

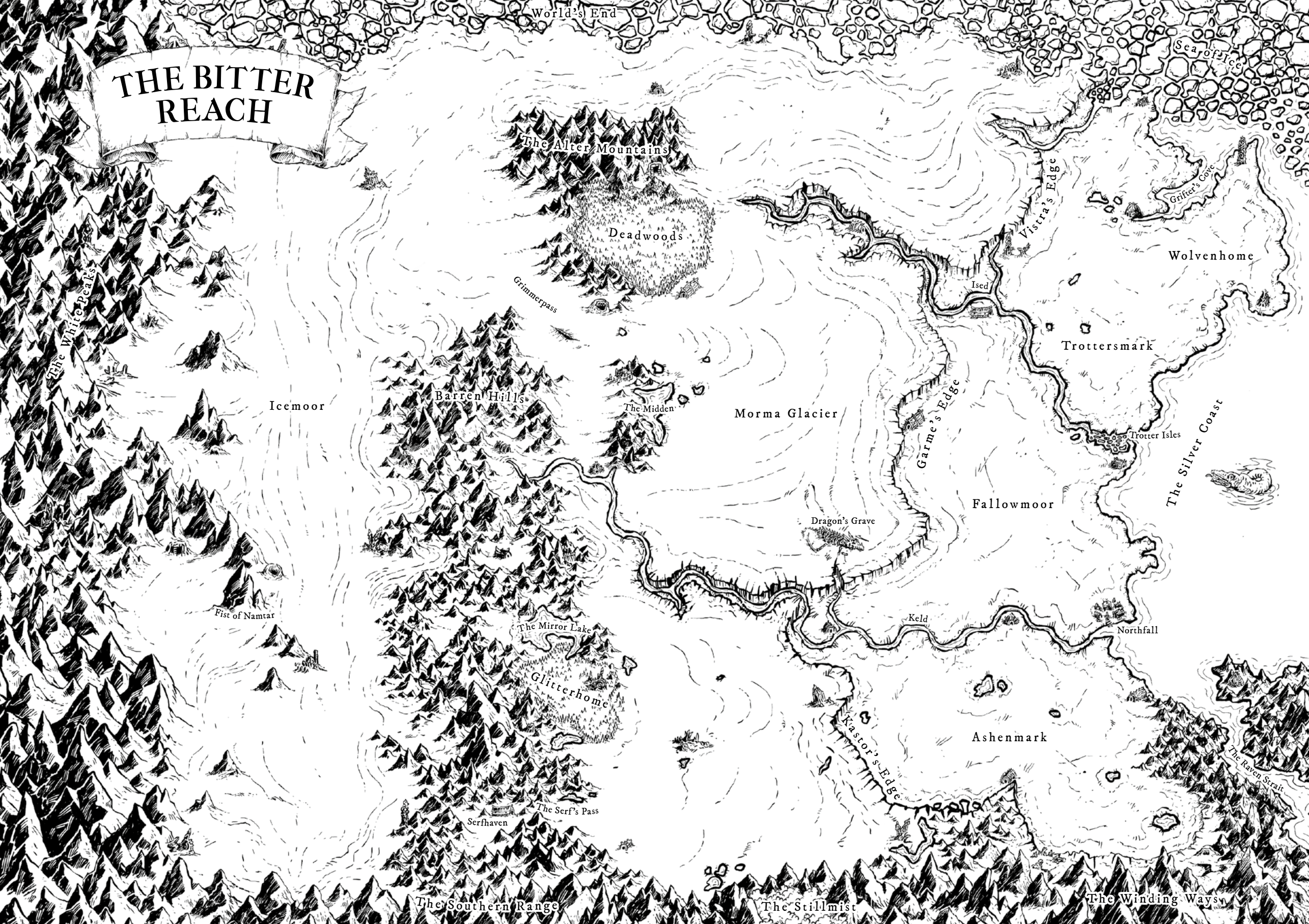
FREE LEAGUE

FORBIDDEN LANDS

THE BITTER REACH



THE BITTER REACH



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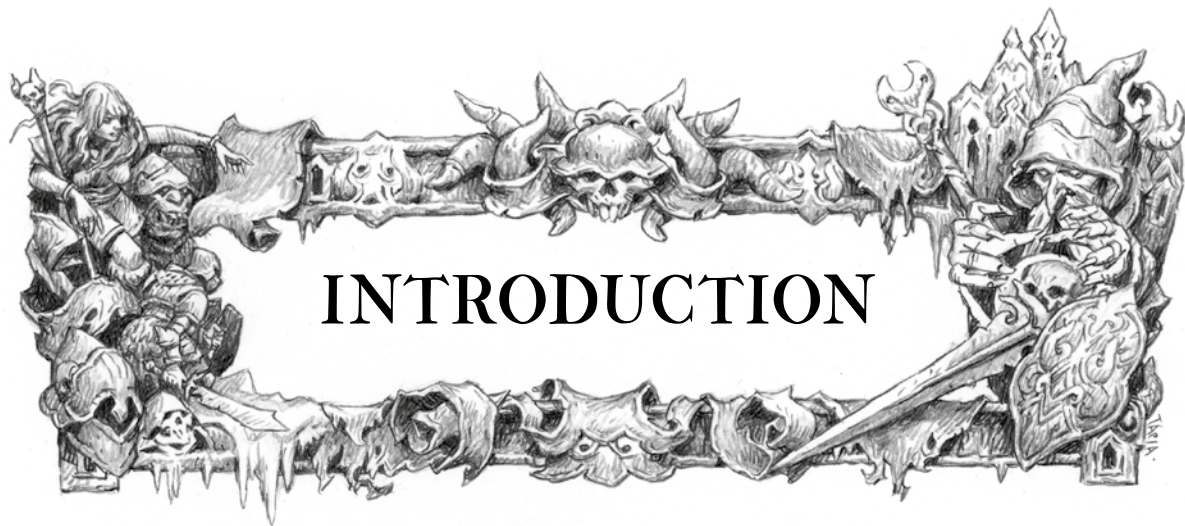


CONTENTS

INTRODUCTION	4	WAKE OF THE	
Overview	5	WINTER KING	43
Journey To The Bitter Reach	5	The Phases of the Campaign	43
Living In The Bitter Reach	7	Background	44
		The Five Seals	45
THE LAY OF THE LAND	11	Legends	59
Settlements	11		
Kin	12	KEY PLAYERS	61
Regions	13	Alabastor	63
		Baraggor	66
PROFESSION AND		Bele	67
TALENTS	17	Ferenblaud	69
Champion	18	Hoyra of the Frostwind Clan	73
The Champion's Talents	19	Ingmarg	75
General Talents	20	Marmena	77
		Wurda	80
MAGIC	21		
Elemental Magic	21	KIN	84
Ice Affinity	26	Humans	85
		Elves	87
JOURNEYS	29	Dwarves	90
The Map	29	Orcs	90
Weather	30	Wolfkin	92
Cold	30		
Hike	33	BESTIARY	93
Lead the Way	34	Dire Wolf	94
Forage/Search for Fuel	36	Frost Dragon	96
Hunt	37	Ice Giant	98
Fish	37	Nanuik	100
Make Camp	37	Pikebeast	102
Sea Travel	39	Stone Raven	104
Beneath the Ice	39	Stone Guardian	106
		Wendigo	108



ARTIFACTS	110	Locations	211
Non-Magical Artifacts	110	Events	219
Assare's Harpoon	112	HOPE'S LAST REST	220
Bjarke's Warming Flagon	113	Background	220
Bur's Boots	114	Locations	222
Lerge's Hammer	115	Events	232
The Wings Of Marudak	115	FROSTWIND HOLD	234
Namtarel's Black Arrow	116	Background	234
Ramman's Thundering Drum	117	Locations	237
Ferenblaud's Star	118	Events	245
Tarik's Mysterious Cap	119	WYRM'S FIST	246
ENCOUNTERS	120	Background	246
ADVENTURE SITES	146	Locations	249
Ice Cave	147	Events	256
Elven Ruin	153	PALACE OF THE	
Settlement	161	ICE GIANTS	259
NORTHFALL	166	Background	259
Background	166	Locations	264
Locations	169	Events	270
Events	179	THE SUNKEN CITY	271
THE TOWER OF		Background	271
THE FARSEERS	182	Locations	273
Background	182	Events	279
Locations	183	PALACE OF THE	
Events	186	WINTER KING	280
BLEAKNESS KEEP	187	Background	280
Background	187	The Awakening	282
Locations	189	Locations	282
Events	200	Events	290
THE FIELD OF SWORDS	202	THE ENDGAME	293
Background	202		



INTRODUCTION

“What can you offer me? I am the only one to return, my kinsmen lie dead beneath the ice.” The bitter words came in a whisper from Korlis’ tormented throat. “So what will you give me for my troubles? What are the lives of four adventurers worth?”

The merchant prince stared disdainfully at the haggard figure in front of him. “A silver warrior figurine... I have dozens of them. I’ll give you six silver pieces!”

Korlis spat her scorn at Ingmarg Plump. “Your greed will be the death of you, peddler! But who else will pay me for what I free from the ice? Give me the coins, so that I may toast my lost friends!”

With a sneer, Ingmarg handed the silver coins over to the unfortunate treasure hunter.

Elders in Alderland speak of the cold storms from the north. Cursed voices borne on the icy winds whisper of secrets from ages past that would plunge realms and kin into ruin if only someone would understand these ancient words. They are the desperate confessions of the lost. They are the legends of the Bitter Reach.

The haunted winds and the fierce cold haven’t discouraged the poor and downtrodden of Alderland from heading northward. When the southern lands are too cramped and the yoke of the oppressor too heavy, some seek a better life in the open vistas of the north, in the shadow of the eternal Morma Glacier.

Traders, adventurers and treasure hunters steer their ships toward the frozen coast in the



hope of finding glory and riches. Full of hope they journey to the cold north and venture out into the untamed icy lands to find the golden artifacts that, according to myths and legends, lie hidden under the ice, waiting to be found. Few return.

For the ancient treasures aren't guarded by the ice alone. Deep beneath the frozen surface, creatures told of only in the oldest of legends dwell. They guard treasures that can give their owner power beyond their wildest dreams, treasures that could destroy the Bitter Reach if they were found.

And the treasures will be found, sooner or later, so why shouldn't they be yours to claim?

OVERVIEW

The Bitter Reach is a campaign book for *Forbidden Lands*, the roleplaying game that lets you step into a world full of danger, where you and your friends together create stories full of mystery and adventure.

This book contains both a description of the Bitter Reach, the icy realm north of Ravenland, and the *Wake of the Winter King* campaign, which describes a number of key people and locations that all play an important part in the events that your characters will be part of in your adventures here.

Both the players and the GM can read Chapters 1 to 5, but Chapter 6 and beyond are for the GM's eyes only.

THE BITTER REACH IN BRIEF

The Bitter Reach is a lawless land where the rule of the strong trumps all. A strong sword arm is your greatest asset, regardless of

whether it is your own or someone else's, paid for with clinking coins.

You have most likely journeyed to the Bitter Reach for the same reasons as so many others – you want to find treasure and fame. The ruins of a mysterious lost civilization that ruled here millennia ago lie ready to be explored, and every find reveals more about this kingdom and the creatures that inhabited it. You must brave the harsh climate to explore ruins, cairns, enormous grottoes and halls of ice, subterranean lakes, and even abandoned city ruins hidden in glittering ice caves.

But be wary, you are not alone in your endeavors. Other treasure hunters and fortune seekers push further and further west into the icy realm, and they are discovering that the land isn't as desolate as was first believed.

At the same time, settlers struggle to create a new and bearable life for themselves along the coast, and merchants gather heaps of silver by selling food and equipment to hopeful treasure hunters.

There is no shortage of failed adventurers now making a living by oppressing the locals. They often work for local peddlers, but there are also groups of outlaws that aimlessly drift along the coast in search of someone to rob or use for their own benefit.



JOURNEY TO THE BITTER REACH

There are several ways to get to the Bitter Reach. Ships set sail from ports in northern Alderland and carry both traders and those



willing to brave the dangers offered by the Bitter Reach to gain glory, fame and riches.

They sail due east and then north to evade the magical forces that separate Alderland from Ravenland (also called the *Forbidden Lands*). Only a handful of captains know the route that takes them through the storms that ravage the seas east of the cursed dominion of the Demon-King Zygofer.

The king of Alderland doesn't view the people leaving his lands kindly, however. He keeps a watchful eye on the ships that leave his ports, forcing many to enlist the services of shady seafarers for their journey.

From Ravenland, ships set sail for the Bitter Reach from Far Vivend and northern Margelda. Very few make this dangerous journey however, as Ravenland itself still offers unexplored ruins and unfound treasure. Those who travel north are often fleeing from local warlords or even the feared Rust Brothers.

In all, it is a motley collection of people that journey north. What they have in common is the hope of making a better life for themselves, either seeking refuge from a miserable existence in the south or believing that they can find fame and fortune where others have fallen along the way. People like you, adventurers with brave hearts and strong sword arms!

THE MAGICAL WEATHERSTONES

Most who come to the Bitter Reach have sailed from Alderland. This route opened a few centuries ago with the discovery of the magical weatherstones. These are magical artifacts that can calm even the fiercest of storms raging in the sea off the coast of Ravenland.

Using the weatherstones, a few brave captains in Ravenland and Alderland successfully made their way north and eventually landed on the coast of the Bitter Reach, opening a route for others to follow.

This knowledge is rare and well-guarded, however. Only a handful of ships traffic the route between the Bitter Reach and Alderland. On the coast of Ravenland, there are maybe one or two captains that both know the way and possess a weatherstone.

OVERLAND TRAVEL

Legends, known to few, speak of two different paths from Ravenland to the Bitter Reach without crossing the sea: the Stillmist and the Winding Ways.

THE STILLMIST: Few are those not of elven kin who have entered the Stillmist and fewer still are those who have left it. It is possible to journey from Ravenland to the Bitter Reach on the dreamlike pathways of the Stillmist, but since the elves don't let strangers wander freely in this domain it is nigh impossible for other kin to use this passage to travel to the cold north.

THE WINDING WAYS: The Winding Ways is the dwarven name for a system of subterranean passages that wind their way under the northern mountain range of Ravenland. Not even dwarves know where all these tunnels lead, but there are rumors of maps to be found in the cavernous libraries of the clan lords, showing which passages lead north and which lead to dead ends and lethal traps.



Very few adventurers have made their way through the Winding Ways. Without a dwarven guide and access to the secret maps, they quickly become lost in the passages under the mountains.



LIVING IN THE BITTER REACH

Due to the cold, the ice and the snow, the Bitter Reach differs significantly from

Ravenland. The Bitter Reach is more inhospitable than the cursed lands of the south, and it is important that both the players and the GM always keep this in mind. In the Bitter Reach it is the climate that has hindered the exploration of the wastes instead of the Blood Mist, which never spread north of Ravenland.

A constant adversary in the Bitter Reach is the weather, which is predictable and erratic at the same time. The cold and the snow are ever-present dangers, but on top of that a blizzard can sweep in without warning, the temperature can plummet for a week, or the sun



HOW DID YOU GET HERE?

This book describes the Bitter Reach and the adventures that can take place there. It makes no difference to the *Wake of the Winter King* campaign how you have reached this part of the world. You don't need to play out the actual journey here, unless you want to.

If you are adventurers from Ravenland, you have likely sailed here on a ship, probably from the coast of Margelda. You've just stepped ashore in the largest settlement on the Bitter Reach, Northfall (see page 166), and your adventures in the land of ice and snow start there. The GM may also decide that you've come here through

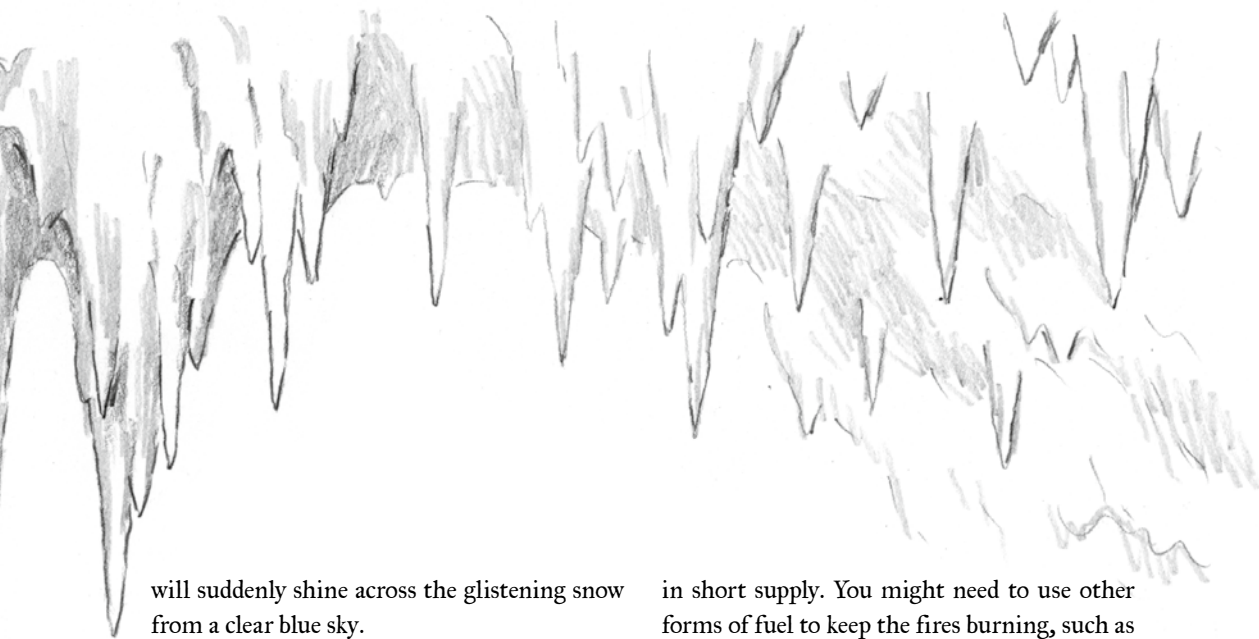
the Stillmist or the Winding Ways, with the help of an elven or a dwarven guide. In this case, your journeys in the Bitter Reach should start in the Southern Heights mountain range.

You may also decide that your adventurers were born in the Bitter Reach. You can then begin your game anywhere, but most likely in a village where you can make sure your PCs get hold of basic equipment to survive in the realm of ice.

Wherever your adventures begin, you should place the large map of the Bitter Reach (available separately) and start exploring. The riches under the ice await!







will suddenly shine across the glistening snow from a clear blue sky.

When you are out adventuring in the wastes, the world is vast, cold and windy. You are alone on boundless white plains where warmth and comfort are far off. You move through snow-capped ruins filled with statues casting uncanny shadows. During the day, the sun shines cold and clear, and at night, the stars glimmer brightly in the cold sky.

When you reach shelter, it's typically cramped and warm. Settlements are often small, just a few huts or caves where the inhabitants huddle around a bonfire to keep warm. There is little room for privacy in the Bitter Reach, unless you head out into the wilds where you can freeze to death without anyone ever finding you again. Everyone is in some way depending on someone else to survive.

FIRE

In the Bitter Reach, there is no life without fire. It gives warmth, melts snow to water and lets people cook their food. Firewood is always

in short supply. You might need to use other forms of fuel to keep the fires burning, such as dried animal droppings and whale oil.

FOOD AND DRINK

During your adventures, you subsist on a meagre diet, typically of dried meat or fish. You will only be able to cook warm food in rare cases. You melt snow to get drinking water.

When you reach a settlement, there will hopefully be someone there offering steaming hot food: cooked meat or fish, soups or stews. Mulled wine or beer is drunk with gusto.

CLOTHING

How you dress is very important for your survival in the Bitter Reach. Clothing functions both as protection against the cold and against attacks by enemies. The clothes are often produced locally and created from skins and pelts.

Newly arrived people tend to keep the clothing they traveled in, gradually realizing how to protect themselves against the cold and supplement their clothing with caps, pants and coats.



COLD, COLD, COLD!

It is cold in the Bitter Reach. Bone cold. The air is dry because all water in the air is frozen. The snow crunches beneath your feet with every step and it hurts to breathe.

When you travel in the Bitter Reach you never know when you'll be able to get warm again. The only protection you can count on is that which you create yourself. There are no conveniently placed inns with crackling fires that serve steaming stew.

The cold isn't physical strain alone, it has also broken the mind of many a wanderer. The struggle to stay warm never ends, you can never rest, you can never escape. If you fall asleep, you die, but if you keep pushing through the frozen wastes, your energy will soon run out.

Those who have lived in the Bitter Reach for a long time wear heavy clothes, often impregnated with whale oil as protection against moisture. The clothes have none of the decorative details found in Alderland. They are usually brown or black with some elements of white fur.

HOUSING

There are several types of housing in the Bitter Reach, both permanent and temporary. Houses made of stone and wood are seen as the most grand and comfortable.

All wood used for housing must be taken from the ships that come to the Bitter Reach as there are no local sources of timber. It's more common to use animal hides and bones from whales or monsters to build huts and houses.

Snow and ice are also used to create permanent dwellings, in the form of igloos. For temporary shelter, tents insulated with snow are common. Further inland, people often live in caves. This is particularly true of the orcs of the Bitter Reach, who live in ice caves and rock caverns.





THE LAY OF THE LAND

Obald the Frozen stared at the newcomers. "How do we find our prey? How do we know where the herd gathers?" The seal hunter pointed to the black night sky. "The glittering stars are our guides. The icy winds are our companions. The Ice Sea is their realm and together they show us where the prey hides."

Newcomers to the Bitter Reach usually disembark on the eastern coast. The first impression is that of an inhospitable land, harsh and cold. The coast and the glacial seas are constantly harrowed by strong winds. Icy cold waves beat against the rocky shores.

To reach the black beaches where it is possible to make landfall, ships must navigate between icebergs easily capable of piercing their hulls. Some ships get permanently caught in the ice and turn into housing for settlers.

From the coast, the lands of the Bitter Reach rise higher further inland. West of the coast lies Fallowmoor, an icy tundra that gives way to the Morma Glacier, an enormous wall of ice. On the glacier, treasure hunters search crevices that lead down icy dungeons full of death and fortune.

The Morma Glacier is pierced by the Barren Mountains, peaks where ruins from the fallen realm of the winter elves lure many adventurers seeking riches and glory. The rivers Ised and Keld originate from within the glacier and gush forth from the enormous wall, running down from the Barren Mountains and through Fallowmoor before finally reaching the coast.

After the Barren Mountains the glacier continues across Icemoor before it finally gives way to the White Peaks, lofty mountaintops that no being now living has managed to climb.

SETTLEMENTS

The largest settlement the Bitter Reach is called Northfall and is described in detail on page 166



and onwards. There are other settlements strewn across the land as well, most of them in Fallowmoor and Trottersmark. The settlements are small, typically no more than twenty people live in each, and family ties are strong. Strangers are met with suspicion, but the harsh environment in the the Bitter Reach has yet fostered a tradition of hospitality to visitors.

You'll find an example of a small settlement, called Last Hope's Rest, on page 220.



KIN

Many kin and creatures that live in Ravenland can also be found in the Bitter Reach.

HUMANS

A variety of humans inhabit this frozen realm. The main difference between them is whether they were born here or have come as visitors from the south. Most humans here are Ailanders hailing from Ravenland, but there are also Alderlanders who seek their fortune in the cold north. Aslenes are rare, as there are few horses in the Bitter Reach.

ELVES

Only a handful of elves from the southern lands have made their home in the Bitter Reach. Some Unruly (see page 54 of the *Gamemaster's Guide*) live among the humans, and even a few Redrunners have been seen in the wastes. They avoid contact with the other kin and are generally hostile to the orcs clans in the Barren Mountains.

HALF-ELVES

The few half-elves to be found in the Bitter Reach are typically Frailers from Alderland, often steering the ships from the south. Their long lives have made them knowledgeable when it comes to navigating through the storms that prevent travel on the high seas off the coast of Ravenland. Such half-elves typically live on the ships anchored along the coast, always ready to set sail.

DWARVES

Both Crombes and Canides (see page 59 of the *Gamemaster's Guide*) have made their way through the mountains to the Bitter Reach. Most live in the coastal regions of the Southern Heights or in Northfall. The Crombes guard the Winding Ways and the Canides patrol the Southern Heights to stop the humans from traveling to the Ravenland from the north.

ORCS

There are three main orc clans in the Bitter Reach: the Bearskull Clan, the Wolfhowl Clan, and the Frostwind Clan. Most live in the Barren Mountains, where they guard the wastes from intruders. The orcs are hostile towards treasure hunters and they have been known to attack adventurers who have defied their warnings and entered the ancient ruins. A few orcs trade with the other kin in the Bitter Reach, and that is often the only contact they have outside the clans.

HALFLINGS

As a rule, this jovial kin is rare in the Bitter Reach, since most halflings simply don't feel



at home in the cold north. It happens that the odd adventurous halfling comes with the ships from the south, but most soon perish in the cold climate or return to warmer lands.

GOBLINS

A small goblin clan languishes in Fallowmoor, close to the Morma Glacier, where they are embroiled in a feud with the wolfskin over hunting grounds. The goblins are also enemies of the Canide dwarves, and from time to time they attack traders to get supplies. Despite this, goblins are occasionally hired as pathfinders by treasure hunters. The fates of goblins and halflings is even closer entwined here in the Bitter Reach than in Ravenland. Due to the cold, few halflings are born, and those that do live as lesser members among their cousins.

WOLFSKIN

Most of the wolfskin of the Bitter Reach reside in Wolvenhome. They live in harmony with the cold and the ice and enjoy the harsh climate. They associate freely with wolves and Dire Wolves, treating them as a kind of extended family. They mostly keep to themselves and dislike when other kin intrude in their territory.

OTHER KIN

There are kin known in Ravenland that haven't been seen in the settlements of the Bitter Reach: whiners, saurians and ogres. It's unclear if this means that they don't live this far north, or that they have just avoided detection by the other kin.

REGIONS

The following pages describe the main regions of the Bitter Reach in some detail. Everything here is common knowledge.

THE SILVER COAST

Farthest to the east lies the Silver Coast, a thin coastline populated by settlers and adventurers who have come to the Bitter Reach to find a new life, free from oppression and poverty.

Those who make it to the Bitter Reach often find a miserable life lying in wait; they've come to a cold and inhospitable realm. Despite the harsh conditions the coastline was named the Silver Coast, since no one wants to admit that the new land isn't the paradise that they dreamed of.

Little comfort is found in the newfound freedom here, but the dream of one day finding the treasure that will change life forever drives most of those who live here to keep going.

The beaches of the Silver Coast consist of black volcanic sand, and even the small patches of soil that is found on the Silver Coast are black and sandy.

Situated along the coast are small fishing villages, from which the fishermen embark onto the icy waves in search of cod, the main staple food. The fishing villages are also populated by hunters, who go after seals, Nanuiks, and Pike Whales.

Sometimes adventurers visit the fishing villages, but they rarely stay for long. A visit to such a place usually has the dual purpose of refilling supplies and listening to rumors and legends from the villagers.

THE GLACIAL SEA

To the north, the Bitter Reach is bordered by a seemingly endless glacial ocean. The Silver Coast stretches some two hundred kilometers northward from Northfall, but finally veers west and disappears under the ice.

Fishermen mostly move about in the open parts of the glacial sea. Hunters find their prey both on land and on the ice floes, which bar larger ships from sailing farther north.

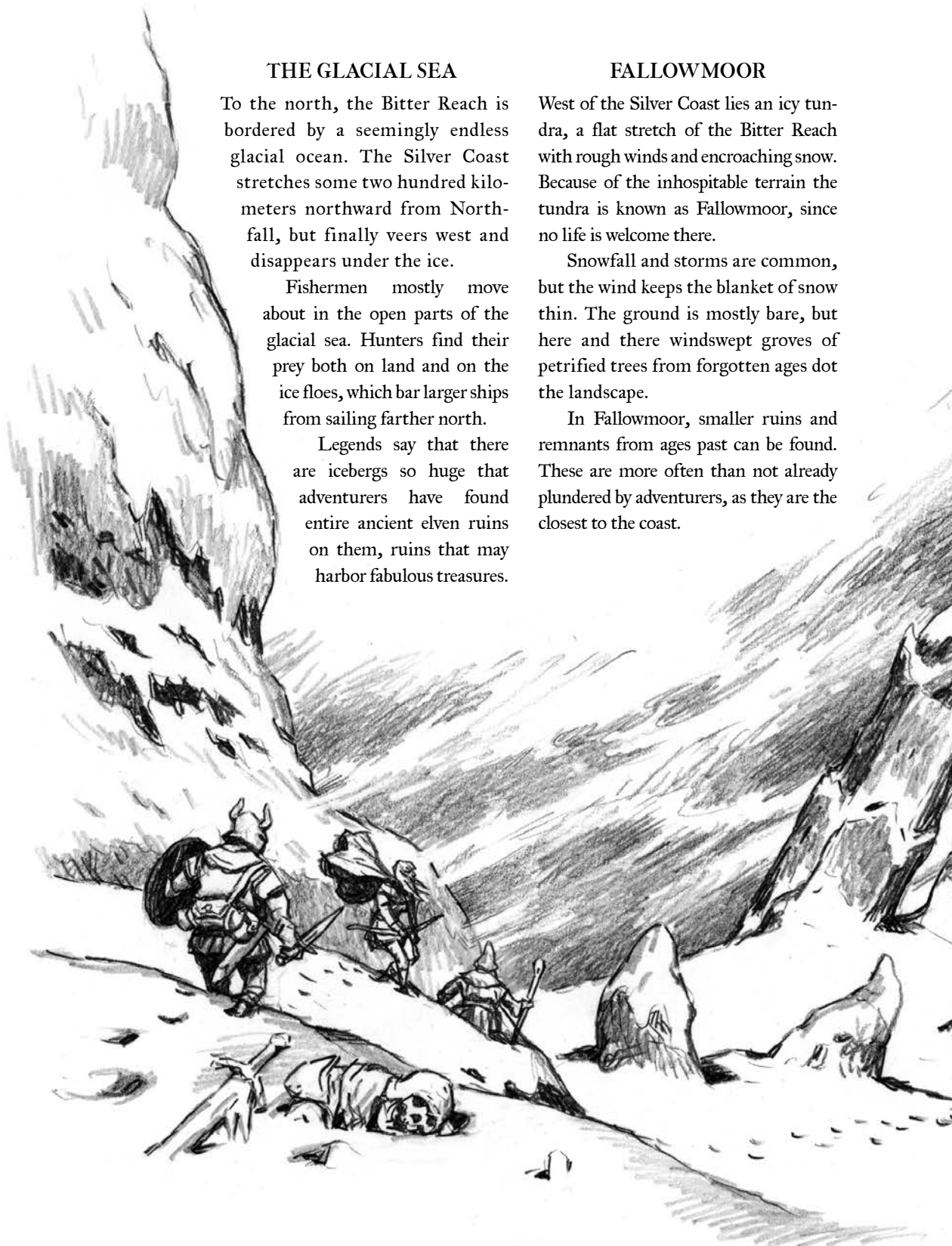
Legends say that there are icebergs so huge that adventurers have found entire ancient elven ruins on them, ruins that may harbor fabulous treasures.

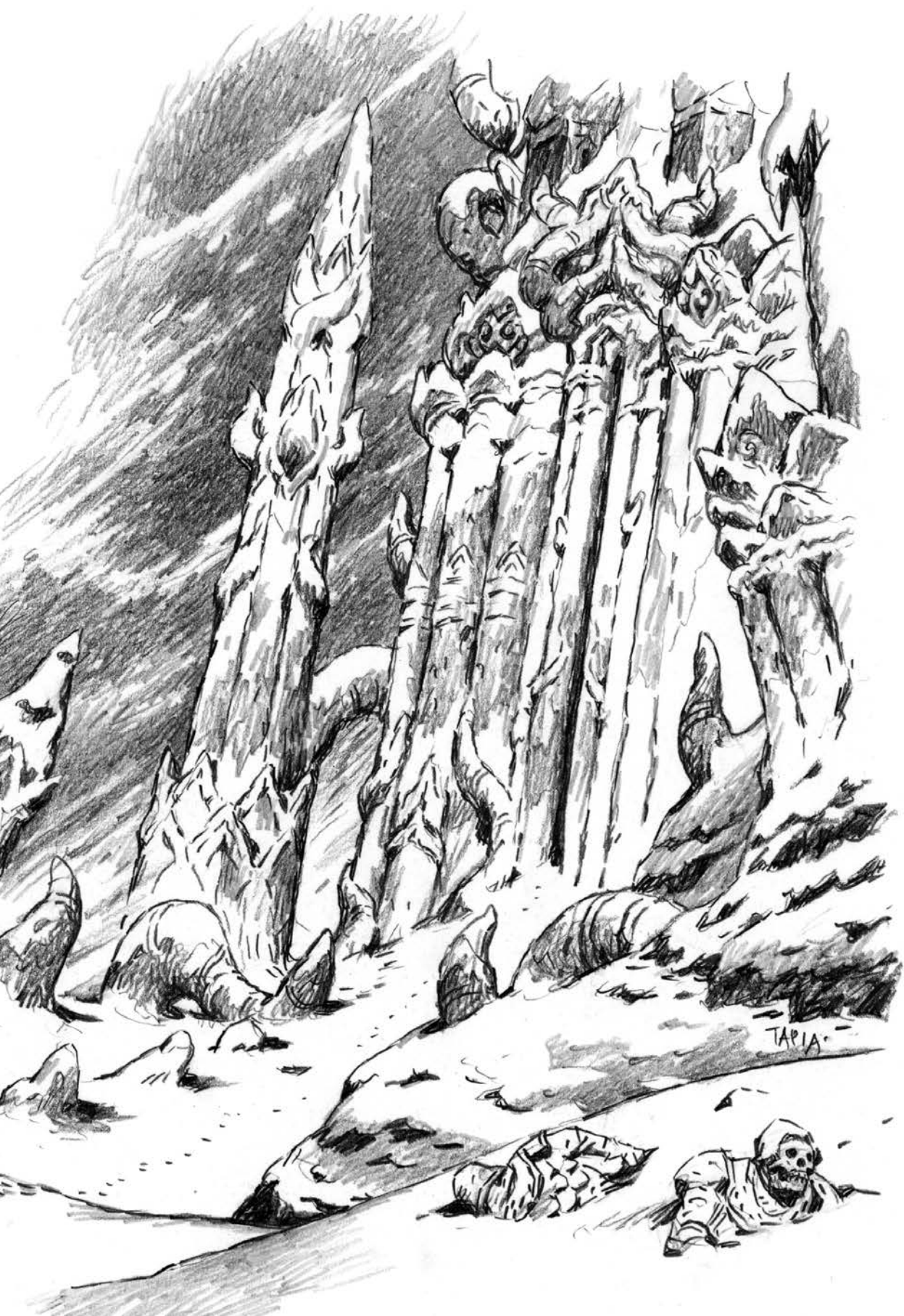
FALLOWMOOR

West of the Silver Coast lies an icy tundra, a flat stretch of the Bitter Reach with rough winds and encroaching snow. Because of the inhospitable terrain the tundra is known as Fallowmoor, since no life is welcome there.

Snowfall and storms are common, but the wind keeps the blanket of snow thin. The ground is mostly bare, but here and there windswept groves of petrified trees from forgotten ages dot the landscape.

In Fallowmoor, smaller ruins and remnants from ages past can be found. These are more often than not already plundered by adventurers, as they are the closest to the coast.







THE MORMA GLACIER

The coastal tundra gives way to an enormous ice cap. Deep crevices crisscross the glacier. Some opened long ago but many quite recently, as the ice cap has mysteriously begun to melt in recent years. Hot springs dot the landscape, caused by volcanic activity in combination with the powerful magic that froze the land thousands of years ago.

THE BARREN HILLS

Farther west, the ice cap gives way to a low mountain range. This is where the grip of the ice hardens, the cold begins to crush hearts and souls. There is life in these mountains, however, life that clings to existence despite the never-ending winter. This area is often visited by adventurers, as there are ancient ruins here that are yet to be explored.

ISED AND KELD

Two mighty rivers, the Ised and the Keld, flow from the Barren Hill down to the coast. These partially run under the ice of the Morma Glacier, and only after they reach Fallowmoor do they flow under the open sky to the sea.

It is said that it is possible to follow the rivers upstream under the ice, to find ruins and remnants from forgotten ages here as well. Ancient artifacts occasionally wash down river to the coast, and it is therefore common for less enterprising adventurers to pan the cold streams for treasure. The more treasure hunters that gather in the same place, the more trouble there is.

ICEMOOR

Beyond the Barren Hills, the ice cap continues, hundreds of fathoms thick, on what is known as the Icemoor. The ice continues across this frozen plateau that never seems to end, and few adventurers who have come this far west have ever returned to the coast alive to tell the story.

THE WHITE PEAKS

In the end, there are only mountains. Immense peaks where the wind howls, the snow falls eternally, and the frozen corpses of a few lost adventurers are the only signs of life ever reaching this far. This is where the largest strongholds of the lost elven civilization were built, and some say they are still here, frozen and preserved. The legends also say that this is where the greatest treasures can be found, fortunes of unimaginable value. What lies beyond the White Peaks is shrouded in mystery. Covered in winter winds and blizzards, these mountains are impossible to pass, though legends tell of monsters and horrors beyond the mountains.

THE SOUTHERN RANGE

The Southern Range forms the border between the Bitter Reach and Ravenland. These mountains are insurmountable peaks that reach through the clouds. Only two known ways through exist: the elven Stillmist and the dwarven Winding Ways, a system of passages and caves that are only described in dwarven legends and songs. It is said that only the dwarves have an inkling of where the Winding Ways begin, and only the wisest of the kin know how to get from one end to the other.



PROFESSION AND TALENTS

"I swear by all that I hold sacred that I will never betray the true path! May my blood be spilled to save those I protect rather than my life be spared."

The tall woman stared into the fire where otherworldly faces danced. Chattering voices mixed with the crackling from the burning spruce.

"Swear allegiance to us and the power shall be yours."

Without hesitation, the woman drew the knife she held in her left hand across the palm of her right hand. Blood dripped from the wound into the fire and evaporated. The scent of burnt blood filled her nostrils. There was only one path forward.

"I swear it."

Described in this chapter is a new profession with three profession talents, as well as three new general talents that all PCs can learn:

- ❖ Path of Fate
- ❖ Path of Protection
- ❖ Path of the Holy Vow
- ❖ Harpooner
- ❖ Mountaineer
- ❖ Warm-Blooded

These can be used in the Bitter Reach as well as in the Ravenland if your PCs remain there. Champions exist in the Bitter Reach as well as in Ravenland and elsewhere.

How your characters can use talents, and learn new ones, is explained in the *Player's Handbook*. Coming expansions to *Forbidden Lands* will include more new professions and talents for your PCs to use.



CHAMPION

You have promised your sword to a higher power. You exist to serve your cause and fight for it without hesitation. All obstacles you face are tests of your dedication and only by overcoming them will you receive your just reward. Your holy vow is everything to you, it is the very core of your soul. You are a Champion.



KEY ATTRIBUTE: Strength

SKILLS: Melee, Might, Move, Endurance, Survival

TYPICAL NICKNAMES: Oathsworn, the Triumphant, Fate's Hand



PRIDE

Choose an option below or create your own:

- ❖ You never break a promise.
- ❖ You allow no one who mocks your deity to go unpunished.
- ❖ You stand strong where others fall.

DARK SECRET

Choose an option below or create your own:

- ❖ You once betrayed your vow and will not rest until you have made amends.
- ❖ You set high standards for yourself, standards that you know you will never live up to.
- ❖ A nemesis challenged you to a duel, but you fled from the fight, knowing you would lose.

RELATIONSHIPS

Choose an option below or create your own:

- ... needs your protection.
- ... must be shown the right path and convinced to fight for your cause.
- ... stands in your way and prevents the fulfillment of your vow.

GEAR

A one-handed weapon of your choice, studded leather armor, closed helmet, small shield, one item of your choice from the list of trade goods, 2D6 Copper.

RESOURCE DICE: Torches D6, Food D8, Water D8.



THE CHAMPION'S TALENTS

A Champion is a warrior who has sworn allegiance to a god or a demon, but you can also give your vow to a person or even a location. Your dedication to your oath grants you special powers.

As a Champion you may learn the following three profession talents. You gain rank 1 in one of the talents at character creation.

PATH OF FATE

You can see the fate of other fighters in battle and know their moves before they happen.

- ❖ RANK 1: You can spend a Willpower Point to foresee how an opponent will act in the coming round. All your attack and defense rolls against this opponent get a +1 modification until it is your turn again in the next round. Activating this talent doesn't count as an action, but it can only be done on your turn in the round.
- ❖ RANK 2: Fate smiles on you, and you can spend one or more Willpower Points to miraculously avoid damage from an attack that hits you, even after rolling for armor. Every Willpower Point you spend reduces the damage by one point.
- ❖ RANK 3: You spend 1–3 Willpower Points to enter a trance that causes you to see the world in slow motion. For every Willpower Point you spend, you get one extra action from the actions described under Close Combat in the *Player's Handbook* (see pages 90–93). Activating the talent doesn't count as an action, but it can only

be done on your turn in the round. The bonus actions may be used immediately or saved for later in the round as reactive actions (**PARRY** or **DODGE**) as usual. You can spend a maximum of three WP on this talent in a single round.

PATH OF PROTECTION

You live to protect others from danger.

- ❖ RANK 1: Spend a Willpower Point to tackle an opponent within **SHORT** range to the ground. If the opponent's Strength is higher than yours, he can make a **MIGHT** roll (not an action) to stay on his feet. Activating the talent counts as a slow action for you. No effect on monsters.
- ❖ RANK 2: Spend a Willpower Point to immediately switch places with an ally engaged in battle. Your ally must be within **NEAR** range. The movement can't be made through walls or in other ways that would break the laws of physics. Activating the talent counts as a fast action for you but does not count as an action for your ally.
- ❖ RANK 3: In combat, you can spend a Willpower Point at any time to throw yourself in front of an ally within **NEAR** distance who is being attacked and suffer the damage instead of your friend. For every Willpower Point spent, you take one point of damage instead of your friend. Activating the talent doesn't count as an action.

PATH OF THE HOLY VOW

You have made a vow to serve a holy cause. Regardless of what power you serve or what



your goal is, you can draw power from the vow you once made.

- ❖ RANK 1: If you make a roll for an action that is a direct consequence of your vow or that clearly leads you towards your sacred goal, you can spend a Willpower Point to gain a D8 Artifact Die to the roll, before rolling. Activating the talent doesn't count as an action.
- ❖ RANK 2: As rank 1, but spending a Willpower Point gives you a D10 Artifact Die.
- ❖ RANK 3: As rank 1, but spending a Willpower Point gives you a D12 Artifact Die.



GENERAL TALENTS

Life in the Bitter Reach is harsh, and its people have developed several unique talents that help them survive the eternal winter. These talents can be learned according to the rules on page 40 of the *Player's Handbook*.

HARPOONER

When you throw a harpoon or a throwing spear, you rarely miss your mark. You know exactly where the target's weak spot is.

- ❖ RANK 1: Your attack rolls are modified by +1 when you attack using a harpoon or a throwing spear.
- ❖ RANK 2: When you hit an enemy with a harpoon or a throwing spear and inflict at least one point of damage, the victim begins to bleed profusely,

suffering one extra point of damage at the beginning of each consecutive round until the victim is Broken at which time death occurs after D6 minutes. The bleeding may be stopped with a **HEALING** roll.

- ❖ RANK 3: You can add a D8 Artifact Dice to any ranged attack with a harpoon or a throwing spear.

MOUNTAINEER

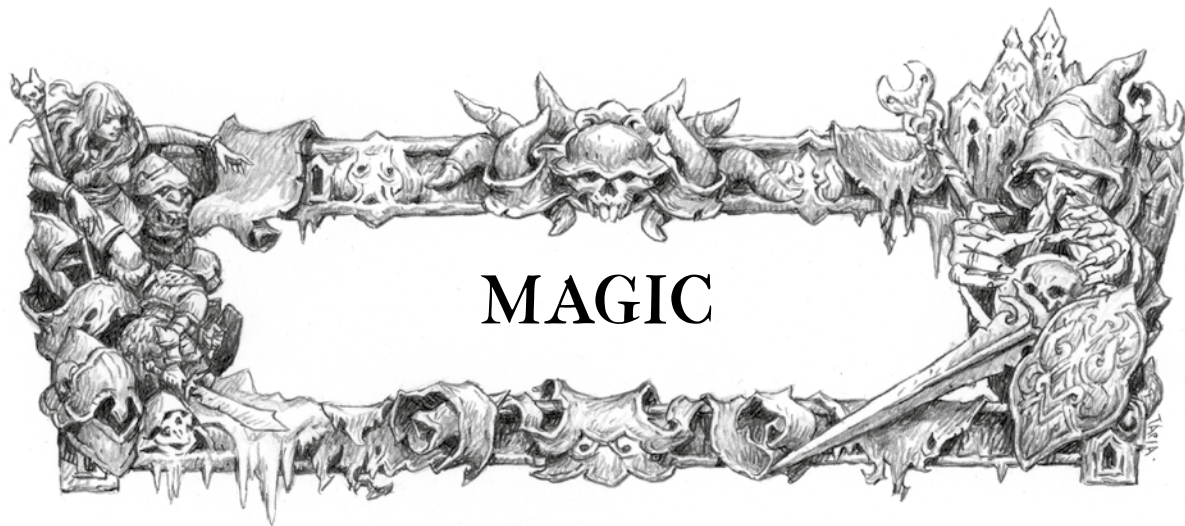
You can climb any mountain. No precipice is too steep for you to explore.

- ❖ RANK 1: Your **MOVE** roll is modified by +1 when you climb.
- ❖ RANK 2: You can help a friend when climbing. If your roll succeeds, your friend also makes the climb, without having to roll for themselves.
- ❖ RANK 3: You can add a D8 Artifact Die to your roll when you climb.

WARM-BLOODED

The blood runs hot in your veins. You can resist cold that would paralyze a lesser adventurer.

- ❖ RANK 1: You roll half as often as normal to avoid becoming **COLD**.
- ❖ RANK 2: Your **ENDURANCE** rolls are modified by +1 when you roll to avoid becoming **COLD**.
- ❖ RANK 3: You can keep another person warm with your own body. Your companion also gets a +1 modification to all rolls to avoid becoming **COLD**. You must be in physical contact with each other to achieve this effect.



MAGIC

When Ovar and Fime buckled the dogs to the sled, they realized that something wasn't right. The dogs whimpered with fear. On a nearby rocky knoll, they glimpsed a figure sitting astride an enormous boar. Despite the distance, the treasure hunters understood it was an ice druid of the orcs. She raised her staff above her head and started to chant loudly. She summoned dark clouds and soon enough the snow swirled around her. Ovar and Fime realized that their journey back to Northfall would be much harder than they had hoped.

The magical energies in the Bitter Reach are strong. A magical curse lies over the land and it affects all who live there. The magical traditions are strongest among the orcs, but even among the humans there are skilled sorcerers and druids who have learned to harness the wild magic of the frozen wastes.

In this chapter, you'll find two new magical disciplines – one for sorcerers (Elemental Magic) and one for druids (Ice Affinity). Learning these is done by acquiring the corresponding new talent – Path of the Elements for Elemental Magic and Path of Ice for Ice Affinity.

ELEMENTAL MAGIC

Elemental magic is the art of manipulating the very building blocks of existence, the four basic elements earth, wind, water, and fire. This discipline was created by the winter elves in the ancient kingdom of Rodenvale and later banished by the archdruid Blaudewedd. Elemental magic is therefore rare today, especially so outside the Bitter Reach, but it is rumored that some sorcerers who have learned these rare practices do exist in other regions.



ELEMENTAL MAGIC

SPELL	RANK
Combustion	1
Sunder	1
Suffocate	1
Water Breathing	1
Heat of the Moment	2
Rock Storm	2
Flight	2
Parch	2
Fireball	3
Stoneskin	3
Tornado	3
Flood Wave	3
Summon Elemental	4

INGREDIENTS: For Elemental Magic, ingredients work differently compared to other disciplines. In order to cast a spell of elemental magic, you must have access to a specific ingredient – usually one of the four elements. You can only manipulate the elements, not create them out of thin air. The ingredient does not give the bonus indicated on page 118 of the *Player's Handbook* – instead, it is a requirement to cast the spell. For some spells, you can choose which ingredient you want to use.

COMBUSTION

- ❖ RANK 1
- ❖ RANGE: Near

- ❖ DURATION: Immediate
- ❖ INGREDIENT: Fire

Manipulating the element of fire, you make any non-living object suddenly burst into flame. If used against a held item, the target must drop the item or suffer one point of damage. If used against clothes or armor, the victim suffers an attack rolled with a number of Base Dice equal to twice the Power Level (Weapon Damage 1, non-typical). The victim catches fire and suffers another point of damage at the start of every round until a **MOVE** roll (slow action) is made to extinguish the flames. Armor has no effect.

SUNDER

- ❖ RANK 1
- ❖ RANGE: Arm's Length
- ❖ DURATION: Immediate
- ❖ INGREDIENT: The object to be sundered

Breaking the invisible bonds holding physical matter together, you split apart any object. Using this spell, you can break any non-living and non-magical object. For each Power Level, the item loses one point of Gear Bonus or suffers ten points of damage. Armor has no effect.

SUFFOCATE

- ❖ RANK 1
- ❖ RANGE: Near
- ❖ DURATION: One round per Power Level
- ❖ INGREDIENT: A living victim

Commanding the element of wind, you suffocate a victim by literally pulling the air out



of their lungs. The target suffers one point of damage at the start of each subsequent round, for a number of rounds equal to the Power Level. Armor has no effect. If the victim is Broken by the effect of the spell, they die after D6 rounds unless saved with a **HEAL** roll. While under the effect of the spell, the victim cannot talk or scream.

