive, it is clear you are too late. Mechs lie scattered across the plateau, most half-buried in the snow. Some must be from the missing team, but others... others you don't recognize.

Some are those of Glacier Raiders, salvaged time and time again. Others are older. Much older.

Heading over to the mechs marked with the WRS logo, you see a terrible sight. The pilots are still inside, but not alive. Most of them have had their brains bashed out within their own cockpits. Something awful must have gone wrong with the mechs themselves. That's when your radio crackles to life.

"...they're all gone. I'm the only one left alive. Please... please help."

And that's when mechs, new and ancient, start to **MOVE**.

OBJECTIVE: FIND THE LAST SURVIVOR

The mechs in this field seem to have come to life and killed their pilots. There's only one survivor, and you need to find her and get her out of here before it's too late.

SITREP: RECON & ESCORT

Divide a 40x40 battlefield into four quarters. The GM secretly decides which quarter the survivor is in, but it should not be where the characters deploy. It takes a full action to search a quarter of the map for the survivor.

After finding the survivor, Corporal Annette Aboud, the goal of the encounter changes to escorting her out alive. Her mech is non-functional, so a character will need to escort her. If a character does not have the **Expanded Compartment** upgrade, they must drag Annette's mech instead. This **Slows** them and means they can't take reactions. The battlefield has a certain **Range**. If the characters move 10 or more squares away from a sector of the battlefield, pursuing mechs deanimate.

ENEMIES

Each quarter of the battlefield contains 2 x **ASSAULTS** (Grunts), 2x **HIVE** (Grunts) and 1x **PROPHET OF YNNEVAL-RETURNED** (page 66). Each sector also has one **BASTION** and one **SENTINEL** in Reserves. Only one sector can summon a unit from Reserves each turn, however, with the exception of the **Creation of the Huskarl** action.

The enemies 'awaken' when any character enters the quarter of the battlefield they are in and fight with no concern for their own preservation: closing the distance to the characters is more important than cover. Use the Grunts to keep the characters occupied while the Prophets apply Heat, debilitate the characters' mechs, and swell their forces with **Creation of the Huskarl**.

Adjusting for group size: This encounter is built with four players in mind. For a group of three, consider dropping one of each class of Grunt from each sector, as they could be swiftly overwhelmed via **Creation of the Huskarl** and reinforcements. For a group of five, consider adding a 8 round limit to the encounter to force them to act with haste.

ROLEPLAYING THE ENEMIES

The Prophets should have the air of mad priests, robotically reciting extracts from Ynnevalian Scripture in battle. Examples can be found in their entry in the **NPC Catalogue**.

When mechs awaken, they do so in an unpredictable way. The battlefield is covered with derelict mechs, and more are buried beneath the snow. It is next-to impossible to detect which derelict mechs will awaken in each new quarter of the battlefield, which makes it hard to destroy them before they begin to move.

MACHINE SPIRITS

A superstitious Sparri character might come to the conclusion that the mechs are possessed by some sort of machine spirit, whilst other characters might suspect an NHP's involvement.

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PICKING UP THE PIECES

WHAT ANNETTE KNOWS

Annette Aboud, the rescued WRS mecha pilot, remembers the following information. Although injured, Annette is an expert survivalist with years of experience, and can help lead the group to safety.

The distress signal was obviously a trap; none of the other mechs contained anyone still in need of aid. Everyone there was long dead.

Something took over their mechs as the team searched the field for survivors. It was completely imperceptible until it was far too late. One moment they were in control, the next, they weren't.

Annette survived by manually cutting off all power to her mech. She knew she only had one shot to warn the PCs with a handheld radio.

The creature that took over the mechs referred to itself as a god. It told the pilots to kneel before it right before it started to kill. It spoke both Sparrtungu and Union standard.

There was a limit to the range of the creature's power. The distress signal the team were responding to was weak and the creature could only attack mechs within a certain range of the battlefield. The creature must be limited by distance, and thus could be physically present in the area.

The party could search around but Annette needs urgent medical attention, and the bodies of the rest of the team need to be brought back to Sparr. Perhaps they can come back to search the area later.



CONCLUDING MISSION 1

After getting away from the battlefield, the trip back down the mountain should be relatively simple. Treat the Snowtopped Battlefield encounter as a chapter finale – there's no point dropping filler encounters on your players afterwards. If you feel that you have missed out on interesting wilderness encounters, it is better to drop one or two on the players during Chapter 2.

On their return, Ylva should reward the characters by updating their license permissions (effectively raising the characters up to LL1) and asking them to stick around in Ynn. The UAD is now extremely short of pilots, and, pending permission from higher up, the strange phenomenon the characters encountered in the mountains deserves further investigation...

Begin the next chapter, The Frozen Bastion, with *Downtime in Ynn* (page 22).

It is possible the party will wish to continue to investigate the area rather than heading back to Ynn. If they do so, they are unlikely to have much success as their resources will be very drained by this point. This should be impressed on them by Annette. If they still insist on continuing, move straight into Chapter 2 without taking downtime or getting any additional licenses. Additionally, without focused medical treatment and rest, Annette will die.

‘Ylva’s Return’

THE FROZEN BASTION

CHAPTER 2

LL1

DEVELOPING THE STORY

Before the characters take their **Downtime Actions**, they are called by the WRS and asked to discuss the Snow-topped Battlefield from Chapter 1. Ylva wants the characters to venture back after the weather clears in two or three days to discover the cause of the plateau graveyard. What they discover there will inform the rest of the adventure; these discoveries are outlined below.

Before proceeding to run the second part of the adventure, read the following information in full as it will inform how you, as a GM, reveal these secrets to the characters in the course of play. Furthermore, characters are able to unlock some of these secrets through Downtime if they so choose, which can ease their upcoming adventure.

YNNEVAL-RETURNED

The aim of this chapter is to reveal the return of Ynneval, an NHP who positioned herself as the god of the Sparri people after a failed contact-making expedition prior to SecComm’s invasion of Sparr. Ynneval massively helped the Sparri people to develop their economy and new technology, but began to genuinely believe herself to be a goddess as time passed. When SecComm invaded and took over Sparr centuries ago, they destroyed what they thought to be Ynneval’s casket. In reality, Ynneval remained. Her true casket was hidden within the blade of a Sparri warrior cryogenically frozen beneath the glacier, to awaken centuries later...

Bjarki Hrankfeldottir

(she/her)

“Have a thousand years turned the rest of our people into cowards? It seems I am Sparr’s last true daughter, and the battle for her freedom is not over until I declare it so.”

Ynn’s chosen warrior is Bjarki Hrankfeldottir, an early technoshaman who fought a guerrilla war against SecComm by salvaging and reappropriating the invaders’ own weapons before it became clear that the war was lost. To preserve Ynneval’s casket, she allowed herself to be frozen alongside a small group of other citizens. It is this group that the characters will encounter in the abandoned research center. For Bjarki, the war against Union never ended. The luring out of mech pilots into the mountains in Chapter 1 is simply a continuation of the same guerilla tactics she employed up until the days before she was frozen. In Bjarki’s view, Union, whatever the characters may think of it, is a violent oppressor, and anyone who does not actively fight Union is her enemy.

Bjarki has no awareness of how the world has changed, and the traditions and beliefs she has left are very different to the present day. She also worships a cascading NHP, Ynneval, who is constantly speaking with her, manipulating her, and trying to ensure Bjarki never sees through the guise of omniscience Ynneval puts on. In many ways, she is a victim both of the brutality of SecComm and the manipulations of an intelligent NHP.

However, do not treat Bjarki as stupid or ‘backwards’. The Sparri people prior to SecComm had their own customs, which may not fit the world of the present, but are no less worthy of respect. Bjarki herself is an intelligent, if traumatized, woman. She may be willing to change her mind if shown proof that things have genuinely changed, but she will not fall to easy manipulations or platitudes. While Union is attempting to uplift all wronged by imperialism and other causes of inequality across the universe, scars are omnipresent. As an example: It is no coincidence that Bloodaxe, the first clan to cooperate with SecComm, has become the largest and most politically powerful clan on Sparr. Finally, such discussions will be nigh impossible with a cascading Ynneval whispering in her ear...

While a direct encounter with Bjarki is not part of Chapter 2, this is where characters can sow the seeds of a future truce by discovering motivations and connecting with the other frozen characters they may encounter.

Fjallandr of Ynnic Fjallandr

DOWNTIME IN YNN

Ynn is a sprawling capital city with plenty for the characters to get up to. All of the usual downtime actions are available, alongside some extra activities which can only be done in the city.

1. THE HALLS OF YNNEVAL-RETURNED

A large meeting-hall and cathedral where Sparri technoshamans train. Once dedicated to the worship of Ynneval, since the fall of Sparr to SecComm the halls have been converted primarily into a place of learning, and perhaps more importantly, experimental technology...

Acquire Experimental Tech: Roll to *Scrounge and Barter*.

Research Sparri History: *Get Focussed* to gain a +2 trigger in Sparri Lore.

2. CLAN MEETING HOUSE

Sparr's council of clans provides a secondary leadership structure in Sparr. Each family elects a representative. Meetings between them are long, political, and often pointless.

Acquire Funding or Allies: Roll to *Get Connected*.

3. HALL OF RECORDS

The Hall of Records contains clan and building records going back to the days of the Familkrieg saga. Perhaps there might be a record of abandoned stations in the mountains where something strange could be hiding out?

Discover the Abandoned Research Station: Roll to *Gather Information*.

4. FOOD & DRINK QUARTER

Sharing food is an important part of Sparri culture. Not as important as drinking, though. The food and drink quarter is a district of independently run, community funded bars and restaurants, where you can drink and eat for free – within reason.

Get A Damn Drink.

5. WILDERNESS RESCUE STATION

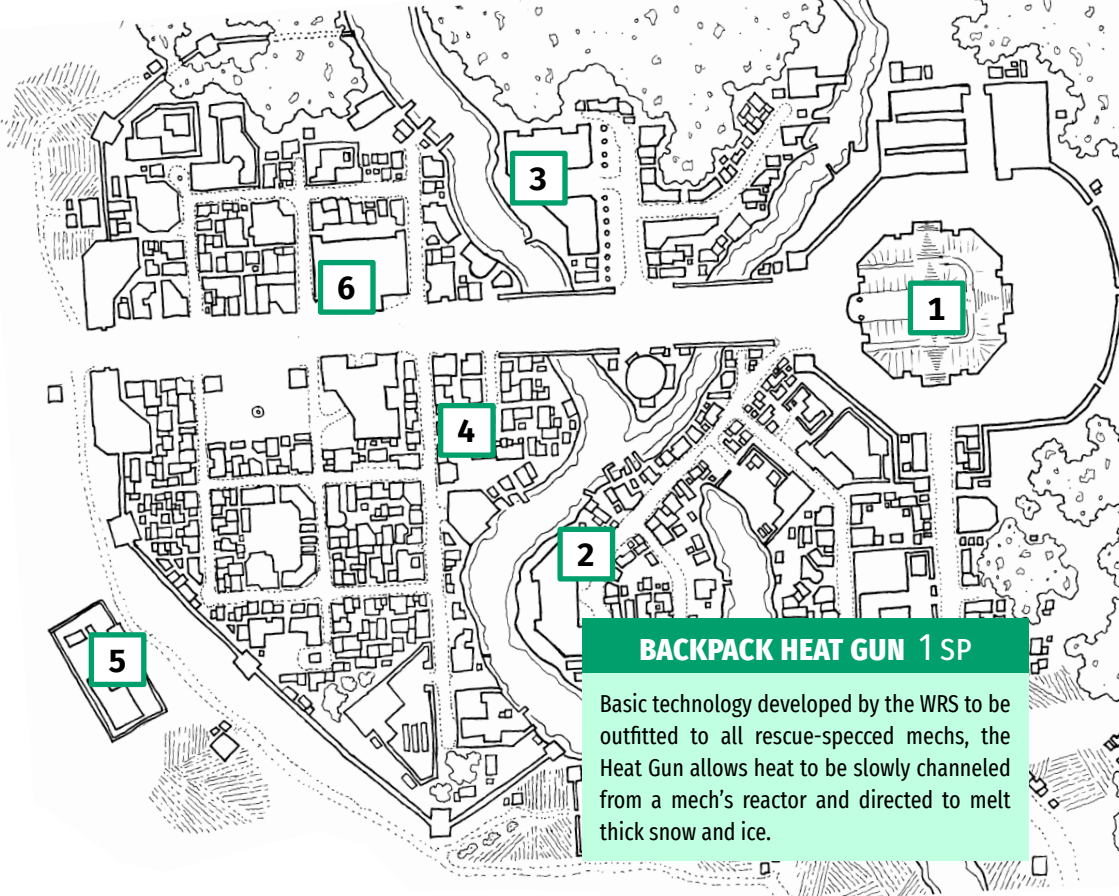
With the loss of an entire rescue team out on the ice, the WRS is short-staffed and desperately needs help. Spending your downtime doing jobs for them could glean some valuable connections in the long run.

Gain Reserves: WRS BACKUP, VETERAN Lancer Pilots Annette, Sigurd.

6. YNN WEATHER STATION

By close study of the weather patterns around the Fjallandr Valley, you can learn to predict and plan for extreme weather events as they arrive.

Weather Expertise: use your skills to negate the impact of one extreme weather event of your choice on you and your allies.



BACKPACK HEAT GUN 1 SP

Basic technology developed by the WRS to be outfitted to all rescue-specified mechs, the Heat Gun allows heat to be slowly channeled from a mech's reactor and directed to melt thick snow and ice.

MISSION BRIEFING

After a week, the heavy weather has cleared enough for a return to the mountains, although the wind is still incredibly strong. Ylva asks the characters to return to investigate the source of the strange distress signal and put a stop to it before any more innocent people go missing. Once again, she promises a license upgrade and access to new gear developed by the WRS.

