

DUNGEON FANTASY

POWERED BY GURPS

# THE CRYPT OF KRYSLVIK

BY PETER DELL'ORTO ET  
MARSHALL LAPIRA



NORTH



Hex S7

1 Large Hex : 10 miles  
1 Small Hex : 1/2 mile



Skalavik  
Viewed from the east



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# THE CRYPT OF KRYSUVIK

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### CONTENTS

Intro & Background.....	2	Wilderness.....	15	Standing Stone Handout.....	32
Skalavik.....	4	Random encounters.....	15	Ketil Ketilsson.....	33
Location.....	4	The Standing Stone.....	16	Helga Leifdottir.....	34
People of Importance.....	5	Sven's Respite.....	17	Arn Ulfsson.....	35
Skalavik Library.....	9	Mazy Passages All Alike.....	17	Floki Eriksen.....	36
Other Notable Locations.....	10	The Son.....	20	Ofsi Bani.....	37
Fortifications & Garrison.....	10	The Advisor.....	21	Krysvik.....	39
Trade, Guilds, and Manufacture.....	11	The servant.....	23	Giant Rat.....	39
Shopping Guide.....	11	Crypt of Krysvik.....	27	Skögul.....	40
Law and Order.....	12	Graveyard.....	27	Bear Cubs.....	40
		The Catacombs.....	27		
		Krysvik's Barrow.....	30		



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ISBN: 978-1-950368-46-4 (Softcover); 978-1-950368-48-8 (PDF)

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# THE CRYPT OF KRYSUVIK

## INTRO ET BACKGROUND

**THE CRYPT OF KRYSUVIK** is a location-based adventure for the **DUNGEON FANTASY ROLEPLAYING GAME** set in the region of Norðlond called The Hunted Lands, or The *Veiddarlönd* in the local language. It is designed for 4–6 player characters of roughly 125 points ... and six such characters are found on **pp. 33–38**. Higher-point characters—especially 250-point delvers—will likely find it too easy. Lower-point delvers need clever play and some luck on the dice to overcome the threats they face.

The adventure is set around the town of Skalavik, three clue locations (one within the town), three encounter locations, and the crypt itself. The order in which the PCs go to the locations is unimportant. All the delvers really need is one copy of the key—there are three to be found—and sufficient clues to find the lost crypt. Delvers with a completionist bent can visit all of them. Mission-oriented ones may try to short-circuit the process and go right to crypt as soon as they can. There are risks and rewards to choosing either path.

### TOMB ROBBING FOR FUN & PROFIT?

The main goal of this adventure is to plunder the tomb of a legitimately buried former ruler of the area. Why is that okay for good guys to do?

The GM knows—and the players will surely suspect—the former ruler was more of a nogoodnik and is now an angry, willful, evil undead. The characters don't, but they're going to set out to find and plunder

the tomb nonetheless. Some types of delvers would do that regardless. Clerics, holy warriors, and other upstanding citizens may need more justification.

The introductory examples should make it clear that everyone knows that Krysvik wasn't the good man his ancestors were, and that his wealth came more from violence against those who couldn't stop his depredations than from "legitimate" sources. In other words, his wealth was **SIGURTÁKN** rather than that which a leader gains from leading his community well. Anyone doing even cursory research finds out these facts. That makes it less likely that anyone really minds a bunch of outlanders showing up looking to plunder a deceased local leader's tomb!

"Good guys" likely must take a pass on some other easy, accessible loot, though: Plundering the plunderer Krysvik is one thing, but despoiling his innocent relatives does not sit well with the locals ... or any higher powers the PCs are connected with.

### STARTING THE ADVENTURE

Getting PCs pointed in the right direction without railroading them into going can be tough. GMs have several options for getting the PCs to head to the first clue location. Here are three options to get them on the chase.

**The lost sheep.** A herder pursuing a lost sheep found it in a cleft in the ground ... and there found a clue to the true location of the Crypt of Krysvik! Unwilling to enter himself, he took his sheep and left, but not long after began blabbing about it while drinking back in town. And everyone knows grim and malign Krysvik died with a hoard of silver and gold...not to mention a magical axe.

**The bard song.** A traveling minstrel tells the tale of cruel Krysvik and his lost treasure. This is enough to spark one or more of the PCs or nearby NPCs to remember the standing stone that bears Krysvik's name. Is it possible his treasure is still un-plundered? The bard doesn't know but does know no one has yet plausibly claimed to have found it.