WATER BREATHING

- ❖ RANK 1
- ❖ RANGE: Arm's Length
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Water

You grant yourself or a creature you touch the ability to breath water as if it was air, eliminating the danger of drowning. Each Power Level increases the number of creatures you can affect by one or increases the duration by one turn. These extra effects can be combined.

HEAT OF THE MOMENT

- ❖ RANK 2
- ❖ RANGE: Near
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Fire

By calling forth the element of fire in the heart of another living being, you cause your victim to be overcome by anger and rage. Make an opposed roll with a number of Base Dice equal to twice the Power Level against the **INSIGHT** skill of the victim. You cannot push the roll. If you win, the victim goes berserk and must

immediately attack everyone in **NEAR** range and keep fighting until they are Broken, or all enemies have fled or are Broken. No effect against monsters or creatures that lack Wits.

ROCK STORM

- ❖ RANK 2
- ❖ RANGE: Short
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Earth

Manipulating the element of Earth, you hurl stones and rocks at an enemy in combat. The damage (to Strength) from your attack is equal to the Power Level. Armor works normally.

FLIGHT

- ❖ RANK 2
- ❖ RANGE: Arm's Length
- ❖ DURATION: One round
- ❖ INGREDIENT: Wind

Controlling the air around you, you create a small whirlwind that propels you into the air. Using the spell, you can fly instead of **RUN** for one round, with a Movement Rate of 2. The casting of the spell doesn't count as an action in itself. For each additional Power Level, you can fly for an additional round or bring another person with you.

PARCH

- ❖ RANK 2
- ❖ RANGE: Arm's Length
- ❖ DURATION: Immediate
- ❖ INGREDIENT: A living victim



Controlling the element of water, you draw the fluids out of a living victim. They immediately become **THIRSTY** and suffer damage to Agility equal to the Power Level. Armor has no effect.

TORNADO

- ❖ RANK 3
- ❖ RANGE: Short
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Wind

FIREBALL

- ❖ RANK 3
- ❖ RANGE: Long
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Fire

You hurl a ball of fire which explodes upon hitting the target, incinerating a large area. The main target of your attack suffers damage equal to the Power Level. Also, roll for an attack against everyone within **NEAR** range of the main target (in the same zone) with a number of Base Dice equal to the Power Level. Anyone who suffers damage from the attack (including the main target), catches fire and suffers another point of damage at the start of every round until a **MOVE** roll (slow action) is made to extinguish the flames.

Forcing air into a spin, you unleash a powerful whirlwind. Your target is pummeled and suffers damage equal to the Power Level (blunt trauma). You can distribute the damage to several targets in the same zone. Also, everyone in the target zone must make a **MIGHT** roll to stay standing. Flying creatures must make the same roll to stay in the air.

FLOOD WAVE

- ❖ RANK 3
- ❖ RANGE: Short
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Water

Forcing any nearby source of water or snow to do your bidding, you unleash a flood wave or small avalanche against your victims. The targets suffer a total amount of damage equal to the Power Level – you can distribute the damage as you see fit. All victims who take damage are thrown to the ground, and, if you use snow, they also become **COLD**.

STONESKIN

- ❖ RANK 3
- ❖ RANGE: Personal
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Earth

Manipulating the element of Earth, you cover your body with a layer of living stone, protecting you against damage. You receive an Armor Rating equal to twice the Power Level.

SUMMON ELEMENTAL

- ❖ RANK 4
- ❖ RANGE: Near
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Fire, Earth, Wind, or Water



Commanding the element of your choice, you will an elemental servant into being. Its attributes depend on the element used. The elemental will follow your commands but must remain within **SHORT** distance. Giving orders to your elemental is not an action, but can only be done at your turn. You can dispel it at any time, and it will be dispelled if you are Broken. You can only command one elemental at the same time.

You can also use the spell to banish an elemental summoned by another Sorcerer. It then inflicts damage equal to the Power Level.

ELEMENTAL: An elemental can take many shapes but most of the time they appear humanoid in form. All elementals count as monsters in combat (see page 73 of the *Gamemaster's Guide*), but they don't have monster attacks.



FIRE ELEMENTAL

**STRENGTH 2 + POWER LEVEL,
AGILITY 4 + POWER LEVEL**

MOVEMENT: 2 (can fly)

SPECIAL: Immune to all non-magical attacks except water. Splashing it with a bucket of water counts as a ranged attack with **NEAR** range and Weapon Damage 2 (no Gear Bonus).

ATTACKS: Fire Blast (attack with Power Level+5 Base Dice, **NEAR** range, Weapon Damage 1, non-typical). Armor offers no protection, and anyone who suffers one point of damage or more catches fire and suffers an additional point of damage until the fire is put out by a successful **MOVE** roll.

WATER ELEMENTAL

**STRENGTH 3 + POWER LEVEL,
AGILITY 3 + POWER LEVEL**

MOVEMENT: 2 (swimming), 1 (on land)

SPECIAL: Immune to all non-magical attacks except fire. Hitting it with a burning torch counts as a close combat attack with Weapon Damage 2 (no Gear Bonus).

ATTACKS: Torrent (attack with Power Level+5 Base Dice, **NEAR** range, Weapon Damage 1, blunt force). The victim must make a **MIGHT** roll to stay on their feet. The attack puts out all non-magical fires it hits.

EARTH ELEMENTAL

**STRENGTH 5 + POWER LEVEL,
AGILITY 1 + POWER LEVEL**

MOVEMENT: 1

ARMOR RATING: 6 + Power Level

ATTACKS: Fists of stone (close combat attack with Power Level + 6 Base Dice, Weapon Damage 2).

WIND ELEMENTAL

**STRENGTH 2 + POWER LEVEL,
AGILITY 4 + POWER LEVEL**

MOVEMENT: 2 (always flies)

SPECIAL: Immune to all non-magical attacks.

ATTACKS: Whirlwind (attack with Power Level+3 Base Dice, **NEAR** range, Weapon Damage 1, affects Agility). The victim must make a **MIGHT** roll to stay on their feet.



ICE AFFINITY

Druids in the Bitter Reach often dedicate themselves to the discipline of Ice Affinity. Such druids have a supernatural sense for snow and ice, and they can draw energies from the frozen lands to create magical effects.

INGREDIENTS: All Ice Affinity spells use the same ingredients: a piece of ice or a fistful of

ICE AFFINITY	
SPELL	RANK
Cold Snap	1
Frost Walker	1
Shield of Ice	1
Heart of Ice	2
Snow Cave	2
Sword of Ice	2
Blizzard	3
Icicle Spray	3
Icy Breath	3



snow. These are easily available in the Bitter Reach but can be hard to come by in warmer regions. As opposed to Elemental Magic, the ingredient is not required to cast the spell.

COLD SNAP

- ❖ RANK 1
- ❖ RANGE: Short
- ❖ DURATION: One turn (15 minutes)

You summon extreme cold within **NEAR** range (the same zone). Everyone within the zone makes an **ENDURANCE** roll or becomes **COLD**. All water within range immediately freezes.

FROST WALKER

- ❖ RANK 1
- ❖ RANGE: Personal
- ❖ DURATION: Quarter Day

You become immune to all effects of cold. For each additional Power Level, you can increase the duration a Quarter Day or extend the effect to another person within **NEAR** range.

SHIELD OF ICE

- ❖ RANK 1
- ❖ RANGE: Personal
- ❖ DURATION: One turn (15 minutes)

You create a shield of ice that works as a normal small shield with a D8 Artifact Die. If you increase the Power Level by one, you can create a large shield or upgrade the Artifact Die to D10. The shield may only be used by you.

HEART OF ICE

- ❖ RANK 2
- ❖ RANGE: Near
- ❖ DURATION: Immediate

You turn your victim's heart to ice. The victim suffers one point of damage to Wits per Power Level and becomes **COLD**. Armor has no effect.

SNOW CAVE

- ❖ RANK 2
- ❖ RANGE: Near
- ❖ DURATION: A Quarter Day

You create a snow cave that provides shelter for up to five people for a Quarter Day. The snow cave gives a +1 modification per Power Level to the **MAKE CAMP** roll. It also provides adequate protection against cold when **SLEEPING** or **RESTING** (see page 31), as well as against blizzards and needle storms (see page 123).

SWORD OF ICE

- ❖ RANK 2
- ❖ RANGE: Arm's Length
- ❖ DURATION: One turn (15 minutes)

The spell summons a sword of ice that functions like a normal shortsword with a D8 Artifact Die. By increasing the Power Level by one, you can summon a longsword, and by two, a two-handed sword. Alternatively, increasing the Power Level by one can upgrade the Artifact Die to D10.



BLIZZARD

- ❖ RANK 3
- ❖ RANGE: Near
- ❖ DURATION: One turn (15 minutes) per Power Level

You create a swirling blizzard with yourself at the eye of the storm. You can distribute a number of points of damage to Agility equal to the Power Level to any victims you like within **NEAR** range. Anyone who suffers damage becomes **COLD** and must make a **MIGHT** roll to remain upright.

ICICLE SPRAY

- ❖ RANK 3
- ❖ RANGE: Short
- ❖ DURATION: Immediate

You summon a cloud of icicles and hurl it at a target within **SHORT** distance. The attack inflicts damage equal to the Power Level (stab wound), and the target becomes **COLD**.

ICY BREATH

- ❖ RANK 3
- ❖ RANGE: Near
- ❖ DURATION: Immediate

You exhale an ice cold cloud of snow against a target within **NEAR** range. The victim must immediately win an opposed roll of **MIGHT** against twice the Power Level (the roll is not an action) or be frozen in place for a 15-minute turn. If the roll fails, the victim cannot move at all and becomes **COLD**.





JOURNEYS

Garm unpacked the sled while Freke started the fire. If they hurried, they'd have time to dig a shelter in the snow to sleep in before night fell over the Bitter Reach.

"Damned beasts!"

A dozen mice fell out of the sack where they had packed their food. In frustration, the fighter threw the sack after the vermin, but he slipped on a patch of ice and fell over. Freke, the thief, couldn't hold back a burst of laughter.

"Take it easy, Garm! Who's gonna dig the cave if you break your arm? Don't worry about the food. Worst case, you'll have to hunt those mice so we can eat them tonight!"

Your journeys play an important part in your adventures in the Bitter Reach, just like in Ravenland. The rules in the *Player's Handbook* are the base for all journeys, but some things work a little differently in the cold north.

THE MAP

The large color map of the Bitter Reach (available for separate purchase and as a free

download on the Free League website) is divided into hexagons. Just like on the map of Ravenland, one hexagon is about 10 kilometers across. If you have both maps you can put them next to each other to see how the different regions connect.

Note that the map mainly consists of snow and ice. This doesn't mean that all the white hexagons are exactly the same. Before the Bitter Reach fell under the harsh grip of the ice it was a vibrant region, just like Ravenland and the other lands further south.



TYPES OF TERRAIN						
TYPE	FORAGE	HUNT	ON FOOT	SKIS/ SNOWSHOES	MOUNT/SLED	BOAT
Tundra	-1	+1	2	2	3	-
Ice Cap	-	-1	1	2	3	-
Beneath the Ice	-	-	1	1	1	-
Ice Forest	-1	0	1	1	1	-
Mountains	-2	-1	1	1	1	-
High Mountains	-	-	-	-	-	-
Ocean	-	+0	-	-	-	2
Sea Ice	-	0	1/2	1	2	1

You never know exactly what awaits you when you enter a new hexagon, and even if the type of terrain is ice you can encounter everything from dead forests to frozen ruins, as well as icy plains and windswept peaks.

Note that **HIGH MOUNTAINS** completely block movement, and these hexes thus form an impassable border around the Bitter Reach.

TYPES OF TERRAIN

Just like Ravenland, the Bitter Reach is divided into several different types of terrain – see the table above. The types of terrain yield different modifiers for **FORAGING** and **HUNTING** (a hyphen means that the activity is impossible), determine how fast you can move, and affect what random encounters you may come upon (see Chapter 12).

WEATHER

The weather in the Bitter Reach is hugely important during all journeys – it can be the difference between life and death. Each morning, make a D6 roll on each table to the right for wind, snowfall and cold, and combine the results to determine the weather.

You can never feel safe – a sudden change in the weather may occur because of a mishap, a random encounter or whenever the GM deems it appropriate. It is more important for your adventures to be exciting and dramatic than meteorologically correct.



COLD

Much of life in the Bitter Reach revolve around keeping warm. The cold is a constant,



WEATHER

D6 WIND

1-3 **LIGHT BREEZE.** No effect.

4-5 **STRONG WIND.** Modification +1 to the roll on the Cold table and -1 to all attempts to **MAKE CAMP**.

6 **STORM.** Modification +2 to the roll for Cold and -2 to all attempts to **MAKE CAMP**. All PCs must succeed at an **ENDURANCE** roll to be able to **HIKE** for a Quarter Day.

D6 SNOWFALL

1-3 **NO SNOW.**

4-5 **LIGHT FLURRY.** Modification -1 to **LEAD THE WAY**.

6 **HEAVY SNOWFALL.** Modification -2 to **LEAD THE WAY**. All PCs must succeed at an **ENDURANCE** roll to be able to **HIKE** for a Quarter Day. When there is a storm and heavy snowfall the **ENDURANCE** roll is made with a -2 modifier.

D6 COLD

1-3 **COLD.** Every PC without adequate protection against the cold (see below) must make an **ENDURANCE** roll every Quarter Day to not become **COLD**.

4-5 **BITING.** Every PC without adequate protection must make an **ENDURANCE** roll every Quarter Hour to not become **COLD**.

6+ **TO THE BONE.** Even PCs with adequate protection must make an **ENDURANCE** roll every Quarter Day to not become **COLD**. PCs without adequate protection must roll every Quarter Hour, with a -2 modifier.

lethal threat. The table for cold above specifies under which circumstances your PCs must make an **ENDURANCE** roll to not become **COLD**. The effect of becoming **COLD** is explained on page III in the *Player's Handbook*. What counts as adequate protection depends on what you are doing during the Quarter Day:

- ❖ When you **HIKE**, **FORAGE**, **HUNT**, **FISH**, **MAKE CAMP** or **EXPLORE**, warm clothes and shoes are enough.
- ❖ When you **REST** or **SLEEP**, you also need a fire or other heat source.

GEAR BONUS: Especially warm clothes such as furs and boots may grant a Gear Bonus to **ENDURANCE** rolls against becoming **COLD**.

GREASE: Smearing yourself with grease, usually made from the blubber of Pikebeasts, gives a +2 modification to **ENDURANCE** rolls against cold. One dose of grease (tiny item) lasts for one day. The grease stinks so badly that you get a -2 modification to all **MANIPULATION** rolls against newcomers to the Bitter Reach.



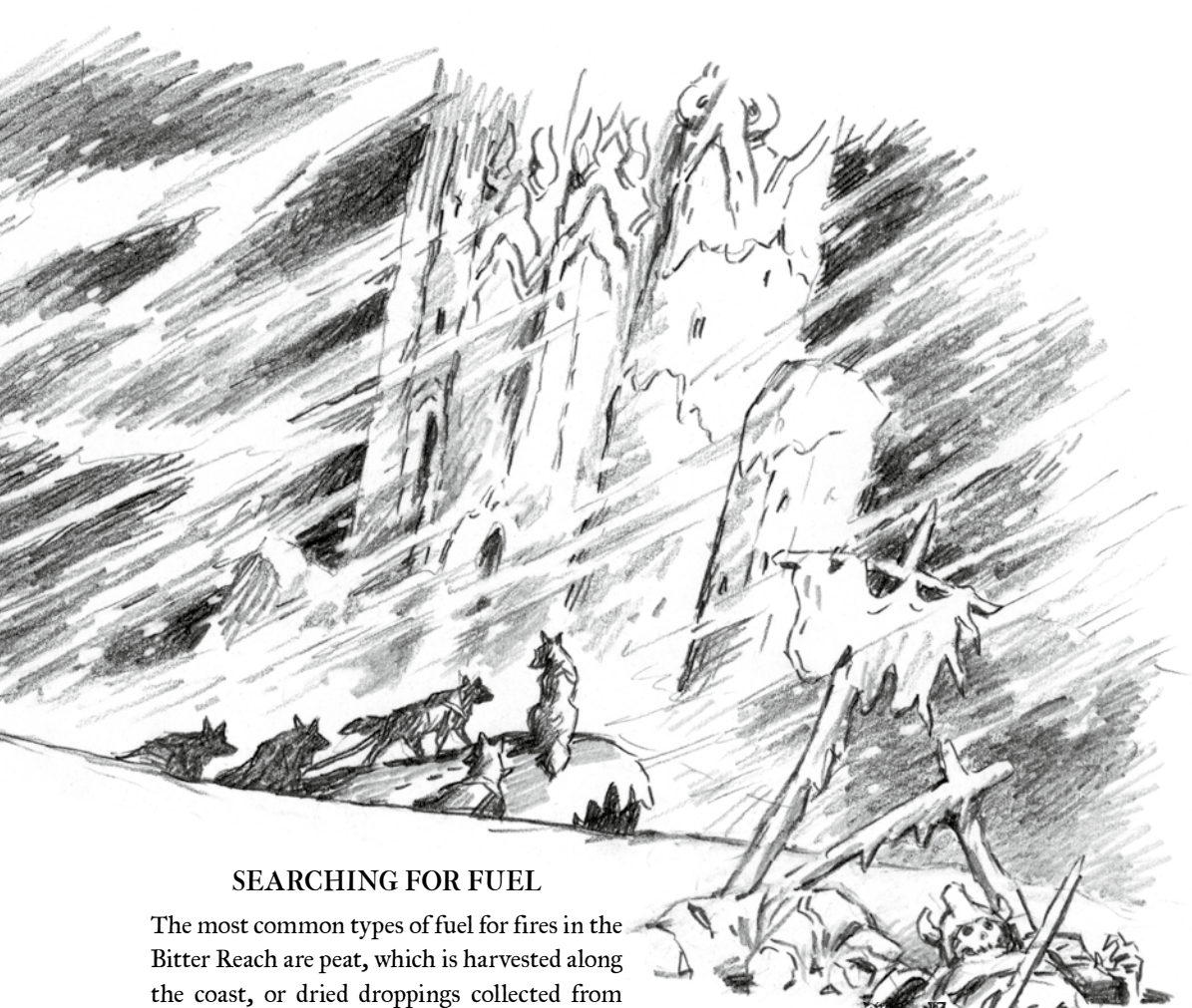
One dose of grease typically costs 1 silver and has Supply rating **COMMON** in the Bitter Reach. Crafting one dose of grease requires one unit of **BLUBBER** (see page 103) or **TALLOW** and takes a Quarter Day. You'll need a knife, a fire, and a cauldron.

MAKING FIRE

When you **REST** or **SLEEP**, you need a fire or other heat source in order to be adequately protected against the cold. Making a fire takes a Quarter Hour but requires no dice roll. It is also included in **MAKING CAMP**. A

campfire warms up to five people. To make a fire, you must first have fuel, and in the Bitter Reach, the Resource Die for **TORCHES** is used to determine how much fuel you have left. For every Quarter Day that the fire burns, one PC must roll their Resource Die for **TORCHES**. If you completely lack **TORCHES**, you may instead sacrifice any flammable item of at least normal weight to keep the fire burning for a Quarter Day.

If you have no Resource Die for **TORCHES**, and nothing else to burn, the fire goes out, and you will lack adequate protection against the cold the next time you **REST** or **SLEEP**.



SEARCHING FOR FUEL

The most common types of fuel for fires in the Bitter Reach are peat, which is harvested along the coast, or dried droppings collected from reindeer and waddlerbirds. It is very uncommon to burn wood since the material is so scarce in the Bitter Reach.

In the Bitter Reach, you can spend a Quarter Day to **SEARCH FOR FUEL**. This works the same way as **FORAGING**. A successful roll gives you a number of units of **FUEL** equal to the number of **X** you rolled. Each unit of **FUEL** increases your Resource Die for **TORCHES** one step.



HIKE

Without the right gear, it's very hard to traverse the Bitter Reach. To get anywhere in a

BARE GROUND

If you try to rough it and sleep on the bare ground in the Bitter Reach you will freeze to death. To survive, you must make a camp. It doesn't have to be fit for royalty, but it must protect you from the brunt of the cold and the wind. A simple cave in the snow might suffice if you have sleeping bags or furs to keep you warm.



reasonable time frame, skis and snowshoes are a must. The fastest means of transportation is dog sledding. Mounts are rare and primarily used as pack animals.

The table for types of terrain on page 30 specifies how many hexagons you can travel during a Quarter Day. If you cross from one type of terrain to another, you use the lowest number. A hyphen means that travel is not possible. 1/2 means that it takes two Quarter Days to move one hexagon.

BENEATH THE ICE: Special rules apply when hiking in the realm beneath the ice. Read more on page 39.



LEAD THE WAY

To **LEAD THE WAY** works like in the *Player's Handbook*, but use the table below for mishaps

MISHAPS LEAD THE WAY

D66	MISHAP	EFFECT
11–13	Sinksnow	The snow collapses beneath your feet and you sink deep into a crushing, white embrace. Everyone in the group must make a MIGHT roll. Failure means one point of damage to AGILITY and another MIGHT roll to break free. PCs who are not stuck can help. You must also find a way around the treacherous area and make no progress on the map this Quarter Day.
14–16	Impassable Terrain	The way ahead is blocked by ice, snow or rocks. To pass the obstruction everyone in the group must make a MIGHT or MOVE roll. Failure means one point of damage to STRENGTH and another roll to pass. PCs who make the roll can help others. You make no progress on the map this Quarter Day.
21–23	Lost	You have gotten lost and make no progress on the map this Quarter Day. The pathfinder must succeed at a SURVIVAL roll to find the way out of the hexagon. They may make one try per Quarter Day.
24–26	Broken Gear	A PC's ski or snowshoe breaks. They count as if traveling on foot until the gear is repaired with a CRAFTING roll.
31–33	Cold Front	A cold front rolls in. Everyone in the group must make an ENDURANCE roll. Those who fail become COLD . This can be avoided by immediately MAKING CAMP , but that stops the journey for this Quarter Day.



D66	MISHAP	EFFECT
34-36	Avalanche	An avalanche rushes down upon you. Every PC must succeed at a SURVIVAL , MOVE or MIGHT roll to not be swept away by the oncoming snow. Each player decides for themselves which skill to use. A PC who fails is caught in the avalanche and suffers an attack with six Base Dice and Weapon Damage 1 (blunt trauma) and becomes COLD . After this, the PC must make a MIGHT roll to break free from the snow. Anyone who gets stuck must make an ENDURANCE roll against the COLD every hour but also gets a chance to break free every hour.
41-43	Blizzard	You see a dark wall of snow hurtling towards you, and you are soon caught in a violent blizzard. You are forced to make camp and lose your progress for this Quarter Day.
44-46	Heavy Snowfall	You are surprised by dense snowfall. The distance you can cover this Quarter Day is decreased by one hexagon. If reduced to zero, you make no progress at all. All adventurers also suffer one point of damage to Empathy due to the despair of plodding through the heavy snowfall that never seems to stop.
51-53	Snow blindness	The white ocean of snow and ice overwhelms your sight. Everything seems to disappear in a white haze. Every PC must succeed at a SURVIVAL roll to not be afflicted by snow blindness. Those who fail act as if in total darkness during the next Quarter Day.
54-56	Fall	The pathfinder falls into a crevice in the ice or down a steep slope. A failed MOVE roll causes a random critical injury (blunt trauma). The crevice may lead to tunnels that let you keep hiking beneath the ice (see page 39) if the GM wishes.
61-63	Ravenous wolves	You are attacked by D3 ravenous wolves (see page 126 in the <i>Gamemaster's Guide</i>).
64-66	Ruins!	You stumble across a previously undiscovered ruin! Whether or not this turns out to be lucky will soon become clear. The GM uses the tables in Chapter 12 to create adventure sites and bring the ruin to life.



when you fail **LEADING THE WAY** in the Bitter Reach. When hiking beneath the ice, you use a special table (see page 42).



FORAGE/SEARCH FOR FUEL

FORAGING works like in the *Player's Handbook*. The food you find in the Bitter Reach is mainly

frozen roots and berries or bird eggs. These all count as **VEGETABLES**.

Finding water when you **FORAGE** means that you find running water. It is always possible to thaw snow if you have access to fire or another heat source.

Note that you can only **FORAGE** on the **TUNDRA**, in **ICE FORESTS** or in **MOUNTAINS** – not in hexes with other terrain types.

Use the table below for mishaps when **FORAGING** in the Bitter Reach.

MISHAPS FORAGING/SEARCHING FOR FUEL

D6	MISHAP	EFFECT
1	Broken Gear	Your ski or snowshoe breaks. It counts as if you are traveling on foot until the gear is repaired with a CRAFTING roll.
2	Angry Birds	A colony of waddlerbirds defends their nests from intruding adventurers. No food is found, and the PC is soiled by the attacks of the waddlerbirds.
3	Poisonous Roots	You find roots that correspond to one unit of VEGETABLES . The roots are poisonous, however, which you discover when you cook them. Anyone eating the roots must make an ENDURANCE roll against the hallucinogenic poison (Potency 3).
4	Wild Animal	You encounter a wolf, bear or other ferocious animal that feels threatened and attacks you. The GM selects a suitable animal from the table on page 126 in the <i>Gamemaster's Guide</i> .
5	Rotten Eggs	You find abandoned bird nests and may gather D6 eggs that would correspond to one unit of VEGETABLES if they were fresh. They are rotten, however, and stink to high heaven when cracked open. Creative players can surely find a use for them even if they are inedible.
6	Ruins!	Your search has brought you to a ruin. Deeply absorbed in your own thoughts you fail to notice that the ruin is inhabited! An animal has made the location into its lair and intends to defend it against the intruder.



SEARCHING FOR FUEL: As mentioned on page 33 you may also use this activity to **SEARCH FOR FUEL**. You use the same table for mishaps.



FISH

Use the table for mishaps below when you fish in the Bitter Reach, instead of the one in the *Player's Handbook*.



HUNT

When you hunt in the Bitter Reach you use the rules and tables on page 151–153 in the *Player's Handbook*. However, crow is replaced by ptarmigan, boar by wolf, and deer by reindeer. Mechanically, it makes no difference.

MAKE CAMP

When you make camp in the Bitter Reach use the normal rules from the *Player's Handbook*, except for the mishaps. For those, use the table on the next page.

MISHAPS FISHING

D6	MISHAP	EFFECT
1	Snagged Hook or Net	Your hook or net snags on something. You must make a MIGHT roll to be able to retrieve your fishing gear.
2	Hook in Finger	You succeed at getting your own finger caught on the hook instead of a fish. You suffer one point of damage to STRENGTH .
3	Broken Gear	Your fishing equipment breaks. You must repair it with a CRAFTING roll or acquire new equipment.
4	Overboard	You lose balance and fall into the water. See the rules for drowning on page 113 in the <i>Player's Handbook</i> . If you survive and get out of the water, you still become COLD as per the rules on page 111 in the <i>Player's Handbook</i> .
5	Leak	If you are fishing from a boat, it springs a leak. The leak must be repaired with a CRAFTING roll before you can resume FISHING . If you are FISHING from the ice it cracks beneath you and you must make a MOVE roll to not fall into the water. See the rules for drowning and becoming COLD in the <i>Player's Handbook</i> .
6	Attack	A crab attacks you and cuts open a bleeding wound in your hand. You suffer one point of damage to Strength.



MISHAPS MAKE CAMP

D66	MISHAP	EFFECT
11–13	Lice	A random adventurer has gotten lice in their sleeping furs or in their clothes. They itch something fierce and the victim develops a red rash all over her body. The victim suffers one point of damage to Agility every day due to the scratching and is unable to SLEEP . A successful HEALING roll staves off the effect.
14–16	Thieving Animals	A greedy weasel or waddlerbird has run off with a piece of gear. The GM decides what has been stolen. A successful SCOUTING roll reveals the animal's nest, where the equipment is found together with two SIMPLE CARRIED FINDS .
21–23	Bad Campsite	The campsite is poorly chosen and very uncomfortable to SLEEP in. No one gets any SLEEP until you find a new campsite.
24–26	Fire Goes Out	You forget to feed the fire and it goes out. You lack adequate protection against the COLD for the night (see page 31).
31–33	Heavy Snowfall	Heavy snowfall suddenly buries the camp. You must make a MIGHT roll (one rolls and the others may help) to get out from under the snow and your journey is delayed by a full Quarter Day.
34–36	Mice	Mice have gotten into the food. Everyone in the party must lower their Resource Die for FOOD one step.
41–43	Fire!	Suddenly, the flames from your campfire spread out of control. Your tents, sleeping furs and other gear all catch fire. Each adventurer suffers an attack with five Base Dice (Weapon Damage 1). Each adventurer must also make a MOVE roll to save their gear. Failure means that one piece of equipment (the GM decides which) is lost in the fire.
44–46	Herd of Reindeer	A herd of reindeer passes close to or through the camp and chaos ensues! It is impossible to REST or SLEEP this Quarter Day.
51–53	Howling Wolves	Wolves howl throughout the night in the wastes surrounding your camp. This Quarter Day doesn't count towards your need to SLEEP .
54–56	Broken Gear	An item belonging to a random PC breaks when you MAKE CAMP . The GM decides what breaks. The piece of equipment may be repaired by a successful CRAFTING roll.
61–63	Wild Animal	A bear, a couple of wolves or some other wild animal feels threatened and attacks the camp. The GM selects a suitable animal from the table on page 126 in the <i>Gamemaster's Guide</i> .
64–66	Haunted Site	The campsite is haunted by spirits from the age of the winter elves. They chatter and scream at you in your dreams and this Quarter Day doesn't count towards your need for SLEEP .



SEA TRAVEL

Traveling by sea in the Bitter Reach can be very dangerous. Use the table for mishaps below.



BENEATH THE ICE

Most of the ruins from the kingdom of the winter elves lie beneath the ice cap. Extending below ground is a complex system of caves and tunnels, some enormous and some

so cramped that only a halfling can squeeze through them.

In hexagons of the Ice Cap terrain type, you may as a result of mishaps, random encounters or when the GM wishes it, find your way down to the realm beneath the ice. These tunnels are so extensive that you can hike several hexagons in them, protected from the weather and the wind and with a good chance of finding old treasures and ruins. The drawback is that the passages don't always lead where you want to go, and that the ice sometimes shifts, which can be very dangerous.

MISHAPS ON THE SEA

D6	MISHAP	EFFECT
1	Iceberg	An enormous iceberg blocks your path and you are unable to advance on the map this Quarter Day.
2	Heavy Snowfall	You are surprised by dense snowfall. The distance you can cover this Quarter Day decreases by one hexagon. All adventurers also suffer one point of damage to Agility due to physical exhaustion as you struggle to navigate the boat through the rough weather.
3	Sea Monster	The wake from a sea monster makes the boat lurch. Everyone onboard must succeed at a MOVE roll to not lose their balance and fall into the water. See the rules for drowning on page 113 in the <i>Player's Handbook</i> . Anyone who falls overboard also becomes COLD .
4	Leak	The boat is attacked by a Pikebeast and springs a leak. The leak must be repaired with a CRAFTING roll before you may continue your journey. If the damage is not repaired the ship will sink after D6 Quarter Hours.
5	Submerged Obstacle	Your boat collides with an iceberg or some other object hidden beneath the surface of the water, and must be abandoned or repaired with a CRAFTING roll. The boat must be pulled up on the sea ice or on land to be repaired.
6	Stuck in the Ice	Your boat gets stuck in the heavy ice. Someone may hack the boat free, with the help of others, by succeeding at a MIGHT roll. Otherwise the boat must be abandoned and the journey back to land goes over treacherous ice.



DARKNESS: Beneath the ice it is almost always dark (see page 112 in the *Player's Handbook*). You must have torches or lanterns to explore the realm beneath the ice.

COLD: Below the ice you are unaffected by the weather (see page 30). There is no wind or snowfall, and it always counts as cold (outcome 1–3 on the table on page 31).

TYPE OF CAVERN

When you enter the realm under the ice, the GM begins by determining what kind of cavern you have come across. They may roll on the table below or pick and choose whatever they think fits best. The GM uses the chapter on random encounters to determine what challenges you face. The type of cavern also affects the chances of finding treasure.

CAVERN BENEATH THE ICE

D66	TYPE	EFFECT
11–16	Hole	A hole in the ice cap is typically no more than ten meters deep. Roll for treasure (see page 42) with modification –2.
21–36	Passage	Narrow natural passages connecting caves and crevices. The height of the ceiling varies from half a meter to a few meters. Most passages are so cramped that you must squeeze through them. Roll for treasure with modification –1.
41–46	Crevice	Crevices in the ice cap often open into larger caves. They may be so small that you have to further chip away at them to make your way down to that which is hidden beneath the ice, or so enormous that they have devoured entire expeditions of treasure hunters. Roll for treasure without modification.
51–53	Tunnel	Someone has cut a passage through the ice. It is most common for short tunnels to have been hacked through the ice by treasure hunters, while longer tunnels have been created by monsters living beneath the ice. Roll for treasure without modification.
54–56	Labyrinth	A labyrinth beneath the ice cap is a complex network of natural passages, created when the ice cap covering the Bitter Reach has started to melt. Roll for treasure with modification +1.
61–62	Ice Cave	A large ICE CAVE created by some inhabitant or monster of the Bitter Reach. Tunnels and passages lead to untouched treasures for those willing to challenge fate. This is an adventure site in its own right. The GM creates it using the guidelines and random tables in Chapter 12, which also determine the treasures that are available.
63–66	Elven Ruin	An immense chamber holding an ancient ELVEN RUIN , still hidden under the ice. This is an adventure site in its own right. The GM creates it using the guidelines and random tables in Chapter 12, which also determine the treasures that are available.



PATHS BENEATH THE ICE

D6 EFFECT

- 1-2 There is no way forward. You remain in the same hexagon and have no other choice but to climb back up to the surface after finishing your exploration.
- 3-4 You discover a passage to a neighboring hexagon. The direction is random – roll a D6. A one means that the passage leads north, a two means northeast, a three means southeast and so forth. You may move into the new hexagon during the same Quarter Day the exploration occurs. Roll again to determine what kind of cavern you encounter in the new hexagon. If the passage leads to a hexagon with another terrain type than Ice Cap, it automatically leads to the surface.
- 5-6 Like 3-4 above, but you find two passages leading in different directions. You may choose which direction you want to go.

EXPLORE

Exploring a cavern beneath the ice usually takes a Quarter Day and requires a **LEAD THE WAY** roll. If the roll succeeds, make a roll for treasure beneath the ice (see next page) and you have a chance to progress to a neighboring hexagon – roll a D6 on the table above.

If the roll fails, you suffer a mishap (roll on the table for mishaps beneath the ice), and you fail to find a way forward. You remain in the same hexagon and have no other choice but to climb back up to the surface.

ENCOUNTERS: During journeys under the ice, the GM rolls for random encounters just like during surface travel, but using the **BENATH THE ICE** terrain type.

ADVENTURE SITES: When exploring a full adventure site under the ice (an **ICE CAVERN** or **ELVEN RUIN**), no roll on the treasure table on page 42 is made. Instead, the adventure site itself determines what treasure is present. Exploring

an adventure site doesn't require a **LEAD THE WAY** roll, instead the exploration is played out in detail. A **LEAD THE WAY** roll is required to find a path to an adjacent hexagon, however.

TREASURES BENEATH THE ICE

If your **LEAD THE WAY** roll succeeds when you explore a hexagon under the ice, you get to roll on the table below. The Type of Cavern gives you a modification to the roll.

MISHAPS BENEATH THE ICE

When you move beneath the ice there is always the risk of it shifting, which can cause passages to expand or contract without warning. The orcs say that the ice is alive and that it is the most dangerous beast you can encounter in the Bitter Reach. Passages that were open moments ago can suddenly close and crush those inside. But sometimes the ice opens new passages that may lead deeper into the ice cap. Perhaps to greater treasures?



TREASURES BENEATH THE ICE

D6 TREASURES

2 or less	Nothing.
3	The remains of another expedition that was lost here: D6 SIMPLE CARRIED FINDS (see page 187 in the <i>Gamemaster's Guide</i>).
4	A single artifact from the kingdom of the winter elves: a VALUABLE FIND IN A LAIR .
5+	A collection of finds from the kingdom of the winter elves: D6 VALUABLE FINDS and one PRECIOUS FIND IN A LAIR .

MISHAPS BENEATH THE ICE

D66 MISHAP EFFECT

1	Fall	The pathfinder falls into a crevice in the ice. A failed MOVE roll causes a random critical injury (blunt trauma).
2	Lost	You have gotten lost and can't find a way forward or back up to the surface. The pathfinder must succeed at a SURVIVAL roll to find the way back up to the surface. She may make one try each Quarter Day.
3	Trapped	The ice shifts behind you and closes off the way you came! You must each make a MOVE roll to make it out in time. If someone gets trapped, it takes a Quarter Day of work and an ENDURANCE roll (one rolls, and the others may help) to excavate an opening.
4	Icy Slope	The pathfinder slips and falls down a steep slope of ice. They lose a valuable item (the GM decides which) and suffer an attack against Agility with six Base Dice and Weapon Damage 1. The pathfinder must then succeed at a SURVIVAL roll to find their way back. One roll may be made every Quarter Hour.
5	Collapse	The ceiling collapses and you must all make a MOVE roll. Those who fail suffer an attack with eight Base Dice and Weapon Damage 1 (blunt trauma) and become COLD (an ENDURANCE roll against the cold every Quarter Hour). Digging your way out requires a successful MIGHT roll and takes a Quarter Hour. Others may help and may even make the roll in place of the victim.
6	Cathedral	Like outcome 1 above, but by chance the pathfinder falls into a huge cave with an ancient ELVEN RUIN (outcome 62–66 on the table for caverns).



WAKE OF THE WINTER KING

The acrid smoke stung the adventurers' noses, but the warmth in the cramped cave was welcome. Soot covered the stone walls, partially obscuring drawings of monstrous faces and mystic symbols. Stars carved from the horn of a Pikebeast hung from the ceiling, alongside claws and tusks from Dire Wolves and Nanuiks.

The woman sat at the far end of the cave, shrouded in smoke. There was no mistaking her, one of the orc interpreters of the dance of the elements and the wandering stars. She beckoned the adventurers deeper into the cave.

"What do you seek, bold treasure hunters? What is your heart's desire? Excitement? Peril? Love? Wealth? Or is it knowledge that you yearn for? All this you will find, and more. Like Death. Some of you will only find Death..."

Welcome to the Gamemaster's section of this book. Players should read no further!

In addition to the geography, kin and monsters of the Bitter Reach, the remaining chapters of this book describe several key players and adventure sites. All of these are interwoven in the campaign *Wake of the Winter King*.

THE PHASES OF THE CAMPAIGN

In the Bitter Reach the PCs will experience many dangerous adventures that you as GM create with the help of the rules for journeys and random encounters found in Chapters 5,





11 and 12. But just as in *Raven's Purge* there is also an overarching campaign that we call *Wake of the Winter King*.

In the campaign, the adventurers are drawn into the most monumental events to occur in the Bitter Reach for millennia, and they become pawns in a game much bigger than they can imagine at the outset.

The campaign revolves around five magical Seals that shackle the Bitter Reach in fetters of ice. The Seals are hidden in five different places in the Bitter Reach and each one is protected by a magical beast called a Guardian. If the Seals are broken, the grip of the ice will loosen and a dark power from ages forgotten will be free to once again spread devastation across the land.

In *Forbidden Lands*, it's always the actions of the PCs that shape the land they live in, and their adventures that determine the course of the campaign. Yet, there are some key events that happen regardless of what the PCs choose to do. The campaign is broadly outlined in six phases that follow upon each other.

1. Arrival in Northfall
2. Adventures in the Bitter Reach
3. March of the Misgrown
4. The Alderlander Army Arrives
5. The Endgame
6. Aftermath

In this chapter, you'll find information for playing phase 1 through 5. In the Endgame chapter (see page 293) you'll find information on how you handle phase 5 and 6.

When to initiate each phase of the campaign is up to you as GM. Phase 5 can be started only when the fifth and final Seal has been broken. Apart from that, the breaking of

the Seals is independent from the phases of the campaign.

Note that there are no distinct boundaries between the phases for the PCs – they will experience everything as one story where all events are interwoven.



BACKGROUND

What is hiding in the Bitter Reach? What lies buried under the frozen landscape, in the heart of the ice?

To get the full picture, we need to go back many thousands of years, to a time when dreams manifested in the flesh and formed a great kingdom, where nightmares followed and dashed the realm to ruin and cursed slumber.

It all began with fire. It all ended in darkness. Three millennia have passed since the elves came to this world in a rain of shooting stars. The children of the Red Wanderer in the sky fell across the land, sent to lead all life to a higher purpose.

From fire and smoke, the elves emerged. They subdued dwarves, goblins, trolls, giants and other lower kin that already lived in these barren lands. There they founded a vast kingdom, north of what later became known as Ravenland. The shimmering new realm was named Rodenvale and became the home of the elves.

Thousands of years passed. The elves ruled over all the lands they laid eyes on and all the creatures they met. Slowly, a divide grew between those elves who considered it to be the natural right of their kin to rule over all others, and those who felt that such ambition would only lead to ruin and despair.



The divide grew ever wider, and finally led to a full civil war among the elves. The King of Rodenvale, Ferenblaud, who wanted to lay all the world beneath his feet, branded his opponents as traitors and had them hunted and chained. On the other side stood Blaudewedd of the First, wisest among the elves, mightiest of all druids. Her sisters and brothers were slain in scores by Ferenblaud and his cohorts.

The battles were many and they were grim. In the end, Blaudewedd cast a powerful curse that buried the realm in eternal ice and froze Ferenblaud to his throne. When gazing out over all the suffering the war had wrought upon the land, Blaudewedd was filled with regret and shame. She wandered south to Ravenland and did not return to the cold north.

When she turned her back on Rodenvale, she swore to never again let the elves rule over

this world and created the Stillmist as the final haven of her kin. Dominance and arrogance gave way to serenity and observation.



THE FIVE SEALS

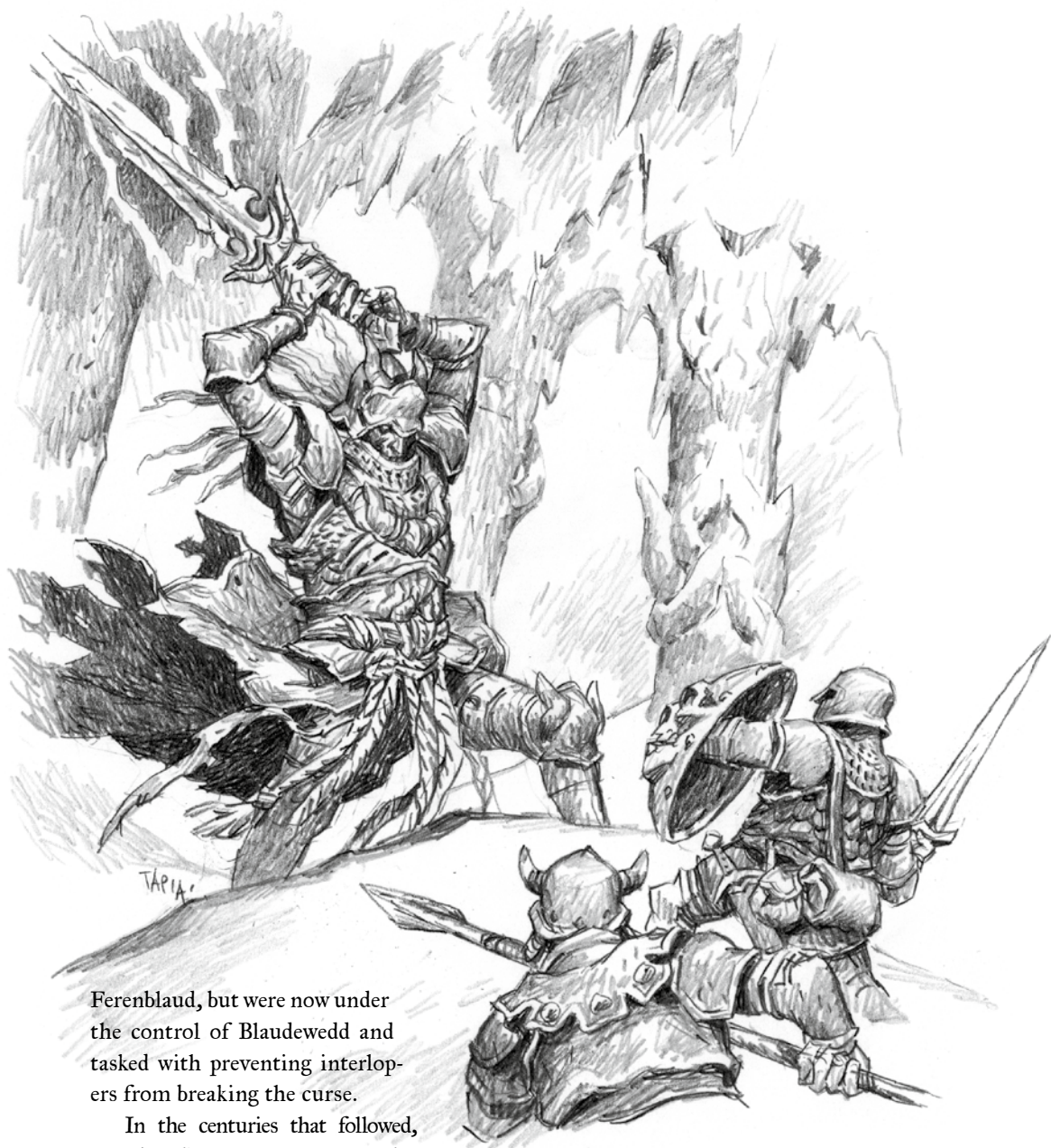
The curse fell fast. Terrible storms swept across the land and icy shackles fettered Ferenblaud and his subjects where they stood. All they could do was curse Blaudewedd's name before they fell into magical torpor.

Afterwards, Blaudewedd fortified her icy spell with five magical Seals. These focal points, each imbued with the power of an element of nature, were placed in five different locations throughout the realm.

Protecting the Seals were the Guardians, dragons and other monsters that once served

BLAUDEWEDD'S SEALS		
Four of the Seals that protect the curse are formed from the four elements. One Seal draws on celestial magic to seal the spell. The five Seals are placed in various adventure sites which are described later in this book.		
SEAL	LOCATION	GUARDIAN
The Seal of Stars	Tower of the Farseers	Mul
The Seal of Fire	The Field of Swords	Gibil
The Seal of Earth	Court of the Ice Giants	Ninhursag
The Seal of Wind	Frostwind Hold	Imdugud
The Seal of Water	The Sunken City	Abzu





Ferenblaud, but were now under the control of Blaudewedd and tasked with preventing interlopers from breaking the curse.

In the centuries that followed, Ferenblaud's once glorious kingdom became known as the Bitter Reach. Most inhabitants of the cursed region succumbed to the terrible new conditions, but some kin and creatures managed to adapt and survive. In the legends surrounding what transpired in the past, Ferenblaud became known as the Winter King.

BREAKING THE SEALS

To break the curse that holds the Bitter Reach in its frozen grasp, all five Seals must be broken. Few know where they are hidden, and only by searching the realm can all Seals be found.



They can be broken in any order but depending on which Seal is broken the Bitter Reach is affected in different ways.

When all the Seals are broken, the curse over the Bitter Reach is lifted. This means that the region slowly will return to the land it was before being chained in ice.

The immediate effect of a Seal being broken is that its Guardian once again falls under the sway of the Winter King. It will then return to its master's side, immediately traveling to the throne room of the Winter King (see page 265).

THE SEAL OF STARS

When the campaign *Wake of the Winter King* begins, the Seal of Stars has already been broken by adventurers deceived by a powerful demon calling itself Wurda (see page 80). This is the reason that the Morma Glacier has recently started to melt. The breaking of the Seal of Stars triggers a rain of stars – a powerful omen for the people of the Bitter Reach. This is the metaphorical starting signal for *Wake of the Winter King*.

The order the remaining four Seals are broken in doesn't really matter. As the campaign proceeds you as GM should provide the PCs with clues to all the Seals and their locations, but they choose themselves which Seal they want to pursue.

Give the players the legend *Bound by Demons* (see next page) about the Seals early on in the campaign – either at the start of the campaign or when the PCs have acquainted themselves with the Bitter Reach for a time, depending on how long you want the campaign to be. The legend can be conveyed by various

NPCs, but an obvious suggestion is to have Wurda, in the shape of an old woman (see page 80), tell it to the PCs. Note that this legend was crafted for the purpose of bringing the Winter King back to life, and is made up of equal parts truth and falsehood.

As the game continues let the players hear more legends about the various adventure sites. Some legends contain clues hinting at where the Seals are hidden. Incentivized by these legends, the PCs then get to explore the Bitter Reach in search of them.

The legends can be found at their respective adventure sites, and are gathered at the end of this book. They are also available for download at the Free League website.

WURDA

In *Raven's Purge*, the PCs met Merigall, the demonic bard who spreads chaos for its own private enjoyment. In the Bitter Reach, there are also demons walking among the mortal kin. They plot and scheme and work untiringly towards obscure and often devastating goals.

One key player in the drama about to unfold here is the demon that has left Ravenland to entertain itself in the cold north. Here, it has taken the name Wurda, Elvish for "whims of fate." For years it has wandered the Bitter Reach, learning from legends whispered on the wind and the tales told by the bards, and devised its plan: The Winter King shall rule the northern realm once more.

To achieve this goal, the five Seals must be broken, and Wurda has decided that the best way to accomplish this is to utilize the greed of treasure hunters. By spreading rumors





LEGEND: BOUND BY DEMONS

Three thousand years ago the elven king Ferenblaud ruled a verdant kingdom that stretched from the coast all the way to the White Peaks. The kingdom was called Rodenvale and all was well. But the enemies of Ferenblaud and the elves were many, and a pact betwixt five Demon Princes sealed the fate of the kingdom.