The characters are also provided with access to the following exotic gear, should they decide to equip it:

SUPERIOR SCANNING DRONES 2 SP

These prototype scanner drones are being developed by the WRS as a way to provide increased information to rescue teams searching for targets buried by avalanches. They are outfitted with Radar and LiDAR technology to add to a mech's preexisting data-capture capabilities.

When you **Scan**, you do not need Line of Sight as long as your target is within Sensors. Gain +1 accuracy on tech attacks against Scanned targets.

Prototype: only one copy of this system exists and it cannot be equipped by more than one character.

FINDING THE BASE

WILDERNESS DANGERS

Even with upgraded equipment, the travel across the icy wastes and into the mountains in the depths of winter is treacherous. As the players return to the battlefield, roll once on the **WILDERNESS ENCOUNTERS** table (page 15) to determine the dangers the players encounter on their way. Roll again if you would be repeating an encounter from the first mission.

BAD WEATHER

Conditions are bad after the storm. All encounters and travel speeds are subject to the **Gale** weather condition for the duration of this adventure. The wind blows from **East to West**, which will affect some of the encounters in this chapter.

SEARCH CONDITIONS

If the players learned about the ancient fallback station in the area during downtime, the search will be significantly easier. The co-ordinates were recorded in Ynn's hall of records and they can head straight there. If not, the characters will need to spend time looking around the area of the battlefield. The roll to find the location is **Difficult** unless the players can come up with two ways to improve the likelihood of finding the area, such as the examples listed below or other creative solutions.

The characters will eventually find the location, but if they do not succeed the initial roll they spend so much time searching that they each lose **1 Repair**.

- Flying up to get a bird's eye view.
- Using sensors to scan the area.
- A successful skill check to trace the exact location of the distress signal.
- A successful skill check to look for traps or disturbed snow.

A SECRET DISCOVERED

Only a few hundred metres from the battlefield, up against a rocky cliff edge, a flash of metal is barely visible, camouflaged and covered in thick layers of ice from centuries of disuse. Brushing away the snow, it appears to be an east-facing steel hangar door, cleverly disguised but much larger than it initially appeared.

Ice can be melted using the **Backpack Heat Gun**, or another technique improvised with a successful **Skill Check**. A failed Skill Check will get the hangar door open, but the extended time in the frigid weather means characters start the next encounter at half heat capacity (in the Danger Zone).

After melting the ice, the hangar door can be opened easily by a mech – despite its age, it is unjammed and ready to be used. Inside the hangar is a bustling garage full of ancient mechs: old-model Everests, Orohena and Sagarmathas, some clearly with the serial numbers filed off, others salvaged and rebuilt from a combination of different models but clearly jury-rigged to be just as effective and deadly. Information plates in an unfamiliar alphabet stand before each mech, while terminals scattered throughout the hangar still flash and beep.

As the heavy wind from the gale outside blows into the hangar it starts to shake and rattle the gear. At the end of the hangar, a door leads further into whatever structure this is, with another terminal beeping beside it. The screen of the terminal shows a graphic outline of four keys, which flash onto the screen.

THE BASE GUARDIAN

The Guardian is a Goliath Ultra with the ability to **Self Destruct** once it reaches 2 Structure or undergoes a reactor meltdown. For more information on the creature itself, see [page 70](#) in the NPC catalog.

It awakens once the characters attempt to open the door at the end of the hangar, whether by accessing one of the terminals, or by any other means. While the characters are distracted trying to get the door open, the Guardian will be able to attack them and apply as much damage and destruction as possible. However, it is too large to get through the doors at the other side of the hangar, so if the characters get through those doors, the encounter ends.

SETTING UP THE ENCOUNTER

Sitrep

The sitrep for this encounter is a modified version of a **Gauntlet**. However, instead of simply covering space in order to get away, the characters need to open the end door by accessing at least four out of the six terminals which are dotted around the hangar. The GM should explain what is needed to open the doors clearly to the players at the start of the encounter, to avoid confusion.

Weather

When the players initiate this encounter, the wind from the **Gale** outside should be blowing into the hangar. This makes it easier to get in close to the hangar and to the Base Guardian, but harder to retreat from it.



The Terminals

While characters might believe the fact that the technology is old and out of date should be an advantage, in reality the unfamiliarity of the alphabets and codes used combined with clever jury-rigging have made all the traps in the hangar unexpected and deadly.

Six terminals are scattered around the hangar, and at least four of them are needed to access the manual override on the doors. It takes a full action and a successful appropriate skill check (such as a systems check, or a hack/fix) to access a terminal to open the door. **This should be made clear to the players at the start of the encounter; do not hide the conditions for unlocking the door from them.**

Each of the terminals is tied to a different trap; the effects of which are listed below and correspond to the color of the terminal on the map. **Twice per round against 2-3 players, or thrice per round against 4-5 players**, one of the terminals within the hangar triggers and a new trap is activated. When the trap is activated, the lights on the corresponding terminal flash, so the characters should be aware of which terminal corresponds to which trap.

DEPLOYABLE TURRET

Deployable Turret (Size 1/2, HP 5, Evasion 10, E-Defense 10, Tags: Drone)

One of these self-constructing turrets can be deployed to any free space adjacent to an allied character. On that character's turn, turrets attack the nearest hostile character within Range 10. They attack at +1 and deal 4 Kinetic damage.

ORBITAL STRIKE

Choose a space on the ground, within the bunker; all characters know that it has been chosen. The location is the target of an internal bombardment that hits at the end of the next round, creating a Burst 2 explosion. Characters in the affected area must make Agility saves. On a fail, they take 12 Energy damage and are knocked Prone. On a pass, they take half damage and remain standing.

MARKER RIFLE

Main Rifle, + 2 Attack Bonus, +2 Accuracy

ON HIT: Target receives Lock On. For as long as they have Lock On, they are also Shredded, and can't Hide or become Invisible.

GRAVITON LANCE

Main Cannon, + 1 Attack Bonus, +1 Accuracy
[10][2]

ON HIT: Target is Slowed until the end of their next turn.

DISPERSAL SHIELD

The system releases a cloud of miniature drones that cluster around a nearby mech, providing protection. The allied character gains Resistance to damage and heat from the next 1d3 attacks that hit. This effect is not cumulative.

MICRO-MISSILE BARRAGE

Fire a Line 15 volley of micro-missiles from the internal wall of the bunker. All characters within the affected area must succeed on a Hull save or take 6 kinetic damage. On a successful save, they take half damage.

Self Destruct

When the Base Guardian reaches 2 Structure or undergoes a reactor meltdown, its reactor explodes in a destructive pulse of energy. On its next turn, all mechs within **Burst 2** must succeed on a Hull save or take 2 Structure damage. If they pass the Hull save structure damage is reduced to 1 Structure damage. Anyone within **Burst 4** must pass a hull save or take 1 Structure damage.

As the Guardian takes 2-3 turns per round, this gives the characters only a brief window to react before they are caught in the explosion. However, the **Scan** action can reveal this ability early, so that the players have time to plan to ensure that nobody is too close to the blast. Experienced players should be using the **Scan** option on Ultras they encounter, but with a newer group, the GM might wish to remind the players that this is an option before going into the fight.

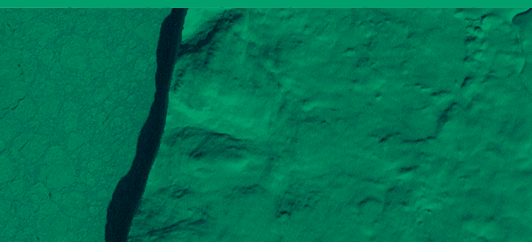
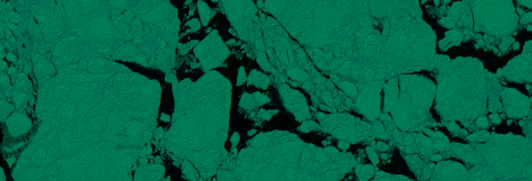
If the characters escape the Guardian and progress into the next room, they can manually trigger the self-destruct, disposing of the Base Guardian. If the self-destruct is triggered within **Burst 2** of the door, the door is destroyed.

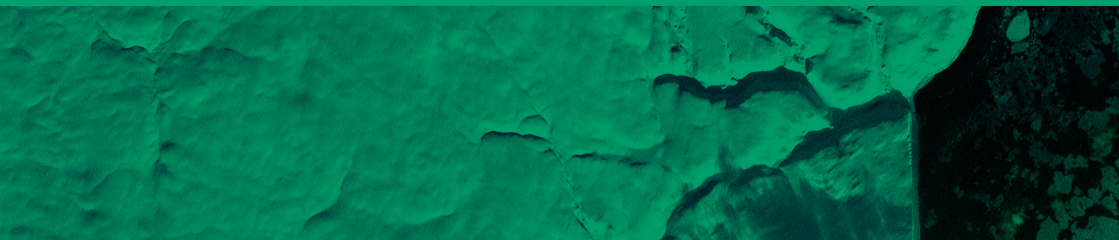
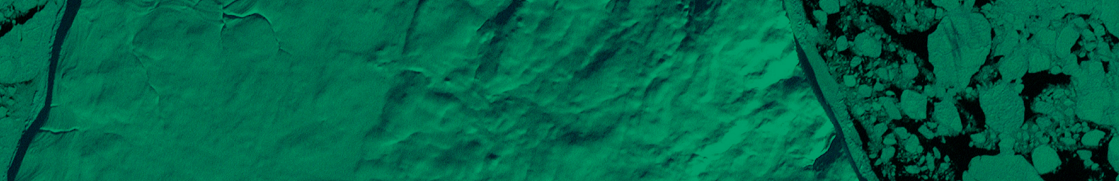
THROUGH THE HANGAR

Once opened, the doors at the far end of the hangar are large enough for mechs to pass through. The Base Guardian, however, does not pass through the doors under any circumstances. Its movement is tied to the hangar. Within the room off the hangar is a smaller chamber containing a terminal which, when accessed, allows the characters to manually activate the self-destruct feature on the Base Guardian, destroying it. Successful investigations indicate that all of the tech in the hangar is several centuries old and most likely dates to the time of the invasion of Sparr by SecComm. It also contains a small lift leading down to the rest of the facility. No mech is large enough to fit through, so the group will need to proceed on foot*.

If the players decide not to progress on foot, they run the risk of losing any information from the base and losing precious time going back for backup. If they take this option, move straight into Chapter 3 but make adjustments for the fact players will not be aware of Ynneval's return until she attacks the Volsung in Chapter 3. The Clans will be the first to hear about Ynneval when she demands their surrender, and will be irritated at the characters for failing to find out this information sooner.

*A size ½ mech can fit into the base, so if any PC is using the Size ½ LOKI frame or another homebrew frame available at L11, they will be able to benefit from having a smaller mech by being able to bring it into the base. However, without the Manipulators System, they will be unable to physically interact with consoles or other delicate fixtures within the base.





בְּיָמֵינוּ הַכְּתוּבִים הַזֵּה

THE FROZEN BASTION

The abandoned base the characters enter after defeating the Base Guardian is a fallback station dated to the invasion of Sparr by SecComm. Bjarki Hrankfelsdottir has been using the place as a hideout and base of operations, but escapes before the chaos of the final encounter.

NARRATIVE CHALLENGES IN THE ABANDONED BASE

Without mechs, this portion of the adventure should not involve any combat; instead, focus on narrative challenges such as puzzles, hacking, and investigation. As a rule of thumb, characters should only have to pass the same skill challenge once; for example a hack, blow something up, or create check to bypass a locked door should not need to be replicated at other doors, unless the PCs are running out of resources.

PCs can receive injuries beyond simple HP damage in the base, such as conditions and broken limbs. Below are suggested effects:

Disoriented

From poisoning, exhaustion or concussion: All checks are made with **1 Difficulty** until the character rests for at least two hours.

Broken Arm

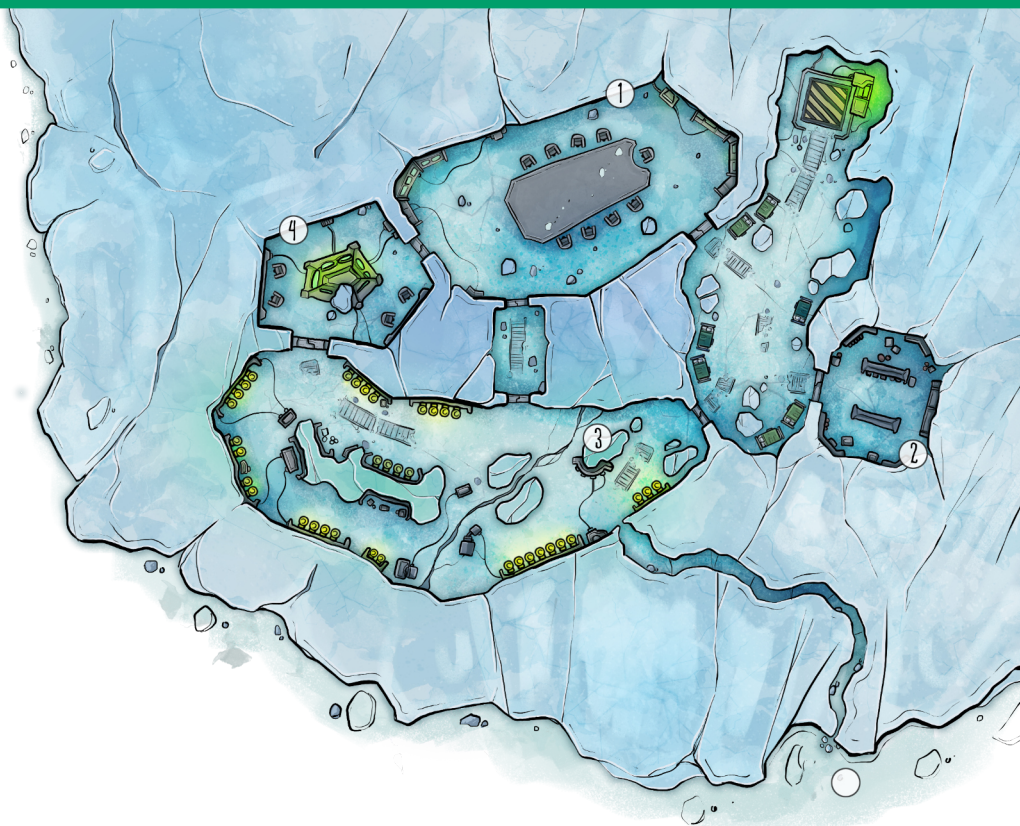
All checks requiring manual strength and dexterity are made with **2 Difficulty**, including checks to pilot a mech or aim and fire any weapons.

