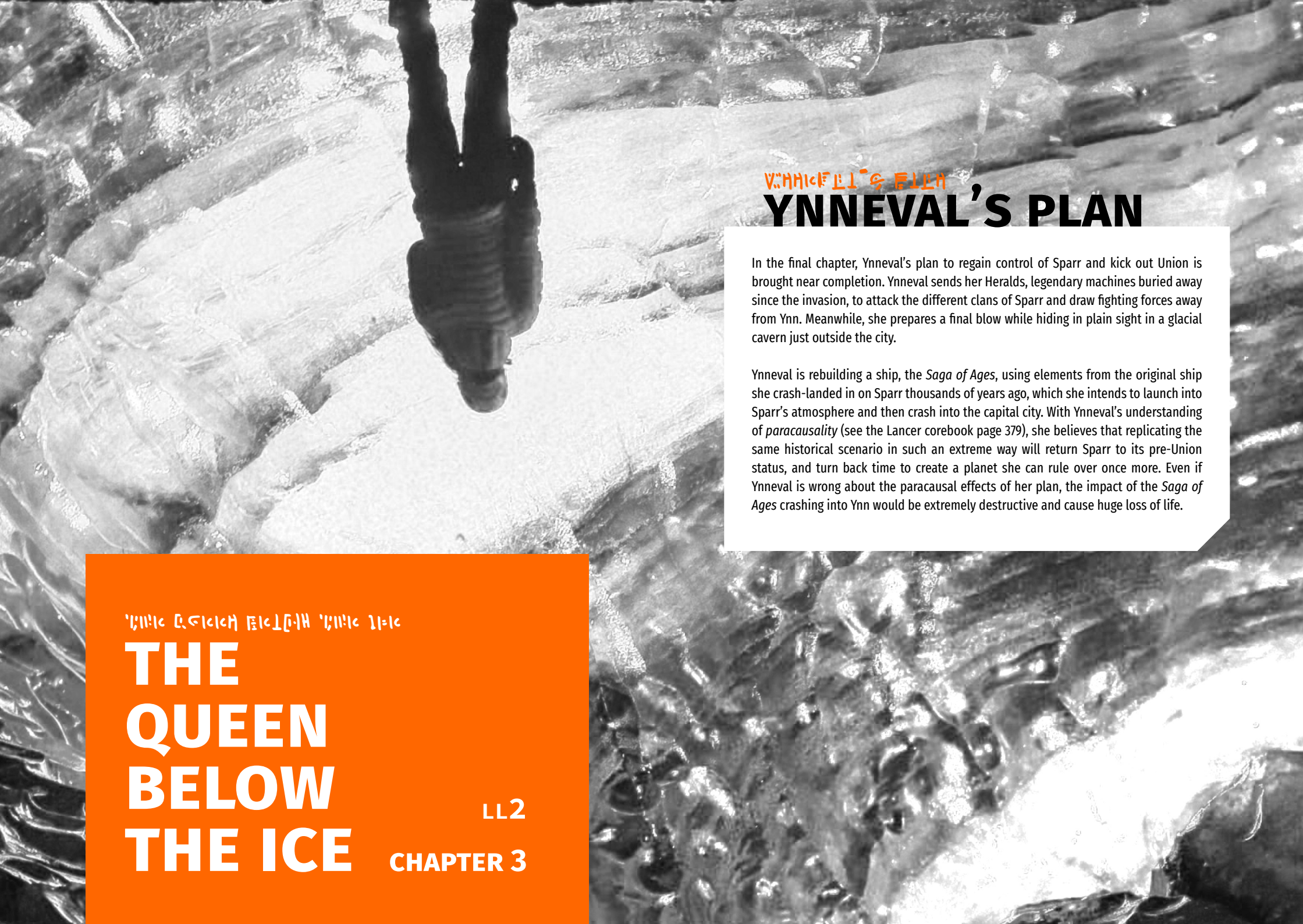




YNNNEVAL'S PLAN

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.