One night, these Princes of Filth stole the light of the stars and tamed the four elements. With the power thus bestowed unto them, they called down a frozen curse over the Winter King and his subjects. All the strongholds and fortresses of Rodenvale were buried in snow, and an eternal winter descended over the land.

The Demon Princes then forged five artifacts that sealed the curse – the Seals of Fire, Water, Wind, Earth and Stars – and then set five bestial Guardians to watch over them.

Beneath stone and ice, fools whirl about in a dance of death in the light of Gibil's burning visage. In her sunken tower crowned by fire, Abzu sings a mournful lament over the fall of Rodenvale.

With fangs full of poison, Ninbursag and her thousand spawn wait in a chamber where the footfalls of giants echo, while Imdugud dances on winds borne by traitorous servants. In the tower of the farseers Mul awaits, ready to slay those who would disturb the wandering stars.

Yet all is not lost. If the Seals are destroyed the curse will be broken, and the living soul who shatters a Seal shall be filled by its power, all the better to fight against the five Demon Princes that seek to prevent this.

Thus, the Bitter Reach awaits Ferenblaud's heir. For the one who breaks the grasp of eternal winter and wakes this frozen land from its slumber, the one who returns spring to these lands, will win Ferenblaud's crown and rightfully rule over the risen kingdom.



about buried elven treasures, Wurda triggered the treasure hunt in the Bitter Reach in recent years. Wurda also planted rumors in Ravenland and Alderland, so that several powerful factions decided to head north in pursuit of riches. Little do they know that they'll only bring themselves, and the Bitter Reach, to ruin.

But not even Wurda knows where all the Seals are hidden. Blaudewedd's magic conceals them to her and she must rely on recruiting adventurers that have both the wits to find the Seals and the strength to defeat the Guardians. This has only partially succeeded once, when the Seal of Stars was broken, but its Guardian slew the adventurers responsible, and so Wurda couldn't use them again.

When the player characters begin making a name for themselves in the Bitter Reach, Wurda takes notice. She aids them by making sure that legends and clues reach them, either through agents or by disguising herself.

The PCs are only pawns in Wurda's greater scheme. The demon doesn't care who breaks the Seals. Whether it's an army of Mis-grown lured north by promises of new lands to defile, or the Alderlander expeditionary army, or someone else who throws the Bitter Reach into chaos, it makes no difference to the demon.

DEMONIC FORM: Wurda thrives on chaos and devastation. Without them she would wither and be forced to return to the demonic realm of Churmog. When she doesn't appear in her demonic form, she wears one of three shapes: a wise old woman, a black warg with enormous jaws or, the most deceptive form of them all, the shape of the creature she last defeated in battle.

Wurda left Ravenland behind centuries ago to engage in her favorite form of entertainment in the cold northern lands: sowing chaos. In forgotten halls filled with forbidden knowledge Wurda learned of the history of the winter elves, of Blaudewedd's curse and of the role the five Seals play in keeping the curse intact.

She realized that chaos and devastation would befall the Bitter Reach should she succeed in breaking the five Seals. But she also learned that Blaudewedd had put protections around the Seals to block demons from seeing and touching them. Therefore, Wurda needs champions to carry out her will. That is where the adventurers of the Bitter Reach come into the picture.

THE PCS AND THE SEALS

The player characters have probably made their way to the Bitter Reach for the same reason as many others – to find fame and fortune. They can acquire both at the adventure sites that you place on the map, and among the treasures they find are the four remaining Seals that keep the Winter King in chains.

During the campaign, Wurda will try to manipulate the PCs into breaking the Seals. If they fall for the Demon's lures, they'll aid in reawakening the Winter King. In the beginning the PCs are unaware of this.

Over time however, they will likely learn the true story of the Winter King, the fall of Rodenvale and the purpose of the Seals. They will then realize that Wurda has tricked them and the other key players who have come to the region into waking the Winter King so that he may restore his lost kingdom.





MERIGALL

If you have played *Raven's Purge* the player characters have most likely already met Merigall. If Merigall survived the encounter, you can replace Wurda with Merigall. In that case Merigall, as described for Wurda above, has found Ravenland dull after the showdown between Krasylla and Zygofer during the events in *Raven's Purge*, and decided to spread glorious chaos in new realms. It can be enjoyable for the players to encounter an old antagonist and fight it again. Recurring villains can motivate any player to perform legendary deeds of heroism... or resort to unforgettable evil. You can read more about Merigall in *Raven's Purge*.

FIRST SEAL BROKEN

The Seal of Stars has already been broken by Wurda's agents at the start of the campaign. However, those same agents were killed by the Seal's Guardian and no one, not even Wurda, knows where the Seal was hidden.

When the Seal of Stars is broken, northern lights dance across a starlit sky and a rain of shooting stars falls over the ocean. The

magical energy released shakes the Palace of the Ice Giants, but only King Bele (see page 67) understands what has happened. From his tallest tower, he gazes across the Bitter Reach, hoping to see what will transpire.

Though the orcs know that there are those who seek the Seals, they are taken by surprise when the first Seal is broken. The Wolfhowl clan sends its scouts to patrol the Barren Mountains and Fallowmoor, to see what the treasure hunters from Northfall are up to.

Isolated winter elves awake from their magical slumber and crawl out from caves and ruins. Several of them lose their minds when they realize their fate and wander the wastes like vengeful spirits. Those made of sterner stuff seek out the Palace of the Winter King (see page 280).

Redrunners dispatched by the druid Blaudewedd (see page 45) begin the search for the remaining Seals to protect them against destruction.

SECOND SEAL BROKEN

A red star falls over Fallowmoor, and a cold and furious blizzard rages across the Bitter Reach for D6 days. Add +2 to all rolls for snowfall (see page 31) during this period.

Now, the orcs understand that someone is breaking the Seals on purpose. Hunters from the Bearskull clan find the remains of the broken Seal and start tracking those who broke it. If it isn't the PCs, the tracks lead either to Northfall or south towards the camp of the Misgrown army (see page 63).

The orcs now begin to confront treasure hunters and attempt to scare them off. Among



the Ice Giants, King Bele explains what has happened to his brethren and long discussions ensue, but no decision is made.

The summer elven Redrunners identify the PCs as a potential threat to the Seals and begin to track them on their travels in the Bitter Reach.

THIRD SEAL BROKEN

A yellow star falls across the Morma Glacier. The rumble of cracks opening in the ice cap echoes across the land. The winter elves grow in number and start to search for artifacts and beasts that will aid them when the inevitable war breaks out.

The Ice Giants make halfhearted attempts to stop adventurers from wandering the Barren Mountains and the ice cap, but their slow ruminations prevent them from fully protecting the Seals.

Marmena, the leader of the Redrunners, speaks with the PCs and warns them of what will happen if all the Seals are broken. If the adventurers continue their search after this, the Redrunners will do everything they can to stop them.

FOURTH SEAL BROKEN

A blood-red moon shines over the frozen plains. People all over the Bitter Reach have nightmares of cruel elven masters enslaving all who stand against them, or of terrible monsters from the stars coming to ravage these bounteous lands. The nightmares end with a blizzard rolling in over the land, burying all that lives there, before the Winter King steps forth to send winter running.

The Misgrown realize that there is a risk that Ferenblaud's kingdom will rise again, and Alabastor dispatches troops to find the last Seal and gain control over the location.

The orcs contact Bele to demand that the Ice Giants aid the orcs in stopping the forces trying to bring Ferenblaud back to life. Without the aid of the PCs, Hoyra fails to convince Bele.

If the PCs are involved in the destruction of the Seals, Marmena and her Redrunners will now attempt to kill them on sight.

FIFTH SEAL BROKEN

The moon is darkened, and a silvery rain of stars falls over the White Peak Reach. For D6 days, a warm sun shines from a clear blue sky. A sense of spring spreads across the Bitter Reach, and these cold and harsh lands suddenly seem warm and pleasant. During this time, all rolls for cold, wind and snowfall (see page 31) are treated as 1.

The winter elves that have awakened have now gathered at the Palace of the Winter King. Consumed by rage and a lust for revenge they prepare for war – first the Bitter Reach must be reclaimed, and then Blaudewedd will be destroyed.

The orcs are desperate. Their efforts to prevent the destruction of the Seals have failed, and now only one last attempt to stop the Winter King remains: a direct assault on his palace. If the PCs can convince Hoyra of another plan the orcs may instead band together with them.

The Ice Giants realize that their lives don't depend on the existence of the Seals. They leave their stronghold to wander south, away from the lands which have only brought them





LEGEND: TREASURES OF THE BITTER REACH

It all began several generations ago, in the northern lands of the Bitter Reach. The storms increased in number and grew stronger, the ice began to wander and crack. Fire spouted from abyssal rifts.

From the forgotten depths rose ruins from ages past – towers, castles, caverns under the ice cap. The remains of an ancient kingdom were revealed, it's treasures now coming to light to be claimed by those with courage and skill.

These days, it's called the Silver Coast – where treasure lies in the light of day, just waiting for a brave adventurer to tear it from the cold grip of the ice. Head north to find riches and glory!"

pain and grief. But they might still have a part to play in the final battle that awaits (see page 295).

Marmena prepares to return to Blaudewedd to report on what has occurred and create a plan for stopping Ferenblaud. If the PCs fail to convince her that the Redrunners can aid them in the battle against the Winter King, she will soon leave the Bitter Reach behind, riddled with guilt and shame over her failure.

SEAL TALENTS

When a Seal is destroyed, it releases a wave of magical energy that washes over everyone within **SHORT** distance. PCs affected immediately gain

D6 Willpower Points, but also suffer an attack with three Base Dice and Weapon Damage 1 (blunt trauma). Finally, the person who dealt the final blow to destroy a Seal also gains a permanent and unique seal talent. A seal talent only has one rank, and its effects depend on which Seal was destroyed. A seal talent has one permanent effect, and one effect that can be activated by spending Willpower Points.

FIRE SEAL TALENT: You are completely immune to damage from fire or heat, even of the magical kind. You can spend Willpower Points to cast the **COMBUSTION** spell (see page 22), without rolling for overcharging or mishap.



EARTH SEAL TALENT: Your fists are hard as stone, and thus your unarmed attacks have Weapon Damage 2. You can spend Willpower Points to cast the **SUNDER** spell (see page 22), without rolling for overcharging or mishap.

WIND SEAL TALENT: You never take damage from falling, but always land gently on your feet. You can spend Willpower Points to cast the **FLIGHT** spell (see page 23), without rolling for overcharging or mishap.

WATER SEAL TALENT: You always find **WATER** when you **FORAGE** (see page 150 in the *Player's Handbook*). You can spend Willpower Points to cast the **WATER BREATHING** spell (see page 23), without rolling for overcharging or mishap.

IF THE PCS WON'T BREAK THE SEALS

During the PCs' adventures, they will interact with the Seals in one way or another. They may be looking for them on their own, seeking them at the request of Wurda or according to Ferenblaud's wish, or they might want to prevent Alabastor or Baraggor from conquering the Bitter Reach.

The players might decide that the Seals should not be broken and instead try to prevent this from happening. If so, other key players will break the Seals instead, and the phases of the campaign continue as described previously. You can decide when and in what order the Seals are broken.

Below, you'll find a list of who breaks the Seals if the PCs won't do it. This should occur only after the PCs have made a conscious

decision not to break the Seals. Roll a D6 for each Seal that is destroyed as per below. 1–4: The Guardian is slain by the Misgrown. 5–6: The Guardian escapes and makes its way to the Court of the Winter King.

SEAL OF FIRE: Baraggor's soldiers break the Seal of Fire. They assault the Field of Swords and force their way into the caves beneath the arena to find the ancient weapon forge of the winter elves. In the ensuing battle, the Seal is destroyed and the caves collapse. Baraggor eventually receives news that her troops have been obliterated in an assault on the Field of Swords and decides not to waste more troops on revenge.

SEAL OF EARTH: The Seal of Earth is destroyed by one of Ferenblaud's princes, for example Namtarell from Bleakness Keep. The prince sneaks into the Palace of the Ice Giants and single-handedly destroys the Seal before fleeing back to his master's palace.

SEAL OF WIND: A group of adventurers force their way into Frostwind Hold and manage to destroy the Seal of Wind. Most of them are killed in the battle against the Guardian and the survivors are slain by the orcs. The damage is already done, however, as the Seal is broken.

SEAL OF WATER: Alabastor's Misgrown find the Seal of Water and decide that the Guardian constitutes a threat that must be destroyed. They attack the Sunken City with a troop of Misgrown warriors who force their way down to the lighthouse and destroy the Seal. As his troops perish in the battle, Alabastor realizes that he should leave the remaining Seals intact.





PHASE 1: ARRIVAL IN NORTHFALL

The *Wake of the Winter King* campaign can be started whenever and wherever you like, but the most logical way is for the campaign to begin when the player characters set foot in Northfall, the largest settlement of the Bitter Reach, for the first time. You can read more about Northfall on page 166.

If you have played *Raven's Purge* with PCs who are now about to take on *Wake of the Winter King*, you can entice them to come to Northfall by handing them a legend about the Bitter Reach (see page 52).

When the PCs arrive in Northfall, you can read the text below to set the scene for them:

"Watch your step, tenderfoots! What you see before you is Northfall, a backwater populated by scum

and bandits. But it's still the beating heart of the Bitter Reach, this is where you find warmth and friends – 'cause outside Northfall everything is worse than you can imagine."

It's the captain of the ship that has carried you to the cold north who's talking. She's leaning against the gunwale and her breath forms small clouds of frost in the cold air.

"What will you do now? Hunt Pikebeast? Gather silver eggs from the waddlerbirds? Mine the elves' riches from the dirt? One thing is sure though... your noblest parts will freeze like they've never frozen before!"

The woman's boisterous laugh follows you as you disembark the ship that has carried you all the way from the south. The locals barely throw you a glance, they have seen others like you arrive, and they have seen them leave Northfall hunting for treasure, never to return.





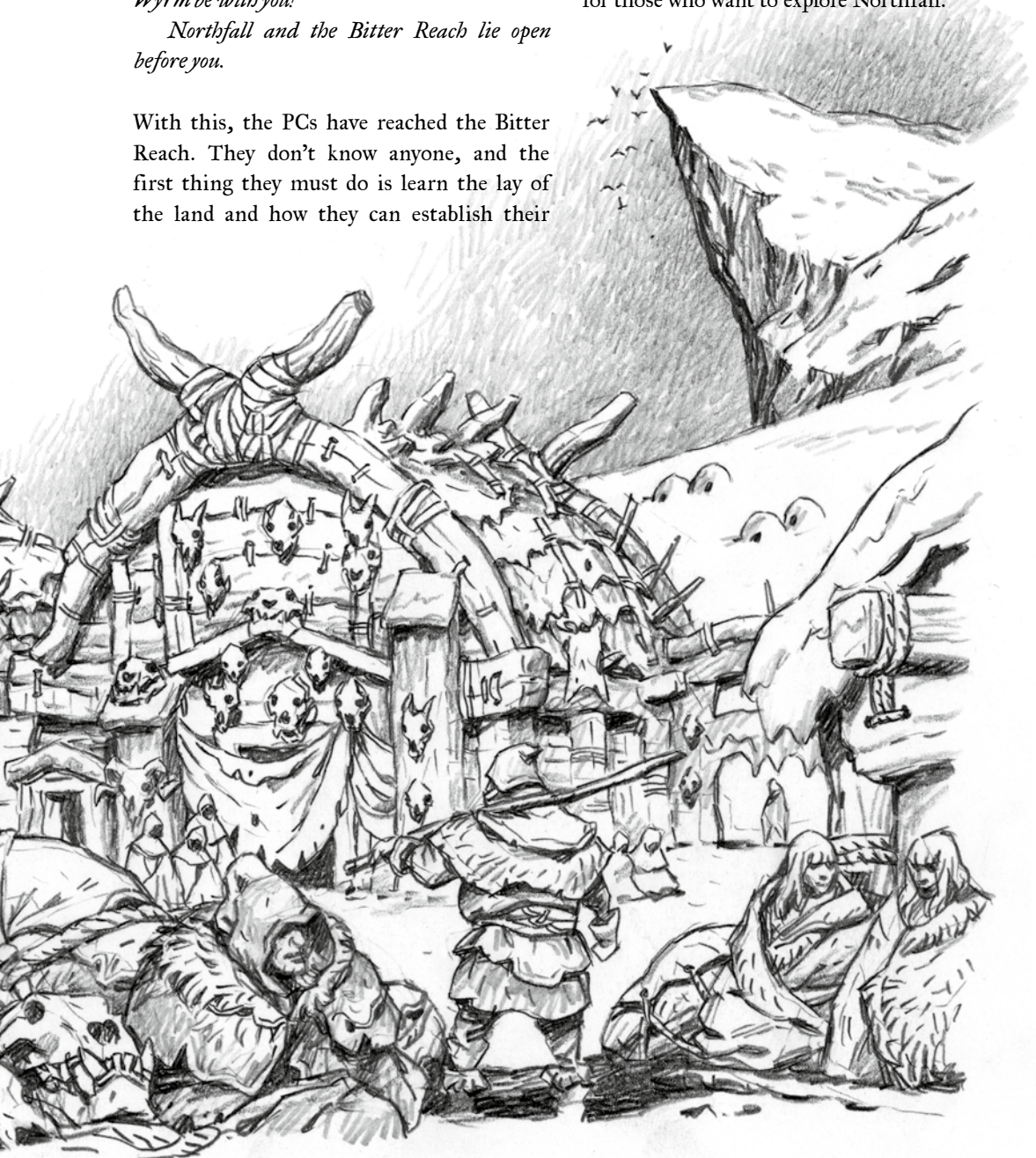
The captain calls after you one last time. "Go to Ogrin the Tailor, make sure you get yourself some proper garments, so you don't freeze to death the very first night! You can find lodging with Cuss and Dang – if you can stand their company! Wyrms be with you!"

Northfall and the Bitter Reach lie open before you.

With this, the PCs have reached the Bitter Reach. They don't know anyone, and the first thing they must do is learn the lay of the land and how they can establish their

presence before they make plans to win glory and riches!

They will most likely seek out Ogrin the Tailor or visit the inn of the twins Cuss and Dang, but there are also other places to visit for those who want to explore Northfall.





Even if the locals don't pay much attention to the newcomers, they will give short and gruff responses if spoken to by the player characters. They can point the way to the tailor or the inn. Some kind soul may also tell them of Hillis' store, which surely sells gear that the player characters will need.

VILLAGE HEROES

It's also possible to play characters native to the Bitter Reach. The PCs are then probably adventurous youth who have grown tired of life in some small settlement, where the odd hunting expedition is the only source of excitement.

They are most likely humans, wolfkin or orcs. The most common professions are Hunter, Peddler and Minstrel.

It is a good idea even for PCs native to the Bitter Reach to start the campaign with them coming to Northfall, in search of clues on where they can find mysterious treasures hidden in the frozen wastes.

No matter what has led the player characters to Northfall, you can read the scene below to start the campaign.

A man draped in thick furs and heavy leather boots watches your wide-eyed stares with a bemused expression as you arrive in the largest settlement of the Bitter Reach. The man is surrounded by dogs that he attempts to strap to a heavily loaded sled, with little luck.

"Tenderfoots! Welcome! What you see before you is Northfall, a backwater populated by scum and bandits."

His voice is deep and rumbling. The man finally manages to get his sled dogs in order, and

while he threads their harnesses, he runs his eyes over you, top to bottom.

"What will you do now? Hunt Pikebeast? Gather silver eggs from the waddlerbirds? Mine the elves' riches from the dirt?"

The man's boisterous laugh follows you as you pass through the gates of Northfall. The locals barely throw you a glance, they have seen others like you arrive, and they have seen them leave Northfall hunting for treasure, never to return.

The man shouts after you one last time. "You can find lodging with Cuss and Dang – if you can stand their company! Go to Hillis' to buy everything you need to hunt for treasure! May the Nightwalker avert his gaze from you!"

The road into Northfall lies open before you.



PHASE 2:

EXPLORATION & ADVENTURES

When the PCs begin their hunt for excitement and riches in the Bitter Reach the campaign is all about them getting to know the land. What does it look like? What creatures are they likely to encounter in the wilds? Which kin live here? Who is in charge?

You can play the same kind of adventures in the Bitter Reach as everywhere else, but everything is just a little bit more deadly. Life is harsh and cold, and people in the Bitter Reach primarily see to their own needs. It is truly the law of the strong that rules here.

Aside from the suggestions for adventures found in the adventure sites (see page



166 and forward), you'll find some ideas below. These are the types of tasks that adventurers in the Bitter Reach will typically spend their days on.

ARTIFACT HUNT

The PCs can always go artifact hunting. This is one of the principal activities in the Bitter Reach and the main reason for the influx of treasure hunters from the south in recent decades. The artifacts are hidden in the abandoned ruins of the winter elves.

Use the journey rules in Chapter 5 to manage the PCs' travels. In the Adventure Sites chapter (see page 146), you'll find tables that help you create exciting ruins and dungeons for the PCs to explore. In the Artifacts chapter (see page 110), you'll find valuable items that the PCs can find.

MISSING PEOPLE

People often go missing in the Bitter Reach. At such times, adventurers can be hired to join in the search. This may lead to a variety of adventures. Wild animals, outlaws, wolfkin, and orcs can all play a part in a disappearance in the Bitter Reach. The weather is often harsh and ruthless, and any search quickly turns into a race against time to find survivors.

HELP WANTED

There is a myriad of tasks that people in the Bitter Reach need help with and that they are willing to pay to have carried out. These often consist of heavy labor like preparing

hides, breaking ice or shoveling snow after last night's storm. Such tasks pay poorly, usually only a couple of coppers, though the workers often get soup and bread as well. It means survival, but that is all.

HUNTING

A pod of Pikebeasts has been spotted out at sea. An expedition must be assembled to make the most of this opportunity. The adventurers may hunt the Pikebeasts and then ensure that the haul gets to Northfall, or they might also make other discoveries. Maybe an iceberg hides a ship from the age of the winter elves? The hunt may also take the PCs inland, searching for Nanuiks, snow boars, or reindeer.

SURVIVAL

Surviving a storm or some other form of harsh weather can be an adventure in and of itself, especially if it occurs when the adventurers have just completed some dangerous task and are not in great shape. Perhaps they seek shelter from a storm in a cave but find more than what they bargained for there?

WHAT HAPPENS NEXT?

As the PCs start out on their adventures in the Bitter Reach, Wurda's plans begin to fall into place. The tension in the Bitter Reach builds, and when you feel that the PCs have made a proper mark on the world you can move on to the next phase of the campaign: The March of the Misgrown.





PHASE 3:

MARCH OF THE MISGROWN

A new key player takes his place on the board: Alabastor, a demonic general leading an army of Misgrown, breaks through from the Winding Ways and fight his way down the mountains. The dwarves who live at the northern gate to the Winding Ways are forced to retreat.

Alabastor leads his army to the foothills of the Southern Range and makes a war camp there. At first, Alabastor's goals are to gather information and reinforce the army by taking prisoners and corrupting them into demonic followers.

From their camp, the Misgrown scouts first spread across the wastes to seek knowledge of this unknown realm. It is these scouts that the PCs first encounter, probably in connection with the Misgrown plundering a ruin that the PCs also had their sights set on.

When the scouts report back to their master, he realizes that the return of the Winter King is a severe threat to his plans for domination over the Bitter Reach. This in turn lead to troops of Misgrown being dispatched on two primary missions: to secure the remaining Seals and to find powerful artifacts that might threaten Alabastor's plans.

If the PCs contribute to Seals being broken or find magical items, Alabastor will see them as targets that must be eliminated. The PCs might find themselves attacked by Misgrown without knowing why.

Eventually, the PCs will understand what is happening. The Misgrown army has the

upper hand and will likely come to dominate the Bitter Reach if nothing is done. The only power who can stop them is the Winter King, and thus the next phase in the conflict begins: a choice between demonic soldiers and cursed winter elves. Should the PCs let the Misgrown army charge ahead unchallenged or should they break the last Seal and awaken the Winter King? Then, the next key player enters the stage.



PHASE 4:

THE ALDER- LANDERS ARRIVE

An Alderlander fleet carrying a royal expeditionary army arrives in Northfall, as the fate of the realm lies in the balance. The army is led by general Baraggor, whose orders are to conquer the Bitter Reach in the name of the king of Alderland.

The preparations of the army are sorely lacking. Baraggor has based her plans of conquest on the tales that returnees from the Bitter Reach have served up. She therefore has a skewed view of the Silver Coast, as the ruling elite in Alderland call the northern lands. Because of this the ships weren't loaded with the proper gear. The soldiers believed that they were on their way to an easy war where the local forces wouldn't be able to field much of a resistance.

Baraggor is more offensive than the other key players, and her soldiers initiate an expansive reign of terror in their hunt for treasure



and artifacts. To compensate for the poor preparations, Baraggor is forced to impose heavy taxes on the inhabitants of Settler's Reach.

The regime of terror and the military expansion quickly bring Baraggor into conflict with Ingmarg, but later also with the Misgrown army as Baraggor's forces reach the Southern Heights and the Barren Mountains. When the Winter King finally awakens, all the pieces have been placed on the board.

The PCs can be affected by the Alderlander army in several ways. The most noticeable event is the shift in the balance of power in Northfall. Suddenly, Ingmarg is no longer in charge and people who used to be the PCs' allies are suddenly unable to help them, at least overtly.

The PCs might even become so incensed by the Alderlanders that they decide to form a resistance. This is an excellent way to drive the campaign forward and you can in good conscience encourage this.

While Baraggor ravages the land and comes into conflict with the Misgrown, enough time will pass for the final Seals to be broken. Now, Ferenblaud awakens from his slumber and the campaign enters its final phases. You can read more about this in the chapter *The Endgame* (see page 293).



LEGENDS

Legends are a central part of the *Forbidden Lands*, and the Bitter Reach carries many on its icy winds. This is a key method for you

to give the players information about the history of the Bitter Reach, and clues to the treasures of the winter elves. Some legends even tell the true story about the fall of the kingdom and the terrible curse that lies upon the land.

You should always be generous with legends, remembering that there are many ways for them to come to the attention of the PCs. As a rule, the players should get to hear at least one legend each game session.

As a GM, it can be very enjoyable to play the part of the individuals telling the legends to the player characters. Vary their mood and disposition and create memorable characters.

In this book, there are legends of locations, key players and events. They are all gathered at the end of the book as handouts and are also available for download on the Free League website.

LORE SKILL

If there is no suitable NPC on hand to tell a legend during a game session, you can let a player character remember it by the campfire with a successful **LORE** roll, and read it to the other players.

THE WHISPERING WIND

In the Bitter Reach, the legends dance on the cold winds across the land. This is a side effect of Blaudewedd's curse. The only way to experience this is to chance upon the whispering wind as a random encounter (see page 134).





RUMORS AT THE INN

There aren't many inns in the Bitter Reach, but those that exist are great places to hear rumors and legends.

RUMORS FROM THE LOCALS

If the PCs want to hear legends about the Bitter Reach, they can also talk to the locals. This can be a very good way of getting information, but the PCs might also meet compulsive liars.

the PCs an opportunity to be storytellers themselves.

THE ORCS

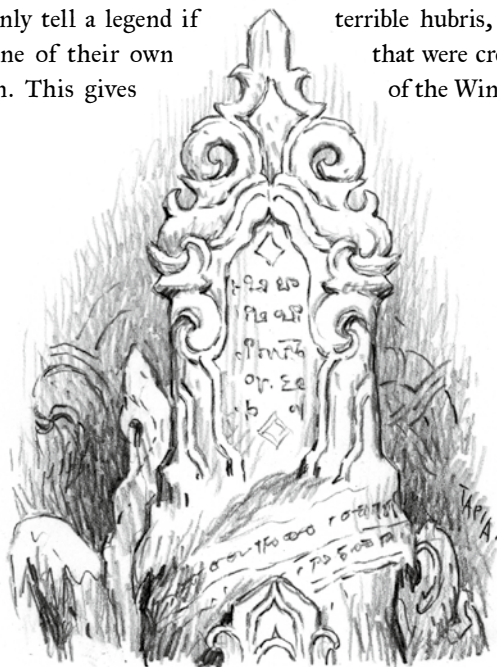
Of all who live in the Bitter Reach, the orc tribes know the area best, and among the orcs, it's the druids who have the greatest knowledge of old legends. If the player characters manage to befriend orc clans, they can obtain invaluable information.

STORYTELLERS

Every little settlement in the Bitter Reach has a storyteller. Often it is the oldest person who takes this role. There is a tradition for a storyteller to only tell a legend if the listener shares one of their own experiences in return. This gives

ENGRAVINGS

The buildings and monuments of the elves are often adorned with engravings. Most tell of the greatness of the winter elves and their terrible hubris, but there are also some that were created during the last days of the Winter King.





KEY PLAYERS

A skiff left the Wyrms' Fist, general Baraggor's warship. Even at this distance Ingmarg could see Baraggor's purple mantle and the blood-red plume on her golden helmet. He let out a deep sigh and turned to the messenger who had arrived from Fallowmoor.

"Well, what's so important that it can't wait? If you hadn't noticed, the king of Alderland has sent me word?"

The messenger lowered her gaze. Her face looked harried and her right arm hung limply.

"Misgrown, my lord. Demons have made camp in the foothills of the Southern Range. Their spies are spilling into the Bitter Reach!"

Ingmarg had heard similar reports over the last few weeks. The Bitter Reach was besieged by Misgrown from the south, and rumor had it that they too scoured the elven ruins for treasure. Soon they would advance on the coast. The merchant again turned towards Wyrms' Fist. Maybe the Alderlander army could be of use after all.

Several key players have important roles in the *Wake of the Winter King*. During the campaign, these key players influence many events in the Bitter Reach and the adventurers will have plenty of opportunities to meet them. Give the players opportunities to interact with these key players. Let the PCs become

aware of their overt goals and give them chances to discover the key players' secret goals.

The key players are described in detail in this chapter and summarized in the table on page 62.

Not all key players are active as *Wake of the Winter King* begins. Some will make their



THE KEY PLAYERS AND THEIR GOALS

KEY PLAYER	TYPE	GOAL	LOCATION
Alabastor	Misgrown general	Conquer the Bitter Reach and enslave all its people	Camp of the Misgrown army
Baraggor	Alderlander general	Conquer the Bitter Reach and proclaim herself empress of the realm	Wyrms' Fist or Northfall
Bele	Ice Giant	Unite the Ice Giants and lead them to their true destiny	Palace of the Ice Giants
Ferenblaud	Ancient elven king	Break the Seals and reclaim his former kingdom	Palace of the Winter King
Hoyra	Shaman of the Frostwind Clan	Stop all attempts at breaking the Seals	Frostwind Hold or travelling
Ingmarg	Merchant	Amass wealth and control all trade in the Bitter Reach	Stronghold in Northfall
Marmena	Redrunner	Stop all attempts to break the Seals	Traveling on the Morma Glacier or in Northfall
Wurda	Demon	Sow chaos in the Bitter Reach by tricking treasure hunters into breaking the five Seals	Northfall, Field of Swords, or Palace of the Ice Giants

appearance on the stage during the campaign. This means that you have several opportunities to rattle the players and challenge their ideas of what the future of the Bitter Reach will bring.

As *Wake of the Winter King* begins, four key players are already active: Hoyra, Ingmarg, Marmena and Wurda. But as time passes, Ferenblaud, the Winter King, will slowly awaken from his slumber and attempt to take control of events indirectly. This is also when the ice giant Bele enters the story in earnest.

Next to enter the fray is the demon prince Alabastor with his army of Misgrown soldiers. He establishes his camp below the gate to the Winding Ways and starts to scour the Bitter Reach, hunting for the lost treasures of the winter elves. Then, the Alderlander army arrives under the command of general Baraggor, which completely shifts the balance of power in Northfall. Finally, Ferenblaud is fully awakened from his slumber and begins reclaiming the Bitter Reach.



ALABASTOR

Recent events in Ravenland have yielded greater influence to dark powers that wish to conquer the Bitter Reach as well. This is a result of events during *Raven's Purge* if you have played this campaign – if not, it's the result of unknown schemes and intrigues.

Regardless reason, the demon lord who currently dominates Ravenland (Zytera or Krasylla, if the latter triumphed in *Raven's Purge*) has decided that the time has come to try to claim the cold north as well. To this end, the demon lords recruits an army of Misgrown and sends it north. The army fights its way through the Winding Ways and establishes a war camp in the shadow of Southern Range.

The invading force is led by Alabastor, an ambitious and proud leader, and a Misgrown in his own right. Alabastor was once a great warrior who pillaged and burned his way through Ravenland, until he was felled by a wicked blade. When he lay dying on the battlefield, he was selected by the demon lord to receive three blessed gifts that were forever attached to his body: an executioner's hood sewn from the skin of an assassin, an armor of bones turning arrows and spears from him, and a banner that speaks with the voices of the dead.

Alabastor follows the orders of his demonic overlord without hesitation, and gladly sacrifices his subordinates to achieve his goals. That said, he is still a prudent general. He is aware that the Misgrown army isn't strong enough to conquer the Bitter Reach. Information must first be gathered, and the opposition must be assessed.

LEGEND

The commander of the Misgrown gathers his forces around his banner, which speaks to them with the doomed voices of the dead. Arrow and spear turn away in disgust from him and thus the general fears no battle. If you get caught by Alabastor, all you can do is to pray to your gods for a swift end. He is without mercy and thirstily drinks the blood of his vanquished foes from their own skulls.

APPEARANCE

Alabastor has the shape of a famished ghoul. He is thin and gangly and his eyes glow with a deep red glow. The general's voice deep growling voice carries far over the battlefield. His body is bruised and covered with festering wounds and wherever Alabastor walks, he leaves bloody footprints behind.

OVERT GOALS

Alabastor's overt and outspoken goal is to conquer all of the Bitter Reach. He wants to enslave all who live there and use them as material to create new, magnificent Misgrown.

SECRET GOALS

The Misgrown commander's greatest wish is to gain greater esteem with his demon overlord. He will balk at nothing to achieve this goal, and when Alabastor realizes that Wurda is also scheming in the Bitter Reach, he will do all he can to slay his competitor.





MEETING ALABASTOR

Alabastor spends most of his time in the war camp of the demons, where he has had a stone tower constructed to use as his headquarters.

It also happens that Alabastor journeys into the Bitter Reach to form his own perception of the lay of the land. On these occasions he journeys alone, and it is possible for the adventurers to meet him during such an excursion.

Alabastor will in all likelihood participate in the final battle that concludes *Wake of the Winter King*.

ATTRIBUTES

STRENGTH 6, AGILITY 4, WITS 4, EMPATHY 3

SKILLS: Insight 3, Lore 4, Manipulate 4, Melee 5, Move 2, Scout 3

TALENTS: Cold Blooded 3, Executioner 2, Fast Footwork 3, Hammer Fighter 3, Fearless 3, Firm Grip 2

GEAR: Bone Armor (Armor Rating 5, but 8 vs. arrows and spears), Hangman's Hood (Armor Rating 2, gives Alabastor the Executioner talent at rank 2), Banner of the Dead (gives +1 modification to all attacks by Alabastor's soldiers within **SHORT** range), magical flail (Artifact Die D10, each attack requires spending one WP). All items except the flail are attached to Alabastor's body and have no effect if removed.

MISGROWN ABILITIES: Fangs (Weapon Damage 1, slash wound, and lethal poison with Potency 6), Sores (touch is contagious, Virulence 6)





BARAGGOR

When the riches from the Bitter Reach started to arrive in Alderland, the king began to devise plans to colonize the frozen realm. Golden statues, jewels and meteorite steel all

sang an alluring song, and the king issued the order to build a fleet capable of carrying an army north.

The king's builders worked untiringly for years and finally, the ships were ready. They were boarded by an expeditionary army under the command of general Baraggor, a competent warrior and a stern leader. The king's orders were clear: claim the Bitter Reach in the name of Alderland.

To succeed in this mission general Baraggor has been given four great warships: Wyrn's Fist, Wyrn's Blade, Wyrn's Shield and Wyrn's Hope. The general has loaded these ships to the brim with disciplined soldiers and in total has access to over a thousand warriors.

LEGEND

General Baraggor is one of the greatest soldiers of Alderland. She is the foremost demonlayer Alderland has ever seen, and it is said that she has saved the life of the king no less than three times. Once she threw herself between the king and a dragon and slew it with a broken spear!

Her soldiers idolize her and fear her in equal amounts, and it is said that the king fears that soldiers' love for their general could be a threat to him. That is why she has been sent to the Bitter Reach, far from Alderland.





APPEARANCE

Baraggor is a soldier through and through. She's always dressed in a manner befitting her station, armed and ready for battle. Still, she appreciates worldly beauty and has a penchant for fine clothes and flamboyant embellishments. Her face is grim, and she has a large scar from forehead her jaw, a permanent reminder of an injury that almost claimed her life. She walks with a slight limp.

OVERT GOALS

The general's overt goals are to conquer the Bitter Reach and claim the region for the kingdom of Alderland. This is to ensure that all treasure that is found in the elven ruins goes to the king of the south.

SECRET GOALS

In secret, Baraggor plans high treason. She wants to create her own kingdom in the Bitter Reach, with herself as ruler. To achieve this, she wants to accrue as much wealth and as many magical artifacts as she can to pay mercenaries that she intends to recruit from the hardy treasure hunters of the Bitter Reach. She doesn't intend to send a single artifact back to Alderland.

MEETING BARAGGOR

If the PCs want to meet the general, they can send a message to Wyrms' Fist and then either meet Baraggor on the ship or in Northfall. Baraggor spends her nights on Wyrms' Fist. During the days, she visits

Northfall if needed to negotiate with local key players or mercenaries. Baraggor will also lead her troops in the final battle of the campaign.

ATTRIBUTES

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 4

SKILLS: Lore 4, Melee 4, Scout 2, Might 2, Move 2

TALENTS: Threatening 2, Path of the Blade 3, Incorruptible 3, Fearless 2, Path of the Shield 3, Shield Fighter 3, Pain Resistant 2, Sword Fighter 3

GEAR: Longsword, plate armor, open helmet, large shield



BELE

The Ice Giants live in an enormous fortress deep in the Bitter Reach (see page 259), and Bele is their king. The Ice Giants were created at the same time as the curse on the Winter King fell. Blaudewedd shaped a thousand huge statues of ice and stone and infused them with the life force of the elements. These giant beings swore to guard the fettered winter elves. Since then they have patiently watched over the Bitter Reach – until now.

The giants' numbers have dwindled over the centuries. Now, there are only a few dozen Ice Giants left, and they've begun to doubt their mission. How long must they stand vigil and what is the purpose of their existence? Are they just soulless statues or have they been granted souls? Why have they been abandoned by their creator?

With these thoughts to trouble him, Bele sits upon his throne and contemplates how to lead his brothers to their true destiny.



LEGEND

With the snow and the cold, the ice giants came. They rose from stone and ice and strode forth from mountain caves and crevices. The spark of life was given to them by Blaudewedd the elven druid, and in return the giants swore eternal fealty to her. On her request, king Bele of the giants ordered his subjects to guard the Bitter Reach from the slumbering Ferenblaud and all who would return him to power.

APPEARANCE

Bele is the largest of all the Ice Giants that live in the Bitter Reach and was the first to be created by Blaudewedd. He is more than five meters tall and shaped from ice and stone, given life by ancient magic. His arms are thick as logs, with hands as heavy as boulders. His eyes shine white in a face is dominated by a huge maw filled with fangs.

Bele's voice is a deep rumble and he speaks painfully slow, weighing his words. His slow





manner hides a sharp intellect and an almost inexhaustible knowledge of the Bitter Reach, constantly acquired from his subjects as they patrol the region.

OVERT GOALS

Bele's main goal the last three thousand years has been to uphold the oath he swore to Blaudewedd, to protect the five Seals. This goal has governed the entire existence of the Ice Giants and they continue to follow their ancient traditions and rituals to make sure that Ferenblaud doesn't wake from his slumber.

SECRET GOALS

Lately, Bele's mind has been clouded by ruminations about the Ice Giants' life. He listens his advisers Bor and Rym, who tell him of newcomers in the Bitter Reach. Now, Bele ponders how to handle this changing world. What place do the Ice Giants have when new powers appear? Should they abandon their oath and seek freedom on their own, or should they uphold their vows and stop the Winter King from once again ravaging the realm?

MEETING BELE

Bele is only encountered in the Palace of the Ice Giants (see page 259), where he sits on his huge and ancient throne sculpted from ice clear as crystal. In ages past Bele wandered the Bitter Reach, but as thoughts of the destiny of the Ice Giants overwhelmed him, his excursions became fewer until they stopped.

If the PCs manage to convince Bele that he should aid them against the Winter King, he and his giants will appear at the final battle.

ATTRIBUTES

STRENGTH 30, AGILITY 3, WITS 5, EMPATHY 2

SKILLS: Lore 5, Insight 5, Scout 5, Might 5

For further attributes, see Ice Giant on page 98.



FERENBLAUD

Ferenblaud is the ancient king of the winter elves, trapped by Blaudewedd's curse three thousand years ago. When *Wake of the Winter King* begins, he is trapped in his throne room on a mountaintop (see page 280), shackled in ice and shrouded in howling winds. Bound to his throne, he sleeps in restless slumber, haunted by nightmares and visions from the final days of his kingdom.

As the Seals are broken during the course of the campaign, the ice trapping Ferenblaud's throne melts. As a result, the Winter King himself slowly wakes up and regains his strength. See the table on page 71. When the fifth Seal is broken, he is again fully free to lead his followers to reclaim the Bitter Reach.

More than anything, Ferenblaud thirsts for power. He believes that the elves were sent to subjugate all other kin that wander this world. To him, all other sentient beings are inferior to the elves and they deserve only enslavement.



Ferenblaud was the foremost elemental sorcerer of his age, but also a great warrior. He swung his sword as elegantly as he weaved his spells and demanded of his subjects that they also dedicate themselves to the arts of war and magic, all to destroy those who stood against him. It was this that finally forced Blaudewedd to rise against him and cast the curse over his kingdom.





LEGEND

King Ferenblaud was the most learned of all elves. Under his rule, the elven scholars studied the moon, the sun and the stars and the magical power that they radiated onto the world. They sought to establish contact with beings from other dimensions, hoping to discover other worlds to conquer.

It is said that something answered their call – something that came from the stars and

buried itself in the earth beneath Rodenvale, where the star traveler's energies poisoned the soil and clouded Ferenblaud's mind so that his own kin turned against him in the end.

APPEARANCE

Ferenblaud is a proud and regal elven king. Three thousand years of frozen hibernation have left their mark, however. His skin is

FERENBLAUD'S STATUS

BROKEN SEALS

HOW AWAKE IS THE WINTER KING?

- | | |
|------|---|
| None | Ferenblaud sleeps in deep slumber and can only send messages in the shape of incoherent dreams to sentient beings in the Bitter Reach. |
| 1 | The Winter King has begun to awake from his hibernation but is still confused over what has happened and how long he has slept. His command over his former troops and monsters is weak. Ferenblaud can mentally communicate only with beings in the same room. |
| 2–3 | The king has now awakened and the ice around him has begun to crack. He has begun to piece together what has happened based on the information gained by letting his astral form wander the Bitter Reach. Anyone who visits the throne room for an audience will be received by the astral form. The king's speech during such a meeting will be incoherent and confused. |
| 4 | Now the Winter King is fully awake, and the ice has fallen from him. The curse still binds him to the fortress in the mountains, but he can move freely in its halls and converse with his subjects. He can also communicate with his vassals over great distances using his magical powers. |
| 5 | Ferenblaud is freed from his prison and assumes command of the troops that have awakened with him. If he receives anyone in his throne room, he does so clad in full plate, armed with his two-handed sword and flanked by the dragon Scrana (see page 290). When he leaves the fortress, he rides on the dragon's back, soaring high among the clouds. After Ferenblaud has awakened and been freed from his throne, he will gather his troops and finally lead them to battle in the final stage of the campaign. |



thin and withered, his eyes sunken and blood-shot, which makes the king's face look like a grinning skull with a forehead furrowed by endless ruminations.

In his throne room, Ferenblaud is only dressed in simple white robes. When he finally leaves his frozen prison, he dresses in ancient plate armor forged from meteorite steel and is armed with a huge two-handed sword.

The Winter King commands magic that allows him to create an astral form, a shimmering projection of his soul. The astral form cannot physically interact with its surroundings, but it can speak to beings in its presence.

OVERT GOALS

The overt goal of the Winter King is to once again rule over the Bitter Reach and restore his lost kingdom. This means that he must be freed from his imprisonment and this can only happen if the five Seals are broken. If he gets the chance, Ferenblaud also wants to slay all other key players that try to claim the Bitter Reach. No one but him shall rule this land!

SECRET GOALS

When Ferenblaud wakes he immediately begins a vendetta against the Blandewedd's "summer elves" who have stood against him. His plan is to eventually wipe out all elves south of the Bitter Reach, and part of this plan is to recruit agents to assassinate Blandewedd.

MEETING FERENBLAUD

The Winter King is imprisoned in his throne room in the Palace of the Winter King (see page 280). As the Seals are broken, he comes to life, but only by visiting his court and persuading Ferenblaud's seneschal to grant them an audience can the adventurers meet him. This can happen at the earliest after two Seals have been broken.

ATTRIBUTES

STRENGTH 16, AGILITY 8, WITS 5, EMPATHY 5

SKILLS: Lore 4, Insight 4, Manipulate 5, Melee 4, Move 3, Performance 3, Scout 5, Might 3

TALENTS: Path of Blood 2, Path of Death 3, Path of the Elements 3, Path of the Enemy 3, Threatening 3, Path of the Blade 2, Fearless 3, Pain Resistant 2, Quickdraw 3

GEAR: Starfall (magical two-handed sword, see below), plate armor, closed helmet.

MONSTER: In combat, Ferenblaud counts as a monster. See the monster attacks below.

STARFALL, MAGICAL TWO-HANDED SWORD: Artifact Dice D8 (D10 against elves). For every two points of damage dealt, the wielder of the sword is healed by one point. If Starfall inflicts a critical injury, it emits a sharp flash and the victim also suffers the effects of the **BLIND** spell (Power Level 2).

SCRANA, DRAGON MOUNT: When the fifth Seal has been broken, Ferenblaud will ride his trusted Frost Dragon mount Scrana into battle. You can read more about Scrana on page 290.



MONSTER ATTACKS

D6 ATTACK

- 1 **SURPRISING LUNGE!** Ferenblaud brandishes his sword in complex circles that confuse the opponent. Suddenly, the Winter King thrusts with Starfall. The target suffers an attack with six Base Dice and one Artifact Dice (see Starfall above) and Weapon Damage 3 (stab wound). The target can't **DODGE**.
- 2 **WHIRLING KICK!** The Winter King delivers a whirling kick to a target within **ARM'S LENGTH**. The target suffers an attack with eight Base Dice and Weapon Damage 2 (blunt trauma). If damage is dealt the opponent is shoved to **NEAR** distance and is knocked prone.
- 3 **SWEEPING ATTACK!** Ferenblaud sweeps around him with Starfall, attacking all opponents within **ARM'S LENGTH**. Each victim is attacked with eight Base Dice and one Artifact Dice (see Starfall) and Weapon Damage 3 (slash wound). If damage is dealt the opponent is shoved to **NEAR** distance.
- 4 **SPELL!** The Winter King casts a spell with Power Level D6. Roll D6 to determine which. 1–2: Chill of the Grave. 3–4: Fireball. 5–6: Tornado.
- 5 **FURIOUS ATTACK!** Ferenblaud screams and rushes an opponent with Starfall raised high. He performs an attack with ten Base Dice and one Artifact Dice (see Starfall) and Weapon Damage 3 (slash wound). This attack can be **PARRIED**, as opposed to normal monster attacks.
- 6 **TERRIFYING VISIONS!** Ferenblaud reaches out and touches a victim within **ARM'S LENGTH**. The victim's mind is overwhelmed by visions of the atrocities committed by Ferenblaud and his subjects. The victim suffers a fear attack with eight Base Dice.

HOYRA OF THE FROSTWIND CLAN

Hoyra is the foremost leader of the orcs of the Bitter Reach. She is a shaman from the Frostwind Clan and the only one who's succeeded in uniting the three clans to stop treasure hunters from awakening Ferenblaud from his slumber.

Hoyra is a unique combination of Druid and Sorcerer. Among the orcs it is Hoyra who has the most knowledge of the Winter King and the Seals that keep him imprisoned. She has learned that there are those who would awaken the Winter King, and over the course of the campaign her resistance against them will grow. She fears that the secrets of the winter elves once again will be revealed and lead to the orcs yet again to slavery, and she is prepared to give her life to prevent this.

This fear has made Hoyra into a careful and suspicious leader. She trusts none outside the orc clans, and is especially disdainful of treasure hunters and adventurers, who she views as ignorant and impulsive children.

Yet, the orcs are key to stopping the Winter King's awakening and at the they can aid in defeating the Misgrown army and the Alderlanders. If the PCs want to ally with the orcs against the invading forces, they must earn Hoyra's trust.

Hoyra wants nothing to do with the other kin of the Bitter Reach. Despite having the same goals to a large extent, the Hoyra and her orcs have become enemies of the summer elves and Marmena, largely due to the elves' mistrust of all orcs.