**The greedy relative.** A distant relative of long-lost Krysvik wants the three keys to Krysvik's tomb, and a necklace buried with him. The relative is willing to allow the delvers to loot the tomb to get the keys and necklace: It would provide strong proof of kinship if he had it when presenting his case before an *Alþingi*. The relative doesn't want to be identified and approaches the delvers (who aren't from around here) through an agent. Locals might figure it out, so delvers who won't blab would be greatly preferred!

Of course, the GM could just say "This adventure is about finding the crypt of Krysvik, so get started on that!" It's much more fun to play on the natural cupidity and contrariness of the players to get them to choose to go.



## SKALAVIK

Skalavik was once a vital trade nexus, a bastion against bandits and faerie alike, if only because its leader, the bandit-cum-Herra Krysuvik, aggressively made it so. That meant aggressive trading, aggressive development, and aggressive warring on any with the wealth to fund his obsessions (see **WHO IS KRYSUVIK?**). The town is still a valuable source of timber and silver for Jarl Orm Karrisson, whose family has claimed dominion over the Hunted Lands for three generations: It prospers through trade and mining. It's no longer a center of political attention from the outside. That—and the general decline in faerie activity coming out of the Frostharrow—makes it a bit “sleepy” for a trading town in the Hunted Lands. The recent rumors of a clue to the “lost treasure of Krysuvik” have livened things up a bit.

The town sits on the Iron River (Járnáin) at a point where rafts and boats from the mines and forests can all deliver their heavy cargo by water travel. The town itself is sited at the junction of two sizable streams, providing easy access to the forests and mines to the west, and supremely defensible against the mischief of faerie and bandit alike. This is needed: the town is outside the protection provided by Audrey's Wall and the Palisade.

This location seemed ideal as the local base of operation by the representatives of four separate guilds. The most prominent is the mining guild, extracting large quantities of silver and tin from the nearby low hills. The armorers' guild oversees the iron mined and smelted in town, as well as keeping careful tabs on imports and exports to and from places like Járngarðr. The Merchants' Guild oversees the transshipment and distribution of items that must be offloaded from ships at the beginning of the rapids just north of Norðvörn. The lumber guild is prominent wherever trees are felled and harvested, and the small forest near the town grows a disproportionate number of valuable species for shipbuilding. The place has the feel of a bustling frontier town ... but also one that isn't going anywhere anytime soon.

Two seasonal camps support the town, one located in the hills to the northeast where animals graze during the summer months. The second camp shifts annually to whatever part of the forest is being worked by the foresters and colliers.

The recent year has been a great one—an abundance of food, silver, tin, lumber, wool, and other goods have come in. Weather has been especially good, and the locals have been able to hunt and trap further afield than usual with great success. The population—about 1,350 people—is literally fat and happy after such a good season.

### LOCATION

Skalavik sits along the Iron River where the Clearwater stream meets it from the south. Access to the river network that branches off to the west and south is its key feature. It has both ease of river traffic to bring in trade from the bigger cities to the east and makes it easier to float in logs to the town—and to the cities to the east—downriver. The location is a prime spot for trade, and the local terrain makes it easily protected.

Local stone is available in large quantities—but it's glacial drops, boulders, and exposed rocky outcroppings: It's functional, not fancy or decorative. The wood, however, is readily available and of high quality. The town buildings' construction reflects its wealth: Houses and large buildings feature ornate carvings, wooden or stone sculptures, decorative fence work, or all three.

Important landmarks in the town itself include the main hall (always an important gathering place), a very large **LIBRARY** (even more unusual for being in what is basically a frontier town), the **SPLIT ROCK** inn and tavern, and the **TEMPLE OF THE STORM GOD**.

Outside, there is the (locally) famous **STANDING STONE OF KRYSUVIK**, which details the history of its notorious former first citizen, and several barrows of historical significance, including that of Krysuvik's son Sven, his former adviser **GUNTAR THE WISE**, and Krysuvik's servant and aide **SIGURD**. These places are known by most townsfolk, and common stops on the “guided tour”—usually given for a small fee or a large number of drinks at the Split Rock—given after prospective treasure-seekers make themselves known. “Oh, you're looking for Krysuvik's treasure, eh?”

Finally, there's **A WATERFALL IN THE HILLS** which is supposedly a fantastic vista when viewed from the river below.



muted disdain for the town's most (in)famous ancestor stems from the mostly unspoken recognition that Krysvik became more predatory than the bandits he claimed to be stamping out.