Broken Leg

A character with a broken leg moves at half speed, and must choose between moving or acting each turn. They are incapable of running and checks to move quickly or with agility are made with **2 Difficulty**.

FROST-FUR COAT

This reinforced winter coat is made out of the fur of a Glacier Beast, and can be worn over most other clothing and armor. When wearing this coat in snowy conditions, characters have +1 Accuracy when they **Act Unseen or Unheard**, and can become **Invisible** whilst stationary.



ROOM 1: CONSOLE ROOM

A control room with a large meeting table and several display screens. All but one screen is smashed and no longer usable. The final screen displays a simple symbol: a crown with a lightning bolt slashing through it.

ROOM 2: STORAGE

Explosives and weapons, along with heavy duty survival gear are stored in this small strage closet. Most items are similar to what you might find today, but the cold-weather gear is clearly handmade to a very high quality. One **Frost-fur Coat** stands out as particularly well preserved.

ROOM 3: INFORMATION PROCESSING

This room contains several still-functioning terminals which can be hacked to discover the purpose of the abandoned base. For more information on this, see [Base Computers on page 34.](#)

ROOM 4: CRYO ROOM

Tanks hold frozen people; men, women and children. Despite how run-down they look, timers dimly glow above each tank, the numbers counting down. One has reached zero. The door is open. For more information, see [Frozen Folk on page 36.](#)

THREATS IN THE ABANDONED BASE

Ynneval has left fragments of her consciousness in the base system to try to slow down and distract intruders. She will not reveal herself at first, but will eventually resort to detonating explosives, turning off lights, and hacking technological devices if she believes the intruders are a threat to her godhood. The fragments have limited power as the systems within the abandoned lab are damaged, so she can only act once per room.

Every time the characters enter a new room, roll on the Ynneval Interventions table. Challenges should not be repeated, so roll again if you get the same result. Ynneval's intervention does not need to happen immediately when the characters enter a new room, she will time it to cause the most amount of shock and damage.

Using Clocks

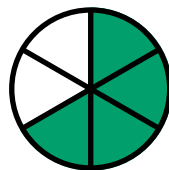
Clocks are a way of marking progress during narrative play, when a single success or failure will not complete the task.

Divide a segment into four, six or eight parts depending on the size of the task. (NB: You can actually use odd numbered clocks, they're just less aesthetically appealing)

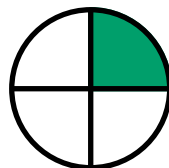
Name the clock something, for example "Hacking the lab system."

Tick off a segment when a character succeeds on a separate skill check, for example, a hack check to try to access the computer, or a charm check to distract the NHP intelligence protecting it. When the clock is filled, the challenge succeeds.

If you want to put in a time pressure, add a second clock which can be filled by external events or failed skill checks. When this clock is filled, the challenge fails.



Hacking the lab system.



Failure.

YNNEVAL INTERVENTIONS

01 **Bolt the Doors:** Every door in the room locks and the characters' tablets will alert them that the room has slowly begun to fill with deadly carbon monoxide. It takes four separate, successful skill checks to open the doors. Each attempt takes at least a minute. After 10 minutes, characters start to become disoriented and after 20, they fall unconscious.

02 **Remote Detonation:** A hidden explosive within the room detonates. Characters can spot and disarm the explosive with successful checks, but otherwise, the explosive will not detonate until one or more characters move close to it. Characters close to the explosive when it explodes take 1d6 damage and hardsuits they are wearing are destroyed .

03 **Lights Out:** The lights switch off in the room. All checks are made with disadvantage until the lights are turned back on.

04 **Sprinkler System:** Water sprinklers in the room turn on. Any exposed electronic equipment in the room is damaged, and characters using electronic equipment receive an electric shock, taking two damage, ignoring armor. The sprinkler system can be turned off with a successful check, but the electronics must be repeated, and a failed check to fix any electronics damaged in this way breaks them permanently.

05 **Slam:** A heavy door slams shut just as a character is walking through it. The character must make a successful check to leap out of the way, or break one randomly determined limb.

06 **Factory Reset:** Any progress on hacking computers or other devices is removed. All terminals in the area are shut down and unless the player has a Subjectivity Enhancement Suite any hacking roll within the room is Risky, with complications adding Difficulty to all future attempts to interface with technology in the lab.

BASE COMPUTERS

The computer system can be accessed from either the Console Room or Information processing.

The computers in the base are difficult to access and should require more than one successful skill check. Set two clocks: one with 6 segments for success, one with 4 segments for failure. A successful skill check will add to the success clock, while a failed skill check will add to the failure clock. When either clock is complete, the characters can either access the computers, or become permanently locked out. If the latter occurs, the computers will need to be taken back to Ynn to be decrypted.

Characters can use skill checks to address any of the challenges preventing them from accessing the base computers, rather than just making successive hack or fix checks. Some examples of challenges the characters could address are:

1. The system needs to be accessed from two computers in two different rooms simultaneously. (Two PCS need to make successful checks)
2. The computers are physically damaged or degraded and require a mundane repair before they can be hacked.
3. The computers are encrypted in code or in an archaic version of Sparrtungu, and checks are needed to decrypt or translate the computers while they are being accessed.
4. A basic AI has inhabited the computer and needs to be distracted while the hack is in progress.

INFORMATION ON THE BASE SYSTEM

Hacking the computers decrypts the following information. If the characters do not speak Sparrtungu, they can use the Omninet to translate, but the GM can block out or censor the text to reflect difficulties in translation:

COMMAND LOG 06/13/YY126

>06 /13/ YY126

A report of the fall of Dugout_09 has been received. Overland_Bastion_06 is the last undiscovered fallback station in Sparr's equatorial zone. Operation COLD SNAP will be put into action with immediate effect. :HRYM: has been recalled to the Bastion. She will be transporting the [CENSORED].

By the blood of our ancestors which soaks the snows of Sparr, we will not lose to a godless invader. Our descendants will not struggle alone.

Praise the Queen of Wires. Long live free Sparr!

An informational brochure.

What is Operation Coldsnap?

You are part of a select group of citizens chosen by Ynneval_She_Who_Lives_Forever to guard and protect her Casket in the event of disaster. With your consent, you will be cryogenically frozen and placed under the command of Captain Bjarki Hrankfellsdottir [Callsign HRYM]. Should the moment come when our last cities fall to the invading foe, we will not allow our culture, nor our goddess, to fall with us.

Victory Knows No Time Limit! May your blades be sharp and your hopes be light!

A small list of key personnel, skills and biographies.

Bjarki Hrankfelsdottir (she/her)

Callsign: Hrym

Skills: Scout, Demolitions, Infiltration

An experienced guerilla fighter, decorated war hero and expert in improvised weapons and gear, Captain Bjarki will be commanding the citizen participants in Coldsnap, and will be unthawed first in order to scout and secure the area. She holds ultimate responsibility for the protection of Ynneval's true casket.

Ife Saadasson (he/him)

Callsign: N/A

Skills: Leadership, Farming, Civil Law

A former farmer turned judge and elder, Ife will lead the civilian fraction of Operation Coldsnap in Captain Bjarki's absence and be authorized to make decisions on behalf of the group.

Tóme Soft-Step (he/him)

Callsign: Apukohai

Skills: Repair, History and Lore, Survival

The only other military personnel attached to Coldsnap, Tóme has been selected for his perfect recall of important hymns and legends of our culture as much as for his skills as an engineer & technoshaman.



FROZEN FOLK

The final room in the abandoned lab contains other Sparri clanspeople, all cryogenically frozen. They can be unthawed if the PCs have successfully hacked the lab's systems. A wide range of jobs and clans are represented, but all the clanspeople will be hostile to any non-Sparri PCs until the situation is satisfactorily explained to them. One of them, Ife Saadasson (*suspicious, insightful, down-to-earth*), a former farmer, judge and elder in Ynn, is the de facto leader in Bjarki's absence. If they can be persuaded to talk, they can explain the following information:

- As far as the clansfolk are aware, they are in the middle of a war against invaders from another world. Although they use a different dating system, they believe it is the equivalent of 4002u – they have been frozen for over a thousand years.
- They were selected to take part in a program called Operation Coldsnap, a last ditch attempt to preserve Sparri society should the invasion be successful.
- The commander of the operation, a decorated war hero known as Captain Bjarki, or HRYM, was tasked with guarding a powerful artifact of their Goddess, a fragment of a ship called the *Saga of Ages*.
- The Captain is not with the group at the moment – she was due to be unthawed first in order to establish whether or not the area was safe.

ESCAPE TUNNEL

A hidden escape tunnel which leads out of the abandoned fallback station and to the surface of the glacier.

LONG TERM GOALS

It is highly possible that the characters will commit to the safe relocation of these individuals. This is a huge task, and should be outlined as such to the characters. **Reserves** and **Downtime** can be spent to accomplish this. However, in doing so, characters will have to contend, not just with the difficulty these people will have integrating into a very different society from the one they left, but also an unhelpful Union bureaucracy. Many administrators will see the frozen survivors as inconvenient reminders of a history most would rather forget, and many wish to have them split up or relocated offworld.



LEAVING THE ABANDONED BASE

LEAVING THE ABANDONED BASE

Unless the characters left a guard with their mechs, on their return, they will find their equipment and mechs sabotaged, in such a way as to render them **Immobilized** until they spend an hour and **one Repair** fixing the problem. A Hack or Fix, or similar, skill check, removes the Repair cost.

A HUNTER'S TRAP

Hidden deep within one of the sabotaged mechs is a device called a carrion caller, which attracts several large beasts to the location. By the time the last mech is repaired, the beasts have closed on the group and move to attack.

CARRION CALLER | SPECIAL GEAR, FULL ACTION

These tiny pieces of equipment were designed by guerilla fighters during the invasion of Sparr, and make noise at a frequency inaudible to humans but audible to many of Sparr's large beasts of prey. Scouts would be deployed to break into enemy camps and hide the devices, which would attract beasts to the area, forming a useful distraction for an attack elsewhere, dragging off unsuspecting soldiers as dinner, or damaging supplies. After the invasion, they were repurposed as risky hunting aids.

Carrion Callers are now banned by the Union, partially due to the incredibly dangerous nature of the beasts they can attract, but also partially as a result of campaigns by Sparri pressure groups who felt that such a device demeaned the idea of an honorable hunt between two predators.

You can use a full action to deploy a Carrion Caller. When you do so, a random beast of prey arrives at the location in **1d6x10** minutes, so long as you are in a suitable geographic area. If in Sparr, roll a d4 to decide what arrives:

1. Two of Sparr's White Vultures (page 62)
2. A Glacier Beast (page 63)
3. A pack of 1d6 Carrion Moths (page 62)
4. A Carnivorous Snow-Mammoth (page 62)

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A FINAL ENCOUNTER

FINDING THE CARRION CALLER

As you finish repairing your mech, a strange, black spherical device catches your eye, hidden deep within its mechanisms. That definitely was not there when you left Ynn. Pulling it out, you feel that it is vibrating slightly in your hand.

That's when you hear a low growl coming from a snowdrift some ways away. In the distance, a loud buzzing noise assails your senses, getting louder each minute. You're surrounded by creatures – predators – and they are closing in.

Your radio begins to crackle.

"Do you copy? We have reports of a large swarm of dangerous beasts heading your way. We're sending in air support, but you'll need to hold out until they get there. Over."

Objective: After discovering the Carrion Caller and deactivating it, beasts will continue to be drawn to its call. Air support is being called in to tranquilize the creatures, but they will not arrive for 6 more rounds, so the characters will need to survive until then. The hangar can be used as a defensible location - if they can maintain it they might just make it out alive - or even drive off the beasts altogether.

SITREP: Holdout, 6 Rounds. 1x **Carnivorous Mammoth**, 2x **Carrion Moth**.

Reserves: 2x **White Vultures**, 2x **Carrion Moth**

The **CZ** (control zone) should be a 10x5 area around the entrance to the hangar. Mark out some space inside the hangar and a small amount of space outside as part of the **CZ**. The characters start with 4 points, and at the end of the 6th round, lose a point for every hostile creature in the **CZ**. If at the end of the 6th round, too many aggressive creatures are blocking the entry to the hangar and the players have a negative score, the characters will not be able to escape and will lose the option for evacuation. They will have to defeat all creatures left on the board if they want to avoid being overrun.

Additional features:

If the characters use the hangar as their holdout location, they can reuse the traps from the first encounter to their advantage. It takes one full action to reset all the traps as long as the terminals are unbroken, and the characters can choose which trap goes off at the start of each round.

CONCLUDING THE BATTLE

If the injured group survived the abandoned base and the ensuing battle, they can be evacuated by a WRS flight team. If the characters gained Reserves from the WRS, this is a good time to introduce non-player characters willing to act as a support team.