Hoyra knows that the Ice Giants have been charged with guarding the Seals, but that many years ago they abandoned this ancient

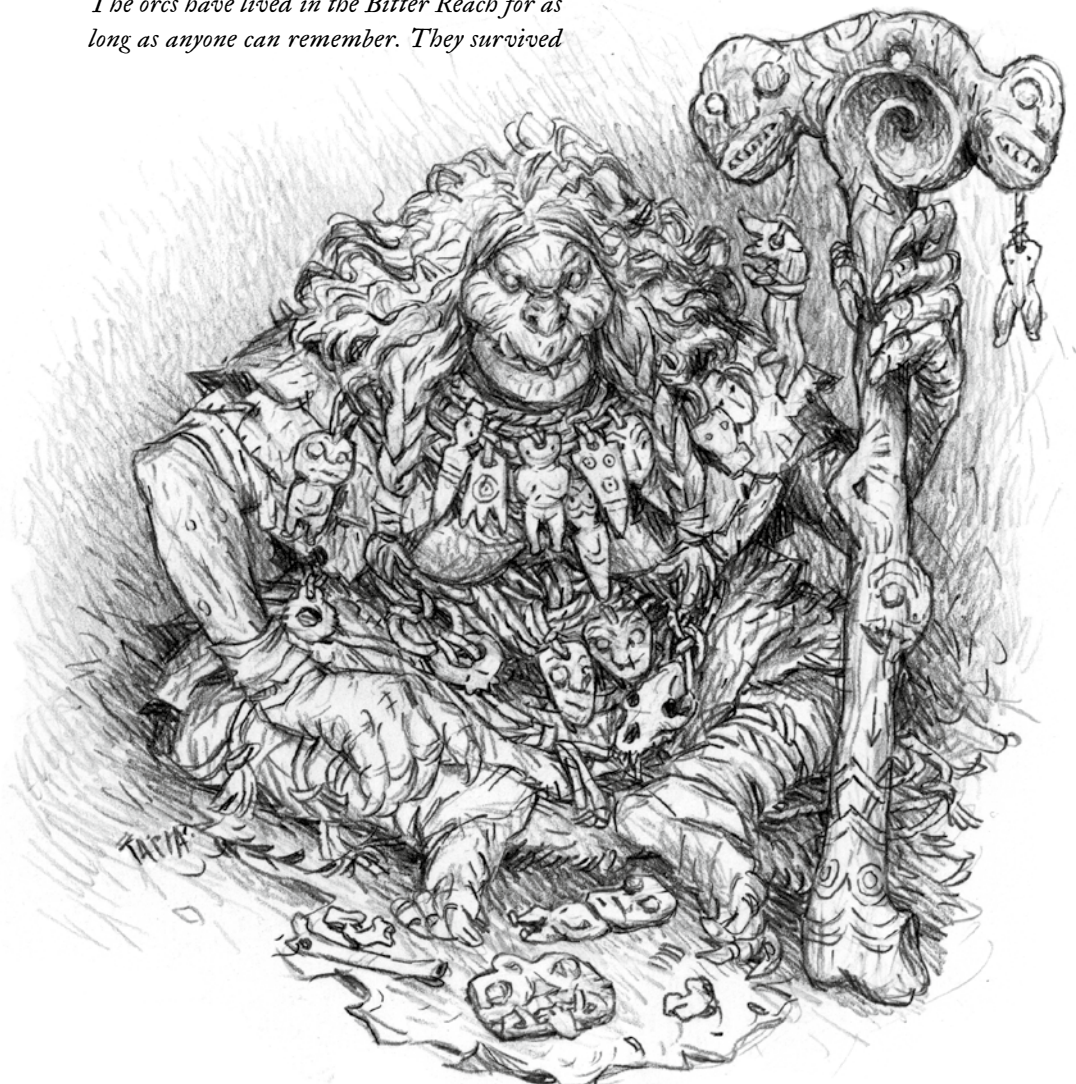


duty to instead retreat to their stronghold. She knows that the demon Wurda visits the Ice Giant's palace from time to time, but she doesn't know why. Because of this, she regards Bele and his subjects with suspicion.

LEGEND

The orcs have lived in the Bitter Reach for as long as anyone can remember. They survived

the storm that caught the land in its icy grasp and dug themselves into icy caves in the Barren Mountains to survive. When they emerged, they swore never again to be slaves under another kin and have since guarded the Barren Mountains against all intruders. Now they are led by Hoyra, the mightiest shaman from the Frostwind Clan.





APPEARANCE

Hoyra is a proud orc whose gaze never wavers. She radiates authority and is not used to being contradicted. Hoyra dresses in hooded protective skin clothes and wears a fur cloak from a nanuik she herself defeated in her youth. She always carries her black staff with her, a magical artifact from the time before the curse. Her clothes and cloak are adorned with symbols that protect against the cold of the Bitter Reach. Hoyra also wears amulets of bone, leather and bits of cord.

OVERT GOALS

All who live in the Bitter Reach know of the orcs' disdain for treasure hunters. It is obvious that Hoyra's overt goal is to prevent others from exploring the elven ruins. She also wants to prevent the other key players from taking control of the Barren Mountains and is prepared to lead the orcs to war against the Misgrown and the Alderland army, and against Ferenblaud if the Winter King is awakened from his slumber.

SECRET GOALS

Hoyra's secret goal is to lead the orcs to claim all of the Bitter Reach and drive away all other kin. She has grown tired of her people bowing to cruel masters and wants to create a kingdom for all orcs, even those from Ravenland. To achieve this, she secretly works on strengthening the might of the orcs by gathering weapons and knowledge. This includes weapons from the elven ruins, monsters that the orcs can tame and use as war beasts, and knowledge of Elemental Magic.

MEETING HOYRA

The adventurers can meet Hoyra in the Barren Mountains, where the orcs are strongest, or on the ice cap, when she's on a mission to stop careless treasure hunters that risk freeing one of Ferenblaud's monsters.

ATTRIBUTES

STRENGTH 3, AGILITY 3, WITS 5, EMPATHY 4

SKILLS: Lore 3, Insight 3, Crafting 3, Healing 3, Manipulate 4, Performance 3.

TALENTS: Path of Ice 2, Path of Sight 3, Path of the Elements 3, Path of Healing 2, Wanderer 3, Herbalist 3

GEAR: The black staff Frenne, leather armor, ingredients for spells, ancient writings on the history of the orcs

FRENNE, MAGICAL STAFF: Artifact Dice D8. When suffering a magic mishap, the wielder of the staff may roll twice on the table and choose between the results.



INGMARG

The merchant Ingmarg plays a big part early in the campaign. He serves as a fixed point for the PCs and may even hold their lives in his hands.

Ingmarg is a greedy man who knows the price of all things. He came to the Bitter Reach many years ago as a simple peddler and has since amassed his fortune through shrewd dealings with adventurers who explore the region. He is mean and deceitful, and he doesn't hesitate to use those in a weaker position for his own gain.

It was Ingmarg who first realized that the treasures brought by adventurers from the



ruins of the Bitter Reach could be worth something in Alderland. He had contacts there who sent ships northward to collect what Ing marg bought, then hauled it all to the south. Ing marg was himself part of the first trips, but as his wealth grew, he left these expeditions to servants.

Despite his contacts in Alderland, Ing marg bears no love for the Alderlander aristoc racy and when the Alderlander army arrives, he cooperates with them begrudgingly. As

their oppression worsens, Ing marg may turn to the player characters at the eleventh hour to enlist their aid to free the Bitter Reach from the intruders.

LEGEND

No one has ever bargained with Ing marg and won. He is the stingiest of all peddlers in the Bitter Reach, but he is the only one who has the coin to pay for your finds. Sure, you can also go to Tryngar,





but he only has the resources to buy the simplest items. If you want to sell something of real value, you must go to Ingmarg.

APPEARANCE

Ingmarg is a large man, always dressed in expensive fur clothes, fingers adorned with rings made of amber, whale bone, silver, and gold. He is jovial and always tries to make a good deal out of every meeting. He aims to earn ten times his stake in any deal, and this is how he earned the reputation as the greediest peddler on the Silver Coast. The merchant is a gourmet who is fond of fine wines and exotic food – uncommon items in the frigid, northern land he calls home.

OVERT GOALS

All who live in the Bitter Reach know that Ingmarg's greatest goal is to become the most powerful merchant the region has ever seen. He stockpiles his riches but also uses a part of what he earns to expand his stronghold and to furnish it with more luxury and comfort.

SECRET GOALS

Ingmarg may be a deceitful man, but deep within his body beats a heart longing for an heir. Ingmarg lives a lonely life. He is afraid to let anyone near, and his cruel behavior keeps others from trying to befriend him. Yet he longs for a son or a daughter, someone who can take over his life's work when it is time for him to retire.

MEETING INGMARG

The merchant seldom leaves his stronghold in Northfall, and it is there that he most often meets with adventurers who want to sell their finds. It happens that he leaves the safety of the stronghold and visits other important figures in or just outside Northfall, but he never travels farther than that.

ATTRIBUTES

STRENGTH 4, AGILITY 1, WITS 5, EMPATHY 4

SKILLS: Lore 3, Insight 4, Manipulate 5

GEAR: Furs, shortsword, rings made of amber, whale bone, silver and gold (worth 200 silver coins), a bottle of fine wine, crystal wine goblet.



MARMENA

In her dreams, Blaudewedd has seen the lost kingdom of the winter elves rise from the ice, and she has heard hideous monsters from ancient times roar under a starlit sky. Ferenblaud awakens! Because of this, the foremost druid of the summer elves has sent Marmena, one of her most trusted Redrunners, to the Bitter Reach to investigate what is unfolding there.

Together with two other Redrunners, Marmena has journeyed through the Stillmist and made camp in a ruin at the base of the glacier, not far from where the river Ised flows from the ice. They spend most of their time in the wilderness gathering information on the Winter King and his forces. The Redrunners grudgingly trade with



humans in the villages along the coast and can occasionally be seen in Northfall, where they seek information from adventurers and hunters. They avoid all contact with orcs and the wolfkin.

To locate the Seals, Marmena observes the treasure hunters that leave Northfall. She soon becomes aware of the PCs and their lust for adventure. Depending on how the PCs act, the summer elves will either be hostile (if the PCs break the Seals) or friendly (if the PCs actively protect the). Marmena's contempt for other kin is deeply rooted, however, and it is not easy for the PCs to earn her trust.

LEGEND

There came a time when the elven arch druid Blaudewedd in Ravenland was plagued by disturbing dreams of the Bitter Reach. Fire and death filled her nights and from the abyssal depths, monstrosities bellowed for blood. To seek an answer to these portents she sent Marmena, her most trusted Redrunner, to the Bitter Reach. What is it that awakens in the frozen wastes? Who has the answer to riddles of the ice?

APPEARANCE

Marmena is a noble tall elf with a proud demeanor. Her hair has the color of flame, and she prefers to dress in blue clothes adorned with stars embroidered in silver thread. She carries a staff and is armed with an elven scimitar.

OVERT GOALS

Marmena and her Redrunners have no overt goals to speak of. They are very secretive and avoid talking about what they want to achieve with their presence in the Bitter Reach.

Still, it has become known that Marmena seeks information about something that is supposed to change the Bitter Reach forever. No one has been able to discern what it is that she fears or intends to do if she finds what she seeks.

SECRET GOALS

Marmena's secret goal is to prevent the Seals from breaking. To do that, she must first find the Seals. Even though it was Blaudewedd who sent her to the Bitter Reach, she doesn't know where they are buried. Thousands of years have passed since the Seals were created and the region has changed so much that it is virtually impossible to follow ancient directions. Thus, the Bitter Reach must be searched, and the Seals located.

As the campaign continues, the secret goal of the Redrunners can include other key players. Marmena is among the first to discover Alabastor's scouts. The Redrunners slay the first warriors they encounter, but soon realize that the Misgrown would overpower them. They then shift their strategy to spying on the army.

When Baraggor and her army arrive, the summer elves realize that this could play into their hands. A powerful presence in Northfall will soon enough come into conflict with the Misgrown army. Therefore, the summer



elves sell their secrets about the Misgrown to Baraggor and intensify their espionage to prevent Alabastor from conquering the Barren Mountains and the glacier, and by extension finding the Seals.

MEETING MARMENA

The PCs will most likely encounter Marmena and her Redrunners while on journeys in the Bitter Reach. They may clash over an ancient ruin that the Redrunners want the PCs to leave be, or the Redrunners may come to the rescue if the player characters get captured by Misgrown.

Marmena may also contact the PCs when they visit Northfall, if they've gained a reputation as skilled treasure hunters. She'll talk to them to try and figure out if she can trust them and discover what they know about events in the Bitter Reach.

ATTRIBUTES

STRENGTH 3, AGILITY 4, WITS 5, EMPATHY 4

SKILLS: Lore 4, Insight 3, Healing 2, Manipulate 2, Performance 3, Endurance 2, Survival 3

TALENTS: Inner Peace, Path of Shifting Shapes 3, Path of Sight 3, Herbalist 3

GEAR: Grimoire, staff (D8 Artifact Dice), elven scimitar, 2D6 silver coins, one **PRECIOUS FIND**





WURDA

The demon calling itself Wurda is the key player who, through her eagerness to break Blaudewedd's Seals, influences the events in the Bitter Reach more than anyone.

Wurda left Ravenland for the cold north centuries ago, to devote herself to her favorite pastime: sowing chaos. In forgotten halls filled with forbidden knowledge, the demon learned about the history of the winter elves, about Blaudewedd's curse and about the function of the five Seals.

She realized that chaos and destruction would befall the Bitter Reach if she managed to break the five Seals, but the sources she used to gather her forbidden knowledge also told her that Blaudewedd had created defenses around the Seals that prevented demons from seeing or touching them. Because of this, she needs champions to enact her will. That is where the adventurers of the Bitter Reach come into the picture.

MERIGALL

If you wish, you can replace Wurda with Merigall from *Raven's Purge*, assuming the demon survived that campaign. Wurda is described below, but if you choose to use Merigall you can read more about that demon in *Raven's Purge*.

LEGEND

A curse wanders the Bitter Reach, a demon which leaves a swath of chaos and destruction in its wake. No one knows why it torments its victims, but there are tales of mighty warriors who forget all their kin and loved ones and suddenly seek to destroy all that they have built and all that they are. When the world around them burns, the ill-fated disappear without a trace and only chaos remains.

APPEARANCE

When Wurda doesn't appear in her natural demonic form, she wears one of three others: a large black bear, an old human woman, or the most insidious form of them all – the shape of the being she last killed. It is the third form which has given rise to the legend above.

Wurda can assume the form of the old woman or the black bear at any time. The transformation takes one round. Wurda can maintain the third form for as long as she wants but once she abandons it, she is unable to return to that specific shape.

OVERT GOALS

Wurda has no overt goals. She doesn't want anyone to become aware of what she's doing in the Bitter Reach, since that would most likely lead to Blaudewedd sending more agents to stop her.

SECRET GOALS

Wurda wanders the Bitter Reach south to north and east to west in search of capable



adventurers who she can trick into finding and breaking the Seals. She has recruited several different groups who, unaware of each other, are helping her reach that goal.

The demon tempts them with legends or rumors, and sometimes even offers explicit directions. She has no gold to offer them in return for their services but lets them keep everything that they loot from the ruins of the winter elves. She has no interest in gold or other mundane objects, and what the adventurers choose to do with the riches is of no concern to her, so long as the Seals are broken.

So as not to make the adventurers suspicious she tells them that she seeks a magical spell that will break the grip the ice has on the Bitter Reach – which is partially true.

MEETING WURDA

Adventurers can encounter Wurda almost anywhere in the Bitter Reach. She assumes different forms and wanders the region to uncover clues that she can feed to her followers. The adventurers will likely meet Wurda in Northfall, where she will seek them out to hear what they have found during their journeys.

Wurda tries to convince the Ice Giants to abandon their promise to guard the Seals, and she occasionally visits their palace to sow discord among king Bele's advisors. Wurda also visits the Field of Swords (see page 202) in search of adventurers to recruit.

BEAR FORM

STRENGTH 15, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Lore 5, Insight 3, Manipulate 5, Move 3, Might 4, Stealth 3, Scout 3

MOVEMENT: 2

ARMOR: 4 (fur)

TRAIT: Black as night (+2 to **STEALTH** when it is dark).

SPECIAL ABILITY: Steal shape (is able to steal the shape of the last being the demon has Broken. The copy is perfect down to the most minute detail but does not absorb the mental faculties of the victim, like memories or skills. The transformation takes three rounds. The original turns to ash).

WEAKNESS: Can't stand the sound of children playing.

ATTACKS: Monster attacks (see below).

MONSTER ATTACKS

D6 ATTACK

1 RAZOR SHARP CLAWS! Wurda throws all her weight forward and slashes an adventurer with her razor-sharp claws. The attack is performed with nine Base Dice and Weapon Damage 2 (slash wound).

2 VORACIOUS BITE! The demon throws itself at its victim and tries to tear a chunk of flesh from its body. The attack is rolled with ten Base Dice and Weapon Damage 3 (slash wound). If hit, the victim also suffers Wurda's corrosive saliva, an attack with three Base Dice and Weapon Damage 1.

3 TWIN STRIKE! Wurda lets loose the roar of a bear and strikes twice with her paws against an adventurer within **NEAR** distance. The two attacks are each performed with eight Base Dice and Weapon Damage 1 (blunt trauma). On a hit, the victim is thrown to **SHORT** distance and is knocked prone.





- 4 **BURNING GAZE!** Wurda fixes her gaze on an opponent within **SHORT** distance. Her eyes burn with a red flame that blinds the target. The victim suffers a fear attack with eight Base Dice. The victim must also make a successful roll for **INSIGHT** to not be **BLINDED** (see page 132 in the *Player's Handbook*).

- 5 **HATEFUL ROAR!** Wurda stands on two legs, pounds on her chest and lets loose a roar filled with rage. The ground shakes beneath the feet of her opponents. Everyone within **NEAR** distance suffers a fear attack with eight Base Dice. They are also sprayed by Wurda's corrosive saliva and suffer an attack with three Base Dice and Weapon Damage 1.

- 6 **BEAR HUG!** The demon pounces on an adventurer in a terrible embrace. The victim suffers an attack with nine Base Dice and Weapon Damage 2 (blunt trauma). On a hit the adventurer becomes **GRAPPLED** (page 92 in the *Player's Handbook*) and must attempt to **BREAK FREE**. Wurda continues to attack with nine Base Dice and Weapon Damage 2 (blunt trauma) each round until the grip is broken or the victim dies.

HUMAN FORM

STRENGTH 10, AGILITY 2, WITS 5, EMPATHY 4

SKILLS: Lore 5, Insight 3, Manipulate 5,

TALENTS: Path of the Face 1, Path of Lies 3

GEAR: Scrolls with maps and texts in an ancient and forgotten language.

SPECIAL ABILITY: Steal shape (can steal the shape of the last being the demon has Broken. The copy is perfect down to the most minute detail but does not absorb the mental faculties of the victim, like memories or skills. The transformation takes three rounds. The original turns to ash).

WEAKNESS: Can't stand the sound of children playing.

ATTACKS: Monster attacks (see below).

MONSTER ATTACKS

D6 ATTACK

- 1 **INSANE CACKLE!** Wurda emits an insane cackle. All within **NEAR** distance suffer a fear attack with nine Base Dice.

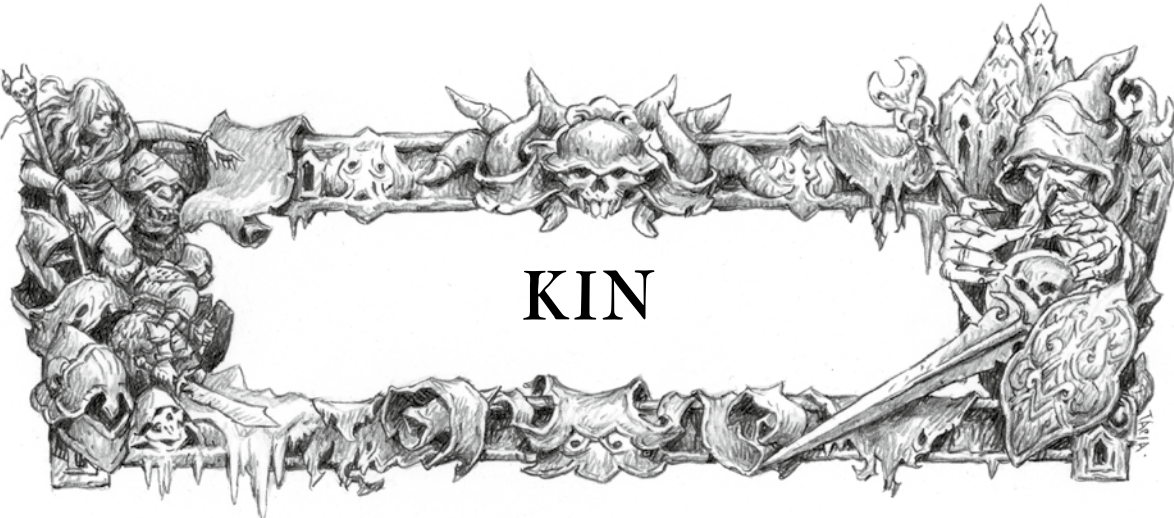
- 2 **SHARPENED NAILS!** The demon's nails grow into long daggers and Wurda strikes once with each hand against a victim within **ARM'S LENGTH**. The two attacks are each performed with eight Base Dice and Weapon Damage 2 (slash wound).

- 3 **EVASIVE MANEUVERS!** With supernatural speed Wurda moves away from her opponents, one zone away. The move is so fast that no one manages to attack her later in this round.

- 4 **BURNING GAZE!** Wurda fixes her gaze on an opponent within **SHORT** distance. Her eyes flash with a red flame that blinds the target. The victim suffers a fear attack with eight Base Dice. The victim must also make a successful roll for **INSIGHT** to not be **BLINDED** (see page 132 in the *Player's Handbook*).

- 5 **HATEFUL SCREAM!** Wurda curls up and emits a penetrating scream filled with hate. The scream pierces eardrums and shatters glass. All within **NEAR** distance suffer a fear attack with eight Base Dice.

- 6 **CURSE!** The demon utters a terrible curse over a victim she can see within **SHORT** distance. The victim suffers a fear attack with ten Base Dice.



KIN

Halvard lifted the scroll and gently blew away millenia of dust and dreams before carefully unrolling the text.

"It is written in the elven language, an older variant."

Emli leaned over Halvard's shoulder. "Come on, what does it say? Where's the gold?"

"Hmm... there's something here about a king, a conqueror," Halvard mumbled. "Ferenblaud. His soldiers trampled lands and kin, enslaved them and sent them to the king's palace.

Dwarves, trolls, goblins. Even giants."

The warrior next to Halvard sighed deeply.

It was now the minstrel's turn to sigh. "Nothing. It doesn't say anything."

Most of the kin that inhabit Ravenland can also be encountered in the Bitter Reach, but they are fewer in number than their southern cousins.

Four kin dominate the frozen lands: humans (Ailanders and Alderlanders), orcs, wolfkin and dwarves. The orcs are said to have been created by Ferenblaud's sorcerers as servants for the hard labor needed to expand their dominion, while the dwarves came to this part of the world as prisoners of war. The wolfkin

came here from Ravenland much later, seeking new hunting grounds. Humans have only lived in the Bitter Reach for a few hundred years, and only in the last few decades in significant numbers.

The grim grip of winter has never appealed to halflings, which are very rare in the Bitter Reach. Goblins also dislike the cold, but isolated groups have sought the white wastes where the moon always shines brighter than in Ravenland.



HUMANS

Several different human peoples live in the Bitter Reach, separated primarily by whether they were born locally or in the south.

AILANDERS

Most humans in the Bitter Reach are Ailanders (see page 48 in the *Gamemaster's Guide*) who have fled from oppression or poverty in Alderland or Ravenland. This exodus from the latter happened before the Blood Mist covered Ravenland and ceased almost entirely until it recently disappeared. Now, treasure hunters and settlers travel north once again.

The humans that have lived in the Bitter Reach for generations think of themselves as natives. Both orcs and wolfkin take issue with this, but such humans still enjoy a certain

amount of respect among these. This respect is not shown to the newcomers. They are viewed as tenderfoots who are likely to cause trouble or who'll need help to survive.

Most Ailanders live in Northfall or in one of the squalid fishing villages along the coast. There they make a living by fishing for cod and krill, and by hunting seals and Pikebeasts. Some hunters also go inland to hunt reindeer and Nanuik. Most newcomers make a living as treasure hunters, an occupation where many meet their end within a couple of months of arriving in the Bitter Reach.

Ailanders typically speak only when there is need and then only in brief sentences.

ALDERLANDERS

At the start of the *Wake of the Winter King*, there are only a handful of Alderlanders in the Bitter

THE SOUTH-FARERS

Stories tell of people that journeyed south from the Bitter Reach to Ravenland to build a life there, far from the cold and the ice. It is said that the first were the orcs who lived in what is now known as Fallowmoor. They grew tired of the harsh climate and sailed south, win or lose. Later on, when humans had settled in the Bitter Reach, a few of them also sought escape from the realm of ice.

The few orcs and humans that survived the perilous journey settled in the northern Ravenland. Therefore, there are small enclaves on the coast of Far Vivend and Margelda that speak the dialect of the Bitter Reach and live by the customs and traditions of the north. It is probable that rumors of the treasures of the Bitter Reach first came to Raavenland with these south-farers.





Reach. They have been sent as a vanguard by the king of Alderland, and they operate under great secrecy. Their mission is to gather information and to prepare Northfall for the arrival of the Alderlander army. They act as peddlers and prospectors, and often send adventurers on missions.

Due to the secrecy demanded by their, most Alderlanders live in an enclave of their own in Northfall. They only grudgingly mingle with the Ailanders. As the campaign continues, the Alderlanders grow more confident. On every ship from the south, there agents from the king, and the Alderlanders' numbers swell slowly but surely.

The easiest way to recognize an Alderlander is by their clothes. Most newcomers in the Bitter Reach wear the clothes they wore as they traveled here, often sewn in garish fabrics. It is common knowledge in Northfall that an Alderlander never dresses for the weather, only for the king – a fact that is the source of much mirth among the natives.

The Alderlanders tend to be more talkative than the Ailanders. They also want as much information about the Bitter Reach as possible, so they gladly converse with treasure hunters and other vagrants.

SEVA PATHFINDER

AILANDER HUNTER

STRENGTH 3, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Animal Handling 2, Melee 2, Marksmanship 2, Scouting 2, Survival 3

GEAR: Short spear, harpoon, shortsword, leather armor, D6 copper coins, two **SIMPLE FINDS**

STURLE TUNEMAKER

AILANDER MINSTREL

STRENGTH 2, AGILITY 3, WITS 3, EMPATHY 4

SKILLS: Lore 1, Insight 2, Manipulate 1, Performance 3

GEAR: Dagger, lute, D6 copper coins, **VALUABLE FIND**

HARGRINN TRADER

AILANDER PEDDLER

STRENGTH 3, AGILITY 2, WITS 3, EMPATHY 3

SKILLS: Lore 1, Insight 2, Manipulate 3,

GEAR: Dagger, 4D6 copper coins, **VALUABLE FIND**

EVALON THE NOBLE

ALDERLANDER SPY

STRENGTH 3, AGILITY 4, WITS 4, EMPATHY 3

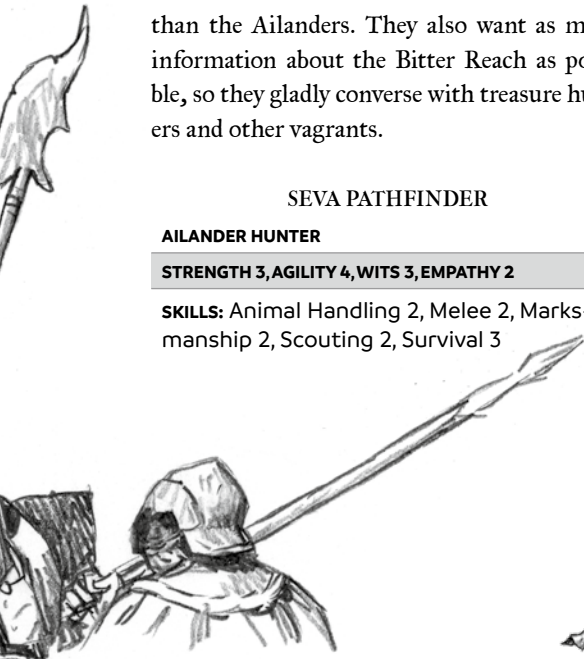
SKILLS: Lore 2, Insight 2, Manipulate 3, Scouting 1

GEAR: Dagger, parchment, ink and quill, simple map of the Bitter Reach, D6 silver coins, **PRECIOUS FIND**



ELVES

There are two main groups of elves in the Bitter Reach. They represent two key players in conflict with one another – Blaudewedd's summer elves in the form of a group of Redrunners from Ravenland and Ferenblaud's winter elves from the Bitter Reach.





SUMMER ELVES

A few elves from Ravenland have returned to the Bitter Reach through the Stillmist to guard the five Seals that maintain the curse that binds the Winter King. On Blaudewedd's orders and led by the druid Marmena, these secretive Redrunners (see page 56 in the *Gamemaster's Guide*) want to stop all attempts at breaking the Seals. They'll do whatever it takes to prevent this from happening. You can read more about Marmena on page 77.

The Redrunners hide in the frozen wastes outside the settlements of the humans. There, they watch treasure seekers and hunters heading out to find adventure, and they follow those they deem most likely to cause trouble by finding the Seals or by reawakening the horrors of the winter elves. First, the Redrunners will attempt to lure these adventurers away from dangerous places. If this doesn't work, they will decide to try to persuade the adventurers to abort their search. Only in exceptional cases will they resort to violence.

Below are examples of two Redrunners you can use if the PCs encounter them during their excursions. All Redrunners have warm clothes and traveling gear.

KELANDA

SUMMER ELF FIGHTER

STRENGTH 4, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Insight 3, Melee 4, Stealth 1, Move 2, Marksmanship 2, Endurance 3, Survival 2

TALENTS: Path of the Blade 2

GEAR: Sword, short spear, shield, leather armor, D6 silver coins, two **VALUABLE FINDS**

JARAVALD

SUMMER ELF HUNTER

STRENGTH 3, AGILITY 5, WITS 3, EMPATHY 2

SKILLS: Insight 4, Melee 2, Stealth 3, Move 3, Marksmanship 3, Endurance 3, Survival 4

TALENTS: Path of the Forest 2

GEAR: Shortsword, longbow, leather armor, short spear, 2D6 copper coins, two **VALUABLE FINDS**

WINTER ELVES

These elves ruled over what is now known as the Bitter Reach millennia ago. They are related to the elves of Ravenland but rejected the teachings of the Wanderer and Clay (see page 41 in the *Gamemaster's Guide*) early on, to instead seek the truth in the weave of creation itself.

Much of the knowledge about the kingdom of the winter elves, as they are now known, is shrouded in darkness. The legends speak of a highly evolved society where the elves wallowed in luxury while their slaves led miserable lives.

The kingdom was ruled by Ferenblaud the Dream Smith, later known as the Winter King. He was a powerful sorcerer and the greatest scholar among the elves. Blaudewedd alone was equal to the Ferenblaud in power.

Led by their king, the winter elves sought knowledge of the vastness of the universe to tame the cosmic energies. They studied the moon, the sun and the stars, and the magical powers such heavenly bodies radiated over the world. They sought to establish contact with beings from other dimensions, maybe in the hope of finding new worlds to conquer. Their experiments gave them immense knowledge



but often also ended in tragedy as beings from other dimensions broke through our world, causing great devastation.

Even though Ferenblaud's the elves only counted in the thousands, they were warlike, and the king led them to enslave all kin they encountered when they expanded their kingdom. However, the principal slaves of the winter elves were the orcs, which are believed to have been created as a slave race by Ferenblaud himself.

The orcs were also used for manual labor but also as troops in the elven armies. The elves themselves served as generals or special forces, but they were rarely used as shock troops against large enemy forces. That task fell to orcs, sometimes supported by some of the winter elves' monstrosities.

The harshness of Ferenblaud's rule led to opposition from Blaudewedd and her druids, later known as the summer elves. This eventually led to the war that the victors never speak of and where the losers have no voice. It ended with Blaudewedd calling down vast amounts of magical energies from the portals which the Ferenblaud was using to summon terrible monsters to his aid. The curse blanketed his entire kingdom in ice. Many elves died in the last hours of the war, torn apart by monstrosities summoned by Ferenblaud, falling to the blades of Blaudewedd's elven warriors, or turned to ice by the frozen curse.

The hundreds that survived were trapped by the ice and fell into a deep slumber. They were kept alive by the magical energies, dreaming horrible nightmares that would never end. From that day, Ferenblaud's frozen followers became known as the winter elves.

During the *Wake of the Winter King* campaign, the curse begins to break, and the winter elves slowly begin to awake. Their mental state is almost like that of the undead after their long slumber, but gradually their numbers increase, and they become more and more aware. They want to reclaim their former greatness and once again enslave all other kin in the realm, in the name of their king.

The winter elves who survived Ferenblaud's fall are his most powerful followers and they are predominantly Fighters and Sorcerers. They wear armor and weapons over three thousand years old, typically relying on magic to protect themselves against the cold of the Bitter Reach.

The winter elves are tall and proud but have a harrowed demeanor. Their skin is pale and withered, a side effect of being frozen for so long. Below you'll find the attributes of two typical winter elves that the PCs may encounter.

GORGOLAN

WINTER ELF FIGHTER

STRENGTH 4, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Insight 2, Melee 3, Stealth 2, Move 2, Marksmanship 1, Endurance 2, Survival 2

TALENTS: Pain Resistant 2, Shield Fighter 2, Spear Fighter 2, Sword Fighter 2

GEAR: Longsword, long spear, shield, chain-mail, closed helmet, seal of fire, two **VALUABLE FINDS**

RODAHIL

WINTER ELF SORCERER

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 3

SKILLS: Lore 3, Insight 2, Healing 1, Manipulate 2, Endurance 2, Survival 2



TALENTS: Path of Blood 2, Path of the Elements 2, Poisoner 2

GEAR: Grimoire, stave (D8 Artifact Dice), scimitar, **PRECIOUS FIND**

DWARVES

Unlike most humans, the dwarves know the history of the winter elves. Legends of Rodenvale and its cruel ruler are known to most dwarves, and they have taken it upon themselves to protect Ravenland from monsters from the cold north.

There are Crombes and Canides (see page 59 in the *Gamemaster's Guide*) in the Bitter Reach, but there is also a third clan which calls itself the Forgethralls. These live beneath the ice in the ruins of Ferenblaud's kingdom and have so far avoided detection by treasure hunters and adventurers.

THE GATEKEEPERS

In the Southern Range, close to the entrance to the Winding Ways, live dwarves of the Crombe clan who long ago wandered through dark tunnels to reach the Bitter Reach. They call themselves the Gatekeepers and no one – not even themselves – remembers when they came to the region, and very few remember the path through the Winding Ways.

The Gatekeepers guard the gates to the Winding Ways and will be the first to face the Misgrown army from Ravenland. When this happens, they retreat to their stronghold in the mountains and send word to the Pathkeepers (below).

You'll find attributes for a typical Crombe on page 60 in the *Gamemaster's Guide*.

THE PATHKEEPERS

In the Southern Heights, the Canides patrol along forgotten paths. Their mission is to stop all who try to cross the mountains to or from Ravenland.

When the Misgrown build their camp by the gate to the Winding Ways, the Pathkeepers try to contain them but also attempt to discover why the intruders have come and what can be done to force them back to Ravenland.

You'll find attributes for a typical Canide on page 59 in the *Gamemaster's Guide*.

THE FORGETHRALLS

The Forgethralls live in ancient elven ruins beneath the ice cap. They are the descendants of dwarves who were enslaved during Ferenblaud's reign. The Forgethralls were forced to work as weaponsmiths for the winter elves, and only death could free them from their servitude.

When Ferenblaud's kingdom fell, most Forgethralls were killed in the ensuing chaos, but some survived and built their life beneath the ice, in the forges where they once toiled.

The Forgethralls know the paths beneath the ice better than anyone else. They use these passages to avoid the other kin, including their brothers and sisters in the Southern Heights.



ORCS

Living among the ruins of the winter elves are several orc clans, descendants of the wretched creatures once created for slave labor by the magic of king Ferenblaud himself.



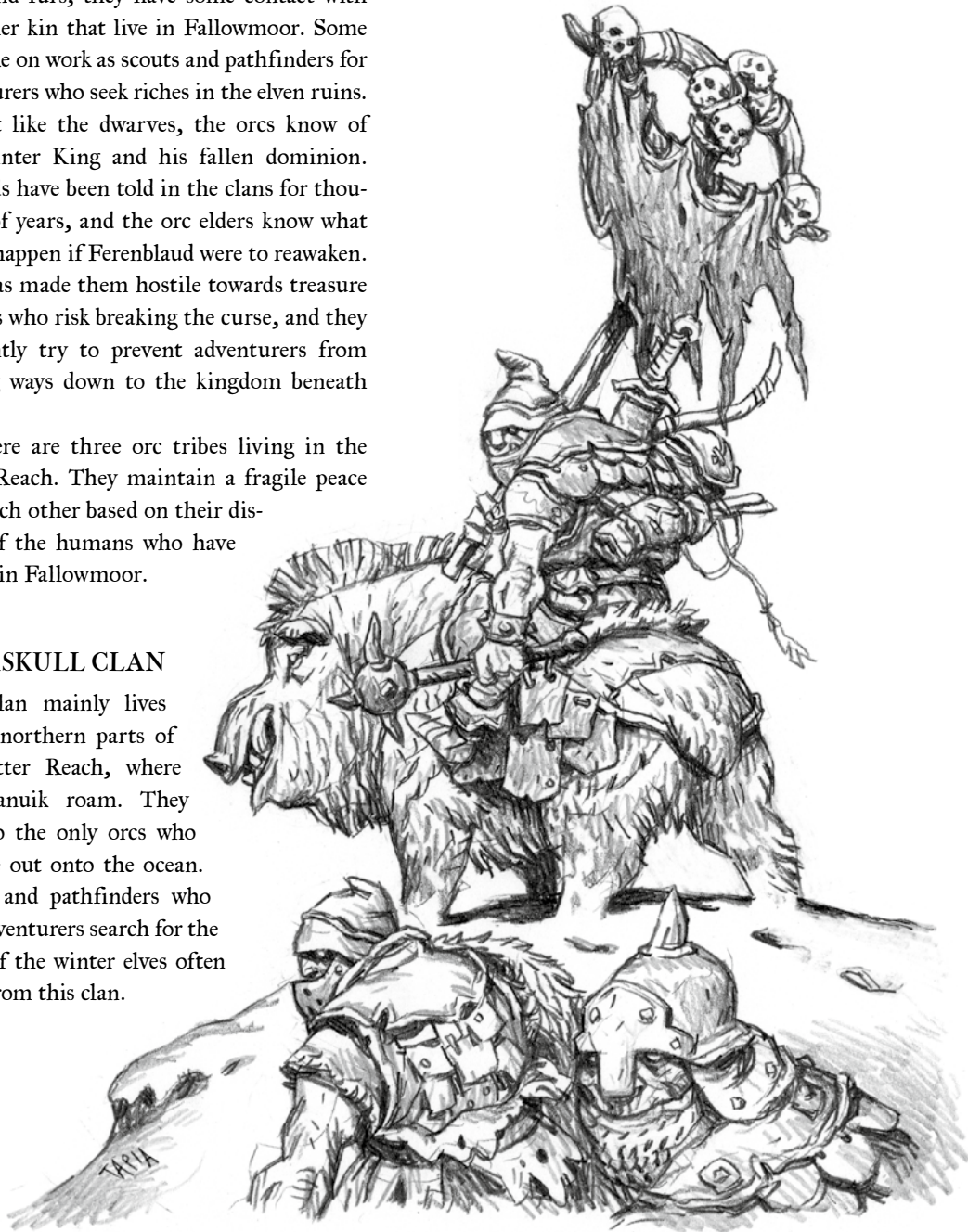
The orcs that now live in the Bitter Reach have been shaped by the harsh climate and the barren terrain. The orcs are beset by newcomers to the region and avoid contact with them. They live mostly as hunters. Through trading meat and furs, they have some contact with the other kin that live in Fallowmoor. Some also take on work as scouts and pathfinders for adventurers who seek riches in the elven ruins.

Just like the dwarves, the orcs know of the Winter King and his fallen dominion. Legends have been told in the clans for thousands of years, and the orc elders know what would happen if Ferenblaud were to reawaken. This has made them hostile towards treasure hunters who risk breaking the curse, and they frequently try to prevent adventurers from finding ways down to the kingdom beneath the ice.

There are three orc tribes living in the Bitter Reach. They maintain a fragile peace with each other based on their distrust of the humans who have settled in Fallowmoor.

BEARSKULL CLAN

This clan mainly lives in the northern parts of the Bitter Reach, where the Nanuik roam. They are also the only orcs who venture out onto the ocean. Scouts and pathfinders who help adventurers search for the ruins of the winter elves often come from this clan.





WOLFHOWL CLAN

This clan mainly lives in the southern part of the Barren Hills, in the shade of the immense mountain range that separates the Bitter Reach from Ravenland. The clan lives off hunting reindeer, and they sell meat and hides to the settlements on the coastline.

FROSTWIND CLAN

These are the most mysterious of all the orcs in the Bitter Reach. The druids of this clan have a magical connection to Ferenblaud's winter elves and his fallen kingdom – some are even said to know the secrets of Elemental Magic. The Frostwind Clan primarily lives high in the Barren Hills but can be found throughout the Morma Glacier. They are hostile towards the settlers and don't allow intruders to roam the mountains.

HOKE

BEARSKULL FIGHTER

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 2

SKILLS: Melee 3, Marksmanship 1, Scouting 2, Might 3, Survival 3

GEAR: Scimitar and a small shield or a two-handed sword, dagger, leather armor, two **SIMPLE FINDS**

ATKLA

WOLFHOWL HUNTER

STRENGTH 3, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Animal Handling 2, Melee 1, Marksmanship 3, Scouting 3, Survival 3

GEAR: Scimitar, short spear, harpoon, dagger, leather armor, two **SIMPLE FINDS**

LOKANDA

FROSTWIND DRUID

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 3

SKILLS: Lore 2, Insight 2, Crafting 2, Healing 2, Performance 2.

TALENTS: Path of Ice 2, Path of Healing 1, Path of Sight 2, Wanderer 2, Herbalist 2

GEAR: Stave, leather armor, ingredients for spells, **VALUABLE FIND**



WOLFKIN

One tribe of wolfkin lives in the Bitter Reach. Centuries ago, their ancestors crossed the mountains from Ravenland on paths now long forgotten.

Today, the tribe is led by Akelea, descendant of Haunani who led the tribe across the mountains. The tribe consists of about one hundred individuals, who mainly live in Wolfvenhome and hunt in the Barren Hills. They primarily live off hunting and trading with the few peddlers who dare contact them.

The wolfkin are in a perpetual feud with the orcs and are seen by the humans as bandits or beasts. Because of this wolfkin are met with dislike in Northfall, they rarely visit the town, and when they do, they never do it alone.

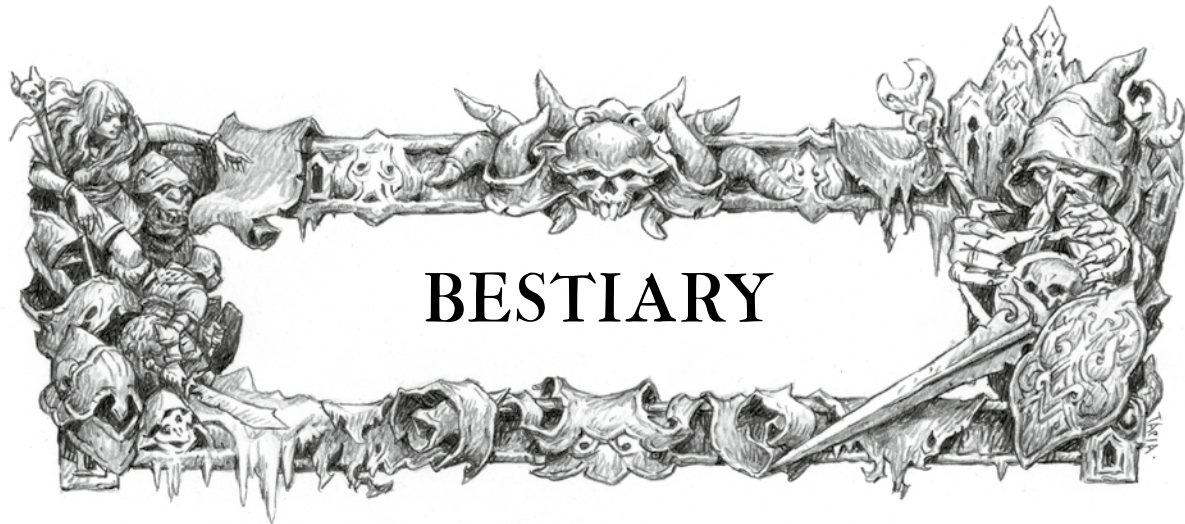
NOMANA

WOLFKIN FIGHTER

STRENGTH 4, AGILITY 4, WITS 2, EMPATHY 2

SKILLS: Melee 3, Scouting 3, Might 1, Survival 3

GEAR: Short spear, handaxe and a small shield, knife, leather armor, two **SIMPLE FINDS**



BESTIARY

Glowing in the darkness of the cave, just beyond the flickering light of the torches, Slinde saw yellow eyes. Trying to assess how many creatures were veiled by the shadows, she counted ten.

Hours earlier, the treasure hunters had realized that they had become prey. The pursuers held back, but Slinde had still seen the pack of four-legged creatures stalking them. Maybe wolves, maybe Dire Wolves.

The creatures snarled and yapped. Slinde was certain that they would attack as soon as the torches faltered. Then she heard Tobik's voice whisper behind her.

"There is something else here in the cave with us... it's a Nanuik. We will never survive this..."

Slinde thought frantically. What if the monsters could fight each other?

"Calm down, Tobik! Now, do exactly as I tell you..."

Like Ravenland, the Bitter Reach is home to monsters of many forms. The most dangerous beasts are found in the central or western parts of the Bitter Reach or out on the ocean. By the Silver Coast, mostly wild animals roam, but upon reaching Fallowmoor, all who hold life dear should be

on the lookout for more dangerous beasts. Further west, the Barren Hills are known as "monster territory" due to the dangers of traveling there. There are few who know what monsters hide in the White Peaks or under the Morma Glacier, but all agree that they must surely be the most dangerous of all.



DIRE WOLF

When the Dire Wolves howl at the cold full moon, the blood turns to ice in all who hear them. Glowing red eyes scout for prey and

anything alive and can become be hunted. The beasts hunt in packs and are known for their fury and cunning. Reindeer are their



MONSTERS OF THE BITTER REACH

D66	MONSTER
11-15	Dire Wolf
16-23	Frost Dragon
24-31	Ice Giant
32-36	Nanuik
41-51	Pikebeast
52-55	Stone Ravens
56-62	Stone Guardians
63-66	Wendigo



primary prey, but it isn't unheard of for a large pack to take down a Nanuik or even treasure hunters that they come upon in the wastes.

Dire Wolves are twice the size of regular wolves. Their fur is white as snow and thick and warm. They are hunted for this fur, but only by the foolhardiest, for the Dire Wolf is a beast that doesn't give up without a fight.

These monsters usually avoid larger settlements, but if adequate prey is in short supply it happens that Dire Wolves will

seek out such places in their search of food. The orcs and the wolfkin are the only ones who have succeeded in taming Dire Wolves, and both these kin use them to guard their settlements.

ATTRIBUTES

STRENGTH 10, AGILITY 6

SKILLS: Move 3, Stealth 4, Scouting 3

MOVEMENT: 2

ARMOR RATING: 4

MONSTER ATTACKS

D6 ATTACK

- 1 SURPRISING STRIKE!** The Dire Wolf circles around its opponent until the opportune moment – then it lunges and strikes with its claws. The target suffers an attack with six Base Dice and Weapon Damage 2 (slash wound). The target can't **DODGE** the attack.
- 2 FORCEFUL BITE!** The Dire Wolf throws itself against the closest adventurer and buries its teeth in their flesh. The target suffers an attack with eight Base Dice and Weapon Damage 2 (slash wound).
- 3 FOUL BITE!** The beast bites and chews an adventurer with its filthy jaws. The opponent suffers an attack with six Base Dice and Weapon Damage 2 (slash wound). If damage is dealt, the victim also suffers a disease with Virulence 6.
- 4 LEAPING ATTACK!** The Dire Wolf leaps with all its might towards an adventurer within **NEAR** distance. The target suffers an attack with eight Base Dice and Weapon Damage 1 (blunt trauma). If the attack hits, the target is knocked prone and then suffers an extra attack with five Base Dice and Weapon Damage 2 (slash wound). This extra attack can't be **DODGED**.
- 5 THREATENING GROWL!** The Dire Wolf circles its opponents and growls and yaps. All within **NEAR** distance suffer a fear attack with five Base Dice.
- 6 ABYSSAL ROAR!** A deafening roar stuns all within **NEAR** distance of the Dire Wolf. Each opponent within range suffers an attack six Base Dice and Weapon Damage 1. The attack inflicts damage to Agility.