'YNNNEVAL'S PLAN

THE QUEEN BELOW THE ICE

LL2

CHAPTER 3

የግንባታ ስራ ላይ የሚሳተፉት ሰራተኞች

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 Shying 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 Tannngjostr 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 Yngling’s path beneath the earth. And finally to the Shynging 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.

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 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 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.

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.

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

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?

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 it's 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.

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 Shyfyng 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.

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

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.

FALLOUT

In an effort to quell sectarian tensions, after the characters get back to Ynn and out of medical, a gag order is imposed by the Clan Council. None of them are to share any information about Ynneval's survival. Her casket is whisked off to an unknown location and plans made to resettle the out-of-time survivors from the underground bastion — ideally off-planet, though negotiations are ongoing.

Divisions between the Shyfyng clan and Ynneval's other supporters continue to flare up, taking the form of confrontations in the streets, bar brawls, and even outright skirmishes in the Yuga pocket. The hope is that things will die down eventually, as rumors of Ynneval's continued existence fade away.

Whether or not the characters choose to intervene is up to them. If Bjarki joined the group and survived, she will be active in demanding reparations for the rest of her people from Union, in the form of a peaceful resettlement on Sparr and resources to restart their lives.

REWARDS

Depending on the characters and what they most value, a GM can choose to reward characters with any of the following:

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.

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)

APPENDICES

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).

FEATURED NPC

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

NPCs - 65

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 Within the horde, the prophet's sword, brings servants to protect the lord.
Full Tech, Recharge 6+ 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 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.
Quick Tech, Recharge 5+

Valkyrie The Servant can Hover.

Shyfling's Strength The Servant increases in Size by 1.

OPTIONAL FEATURES

Aegir's Reclamation 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.
Full Tech, Recharge 6+

This effect continues even after the Servant is destroyed.

Volsung Ingenuity Empower an Ally's weapon within Sensors. Choose one effect:
Quick Tech

- 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.

Sparr 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, Shyfing'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 Shyfing. 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, Shyfing's Strength.



NPCs - 67

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

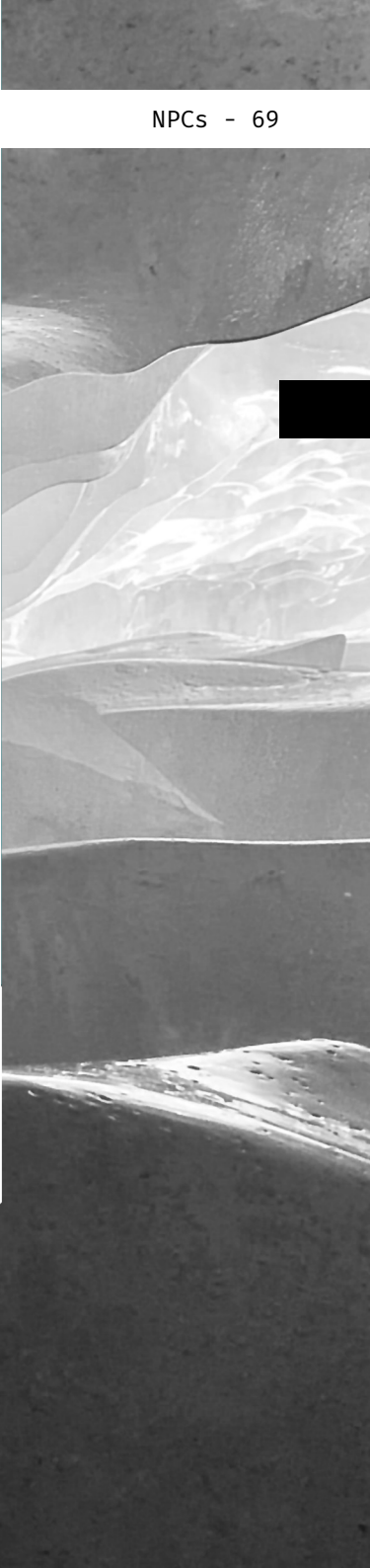
+1 ACCURACY | +2 ATK BONUS | RECHARGE 6+

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	EVASD	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.

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.

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)