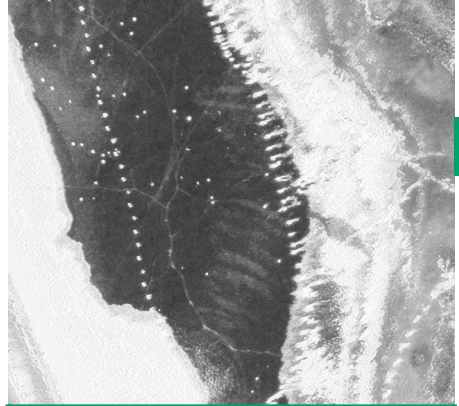
TRACKING BJARKI

If the characters stick around to try to detect where Bjarki has gone, there are no human tracks visible. A successful check reveals several extra pairs of animal tracks, indicating that Bjarki may have devised a way to disguise her tracks. However, there is no way to tell which are genuinely megafauna tracks, and which are Bjarki's, so the characters risk running into animal dens if they attempt to pursue.

THE FALLOUT

After evacuation from the area, have the characters debrief. Unlike with the previous debrief, both Ylva and **Tamar Keawe**, a representative of Ynn's clan council, should be present at this debrief. The characters can choose what to share and what to keep secret. Both high level bureaucrats are keen to keep things as quiet as possible. They are particularly concerned about the return of Ynneval – neither see her as a god, but as a cascading NHP with potentially destructive access to technical systems and defenses which predate the Invasion.

Ylva and Tamar need to bring this new information before Sparr's clan council and their higher-ups in the Union administration before any decision can be taken about what to do. This means the characters are asked to hold tight for a few weeks and keep as tight a lid on the information as possible.



Tamar Keawe (she/they)

Crovan Clan representative

"I've seen the stars, and I've decided home is here. But trade - trade is what makes our home home, and every day I thank the stars for the ships that arrive and the ships that leave."

Tamar Keawe is a former trader and starship captain who now represents Clan Crovan on Ynn's council. An anti-isolationist, they value the Union for the connections it brings to Sparr. She prioritizes a strong and stable economy over either experimentation or tradition, and has little time for anything which could threaten that.

Keawe represents her technical skill with complex hairstyles, braiding her hair with miniature LEDs programmed to change pattern and color.



THE QUEEN BELOW THE ICE

THE QUEEN BELOW THE ICE

LL2

CHAPTER 3



VÄNNIKET'S PLAN

YNNEVAL'S PLAN

In the final chapter, Ynneval's plan to regain control of Sparr and kick out Union is brought near completion. Ynneval sends her Heralds, legendary machines buried away since the invasion, to attack the different clans of Sparr and draw fighting forces away from Ynn. Meanwhile, she prepares a final blow while hiding in plain sight in a glacial cavern just outside the city.

Ynneval is rebuilding a ship, the *Saga of Ages*, using elements from the original ship she crash-landed in on Sparr thousands of years ago, which she intends to launch into Sparr's atmosphere and then crash into the capital city. With Ynneval's understanding of *paracausality* (see the Lancer corebook page 379), she believes that replicating the same historical scenario in such an extreme way will return Sparr to its pre-Union status, and turn back time to create a planet she can rule over once more. Even if Ynneval is wrong about the paracausal effects of her plan, the impact of the *Saga of Ages* crashing into Ynn would be extremely destructive and cause huge loss of life.

Eden Intaglio

(he/him)

The Broker

“Doing good business in a universe which claims to have solved hunger and scarcity is difficult. No glory is possible without strife, after all. And to create strife, you need talented people with a knack for chaos and an appreciation of a good payday.” - Prince Abraxia of the House of Smoke

Eden Intaglio is an information broker with a lot of initiative and not many morals. Currently in the pay of the House of Smoke in the Karrakin Trade Baronies, his task in Sparr is to drive a wedge between Union and Clan interests in Sparr, in the hopes of opening up more direct investment opportunities for the Trade Baronies.

Having heard rumors of the return of Ynneval, Eden's hope is to use the potential unrest Ynneval's presence may cause in Sparr to help Karrakis profit from whatever conflict ensues. If he gets enough information from the characters, he will use it to send support secretly to Ynneval – while of course, the Baronies openly pledge support and arms to Union.

RIISING SUN NANITES | EXOTIC GEAR

This cocktail of nanites, secretly produced on the moon of Eyalet-a in the Trade Baronies have taken their name from their scarab-esque form on a microscopic level. The nanites are injected into the body when required and expire after about an hour, temporarily enhancing the body's precision and mental sharpness. The Broker brings this experimental technology to Sparr in the hopes of trading it for information with curious Lancers.

You can inject the **Rising Sun Nanites** into your body as a quick action, gaining **+1 Accuracy** on all checks and attacks for one encounter. However after the nanites expire, you are impeded, gaining **+1 Difficulty** on checks and attacks until your next rest while your system recovers.

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THE DIE IS THROWN

For a long month of downtime, no leads are found on the location of Ynneval or Bjarki. They seemed to have disappeared into the snow as quickly as they appeared. Another heavy blizzard prevents search efforts for three days and, by the time it lifts, any tracks which might once have existed are long gone.

Despite all the best efforts of the Union Administration and the Sparri community leaders to keep things quiet, a general sense of apprehension seeps into the snowed-in population. Whispers of strange happenings and ancient history are carried into every bar and canteen. Sparr's Clan Council spends days and nights in closed debate, and nobody knows what is discussed.

Until finally, one night, a blaring alarm cuts through the night air.

Characters are called into Sparr's Clan Council building to find Clan representatives in a state of panic as alarms go off through the city. Councilwoman Keawe explains that whilst the Clans had been trying to keep things quiet to avoid panic, they had received a missive three days ago purporting to be from Ynneval. The message demanded the immediate withdrawal of Union from Sparr and offered alliances to each Clan. The Shyfing clan has accepted Ynneval's offer and withdrawn from the council, while the others debate what to do.

Unfortunately, it seems as though Ynneval and whatever allies she has managed to gather have grown tired of waiting. The Volsung had been trying to develop a method to pinpoint Ynneval's location in one of their guild halls in Ynn. Nobody is sure how, but Ynneval has caught on and sent some of her servants to attack the hall and destroy their research.

Begin the **Boots On The Ground** phase of the mission by rushing the characters to defend the guild hall against the attack. As you begin, roll for Extreme Weather on the table on page 9.

ATTACK ON THE VOLSUNG

As you arrive at the Volsung Clan's guild hall on the outskirts of Ynn, you hear the buzzing sound of highly charged electrics – and a strange, rhythmic clicking. The guildhall, a modern, gray building with a sloped steel roof, is visually mundane, but the noises made by the machinery within mark it out as a hive of technological activity. But all this is dwarfed by the clatter of the creature in the building's forecourt.

Bursting from beneath the snow before burrowing back below is a huge, serpent-like creature, its metallic plates knit together like scales and long fangs protruding from an open steel jaw. The faded remains of traditional blue and white war paint remain on parts of its body, with a patchy and barely recognisable insignia of the Volsung clan stamped on its forehead.

SITREP: Holdout, 6 Rounds. 1x **Demolisher (Jormungand)**, 2x **Mirage**, 2x **Hornets**.

In 6 rounds, the Volsung technoshamans within the building will be able to release a localized electrical signal strong enough to shut down the creature's systems. The characters need to fight off the creature in the meantime, and defend the electrical poles at the top of the building which provide the building with power. Use a large building map with plenty of empty space surrounding it, and mark out a **8x6 CZ** around the building which the characters will have to retain control of, representing electrical poles.

If, at the end of round 6, there are 3 or more hostile mechs in the CZ, the instruments used to send the signal are overcharged and kill the technoshamans.

OPPONENTS

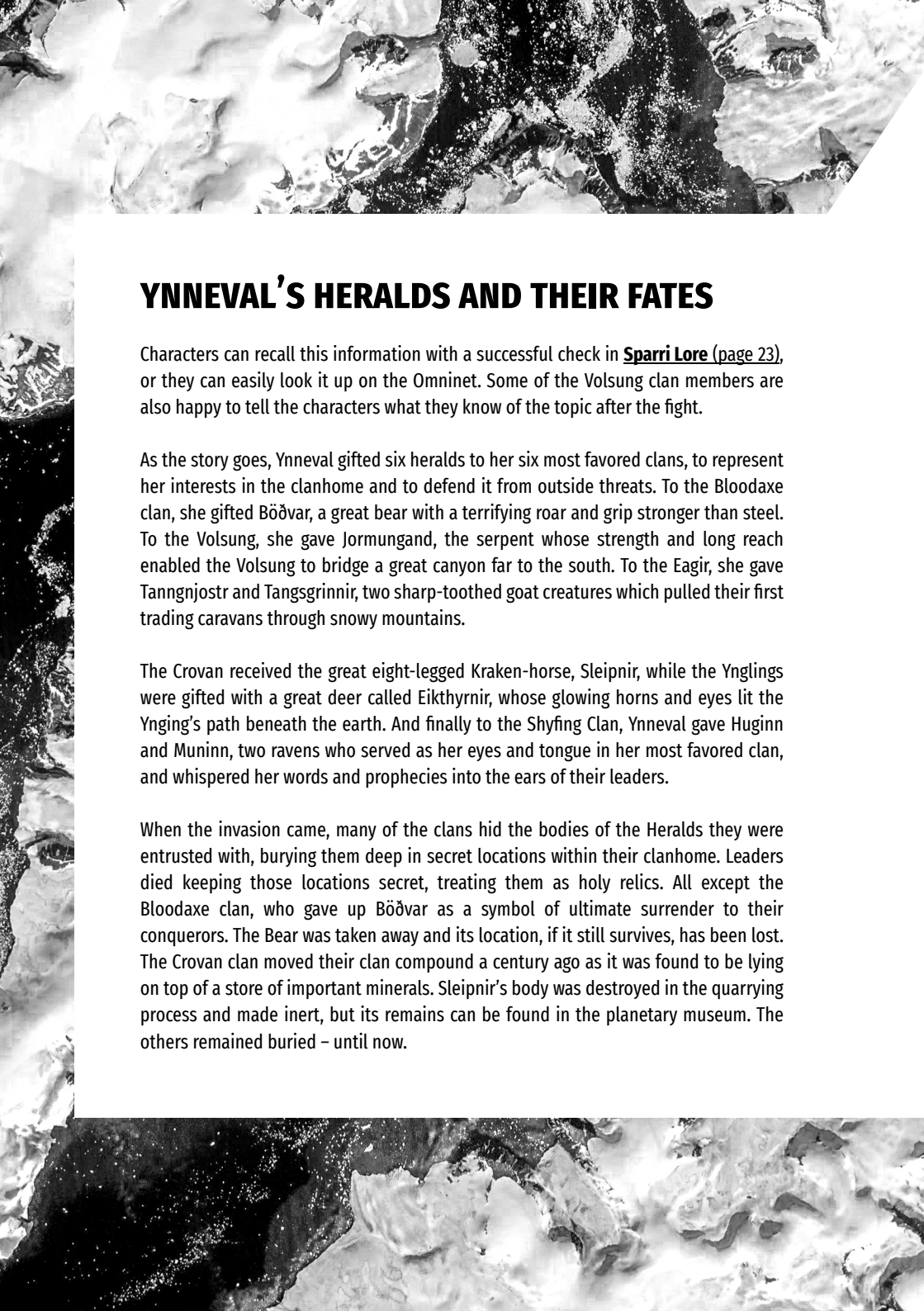
Jormungand (page 66) is assisted by two T1 **Mirage** class mechs and reserves of two T1 **Hornets**, all in the shape of butterflies which dart in and out of its serpentine body.

The Hornets and Mirages all count as **Servants of Ynneval-Returned** for the purposes of conveying bonuses (such as the resistance granted by the **Sparri Unity** ability) but do not have any special abilities from the template.

HERALDS OF YNNEVAL

The creature attacking the Volsung is **Jormungand** (page 66) a serpent-like mechanical creature. Jormungand is one of six **Heralds**, which were gifted by Ynneval to each of the clans of Sparr when she ruled the civilization. When SecComm attacked, each clan hid their Herald in secret locations within their main compounds to protect them from destruction. These are creatures of legend for the Sparri, and some believe them to be machine spirits, returned from beyond to wreak vengeance for the conquest of Sparr so many centuries ago.





YNNEVAL'S HERALDS AND THEIR FATES

Characters can recall this information with a successful check in **Sparri Lore** (page 23), or they can easily look it up on the Omninet. Some of the Volsung clan members are also happy to tell the characters what they know of the topic after the fight.

As the story goes, Ynneval gifted six heralds to her six most favored clans, to represent her interests in the clanhome and to defend it from outside threats. To the Bloodaxe clan, she gifted Böðvar, a great bear with a terrifying roar and grip stronger than steel. To the Volsung, she gave Jormungand, the serpent whose strength and long reach enabled the Volsung to bridge a great canyon far to the south. To the Eagir, she gave Tannnjostr and Tangsgrinnir, two sharp-toothed goat creatures which pulled their first trading caravans through snowy mountains.

The Crovan received the great eight-legged Kraken-horse, Sleipnir, while the Ynglings were gifted with a great deer called Eikthyrnir, whose glowing horns and eyes lit the Ynging's path beneath the earth. And finally to the Shyfing Clan, Ynneval gave Huginn and Muninn, two ravens who served as her eyes and tongue in her most favored clan, and whispered her words and prophecies into the ears of their leaders.