FROST DRAGON

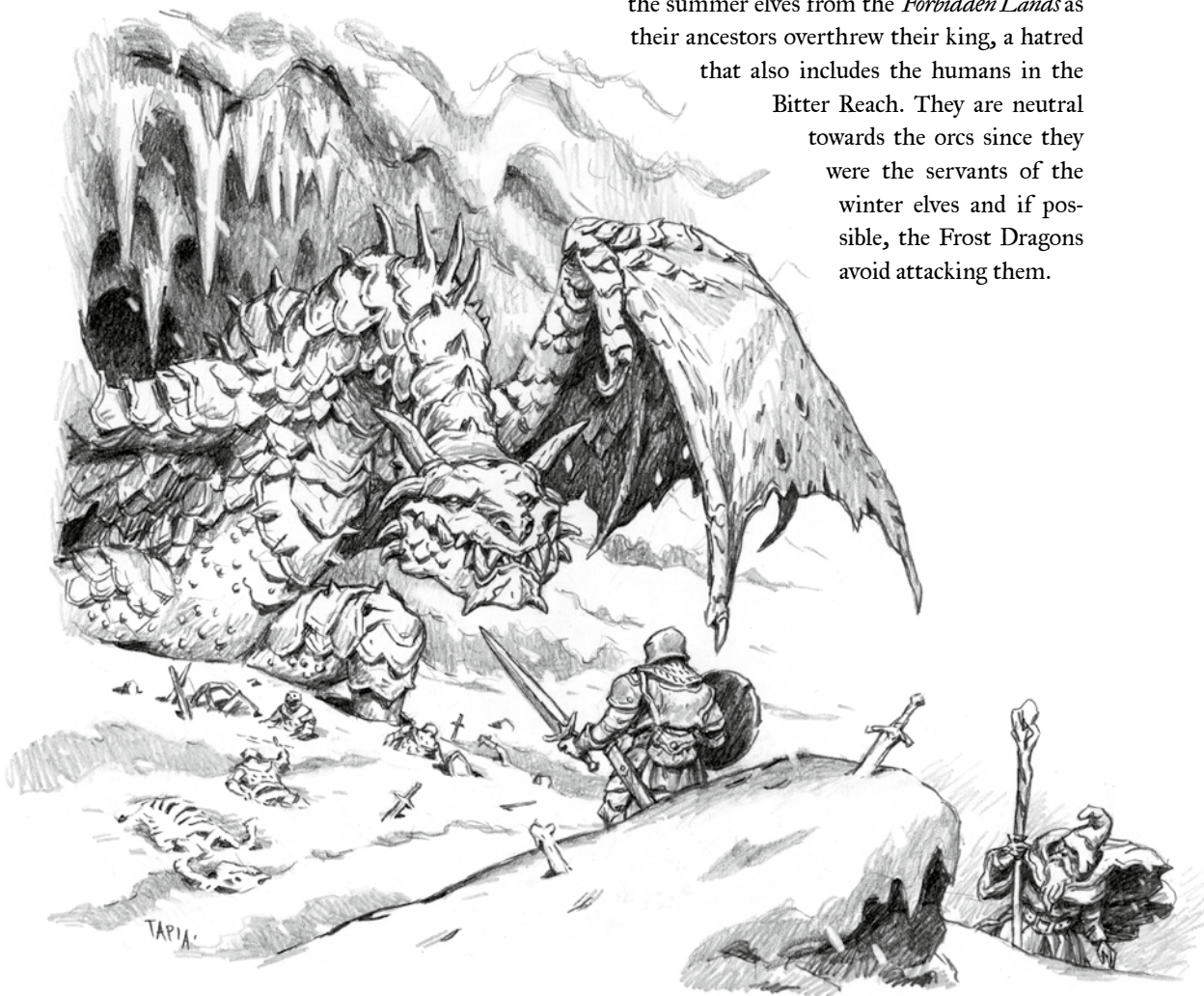
One of Ferenblaud's greatest feats was to tame the Frost Dragon Scrana, said to be the sister of Scarne (see page 59 of the *Gamemaster's Guide*), and convinced her and her children to serve him. Scrana became Ferenblaud's mount and her Frost Dragons were put into service in the armies of the winter elves.

When the curse fell across the land, the surviving Frost Dragons crept down into deep

caves to lick their wounds. There they brood amid forgotten treasure hoards and dream of Ferenblaud's kingdom rising again.

Frost dragons are reminiscent of their cousins in Ravenland, but their powers are bound to cold and ice instead of fire. They are even more cunning than the southern dragons, as only the strongest survived the last days of the civil war.

The Frost Dragons hold a deep hatred for the summer elves from the *Forbidden Lands* as their ancestors overthrew their king, a hatred that also includes the humans in the Bitter Reach. They are neutral towards the orcs since they were the servants of the winter elves and if possible, the Frost Dragons avoid attacking them.





The dragons live in the mountains of the Bitter Reach, but it happens that Frost Dragons leave their lairs in search of food or hunting treasures to hoard.

ATTRIBUTES

STRENGTH 36, AGILITY 5, WITS 5, EMPATHY 2

SKILLS: Lore 3, Insight 3, Manipulation 2, Scouting 4, Might 4

MOVEMENT: 3

ARMOR: 10

SPECIAL ABILITIES: Cold Aura – a Frost Dragon suffers no damage from cold, all opponents within **ARM'S LENGTH** distance must make an **ENDURANCE** roll each Round (no action) or become **COLD**.

WEAKNESS: Weak Spot – a successful **SCOUTING** roll reveals a weak spot in the dragon's hide. Any attack against it suffers a –3 modification, but if the attack hits, the dragon's armor has no effect. Cold Heart – the dragon suffers double damage from fire.

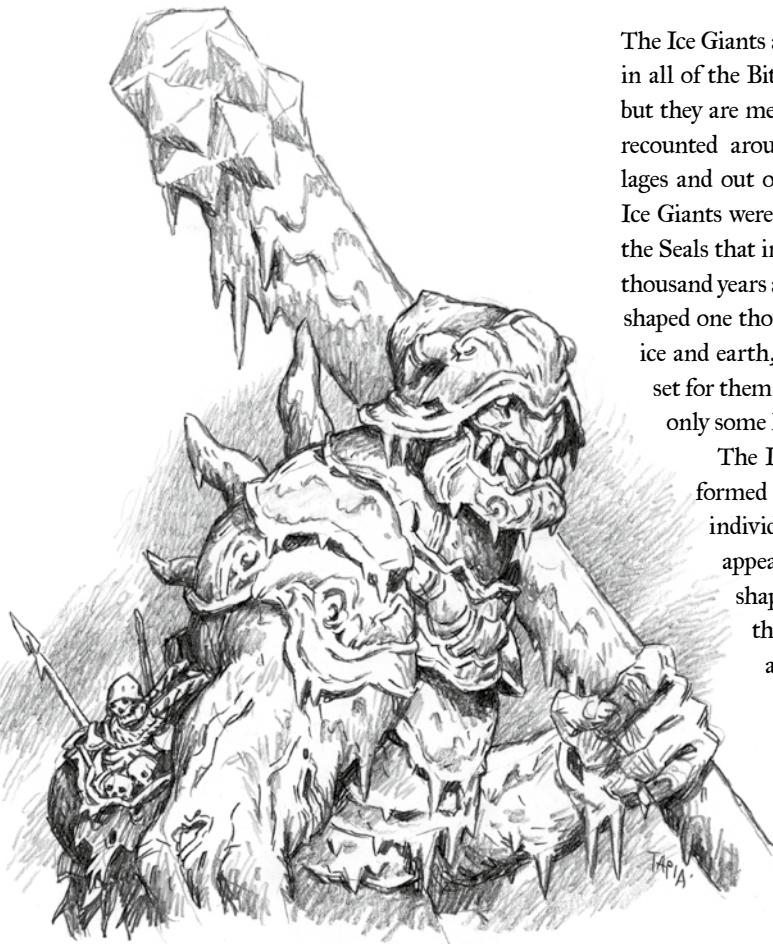
MONSTER ATTACKS

D6 ATTACK

- 1 CLAW ATTACK!** The Frost Dragon sweeps its claws across two adventurers within **NEAR** distance. Perform an attack against each with ten Base Dice and Weapon Damage 2 (slash wound).
- 2 BLIZZARD!** The Frost Dragon opens its jaws and breathes a freezing cloud of ice and snow over all adventurers within **NEAR** distance. Each victim suffers an attack with eight Base Dice (Weapon Damage 1), that inflicts damage to Agility (not Strength). Anyone who suffers damage also becomes **COLD**. The attack can't be **DODGED**.
- 3 BEATING WINGS!** The Frost Dragon beats its huge wings and summons up a tornado directed at all adventurers within **NEAR** distance. Perform an attack with six Base Dice and Weapon Damage 1 (blunt trauma). The attack can't be **DODGED**, and all victims are knocked prone.
- 4 BRUTAL BITE!** The beast moves in on the least protected target and tries to gobble them up in its great maw. Perform an attack with twelve Base Dice and Weapon Damage 2 (stab wound).
- 5 SWEEPING TAIL!** The Frost Dragon sweeps its tail across all opponents within **NEAR** distance. Roll for the attack against each target using eight Base Dice and Weapon Damage 1 (slash wound). Anyone hit is also knocked prone.
- 6 FREEZING BREATH!** The Frost Dragon towers over an adventurer within **SHORT** range and spews out a devastatingly cold blizzard against them. Roll for the attack with twelve Base Dice and Weapon Damage 1. If the target suffers damage, they also become **COLD**. If the target is Broken by the attack, they are frozen solid and killed outright.



ICE GIANT



The Ice Giants are the most enigmatic monsters in all of the Bitter Reach. Few have seen them, but they are mentioned in a legend that is often recounted around campfires both in the villages and out on the ice. The truth is that the Ice Giants were created by Blaudewedd to guard the Seals that imprison the Winter King. Three thousand years ago the greatest druid of the elves shaped one thousand Ice Giants from snow and ice and earth, gave them the spark of life and set for them their eternal task. Now there are only some hundred Ice Giants left.

The Ice Giants look like living beings formed from clay and ice. While every individual giant differs from its kin in appearance, they all have their human shape in common, but are more than three times as tall and twice as wide. Many of them also have a maw filled with sharp stone teeth and possess glowing red eyes. They carry huge clubs and are protected by suits of armor made from ice created at the same time as they were.

LEGEND: THE ICE GIANTS

In the mountains live the giants, shepherds who herd flocks of wind and snow. They watch over the White Peaks and herd the clouds that gather around the mountain-tops, so that they don't spill their rage on settled lands. But it happens that a blizzard escapes the grasp of the giants, for they are often busy bickering among themselves.



The Ice Giants are taciturn beings who tend to devote themselves to deep musings and ruminations. Their sight is excellent, and they spend much of their time secretly observing what goes on around the Bitter Reach.

One of the most puzzling peculiarities of the Ice Giants is that they are all skilled sculptors. They use this talent to create realistic ice sculptures that document what they observe. Such sculptures are most often found on the Morma Glacier

or on mountaintops throughout the Bitter Reach.

ATTRIBUTES

STRENGTH 26, AGILITY 2, WITS 3, EMPATHY 2

SKILLS: Lore 5, Insight 5, Scouting 5, Might 5

MOVEMENT: 2

ARMOR: 3

GEAR: Giant club. If the Ice Giant loses its weapon, the Weapon Damage of its monster attacks that use the club is decreased to 1. Ice Giants never **PARRY** attacks.

MONSTER ATTACKS

D6 ATTACK

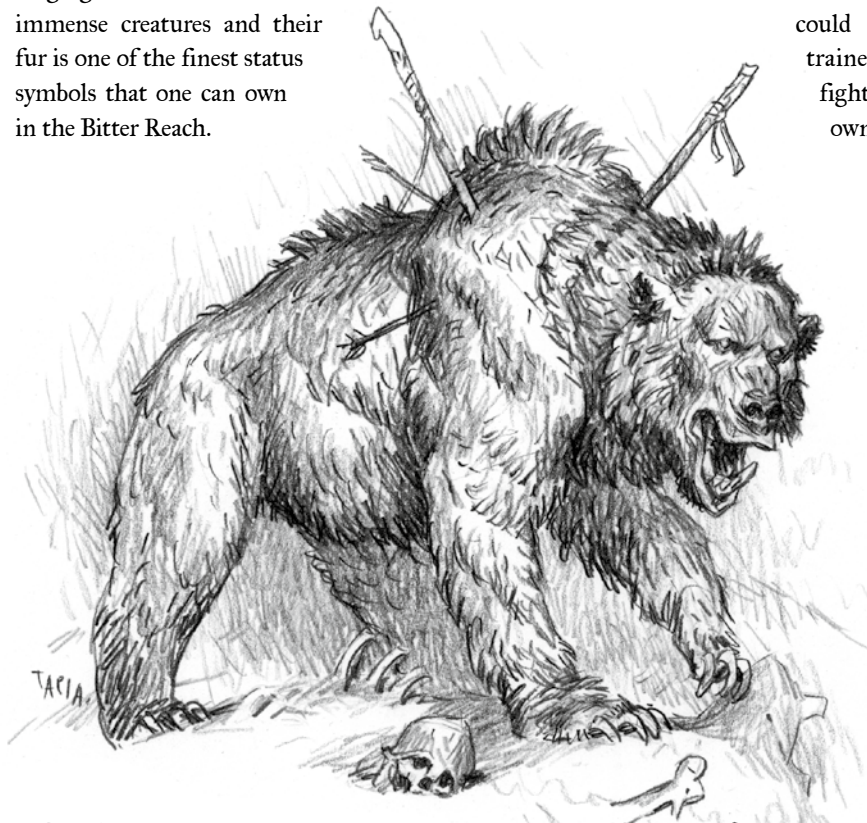
- 1 SWEEPING ATTACK!** The Ice Giant sweeps its giant club back and forth in great swings. All opponents within **NEAR** distance suffer an attack with eight Base Dice and Weapon Damage 2 (blunt trauma). All victims who are hit are also tossed to the ground.
- 2 CRUSHING ATTACK!** The Ice Giant gathers all its strength and swings its club over its head against an opponent who suffers an attack with fourteen Base Dice and Weapon Damage 2 (blunt trauma). If the attack hits, the victim is also hurled to the ground.
- 3 MORSEL!** The Ice Giant tries to grab an opponent within **NEAR** range and takes a bite. Roll for the attack with eight. It doesn't cause damage, but if successful, the victim is **GRAPPLED** and immediately subjected to a second attack with twelve Base Dice and Weapon Damage 3 (slash wound). The victim remains **GRAPPLED** and will suffer the same attack each round until they are Broken or manage to break free, which requires a **MIGHT** roll (slow action).
- 4 EARTHQUAKE!** The giant stomps the ground with full force and causes a small earthquake. All within **SHORT** range must make a **MOVE** or **MIGHT** roll to stay on their feet.
- 5 ICY GAZE!** The Ice Giant fixes its frozen eyes on an opponent within **SHORT** range. The victim suffers a fear attack with eight Base Dice and becomes **COLD**.
- 6 BLIZZARD!** The Ice Giant takes control of the elements and summons forth an intense blizzard that affects all within **NEAR** range. Each victim suffers an attack with eight Base Dice (Weapon Damage 1), that inflicts damage to Agility (not Strength). Anyone who suffers damage also becomes **COLD**. The attack can't be **DODGED**.



NANUIK

The enormous polar bears that wander the frozen wastes are called Nanuiks, an elven word for “raging beast.” The Nanuiks are immense creatures and their fur is one of the finest status symbols that one can own in the Bitter Reach.

Few know that the beast’s name comes from the language of the winter elves. It was they who bred the creatures as war machines that could carry a trained rider or fight on their own. When the



LEGEND: THE NANUIK

The Nanuik has inhabited the Bitter Reach for thousands of years. It is the most noble of all the creatures that wander the cold wastes and it is truly the king of the north. It is said that the Nanuik was bred by the ancient rulers of the Bitter Reach to be the perfect warbeast. But something went terribly wrong, and now they are feral beasts that can slay even experienced treasure hunters with ease.



curse toppled the kingdom of the winter elves, several Nanuiks escaped and then turned.

The Nanuik relies on its strength and its fury and may therefore appear careless. When it attacks, it does so first after it has worked up a furious rage.

ATTRIBUTES
STRENGTH 12, AGILITY 4

SKILLS: Scouting 4, Survival 5

MOVEMENT: 2

ARMOR RATING: 5

MONSTER ATTACKS

D6 ATTACK

- 1 **RIP AND TEAR!** The Nanuik froths at the mouth and flings itself forward with all its weight and slashes an opponent with its claws. Perform an attack with ten Base Dice and Weapon Damage 2 (slash wound). The opponent can't **DODGE** the attack.
- 2 **TWO QUICK BITES!** The Nanuik pounces on the closest adventurer and delivers a quick bite. It then turns to the next target **NEAR** range and bites again. The first opponent suffers an attack with eight Base Dice and Weapon Damage 2 (slash wound). The second target suffers an attack with six Base Dice and Weapon Damage 1 (slash wound).
- 3 **DOUBLE STRIKE!** The Nanuik growls menacingly and then strikes twice with its paws against an adventurer. Perform two attacks with eight Base Dice and Weapon Damage 1 (blunt trauma). On a damaging hit, the victim is knocked prone.
- 4 **HATEFUL ROAR!** The Nanuik rears up on two legs, pounds its paws against its chest and lets out a roar filled with rage and hatred. The ground trembles beneath the opponents' feet. Everyone within **NEAR** distance suffer a fear attack with six Base Dice.
- 5 **KNOCKDOWN!** Letting out a roar, the Nanuik rushed toward an opponent within **SHORT** range and knocks them to the ground with its immense bulk. Perform an attack with ten Base Dice and Weapon Damage 1 (blunt trauma). The victim is knocked prone even if no damage is dealt.
- 6 **FURIOUS ATTACK!** The Nanuik pounces on the closest opponent and sinks its teeth into them, and then jerks its head so that the victim is flung back and forth. First, the Nanuik attacks with eight Base Dice and Weapon Damage 2 (slash wound). If this attack causes damage, the Nanuik performs an opposed **MIGHT** roll for against the victim). If the monster wins, it flings the poor victim back and forth like a rag doll, inflicting an attack with twelve Base Dice and Weapon Damage 3 (blunt trauma). Only the first attack can be **DODGED**.



PIKEBEAST

The most dangerous creature of the glacial sea is without a doubt the Pikebeast, a cunning monster the size of a fishing boat. At the front of its armored skull can be found one or even two great horns, which has given the monster its name, as they use them when fighting each other.

The Pikebeast has a keen sense of smell and it is primarily this trait that allows it to find its prey. It is also known for ramming boats from the side to sink them and then gobbling up the surviving seafarers bobbing in the water.

Legends say that the Pikebeast is yet another monstrosity of the winter elves that was let loose when Rodenvale fell.

ATTRIBUTES

STRENGTH 16, AGILITY 8

MOVEMENT: 2 in water, 1 on land

ARMOR RATING: 5

ATTACKS ON BOATS: The monster attacks of the Pikebeast are directed straight at its opponents in the combat. However, the PCs might be on a boat when the Pikebeast attacks. If so, you may let the Pikebeast's attacks affect the boat instead of the PCs. This can be just as deadly, as damage from a Pikebeast may very well sink a boat.

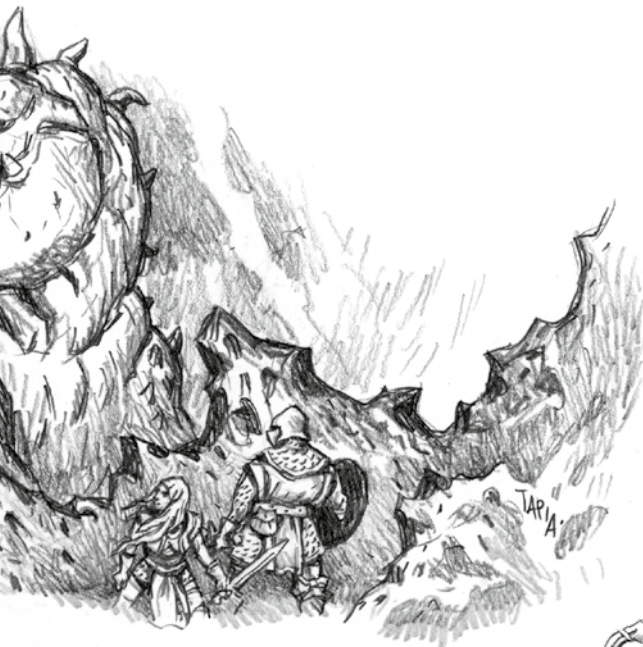




MONSTER ATTACKS

D6 ATTACK

- 1 **RAM!** The Pikebeast throws itself against an opponent within **SHORT** distance and knocks it prone with its immense bulk. Make an attack with eight Base Dice and Weapon Damage 2 (blunt trauma). The victim is knocked prone, even if it isn't injured.
- 2 **BITE!** The Pikebeast bites an opponent. Perform an attack with nine Base Dice and Weapon Damage 2 (slash wound).
- 3 **CLOBBER!** The Pikebeast uses its enormous front appendages to strike against an opponent within **NEAR** distance. The opponent suffers an attack with seven Base Dice and Weapon Damage 2 (blunt trauma). The victim is knocked prone, even if it isn't injured. The attack can't be **DODGED**.
- 4 **SURGE!** The Pikebeast leaps into the air and slams back into the water, causing a great surge of water to knock all opponents within **NEAR** range prone.
- 5 **PSYCHIC ATTACK!** The Pikebeast emits a psychic scream against all opponents within **NEAR** distance. The victims suffer a fear attack with six Base Dice.
- 6 **PIKE THRUST!** The Pikebeast thrusts full force against the closest opponent. Perform an attack with ten Base Dice and Weapon Damage 3 (stab wound).



MEAT, FUR & BLUBBER

Pikebeasts are hunted along the coast of the Bitter Reach for their meat, hide and blubber. A killed Pikebeast yields 2D6 units of **MEAT**, 2D6 units of **PELTS**, and D6 units of **BLUBBER**, but extracting these resources takes a Quarter Day. **BLUBBER** can be used instead of **TALLOW** for all purposes.



STONE GUARDIAN

Stone Guardians are statues that have been given a form of life by the magic of the winter elves. They are soulless machines that only follow orders. They are often used as guards, often in places where living beings could not dwell.

ATTRIBUTES

STRENGTH 10, AGILITY 2

MOVEMENT: 1

ARMOR RATING: 6

MONSTER ATTACK

D6 ATTACK

- 1 **STONE STRIKE!** The Stone Guardian clenches its fists and quickly strikes an opponent twice. The target suffers two attacks with eight Base Dice and Weapon Damage 2 (blunt trauma).
- 2 **ICY ROAR!** The Stone Guardian draws power from the magic that gives it life and emits an icy roar against an opponent within **SHORT** range. Roll for the attack with six Base Dice, Weapon Damage 1. If the attack deals damage the victim becomes **COLD**.
- 3 **DISARMING GRIP!** The Stone Guardian tries to grab the opponent's weapon. First, attack using eight Base Dice. The attack inflicts no damage, but if it succeeds, make an opposed **MIGHT** roll. If the Stone Guardian wins, it tears the weapon from the target's hands and throws it aside.
- 4 **MIGHTY STOMP!** The Stone Guardian stomps with full force, shaking the ground. Everyone within **SHORT** range must make a **MOVE** roll or fall prone.
- 5 **STONY EMBRACE!** The Stone Guardian envelops an adventurer in a stony embrace. Roll for the attack with eight Base Dice and Weapon Damage 1 (blunt trauma). If the victim suffers damage, they are **GRAPPLED** and must **BREAK FREE** to escape.
- 6 **HEADBUTT!** The Stone Guardian simply walks up to an opponent and head-butts them. Roll for the attack with eight Base Dice and Weapon Damage 2 (blunt trauma). If the victim suffers damage, they are knocked prone.





STONE RAVEN

The winter elves created the Stone Ravens by using dark magic to infuse life into shards of stone that had fallen from the stars. The birds were tasked to guard temples and burial sites. Now, the Stone Ravens still haunt the ruins, the magic that gave them life still potent enough to animate them if intruders dare venture into their territory.

In resting form, the Stone Ravens are no more than piles of black rubble. When the monsters come to life, the shards spring into the air and assume the shape of

ravens with sharp beaks and wings, attacking whatever awakened them from their slumber.

ATTRIBUTES
STRENGTH 6, AGILITY 8

MOVEMENT: 2

ARMOR RATING: 4

SPECIAL ABILITIES: Flock – Stone Ravens always fight as a flock, and a flock counts as a single monster. A single attack against a flock of Stone Ravens can never inflict more than one point of damage.

MONSTER ATTACKS

D6 ATTACK

1-2 FLURRY OF BEAKS! The flock attacks an opponent within **SHORT** range with their beaks. The birds hack and stab at the eyes. Perform an attack with six Base Dice and Weapon Damage 2 (stab wound). The attack cannot be **DODGED**.

2-4 SHARP WINGS! The flock surrounds an opponent within **SHORT** range and flap their sharp wings. Perform an attack with six Base Dice and Weapon Damage 2 (slash wound). The victim must make **MIGHT** roll (not an action) or be knocked prone.

5-6 FRENZIED CACKLE! The Stone Ravens cackle and screech hysterically as they perform a fear attack with eight Base Dice against all opponents within **SHORT** range.





WENDIGO

The wendigo is a flesh-eating monster born from a murderer who has succumbed to the harsh conditions in the Bitter Reach. The monster is brought to life by the bitterness exuded by the sleeping winter elves and their anger over the curse shackling them.

For a person to turn into a wendigo after death, they must in life have been filled with hate and a hunger for riches. For every misdeed the murderer has carried, the risk of the magic of the winter elves warping their soul and body into this vile monster increases.

A wendigo has roughly the shape of a human, but the arms are twice as long as normal and the hands have transformed into twisted claws. The gray skin is dry and stretched across the monster's bones. Yellow eyes stare from deep sockets and the lips are raw and bloody.

The head is adorned with a crown of razor-sharp reindeer antlers.





A wendigo is always surrounded by a cold wind and it stinks of death and decay as if perpetually standing in an open grave. It is often this stench that presages its presence and warns its victims of the danger that approaches.

The wendigo is filled with a hatred for all that lives and wants to devour and consume all living things it encounters. It quickly loses

interest, however, if it doesn't catch up to its victim quick enough.

ATTRIBUTES

STRENGTH 20, AGILITY 3

SKILLS: Melee 3, Might 3,

MOVEMENT: 1

ARMOR RATING: 3

MONSTER ATTACKS

D6 ATTACK

- 1 COLD GUST!** The wendigo takes control of the wind and sends an icy gust against all opponents within **NEAR** distance. Each victim must make a **MIGHT** roll to stay on their feet, and all victims become **COLD**.
- 2 RIPPING CLAWS!** The wendigo attacks its largest opponent (highest Strength) with its sharp claws. Roll for the attack with ten Base Dice and Weapon Damage 2 (slash wound).
- 3 RAVENOUS BITE!** The wendigo ravenously bites the least protected target (lowest Armor Rating) with its yellow fangs. The victim suffers an attack with eight Base Dice and Weapon Damage 2 (slash wound). The victim is also exposed to the saliva of the wendigo, a lethal poison with Potency 6.
- 4 GORED!** The wendigo lowers its head and gores an opponent within **NEAR** range with its sharp antlers. The victim suffers two attacks with eight Base Dice and Weapon Damage 2 (stab wound). If both attacks cause damage, the antlers get stuck in and the wendigo knocks the victim prone. The next round, the wendigo automatically delivers two points of damage (stab wound) as it tears its antlers free.
- 5 CADAVEROUS STENCH!** The wendigo vomits pieces of corpses digesting in its bowels and spews them up on the ground. Everyone within **NEAR** range is overwhelmed by the terrible stench and suffers a fear attack with eight Base Dice.
- 6 LOATHSOME BABBLE!** The wendigo babbles uncontrollably in the voices of its previous victims. Everyone within **NEAR** range is overwhelmed by visions of the wendigo murdering and devouring its victims and suffer a fear attack with eight Base Dice. If the wendigo has killed a person that the victim knew, they hear that person's voice among the others and are affected more severely by the attack. Then the fear attack is rolled with ten Base Dice.



ARTIFACTS

The surviving treasure hunters stepped over their unfortunate comrades. All the traps had been triggered and the path to the treasure chest lay open before them. What artifacts waited to be found under the thick stone lid? What fabulous items had the winter elves left behind in this ruin? Maybe a sword, maybe a silver figurine? Or maybe even a magical item, something of such value that it would pay for the journey back to Alderland?

Suddenly Ule felt the stone tile under his foot sink into the floor. Then all went dark.

Adventuring in the Bitter Reach is largely focused on searching for the artifacts left by the winter elves. This is what drives treasure hunters to defy the dangers of the frozen wastes, and their bounties that attract new adventurers to the Bitter Reach.

There are two types of artifacts: non-magical items and named magical items. The latter are similar to the artifacts found in the *Game-master's Guide*, and they are also available on playing cards included in the Maps & Stickers Pack available for the Bitter Reach.

Just like in the core game, you can place the named artifacts in the Bitter Reach wherever

you see fit. Use the legends for each artifact to convey the sense of great treasures hidden beneath the ice.

NON-MAGICAL ARTIFACTS

The non-magical artifacts are items left behind by the winter elves when their kingdom fell and Ferenblaud was chained to his throne. Their quality and properties surpass the items otherwise normally found in *Forbidden Lands*.

ARTIFACTS IN THE BITTER REACH

D66 WHAT DO THE PCS FIND?

11–13	Weapon
14–16	Armor
21–23	Jewelry
24–26	Statuette
31–33	3D6 Elven Silver Coins
34–36	Seal
41–42	Assare's Harpoon
43–44	Bjarke's Warming Vessel
45–46	Bur's Boots
51–52	Lerge's Hammer
53–54	The Wings of Marudak
55–56	Namtarel's Black Arrow
61–62	Ramman's Thundering Drum
63–64	Ferenblaud's Star
65–66	Tarik's Mysterious Cap

WEAPONS

The weapons the adventurers find left by the winter elves are mainly shortswords and daggers forged from metal taken from falling stars. They give +1 damage compared to equivalent common weapons but weigh twice as much. A light weapon weighs like a normal weapon and a normal weapon weighs like a heavy one.

ARMOR

The suits of armor crafted by the winter elves that have survived the millennia are

made from star metal, along with a soft fabric spun from the webs of huge spiders that dwell deep in caves beneath Ferenblaud's kingdom. They weigh half as much as their common counterparts, but have no other special properties.

JEWELRY

The winter elves made jewelry from silver or star metal, often adorned by diamonds, sapphires or white opals. The designs were inspired by the night sky and ancient legends of terrible monstrosities beneath the kingdom of the winter elves. Rings and bracelets are the most common types of jewelry the adventurers can find. Necklaces, earrings and headpieces are rarer.

❖ VALUE: D6 gold

THE VALUE OF NON-MAGICAL ARTIFACTS

The value of non-magical artifacts like weapons and armor is usually double that of their common counterparts. Jewelry and statuettes from the age of the winter elves are also worth great sums in Alderland, and in the Bitter Reach the merchant princes and other peddlers are willing to pay well for them – after brutal negotiations, of course.



STATUETTES

Statuettes of silver and marble were popular in the kingdom of the winter elves. Many of these have survived and depict heroic motifs from the ancient legends of the winter elves – tall warriors, strange trees or flowers and hideous monsters.

❖ VALUE: 5D6 silver

COINS

Ancient silver coins can be found beneath the ice. These can be used as regular payment – one winter elven silver coin is equivalent to a common silver coin. A collector may pay up to five times more for a rare coin, however. Roll a D6. 1–5: nothing special. 6: a rare coin sought after by collectors.

SIGIL

Sigils in clay or carved into stone tablets are common artifacts from the kingdom of the winter elves. Such sigils have a weak magical aura but lack actual magical powers. They

were created during the last battles of the civil war of the elves and used as protective seals against

Blaudewedd's magic. Today, the sigils are popular in the Bitter Reach where they are used as talismans to ward off evil spirits, and in Alderland where they are seen as exotic objects of art. A single seal can be worth up to 3D6 silver.



ASSARE'S HARPOON

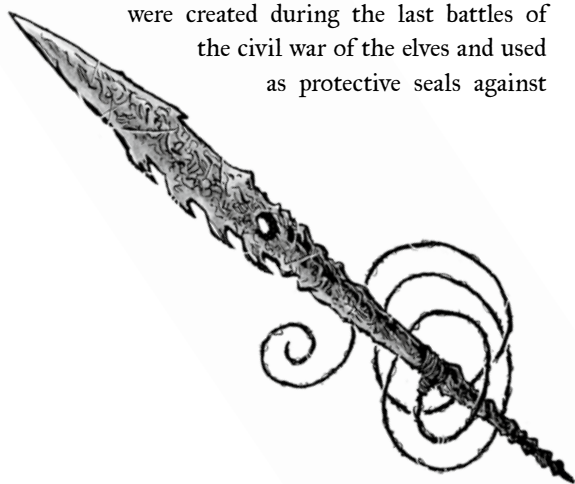
The wolfkin Assare was one of the greatest heroes of the Bitter Reach and the greatest hunter to ever have sailed the cruel ocean. With her magical harpoon, she fought outlaws and Nanuiks as well as Pikebeasts, Giant Squid and Sea Serpents. She disappeared one night when the fiercest of storms raged over the ocean, on her hunt for Logrim, the monstrosity that had devoured countless ships and fishermen over the years. The harpoon disappeared with its owner, but Logrim still wreaks havoc!

APPEARANCE

Assare's Harpoon is carved from a single piece of bone from an unknown monster that the Assare slew as a young adventurer. The weapon is several meters long and adorned with motifs depicting Assare's life and deeds.

SUGGESTED LOCATION

Despite her magical weapon, Assare fell in her last battle against Logrim. The harpoon got stuck in the thick shell of the Sea Serpent and has been lodged there ever since. If the adventurers





spot Logrim out at sea, they may also notice the harpoon jutting from the monster's back.

5 Sea Serpent

6 Logrim (Sea Serpent with Strength 26)



EFFECTS

The harpoon has the following properties:

GRIP: 1H

GEAR BONUS: +2

DAMAGE: 2

RANGE: Long

PRICE: –

PROPERTIES: Artifact Dice D8, Light, Pointed, Harpoon. The blade is barbed and if the harpoon causes damage, it gets stuck in the prey. If the thrower wins a **MIGHT** against **MIGHT** opposed roll (slow action), they can pull the prey to within **ARM'S LENGTH**. If the target wins, it tears itself loose. Each round the harpoon is lodged in its prey and someone tugs at it, the prey suffers one point of damage (stab wound). Armor offers no protection against this damage and the damage can't be **DODGED** or **PARRIED**.

DRAWBACKS

When the wielder of the harpoon is at sea, they risk being afflicted by its curse. At sunrise, Assare's Harpoon emits a supernatural call to sea monsters in the area. Every morning spent on the ocean, roll a D6 to determine if any sea monster heeds the song of the harpoon.

THE SONG OF THE HARPOON

D6 WHAT HEEDS THE CALL?

1–2 Nothing

3 Pikebeast

4 Giant Squid

BJARKE'S WARMING FLAGON

Three hundred years ago, the dwarf Bjarke crafted a magical flagon to survive the cold nights of the wilderness of the Bitter Reach, which he wandered far and wide hunting for restless dead who longed for forgiveness and eternal rest. It is said that he fell victim to a powerful Death Knight and now wanders the frozen wastes as a restless spirit himself.

APPEARANCE

Bjarke's Warming Flagon is a small clay jug, barely bigger than two closed fists. It is adorned with the runes of the four elements: fire, water, wind and earth. The jug is sealed, and should this seal be broken the artifact loses its powers.

SUGGESTED LOCATION

The flagon can probably be found in a ruin of the winter elves, where Bjarke's body lies at the feet of the Death Knight who slew him. The adventurers can preferably be led to the ruin by Bjarke's restless spirit. He is only able to find peace if someone buries him and swears an oath to continue his mission to grant peace to all the undead of the Bitter Reach.



EFFECTS

If shaken on a starlit night, the flagon heats up from an inner glow, which provides heat equivalent to a small campfire for a Quarter Day (see page 32). The user doesn't have to be outside – it is enough that the light of the stars shines on the snow covering the Bitter Reach.



BUR'S BOOTS

Bur was the foremost scout among the Ice Giants, and he could reach places that no one else could. With his enchanted boots he strode across treacherous sinksnow, leaped across bottomless chasms and danced across the cold waters of the ocean. One day, he disappeared without a trace, and his boots were lost with him. Did he finally step where not even his boots could save him?

APPEARANCE

Bur's magical boots are made from thick leather and lined with warm fur on the inside. They are knee high and the soles of tanned

hide are unusually wide. The boots are treated with whale oil and lard, making them soft but also protects them from moisture.

SUGGESTED LOCATION

Bur disappeared during one of his expeditions. Maybe he fell into a crevice in the ice cap or was caught under a landslide in the Barren Hills? The boots are all that remain of the giant, who in death transformed back into the ice and stone that he was created from.

EFFECTS

The boots adjust in size to the one wearing them and provide a +2 Gear Bonus and a D8 Artifact Dice to all **LEAD THE WAY** rolls and all **ENDURANCE** rolls to resist cold. Additionally, the wearer can spend one Willpower Point to walk on water. The effect lasts for a Quarter Hour for each WP spent.

There is also a curious side effect: the one wearing the boots becomes a great dancer. The boots count as clothes and don't encumber the wearer.





LERGE'S HAMMER

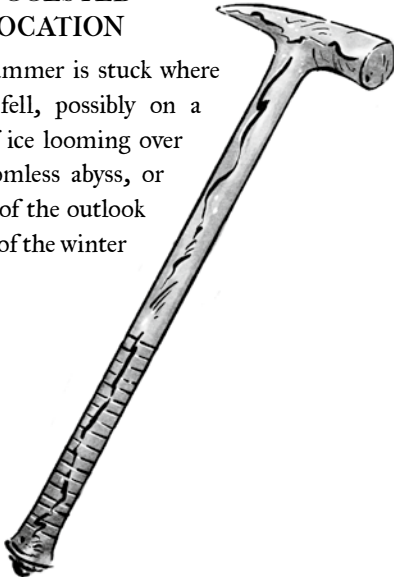
Lerge was one of the elven druid Blaudewedd's foremost Redrunners and was often dispatched on dangerous missions to infiltrate locations that no one else could reach. There was no wall and no mountain that could defeat her, for she always carried her enchanted silver hammer with her on her climbs. In the end she was betrayed by the fallen Redrunner Iarann and slain by an arrow loosed from his eternally cursed bow.

APPEARANCE

The artifact is an unassuming silver hammer. It has two heads, one flat and one pointed. When used the strikes of the hammer are soft and quiet, as if its blows were landing on soft leather.

SUGGESTED LOCATION

The hammer is stuck where Lerge fell, possibly on a wall of ice looming over a bottomless abyss, or in one of the outlook towers of the winter elves.



EFFECTS

Despite its small size and unassuming appearance, the hammer works like a warhammer with a D8 Artifact Die. It also gives a +2 Gear Bonus and D8 Artifact Die to **MOVE** rolls when climbing.



THE WINGS OF MARUDAK

Marudak was one of the most feared among the Winter King Ferenblaud's servants. He soared like a ghost over the enslaved people and slew those that displeased his master. No walls could stop him and when someone sensed his presence, it was already too late. But one day he flew too close to the nest of a monster that took him as food for its hideous offspring. Many breathed a sigh of relief when news of Marudak's demise reached the conquered lands, and many slept a little easier that night.

APPEARANCE

Marudak's gloves are sewn from black leather taken from the soft belly of a Wyvern. The gloves are adorned with patterns sewn in silver thread that show flying Gryphons and Dragons.

SUGGESTED LOCATION

The gloves lie in the nest of a flying beast, the descendant of the monstrosity that once devoured the unlucky winter elf. The nest may belong to a Wyvern, a Gryphon or a Frost Dragon.



NAMTAREL'S BLACK ARROW

The executioner of the Winter King had a black arrow made of pure malice. Many of the elven druid Blaudewedd's Redrunners fell to its deadly tip. During the final battle, the black arrow took the life of Cûnbel, one of the summer elves' greatest heroes. Consumed by grief and rage, Blaudewedd struck the shooter to the ground. But it was too late to save Cûnbel, who died in the arms of her liege, devoured by the wickedness of the arrow. That was when the greatest among the elves decided that the war had to end, once and for all.

EFFECTS

The Wings of Marudak grant a +2 Gear Bonus and a D10 Artifact Dice to all **MOVE** rolls when jumping. If the wearer leaps from a tower or a cliff, and spends one Willpower Point, they can glide for a Quarter Hour.

DRAWBACKS

When gliding using the Wings of Marudak, the user risks being seduced by the experience. If they want to land before the Quarter Hour has passed, they must make a Wits roll. If this fails, the user must continue their flight, consumed by euphoria. They may attempt to land as many times as they please, but they only get one try per round. If the user of the gloves fails to land before the effect ends, they plummet towards the ground from a height of 2D6 meters.

APPEARANCE

Namtarel's Black Arrow is long, and the shaft is made from an unknown black material. The tip is made of black star metal and is always covered by a black, oily film of poison. The feathers of the arrow were taken from a black Gryphon that Namtarel slew himself.

SUGGESTED LOCATION

The arrow can be found in the barrow where Cûnbel was laid to rest after the last battle against Ferenblaud. The barrow is probably located somewhere on the Morma Glacier. The barrow might be located close to Namtarel's final resting place, Bleakness Keep (see page 187).



EFFECTS

A marksman who hates their target with a fervent passion is granted a D12 Artifact Dice to their attack using Namtarel's Black Arrow. If damage is dealt, the victim also suffers from a lethal poison with Potency 9. If the shooter spends one Willpower Point, the arrow returns to them automatically.

DRAWBACKS

Due to the poison afflicting its victims, the arrow is not suitable as a hunting weapon. On the other hand, such poisoned meat may be given to the enemy, and then it counts as a lethal poison with Potency 6.



RAMMAN'S THUNDERING DRUM

The dwarven druid Ramman, brother of Bjärke, spent his life searching for the songs of wind and winter. With drum and flute, he searched deep caves and tall mountains for the tones and harmonies of the Bitter Reach. Woe to the monsters who sought to slay him, for they were forced to

dance to his tune before being felled by the thunder of his drum.

APPEARANCE

A soft skin taken from a Frost Dragon has been stretched over a framework of whale bones. Clouds and thunderbolts are painted on the leather. If someone thrums on the skin with their finger and then holds their ear against it, they hear a rumble as if from distant thunder.

SUGGESTED LOCATION

Ramman's Thundering Drum might be found with a peddler in any settlement in the Bitter Reach. Among gear for fishing and hunting, the drum sits under a layer of dust. The peddler is unaware of its magical powers and will sell it for a pittance.

EFFECTS

Ramman's Thundering Drum can be used to create thunderclaps that make the ground





tremble. The effect works like the **EARTHQUAKE** spell (see page 136 in the *Player's Handbook*). The drum may be used once per Quarter Day to trigger a Power Level 3 spell. The user needs to spend Willpower Points and roll for magical mishaps as usual (see page 118 in the *Player's Handbook*).

DRAWBACKS

The effect may only be summoned outdoors and only when the weather is cloudy or stormy.

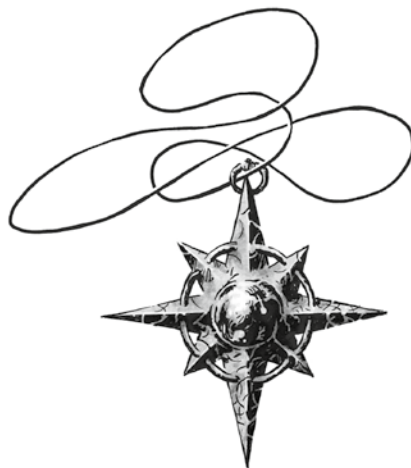


FERENBLAUD'S STAR

The Winter King Ferenblaud used his magical powers to spy on enemies and allies alike. Around his neck, he wore a chain of black iron from which hung a star of silver with a heart of ice. Through this star, he could gaze across the lands he had conquered to find those who represented a threat to his kingdom. It is said that Blaudewedd herself tore the star from Ferenblaud before the Winter King fled to his court during the last fateful days of the war, but no one knows where the star fell.

APPEARANCE

Ferenblaud's Star is a piece of silver jewelry shaped like a star, adorned with a clear ice crystal. The amulet hangs from a thin iron chain. If the PCs peer into the crystal, they glimpse visions of distant lands in ages past.



SUGGESTED LOCATION

The star might lie on the battlefield where Blaudewedd and Ferenblaud fought their final battle. In contempt, the arch druid of the elves threw it to the ground after Ferenblaud fled. The star was trampled into the bloodstained mud and has lain beneath the snow ever since. Now, the artifact may resurface in a crack in the ice cap or washed up on a riverbank.

EFFECTS

The stone gives the wearer the same ability as the **FARSIGHT** spell. The user needs to spend Willpower Points and roll for magical mishaps as usual (see page 118 in the *Player's Handbook*).

DRAWBACKS

Ferenblaud can see and hear the wearer of the Star if they are under a clear and cloudless sky. If the wearer peers into the star, they will then meet the gaze of the Winter King for a brief moment. When the stone's magical power is used, the Winter King sees what the wearer sees.



TARIK'S MYSTERIOUS CAP

The bard Tarik was a thorn in the side of Ferenblaud and his ruling elite. Tarik was very popular among the rest of the population and even if the Winter King couldn't stand the jester's antics, he knew that it would be more dangerous to kill him than to leave him alone. Yet, when it turned out that Tarik led a movement to unseat Ferenblaud from the throne, the Winter King sent his assassin Marudak to slay the agitator, but all he found was mocking laughter as the jester fled like the wind.

APPEARANCE

Tarik's Mysterious Cap is a garish creation, made of red and blue fabrics that are decorated with leaves and bells of silver. The cap has large earflaps to protect the wearer against sudden sounds and keep them warm and toasty all through winter.

SUGGESTED LOCATION

When Tarik disappeared, he sought protection in a secret stronghold somewhere in the mountains of the Bitter Reach. Unfortunately, Blaudewedd's curse affected the jester and his followers as well, and they fell into deep slumber. In the chaos that ensued, the cap was stolen by fleeing orcs and it might now be found in one of their villages.

EFFECTS

Tarik's cap is a fabulous artifact, but it is impossible to know what effect will be achieved when it is used. If the wearer spends one Willpower

Point, they roll on the table below to determine the effect that manifests. Roll for magical mishaps as usual. All page references refer to the *Player's Handbook*.

POWERS OF THE CAP

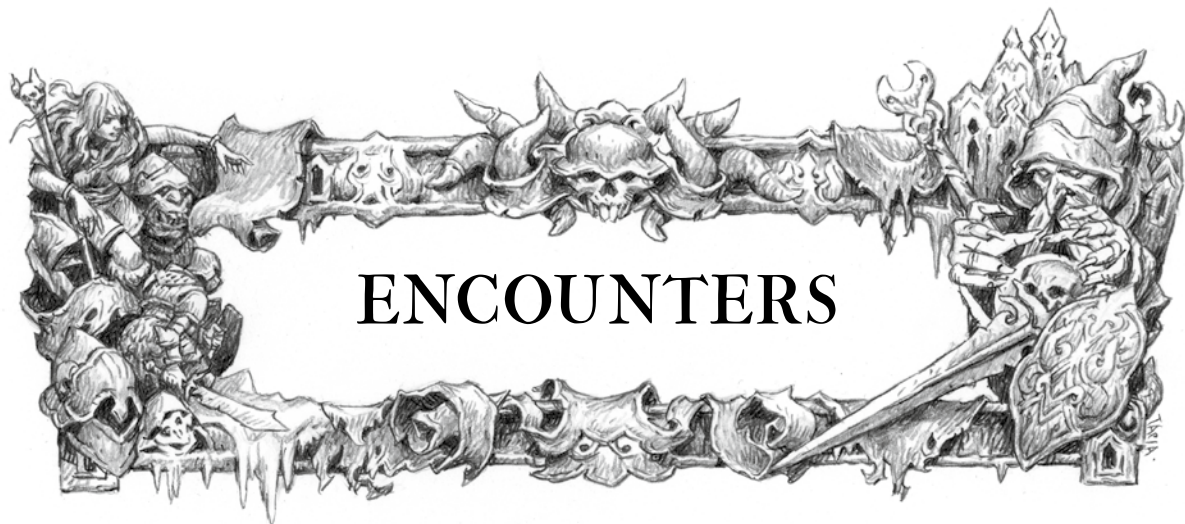
D6 WHAT EFFECT DOES THE CAP GRANT?

- | | |
|---|---|
| 1 | Serenity, Power Level 1 (page 124) |
| 2 | Animal Speech, Power Level 1 (page 125) |
| 3 | Intuition, Power Level 1 (page 130) |
| 4 | Telepathy, Power Level 1 (page 130) |
| 5 | True Sight, Power Level 1 (page 128) |
| 6 | Invisibility for a turn (15 minutes) |

DRAWBACKS

Tarik was a frisky character but also a very distracted person who often forgot what he was doing at any given moment. When the effect above fades, the wearer rolls a D6. 1-4: No effect. 5: The wearer is afflicted by the **PARALYZE** spell with Power Level 2. 6: Like 5, but with Power Level 3.





ENCOUNTERS

The treasure hunters had been wandering across the frozen wastes for days. According rumors overheard in Cuss' and Dang's tavern there should be ruins in the area, not yet plundered for their riches.

During the first few days, they found nothing but wind and snow. Then, a furious Nanuik appeared out of nowhere and forced them to flee. The following day, Regolos fell prey to a Ghost haunting an ancient grave. They had pushed deeper into the Bitter Reach, but Talarinn disappeared down a hole of sink snow, Gergol fell into a crack in the ice and Tolle, the sorcerer, was taken by a hungry Frost Dragon.

Ologrin Faltnor sighed. It was time to give up. Better to head back to Northfall while there was still time. But what awaited them on the way back?

Just like in Ravenland, the adventurers can face a range of different encounters on journeys in the Bitter Reach.

The encounter in this chapter work just like the ones in the *Gamemaster's Guide*. Some encounters can occur multiple times. It is a good idea to take note of which encounters the PCs have faced, so that you

can adjust them to feel fresh and exciting if they occur again.

CONVEYING ATMOSPHERE

Your descriptions of the environments in the Bitter Reach are your primary tools for conveying atmosphere to the players. Try to make the



ENCOUNTERS

D66	TUNDRA	ICE CAP	BENEATH THE ICE	ICE FOREST	MOUNTAINS	OCEAN	SEA ICE
11	0	0	0	0	0	0	0
12	0	1	0	0	0	0	0
13	0	2	0	0	0	0	0
14	0	3	0	0	0	0	0
15	0	4	0	0	0	0	0
16	0	5	0	0	0	0	0
21	0	6	0	0	0	0	0
22	0	7	0	0	1	0	0
23	0	8	0	0	2	0	0
24	1	9	0	0	3	0	0
25	2	10	0	0	4	0	0
26	5	11	0	0	5	0	0
31	6	12	0	0	6	0	0
32	7	14	0	0	9	0	0
33	8	15	0	0	10	0	0
34	9	16	0	0	11	0	0
35	11	17	0	2	12	0	0
36	12	18	0	5	14	1	0
41	13	19	0	6	15	2	1
42	14	21	0	7	17	5	2
43	15	22	0	9	18	11	5
44	16	23	0	12	19	12	11
45	17	24	0	13	21	15	12
46	19	25	3	14	22	16	15
51	20	26	4	16	24	17	16
52	22	27	5	17	25	19	17
53	23	28	7	19	27	22	19
54	24	29	11	22	28	23	22
55	26	30	12	24	29	28	23
56	29	31	19	26	30	29	28
61	30	32	20	29	31	30	29
62	31	33	25	30	32	31	30
63	32	34	31	31	33	34	31
64	34	35	32	32	34	35	34
65	36	36	34	33	35	37	35
66	39	39	40	34	39	38	38



players feel that something grand and mysterious is happening in the Bitter Reach. They should feel that their PCs are part of an epic legend reaching millennia into the past.