## FIGHTS & MURDERS

The distinction between a murder and a justifiable righteous killing can be pretty thin. Murder is the unlawful killing of someone who could not be expected to defend themselves. Children are off-limits, as are those bearing children. Able-bodied persons are expected to be able to defend themselves, and to carry the means to do so in the form of a weapon or potentially lethal tool—one of the reasons axes, cheap knives or machete-style weapons, and short clubs are popular fashion accessories.

To go about unarmed or unprotected as an adult is to invite challenge. The nature of the challenge can be verbal (you scream and leap, in timeless fashion) or physical (someone sets your house on fire). Once given, it's on, so to speak. Random violence for no reason other than "I liked his necklace" is not common in settled areas. Lethal raids as part of a blood feud, or even by the population of a small village fallen upon hard times, are—if not commonplace—at least not unusual. The legality of injury and death in retribution for an affair of honor may well be sorted out at the next *Alþingi*, after the fact, which will only be of consolation to the next of kin. Such feuds disrupt trade and make it harder to defend against the nearly forgotten threat of wildlings, faerie, and even dragonkin, which is why Skalavik's town council tries to stay a step ahead of such issues.

### "NOT MORE THAN ONE STEP."

The Allfather has very specific advice for *Norðlondr* when it comes to weapons and armor: Don't leave home without them. "A man in the country must not go more than one step from his weapons; one

can never be sure when a spear will be needed by a warrior." This advice is "common sense" in Skalavik, even if the lethal threats are somewhat muted of late. "Casual" clothing to be worn about town might be light mail (for the wealthy) or heavy leather (for the less so) as easily as cloth or wool: Going about armed and armored is considered a sign of being prepared.

It's expected that a Skalavikian will own and maintain some kind of armor to help shore up the militia (or participate in it) in time of need, but farming and mining are hot and heavy work even without donning 25 lbs of steel. Men, women, and sometimes adolescents will nearly always carry at least a long knife or dagger, if not a short sword or fighting axe; weapons that are also tools are favored.



## ARMS, REACTIONS, AND SOCIETY

Those who go about visibly unarmed (a wizard's staff counts as visible armament) will be tested for bravery and valor given any opportunity. Going about unarmed implies that others will defend you, and that you are not ready to defend others. A visit to a tavern or stroll through the marketplace might bring a potential challenger who offers a probing insult or deliberate bump while passing. To refuse this challenge is a sign of cowardice, to accept considered a fine thing win or lose. The loser may well invite the winner to an inn for a drink. So as not to disturb the goings-on in the market, casual conflict such as this is usually settled in the town square. Wagers are common.



# THE CRYPT OF KRYSUVIK

## ROOM 6

Two more giant rats reside here, sheltering in a nest. They attack without provocation upon detecting the party.

Near the nest lies a deceased adventurer wearing chewed-up leather armor. The corpse has an axe (still usable, though rusty) and the rotten remains of a small shield (merely scrap). Around its neck is a small silver necklace (\$200), and underneath the body is a purse containing \$230 in coins.

## ROOM 7

A small cave with nothing in it.

## SVEN'S RESPITE

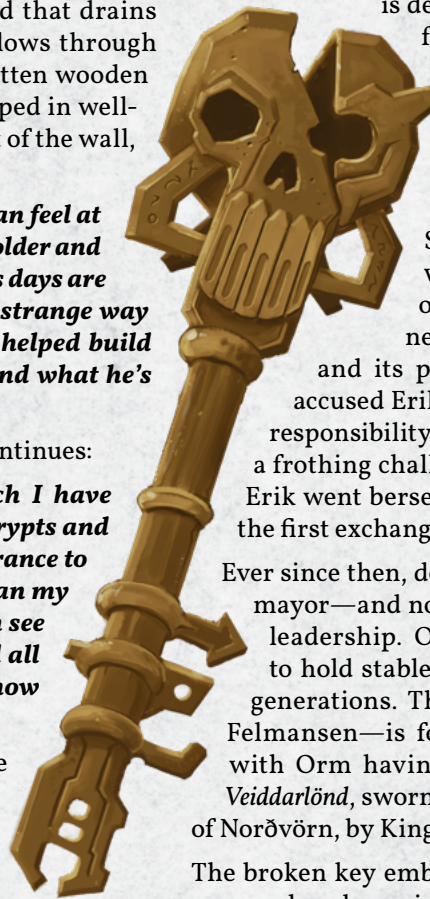
Sven's Respite is a medium sized cavern (approximately 15 feet by 25 feet at its widest points) that is very wet and damp. Opposite from where the delvers enter is a large opening that peeks out of the side of the mountain looking to where the town lies. The waterfall collects into a small pond that drains out to the main river that eventually flows through the town. Near the opening is an old rotten wooden bench with a long package tightly wrapped in well-oiled leather. Near the bench to the right of the wall, a crudely chiseled inscription reads:

***"This place of respite is the one place I can feel at peace these days. My father has grown colder and more cryptic as he's gotten older, and his days are numbered. He wishes to be buried in a strange way down in the crypts under the town he helped build and I said I would have no part in it and what he's planning."***

There is a break in the writing, which continues:

***"He gave me a key to the tomb which I have broken and hidden. I've closed off the crypts and I've built a burial mound over their entrance to be dedicated to my descendants. The man my father became should stay buried. I can see clearly from here, all that he built, and all he destroyed. The world must never know his cruelty again."***

The leather-bound package on the bench is an ornate bastard sword with the name Sven inlaid in gold near the guard. Due to the wrapping in an oil-soaked leather, the quality of the sword has not degraded over the years.



## REWARD

The carving has a clue to the location of the Krysvik's real tomb in the catacombs under the town, the entrance being Sven's burial mound in the town's graveyard. Sven's Sword is an Ornate Balanced Dwarven Bastard Sword (\$7,500, 5 lbs).

## THE SON

Krysvik gave one of his keys to his son, Sven. Each key had a stylized bow in the shape of a skull with a split down the forehead: Krysvik's symbol.

Sven wanted nothing to do with his father's unrighteous plan. He deemed that no one should be able to open the tomb, broke the key, and hid the fragments in plain sight, working them into the designs on the jarl's chair in the main town hall.

The chair stands in the town hall, an important relic of the past, but it is left unoccupied unless the Steward is delivering a direct pronouncement from the Jarl. The rulers of Skalavik (both noble and administrative) have been told to preserve the chair and keep it in the hall, but not why, as part of their oath to protect the town.

Sven's great-grandson Bjorn went glory-mad before being told of the key's secret location and neglected the welfare of Skalavik and its people. Leif's grandfather Bjorn accused Erik at an Alþingi of abandoning his responsibility to the town; Erik responded with a frothing challenge to mortal combat. The mad Erik went berserk and Bjorn decapitated him in the first exchange of blows.

Ever since then, despite its size, Skalavik has had a mayor—and now a steward—rather than noble leadership. Orm Karisson is the first noble to hold stable sway over the Hunted Lands in generations. The Ráðsmaðr—the Steward Leif Felmansen—is formally employed by Jarl Orm, with Orm having been granted the title of Jarl *Veiddarlönd*, sworn vassal and huskarl of Hajarl Egil of Norðvörn, by King Krail.

The broken key embedded in the throne needs to be removed and repaired before use. Orrig Smiðr, the town blacksmith, would be willing to repair the key



# THE CRYPT OF KRYSUVIK

## MAIN ROOM

Sigurd Knutsen's barrow is round with small alcoves pointed due North, South (the entryway), and West. In the middle of this bare tomb sits a sarcophagus, opened and burgled years prior. The entirety of the domed room is about 30' in diameter. In the barrow there are seven norðalfs (**HALL OF JUDGMENT, p. 87** or use *goblins, MONSTERS, p. 33*), currently living inside. The leader, Gleel, wears a battered but serviceable light scale helmet that was once ornate.

The norðalfs have thoroughly sacked the crypt of all that remained of the loot—a few scattered coins overlooked in the original looting and a scale helmet left behind by past looters.

The norðalfs sleep in looted bedrolls, now filthy and lice-ridden. Broken bottles and pots, bones of animals they've consumed (one deer, a large number of rabbits, as well as several rats and badgers), rocks they've tracked or brought in, and so on lie strewn all over the floor. They've been here for several weeks, having taken an unsuccessful crack at the north door and what's behind it on the first day.

To the west is an open door (average iron-bound wood, average hinges: see *Doors, EXPLOITS, p. 82*) to an alcove, long ago looted of anything useful. The norðalfs have been using it as a toilet. Ewww.

Past the north door (heavy iron-bound wood, heavy hinges, Forced Entry roll needed) is a small chamber containing yet another door, behind which stands a stone golem with a greatsword at the ready. The door to the main room had been open when the norðalfs arrived, but they quickly slammed it shut after two of their number were slain by the golem.