When the invasion came, many of the clans hid the bodies of the Heralds they were entrusted with, burying them deep in secret locations within their clanhome. Leaders died keeping those locations secret, treating them as holy relics. All except the Bloodaxe clan, who gave up Böðvar as a symbol of ultimate surrender to their conquerors. The Bear was taken away and its location, if it still survives, has been lost. The Crovan clan moved their clan compound a century ago as it was found to be lying on top of a store of important minerals. Sleipnir's body was destroyed in the quarrying process and made inert, but its remains can be found in the planetary museum. The others remained buried – until now.



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OF HERALDS AND HARD CHOICES

Without any time to rest, the characters receive an urgent call from either Ylva or Tamar, depending on which character they have the better rapport with. They inform the group that both the Yngling and the Eagir clan are reporting similar attacks on their halls and need help. Both of these locations are far away, and the group will only be able to reach one clan home in time. Both clans are offering important assistance in finding Ynneval and stopping her before too many people get hurt, so the characters will need to decide what to prioritize.

YNGLING

The Yngling are offering to reinforce the mechs of any characters pursuing Ynneval using advanced materials produced from the hide of some of the creatures which live in Sparr's subglacial caverns.

This leather cladding, which takes years to make, will only last for the duration of the mission but provides one additional structure and adds one to the heat cap of each mech.

EAGIR

The Eagir are volunteering funding and resources to acquire advanced licenses for the characters. These are a one-time only deal, but could give the group a significant edge.

If the characters successfully help the Eagir, they each receive access to a weapon or system of their choice from any license they do not currently have access to. This access lasts for the duration of the mission only and must be something theoretically accessible at LL2 or below. They are afforded the opportunity to equip their new gear before the final encounter, and are able trade out equipped gear as necessary to make room for it.



APPROACHING THE EAGIR

When you get to the outpost, you see that all that is left are a few buildings burning with blue flame. Civilian survivors are sheltering underneath what remains of three separate buildings.

THE ENCOUNTER

Reserves: 1x Archer, 1x Pyro.

GM advice: This encounter should put the onus on the PCs to figure out how to approach this combat, and what they might consider to be acceptable losses since they know they likely have a fight with Ynneval on the horizon. Tannngjostr and Tangsgrinnir both have area of effect weapons, meaning every attack they make with these will hit the cover whether or not it hits the characters. Characters will need to distance themselves from hard cover if they want to remain on the control point, fight off the control points (and thus need to be careful about tallying scores if the NPCs are holding multiple control points), or find a way to force the NPCs off of Control points. Treat the encounter as a strategic challenge for the players, and reward use of deployable cover and creative play.

TANNGNJOSTR AND TANGSGRINNIR

Tanngnjostr and Tangsgrinnir are **Scourer** and **Pyro** NPCs respectively, with the **Servant of Ynneval-Returned** template. They are fully described on page 67.

Furthermore, while either Tanngnjostr or Tangsgrinnir remain functional, all units on the battlefield are subject to **Bone-Shaking Noise**. When one of the two is disabled, characters make the save with advantage.

CONCLUSION

After fighting Tanngnjostr and Tangsgrinnir off and protecting the civilians, the Heralds eventually retreat. However, the characters are asked to stay a few days in order to help with the rescue efforts. The people here argue that it is too late to aid the Yngling as well, and discourage the characters if they try to leave. The characters can head back to Ynn after a few days, and will be confronted by Bjarki on their way back. The break also gives the characters time to change out their loadout and equip new gear as per the reward from the Eagir. **Characters can rest but do not get access to a Full Repair.**

BONE-SHAKING NOISE

The terrible sound of Tanngnjostr and Tangsgrinnir's teeth gnashing sets all who can hear it back and resonates with the metal in mechs to amplify the noise. The sound is physically awful. All hearing beings that start their turn within 5 tiles of either mech or move there on their turn must make an **Engineering save** or be **Impaired** until the start of their next turn. Characters who cover their ears will still be impaired by the need to move their hands over their ears, unless they have or can improvise a relevant piece of equipment or pilot gear.

This effect has no impact on deaf characters.



APPROACHING THE YNGLING

The brightly-painted gates of Hvergelmir are bolted shut and as many of the lights as possible have been extinguished. However, still clearly looming outside the gates, illuminated by glowing green light, is a gigantic stag, several meters tall and with sharp steel horns. Around the deer, a clear liquid falls from the cavern roof as though it were raining.

SITREP: Extraction, 6 Rounds. 1x **Hive (Silver Hoof)**, 1x **Rainmaker (Eikthyrnir)**, 1x **Assault**, 1x **Hornet**.

The group is carrying vital supplies to the Yingling Clan, whose access to the outside world has been cut off by Eikthyrnir. Characters need to nominate one character to carry **Delicate** supplies; if that character's mech is reduced to **0 Structure**, the encounter is considered a failure. Everyone else is carrying **Hardy** supplies, which can be picked up by another character if necessary.

Choose a long, thin map, ideally an enclosed, winding tunnel **40** hexes long. Characters start at one end, with enemies obstructing them. Characters need to all be in the Extraction Zone at the end of a round, or individually take full actions to **Extract** the supplies they are carrying. Characters fail the map if they lose the **Delicate** supplies or more than one **Hardy** supplies.

The characters have **6** rounds to cross the map before the battle makes the underground tunnel too unsturdy and dangerous, forcing a retreat. At this point, start to count down. If the players destroy the Rainmaker and thus limit the explosive pressure on the tunnel, they gain an extra **3** rounds. If all player characters are not off the map in one direction or another, the tunnel collapses. Mech frames still in the tunnel lose **1 Structure** and any Hardy or Delicate Supplies they are carrying, and 8 hours has to be dedicated to dig any players out of the rubble. Even if the characters meet the victory conditions for the encounters, losing time is dangerous as they near their climactic encounter.

EIKTHYRNIR & SILVER HOOF

Eikthyrnir is a T1 **Rainmaker Servant of Ynneval-Returned**, who is also backed up by Silver Hoof, a **Hive Vehicle Servant of Ynneval-Returned**. Both are fully described on [page 66](#).

CONCLUSION

After delivering supplies to the Yngling, characters will need to stay for a few days to dig out the rubble and help build a new route out from the Yngling settlement. If the characters succeed in the mission, they will be rewarded with additional reinforcement on their mechs, and can head back to Ynn. They will be intercepted by Bjarki on their way back. **Characters can rest but do not get access to a Full Repair.**

A CONFRONTATION

Secretly, Ynneval has sent Bjarki to distract and delay the characters. Bjarki wants to keep the characters talking to prevent them from getting back to Ynn before Ynneval's plan (page 40) is complete.

Whilst Bjarki is Ynneval's right-hand woman, there is the possibility that the characters can win her over to the idea that Ynneval's rule may not be the best thing for Sparr. This is easier if the characters are Sparri, or if they have already won over other individuals from the [Frozen Folk \(page 36\)](#). It will be harder to convince Bjarki of anything if the characters collaborated with The Broker at the beginning of the chapter.

UNTANGLING EMPIRE

The way the characters choose to approach Bjarki – as an enemy, criminal, or potential ally – will condition the tone and outcome of the adventure. No particular route is recommended above others, but GMs may wish to hint at alternate options beyond flat-out mech combat. It may be useful to consider Bjarki’s perspective and character as an exposition of the deep collective trauma built into Sparri society as a result of generations of conflict, and the ongoing legacy of invasion and colonization.

POTENTIAL ARGUMENTS

Union has the best interests of Sparr at heart, economically and politically. Sparr's joining of the Union was a step forward which should not be reversed.

This is a very bad argument. The Union that Bjarki remembers was a hostile invading force who destroyed her people, economy, and culture. Bjarki also remembers a time when Sparri society was healthy and stable without the need for outside intervention. In her view, Union's intervention was actually a serious step back because it destroyed so much knowledge and tradition about survival, farming and hunting in the Sparri environs.

Ynneval is not really a god, she's a machine with intelligence, lying to the world and to Bjarki.

This is a relatively bad argument. According to Sparri cosmology, the fact that Ynneval's intelligence has a physical vessel does not really matter. The Sparri belief in machine spirits explains the fact that Ynneval can be both a machine and a god, in the same way that other machine spirits can be both ancestral guardians and machines.

The world has changed since Bjarki and Ynneval were frozen in the ice. The Union of 1000 years ago has been overthrown, and reparations made. If Sparr is now voluntarily a part of Union, is it right to take that away?

This is a relatively good argument. Ynneval has been actively keeping information about how the world has changed in the intervening period away from Bjarki, and a new perspective may cause her to rethink some tactics. The knowledge that the invading force she remembers was actually overthrown in a revolution in solidarity with the planets and people who had been victims of SecComm might strike a chord if phrased in the right way.

However, some of the following questions can be asked: Is Sparr a part of the Union voluntarily, or is it being held economically hostage by the trade it has come to rely on, since its traditional farming and hunting methods have been replaced? How is it that centuries after the invasion, it is still the Bloodaxe Clan, who surrendered to Union first, that has by far the most wealth and power?

Whether or not Ynneval is really a god, the way she has targeted and harmed Sparri clans who used to be loyal to her, rather than allowing them to choose their own fate, indicates that she has become erratic/tyrannical/dictatorial.

This is a very good argument. Bjarki strongly believes in Ynneval but has been shaken by her actions in sending the Heralds against the different clans, witnessing first hand her obsession with ruling over Sparr once again.

If the characters win over Bjarki, or after she feels she has delayed the characters by enough time (a few hours will work), Bjarki will reveal Ynneval's plan to relaunch the *Saga of Ages* to the group. She explains that it is now too late to stop Ynneval, but if the characters return to Ynn quickly enough, they might at least make it on time to see the fallout and join the rescue efforts.

At this point, unless Bjarki has been won around, she attempts to leave to join Ynneval. If the characters attempt to stop her, she deploys Smoke Grenades to cover her escape and flees. Bjarki pilots an **Ace** mech and uses the **Veteran** NPC template.

JOINING YNNEVAL

Bjarki does offer the characters the opportunity to join Ynneval, and the characters may take her up on this. If any of the characters have **Technophile III**, Ynneval treats them as particularly special, offering them a position at her right hand and the opportunity to replace Bjarki as the protector of her casket.

If the characters do agree to join Ynneval, Bjarki will secretly ask them to convince Ynneval to target her planned crash of the *Saga of Ages* somewhere which will cause no civilian casualties. Pressure from the characters can convince her to aim precisely for the Goddess' Crater, the site of the Saga's initial crash.

If the characters join Ynneval, it is possible to run the final encounter as written, but use the NPC opponents to represent Ynn's defenders rather than Ynneval's servants. If the characters succeed the control sitrep, proceed to [page 60 \(After the Fall\)](#).

THE SAGA OF AGES

Just as the confrontation with Bjarki is resolved, the characters receive a call from Ylva. She tells them that they picked up an immense amount of power being diverted from Ynn's electricity supply to a location just outside the city. This is almost certainly where Ynneval plans to launch the *Saga of Ages*. Fortunately, despite Bjarki's conviction that the characters will be too late, Ylva says that they have temporarily deactivated all but the most crucial emergency power generators, which should delay Ynneval's ability to draw enough power to launch her ship by at least a few hours.

Repeated attacks from Ynneval's heralds, and other old elements of the city defenses that Ynneval has somehow reactivated, have locked down almost all of Ynn's security forces outside the city or in crucial defensible locations. The characters, who are a few hours outside Ynn, are the only ones close enough to potentially disrupt Ynneval's plan. If the characters make haste, they will arrive at the site just as the *Saga of Ages* is preparing to launch and have the chance to stop it.

If the characters rush to the site, they arrive just in time. If they won Bjarki over in the previous confrontation, she joins the group. If Bjarki escaped, add one **Ace (Veteran)** to Reserves for the encounter.

Ynn's Final Encounter

THE FINAL ENCOUNTER

Once you arrive at the location pointed out by Ylva, it is clear where and how the electricity is being diverted from the city. A power line has been toppled and cables and wires cover the ground. Five* tall metal poles poke out of the snow. Scans show that they are charged with electricity, and they hum like an electric fence on a quiet day. It is clear they are drawing power from somewhere, although all the lights in Ynn itself have gone out. Ynneval is nowhere in sight, but perched on two of the poles, sparking with bright blue energy, are two massive mechanical ravens with heavy, bladed wings, the faded symbol of the Shyfyng clan engraved on their metal beaks.

*Adjust to four if necessary based on party size.

SITREP: Control, 6 Rounds. 1x **Ronin (Huginn)**, 1x **Scout (Muninn)** (page 66), 1x **Seeder**, 1x **Bastion**.

Reserves: 1x **Archer**, 1x **Cataphract**, **Witch (Ynneval)** (page 68).

The encounter takes the form of a modified **Control** sitrep. The only way to prevent Ynneval's ship from launching is to prevent the poles from being used to power Ynneval's ship. This can be done in one of two ways:

- Destroy the poles outright. Each pole has **20 HP**, **3 Armor**, **10 Evasion**, and cannot be targeted by tech attacks. Ranged attacks on the poles are made with Difficulty. Destroying the poles is therefore not an easy task, but once a pole is destroyed it cannot be reactivated, so there is no need to control the area around it.

- Take a **quick action** to connect the poles to one of the cables on the ground and back into Ynn's power supply, diverting energy away from wherever Ynneval is hiding with her ship. This is much easier, but after the pole is deactivated, the characters must retain control of a **Burst 2** area around the pole. If, at the end of a round, there are more enemy NPCs in the area than there are PCs, that pole is reactivated.

At the end of **6** rounds, if there are more active than inactive poles generating energy for Ynneval's ship to launch, the launch is a success. If the characters have succeeded in deactivating most of the poles, the launch fails.

Adjusting for three or fewer players: Reduce the number of electricity poles to four. The players only need to disable two out of the four. Remove the **Cataphract** from reserves. Make the decision whether or not to include the **Archer** based on how much the characters are struggling.