CONTRASTS: An effective way to convey atmosphere is to use the contrasts of the Bitter Reach. You can paint a picture of the PCs' surroundings with simple words. As an example you can enhance the atmosphere in Northfall by using words like "warm," "friends" or "joy" and when the PCs then head out into the wastes you paint the contrast between the two environments with words like "cold," "enemies" or "despair."

WORDS THAT ENHANCE CONTRASTS	
IN SETTLEMENTS	IN THE WASTES
Warm	Cold
Snug	Barren
Cramped	Expansive
Smokey	Starlit
Laughter	Silence
Joy	Despair
Ale	Water
Food	Supplies
Friends	Enemies

NO ENCOUNTER

You wander slowly across the frozen wastes. Only the cold keeps you company.

Nothing happens, but the cold and the snow are as merciless as ever.

TERRAIN TYPES: All

BLIZZARD

Dark clouds blot the sky. A cold wind blows across the plains and you see a whirling darkness moving relentlessly towards you.

A dark wall of snow barrels towards the PCs, and they are soon caught in a violent blizzard that lasts for a Quarter Day. They have two choices: keep going or **MAKE CAMP**.

If the PCs choose to continue their journey, the pathfinder must make a hard (–2) **SURVIVAL** roll to not lead the group astray. If the roll fails, the GM should immediately make a roll on the table for **LEAD THE WAY** mishaps (see page 34). The PCs may at any time choose to stop their journey to **MAKE CAMP**.

If the PCs **MAKE CAMP**, they must roll **SURVIVAL** as usual. On a successful roll, the PCs make a camp that provides adequate shelter – maybe they build a bivouac or find a crack in the ice where they can huddle together while the storm rages. All progress for the current Quarter Day is lost. If the roll fails, the PCs make an inadequate camp and won't have adequate shelter against the cold when they **REST** or **SLEEP** (see page 31).

TERRAIN TYPES: Tundra, Ice Cap, Mountains, Ocean, Sea Ice



2 NEEDLE STORM

The cold wind carries snow that stings your faces. As you press on, the pain gets worse, and you soon realize that the sharp needles of ice have drawn blood from your skin.

A needle storm approaches. The PCs must seek shelter or suffer the merciless stabs of the storm. The needle storms occur when ice meets lava and steam rises to the surface. There, the steam immediately freezes into small particles of ice, "ice needles," that when caught by a winter storm create a fatal threat to any adventurer who braves the ice cap.

If the PCs choose to continue their journey, they must each make a demanding (-1) **SURVIVAL** roll. If the roll fails, the PC suffers an attack with five Base Dice (stab wound). In addition, the pathfinder must make a **SURVIVAL** roll to not lead the group astray. If it fails, the group loses all progress for the current Quarter Day.

If the PCs **MAKE CAMP**, one of them must make a **SURVIVAL** roll as usual. On a successful roll, the PCs make a camp that provides adequate shelter. All progress for the current Quarter Day is lost, however. If the roll fails, the PCs make an inadequate camp and suffer one point of damage to Strength each.

TERRAIN TYPES: Tundra, Ice Cap, Ice Forest, Mountains, Ocean, Sea Ice

3 RUPTURING ICE

With a rumble, the ice beneath your feet cracks open! Snow and blocks of ice tumble into the abyss and you throw yourselves to the ground, desperately clawing for purchase to stop yourself from plummeting into the yawning gulf.

The PC who **KEEPS WATCH** makes a **SCOUTING** roll. If it succeeds, the PCs sense what is about to happen, perhaps hearing the ice cracking and creaking. They then receive a +2 modification on the next roll, a roll for **MOVE** made by each PC. Those who succeed avoid falling into the fissure, while those who fail fall headlong 2D6 meters straight down. The GM then rolls



**ENCOUNTERS FROM
THE GAMEMASTER'S GUIDE**

You'll find many more encounters in the *Gamemaster's Guide*. These can also be modified for use in the Bitter Reach. Remove anything that has to do with forests and trees and the like, adjust any kin to fit those that live in the Bitter Reach, and exchange Rust Brothers for Misgrown, bandits and winter elves depending on what fits best.



a D6 on the table on the previous page to determine what hides beneath the ice.



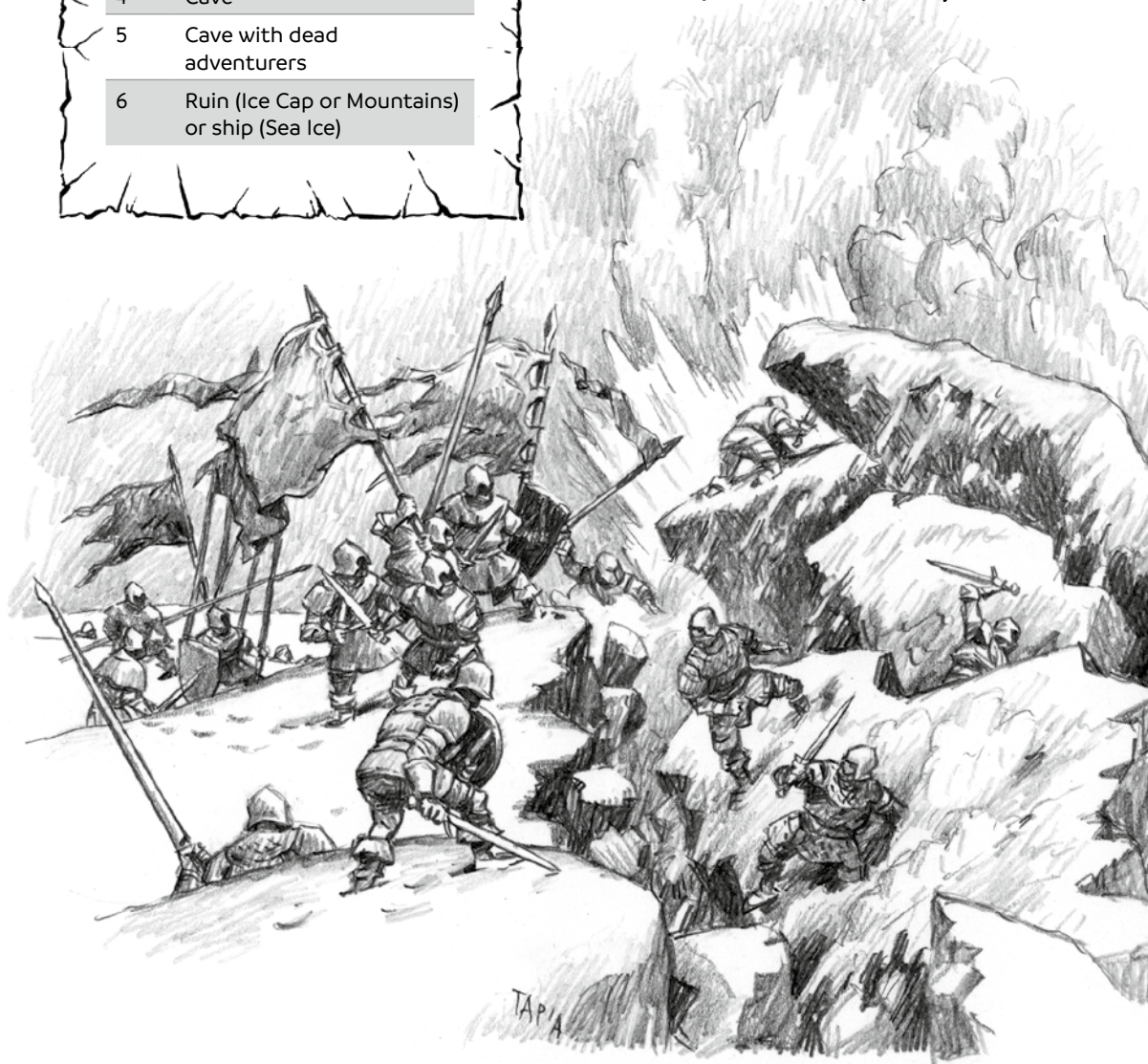
GEYSER

TERRAIN TYPE: Ice Cap, Mountains, Sea Ice, Beneath the Ice

RUPTURING ICE	
D6	WHAT LIES BENEATH THE ICE?
1-2	Nothing
3	Monster
4	Cave
5	Cave with dead adventurers
6	Ruin (Ice Cap or Mountains) or ship (Sea Ice)

Something moves beneath the ice, something that pushes against the ice cap, wanting to get out. Suddenly the ice cracks and a cloud of boiling water and steam spews forth from underground.

The PC **KEEPING WATCH** makes a **SCOUTING** roll. If it succeeds, the PCs sense what is about to happen. They then receive a +2 modification on the next roll, a roll for **MOVE**, made by each





PC. Those who succeed avoid getting caught in the erupting geyser. Those who are caught suffer an attack with six Base Dice and Weapon Damage 1 (affects Agility). They also become **COLD** and are no longer considered to have adequate shelter against the cold (see page 31) until they have dried themselves by a fire.

TERRAIN TYPE: Ice Cap, Mountains, Beneath the Ice

5 THE FROZEN DEAD

In the distance you notice what at first appears to be snow-covered stones and trees, but as you get closer you realize that what you are seeing are the unfortunate corpses of adventurers who have fallen victim to the merciless wrath of the Bitter Reach.

The PCs discover the remains of dead wanderers. They have fallen victim to the cold and maybe starved to death or were killed by one of the many monsters of the Bitter Reach. The cold has destroyed most of the equipment they

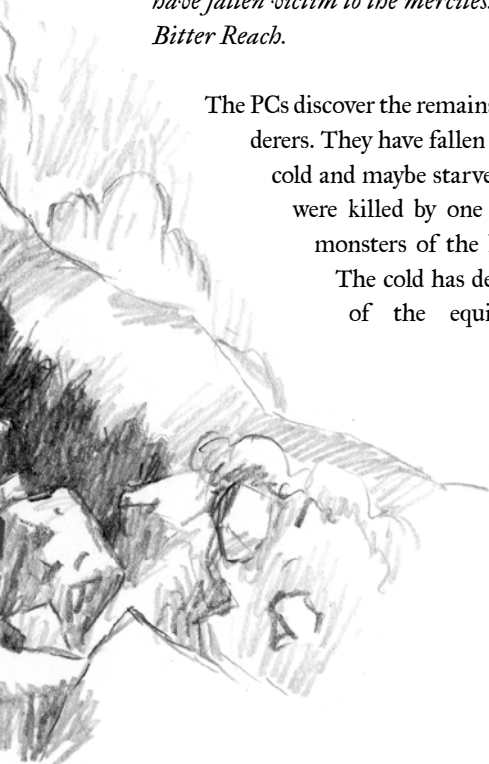
carried, but there are a couple of finds to be made. Roll D6 on the table below.

TERRAIN TYPE: All

THE FROZEN DEAD

D6 WHO ARE THE UNFORTUNATE CORPSES?

- | | |
|-----|---|
| 1 | Hunter. Roll once on the table for SIMPLE CARRIED FINDS (see page 187 in the <i>Game-master's Guide</i>). |
| 2–3 | Adventurer. Roll once on the table for SIMPLE CARRIED FINDS . |
| 4 | Orcs from the Bearskull or Wolfhowl Clan. They have fought an enemy and then succumbed to their injuries. Roll once on the table for VALUABLE CARRIED FINDS . |
| 5 | Adventurers and a monster. The unfortunate treasure hunters fought a monster but both parties then succumbed to the injuries they sustained. You decide what kind of monster lies dead at the PCs' feet. If the PCs succeed with a hard (–2) roll for SURVIVAL , they find the monster's latest lair. Roll once on the table VALUABLE FINDS IN A LAIR . |
| 6 | Winter Elf. The 3,000-year-old mummified remains of a winter elf warrior who was trapped in the ice as the curse fell across the realm. Roll once on the table for CARRIED PRECIOUS FINDS . |





6 THE ORCS

You hear grunting noises before you see a bandful of orcs come riding across the snow-covered wastes. A huge sled is drawn behind two of the compact and powerful snow boars the orcs use as mounts.

The orcs are on an expedition i. They are watchful but not hostile. You can find examples of the orcs of the Bitter Reach in the Chapter 8.

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Mountains

THE ORCS

D6 WHO ARE THE ORCS?

1–2 Hunters from the Bearskull Clan. If the PCs choose their words wisely the orcs may point them towards prey in the area.

3 Pathfinders from the Bearskull Clan. They speak of ruins of the winter elves in the area and how they have guided adventurers there. Adventurers who never returned after entering the ruins.

4–5 Hunters from the Wolfhowl Clan. They have recently felled a prey and offer the PCs a chance to buy meat and pelts from them.

6 A shaman from the Frostwind Clan with her retinue of warriors. She is averse to the PCs and tells them of horrible Misgrown who roam the wastes.

7 MISGROWN FORERUNNERS

A group of warriors moves across the ice and snow with great difficulty. You glimpse weapons poking out from under cumbersome hides and pelts, but other than that you can't make out any details.

Soldiers from the Misgrown army (see page 63) approach the PCs. They are swathed in hides and pelts and from a distance it is difficult to see that they are Misgrown. Before the PCs come close, the one **KEEPING WATCH** must make a hard (–2) **SCOUTING** roll to see that the strangers are Misgrown. At **NEAR** range, it's obvious.

DEMONIC FORERUNNERS

D6 WHO ARE THE MISGROWN?

1–3 D6 Scouts, led by Fola. They travel on skis and carry packs on their backs. Their task is to gather information on the area, and they will try to talk to the PCs from a safe distance. If the PCs ask why they won't come closer, they say they don't trust them. If the PCs discover that they are Misgrown, they will attack. Their want to capture at least one of the PCs to gain information and then leave the unfortunate adventurer to die in the wilderness.



4–6 D6 Warriors, led by Obed. These are heavily armed, travel on snowshoes and pull sledges behind them containing equipment to explore the ruins of the icy wastes. They will also keep their distance from the PCs, but if they deem the adventurers easy prey, they will immediately turn hostile.

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Beneath the Ice

FOLA AND HER SCOUTS

STRENGTH 3, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Animal Handling 1, Melee 1, Marksmanship 3, Scouting 2, Survival 2

ABILITIES: Eyes in the back of the head (+2 modifier to all attempts to spot sneak attacks or ambushes)

GEAR: Throwing axe, sling, knife, leather armor, two **CARRIED SIMPLE FINDS**

OBED AND HIS WARRIORS

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 2

SKILLS: Melee 3, Marksmanship 1, Scouting 2, Might 3, Survival 3

ABILITIES: Tentacles (+2 modifier to all **GRAPPLE** attempts).

GEAR: Morningstar and small shield or heavy warhammer, knife, leather armor, two **CARRIED SIMPLE FINDS**



ALDERLANDER SPIES

Three colorfully dressed characters ski towards you, each one pulling a cloth-covered sledge. It is apparent that the strangers are inexperienced wanderers, and now and then one of them falls over.

Before the Alderlander army arrives in the Bitter Reach, spies are dispatched to the cold north. These are three of them. The spies operate in Northfall as well as out in the wastes to gather information for their king. The names of the three characters are Tabaldor, Letane and Kalinde.

If the PCs appear strong and capable, the spies will attempt to deduce what they know about the surrounding area. They claim to be hunters, but if the PCs succeed at an **INSIGHT** roll, they'll realize that something is wrong. The hunters are well armed, and their sledges appear to hold treasure from the ruins of the winter elves.

If the PCs are weak and vulnerable, the spies will try to capture them and steal their equipment and any finds they have collected.

If the PCs manage to get the spies to reveal who they really are, they will tell them that their mission is to gather information about the Bitter Reach and the factions that operate there. They reveal that it is the king of Alderland who has sent them to the cold north, and that there is an invasion coming.

TERRAIN TYPE: Tundra, Ice Cap, Mountains



ALDERLANDER SPIES

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 3

SKILLS: Lore 2, Insight 2, Manipulation 3, Melee 2, Marksmanship 2, Stealth 2, Scouting 1

GEAR: Broadsword, small shield, dagger, parchment, ink and quill, basic map of the Bitter Reach, D6 silver coins, **CARRIED PRECIOUS FIND**



9 RUINED BUILDING

The remains of a building lie halfburied under snow and ice. The roof has partially collapsed, and the walls have crumbled. The place is eerily quiet.

RUINED BUILDING			
D6	WHAT KIND OF RUIN IS IT?	WHO LIVED HERE?	WHAT CAN YOU FIND HERE?
1	Shelter	Hunters who sought shelter during a hunt	The remains of the hunters' last camp D6 days ago. Roll once on the table for SIMPLE CARRIED FINDS .
2	Igloo	Orcs. Roll a D6 to determine what clan they came from. 1–2: Bearskull Clan, 3–4: Wolfhowl Clan, 5–6: Ice Clan	A protective circle that the orcs have created to ward off the cold. Roll a D6 every Quarter Day the PCs spend here. If they roll a bane (one) the circle stops working.
3	Cabin	A family who made a living hunting and guiding treasure hunters	A map describing the terrain of all neighboring hexagons. One of them is marked with a cross and you can place an adventure site there.
4	Temple	Priests of the winter elves	The bodies of D6 priests who lived here 3,000 years ago still remain. Roll three times on the table for VALUABLE FINDS IN THE LAIR .
5	Watchtower	Scouts of the winter elves	Frozen corpses of winter elf scouts and warriors, who have rested here since their kingdom fell. From their hands the PCs can break a scimitar and a shield.
6	Stone circle	Seers of the winter elves	The spirits of the seers who died here when the curse descended over the Winter King's lands. During the daytime, the PCs hear the spirits whispering and at night anyone who spends more than a Quarter Hour in the circle suffers a fear attack with three Base Dice.



The PCs discover the remains of a building.
Roll on the table on the previous page.



THE DARK CAVE

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Mountains

A dark opening leads to an even darker cave. You peer into the shadowy interior and sense danger. Something in the darkness wants to hurt you.

THE DARK CAVE			
D6	WHAT KIND OF CAVE IT IS?	WHAT DWELLS HERE?	WHAT CAN YOU FIND HERE?
1	Nanuik Pit	A Nanuik	Roll once on the table for VALUABLE FINDS IN THE LAIR .
2	Wolf den	D6 Wolves	Roll twice on the table for SIMPLE FINDS IN THE LAIR .
3	Harpy nest	D6 Harpies	Roll once on the table for VALUABLE FINDS IN THE LAIR .
4	Grave	A Ghost	The Ghost haunts the grave where it died. It is furious at all living things. If the PCs find its corpse, which is buried inside the cave, and rebury it outside, the Ghost will finally be able to rest. If the PCs then search the cave, they may roll once on the table for CARRIED VALUABLE FINDS .
5	Empty cave	The remains of a group of adventurers	Roll three times on the table for SIMPLE CARRIED FINDS .
6	Entrance to the kingdom under the ice	A monster that guards a labyrinth that leads down to the kingdom of the winter elves. Roll a D6. 1–2: Manticore, 3–4: Minotaur, 5: Death Knight, 6: Drakewyrm	A path down to the kingdom of the winter elves. If the monster is defeated and the adventurers make their way through the labyrinth with a SCOUTING or LORE roll, they find an entrance to the kingdom beneath the ice (see page 39). If they roll two or more successes, they also find the center of the labyrinth and get to roll twice on the table for PRECIOUS FINDS IN THE LAIR .



A cave leads into the mountain or down under the ice cap. If the PCs defeat whatever dwells in the darkness, they may find valuable treasures. Roll on the table on the previous page.

TERRAIN TYPE: Ice Cap, Mountains



TREASURE HUNTERS

You see a party of adventurers approaching you. A warrior, a scout... you think you see a scholar as well, and two other characters. They must be treasure hunters. They seem to follow your tracks and slowly move towards you.

This is a party of ruthless treasure hunters. As soon as they spot the PCs, they'll begin hunting them to relieve them of any valuables they carry. If the PCs put up a fight, they may win the respect of the treasure hunters, and possibly even their friendship.

TERRAIN TYPE: All

VARGE

The leader of the bandits. A ruthless character who loves to show off with his throwing knives.

STRENGTH 3, AGILITY 5, WITS 4, EMPATHY 3

SKILLS: Stealth 3, Sleight of Hand 4, Move 2, Melee 2, Marksmanship 3

TALENTS: Ambidextrous 3, Cold Blooded 3, Knife Fighter 3

GEAR: Two handaxes, throwing knives (10), studded leather armor (Armor Rating 2), closed helmet (Armor Rating 3)

JOVA

The muscle of the gang. Enormous warrior who barrels into battle with barbaric fury, wielding a double axe.

STRENGTH 5, AGILITY 3, WITS 1, EMPATHY 2

SKILLS: Melee 4, Might 5, Move 2

TALENTS: Brawler 2, Pain Resistant 2, Steady Feet 1, Melee Charge 3, Axe Fighter 3

GEAR: Two-handed axe, leather armor (Armor Rating 2)

TROND

Silent hunter who has an almost uncanny sense for finding his way in the Bitter Reach.

STRENGTH 2, AGILITY 4, WITS 4, EMPATHY 2

SKILLS: Animal handling 2, Melee 1, Marksmanship 3, Scouting 4, Survival 4

GEAR: Spear, sling, shortsword, leather armor, D6 copper coins, two **SIMPLE FINDS**

DILLE

Herbalist and brewer with dubious morals. On the run from people he has tricked with fake potions. Demure and unwilling to speak with others.

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 4

SKILLS: Lore 3, Insight 4, Healing 2, Manipulation 4



TALENTS: Path of Healing 1, Herbalist 3

GEAR: Herbs of doubtful quality and origin

ALAROND

Noblewoman from Alderland. Heard of the treasures of the Bitter Reach and traveled north with stolen maps and documents.

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 3

SKILLS: Lore 3, Insight 3, Manipulation 1

GEAR: Dagger, parchment, ink and quill, D6 silver coins, **PRECIOUS FIND**



12 REDRUNNERS

For hours you've had the feeling of someone observing your journey from a distance, but every time you've stopped to scout behind you all you've seen are shadows playing across snow and ice. But now three shapes emerge from the shadows, elegantly moving toward you across the difficult terrain.

The first time the PCs encounter the Redrunners, they warn them not to continue their hunt for the treasures of the winter elves and to avoid breaking the Seals (see page 79). This may be the first time the PCs hear about the Seals. If the Redrunners realize that the PCs are unaware, they tell them that the Seals ward off a great evil and that all who live in the Bitter Reach must ensure that they are never broken. They don't want to tell them more about what will happen should this still come to pass.

If the PCs have met the Redrunners earlier, this encounter may take a different

course. If the Redrunners know that the PCs have taken treasures from the winter elves or possibly even broken one or more Seals, they will threaten the PCs to make them stop. They'll warn them that the Winter King may once again rise from his slumber if all the Seals are broken, and that this presages an age of suffering for the Bitter Reach. The situation might turn violent. If the PCs reveal that they are breaking the Seals and that they intend to keep doing it, the Redrunners will leave, only to return after a couple of days to waylay the PCs.

Read more about the Redrunners in the Chapters 7 and 8.

TERRAIN TYPE: All



13 PREY OF THE WOLVES

At a distance, you see a dark shape fleeing across the frozen ground. Then, you hear a series of deep howls, and you realize that the shape is a hunted prey.

The howling comes from a pack of 2D6 starved wolves hunting their prey. If the PCs keep their distance, they see the pack catch up to their prey and bring it down. But what are the wolves hunting? Roll on the table on the next page.

If the PCs disturb the hunt, the wolves will instead surround and attack them. If the PCs make a powerful counterattack, they can drive the wolves off by killing one or two of them.



PREY OF THE WOLVES

D6 PREY

- | | |
|-----|---|
| 1-3 | Reindeer. |
| 4 | The peddler Bela. Tired dogs pull her sled forwards. It is cluttered with trade goods that the peddler is loath to throw away. |
| 5 | Two orc hunters from the Wolfhowl Clan, Haga and Horge. One of them is injured and the other is trying to help, which only means that they'll both fall prey to the wolves. |
| 6 | A lone Misgrown, Ortiser Kald. Survivor of an expedition to one of the winter elves' ruins in the area. |

14

NOBODY HOME

A small cabin disrupts the white scenery. No smoke rises from the chimney and the roof is laden with a heavy burden of snow. The building appears to be intact, but you see the door wide open. It has probably been open for some time, judging by the amount of snow that has blown into the cabin.

The PCs discover an abandoned home, where a settler family once lived. Roll a D6 on the table below to determine what has happened to them.

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Mountains

15

DARK WINGS

A black dot in the sky catches your attention. Something soars high above your heads. You can't make out if it's a single creature or several, but soon enough you'll know... whatever it is that flies above is now diving towards you.

You can find stats for the wolves on page 126 in the *Gamemaster's Guide*.

TERRAIN TYPE: Tundra, Ice Forest, Mountains

NOBODY HOME

D6 WHY DID THE FAMILY LEAVE?

- | | |
|-----|--|
| 1-2 | Looking for help in Northfall, as one of them got ill. |
| 3-4 | Killed by a Wendigo and dragged to its den nearby. |
| 5-6 | After a brief battle, they were abducted by scouts from the Misgrown army. |

WHAT CAN BE FOUND HERE?

- | |
|--|
| One SIMPLE CARRIED FIND. |
| D6 random trade goods and one VALUABLE FIND IN THE LAIR. |
| A pillaged home and a slain Misgrown. |



Flying in the distance, the PCs see one or several creatures much too large to be birds. Roll a D6 on the table below to determine what it is.

TERRAIN TYPE: Tundra, Ice Cap, Mountains, Ocean, Sea Ice

This band of outlaws lives off robbing others brave enough to face the perils of the ruins. They hang about various ruins, without going inside – instead, they wait for adventurers to free the treasures from the ruins and then strike when the exhausted treasure hunters come back out.

16 OUTLAWS

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Ocean, Sea Ice

“Treasure or your life!” You throw anxious glances around you, but the wastes are empty. Or is something moving over there by the rocks? Then, a man dressed in leather armor and thick furs steps out from his hiding place. And then another warrior steps forth, and another... the bandit leader is soon surrounded by five ruffians who glare greedily at you.

GVALL'S OUTLAWS

Gvall leads a small band of outlaws who try to survive in the Bitter Reach. He calls himself the “Bandit Prince” but his band is a motley crew of rather incompetent outlaws. They prefer to avoid violence but won’t hesitate to get rough if a victim is being difficult.

DARK WINGS		
D6	WHAT KIND OF CREATURE IS IT?	WHAT HAPPENS?
1–2	Wyvern	The wyvern attacks the PCs in the hope of either stealing food from their packs or even flying off with a living meal. You’ll find the wyvern’s stats on page 124 in the <i>Gamemaster’s Guide</i> .
3–4	D6 Harpies, spies for the Misgrown army	The harpies approach the PCs and circle them at a safe distance. If the PCs attack, the harpies fly south towards the military camp of the Misgrown. You’ll find the harpies’ attributes on page 104 in the <i>Gamemaster’s Guide</i> .
5–6	Gryphon	The gryphon is curious but keeps its distance, unless the PCs bring mounts or fresh meat. If so, the gryphon attacks. You’ll find the gryphon’s attributes on page 102 in the <i>Gamemaster’s Guide</i> .



STRENGTH 3, AGILITY 4, WITS 2, EMPATHY 2

SKILLS: Melee 3, Survival 2, Stealth 2, Scouting 1

GEAR: Leather armor, handaxe or wooden club, D6 copper coins

The wind carries with it voices from the past. They whisper a legend to the PCs – select one from the back of this book.

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Mountains, Ocean, Sea Ice

17 THE WHISPERING WIND

You hear voices from ages past whispering in the wind. They speak of lost kingdoms and of treasures beyond comprehension, they sing of peril and indescribable monsters, they whisper of heroes who will subdue this frozen realm... or unleash destruction upon the Bitter Reach.

18 THE ICE GIANT'S LAMENT

From off in the distance, you hear a flute playing a mournful melody that dances over the snow. On a high cliff sits a lone Ice Giant looking out over the Bitter Reach. The giant plays a flute as long as a full-grown human.



If the PCs approach, the giant interrupts its melody and awaits their arrival. It's not hostile. If the PCs talk to it, it will tell them that the end of the Bitter Reach is nigh. The old powers are awakening and soon the Ice Giants will be but a memory, and all living things will be slaves to the Winter King.

If the PCs succeed in convincing the Ice Giant that they want to prevent the awakening of the Winter King, it will invite them to the stronghold of the Ice Giants to speak to their king.

You'll find game attributes for Ice Giants on page 98.

TERRAIN TYPE: Ice Cap, Mountains

19 THE WHITE BEAR

Something has been stalking you for hours. A beast, a creature roaring in pain, a monster that follows your tracks to kill you, one by one. Suddenly, you hear a gut-wrenching roar and an enormous white shape rushes towards you. A spear protrudes from its blood-stained fur and the eyes glow red with bloodlust.

The PCs are stalked by a Nanuik, that has been injured by a hunter. The pain has driven it mad, triggering a bloodlust. The Nanuik attacks with full force, delivering a few attacks, and will then retreat to attack again later.

You'll find the game attributes for Nanuik on page 100.

TERRAIN TYPE: All

20 A WAYWARD FRIEND

A solitary bark greets you. A worried whimpering follows, and you see a lone sled-dog watching you. The dog wears a torn harness. Despite seeming to be unburied, it regards you with apprehension.

If the PCs approach the dog in the right way it may become their friend for life. The sled-dog can lead the PCs to its former master, a hunter who was caught in an avalanche and perished. If the PCs find the unfortunate hunter, they get to roll twice on the table for **SIMPLE CARRIED FINDS**, and possibly even tracks leading to an elven ruin.

You'll find typical attributes for a dog on page 127 in the *Gamemaster's Guide*.

TERRAIN TYPE: Tundra, Mountains, Ice Cap

21 AVALANCHE

A mighty roar rolls across the land. The ground trembles and when you look around you see an enormous cloud of white death hurtling towards you!

Each PC must make a **SURVIVAL**, **MOVE** or **MIGHT** roll try to avoid the onrushing avalanche. Each player decides which skill to use.

A PC who fails is caught in the snow and suffers an attack with eight Base Dice and Weapon Damage 1 (blunt trauma). After this, the PC must make a **MIGHT** roll to break free.



Anyone who can't break free becomes **COLD** and must roll for **ENDURANCE** against the cold every hour, but also gets a chance to break free every hour.

TERRAIN TYPE: Ice Cap, Mountains

The PCs encounter an adventurer who might sell something from their pack. The PCs can buy any **COMMON** item from the list of trade goods (see page 182 in the *Gamemaster's Guide*).

TERRAIN TYPE: Tundra, Ice Cap, Ocean

22 COLD, COLD, COLD

Just when you thought it couldn't get any colder, the temperature suddenly drops and an even more frigid wind blows out of the wastes. You must seek shelter and warmth before the cold consumes you.

Extreme cold sweeps across the PCs and lasts for a Quarter Day. The effect is the same as a roll of 6 or more on the roll for temperature (see page 31).

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Mountains, Ocean, Sea Ice

24 TRACKS IN THE SNOW

The snow lies white and untouched before you. Hour after hour, you have wandered these cold wastes, with the freezing wind as your only companion. Then, you spot tracks in the snow, trailing off into the distance.

Roll a D6 on the table to the right to determine who has left the tracks. The PCs must make a **SURVIVAL** roll to follow the tracks. The tracks disappear after a Quarter Day and if the PCs haven't reached their goal by then, the trail is lost.

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Mountains

23 A GENEROUS OFFER

A simple song wafts across the wastes. It takes a while before you spot the singer, a person on skis pulling a heavily loaded sledge behind them. The sledge is almost overflowing with trinkets, you even think that you see an armchair... a rare sight in the Bitter Reach.

25 FALLEN ADVENTURER

You come to a large crack in the ice. From the depths, you hear a cry for help. As you peer into the abyss, you see a figure clinging to the wall of ice.

The figure is the adventurer Tovunn, whose party of treasure hunters was swallowed by



TRACKS IN THE SNOW

D6	TYPE OF TRACKS	WHERE DO THE TRACKS LEAD?
1	Adventurers	The adventurers come from a ruin that they have explored a Quarter Day ago. They are headed for Northfall and have a head start of a Quarter Day.
2	Orcs from the Bear-skull Clan	The orcs have fought an awakened monster of the winter elves a Quarter Day ago. They are now headed for their village and have a head start of a Quarter Day.
3	Nanuik	The Nanuik is on the hunt. The monster has a head start of a Quarter Day.
4	Misgrown	Soldiers of the Misgrown army fought a group of adventurers two Quarter Days ago. They slew the entire party and plundered the corpses. Now the Misgrown have a head start of a Quarter Day on their way to their military camp.
5	The Redrunners	The Redrunners have been watching the PCs, and if they follow the tracks, they find their own campsite. The Redrunners are now headed to the Field of Swords and have a head start of a Quarter Day.
6	Drakewyrm	A Drakewyrm has been released from its 3,000-year slumber. The monster has left its den in a temple of the winter elves a Quarter Day before. It now wanders across the frozen plains and is a Quarter Day ahead of the PCs. Read more about Drakewyrms on page 90 in the <i>Gamemaster's Guide</i> .

the ice several days ago. Her companions fell towards their deaths, but Tovunn managed to hack her axe in the wall of ice and was lucky enough to have her backpack entangle itself in the shaft of the. She has been hanging there until now, when she heard the PCs' steps and voices.

If the PCs save her, she will be eternally grateful. She is in a bad way after her hardships

and needs help to recover if she is to reach settled lands again.

If the PCs leave her, she will curse them and their descendants for seven generations. If the PCs choose not to help, the Redrunners who have been secretly observing them will save Tovunn, who immediately vows to exact gruesome revenge.

TERRAIN TYPE: Ice Cap, Mountains, Sea Ice



TOVUNN

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 3

SKILLS: Melee 3, Survival 3, Stealth 2, Scouting 3

GEAR: Leather armor, handaxe, broadsword, backpack, D6 silver coins.

26 SLAVERS

Lamentation and despair are what you see up ahead. A group of warriors clad in thick skins herds an equally large group of prisoners in front of them through the snow.

Scouts from the Misgrown army have caught hunters to use as slaves. Their destination is the military camp where prisoners are forced to work until they succumb. There are D6 Misgrown and an equal number of prisoners.

The slavers are consumed by their own sense of self-importance and by their dreams of the rewards they'll reap when they turn the slaves over to their superiors. This makes it relatively simple for the PCs to waylay them and with a proper plan they can make quick work of the Misgrown and free the slaves. See encounter 7 for the Misgrowns' attributes.

The hunters have nothing to offer the PCs other than their undying gratitude, but may appear later on in the campaign to save PCs stuck in a bind they can't get out of.

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Mountains

27 SINKSNOW

Something feels wrong, but you see nothing out of the ordinary as you look out across the ice. Then, the snow beneath your feet flows away and you begin to sink into the ground. You scramble and claw for purchase, seeking something to prevent the snow from devouring you!

The so-called sinksnow is snow gathered in deep holes. If someone treads on sinksnow, they risk disappearing into the depths. When the PCs come to an area with sinksnow, the PC **KEEPING WATCH** must make a **SCOUTING** roll. If the roll succeeds, they must then make a **SURVIVAL** roll to realize what the threat is.

Anyone who enters an area of sinksnow must make a **MOVE** roll. Failure means one point of damage to **AGILITY**, and another **MOVE** roll must be made to escape. Other adventurers can help, unless they are stuck too. The victim also becomes **COLD**.

TERRAIN TYPE: Ice Cap, Mountains, Sea Ice

28 SNOW BLINDNESS

The snow shines strong and merciless across the frozen landscape and the ice glistens like diamonds.

All PCs must make a **SURVIVAL** roll. Those who fail suffer snow blindness and act as if in total darkness the next Quarter Day.



TERRAIN TYPE: Ice Cap, Mountains, Ocean, Sea Ice

29 SHOOTING STAR

A trail of fire and smoke streaks across the clear sky. The vision lasts for a second before disappearing as quickly as it appeared.

A shooting star falls. If there is daylight, a trail of smoke stretches across the sky. At night, the falling star leaves a blazing trail that quickly fades.

If the PCs make a hard (–2) **SCOUTING** roll, they can chart a course to the location where the stone has landed, D6 Quarter Days from their current position. At the site, the PCs find a crater 2D6 meters wide. Roll on the table below to determine what they find there.

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Mountains, Sea Ice

SHOOTING STAR

D6 WHAT DO THE PCS FIND IN THE CRATER?

- 1 Precious metals worth D66 silver coins.
- 2 Glistening stardust. Can be gathered and then thrown at an opponent. With a successful **MARKSMANSHIP** roll, the opponent is blinded as if they were afflicted by the **BLIND** spell. D6 fistfuls of stardust can be gathered and used for as many attacks. Can be sold for D6 silver coins per fistful.
- 3 The smoldering core of a meteorite has melted all snow and ice around the point of impact. Mysterious plants have taken root in the meltwater and grown wild in just a few hours. The plants can be harvested and used to brew D6 doses of hallucinogenic poison (Potency D6+3).
- 4 A lump of ice-cold iron. There is enough to forge a light or normal edged weapon. Such a weapon receives a +1 Weapon Bonus and +1 Weapon Damage but weighs twice as much as normal.
- 5 The meteorite has split in two and among the shards the PCs find an elven ruby. This can give rise to many an adventure, as Redrunners, demons and greedy nobles will try to get their hands on this unique gemstone. If the PCs turn over the ruby to the elves, they'll be generously rewarded and gain loyal allies.
- 6 A Frost Dragon has been freed from its imprisonment deep beneath the ice. It attacks anyone who comes close. If the monster is defeated, the PCs can find the remains of a ruin in a hole under the ground where the meteor has landed. Roll three times on the table for **VALUABLE FINDS IN THE LAIR**.



30 NORTHERN LIGHTS

Fabulously beautiful northern lights spread across the sky. The colors are stupefying. Red, green, blue and purple blend in a hypnotic dance. You even think that you hear ethereal tones that shift with the movements of the lights.

Northern lights occur when enchantments are broken, and magical energies are released from the ruins of the winter elves. This means that northern lights in the Bitter Reach can lead to hidden treasures. If the PC **KEEPING WATCH** makes a **SCOUTING** roll, they can chart a course to the area above which the northern lights dance, 2D6 Quarter Days from the current

location of the PCs. There they discover a ruin or an entrance to the kingdom beneath the ice.

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Mountains, Ocean, Sea Ice

31 THE GRAVE

On a hill you see a snow-covered mound. The shape is oblong, somewhat longer than a full-grown human. A feeling of sorrow seeps into your thoughts. It is a grave that lies before you and someone has left their friend here.

The PCs have found a burial site for an unknown adventurer. Cold-hearted adventurers may

THE GRAVE

D6 IS THE GRAVE HAUNTED?

- 1-4 The PCs are in luck and the grave simply contains the remains of a treasure hunter. Roll twice on the table for **SIMPLE CARRIED FINDS**.
- 5 The grave is protected by a spell that casts a curse over anyone defiling it. If the grave is opened, everyone at the site must make an Empathy roll. Those who fail suffer nightmares and makes them **SLEEPLESS** until the curse is lifted. Only by returning any treasures stolen from the grave, restoring it and asking the deceased for forgiveness, can the curse be lifted. Roll twice on the table for **CARRIED VALUABLE FINDS** to see what they find in the grave.
- 6 The adventurer lying in the grave was murdered in a fight over a golden ring. He has now turned into a Ghost and attacks all who disturb his slumber. Only by killing his murderer and returning the golden ring may the Ghost be laid to rest. The murderer's name is Volmar and he can be found in the village Hope's Last Rest (see page 220) where he has joined up with Orilla the Outlaw and her merry men. Roll once on the table for **CARRIED PRECIOUS FINDS** to determine what the PCs find in the grave.



plunder the grave and then risk being afflicted by a curse. Roll a D6 on the table on the previous page. If this encounter occurs at sea, the grave is a kayak or boat set adrift.

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Mountains, Ocean, Sea Ice, Beneath the Ice

32 STONE CIRCLE

Stones tall as humans form a circle ahead of you. The stones are roughly hewn and lack inscriptions. The ground inside the circle is bare and you see the air within shimmer with heat that rises towards the sky.

The stone circle was set up by Blaudewedd's Redrunners. At such sites, the elves can create a zone of relative warmth, making the stone circle a camp site with adequate shelter against the cold (see page 31). The magic that creates the heat dissipates over time. Roll 2D6 to determine how many Quarter Days the magic remains active in this stone circle.

TERRAIN TYPE: Tundra, Ice Cap, Ice Forest, Mountains, Beneath the Ice

33 WENDIGO

An cold wind sweeps over you. It carries with it the stench of death and rotten corpses. In the distance you see a horned shape plod towards you through the snow.

The stench comes from a Wendigo who has caught their scent. The safest course of action is to flee. If the PCs linger, the monster attacks. You'll find the Wendigo's attributes on page 108.

If the PCs slay the Wendigo and search its body, they'll find a bronze necklace. If they show this to the right people in Northfall, for example Cuss and Dang or lawman Volle, they'll be told that the necklace belonged to the murderer Atle the Gulper, who slew and ate his victims but was banished to the Bitter Reach decades ago. As a reward for slaying the murderer in his Wendigo form, the PCs can collect D6 silver coins each from lawman Volle.

TERRAIN TYPE: Ice Cap, Ice Forest, Mountains

34 THE SOUL OF THE WINTER KING

A shimmering translucent shape strides towards you, a proud figure clad in white robes and wearing a crown of ice.

The PCs encounter a projection of the Winter King's soul. The figure approaches them until it stops at **NEAR** distance. Ferenblaud fixes his gaze on the PCs and delivers a short message, intended to steer them to break the Seals. The experience counts as a fear attack with four Base Dice.

TERRAIN TYPE: All



THE SOUL OF THE WINTER KING

BROKEN SEALS

THE WINTER KING'S MESSAGE

None

"You are strong in both mind and body and you bear the future with you. The shackles of ice have bound me and my kingdom for thousands of years. Only when the shackles are broken will all of us be freed from the unrelenting grasp of winter. The one who breaks the last link of the chain shall be generously rewarded."

1

"The first shackle has been broken. I feel the ice surrounding my body slowly beginning to shatter. My kingdom shall once again rise from the ruins that our siblings left behind. Handsome rewards await those who fight for what is right!"

2

"They thought they could hide the shackles' locks from me! But my power returns and soon my enemies will experience all the suffering I have endured for millennia!"

3

"Misgrown from the south seek the Seals. If their demonic masters take control of them our land is doomed to suffer forever under the effect of the curse."

4

"There are now only a few steps left to take. The palace of ice shall fall and turn to water and from the fallen kingdom a new age will rise!"

5

"When the last seal was broken the fate of this land was sealed. Nothing and no one can stop me from recreating the glory of days past."



35 MIRAGE

The sunlight dances across the glistening snow. Suddenly, something moves further ahead. You see a shape in the distance... someone watching you, or just some ruins? It is difficult to make out at this distance.

The sun and the snow create a mirage that confuses the PCs. Maybe it is a place they can't quite reach, a person who beckons them to come closer, or an attacking monster. If the PCs investigate the mirage, they must make a

SURVIVAL roll or suffer a mishap (roll on the **LEAD THE WAY** mishap table).

TERRAIN TYPE: Ice Cap, Mountains, Ocean, Sea Ice



36 BATTLEFIELD

A trail of blood leads you to a gruesome scene. You discover a site where several warriors have fought their last battle. Bodies lie strewn across the ground, all bearing mortal wounds.



BATTLEFIELD

BROKEN SEALS	THE FALLEN WARRIORS
None	D6 wolfin and D3 adventurers
1	D3 orcs and D3 adventurers
2	D6 orcs and D3 Misgrown
3	D6 Misgrown and 2D6 Alderlanders
4	D6 winter elves, an Ice Giant and D3 orcs
5	D3 orcs, D6 wolfin, D3 winter elves and a Frost Dragon

Roll on the table above to determine who the fallen are. There are no survivors.

TERRAIN TYPE: Tundra, Ice Cap, Mountains

The monster is drawn to the PCs' ship or boats and will attempt to sink them and devour all on board. Roll on the table below to see what it is.

TERRAIN TYPE: Ocean

37 SEA MONSTER

The waves part and an enormous shape rises from the depths. Freezing water rains down and your ship rocks violently.

38 DERELICT

Across the still waters you hear creaking and groaning. Then, you behold a dark shadow

SEA MONSTER

D6	WHAT APPEARS?
1-2	Nanuik. See page 100.
3-4	Pikebeast. See page 102.
5	Giant Squid. See page 98 in the <i>Gamemaster's Guide</i> .
6	Drakewyrm. See page 90 in the <i>Gamemaster's Guide</i> .
6	Drakewyrm. See page 90 in the <i>Gamemaster's Guide</i> .
5	D3 orcs, D6 wolfin, D3 winter elves and a Frost Dragon



DERELICT

D6	TYPE OF BOAT	WHAT HAS HAPPENED?	TREASURES
1-2	Kayak	A sea monster has devoured the owner of the boat.	Roll once on the table for SIMPLE CARRIED FINDS .
3	Rowboat	The owner has drifted too far out, gotten lost and frozen to death at the oars.	Roll twice on the table for SIMPLE CARRIED FINDS .
4	Fishing Boat	A Nanuik has climbed onboard and slain the fishermen. The Nanuik might return to see if there is any new food to find on the boat.	Roll once on the table for CARRIED VALUABLE FINDS .
5	Merchant Ship	The ship has struck an ice floe and gotten stuck. The crew has abandoned ship in the lifeboats. A Ghost or a Wendigo might now have made the ship its home.	Roll three times on the table for SIMPLE FINDS IN THE LAIR and twice on the table for VALUABLE FINDS IN THE LAIR .
6	Warship	Something has boarded the ship and killed the crew. A sole survivor hides in the bowels of the ship, but she has been driven mad by the things she has seen.	Roll five times on the table for SIMPLE FINDS IN THE LAIR and once on the table for VALUABLE FINDS IN THE LAIR . The PCs can also find three light or normal weapons.

further ahead. A vessel glides across the icy sea. There is no crew to be seen.

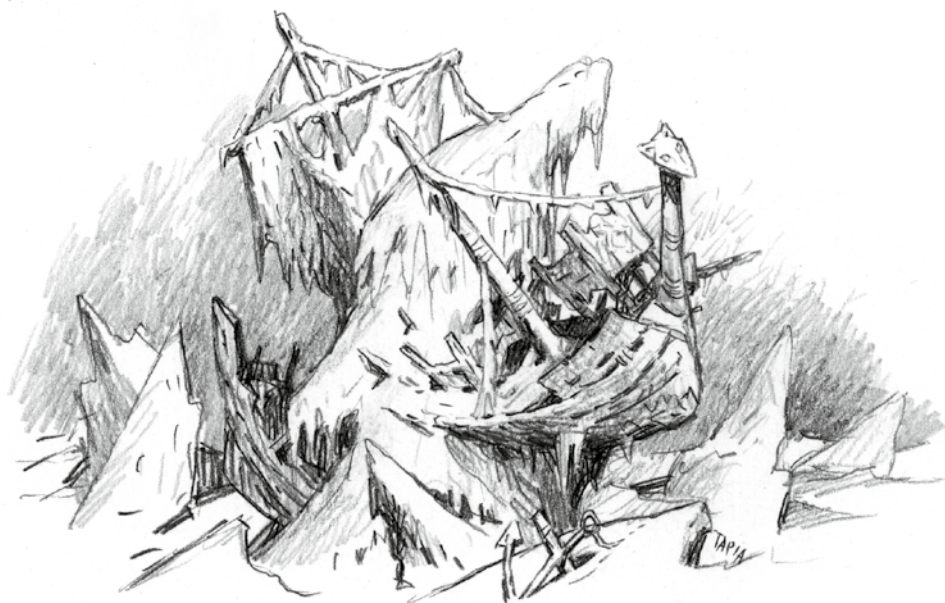


THE ICE STATUES

It is not uncommon for ships to founder in these perilous waters. The sound comes from such an abandoned derelict. Roll on the table above to see what type of boat it is, and what has happened to it.

TERRAIN TYPE: Ocean, Sea Ice

Ahead of you towers an enormous dragon of ice. It's fighting three treasure hunters, also made from clear ice. None are moving. More bodies lie strewn across the site, evidently slain by the dragon... the dead are also sculptures of ice.



The PCs have encountered one of the most mysterious phenomena of the Bitter Reach: the sculptures of the Ice Giants. The giants create them as an outlet for their creativity but also as a chronicle of events in the Bitter Reach.

You can change the description of the sculptures the PCs find each time this encounter occurs. Since the Ice Giants like to portray events which have occurred recently, the PCs may very well find sculptures depicting their own feats or failures. The sculptures are a fun way to provide clues about what is going on in the campaign.

TERRAIN TYPE: Tundra, Ice Cap, Mountains

40 HOUR OF THE WORM

The walls collapse and an enormous mouth filled with tiny teeth pushes through the opening.

An immense creature follows, and you realize that you have happened upon one of the terrible Abyss Worms!

The cave houses an Abyss Worm that uses cracks in the wall to get out of its lair. The worm has discovered the PCs long before they reached its territory, so it is prepared for their arrival. If the adventurers defeat the worm and follow its trail back to its lair, roll twice on the table for **PRECIOUS FINDS IN THE LAIR**. In the lair they also find inscriptions on the walls that show how the winter elves summoned wormlike creatures living among the stars and that the worms live beneath the kingdom of the winter elves. You can read more about Abyss Worms on page 76 in the *Gamemaster's Guide*.