## GUARDED DOOR

Past the north door is a small alcove, making a small chamber. Two norðalf corpses—one cloven completely in two—lie on the floor below a damaged stone golem wielding a large sword who blocks yet another door to the north. The golem has a large crack in its torso and a pickaxe lies close to the bisected norðalf corpse.

Upon entering the alcove, the stone golem asks in a gravely, hollow voice, "Who approaches?" If anyone is wearing the light scale helmet (currently possessed by Gleel) and mentions Sigurd Knutsen, the golem steps aside and allows them (and any clearly with them) into the room beyond—a small (1-hex) memorial to Krysuviik with a small stone chest on the floor.

If no one is wearing the helmet, the golem may or may not believe them—roll a contest between the speaker's Acting, Fast-Talk, or IQ-5 and the golem's IQ 8. If the speaker wins, the golem is convinced and steps aside as above. On a tie or failure—or if no one answers appropriately (or at all!)—the golem announces, "You are not permitted here. Leave or be slain by the will of Krysuviik!"

Anyone still within the alcove five seconds after this is attacked. The golem does not pursue outside of the alcove unless engaged with missile weapons and does not pursue outside of the tomb at all. It's impossible to get a line of sight on the golem within the tomb from outside, preventing delvers from standing "just far enough" outside to plink it to pieces.

## CHALLENGE NOTES

Two challenges are at hand, which the PCs can easily merge into one if they don't play their cards right. If they try to force their way past the north door before dealing with the norðalfs, or if they let some escape, whereupon they circle around and attack from the flank or rear.

### NORÐALFS

The seven norðalfs each carry a long knife, short bow, and 10 bodkin arrows coated with *monster drool* (**ADVENTURERS, p. 116**). Their leader, Gleel the Fierce—normal stats, but +1 to skills and defenses, Tactics-8, and Cowardice (15) instead of the usual (12)—sends half of them forward into melee and the other half attempt to hang back and shoot arrows. Gleel stays in the back, biding his time to strike (or flee)!

Norðalfs have Cowardice (12), and are reluctant to attack a strong-looking party. They're on edge after the recent death of their companions: They shoot arrows first and run unless the arrows have an immediately telling effect. If the party fights from the entrance, cornering them, and they make the Cowardice self-control rolls they hang back and shoot arrows instead fleeing. It's risky to back a coward into a corner!

In combat, the biggest risk is the norðalfs closing into close combat against foes who use weapons without Reach C. There they knife their way to victory, or evade and run past to escape! Norðalfs that escape will come back when they get a chance to bushwhack the PCs. With Expert Backstabber 7 and good night vision, they'll be very dangerous when they do. They won't try to sneak back past a watchful guard.





### REFUSE AND FILTH

The scattered bones, filth, pottery shards, and other detritus make the entire floor Bad Footing (-2 to hit, -1 to defend, 2 movement points per hex) for everyone except the nordalfs—they're used to it!

### THE GOLEM

The guardian is a stone golem (see **MONSTERS**, p. 54) but with only 20 HP—it has some minor battle damage all over its body from previous battles, and a clear crack in the center of its chest. A lucky pickaxe strike by the unfortunate nordalf who lies bisected on the floor put a serious fault line into the golem's chest. This effectively gives it **WOUNDED** (**ADVENTURERS**, p. 67). A Per-based Hidden Lore (Constructs) or Per-based Physiology (Constructs) roll at +5, minus any lighting penalties, identifies this as an attackable flaw. Any clever delver can just guess that it's vulnerable there and strike at it; this takes no special skill. The flaw

is targeted at -7, and any damage that gets past the golem's DR 4 gains a  $\times 1.5$  injury multiplier (round up). The golem is Homogeneous: Only cutting and crushing weapons benefit usefully from the flaw (as the nordalf who created it could attest).

### TREASURES

The golem carries:

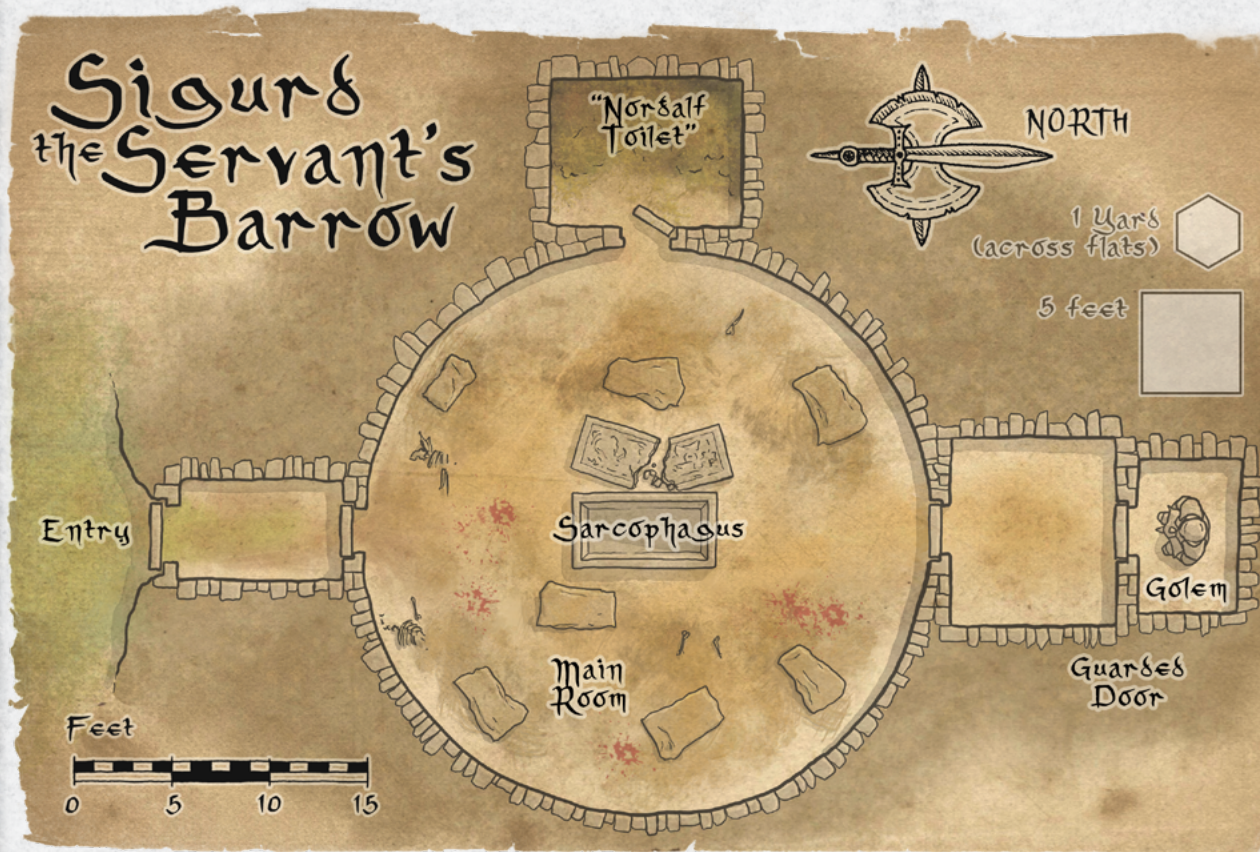
- **OVERSIZED EXECUTIONER'S SWORD.** (\$1800, 10.5 lbs.)

Near the dead nordalfs' bodies, one sees:

- **PICKAXE.** (\$15, 8 lbs.)
- **THE USUAL NORDALF EQUIPMENT** (SEE **HALL OF JUDGMENT**, p. 87 OR USE GOBLINS AS A STAND-IN: **MONSTERS**, p. 33)

Inside the chest is:

- **THE KEY.** (\$100, Neg.)
- **200 SILVER COINS.** (\$800, 0.8 LB.)





# PRE-GENERATED CHARACTERS

## HELGA LEIFDOTTIR

### 125-PT HUMAN HOLY WARRIOR

Helga is a mix of contradictions—friendly, chatty, and outgoing on one hand, but also serious, honest to a fault, and dedicated to battling the undead on the other. She feels for the victims of the undead, and works to save and defend them. She'll put down the mindless undead, but sees them as the victims of the willful undead. She won't rest until she's done all she can to defeat evil and the unliving foes of mankind. Yet her sunny personality and willingness to make friends with anyone—and anything—makes her a treasured companion to her friends.