TURN BY TURN

In the first 3 turns, when enemies are added to the board, they tunnel out from under the ground.

Turn 1. Begin with Huginn and Muninn (described on [page 66](#)) on the map. These are Ynneval's final heralds, retrieved from the Shyfing clan. Also begin with Seeder and Bastion mechs on the map.

Turn 2. Add an Archer to the map.

Turn 3. If there are 5 or more players, add a Cataphract to the map.

Turn 4. Read out the following flavor text and adjust the map accordingly:

Suddenly, the ground below begins to shake and shift below your feet. A huge set of underground hangar doors open upwards, pushing everyone in the vicinity aside. Peering over the edge into the hangar, you see a huge, dark room filled with sparking wires and decrepit machinery. A hulking ship of rusted metal hovers inside, dented and broken yet somehow still functional. At the center point of the ship, a shifting, humanoid figure is outlined in lightning. She appears to be channeling energy from above the ground, and it is immediately obvious that it would be deadly to even approach her in her current form.

A robotic voice echoes out: "Preparing for launch..."

Add Ynneval to the map. Also, add Bjarki (an **Ace (Veteran)**) if she was allowed to escape and join Ynneval earlier.

Turns 5-6. No more opponents will be added to the map, but opponents can use Ynneval's ship as a moving platform. Whilst hostile NPCs are using this platform, they have soft cover as wires grow over them like vines.

YNNEVAL

Ynneval is inhabiting the remains of the same ship which crashed into the surface of Sparr so many centuries ago, the *Saga of Ages*.

She takes the form of a **Witch mech** with both the **Ship** and the **Servant of Ynneval-Returned** templates, fully described on [page 69](#).

Whilst she attempts to absorb energy in order to launch the ship, the central point on her platform is occupied by a humanoid figure formed from electricity. It is immediately clear to all the characters that approaching this area while it is electrified will be instantly deadly. Ynneval's casket is located here.

CONCLUDING THE COMBAT

If the characters **succeed** the Control sitrep:

After six turns, the power around Ynneval's ship abruptly cuts out. The moment to launch has been lost.

The GM should make the choice — have Ynneval's ship and the rest of the mechs be overloaded by a power surge, disabling them and ending the encounter, or finish out the encounter by transforming it into an **Extraction** sitrep with no turn count and the following conditions:

With the electricity gone, Ynneval falls to the ground and is **Immobilized** for the remainder of the encounter. The characters need to reach Ynneval's casket at the center of the ship and remove it with a Quick Action Hull Check. The casket cannot be destroyed but is rendered inert if it is moved too far away from the ship. This is considered a success when the character with the casket moves off the map. Alternatively, the characters can defeat all remaining hostiles.

While a character is holding the casket they are recklessly targeted by every hostile unit on the map. Enemies will move out of cover and risk Overwatch attacks. They will keep to cover if they can, but any attempt to flank will be taken. If it is impossible to get a clear shot against a target in hard cover, only then will they target another character which most makes sense to impair their escape. This means they will likely target a Support or Defender who is assisting the character holding the casket.

Once Ynneval's casket has been disabled, the key threat is over. Turn to [page 59 \(Fallout\)](#) to wrap up the adventure. Each character gains a **causality fragment**.

If the characters **do not succeed** the control sitrep, read the following text:

Suddenly, the humanoid figure on deck of the Saga of Ages begins to glow incredibly bright. You hear a thin, echoing laugh as you are all blown backwards. In the next breath the ship shoots like a comet into the sky.

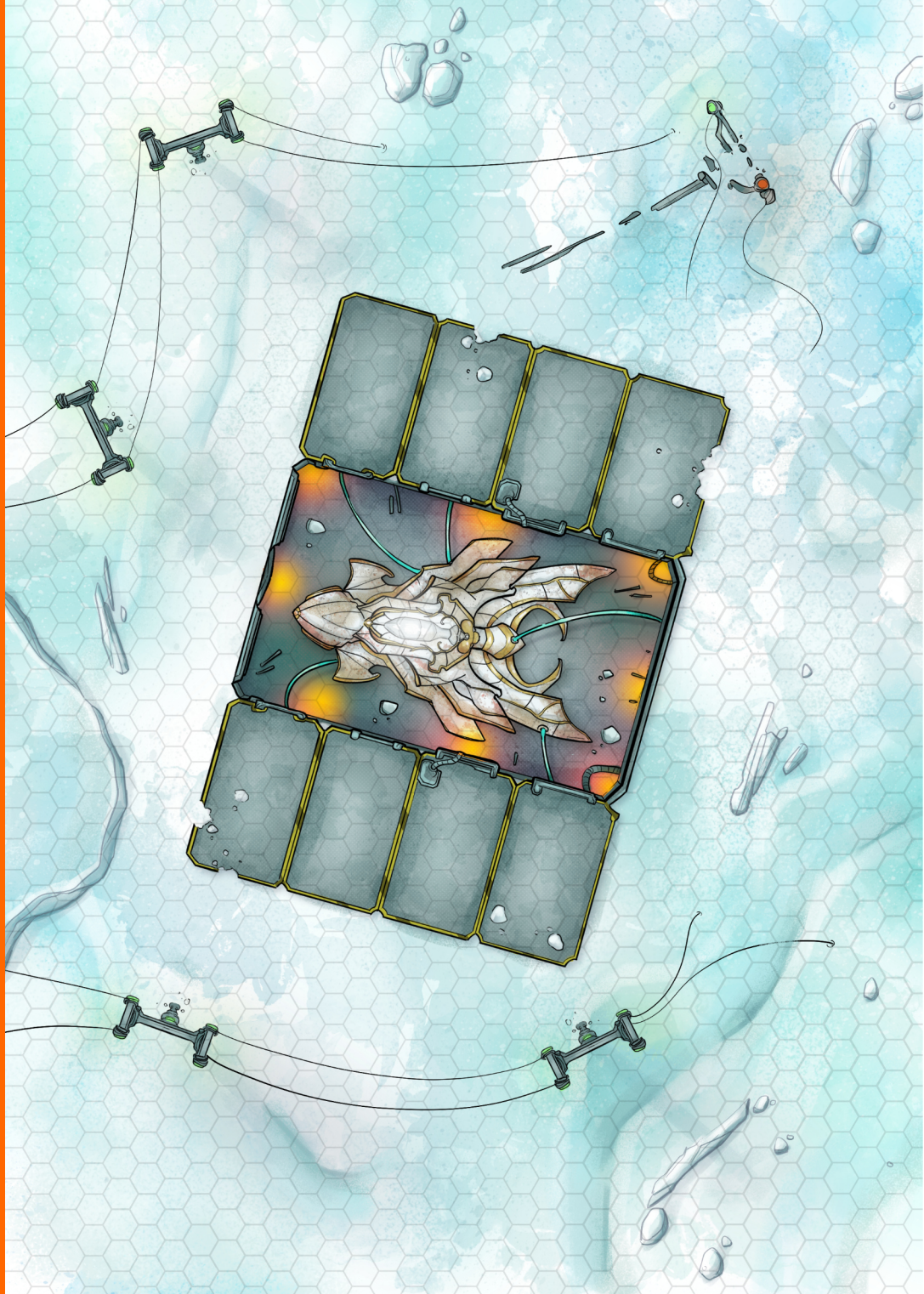
You watch the lightly glowing sphere as it flies in a great arc. For several minutes, it flies upwards. The world feels eerily silent, before the ship abruptly begins to plummet down to the earth. The earth shakes, and a dust cloud rises.

CAUSALITY FRAGMENT | ITEM

Surviving such a powerful encounter with history, a moment at which the whole universe threatened to bend in time, has instilled you with a fragment of that power.

At any time, you may replace a d20 roll with either a 20 or a 1. This can be your own roll, another player's, or the GM. You may only do this once, but you can decide after the die has been rolled and the outcome has been announced.

You can end the adventure here, or turn to [page 60 \(After The Fall\)](#) for ideas on how to continue.



WHERE NEXT?

A Peaceful Conclusion: As Sparr's internal politics slowly settles, so do you. A life in the WRS, or working elsewhere on the planet, is comfortable, and you can help your community. The slow move towards retirement is rewarding, and you've taken home enough war stories to keep your children and grandchildren entertained in years to come...

A Hero's Reward: Your deeds have earned you great regard with the higher ups in Union, or reputation enough to get a job with any mercenary company you so desire. The characters are offered a prestigious, and highly secretive contract off planet, having been recommended by someone high up in the bureaucracy...

A Cover-Up: In the interests of allowing tensions to cool and trying to keep the news of what happened as quiet as possible, the Powers That Be have arranged a nice, long job for you in a far-away part of the universe. Technically, you can turn down this posting, but things could be made very difficult for you if you do...

Retribution: It seems somebody wasn't happy with the quick solutions you brought to the budding conflicts within Sparr. One night, you find yourself drugged, bound, and shipped off to a far-off planet in the Long Rim. The only clue you have as to who's responsible is a faint, fading memory of a strange man in a red mask...

AFTER THE FALL

Should the characters fail to stop, or enable, Ynneval's plan, you can continue a campaign in a few different directions. Any of these can be adapted to work if the characters joined forces with Ynneval:

Resistance: In the fallout after the crash, the chaos allows Ynneval's forces, bolstered by the Shy'ing Clan, to seize much of Sparr. With Ynn destroyed, the capital moves to the Yuga pocket, but out in the mountains a small resistance gathers, trying desperately to break the embargo on communications off planet...

Rescue: The rubble of Ynn looms large. While Ynneval herself was destroyed in the crash, and didn't seem to achieve whatever effect she was hoping for, the destruction caused was massive. The group is deputized by Union as first responders to this massive humanitarian emergency, and asked to save whoever can be saved from the ruins...

Remnant: Whatever strange paracausal resonance Ynneval was trying to achieve, she manages it. Ynneval and Bjarki are transported back in time to the day Ynneval first crashed on Sparr, all those centuries ago. This time, they have the benefit of hindsight and Ynneval immediately begins to develop Sparr into a military dictatorship in order to resist the coming invasion. The only problem with the plan? The characters have been sent back too, and they have to adapt themselves to this strange new world...

APPENDICES

APPENDICES

MPCS

APPENDIX 1

MEGAFAUNA OF SPARR

Most megafauna on Sparr use different versions of the Monstrosity NPC from page 324 of the Lancer corebook. Full stat-blocks for all the beasts are provided as digital downloads alongside this adventure, but a quick reference version for each is included here. Even the megafauna that do not use the Monstrosity NPC by default should have the Biological tag.

Tactical advice is provided for key NPCs, but can be changed at the GM's discretion.

WHITE VULTURE

The White Vulture is a T1 Monstrosity with the following additional abilities: Flight, Acid Spray.

CARRION MOTH

Carrion Moths live in the hide of Carnivorous Mammoths, and are symbiotic to them, feeding on the remnants of the Mammoth's prey once it has had its fill. They work in concert with the mammoths, emitting a signal that can stun or jam prey in place to make them an easier target for the Mammoth's Tusks.

The Carrion Moth is a T1 Hornet with the Biological Tag and the following additional abilities: Adapt/ Evade/Disengage (Flutter), Weave, SSC Total Suite (Fly).

Its electrical sting can mimic both of the Hornet's key attacks (Impale Systems and Stinger Pistol).

CARNIVOROUS MAMMOTH

The Carnivorous Mammoth charges with little care for its own safety, using its superior size to trample everything in its path before mauling with its Tusks. Line up as many characters as possible to rampage through and make sure to remain in melee with at least one character, in order to be able to use its Rampage ability whenever it takes damage.

The Carnivorous Mammoth is a T1 Monstrosity (Elite) which draws on elements of the Berserker. It has the following additional abilities: Size 2, Chain Axe (reskin as Tusks), Rampage, Aggression.

The Mammoth should only have access to its Tusks (Chain Axe) weapon, this should replace Claws (base Monstrosity weapon).

THE GLACIER BEAST

SIZE 2

The Glacier Beast is a Tier 1 Monstrosity with the Ultra template and the extra abilities: Natural Camouflage, Hunt, Prowl.

When the Glacier Beast takes Structure Damage, roll on the Unique Physiology Table (page 324 of the LANCER Core Book).

HULL	AGI	SYS	ENG	
3	2	-2	-2	
STRUCT.	ARMOR	HP	REACTOR	HEAT CAP.
4	1	18	N/A	N/A
SPEED	SAVE	EVADE	E-DEF.	SENSOR
6	10	10	N/A	10

TACTICS

The Glacier Beast is an apex predator which hunts on the Fjallandr glacier. It prefers to hunt after a storm, when the visibility is low and it can move virtually invisible against the ice.

MAIN WEAPON: CLAWS

THREAT 1 | DAMAGE 6 KINETIC | +1 ACCURACY | +2 ATK BONUS

Use the Beast's invisibility to harass the PCs, wearing them down and disappearing after a quick but brutal strike. An invisible, biological target is a frustrating one, but the PCs do not actually have to defeat the beast, only escape or prove that they're a target too tough for the predator to handle. This can be done by dealing 3 structure damage to the creature or surviving 3 rounds of combat.

Shock and Awe

The Beast takes two separate turns each round. They regain spent reactions each time they take a turn. If facing five or more hostiles when combat begins, the Beast takes a third turn each round.

Juggernaut

At the start of the Beast's turn, clear one condition. At the end of their turn, repair one destroyed weapon or limb.

Natural Camouflage

The Beast is Invisible while adjacent to any terrain or cover, and treats soft cover as hard cover.

Hunt

The Beast's melee attacks deal +5 damage when no other characters are adjacent to their target.

Prowl

(Quick Action) The Beast moves spaces equal to Speed, then becomes Hidden. This movement ignores engagement and doesn't provoke reactions.