TERRAIN TYPE: Beneath the Ice



ADVENTURE SITES

Moony and Rumpus peered into the darkness of the cave. The two goblins had, through great hardship, finally made it to the Barren Hills, following the path on a worn map they found on a dead adventurer while hunting waddlerbirds.

On the map, the two brothers had seen fanciful symbols that showed the landmarks of the Bitter Reach. The Barren Hills, the Morma Glacier, Grimmerpass and the Deadwoods. They were all there!

But best of all were the marked entrances to caves hidden beneath the ice cap. That's where the treasures were hidden, the ruins and the gold left by the winter elves, which would make Mooney and Rumpus richer than trolls! Or kings. How rich were trolls even? Neither of the brothers knew.

A gust of wind came from the opening of the cave, followed by a low growl and the sound of goblin feet putting distance between them and the cave as quickly as possible.

In *Forbidden Lands*, adventure sites a key part of the PCs' adventures, and it's no different in the Bitter Reach. Later this book you will find several complete adventure sites. This chapter gives you the tools to create your own.

ICE CAVES, ELVEN RUINS AND SETTLEMENTS

In the Bitter Reach, the three types of adventure sites in the core game are not used. Instead, there are three new types: **ICE CAVE**, **ELVEN RUIN** and **SETTLEMENT**.



The **ICE CAVES** are hidden beneath ice and rock, while **ELVEN RUINS** were left by the winter elves when Blaudewedd's curse fell over them. A **SETTLEMENT** can be anything from a simple camp to a large village. The symbols for the various categories are marked on the large map of the Bitter Reach.

Just like in the base game, it's up to you as GM to decide which adventure site corresponds to each separate symbol on the map. You can choose a complete adventure site or create one of your own with the help of the tables in this chapter.

Use the tables to create a framework for you to then expand upon. If something feels

completely off, roll again or pick another outcome that fits better. All references to treasures and finds in this chapter refer to the tables in Chapter 8 of the *Gamemaster's Guide*.

ICE CAVE

Just like in Ravenland, there are many subterranean lairs and passages in the Bitter Reach. Here, they are called **ICE CAVES**, but that doesn't mean that they are all simple caves in the ice. They can be mountainous caves or ravines, naturally created or hacked out by living creatures.

AGE OF THE ICE CAVE

D6	PERIOD	AGE IN YEARS
1-2	Before the curse fell	3,000+
3-4	Shortly after the curse fell	2,500 to 3,000
5	After the curse had held the land in its grip for many a hundred years	500 to 2,500
6	When the settlers began to populate the coast	200 to 500

SIZE OF THE ICE CAVE

D6	SIZE	NUMBER OF ROOMS
1-2	Small	D6
3	Medium	3D6
4	Large	4D6+10
5	Enormous	6D6+50
6	Gigantic	D3 (these caves often consist of one gigantic chamber with a few smaller antechambers)



ORIGINAL PURPOSE

D66 PURPOSE

11-16 Settlement

21-26 Hideout

31-36 Marketplace

41-46 Mine

D66 PURPOSE

51-53 Prison

54-56 Stronghold

61-63 Temple

64-66 Grave

CREATOR OF THE ICE CAVE

Roll once and read the entire row or roll twice and combine the results.

D66 CREATOR MOTIVATION

11-13 Natural Cave –

14-16 Orcs Dwelling

21-23 Redrunners Base of Operations

24-26 Wolfkin Fear

31-33 Outlaws Survival

D66 CREATOR MOTIVATION

34-36 Merchant Power

41-43 Adventurers Cache

44-46 Hunters Storage

51-53 Sorcerer Solitude

54-56 Cult Worship

61-63 Demon Curiosity

64-66 Dragon Greed

INHABITANTS OF THE ICE CAVE

D66 INHABITANTS

11-12 Adventurers

13-14 Hunters

15-16 Sorcerer

21-22 Outlaws

23-24 Wolfkin

25-26 Orcs

31-32 Dire Wolves

33-34 Dwarves from the clan of the Forgethralls

35-36 Ice Giant

41-42 Abyss Worm

D66 INHABITANTS

43-44 Ghouls (former adventurers)

45-46 Nanuik

51-52 Misgrown

53-54 Awakened winter elf

55-56 Stone Ravens

61 Demon

62 Drakewyrm

63 Frost Dragon

64 Wendigo

65 Roll twice

66 Roll thrice



HOW TO ENTER THE ICE CAVE

D66 ENTRANCE

11-13	Through a snow-covered gate, partially collapsed
14-16	A stone hatch in the ground by an old campsite
21-23	Under a barrow
24-26	On a mountain slope, where a landslide has revealed the entrance
31-33	By a copse of petrified trees
34-36	Through the maw of a monster that has died and been buried in the ice
41-43	A mysterious stone stairwell that leads down into darkness
44-46	A cavern opening at the bottom of a ravine
51-53	A cavern opening on a mountain top
54-56	The outlet of a river
61-63	Beneath the waters of the glacial sea, maybe in a hole in the ice or by the sheer cliffs of the coast
64-66	Fissure in the ice

ROOMS OF THE ICE CAVE

D6	TYPE OF ROOM	COMMENT
1-2	Corridor	—
3-4	Room	Roll once on the table for "Contents of the room."
5	Chamber	Roll twice on the table for "Contents of the room."
6	Stairs or descent	—

ENTRANCES TO THE ROOM

D6 OPENING OR DOOR

1-2	One
3	Two
4	Three
5	Four
6	None

THE LOCK OF THE DOOR

D6 TYPE

1-2	There is no door
3-4	The door is unlocked
5	The door is locked or blocked
6	The door or opening holds a trap



CONTENTS OF THE ROOM

D6	THREAT	CHANCE OF FIND (D6)	COMMENT
1-2	Nothing of apparent value	5+	–
3-4	Creature	4+	See "Inhabitants of the ice cave."
5-6	Trap	3+	See "Trap in the room."

FINDS IN THE ROOM

D6	FIND
1-2	Fallen adventurer. Roll twice on the table for SIMPLE FINDS IN THE LAIR .
3	Stone chest. Roll a D6. 1-3: Roll for trap, 4-6: No threat. When the chest is opened, roll once on the table for SIMPLE FINDS IN THE LAIR and once on the table for VALUABLE FINDS IN THE LAIR .
4-5	Roll twice on the table for SIMPLE FINDS IN THE LAIR .
6	Roll once on the table for VALUABLE FINDS IN THE LAIR and once on the table for SIMPLE FINDS IN THE LAIR .

TRAP IN THE ROOM

Let the adventurers roll for **SCOUTING** to discover a trap if they are actively searching for traps.

D66	TRAP	EFFECT	VICTIM
11-16	Strangling Vines	Random monster attack, see page 118 in the Gamemaster's Guide.	First PC
21-23	Ice Projectiles	Attack with six Base Dice and Weapon Damage 2 (stab wound)	Last PC
24-26	Snowslide	Attack with five Base Dice and Weapon Damage 1 (blunt force). Anyone hit gets stuck in the snow until they make a MIGHT or MOVE roll. One attempt is allowed per turn.	Everyone
31-33	Supernatural Shriek	Fear attack with six Base Dice. Monsters nearby are drawn to the location.	Everyone



TRAP IN THE ROOM (CONT.)

D66	TRAP	EFFECT	VICTIM
34–36	Crushing Walls	Roll for MOVE with a –1 modifier to avoid, otherwise suffer an attack with ten Base Dice and Weapon Damage 1 (blunt force). This continues each round until the MOVE roll succeeds or when the walls stop moving after D6 rounds.	Everyone
41–43	Blinding Flash	All PCs must roll for SURVIVAL . Those who fail must act as if in total darkness for D6 hours.	Everyone
44–46	Magical Cold	Attack with eight Base Dice and Weapon Damage 2. The victim also becomes COLD .	Random PC
51–53	Geyser	Attack with five Base Dice and Weapon Damage 1 (non-typical damage).	Random PC
54–56	Inner Voices	Fear attack with five Base Dice. Voices from the past jabber forbidden knowledge. Anyone who suffers damage receives a legend.	Everyone
61–65	Ice Patch	Roll for MOVE . If the PC fails, they suffer critical damage 25–26 on the table for blunt force.	First PC
66	Roll Twice	–	–

PECULIARITIES OF THE ICE CAVE

D66	PECULIARITY
11	The air is warm and humid. Somewhere nearby is a warm spring.
12	It is colder inside the ice cave than outside.
13	Wolfkin who have fallen in battle against a Drakewyrm.
14	The ice cave stinks of death and decay. It has previously been the home of a wendigo that was long ago killed by sellswords... or did it get away?



PECULIARITIES OF THE ICE CAVE (CONT.)

D66 PECULIARITY

- 15 The floor is littered with skeleton parts that some enormous creature has gnawed clean. There are bones from both humans, orcs, wolfkin and common animals.
- 16 Chasms that must be bridged.
- 21 A soft wind blows through the ice cave. If the PCs follow it, they can find another entrance, or a crack in the ice above the ice cave.
- 22 Haunted by a Ghost.
- 23 The walls glitter with gold, but it is only fool's gold.
- 24 Lots of statues fill the rooms of the ice cave.
- 25 Wurda has assumed the shape of a wise woman who calls herself Hilda and follows the PCs, providing them with cryptic clues about what the ice cave holds. She mysteriously disappears after D6 rooms have been explored.
- 26 Scrolls from the age of the winter elves contain fragments about the Winter King and recount that he was a cruel ruler who wanted to enslave all other kin. But Blaudewedd stood against the king and went to war to overthrow him.
- 31 Mosaic that shows a legend from the Bitter Reach.
- 32 A migration of lemmings marches through the cave.
- 33 Dead orcs.
- 34 Empty barrels and chests. At one time this was a storehouse, but what was stored here is shrouded in mystery.
- 35 Bloodstained floors and walls.
- 36 Magical northern lights dance across the walls. If the PCs look at the shadows cast on the floor, they see figures waging a bloody battle.
- 41 Ponds of still water. Shadows dance across the surface and if a PC peers into the water and makes a **PERFORMANCE** roll, they see images of the five Seals.
- 42 Lost adventurers. They ask for help to find their way out of the cave.
- 43 Strange sounds are heard from further ahead. If the PCs investigate, they find no trace of what caused the sounds.
- 44 The ice cave is lit by soft starlight from tiny stars in the ceiling.



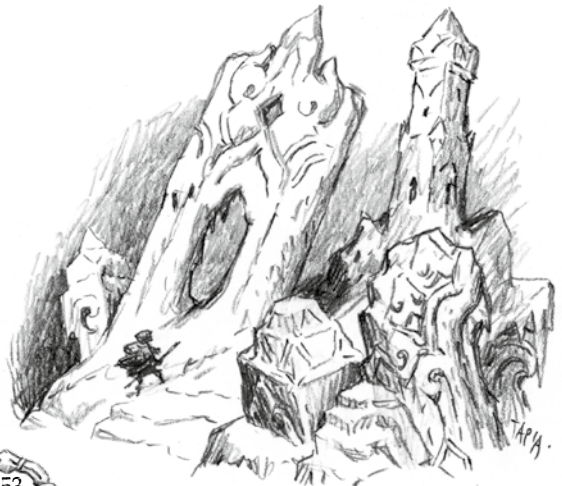
PECULIARITIES OF THE ICE CAVE (CONT.)

D66 PECUNIARITY

- 45 Paintings on the walls and carved wooden details on doors and pillars show that elves from Ravenland have been here, probably within the last hundred years.
- 46 Complete silence rules. All sounds that the PCs make are muted and almost inaudible.
- 51 Enormous chains that once held an enormous creature imprisoned. The chains have been torn apart.
- 52 Empty graves that have been opened from the inside.
- 53 Abyss Worms have burrowed holes that stretch far into the ground or the mountain.
- 54 The body of a monster frozen solid in the ice.
- 55 An enormous circle of ash. If the PCs sift through the ashes, they find the claws of a demon who was slain here long ago.
- 56 Lava that bubbles up through cracks in the floor.
- 61 Droppings from an enormous animal.
- 62 Large rats sneak after the PCs, awaiting the right moment to steal their food. If they are ravenous enough, they may even attack.
- 63 Fallen adventurers.
- 64 Luminescent algae on the walls.
- 65 Roll twice.
- 66 Roll thrice.

ELVEN RUIN

In the Bitter Reach, there are ancient ruins from the age of the winter elves. These are filled with treasures and artifacts that adventurers seek to free from the ice. Most of these ancient ruins are lost beneath a burden of snow built up over the ages, but some have been revealed by shifting ice or strong winds that scoured the surface clean.





HOW HAS THE RUIN BEEN UNCOVERED?

D66 CAUSE

11-26	Snow covering the ruins has been blown away.
31-46	The ice has shifted.
51-53	Treasure hunters have excavated the ruin.
54-56	Hot steam has risen from underground and opened a fissure.
61-65	A monster has awakened in the ruin and broken out.
66	A falling star has created a crater where the ruin lies.

HOW LONG HAS THE RUIN BEEN UNCOVERED?

D6 TIME PERIOD

1	Since the curse fell
2	A couple of thousand years
3	A couple of hundred years
4-5	A few years
6	Just a couple of weeks

SIZE OF THE RUIN

Using this table, you determine how many buildings have survived. Most ruins have at one time been larger, but there are only a few buildings that have survived the millennia since the curse fell.

D6	SIZE	NUMBER OF BUILDINGS
1-2	Small	D6
3-5	Medium	2D6
6	Large	4D6

ORIGINAL PURPOSE

Roll on the table below to determine the primary purpose of the ruin.

D66 PURPOSE

11-16	Settlement
21-26	Trade
31-36	Outpost
41-46	Stronghold
51-53	Education
54-56	Temple
61-63	Lair of a Monster
64-66	Grave



BUILDINGS OF THE RUIN

A ruin consists of a number of buildings, just like an **ICE CAVE** consists of several chambers. Most buildings are made of stone, but some of bones from ancient

monsters. Feel free to customize the items that are be found so that they fit with buildings in question.

D66	BUILDING	COMMENT
11–13	Dwelling	Roll a D6 to determine who lived here. 1: slaves, 2–3: commoners, 4: priests, 5: nobility, 6: warriors. Chance of a find: 6+. Roll once on the table for SIMPLE FINDS IN THE LAIR .
14–16	Prison	The winter elves were a cruel people who enslaved and oppressed others. Their prisons were often filled to the brim. Chance of a find: 6+. Roll once on the table for SIMPLE FINDS IN THE LAIR .
21–23	Forge	The winter elves forged exquisite weapons and armor. In the forges, their master blacksmiths used slaves to perform the toughest jobs. Chance of a find: 5+. Roll 1D3 times on the table for SIMPLE FINDS IN THE LAIR .
24–26	Store	The winter elves' stores sold wares from all around the kingdom and elsewhere. The stalls that the winter elves themselves frequented only held luxury goods. They left the purchasing of trade goods to their slaves. Roll a D6. 1–4: trade goods, 5–6: luxury goods. Chance of a find: 3+. For trade goods, roll D3 times on the table for SIMPLE FINDS IN THE LAIR . For luxury goods, roll D3 times on the table for VALUABLE FINDS IN THE LAIR .
31–33	Artisans	The artisans among the winter elves created only beautiful and valuable items. In this building the artisan may have been a tailor, a silversmith, a mason or a painter. Chance of a find: 3+. Roll once on the table for VALUABLE FINDS IN THE LAIR .
34–36	Scholars	The pursuit of knowledge was central to the society of the winter elves. Superior knowledge created superior soldiers. Roll a D6. 1–2: library, 3–4: observatory, 5–6: alchemist's laboratory. Chance of a find: 4+. Roll once on the table for SIMPLE FINDS IN THE LAIR and once on the table for VALUABLE FINDS IN THE LAIR .
41–43	Tavern	Taverns were either simple mess halls for the slaves, or luxurious feast halls for the winter elves, where fine wines and exquisite food were served. Chance of a find: 5+. Roll twice on the table for SIMPLE FINDS IN THE LAIR .



BUILDINGS OF THE RUIN (CONT.)

D66	BUILDING	COMMENT
44-46	Barracks	The soldiers of the winter elves were stationed across the kingdom. It was common to see patrolling warriors both in the cities and in the wilds outside. Chance of a find: 5+. Roll twice on the table for SIMPLE FINDS IN THE LAIR .
51-53	Watch-tower	Placed in the outskirts of the cities and villages of the winter elves. They were often ten stories tall or more. Chance of a find: 6+. Roll once on the table for SIMPLE FINDS IN THE LAIR .
54-56	Arena	The winter elves derived great pleasure from visiting the arenas and watching slaves, captured enemies and great monsters fight to the death. Chance of a find: 6+. Roll once on the table for SIMPLE FINDS IN THE LAIR .
61-62	Stable or Boathouse	If the ruin is situated inland, it was a stable where the winter elves bred their warhorses. If the ruin is by the coast or a river, it was a port where the warships of the winter elves were stationed. Chance of a find: 5+. Roll twice on the table for SIMPLE FINDS IN THE LAIR .
63-64	Sorcerer's Tower	These were the most mystical buildings of the winter elves. The walls were decorated with magical symbols to bind the powerful energy that was used for experiments and for mystical rituals. When the curse fell much of this magical energy was dispersed and only the ruined tower remains. Chance of a find: 3+. Roll once on the table for SIMPLE FINDS IN THE LAIR and once on the table for VALUABLE FINDS IN THE LAIR .
65	Temple	The temples of the winter elves are adorned with stone statues, reliefs and images of their gods in many forms: immense worm creatures, humanoid creatures made up of worms, humanoids with worm heads or hands. They trample the infidels of various kin beneath their feet and spread death and destruction. Chance of a find: 5+. Roll twice on the table for VALUABLE FINDS IN THE LAIR .
66	Treasury	All the taxes in the kingdom were gathered and stored in treasuries under heavy guard. The treasuries were emptied when they were full, and the riches were transported to the Palace of the Winter King. Many of these were empty when the curse fell, but not all... Chance of a find: 3+. Roll D3 times on the table for VALUABLE FINDS IN THE LAIR .



ENTRANCES TO THE BUILDING

D6 NUMBER

1-2 One

3 Two

4 Three

5 Four

6 None

THREATS IN THE BUILDING

D6 THREAT CHANCE OF FIND (D6) COMMENT

1-2 None 5+ -

3-4 Creature 4+ See Inhabitants of the Ruin

5-6 Trap 3+ See Traps in the Ruin

INHABITANTS OF THE RUIN

D66 INHABITANTS

11-24 Uninhabited

25-26 Hunter

31-32 Hermit

33-34 Outlaws

35-36 Wolfkin

41-42 Peddler

43-44 Dwarves

45-46 Treasure Hunters

51 Ghouls

52 Abyss Worm

D66 INHABITANTS

53 Nanuik

54 Misgrown

55 Awakened Winter Elf

56 Stone Ravens

61 Drakewyrm

62 Demon

63 Wendigo

64 Frost Dragon

65 Roll Twice

66 Roll Thrice

TRAP IN THE BUILDING

Let the adventurers roll for **SCOUTING** to discover a trap if they are actively searching for traps.

T66 TRAP EFFECT VICTIM

11-16 Falling door Attack with five Base Dice, Weapon Damage 1 (blunt force). First PC

21-23 Swinging hammer Attack with six Base Dice, Weapon Damage 2 (blunt force). First two PCs



TRAP IN THE BUILDING (CONT.)

T66	TRAP	EFFECT	VICTIM
24–26	Fungal spores	Hallucinogenic poison with Potency 6.	All
31–33	Visions of the elven civil war	Fear attack with six Base Dice. Anyone who suffers damage sees a vision of the Winter King on his throne.	All
34–36	Rolling Boulder	Each PC must roll for Move to avoid, or suffer attack with eight Base Dice, Weapon Damage 1 (blunt force).	All
41–43	Poison arrows	Attack with seven Base Dice, Weapon Damage 1 (stab wound). Anyone hurt also suffers the effects of a lethal poison, Potency 6.	All
44–46	Spears from the walls	Attack with eight Base Dice, Weapon Damage 3 (stab wound).	All
51–53	Blades sweeping from the walls	Attack with seven Base Dice, Weapon Damage 2 (slash wound).	All
54–56	Skeletons attack	Undead from the elven civil war break free and attack. For attributes, see page 122 in the <i>Gamemaster's Guide</i> .	All
61–65	Floor collapse	Fall D6 meters. At the bottom, there are D3 skeletons. Roll D6. 1–3: the skeletons are dead, 4–6: they are undead.	All
66	Roll twice	–	–



PECULIARITIES IN THE RUIN

D66 PECULIARITY

- 11 The floor is covered by corpses of fallen treasure hunters. Roll a D6. 1–2: They have died fighting each other. 3: They have been slain by orcs. 4: Wolfkin have killed them. 5: Misgrown have ambushed them. 6: They have been slain by a monster.
- 12 Several broken treasure chests are found in the ruin.
- 13 The walls of the ruin are intact. In some places even parts of the roof remain.
- 14 A thick layer of black ash covers the floor or the ground in the ruin.
- 15 The floor is made from stone polished to be as reflective as a mirror.
- 16 The building stinks of decay.
- 21 A beautiful stone basin contains ice-cold water that through lingering magic remains unfrozen.
- 22 All buildings in the ruin are draped by a cold and damp mist.
- 23 A gate to a hidden **ICE CAVE** lacking other entrances.
- 24 The ruins are unstable and risk falling apart. The PCs must make a **STEALTH** roll to avoid triggering a collapse. A collapse inflicts an attack with six Base Dice and Weapon Damage 2 (blunt force) against all PCs.
- 25 The floor is a mosaic that shows an alien night sky filled with stars. A **LORE** roll reveals that this might be what the night sky looked like several thousand years ago.
- 26 The floor is covered in snow roses, unique to the Bitter Reach. The flower has sharp thorns and is very fragile. With a **SURVIVAL** roll, the PCs can gather D6 flowers that can be sold for 2D6 silver each.
- 31 The PCs feel observed. Redrunners watch the ruins from afar. A **SCOUTING** roll detects them. If approached, the Redrunners leave.
- 32 The walls are covered by a mosaic that shows the winter elves kneeling in front of immense, transparent worm creatures who live among the stars.
- 33 An ice sculpture that depicts the PCs' latest feats. The effigy has been created by an Ice Giant who then wandered off.
- 34 A crack in the floor leads down to an **ICE CAVE**.
- 35 Skulls of various kin are stacked outside the ruin as a warning.
- 36 An abandoned campfire still burns. There is no trace of the one who built it.



PECULIARITIES IN THE RUIN (CONT.)

D66 PECULIARITY

- 41 The ruins have served as a camp for treasure hunters who have plundered as much as they can. They have left heaps of trash and broken vessels and tools.
- 42 Each night the building and its former inhabitants reappear in ghostly form, acting out a completely normal day from before the curse.
- 43 A pack of wolves have their den close to the ruins. The PCs can see their tracks and hear them howl. The wolves avoid the buildings but if the PCs are careless, they may attract their attention as they leave the ruins.
- 44 Mystical symbols on the walls and the floor create a magical aura. All magic costs one less Willpower Point than normal (at least one).
- 45 A terrible ritual involving human sacrifice has been performed in the ruins. Roll a D6. 1–4: Hundreds of years ago. 5–6: Very recently.
- 46 Lava bubbles up through fissures in the ground.
- 51 A blizzard blows in over the ruins. The PCs must all roll against **COLD** (page 111 in the *Player's Handbook*). They must seek shelter until the storm has passed.
- 52 Sometimes sounds from life before the curse are heard as whispers on the wind.
- 53 At night, a single star lights the ruins. This mystical star can only be seen from this very spot. It is said that this was the star the winter elves came from thousands of years ago. All who rest here for a night receive a Willpower Point. If the PCs rest here a second night, they are haunted by visions of slithering worms and falling stars. Anyone who rests here a third night hears voices from the past that jabber forbidden knowledge. The victim suffers a fear attack with five Base Dice and receives a legend. Anyone who dares rest a fourth night or more in the ruins only receive a good night's sleep. This sequence of events resets each full moon.
- 54 The walls are covered with symbols painted in animal blood. Who has painted them? Roll a D6. 1–2: orcs, 3–4: wolfkin, 5–6: Misgrown.
- 55 D6 mummified winter elves lie where they fell as the curse razed their kingdom.
- 56 Poisonous gas seeps through cracks in the floor from the underground. Anyone who remains in the building for longer than D6 turns suffers the effects of lethal poison, Potency 6.
- 61 The walls are covered with black soot.



PECULIARITIES IN THE RUIN (CONT.)

D66 PECULIARITY

- 62 A well containing pitch black water. These wells acted as the Winter King's way of communicating with his subjects and still some of this magical energy. If a PC peers into the water and makes an **INSIGHT** roll, they can sense the Winter King in his throne room. If the water is removed from the well, it loses its magical power.
- 63 An injured monster has sought shelter and then died in the ruins. Roll a D6. 1–5: Only the skeleton remains. 6: The body is intact, it happened not long ago.
- 64 Treasure hunters rummage through the ruins. Roll a D6. 1–4: Hostile, will attack as soon as they get the chance. 5–6: Cautious but friendly.
- 65 Roll twice on the table.
- 66 Roll thrice on the table.

SETTLEMENT

The human settlements of the Bitter Reach mainly lie along the Silver Coast. They are fishing villages or permanent camps where hunters gather to trade pelts, meats and equipment. Further inland on the tundra, the settlements are smaller and fewer in number. Further inland, in the Barren Hills, orc outpost can be found.



SIZE OF THE SETTLEMENT

D6	SIZE	POPULATION
1–2	Temporary Camp	5–10
3–5	Small Outpost	11–50
6	Large Village	51–150

AGE OF THE SETTLEMENT

D6	AGE
1–2	D6 years ago
3–4	Some twenty years ago
5	Fifty years ago
6	More than a hundred years ago, no one remembers when



LEADER OF THE SETTLEMENT

Roll once and read from the same row in both columns or roll once for each column and combine the results.

D66	CHARACTERISTIC	WHO LEADS THE VILLAGE?
11-13	Weak	Roll twice in this column. The two are locked in a power struggle.
14-16	Cruel	Spy
21-23	Cowardly	Deserter
24-26	Suspicious	Artisan
31-33	Secretive	Storyteller
34-36	Greedy	Treasure hunter
41-43	Wise	Sorcerer
44-46	Aggressive	Fighter
51-53	Generous	Peddler
54-56	Cunning	Outlaw leader
61-63	Corrupt	Forester
64-66	Strong	Village elder

PROBLEM OF THE SETTLEMENT

D66	PROBLEM
11-13	All young leave the settlement because life is so miserable there.
14-16	Dire Wolves live in a cave in the area.
21-23	The inhabitants of the settlement hide a terrible secret: they only survive by killing and eating the people that visit them.
24-26	Rumors of a treasure buried in the settlement attract ruthless treasure hunters.
31-33	The settlement's inhabitants are addicted to alcohol.
34-36	A mysterious disease afflicts the inhabitants.
41-43	A power struggle rages between two leaders in the settlement.
44-46	The settlement is starving. There are no more fish and all game has fled the area.



PROBLEM OF THE SETTLEMENT (CONT.)

51-53 SEVERAL INHABITANTS ARE SPIES FOR THE ALDERLANDERS.

54-56 Treasure hunters take what they want from the settlement without paying.

61-63 A Nanuik terrorizes the village.

64-65 Built on top of a burial site and is therefore haunted by Ghosts.

66 A Wendigo roams the wastes around the settlement.

DISTINGUISHING FEATURE OF THE SETTLEMENT

D66 KNOWN FOR

11-13 Breeds very capable and obedient sled dogs.

14-16 Friendly towards newcomers.

21-23 Legendary storyteller or minstrel.

24-26 Skilled healer.

31-33 Strange disappearances.

34-36 Hostile towards newcomers.

41-43 Conflict with orcs or wolfkin.

44-46 Heroic deed.

51-53 Ice and sauna baths.

54-56 Beautiful and warm furs.

61-63 Produces the best harpoons, hakapiks, sleds, skies or snowshoes in all of the Bitter Reach, at least according to themselves.

64-66 Mysterious knowledge of the ruins in the area.

PECULIARITY OF THE SETTLEMENT

D66 PECULIARITY

11-13 All inhabitants are very tall or very short.

14-16 Orcs, wolfkin and humans live together.

21-23 Colorful clothes and furs.

24-26 Festivities are being prepared.



PECULIARITY OF THE SETTLEMENT (CONT.)

D66 PECULIARITY

31-33	There are only men or only women living in the village.
34-36	Inbreeding and completely impossible dialect.
41-43	The inhabitants are only active at night.
44-46	Intense cold.
51-53	Monster cemetery.
54-56	Situated in caves below ground.
61-63	Built on ruins from the age of the winter elves.
64-66	Pays tribute to a Frost Dragon.

ESTABLISHMENTS IN THE SETTLEMENT

Roll once for a temporary camp, twice for a small settlement and thrice for a large settlement.

D66 ESTABLISHMENT

11-13	None
14-16	Inn
21-23	Forester
24-26	Fishing hut or store
31-33	Blacksmith
34-36	Tanner
41-43	Lawman

D66 ESTABLISHMENT

44-46	Butcher
51-53	Weathercaster
54-56	Kennel that breeds sled dogs
61-63	Pathfinder
64-66	One of Ingmarg's agents who buys finds from treasure hunters

THE INN OF THE SETTLEMENT

Roll once and read the same row for all columns or roll once for each column and combine the results.

D66	PECULIARITY	SPECIALTY	SPECIAL GUEST
11-13	Aggressive atmosphere	Grilled waddlerbird	Retired treasure hunter
14-16	Terrified visitors	Boiled codfish	Ill-fated lovers



THE INN OF THE SETTLEMENT (CONT.)

D66	PECULIARITY	SPECIALTY	SPECIAL GUEST
21-23	Beautiful furs from dire wolves and nanuiks	Smoked krill	Simple thief
24-26	Meeting point for outlaws	Marinated whale meat	Orc shaman from the Ice clan
31-33	Is run as a collective	Stew of turnips and onions	Redrunner
34-36	Suspicious visitors	Salted reindeer meat	Dwarf from the Canide clan
41-43	Grieving party	Vintage wine	Bawling minstrel
44-46	Greedy landlord	Boiled or fried silver eggs	Outlaw on the run from justice or from his comrades
51-53	Run by orphans	Candied roots	Suspicious treasure hunter
54-56	Monster trapped in a pit	Roasted almonds	Wurda in disguise
61-63	Gambling den	Nanuik steak	Spy
64-66	Festivities in progress	Dwarven ale	Merchant prince

THE NAME OF THE INN

Roll once for each column and combine the results, like "The Sixth Knight," or roll twice for column two and combine the results, like "The Whale & Seal."

D66	FIRST WORD	SECOND WORD	D66	FIRST WORD	SECOND WORD
11-24	Sixth	Wolf	53	Crazy	Barrel
25-26	Dead	Gold	54	New	Seal
31-32	White	Orc	55	Beautiful	Pathfinder
33-34	Cold	Knight	56	Mucky	Harpoon
35-36	Fat	Outlaw	61	Greedy	Whale
41-42	Happy	Waddlerbird	62	Dear	Shield
43-44	Old	Dwarf	63	Ugly	Alderlander
45-46	Free	King/Queen	64	Last	Avalanche
51	Honest	Dog	65	Warm	Beggar
52	Evil	Sword	66	Brilliant	Treasure



TYPE OF ADVENTURE SITE: Settlement

You step through the gates in the tall bulwark of packed snow and ice that protects Northfall. Ahead of you is a mishmash of dwellings made from skins, snow, ice and stone. The main exception is the stronghold occupied by Ingmar, the merchant prince. The legendary peddler has built his home out of stone and timber to house his treasures, his henchmen and the trade barons that currently have his trust. Compared to the desolate plains that you've left behind, Northfall teems with life. The scent of smoked fish and meat leads you further into the city.

BACKGROUND

The largest settlement in the Bitter Reach is called Northfall. For decades, the town

has been the main trading post in the Bitter Reach. It is there that the ships from Alderland berth, making it the first stop for most people who travel to the cold north.

Northfall is split into two parts. One part lies on the black beach by the water's edge. The rest of the city lies on a cliff above the beach. A staircase hewn into the mountain connects the two parts.

The lower town consists mainly of densely packed fishing huts and simple boat-houses. Pulled up here and there along the water's edge are fishing skiffs or whaler boats and temporary visitors often set up small camps around them. A couple of larger ships lie anchored further off the coast.

The upper part is the actual center of the town. The buildings there are sturdier, with



more elements of permanent constructions. The most impressive building is of course the stronghold of Ingmarg Plump, which lies on the edge of a cliff overlooking the lower part of Northfall.

Trade is the lifeblood of the community, but the town also attracts many adventurers and lawless elements. Most who have something in need of protection employ sellswords as guards. Justice, if applied, is swift and harsh.

The main commodities of Northfall are skins and furs from Nanuik, seal and Pike-beast. They are all in high demand in Alderland, and it is through this trade that Ingmarg and other merchants have built their wealth. Later, they used their gold to buy and sell the treasures that adventurers pry from the elven ruins under the ice.

The treasures are then loaded onto the Iron Ship, a heavily armed and armored vessel that sails to Alderland once a year.

THE COUNCIL AND THE LAW

Northfall is ruled by the Council of Elders, consisting of ten old and esteemed inhabitants elected for life by the Council itself. The Council gathers monthly to discuss the affairs of the town. They interpret the law, make sure that taxes are collected and decide what to use them for. Today, the Council is led by the elder Julla.

Some of the taxes are collected from the inhabitants of Northfall, but most are levied on the merchants' trade of goods passing through the harbor. This has led to a bitter feud between the merchants and the Council. Ingmarg and his cohorts do all they can to

avoid paying silver to the Council, and Julla struggles to expose their cheating.

A considerable part of the silver collected by the Council is used to pay Marshal Volle and his town guards. The laws that they uphold has developed over decades by the Council of Elders, and they are gathered in a tome which is guarded by the Marshal Volle.

The laws differ little from the laws that apply in Alderland, except for the sections that establish that each inhabitant of the Northfall is free from the yoke of royal or religious chains and that no one can be enslaved against their will. Murder and theft are punished harshly, and even the breaking of a promise without valid cause is regulated by law.

It is wise for the PCs to stay on friendly terms with marshals in the Bitter Reach. Crimes are punished swiftly. Only in difficult cases or if the suspect is an individual of great power is there an investigation before punishment is enacted.

Corporal punishment is rare. Most crimes are atoned by compensating the victim – with silver or with labor. For the most serious crimes, the perpetrator can be exiled, or, in rare cases, sentenced to death.



JULLA THE ELDER

Julla is a tough old lady and the chairwoman of the Council of Elders. She is the de facto leader of the town and is held in high regard by most inhabitants. The merchants despise her for her insistence on taxing their trade.



Julla has lived in Northfall all her life and earned a living as a healer and midwife before being elected to the Council. Julla has brought many of the town's current inhabitants into this world. She is a large woman and does not shy away from using force when the situation demands it.

**STRENGTH 3, AGILITY 2,
WITS 3, EMPATHY 4**

SKILLS: Melee 1, Lore 3, Insight 4,
Manipulation 3, Healing 3

TALENTS: Incorruptible 2, Sharp
Tongue 2

GEAR: Leather gloves, thick knitted
clothes, 2D6 silver coins, one
VALUABLE FIND



A SET LOCATION

Northfall differs from all other adventure sites in this book, as it has a set location on the map. For this reason, there is no sticker for Northfall in the Map & Sticker Set for The Bitter Reach.

If a PC makes a **LORE** roll, they realize that the best places to find information on how to travel to the Bitter Reach are Far Vivend or along the coast of Margelda. There, the PCs can ask those who live off the sea how to travel north.

It's no simple task to find a captain willing to risk their life to ship the adventurers. After much hassle, the PCs can find a captain in possession of a magical weatherstone required to navigate through the storms that prevent journeying across the sea (see page 5). If they pay well or agree to perform some task for the captain, they are promised a spot on the next ship.

If you don't want to challenge the PCs with dangers along the way to the Bitter Reach, the voyage concludes without any major incidents. Finally, the adventurers sight Northfall. The adventure may begin!

A BETTER FUTURE

The treasures of the winter elves attract not only adventurers from distant lands.

GETTING HERE

There are many paths that lead to Northfall regardless of whether the PCs are coming from Ravenland or from the frozen wastes of the Bitter Reach. See Chapter 6 for more information on how to begin the PCs' adventure in the Bitter Reach.

THE LURE OF TREASURE

PCs from the *Forbidden Lands* may hear legends about what lies north of the mountains. The legends speak of a land covered in snow and scoured by howling winds, where immense riches wait for the one who has the courage and skill to claim them. The way north goes via the sea.



The promise of riches that Ing marg and his merchants spread across the Bitter Reach also appeals to many locals in the miserable villages that lie scattered across the frozen wastes. The PCs can be such locals.

For such villagers, Ing marg's name invariably pops up when they talk about the future. From time to time they meet treasure hunters heading out into the frozen wastes of the Bitter Reach to find artifacts that can be sold to the merchant prince, and the adventurers' stories spur the hopeful youths to journey to Northfall.

Once there, they must wait a long time before Ing marg agrees to meet with them and maybe give them their first mission. The best they can do while they wait is to do simple work for others. They can serve under Marshal Volle as town guards, gather silver eggs from the nests of the waddlerbirds, or maybe even toil at butchering Pikebeasts that the whalers catch.

Finally, word arrives that Ing marg is waiting for them...



LEGEND

Legends say that Northfall was built on top of the remains of one of the winter elves' foremost harbors. Millennia ago, Ferenblaud's armies gathered here to leave Rodenvale on immense warships, to conquer new realms for the Winter King. Ghosts of winter elven shipwrights are still seen wandering the streets of Northfall, looking for parts to repair their lost ships. At night, the elven lighthouse outside of Northfall spreads an

eerie light, sending a message to the ghost ships of the winter elves, the sails of which can still be seen on the ocean.



LOCATIONS

Described below are the most important locations in Northfall.

1. GATES

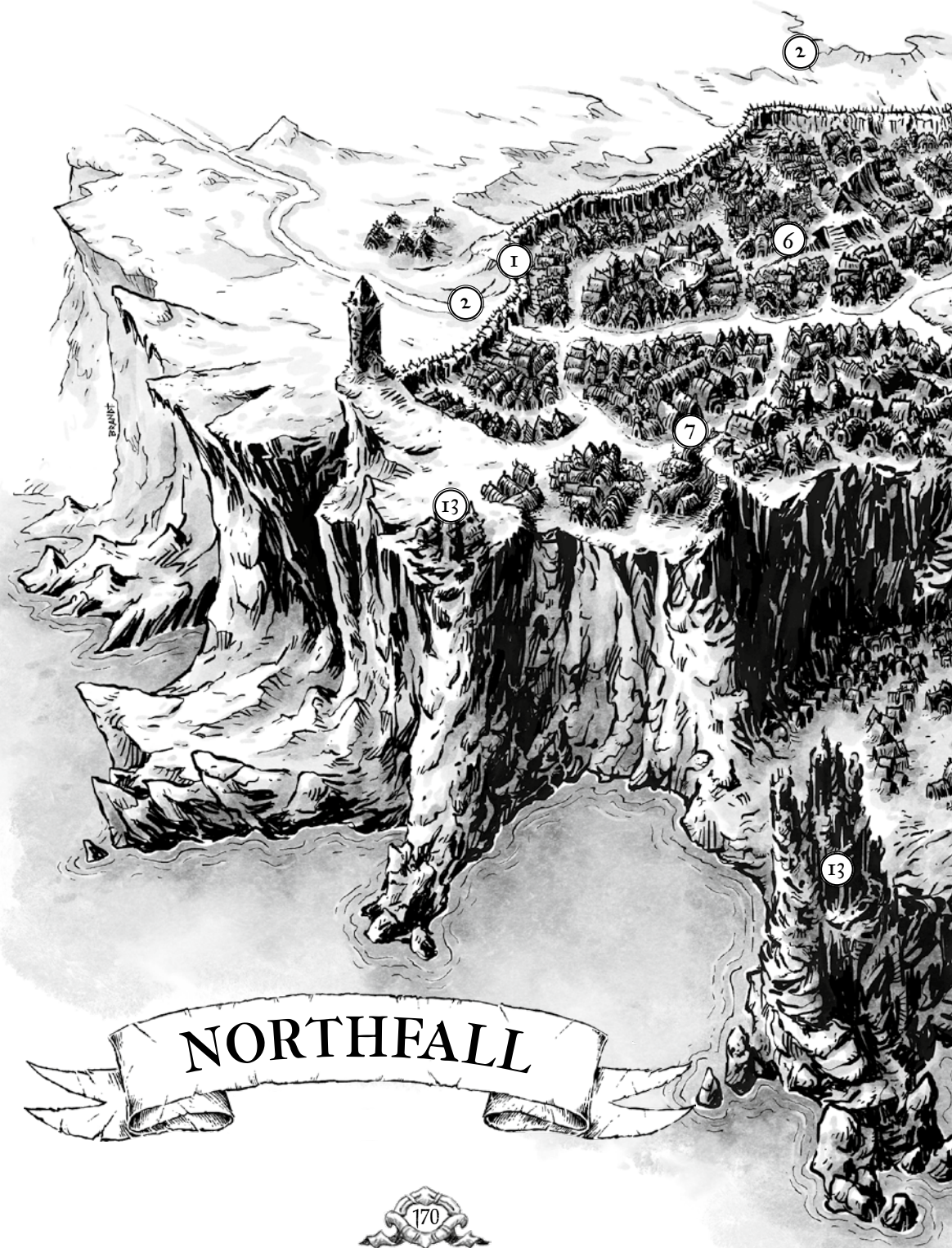
Large twin gates protect Northfall against outlaws and monsters. The gates are made from ancient petrified wood gathered in the Deadwoods and bones from sea monsters that have been butchered on the black beach below Northfall. Inside the gates, a guard stands on the bulwark of ice and glares down at you.

One of Marshal Volle's guards is posted at each gate. The gates are open when the sun is up but are closed when if danger looms near. Anyone who wants to enter Northfall when the gates are closed must bang on a sealskin drum hanging outside each gate.

The gatekeeper always concludes his shift by reporting to Marshal Volle with a list of all who have come to Northfall and all who have left the town. Ing marg also has underlings watching the gates to keep track of who moves about in Northfall and the frozen wastes. This is done in secret, however.

The gates have an Armor Rating of 8 and can withstand 30 points of damage before breaking.

❖ CREATURES: Marshal Volle's town guards.







RUMORS IN NORTHFALL

The PCs can hear several rumors about life in Northfall. Let the PCs wander around and talk to people. They may meet traders, minstrels or adventurers, but also simple fishermen and hunters with a tale to tell.

- ❖ Ingmarg is really a demon who wants to plunge the Bitter Reach into darkness and despair.
- ❖ Patrolling inside Ingmarg's stronghold are insidious Ice Trolls who guard his treasures.
- ❖ If you find a piece of art from the age of the winter elves Ingmarg will pay several gold coins for such a treasure.
- ❖ Hillis buys her wares from adventurers who find odds and ends here and there. If you're looking for something you've lost, maybe you'll find it in her store?
- ❖ Cuss and Dang are hiding a trove of gold in their inn.
- ❖ Ogrin was the personal tailor of

the king of Alderland before he was forced to flee. Now he hides in Northfall hoping that no one will recognize him. Maybe it is possible to get a reward for turning him in?

- ❖ Marshal Volle is on Ingmarg's payroll. The conflict between them is a facade to cover up the fact that the merchant prince is in total control of Northfall.
- ❖ Alderland is planning to invade the Bitter Reach! All the Alderlanders who have come here are spies for the king.
- ❖ The winter appears to be eternal but if brave heroes should break the grip of the ice they would live like kings in the Bitter Reach.
- ❖ Anyone who sells their soul to Ingmarg will be granted eternal life.
- ❖ Somewhere in Northfall is an entrance to the hidden catacombs of the winter elves.

2. ICE WALL

Northfall is protected by a thick and tall bulwark of stone, ice and snow. The wall is crested by sharpened poles made from the feared weapon of the Pikebeast.

The bulwark primarily protects Northfall against monsters and attacks during wartime.

If no defender interferes an intruder only needs to make a successful **MOVE** roll to climb over the wall. If the roll fails, the climber slips and risks being impaled on one of the poles. Roll for an attack with four Base Dice and Weapon Damage 2 (stab wound). The attack can't be **DODGED** or **PARRIED**.



3. INGMARG'S STRONGHOLD

The merchant prince Ingmar lives in an large stronghold built from timber and stone, on a cliff that overlooks the black beach. The stronghold is the only building in Northfall that rises four stories into the air. Posted outside the sturdy door are two warriors from Ingmar's Black Guard.

Ingmar is one of the most prominent people Northfall, and the one who controls the trade in treasures of the winter elves. He is a reliable buyer of finds but pays poorly, which is offset by his insatiable appetite for new finds. The very finest ones he keeps for himself, the rest he ships down to Alderland in exchange for coin and supplies.

- ❖ **CREATURES:** Ingmar and his Black Guard.



INGMARG PLUMP

Ingmar Plump is described in detail in the Chapter 7 (see page 75).

INGMARG'S BLACK GUARD

Ingmar's stronghold is a gathering point for adventurers who want to sell their finds. This is also where his personal guards reside – a score of ruthless sellswords who protect Ingmar and his riches.

**STRENGTH 4, AGILITY 3,
WITS 2, EMPATHY 2**

SKILLS: Endurance 2, Melee 2, Marksmanship 1, Survival 2

TALENTS: Threatening 1, Melee Charge 1

GEAR: Battleaxe and spear, small shield, leather armor, open helmet, thick leather gloves, thick hooded cloak, D6 silver coins, one **SIMPLE FIND**



4. OGRIN THE TAILOR

The tailor Ogrin lives in a humble house by Northfall's main thoroughfare. Furs, skins and fabrics hang outside the house to entice customers to spend their coin on something finer than the rags they generally drape their bodies with.

Ogrin is one of few tailors found in the Bitter Reach. Usually the population sews their own clothes from skins or furs they get when they hunt, but for those who lack these skills or simply want something more exclusive Ogrin is the one you turn to. He also buys furs and skins that hunters bring to him.

- ❖ **CREATURES:** Ogrin the Tailor.



OGRIN THE TAILOR

Ogrin is a tight-lipped and mirthless man. He only answers to direct questions and refuses to engage in small talk or gossip. Ogrin is very thin and a full two heads taller than any man or woman in Northfall. He is always dressed in black.

The tailor's secret, and the reason for his reclusive personality, is that he once was the personal tailor of the king of Alderland before he fled his master's cruelty. After



many hardships, Ogrin found sanctuary in Northfall but he is now terrified of being recognized and thrown in jail. He knows that the king of Alderland would punish him most severely if he was brought back to the court.

**STRENGTH 2, AGILITY 3,
WITS 4, EMPATHY 2**

SKILLS: Lore 3, Crafting 5

GEAR: Fabrics, fur, needle and thread

5. CUSS AND DANG'S INN

Laughter and merry whoops are heard from this house. Outside, drinking beer and chewing pieces of dried meat, are frisky hunters, treasure hunters and regular folk. Then a jug is broken inside the inn and agitated voices break through the jovial ambiance.

This is an inn run by the identical twins Cuss and Dang. They are both ireful grouches, but their inn is open to basically anyone which makes it a popular gathering point among adventurers in the Bitter Reach. Here the PCs can find other adventurers who may consider aiding them on their journeys or speak with the few wretches who have failed and survived and are now able to pay for their beer only through telling their woeful tales and showing their terrible injuries for a coin or two.

- ❖ **CREATURES:** Cuss and Dang and their guests.

CUSS AND DANG

Cuss and Dang are Frailers who have come to the Bitter Reach from Alderland. They are identical twins and find great enjoyment in dressing the same to confuse people they meet.

The twins have an exceptional temper and often quarrel amongst themselves. They view life with extreme pessimism and are quick to share their

CUSS AND DANG'S MENU

- ❖ A large onion, 1 copper
- ❖ Salted and dried meat, 2 copper
- ❖ Dried fish and turnips, 3 copper
- ❖ Soup of fish, turnips and onions, 5 copper
- ❖ Smoked fish and black bread, 5 copper
- ❖ Stew of whale meat and onion with black bread, 1 silver
- ❖ Dried apple, 2 copper
- ❖ A handful of roasted almonds, 3 copper
- ❖ A tankard of ale, 4 copper
- ❖ A glass of sour wine, 6 copper
- ❖ A glass of excellent wine, 1 silver
- ❖ A mug of liquor, 4 copper



gloomy predictions about any subject one cares to bring up. Given Cuss and Dang's volatile temperaments, it is not uncommon for brawls to start in their inn. Half of the time it is the innkeepers themselves who start the fight, and when it isn't, they wholeheartedly leap into the fray. But it isn't only their hot tempers that incite these fights – they are also employed by the Field of Swords (see page 202) to scout out worthy combatants for the arena.

**STRENGTH 3, AGILITY 4,
WITS 2, EMPATHY 2**

SKILLS: Lore 1, Crafting (brewery) 3,
Melee 2

TALENTS: Berserker 2

GEAR: Leather apron, wooden
chalice, wooden club

6. HILLIS' STORE

Stacked outside this house are a variety of wares, seemingly without order. Inside, the chaos is even worse. Stacked from floor to ceiling is junk mixed with some useful equipment.

In the store the PCs may find all **COMMON** items from the gear lists in the *Player's Handbook*, but everything is twice as expensive as in Ravenland. The store also offers



grease against the cold (see page 31) for 1 silver per dose.

Hillis is also one of the few peddlers who has enough funds to purchase finds from adventurers. She pays better than Ingmar but is not able to buy more than one item a week. This is something that vexes Ingmar, but he has not yet decided what to do with the defiant trader.