<b>ST</b> <b>12</b> [20]	<b>DX</b> <b>11</b> [20]	<b>IQ</b> <b>11</b> [20]	<b>HT</b> <b>13</b> [30]
--------------------------------	--------------------------------	--------------------------------	--------------------------------

<b>Damage</b> 1d-1/1d+2	<b>Move</b> 6 [0]	<b>Will</b> 13 [10]	<b>Basic Speed</b> 6 [0]
<b>Basic Lift</b> 29 lbs		<b>Per</b> 11 [0]	<b>Basic Move</b> 6 [0]

<b>HP</b>	<b>Control Thresholds</b>					<b>FP</b>
	1/10	1/2 CM	CM	1.5xCM	>2xCM	
<b>12</b> [0]	<b>1</b>	<b>6</b>	<b>12</b>	<b>18</b>	<b>24</b>	<b>13</b> [0]
<b>Parry</b>	<b>Dodge</b>	<b>Block</b>	<b>DR</b>			

### ADVANTAGES

- Born War-Leader I [5]
- Higher Purpose (Slay Undead) 3 [15]
- Holiness 2 [5]
- Resistant to Disease 2 [2]
- Resistant to Poison 2 [2]
- Rest in Pieces [1]
- Trademark Move (Broadsword cut to neck) [1]
- Trading Character Points for Money 4 [4]

### DISADVANTAGES

- Chummy [-5]
- Honesty (9) [-15]
- Selfless (12) [-5]
- Sense of Duty (Adventuring Companions) [-5]
- Vow (Own no more than horse can carry) [-10]
- Xenophilia (12) [-10]
- Chatty [-1]
- Daily ritual: morning prayers before breaking camp [-1]
- Dislikes heights [-1]
- Humble [-1]
- Regards mindless undead as unfortunate victims, not monsters [-1]

### SKILLS

- Broadsword-15 [12]
- Brawling-12 [2]
- Esoteric Medicine (Holy)-9 [1]
- Exorcism-II [4]
- Hidden Lore (Undead)-10 [1]
- Intimidation-12 [1]
- Leadership-10 [1]
- Meditation-II [1]
- Physiology (Undead)-10 [1]
- Psychology (Undead)-10 [1]
- Religious Ritual-9 [4]
- Shield (Shield)-13 [2]
- Spear-II [2]
- Spear Throwing-12 [2]
- Strategy-9 [1]
- Tactics-9 [1]
- Theology-9 [1]
- Wrestling-II [2]

### EQUIPMENT (\$2,878, 106.85 LBS)

Combat load: 70.4 lbs (Medium Encumbrance, -2 Dodge, Move 3)

- Basic Kit\* (\$233, 36.45 lbs)
- Huskarl's Armor (\$1905, 47.4 lbs)
- Large Knife (\$40, 1 lb)
- Medium Shield (\$60, 15 lbs)
- Spear (40, 4 lbs)
- Thrusting Broadsword (\$600, 3 lbs)
- 6 silver, 2 copper coins (\$122, 0.16 lbs)



\*BASIC KIT (DELVERS TO GROW, P. 37): 1 belt pouch (\$10, 0.2 lbs) containing personal basics (\$5, 1 lb) and one glow vial (\$30, 0.5 lbs); one suit of ordinary clothes (\$0, 2 lbs); 1 small backpack (\$40, 3 lbs) containing a rolled blanket (\$20, 4 lbs), 1 week's worth of rations (\$42, 10.5 lbs), a 1-person tent (\$50, 5 lbs), two torches (\$6, 2 lbs), and a one-gallon waterskin (\$10, 8.25 lbs when full).