SERVANTS OF YNNEVAL-RETURNED

The strange mechanical followers of Sparr's fallen goddess Ynneval, Servants of Ynneval-Returned combine special abilities which draw on mythological inspiration with a power to control and conjure technological allies.

All Servants use the custom template, from which they pick abilities. Some NPCs which do not use this template may be stated to count as Servants for the purpose of conveying or receiving bonuses from another Servant on the map.

All Servants have access to a special ability called **Creation of the Huskarl**, which allows them to quickly summon units from reserves in order to quickly overrun their enemies. Where it works in the fiction, this can be described as the hostile takeover, re-formation, or reanimation of nearby technology.

BASE FEATURES

Divine Investiture

Choose one optional feature from the following: High Prophet, Priest of The Returned and Pious Servant.

Creation of the Huskarl

Full Tech, Recharge 6+

Within the horde, the prophet's sword, brings servants to protect the lord.

Immediately summon any other unit from Reserves. The Summoned Creature may immediately take a turn.

OPTIONAL FEATURES

Hunt as the Yngling

Gain +1 Accuracy on all Attacks against Impaired or Jammed targets, and an Additional +1 Accuracy when consuming Lock-On.

Crovan's Reach Starward

Quick Tech, Recharge 5+

Target an NPC. They Fly up to their Speed, ignoring Engagement and Reactions, and make a Melee Attack against an Adjacent Target as directed by the Servant. Hostile targets get a Hull Save.

Valkyrie

The Servant can Hover.

Shyfyng's Strength

The Servant increases in Size by 1.

OPTIONAL FEATURES

Aegir's Reclamation

Full Tech, Recharge 6+

The Servant makes a tech attack against a character within Sensors. On a success, the target becomes Slowed. On their next turn, the target mech becomes Immobilized. On their next turn, the target must make a Systems save or fall under the control of the Servant for 1d3 turns, repeating the save on each turn. After this, all effects end.

This effect continues even after the Servant is destroyed.

Volsung Ingenuity

Quick Tech

Empower an Ally's weapon within Sensors. Choose one effect:

- Their next attack gains Smart and Seeking.
- Their next attack cannot have its damage reduced in any way.
- They can move 2 spaces before making their next attack, and their attack gains Knockback 2.

Sparri Unity

All Servants that are adjacent to this unit gain Resistance to all damage, and this unit has Resistance to all damage while adjacent to a Servant.

High Prophet

The Servant takes the following features from the Ultra template:

Shock and Awe: The Ultra takes two separate turns each round. They regain spent reactions each time they take a turn. If facing five or more hostiles when combat begins, the Beast takes a third turn each round.

Juggernaut: At the start of the Ultra's turn, clear one condition. At the end of their turn, repair one destroyed weapon or limb.

Reinforced: The Ultra gains +3 Structure and +3 Stress.

The Servant takes the following features from the Elite Template:

Priest of the Returned

Reinforced: The Elite gains +1 Structure and +1 Stress.

Ready And Waiting: The Elite takes two turns per round.

Pious Servant

The Servant gains +1 Structure and +1 Stress.

PROPHET OF YNNEVAL-RETURNED

The Prophets are not particularly strong, but as heralds of Ynneval's will on earth, they dedicate a lot of their power towards preaching in battle. This limits their combat capabilities but makes them a disconcerting foe.

The Prophet's Aegir's Reclamation ability takes a while to kick in, so apply this early on, then use its other quick tech attacks to distract and wear down opponents. Use the Blind ability to prevent the characters from searching the field for the survivor. The Prophet does best when it stays at a distance, using Blur on its turn to move away.

The Prophets are T1 Witch (Servants of Ynneval-Returned) with the following additional abilities: Pious Servant, Eagir's Reclamation.

HERALDS OF YNNEVAL-RETURNED (CHAPTER 3)

JORMUNGAND

One of Ynneval's Heralds, Jormungand takes the form of a giant metallic servant, whose body forms massive cover for tiny allies hiding in between its armor plates.

Jormungand is a T1 Demolisher with the Servant of Ynneval-Returned template and the following abilities: Priest of the Returned, Shyfung's Strength, Sparri Unity, Kinetic Compensation.

HUGINN AND MUNINN

Huginn and Muninn are the Heralds initially gifted by Ynneval to her most favored clan, the Shyfung. They take the form of ravens, and were often used as messengers to other clans, carrying Ynneval's words and decrees across Sparr.

Huginn (Ronin): Chaff Launchers, Charged Blade, Pious Servant, Valkyrie.

Muninn (Scout): Spotter, Pious Servant, Valkyrie.

EIKTHYRNIR & SILVER HOOF

Eikthyrnir, one of the first Heralds created by Ynneval, takes the form of a massive deer, with glowing white antlers which also function as missile mounts. It is always carried by Silver Hoof, which serves as the body of the Herald.

Eikthyrnir is a T1 Rainmaker Servant of Ynneval-Returned, who is also backed up by Silver Hoof, a Hive Vehicle Servant of Ynneval-Returned with the following abilities:

Eikthyrnir (Rainmaker): Hades Missiles, Endless Rain, Hunt as the Yngling, Priest of the Returned.

Silver Hoof (Hive, Vehicle): Transport, Seeker Cloud, Pious Servant, Shyfung's Strength.



TANNGNJOSTR AND TANGSGRINNIR

The Heralds Tanngnjostr and Tangsgrinnir take the form of huge metal goats, whose teeth rattle deafeningly as they attack.

Tanngnjostr and Tangsgrinnir are Scourer and Pyro NPCs respectively, with the Servant of Ynneval-Returned template. They take the following additional abilities:

Tanngnjostr (Scourer): Emergency Vent, Pulse Laser, Crovan's Reach Starward, Pious Servant.

Tangsgrinnir (Pyro): Siege Armor, Superhot, Pious Servant.

While either Tanngnjostr or Tangsgrinnir remain functional, all units on the battlefield are subject to **Bone-Shaking Noise**. When one of the two is disabled, characters make the save with advantage.

BONE-SHAKING NOISE

The terrible sound of Tanngnjostr and Tangsgrinnir's teeth gnashing sets all who can hear it back and resonates with the metal in mechs to amplify the noise. The sound is physically awful. All hearing beings that start their turn within 5 tiles of either mech or move there on their turn must make an **Engineering save** or be **Impaired** until the start of their next turn. Characters who cover their ears will still be impaired by the need to move their hands over their ears, unless they have or can improvise a relevant piece of equipment or pilot gear.

This effect has no impact on deaf characters.

FEATURED NPC **YNEVAL-RETURNED (CHAPTER 3)**

SIZE 4

Ynneval takes the form of a Witch mech with both the Ship and the Servant of Ynneval-Returned templates, and the extra abilities: High Prophet and Aegir’s Reclamation.

Her casket is located in the center of her ship.

*Beneath the ice the goddess sleeps
The frozen ground her secrets keep,
And yet, with every passing day
Her sleep begins to fly away.*

TACTICS

Because Ynneval appears late in the fight, if she is going to use her Aegir’s Reclamation ability, it needs to be done on the first turn. Other than this, use the Tear Down ability to apply massive amounts of heat, targeting characters with low E-Defense.

HULL	AGI	SYS	ENG	
-2	1	3	0	
STRUCT.	ARMOR	HP	REACTOR	HEAT CAP.
4	0	22	4	8
SPEED	SAVE	EVADE	E-DEF.	SENSOR
6	12	10	13	15

Shock and Awe Ynneval takes two separate turns each round. She regains spent reactions each time she takes a turn. If facing five or more hostiles when combat begins, Ynneval takes a third turn each round.

Juggernaut At the start of Ynneval’s turn, clear one condition. At the end of her turn, repair one destroyed weapon or limb.

Blur During Ynneval’s turn, she is Invisible.

Flier Ynneval moves normally in zero-g environments. In-atmosphere, it hovers. It gains Immunity to Immobilized, Stunned and Prone.

Massive Size Ynneval is Size 4. Though she is larger than most mechs, she is small by ship standards; larger ships are too heavily armored to be damaged by mech-scale weapons.

Transport Platform Ynneval can transport one Squad or characters whose combined Size is less than her own Size.

FULL TECH: AEGIR'S RECLAMATION

+2 ATK BONUS | RECHARGE 6+

Ynneval makes a tech attack against a character within Sensors. On a success, the target becomes Slowed. On their next turn, the target mech becomes Immobilized. On their next turn, the target must make a Systems save or fall under the control of Ynneval for 1d3 turns, repeating the save on each turn. After this, all effects end. This effect continues even after Ynneval is destroyed.

QUICK TECH: TEAR DOWN

+1 ACCURACY | +2 ATK BONUS

Ynneval makes a tech attack against a character within Sensors. On a success, the target takes 1 Heat immediately and then a further 4 Heat at the start of Ynneval's next turn.

QUICK TECH: PREDATORY LOGIC

+1 ACCURACY | +2 ATK BONUS | RECHARGE 6+

Ynneval makes a tech attack against a character within Sensors. On a success, the target immediately and as a reaction uses a weapon chosen by Ynneval to attack a character within Range chosen by Ynneval.

QUICK TECH: BLIND

+1 ACCURACY | +2 ATK BONUS | RECHARGE 6+

Ynneval makes a tech attack against a character within Sensors. On a success, the target immediately and as a reaction uses a weapon chosen by Ynneval to attack a character within Range chosen by Ynneval.



FEATURED NPC **THE BASE GUARDIAN (CHAPTER 2)**

SIZE 3

The Base Guardian is a Tier 1 Goliath with the Ultra tag and the extra abilities: Siege Armor, Power Knuckle, Supreme Melee, and Retribution.

TACTICS

The Base Guardian excels at tanking damage. It does not aim for its own survival, instead aiming to deal out as much damage as possible and render mechs non-functional. It will prioritise focussing down and disabling one mech over spreading out damage. Stay in melee whenever possible. Once defeated, it triggers a self-destruct mechanism.

HULL		AGI		SYS		ENG			
4		-2		1		0			
STRUCT.		ARMOR		HP		REACTOR		HEAT CAP.	
4		0		30		4		8	
SPEED		SAVE		EVADE		E-DEF.		SENSOR	
3		11		6		6		10	

MAIN WEAPON: DRUM SHOTGUN

THREAT 3 | RANGE 5 | DAMAGE 5 KINETIC | +3 ATK BONUS

Shock and Awe The Guardian takes two separate turns each round. They regain spent reactions each time they take a turn. If facing five or more hostiles when combat begins, the Guardian takes a third turn each round.

Juggernaut At the start of the Guardian's turn, clear one condition. At the end of their turn, repair one destroyed weapon or limb.

Supreme Melee The Guardian gains +1 Accuracy on all melee attacks; Once on their turn, the Guardian can Grapple, Ram, or make a melee attack as a free action.

Siege Armor The Guardian has Resistance to all damage from attacks that originate beyond range 3.

Retribution When the Guardian takes damage, their next attack deals +2 bonus damage. This bonus stacks up to +8. Bonuses are lost when the Guardian attacks, or at the end of their next turn.

Power Knuckle
Quick Action, Recharge 5+ A character within range 2 must pass a Hull save or take 4 Kinetic damage, be pushed 5 spaces directly away from the Guardian, and knocked Prone.

Self Destruct When the Guardian reaches 0 structure or undergoes a reactor meltdown, its reactor explodes in a destructive pulse of energy. *On its next turn*, all mechs within Range 3 must succeed on a Hull save or take 2 Structure damage. If they pass the Hull save structure damage is reduced to 1. Anyone within Range 6 must pass a hull save or take 1 structure damage.

ITEMS & EQUIPMENT

APPENDIX 2

PILOT EXTRA

These items do not require a Gear slot and are always equipped.

REQUISITION CARD | ITEM

A tiny red card, emblazoned with a star and signed by someone high-up in the hierarchy.

A gift from Ylva, the Requisition Card can be used **one time only** to gain access to any Reserves (at the GM's discretion, but should be generous)

CAUSALITY FRAGMENT | ITEM

Surviving such a powerful encounter with history, a moment at which the whole universe threatened to bend in time, has instilled you with a fragment of that power.

At any time, you may replace a d20 roll with either a 20 or a 1. This can be your own roll, another player's, or the GM. You may only do this once, but you can decide after the die has been rolled and the outcome has been announced.

INSIGNIA OF VALOR | ITEM

Some Sparri tattoo the tale of their Road-Carving on their skin. It is considered rude to trade or pay for such a tattoo, as if one's deeds are valorous enough, a tattooist will offer their services for free out of respect for the story.

In recognition of the group's deeds, an expert in traditional tattoo design from whichever of the clans the group rescued in the final chapter may offer to tattoo one or all of the characters. Of course, they'll have to be careful how much of their tale they tell...

A character with the Sparri Insignia of Valor gains a **+2 Trigger: Impress or Boast**. If characters already have this or another similar trigger, add a **+2** bonus to it.

MECH GEAR

BACKPACK HEAT GUN 1 SP

Basic technology developed by the WRS to be outfitted to all rescue-spedced mechs, the Heat Gun allows heat to be slowly channeled from a mech's reactor and directed to melt thick snow and ice.

SUPERIOR SCANNING DRONES 2 SP

These prototype scanner drones are being developed by the WRS as a way to provide increased information to rescue teams searching for targets buried by avalanches. They are outfitted with Radar and LiDAR technology to add to a mech's preexisting data-capture capabilities.

When you **Scan**, you do not need Line of Sight as long as your target is within Sensors. Gain +1 accuracy on tech attacks against Scanned targets.

Prototype: only one copy of this system exists and it cannot be equipped by more than one character.

PILOT GEAR

FROST-FUR COAT

This reinforced winter coat is made out of the fur of a Glacier Beast, and can be worn over most other clothing and armor. When wearing this coat in snowy conditions, characters have +1 Accuracy when they **Act Unseen or Unheard**, and can become **Invisible** whilst stationary.