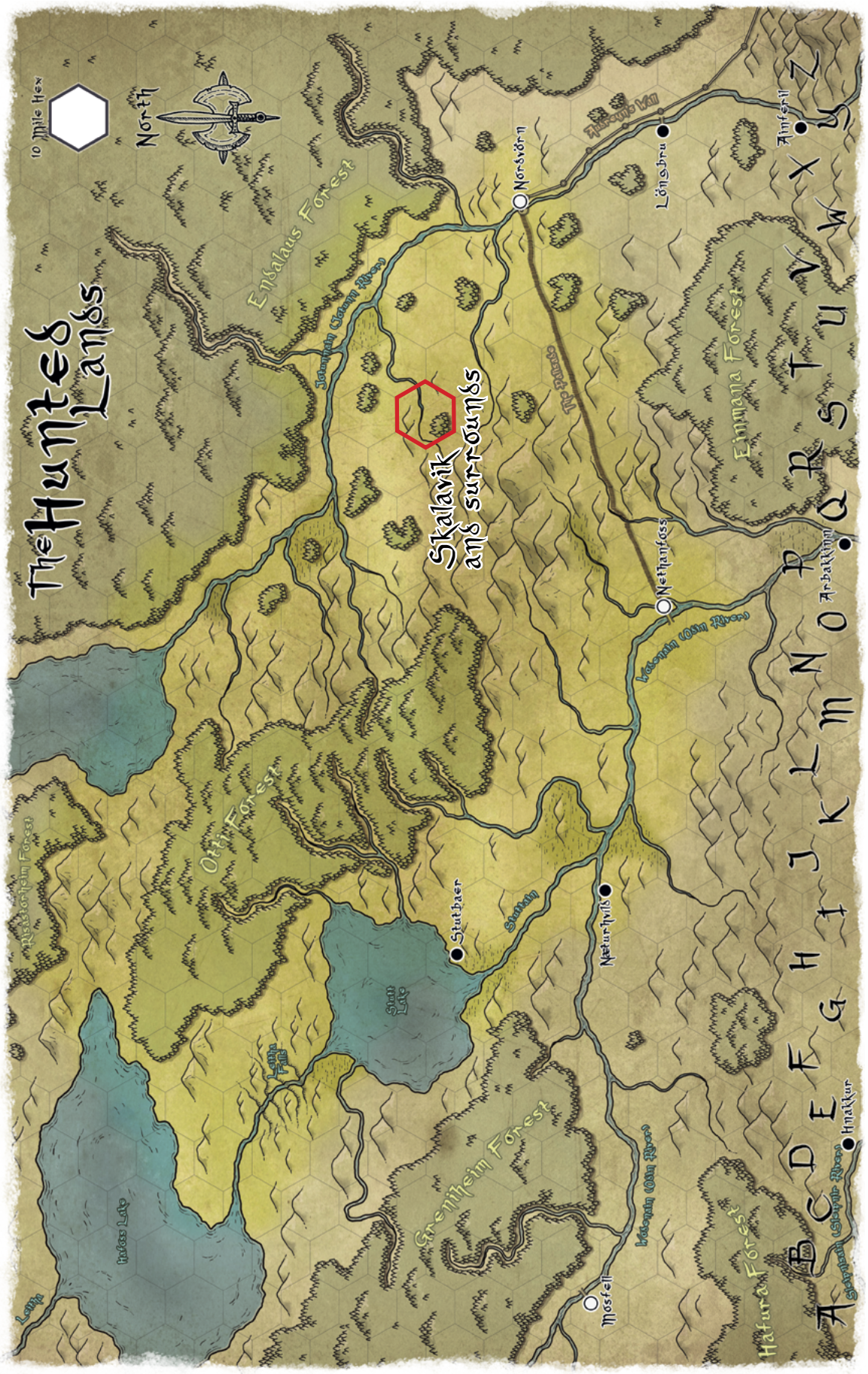
\*\*HUSKARL'S ARMOR (DELVERS TO GROW, P. 38): Light mail shirt w/coif (arms, body, and skull, \$900, 21.6 lbs); light mail leggings (\$375, 9 lbs); segmented plate gauntlets (\$90, 2.4 lbs); segmented plate helm (\$225, 6 lbs); segmented plate sollerets (\$315, 8.4 lbs).

# The Hunted Lands

10 Miles Hex



North



Ensbau Forest

Oth Forest

Greenheim Forest

Hafura Forest

Einmana Forest

Skalarik and surroundings

Stat Lake

Wess Lake

Mosfell

Stutbaer

Neturhills

Norsvorn

Nettanfoss

Lonsbru

Amsfell

Arbakking

Stovur River

Koeyan River

Koeyan River

Stovur River

Stovur River

Leim

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

1 2 3 4 5 6 7 8 9 10



AN ADVENTURE FOR 4-6 DELVERS OF 125 POINTS

## LOOT THE BARROW

Not all sleeps peacefully in the Hunted Lands.

Generations ago, the warrior and berserker Krysvik defended the small hamlet of Skalavik from the predations of marauding bandits and wild faerie. By might and stratagem, he built Skalavik into one of the largest settlements in the Hunted Lands northwest of the Citadel at Norðvörn.

In time, he took the fight to all enemies ... even before they became "enemies." Wounded in the greatest battle Skalavik had seen, he put an end to the bandit threat. And then died.

Probably.

He left a rich, thriving, and stable town...and rumors of a vast treasure hidden in secret places. Rumors only fools chased after.

Now, as the Hunted Lands seem to wake up angry from a long slumber, adventurers once again seek the treasure of Krysvik.

Maybe you can find it before others do...

Crypt of Krysvik is designed to be played with four to six characters of roughly 125 points, built with *Delvers to Grow*. It includes six such pre-generated characters, so you can get playing right away!

**STEVE  
JACKSON  
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