RISING SUN NANITES | EXOTIC GEAR

This cocktail of nanites, secretly produced on the moon of Eyalet-a in the Trade Baronies have taken their name from their scarab-esque form on a microscopic level. The nanites are injected into the body when required and expire after about an hour, temporarily enhancing the body's precision and mental sharpness. The Broker brings this experimental technology to Sparr in the hopes of trading it for information with curious Lancers.

You can inject the **Rising Sun Nanites** into your body as a quick action, gaining **+1 Accuracy** on all checks and attacks for one encounter. However after the nanites expire, you are impeded, gaining **+1 Difficulty** on checks and attacks until your next rest while your system recovers.

CARRION CALLER | SPECIAL GEAR, FULL ACTION

These tiny pieces of equipment were designed by guerilla fighters during the invasion of Sparr, and make noise at a frequency inaudible to humans but audible to many of Sparr's large beasts of prey. Scouts would be deployed to break into enemy camps and hide the devices, which would attract beasts to the area, forming a useful distraction for an attack elsewhere, dragging off unsuspecting soldiers as dinner, or damaging supplies. After the invasion, they were repurposed as risky hunting aids.

Carrion Callers are now banned by the Union, partially due to the incredibly dangerous nature of the beasts they can attract, but also partially as a result of campaigns by Sparri pressure groups who felt that such a device demeaned the idea of an honorable hunt between two predators.

You can use a full action to deploy a Carrion Caller. When you do so, a random beast of prey arrives at the location in **1d6x10** minutes, so long as you are in a suitable geographic area. If in Sparr, roll a d4 to decide what arrives:

1. Two of Sparr's White Vultures (page 62)
2. A Glacier Beast (page 63)
3. A pack of 1d6 Carrion Moths (page 62)
4. A Carnivorous Snow-Mammoth (page 62)

SPARRTUNGU

APPENDIX 3

Sparrtungu, one of the ancient languages of Sparr, can be roughly separated into two elements, the language itself and the script. Sparrtungu, the language, is roughly similar to Old Norse, combined with elements of other languages from Cradle. The script, however, (shown below) is a fairly simple alphabetic script often used as a code by Sparri, even those not fluent in Sparrtungu. A rough equivalence for each letter is shown below:

𐌲	A	𐌵	N
𐌳	B	𐌶	O
𐌴	C	𐌷	P
𐌵	D	𐌸	Q
𐌶	E	𐌹	R
𐌷	F	𐌺	S
𐌸	G	𐌻	T
𐌹	H	𐌼	U
𐌺	I	𐌽	V
𐌻	J	𐌾	W
𐌼	K	𐌿	X
𐌽	L	𐍀	Y
𐍀	M	𐍁	Z



APPENDIX 4

MECHS



CORE STATS

Armor 2

Save Target 10

Sensors 10

HULL

HP 10

Repair cap 5

AGILITY

Speed 4

Evasion 6

SYSTEMS

E-Defense 8

Tech Attack -2

SP 6

ENGINEERING

Heat cap 6

GMS *Striker/Controller* OROHENA

A frame built for extreme environments and large opponents, the Orohena's massive size created serious engineering difficulties for its designers, who compensated by introducing environmental cooling systems which rely on sub-zero external temperatures to function. In the hands of a capable pilot however, the Orohena's frame can be fine tuned to any environment.

CORE SYSTEM SURTR MOBILITY SUITE

Developed in close coalition with anthropologists studying traditional hunting practices in the Yuga Pocket in Sparr, the Surtr Mobility Suite combines centuries of expertise with the most up-to-date technology.

ANCESTRAL HUNTING ARTS

Active (requires 1 Core Power), Protocol

After activating this Core Power, until the end of the Scene:

You may make Grapples/Rams against targets within a Burst 2 area rather than against adjacent targets, and may maintain Grapples within this area.

You may Grapple or Ram 1/round as a Free Action.

You may make an Improvised attack or use the Knockout Blow (provided you have access to it) as a Quick Action 1/round.

You generate 1 Heat at the end of your turn while the Core Power is active, and then every character within Burst 2 of you takes half of your current heat when you end your turn.

You may deactivate this power as a Protocol; and may reactivate it in the same scene it was activated in as a Protocol.

OROHENA

TRAITS

MEGAFAUNA HUNTER

1/round, when the OROHENA attacks it may deal +1d6 bonus Energy damage against Biological targets within the attack.

HAND SCULPTED FISTS

The OROHENA gains +1 Accuracy on Grapple, Ram and Improvised Attacks against targets of Size 2 or larger, and +1 Accuracy when attempting to Grapple Size 1 targets.

ENVIRONMENTAL TUNING

Based on the current mission environment, gain the relevant HASE Accuracy/Difficulty for Checks and Saves as listed below. You can benefit from multiple of these bonuses simultaneously, but they can also cancel each other out or stack:

Sub-Zero: +1 Accuracy to Engineering

Extreme Heat: +1 Accuracy to Agility, +1 Difficulty to Engineering

Intense Pressure: +1 Accuracy to Hull, +1 Difficulty to Agility

Low Pressure: +1 Accuracy to Agility, +1 Difficulty to Hull

Electrically Charged: +1 Accuracy to Systems, +1 Difficulty to Hull

MOUNTS

MAIN MOUNT

FLEX MOUNT

HEAVY



OR



CORE STATS

Armor 0

Save Target 11

Sensors 15

HULL

HP 8

Repair cap 3

AGILITY

Speed 5

Evasion 10

SYSTEMS

E-Defense 10

Tech Attack +2

SP 7

ENGINEERING

Heat cap 5

VDL

Controller

LOKI

Experimental technology developed by Volsung Technoshamans in Sparr, the LOKI is awaiting sale to whichever of the Big 4 is willing to license the design. The LOKI's changeable size and support capabilities are based on a legendary Sparri sorcerer and shapeshifter, and is designed to be used alongside allied mechs and Machine Spirits.

CORE SYSTEM

“FLYING” SYSTEM UPGRADES

In designing the Loki's Core system, the Volsung technoshamans took inspiration from the myth of the Lokasenna, an infamous flying (or verbal battle) between the shapeshifter Loki and other members of his clan. The goal of the Lokasenna system is to elevate the offensive and defensive capabilities of technological attacks, allowing lightning-quick attacks and rebuttals typical of the idealized flying.

LOKASENNA

Active (requires 1 Core Power), Protocol

Until the end of this turn, gain +1 Accuracy on all Tech Attacks.

Until the end of this Scene you grant all allies within Sensors a flat +1 to all Checks and Saves related to Tech Actions, and you may 1/round Bolster an allied character within Sensors as a Free Action.

LOKI

TRAITS

MUTABLE FORM

The LOKI can choose whether its Size is 1 or ½ on re-print.

THOKK'S REFUSAL

1/encounter as a Reaction, when an ally within Sensor range and Line of Sight is about to make a Save/Check you may automatically cause it to succeed. Alternatively, you may spend this Reaction to let an ally re-roll a failed Check/Save after they have rolled it.

AESIR'S AID

When Stabilizing, if you choose to clear an adjacent allied character's condition that wasn't caused by one of their own systems, talents, etc. you may also end one tech effect of any kind on them regardless of the source. You may select this option when Stabilizing even when the adjacent allied character has no condition that wasn't caused by one of their own systems, talents, etc.

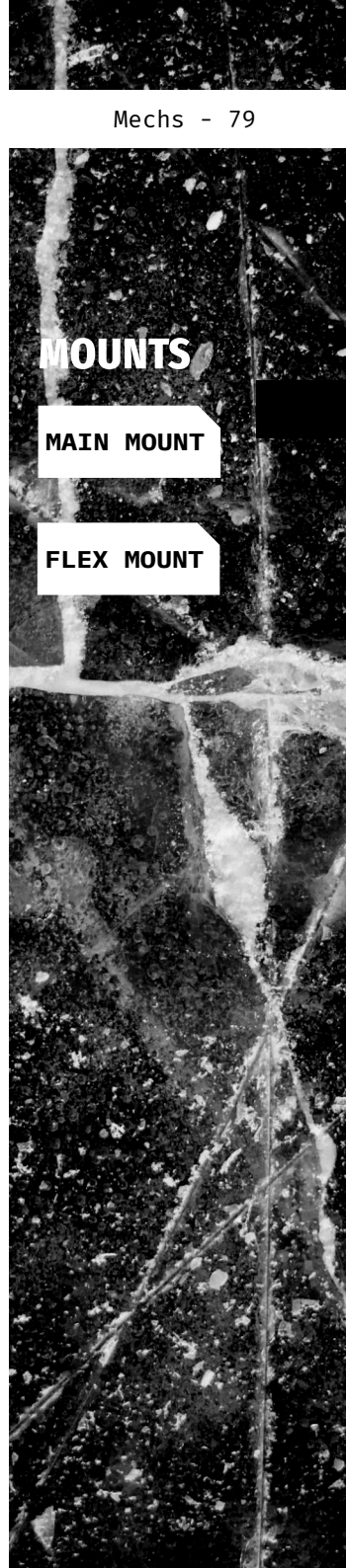
ACCOMPLISHED SHAMAN

As a Quick Action, you may clear the Jammed Condition from an adjacent allied character, and may make a contested Systems Check stop a Cascading NHP if they have one.

MOUNTS

MAIN MOUNT

FLEX MOUNT



WITH THANKS TO...

Rianne Goodman

Adam Grady

Oliver Smock

JN Butler

Chase Moudry

Spencer Turkington

Jon Zappa

April "Vixen" Walsh

Lousgameswin

Russell Brandon

Juan Camino

Ian Dunwiddie

Ian Hart

Michael H

Thane and Rafe Dube

Tim Rudloff

Epsilon Rhodes

Julien Becker

Sarah Marie

Erik

Jeffrey Lamphear

Mike Feldman

Derek Munn

Marty Kovach

Jeff Mallon

Alex "Dagnus" Hamelin

Jason Poynter

Jennifer Harrap

Aaron Geronimo Freyre

Kehl Shaw

Nico

James Throne

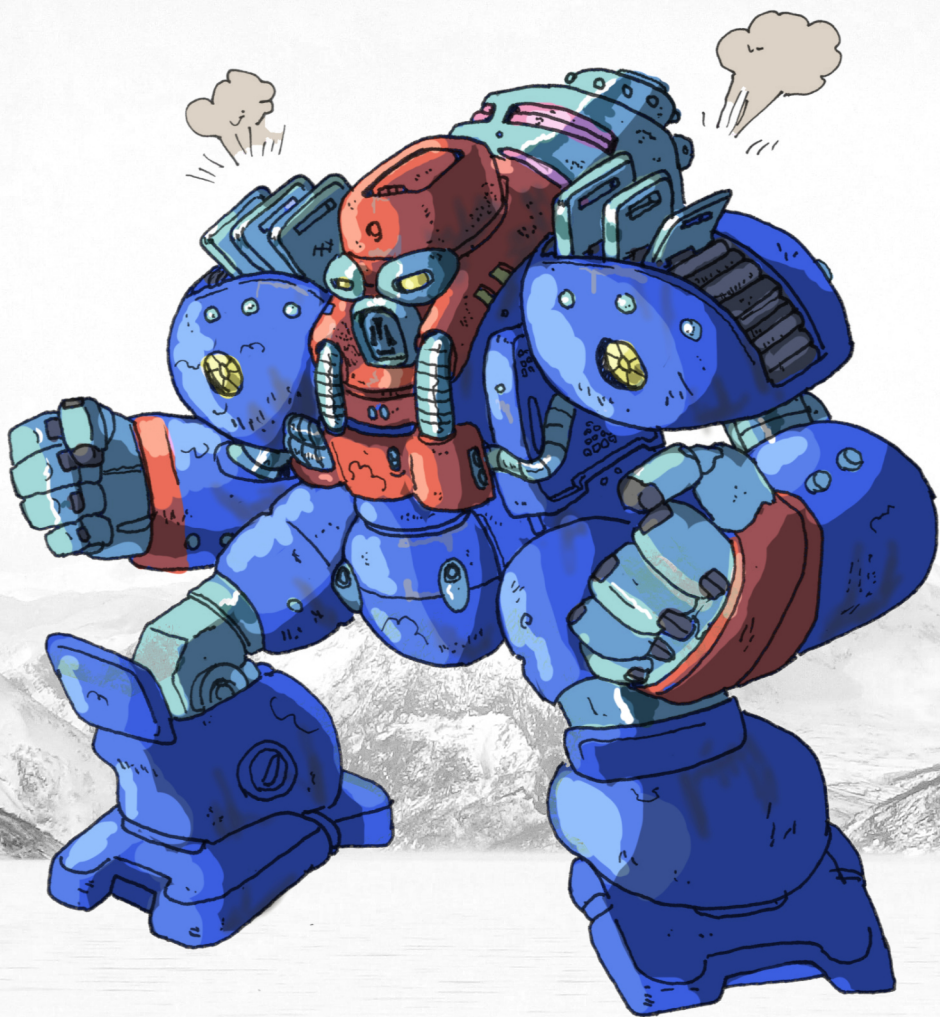
David Blandy

Lord Generic

Just Wheeler



G M S



O R O H E N A



Welcome to Sparr.

The people here are a proud part of the Union; their bloody history of clan violence is only a footnote in sagas of glory and prosperity.

Sparr's **TECHNOSHAMANS**, magicians of circuitry and and engineering, are unparalleled in their technical knowledge.

But Sparr has a secret.

A **MURDERED GOD**, long frozen in the ice, awakens.

An **ANCIENT INJURY** demands to be avenged.

WHAT WILL YOU DO, LANCERS?

— P O W E R E D B Y —
LANCER