- ❖ **CREATURES:** Hillis the Trader and her customers.



HILLIS THE TRADER

Hillis is a gentle soul who talks incessantly. Given that she provides Northfall with much of the inhabitants' daily needs, there is no one who knows as much about life in Northfall as Hillis.

In quiet moments, the peddler writes stories about her neighbors and collects them in a tome kept on her secret bookshelf. There, she also collects books and other writings she has bought from bold adventurers or travelers from far away.

Her industrious reading means that Hillis is one of the few in the Bitter Reach who can read the most basic writings of the winter elves, a fact that she proudly demonstrates to anyone who asks her.

**STRENGTH 2, AGILITY 2,
WITS 4, EMPATHY 4**

SKILLS: Lore 3, Insight 4, Manipulation 4

TALENTS: Path of Many Things 2

GEAR: 4D6 silver coins, leather armor, store



7. HOLBENDA'S SMITHY

Hammer blows ring against a metal anvil and sparks fly inside the cramped and hot smithy. A dwarf dressed only in pants, boots and a leather apron stands next to the smoldering forge working on a broadsword.

This is one of a handful of smithies in Northfall and the only one with a dwarven blacksmith. Here the PCs may buy all handheld weapons, as well as all **COMMON** and **UNCOMMON** shields and metal items found in the gear lists in the *Player's Handbook*, at twice the price of their Ravenland counterparts. The only thing Holbenda doesn't sell is armor.

- ❖ **CREATURES:** Holbenda the Smith.



HOLBENDA THE SHORT

Holbenda is a dwarf who got lost in the Winding Ways (see page 6) a long time ago and finally came out on the other side, in the Bitter Reach. Through great hardship he made his way to Northfall, where he realized that he was by far the best blacksmith in the settlement. He started out working for the other blacksmiths and saved up coin until he was able to buy his own smithy.

Today, he lives well off selling weapons and equipment to



adventurers heading into the wastes in search of treasure. He will from time to time accept special orders, like forging an exceptionally fine sword or a harpoon that can pierce the armor-clad skull of a Pikebeast. For these jobs he demands a princely fee. The smithy is his everything in this world and all the money he earns he uses to improve his tools and his equipment.

In secret Holbenda also trains to master silversmithing. He is passionate about beautiful jewelry and will take any chance he can to create new masterpieces. He is always on the lookout for beautiful gems and precious metals and can pay the PCs handsomely for such wares. He keeps all such items in a large, locked iron chest.

Holbenda also distinguishes himself as one of only a few who can go about with a naked upper body in Northfall without freezing. Not even other dwarves have this ability and the dwarven smith fervently claims that this is proof that the god Huga has honored him for his prowess.

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 2

SKILLS: Crafting 4, Melee 2, Might 3, Endurance 2

TALENTS: Smith 3

GEAR: Leather apron, anvil, hammer, tongs, forge

8. MARSHAL VOLLE

The town marshal and his guards occupy one of Northfall's few stone buildings, a house built on a foundation that has survived from the age of the winter elves. One town guard stands watch at the door. From the basement you hear angry shouts from a few incarcerated wretches awaiting justice.

The building is two stories high and has several rooms, of which one is the office of Marshal Volle. He also lives in the building, in a small chamber on the upper floor. The ground floor accommodates his guards getting ready for duty or winding down after a tough shift. The basement holds cells where lawbreakers are imprisoned while they await justice for their crimes.

The guards also keep watch over the stone staircase so that Northfall isn't caught off guard by an attack from the black beach.

- ❖ **CREATURES:** Marshal Volle and his town guards.



MARSHAL VOLLE

The law in Northfall is upheld by Marshal Volle, who settles disputes and leads a handful of town guards who keep the peace. Volle is a cynic, but he is obsessed with doing everything he can to keep the peace in the town.

Volle's main antagonist is Ingmarg, the merchant prince, who believes himself to be above the law. Volle's guards and Ingmarg's men are often



at odds with each other, and it is only Volle's support for the Council of Elders that prevents Ingmar from assuming full control over Northfall.

When he isn't leading his guards, Marshal Volle carves figurines from whale bone or petrified driftwood he gathers on the black beach below Northfall.

**STRENGTH 4, AGILITY 3,
WITS 4, EMPATHY 2**

SKILLS: Lore 1, Melee 4, Marksman-
ship 3, Stealth 2, Scouting 4

TALENTS: Threatening 2,
Incorruptible 3, Fearless 3

GEAR: Broadsword, sling, leather
armor, law book

MARSHAL VOLLE'S GUARDS

Marshal Volle pays some twenty town guards to help him uphold the law in Northfall. Their motivations vary, with some seeing the job as their calling in life and others only interfering when they have superior numbers, or the troublemaker is too drunk to stand up.

**STRENGTH 3, AGILITY 3,
WITS 2, EMPATHY 3**

SKILLS: Lore 1, Melee 3, Marksman-
ship 2, Stealth 1, Scouting 2

TALENTS: Incorruptible 1, Fearless 1

GEAR: Shortsword, wooden club,
sling, leather armor

9. THE STONE STAIRCASE

A stone staircase hewn from the face of the cliff leads down from the upper part of Northfall to the black beach. The staircase is narrow, and you are only able to move up or down with the help of a rope to hold on to.

Using the staircase in stormy weather or during a heavy snowfall is associated with grave danger. To avoid falling, a **MOVE** roll must be made. A failed roll results fall of 3D6 meters.

❖ **CREATURES:** Two of Marshal Volle's town guards stand watch at the top of the stairs.

10. FISHING WHARF

A mishmash of fishing butts and simple boathouses lie huddled together on the black beach, right in the shade of the tall cliff face. Pulled up here and there along the water's edge are fishing boats and hung to dry next to each is the catch of the day, guarded by grimy and noisy children.

Fishermen who can't afford living in upper Northfall have made themselves a home in the fishing village on the beach. They provide the town with much of its daily nourishment, but don't have much contact with the people on top of the cliff. They despise the whalers, believing them to be cocky troublemakers who think they are better than everyone.

❖ **CREATURES:** Fishermen.

11. THE WHALER CAMP

Bloody, butchered whale cadavers litter the beach. Waddlerbirds and fat rats feast on the remains of



the magnificent Pikebeasts. Further up on the beach are the cabins of the whalers, built from whale bones and whale skin. Large, stinking cauldrons bubble with lard from the slaughtered animals. This is where they extract the whale oil that provides light and warmth to the inhabitants of Northfall.

The whalers have a bad reputation in Northfall. They are generally rowdy characters who seek excitement and adventure even when they aren't hunting Pikebeasts on the ocean. They are in a constant feud with Marshal Volle's town guards, who gladly harass any whalers that come to the upper part of Northfall. The whalers are frequently sent back to the beach to take care of their business there.

The whalers look down on the fishermen who also live on the black beach. They view the fishermen as craven wretches who are afraid to hunt real beasts like Pikebeasts and Giant Squid. It is not uncommon for drunk whalers to stumble into the fishing village late at night and cause a ruckus.

❖ CREATURES: Whalers.

12. THE LIGHTHOUSE OF THE ELVES

A tall stone lighthouse stretches towards the sky. On the tower's worn slabs of stone, you can still make out original engravings of warships and enormous armies boarding them.

The lighthouse is one of few buildings in the Bitter Reach to remain from the age of the winter elves. The tower rises thirty meters into the air. The inhabitants of Northfall avoid the lighthouse since they believe it is haunted.

It is always colder inside the tower than outside. At night, the beacon on top of the tower lights up and emits a ghostly glow that shifts in color like the northern lights. Sometimes, the shadows of lighthouse keepers from the days of the winter elves can be seen as their restless spirits move through the tower.

❖ CREATURES: Ghosts of the winter elves' lighthouse keepers.

13. RUINS

Here and there in Northfall are empty ruins from the age of the winter elves. Not much remains of these original buildings.

These ruins have long ago been plundered of any treasures they once held. Some are used as temporary housing for visitors to the town.



EVENTS

Described below are several possible events that can occur in Northfall.

IN THE SHADOW OF THE LIGHTHOUSE

The lighthouse of the winter elves will most likely attract the attention of the adventurers. If they investigate the building during the day, they find nothing of interest, but it is a different matter if they go there after dark. When the sun goes down, the beacon at the top of the tower lights up. If someone is there as it



happens and they make an **INSIGHT** roll, they'll see that this is done by the ghost of one of the former lighthouse keepers. The forces that bind the ghost to the lighthouse have all but burned out and the specter can only be glimpsed out of the corner of the eye.

When the lighthouse is lit, anyone looking out across the ocean sees the sails of one of the ghost ships of the winter elves far out on the horizon. The ship is just passing by and never comes closer to Northfall.

If approached, the ghostly lighthouse keeper attacks. He is a Ghost as described in the rules on page 94 of the *Gamemaster's Guide* but has a Strength rating of 4. He can be reasoned with, however. If the PCs manage to **MANIPULATE** him, he will stop attacking them and ask the adventurers to help him brighten the lighthouse's light by filling the beacon with oil.

If the PCs acquire some oil, perhaps from the whalers, and pour this into the tray of the beacon, the glow of the lighthouse will intensify ten times over. There is a commotion in Northfall as all its inhabitants leave their houses to observe what is happening on the beach. Then panic spreads – the ghost ship of the winter elves is approaching land!

What happens when the ship reaches land is up to you. If you want, you can simply let the ship reach the shore. The ghosts of the winter elven warriors march off the ship and vanish as soon as they reach land since their mission is now complete. The lighthouse keeper vanishes and with him the ghostly glow of the tower at night. All that remains is a gift to the PCs, a crystalline flask that can light the dark just like a torch if the one carrying it spends one point of Willpower to light it.

If you want to make the arrival of the ship a bit more dramatic, you can let a handful of the soldiers disembarking be skeletons who immediately begin reclaiming Northfall. Panic and chaos erupt on the black beach and the fishermen and the whalers desperately seek someone who can stop the undead. If it comes to light that it was the adventurers who led the ship to shore, they will be in trouble. The PCs risk being thrown out of Northfall if they are unable to convince the marshal and his guards that it really wasn't their fault.

THE GUARDIANS OF THE LAW

Marshal Volle needs help keeping the peace in Northfall. There has been a lot of trouble and thefts lately and his guards can't manage the task alone.

The reward for a job done is ten copper pieces per Quarter Day per person. Only if the PCs have made a name for themselves as capable adventurers will Volle consider giving them fifteen copper pieces per shift. That is his highest offer.

It is hard work being a guardian of the law in Northfall. Tasks include patrolling the fishing village and the whaler camp. Should they discover thefts in progress or other criminal activities the PCs must of course intervene.

You can decide for yourself what happens during the PCs' shift as guardians of the law or use the table below.

LOVE KNOWS NO BOUNDS

A great conflict is in the offing. The whalers and the fishermen on the black beach are at each other's throats and it doesn't help that it has been revealed that Roar, a young man from the fishing



WHAT HAPPENS DURING THE SHIFT?

D6 MAJOR AND MINOR CRIMES

- 1-2 **ALL IS CALM!** Nothing demanding an intervention occurs. The adventurers can use the time to talk to the populace and get to know them. It is always easier to execute an intervention if you have the people on your side.
- 3 **THAT'S MY BOAT!** Two fishermen are fighting over a boat. It turns out that the boat belonged to a fisherman who has been lost at sea. Only the boat was recovered and now his two sons argue over which one of them it belongs to.
- 4 **DRUNK WHALERS!** Three drunk whalers are picking a fight in the fishing village. They are oblivious to the tens of fishermen who have gathered around them, armed with fishing nets and heavy oars. The whalers will be beaten to a pulp, causing the conflict between the fishermen and the whalers to escalate further, unless the PCs intervene.
- 5 **TAUNT AND INSULTS!** Smug adventurers make fun of the PCs and their mission as guardians of the law. They are quick to take offense and gladly use their fists to prove themselves superior to the PCs.
- 6 **THIEVES AND OUTLAWS!** The adventurers discover a group of shady individuals acting in a suspect manner. If the PCs follow them, they realize that the group plans to break into Holbenda's smithy to rob the dwarf.

village, and Iona, a young woman from the whaler camp, have fallen in love and want to marry.

Neither of the families find this a fitting match and refuse to even discuss the matter. The two lovers flee and hide with Hillis the Trader, who takes the opportunity to write a tale about the tragic fate of the young lovers. But they can't hide there forever.

While Roar and Iona hide, the two families accuse each other of having kidnapped the young couple and soon the first blow is dealt. It all risks turning into a bloody feud between fishermen and whalers, and Volle tasks the adventurers with making peace or finding another solution. Anything that defuses the situation will do.

WURDA APPROACHES

It doesn't take long for Wurda to approach the PCs when they stay in Northfall. She wears the form of an old woman and invites them to have dinner with her at Cuss and Dang's inn.

She sees their potential but is not sure if they can be useful for her agenda. There is only one way to find out, and that is to lure them into the Bitter Reach to test their abilities. And so it is that Wurda gives the PCs their first real lead to riches and glory. She can tell them the legend of the Five Seals (see page 48) as well as legends regarding several adventure sites.



TYPE OF ADVENTURE SITE: Elven Ruin

A tower of black marble stretches towards the heavens. It reaches so high that the top is obscured by feathery clouds. The air here is thin and clear and you have never been this close to heaven. Then a star falls above the tower and you are gripped by a premonition that the fate of the Bitter Reach is at a crossroads.

BACKGROUND

The Winter King was obsessed with the idea that the stars could predict the future and that they were gateways to other worlds that he could conquer. The Tower of the Farseers was built by Ferenblaud to be a place where his foremost scholars could study the stars that

wandered across the night sky and learn to summon the energies of cold space.

The tower was built as tall as the skills of the winter elves would allow and powerful magic was bound to the observatory at its peak.

Note that this adventure site is different to the rest you'll find in this book. The intention of it is not to present a location for the PCs to spend much time in, but rather to paint a picture of what can happen when a Seal is broken.

THE SEAL OF STARS

The Seal of Stars was placed in the Tower of the Farseers three thousand years ago. This Seal was the anchor of Blaudewedd's curse and



the first of the five locks that were forged to bind the Winter King.

Recently, a group of adventurers acting on Wurda's behalf found the resting place of the Seal. They made their way up to the top of the tower, destroyed the Seal, and almost killed the Guardian Dragon Mul, but died in the process.

The breaking of the first Seal is the first key event in the campaign *Wake of the Winter King*, and causes the Winter King to slowly awaken from his slumber. Wurda has lost her trusted agents, however, and begins the search for replacements. This is where the PCs come in. You can read more about what happens when the first Seal is broken in Chapter 6 (see page 50).



GETTING HERE

The tower is either situated on a large open expanse or at the top of a mountain. When you decide its location, describe the area so that it feels like it's a natural location for viewing the starlit sky.

WHEN STARS FALL

The PCs are on a journey across the Bitter Reach. One night, when they are making camp, they see shimmering northern lights in the black sky. These are not the first northern lights they've seen, but they are the most colorful. They shimmer in red, green and blue, and turn into a golden glow over the ice. Then, the northern lights abruptly disappear.

It feels as if the whole world holds its breath for an infinite instant. Then a star falls, then another one, and yet another, before a veritable shower of stars falls across the icy vista. Finally, a star shoots upwards from a location not far from the PCs, almost as if it's escaping its prison in this world. Booming thunder rolls over the PCs before all goes quiet.

If the PCs head to the hex from which the star ascended, they'll find the Tower of the Farseers.



LEGEND

And so it was that the winter elves built a tower that reached to the heavens. There at the top, above the clouds, they could gaze at the stars and tease their secrets from them. These secrets they bound to soft parchment and committed to thick tomes.

But the Dragon Mul saw this and was wroth. He slew the stargazers and settled down in the Tower of the Farseers to guard it. He inscribed the signs of the stars in the floor of the uppermost chamber and there he laid down to rest. Never again would the course of the stars be disturbed.



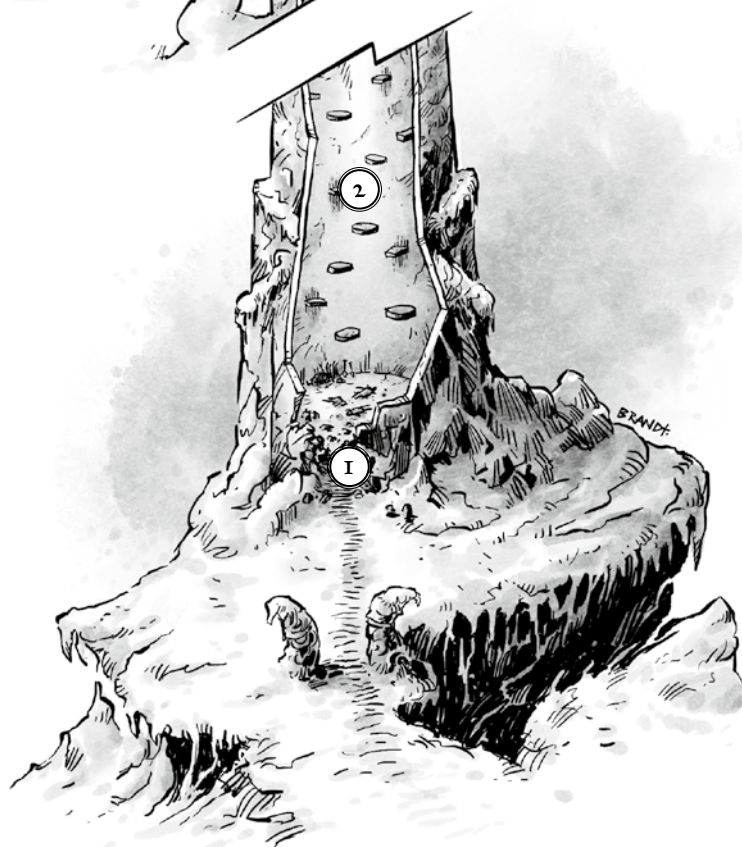
LOCATIONS

The tower is simple in its construction, but still a very impressive edifice. It reaches over one hundred meters into the air.





THE TOWER OF THE FARSEERS





1. THE BROKEN GATE

At the base of the tower, you see a gate that once barred the way in. The gate has been broken down and the absence of snow on the black wooden beams tells you that it must have happened recently.

The adventurers who met their fate at the top of the tower blew the gate open with powerful magic. When the PCs venture into the tower they find it empty of floors and fixed staircases. Platforms jutting out from the walls are the only way to move upwards. The tower is a huge cylinder filled with platforms, darkness and singular glinting stars.

Three people lie dead on the floor, broken from a long fall. They are dressed in warm clothes and leather armor and armed with swords and spears. Some distance away from them, someone has heaped field gear for seven people: snowshoes, skis, backpacks, two tents and other basic equipment.

2. THE PLATFORMS

You look upwards and see platforms of stone jutting out from the walls above you. No matter how hard you look, you can't see farther than maybe twenty meters through the looming darkness.

The PCs soon discover that the only way to get up the tower, unless they can fly, is to climb the platforms and jump between them.

The adventurers on the floor are proof of what happens to those who lose their footing and fall. Anyone who attempts to climb and jump their way to the top must make demanding (–1) **MOVE** rolls. Each successful roll gets

them ten meters up. Failure means a fall of D6+6 meters before the victim lands hard on one of the platforms.

Rope and grappling hooks give a Gear Bonus to help the PCs overcome this challenge.

3. THE OBSERVATORY

Finally, you reach a chamber at the top of the tower. Before you, there is an open hall with several gaps in the ceiling. Through them, you see a clear and glittering starlit sky. In the middle of the room lies a dragon, black as night. A few adventurers lie broken and dead around the monster.

This is one of the observatories of the winter elves from which their scholars studied the stars. Regardless of what time of day it is, the gaps in the ceiling show a night sky. If the adventurers make **LORE** rolls, they realize that the stars show the night sky as it was thousands of years ago.

When the PCs reach the observatory, they will realize that the Seal of the Stars has been broken and the guardian Mul lies dying before them. By the broken Seal lies the sorcerer who destroyed the Seal and then was killed by the dying dragon.

Mul can't defend himself but uses the last of his energy to convey a message to the PCs. Shadowy images of the battle appear on the walls and tell the PCs a cryptic tale about the Seals. When the shadow theater ends, the stars on Mul's body begin to shine brightly before falling upward into the night sky, like reverse shooting stars. Then, the dragon's body turns to dust which is blown away by an otherworldly breeze.





MUL'S SHADOW THEATER

Shadows play over the walls. They show the dragon lying before you fighting against fighters and sorcerers, but to no avail. The adventurers defeat the monstrosity and one of their wizards strikes a star hanging above her head with her staff. The star shatters into a thousand pieces and the energies released annihilate the dragon slayers to the last man.

Now four symbols appear on the wall: a trident, a snake, an open flame and a horn. Then a hammer strikes each of the symbols and as they are broken the scene transforms into a rising and radiant sun. When the sun reaches its zenith a royal figure appears and ascends his throne to the accolades of his people.

Then the shadows disappear.

and glistens silver like a starlit sky. Mul was then enchanted by Blaudewedd's magic and forced to become the Guardian of the Seal. As Guardian, Mul has used his claws and formidable magical powers to slay intruders, but now the ancient dragon lies dying at the feet of the PCs.

EVENTS

The Tower of the Farseers is abandoned and not much happens there, but some events can yet occur.

THE COMPETITORS

Another group of treasure hunters arrives at the Tower of the Farseers when the PCs have reached the top. They have decided that this mystical tower with all certainty holds great treasures and demand that the PCs turn it over to them.

ONE DRAGON'S LOSS IS ANOTHER DRAGON'S GAIN

When the PCs leave the tower, they are confronted by a Frost Dragon who has sensed the psychic shockwave of Mul's death and decided to claim the Tower of the Farseers as its new lair. The dragon is not interested in the PCs and only wants to make sure that they don't pose a threat. If the adventurers attack the Frost Dragon, it defends itself but flees if the opposition seems overpowering. It can always return another day.

MUL

Mul was summoned to this world by the Winter King and placed as guardian over the Tower of the Farseers. The dragon's hide is black as night



TYPE OF ADVENTURE SITE: Elven Ruin

You have followed the smoke from campfires that burn deep in the mountains. After passing between two jagged peaks you look down into a valley where an immense black keep awaits, like a fat, blood-filled leech.

The walls are black as the emptiness between the stars and here and there they glisten and glimmer as light falls across them. The fortress is surrounded by a tall wall, but you see no gate leading into the courtyard within.

The dark keep towers over a simple camp of tents. You see sleds, dogs, skis, everything needed to traverse the frozen plains. The camp is quiet, but not completely devoid of life. Here and there, treasure hunters walk among the tents.

BACKGROUND

The ancient elven fortress now called Bleakness Keep was revealed after the ice encasing it retreated. It is the tomb of Namtarel, Ferenblaud's top lieutenant and executioner, resting in magical slumber and waiting to be reawakened by his king.

Treasure hunters have gathered outside the walls of the keep and now try to explore its secrets. Many have defied the elders' warnings, but so far only a handful of those who have dared cross the walls of the stronghold have returned.

Bleakness Keep is built entirely out of polished black stone with a sheen like that of the night sky. The wall has cracked here and there



which makes it possible to climb over, though this requires great skill and effort.

The citadel holds several treasures protected by lethal traps. There are poisons and weapons, all tools of Namtarel, the Prince of Death.



GETTING HERE

Bleakness Keep is known among treasure hunters and the minstrels of the Bitter Reach. The location is not known to all, however, and that knowledge is only shared with trusted individuals or as a favor for services rendered.

Some treasure hunters regularly travel to Bleakness Keep and it might be possible for the PCs to follow them or even join them if proven capable.

AT THE LAST MINUTE

At a distance, the PCs see a treasure hunter whose path takes her between two mountaintops laden with snow about to collapse in a deadly avalanche. If the PCs make a **SURVIVAL** roll, they realize that loud noises could set off the avalanche. But how can they warn the unfortunate treasure hunter without shouting?

If the players manage to warn the treasure hunter, she will seek out the adventurers, right at the spot if possible, or later when they visit Cuss and Dang's inn in Northfall. She introduces herself as Taralda, a treasure hunter who has lived in the Bitter Reach since she was a child.

She thanks them for saving her life and offers to guide them to Bleakness Keep as proof of her gratitude.

THE ESCAPE FROM THE STORM

An unexpected needle storm (see page 123) approaches the PCs. They must make camp before the storm hits. A short distance away they see movement. Another group of treasure hunters disappears between two mountain peaks. This may be the PCs' only chance!

With the storm almost upon them, the PCs rush towards the opening before being torn to shreds. Once there, they realize that the other treasure hunters have followed what appears to be a trodden path. Broken skis, weapons and other gear lie here and there. If the PCs follow the trail, they escape the needle storm and reach the valley where Bleakness Keep lies.



LEGEND

Deep in a forgotten valley rests Namtarel, trusted headsman of the Winter King. The Prince of Death was the cruelest of the princes who served Ferenblaud, and he was hated by all whose kin had been enslaved by the winter elves.

Namtarel fell to the blades of Redrunners but was saved by the Winter King. A black fortress is Namtarel's resting place, but it is not his grave. The king's headsman was laid to rest deep in his own keep, and there he would slumber until Ferenblaud discovered the magical rituals that would return life to the prince.



But time was not an ally to the Prince of Death. During one cataclysmic night, the kingdom of the winter elves fell, and the land was covered by eternal ice and snow. So too, was Bleakness Keep, where death slumbers and the enchanted weapons of the prince wait to once again be wielded in battle.



LOCATIONS

Some locations of this adventure site lie outside Bleakness Keep and some are hidden in its depths. Most of the ancient citadel is still filled by ice, and inaccessible to the PCs.

1. CAMP OF THE HOPEFUL

The ground is rocky and covered by snow. A handful of large tents dominate the camp, smoke rising from them. Erected around them are some thirty smaller tents.

When you come closer, you see that the large tents have been reinforced with furs, bones and packed snow. Most of the smaller dwellings are inhabited but you also see some that seem abandoned.

Two filthy and unsavory individuals glare at you as you enter the camp.

A camp of tents has sprung up outside the wall around the keep. Some who dwell here make a living selling food, gear and information to unwary treasure hunters, but also some adventurers about to try to scale the wall and get inside the keep.

The large tents are permanent fixtures. The important tents where people gather

WARES IN THE CAMP

In the camp, visitors can purchase **COMMON** services for three times the normal rates, **COMMON** trade goods for twice the normal price and **COMMON** tools for five times the normal price. Food and lodging can be found in Vitra's tavern, haircuts and medical aid in Sulien's infirmary and trade goods and tools in Borlang's store. It is also possible to buy food and equipment from other treasure hunters, but it takes a successful **MANIPULATION** roll with modification -1 for them to even consider it. They'll demand high prices, up to ten times the normal price.

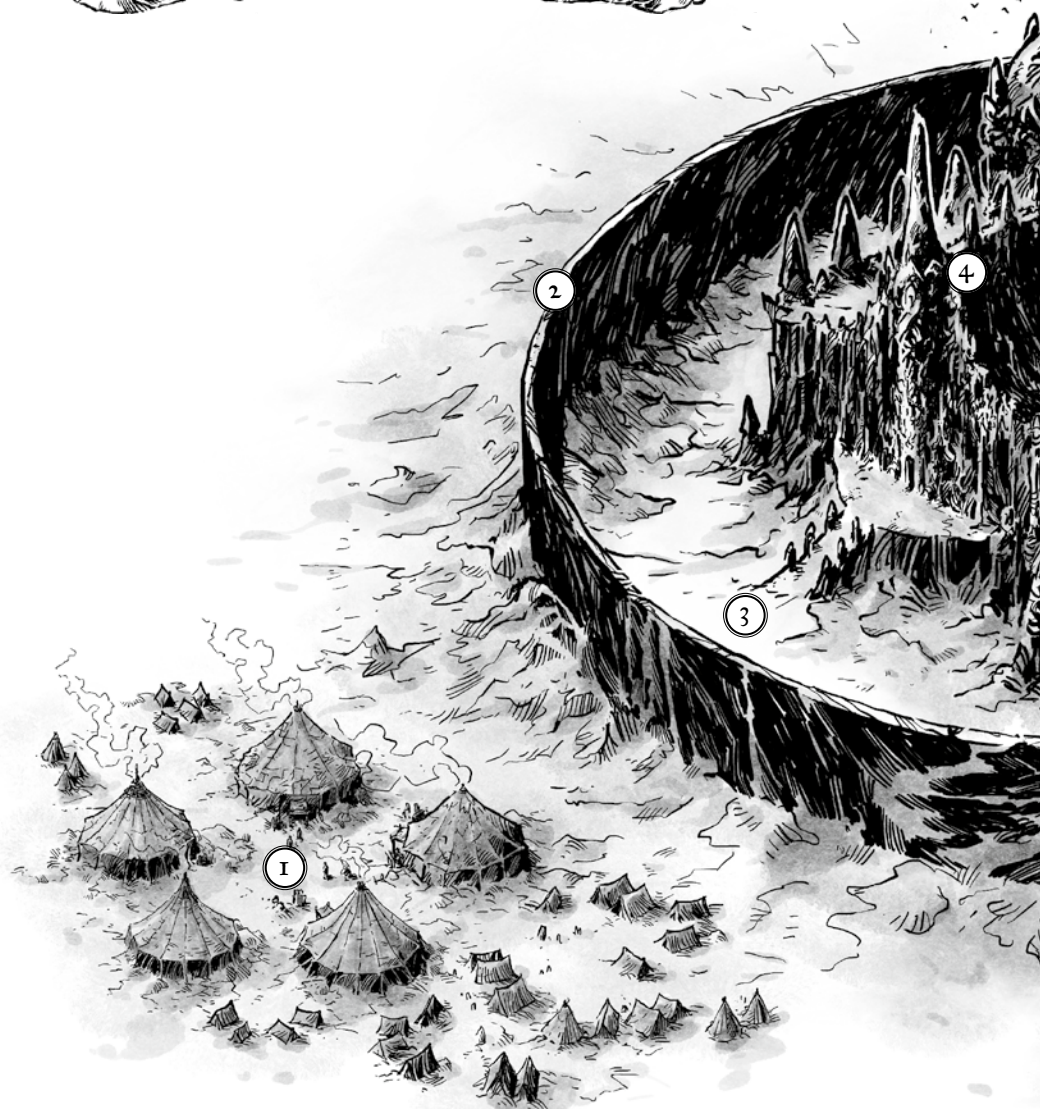
are Vitra's tavern, Sulien's infirmary and Borlang's store.

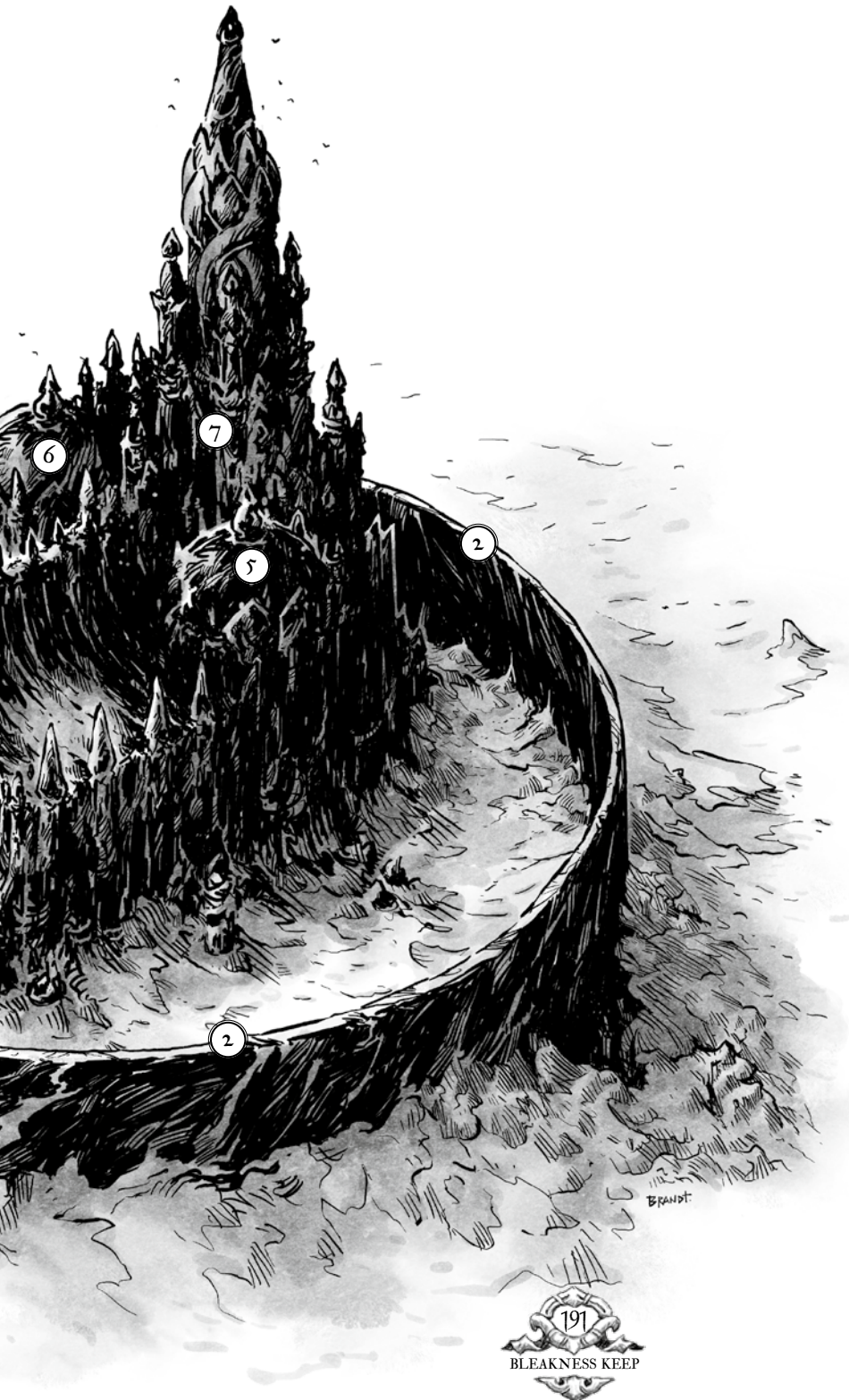
The small tents go up and down as treasure hunters come and go. Many of them are empty and were ransacked after their owners perished inside the walls. The spirits of the dead may come calling on cold nights, but none of the living have any objections if a newcomer lays claim to such a tent.

The camp is run by a pitiless band of outlaws who extort money from treasure hunters



BLEAKNESS KEEP







who want to stay there. They are led by a man who goes by the name Wolftrap. He has taken over the largest tent and this is where he holds court with his henchmen.

- ❖ **CREATURES:** Vitra, Sulien, Borlang, Wolftrap and his outlaws, as well as various treasure hunters. The adventurers may even encounter a Ghost if they pick the wrong tent to make camp in.



WOLFTRAP

A scoundrel who escaped justice in Alderland by signing on to a ship heading to the Bitter Reach. Wolftrap is an unscrupulous murderer but at his core a craven bully who uses his charisma to gather other outlaws around him. The scoundrel has a fondness for merriment and spectacle. Some say no one in the Bitter Reach can dance like Wolftrap.

STRENGTH 3, AGILITY 4
WITS 2, EMPATHY 4

SKILLS: Insight 3, Melee 3, Stealth 2, Move 2, Marksmanship 3, Survival 1

TALENTS: Path of the Killer 2

GEAR: Shortsword, light crossbow, studded leather armor, open helmet, 3D6 silver coins, two **VALUABLE CARRIED FINDS**

WOLFTRAP'S OUTLAWS

Reprobate brutes who obey Wolftrap's every command. The only thing they respect is brute force.

STRENGTH 3, AGILITY 2,
WITS 2, EMPATHY 2

SKILLS: Melee 3, Stealth 2, Move 2, Marksmanship 2, Survival 2

GEAR: Broadsword, dagger, studded leather armor, studded leather cap, D6 copper coins, one **SIMPLE CARRIED FIND**



2. WALL OF THE DEAD

An unbroken wall runs around the citadel, over twenty meters tall. There is no gate in the wall and no staircase that leads up to the rampart. The wall is built from black stone with a polished surface that reflects light as if it was black glass. Here and there the wall has crumbled and cracked but on the whole, it is intact.

To get into the keep, the PCs must make it over the wall. Many have tried and almost as many have failed. The wall prevents most treasure hunters from ever entering the keep, as they simply can't manage to scale the slick surface.

SCALING THE WALL: The wall's surface is polished so that it reflects light like a mirror. Ropes and grappling hooks help little since there is no purchase to be found. This makes it hard to climb unless one is lucky enough to find spots where the wall has cracked or where stones have tumbled away. Adventurers who try to climb must make two **MOVE** rolls with a -2 modification to reach the top. If they fail the first roll, they fall D6 meters. If they fail the second roll, they fall D6+6 meters. A climber who makes it up can help others by using a rope.



THE RAMPART: The rampart is approximately three meters across. On the inside the wall slopes a little towards the inner courtyard.

Read more about Stone Ravens on page 104.



- ❖ **CREATURES:** After one round, a flock of 2D6 Stone Ravens (see page 104) detach from the wall's surface. They immediately attack and attempt to drive those standing on the rampart off the edge. At the same time a strong wind hits, forcing the adventurers to make **MOVE** rolls (no action) to remain standing. If they fall, they can get a hold of the edge of the rampart with another **MOVE** roll, this one with a -2 modification, and then a **MIGHT** roll to pull themselves up onto the wall again.

CLIMBING DOWN THE WALL: If the adventurers have access to rope it is easier to climb down the wall than scaling it. It only takes a single successful **MOVE** roll to safely reach the ground.



THE STONE RAVENS

Namtarel's scholars bound these Stone Ravens to guard Bleakness Keep against intruders, and they have faithfully performed their duty over the millennia that have passed since the curse fell. The Stone Ravens roost on the black wall and over the years they have acquired the same color as the rocks, which makes them nigh impossible to discover before they take to the air.

3. THE COURTYARD

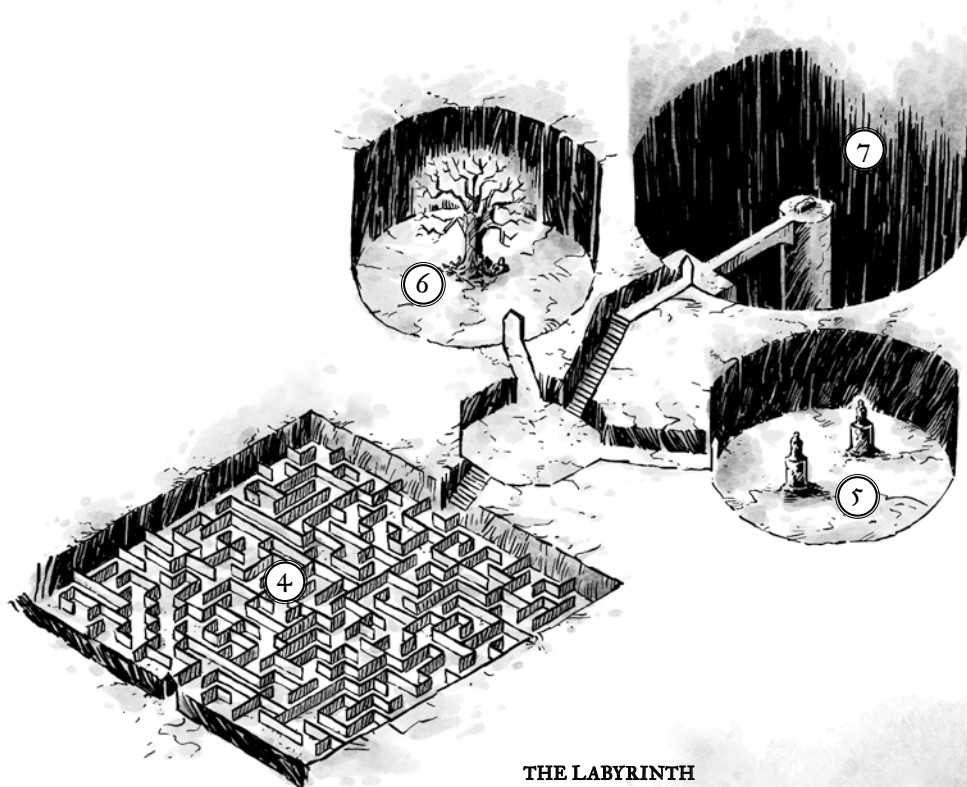
Once on the inside you stand in a courtyard laid with stone. On the other side of it, you see a broad staircase that runs up to a large open gate. Along the stairs you see statues all depicting the same warrior in various heroic poses.

Lying here and there at the base of the wall are the remains of 3D6 treasure hunters who have either fallen to their deaths or been slain by the Stone Ravens on the rampart. If the PCs search the bodies the chance of a find is 5+. Roll once on the table for **SIMPLE CARRIED FINDS** if they find something. The statues depict Namtarel in actual size. They are chiseled from the same material as the walls of the keep.

4. THE LABYRINTH

You gaze beyond the open gate into a complex labyrinth. The floor and the walls are black and shiny. You think you hear heavy breathing from deeper inside.

To reach the chambers with treasure, the PCs must pass through the labyrinth. It is guarded by an ancient Minotaur who has been trapped there by the magic of the Winter King. Encourage the players to use different tricks to remember where they go. Players who choose not to map their progress through the labyrinth will most likely not find their way through it.



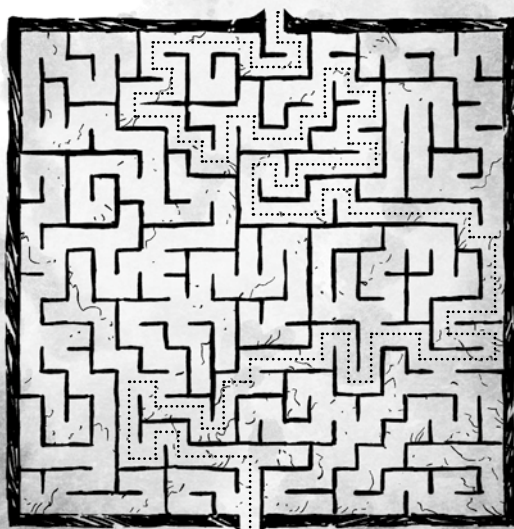
THE LABYRINTH

The labyrinth consists of many intersections, see the map to the right. When the PCs reach an intersection, roll on the table on the next page to see what happens.



THE GUARDIAN OF THE LABYRINTH

Wandering the labyrinth is one of the many creatures that was enslaved by the Winter King's soldiers and brought back to what is now the Bitter Reach. The unfortunate guardian is the





EVENTS IN THE LABYRINTH

D66 WHAT HAPPENS?

11–36 Nothing happens. All is dark and quiet.

41–43 **MAGICAL COLD ATTACK!** Perform an attack against a random PC with eight Base Dice and Weapon Damage 2. Armor offers no protection, and anyone who suffers one or more points of damage becomes **COLD**.

44–46 An urn or shrine rests in an alcove. It contains D6 **SIMPLE FINDS**.

51–53 D6 adventurers lie dead here. The cold has preserved them well, making it difficult to determine how long ago they were slain. It is obvious that they fell prey to a ferocious monster. Chance of find 5+. Roll twice on the table for **SIMPLE CARRIED FINDS**.

54–56 Pitfall! The trap is D6+6 meters deep and affects the one who goes first. With a successful **MOVE** roll the adventurer avoids falling into the trap.

61–63 The Minotaur lies dead upon the cold stone, felled by the spears and axes of another group of adventurers. D3 dead adventurers lie next to the fallen beast. Chance of find 6+. Roll once on the table for **CARRIED VALUABLE FINDS**.

64–66 **THE MINOTAUR ATTACKS!** The guardian utters a deep roar and rushes toward the intruders. If the Minotaur is defeated it will be reborn at the other end of the labyrinth in 2D6 rounds and once again seek out the intruders. When it is reborn it emits a howl that is heard across the labyrinth, and even in the camp outside the wall.

Minotaur Roktar, who has guarded Bleakness Keep for three thousand years. He wanders the same labyrinth again and again and is never allowed to savor the rest of death. When Roktar is slain he is reborn at the back of the labyrinth.

If Namtarell is roused from his slumber the Winter King's hold over Roktar is broken and he is free to leave the labyrinth – if he

can make it past the Camp of the Hopeful.

**STRENGTH 8, AGILITY 4,
WITS 3, EMPATHY 2**

SKILLS: Scouting 1, Might 3,
Endurance 4

ATTACKS: Monster attacks (see page 112 in the *Gamemaster's Guide*)

GEAR: Double axe



HEADSBANE

Two-handed axe with a D8 Artifact Dice (D10 against unarmed opponents). Ignores protection from hood or helmet. Anyone wielding Headsbane acts as if they have the **COLD BLOODED** talent but suffers one point of damage to Empathy each time they inflict a critical injury on an opponent (does not affect Namtare!).



NIGHT-AND-DAY

Full plate armor with a D8 Artifact Die D8 (D10 against unarmed attacks). Anyone wearing the armor suffers a -3 modification to **MOVE** due to the magical powers straining against any owner other than Namtare!. The armor adjusts to fit the wearer so long as they are between the size of a goblin and an ogre.

5. THE ARMORY

You step into an enormous hall where the floor is covered by freezing mist. Towering above the mist are two pillars, each close to ten meters tall. Atop each one stands a three-meter-tall statue of some demonic creature. One of the statues wields a double axe. The other is clad in black full plate armor.

Stored in this room are Namtare!'s executioner's axe and full plate armor. They were forged from starsteel by the master blacksmith Sondevel. A mortal creature who claims these magical weapons will be afflicted by nightmares and visions from Namtare!'s battles. The victim must make an **ENDURANCE** roll to sleep well. If it fails, the current Quarter Day doesn't count towards the PC's need for **SLEEP**.

The hall is so large it counts as three different zones in battle. The mist obscures the floor and give all three zones the **ROUGH** feature. If they fail, their move counts as a slow action. Lying here and there under the mist are corpses of adventurers who fell in battle.

❖ **CREATURES:** The two statues standing on each pillar are Stone Guardians (see page 106) who spring to life if someone touches the pillar they stand on. The statue then forcefully stomps its foot once and the pillar sinks into the ground. It takes two rounds for the pillar to sink all the way, then the Stone Guardian steps to the floor and attacks. If anyone retreats from the room the Stone Guardian will follow, but if the



opponent escapes into the labyrinth the guardian returns to its pillar. Only by defeating a statue is it possible to claim its magical treasure.

- ❖ **TREASURES:** It is possible to find various broken weapons and gear on the bodies spread across the floor, but also 4D6 copper and D6 silver. Additionally, if the PCs defeat the Stone Guardians, they can claim Headsbane and Night-and-Day



THE STONE GUARDIANS

The Stone Guardians that guard Namtare's axe and armor draw their power from Namtare's indomitable will to live. They are living statues of white marble. Since they are Stone Guardians, they don't have the innate living essence to use Namtare's magical artifacts as anything other than normal equipment. Headsbane is a common double axe in the hands of the Stone Guardian, and Night-and-Day is a regular suit of plate armor. Despite this, the guardians are formidable opponents and they use the full force of their monster attacks to protect Namtare's treasures. For attributes, see page 106.



6. THE ORCHARD

In the middle of the room are two enormous trees of ice. The swaying boughs sag with green and red fruits that seem to be made of glass.

The trees are Namtare's own creation. The green glass fruits contain a poison he used to torture his prisoners. The red ones contain the antidote.

Only D6 of the fruits on each tree are ripe. To realize this, the PCs must make a **LORE** roll with modification -1. If the players ask, tell them that most of the fruits are light green or light red and that only a few of them are deep green or red. The players can draw their own conclusions from this.

The trees are semi-conscious and try to avoid anyone picking their fruit by moving their branches out of reach. To pick a fruit from one of the trees, a PC must first make a **MOVE** roll to catch the branch. If the fruit is ripe, the PC must then make a **SLEIGHT OF HAND** roll to pick it without breaking it. If the fruit is unripe, the PC must make a **MIGHT** roll to tear it free.

If a ripe green glass fruit breaks, a dangerous poison (Potency 6) spreads in the zone. The poison is both lethal and hallucinogenic (see pages 113–114 in the *Player's Handbook*). The afflicted are also overwhelmed by an uncontrollable urge to tell the truth. The only existing antidote is contained in the ripe red glass fruits.

- ❖ **TREASURES:** A ripe fruit contains one dose of the poison or one dose of the antidote. They can be sold for 15 silver a pair, or 6 silver for a single fruit. The unripened fruits picked from the tree will never ripen and may only be sold as beautiful ornaments. For these, the PCs can get 1 silver coin per fruit. The trees bear 3D6 such unripened fruits.



7. NAMTAREL'S TOMB

You push the great stone gates open and enter the heart of the citadel. Frost covers the walls, floor and ceiling in this huge chamber. A narrow stone bridge leads across a seemingly bottomless chasm to a wide pillar in the middle of the room. There, Namtarel slumbers on an altar of clear ice. A soft voice fills the hall. "Sing me a tale, sing me a life." The voice is cold and clear, alluring and horrible.

Around the pillar and the stone bridge there is nothing but a bottomless chasm. The wind howls around the PCs, and if any of them peer over the edge they see only darkness. If they keep looking, they begin to see stars twinkling far, far below. If anyone falls from the stone bridge or pillar, they disappear into the bottomless darkness and are gone forever.

In the middle of the pillar is an immense altar and on it lies Namtarel, Prince of Death. He is only dressed in a simple tunic and wears a black iron crown on his head.

The Prince of Death has been kept in deep dormancy for three thousand years. He fell in a duel against Blaudewedd and was only saved by the Winter King putting him to sleep with powerful magic. In this state, he has slowly recovered and now it is only the curse that keeps him imprisoned in Bleakness Keep. His slumber on the altar is protected by a magical force that no one can shatter – it is impossible to damage his body, no matter what means are used.

To break the hold the curse has over Namtarel, he must be given power and strength to break free from the chains of dormancy on his own. This is done by telling

him a tale so beautiful and tragic that even the Prince of Death is touched. This will cause his life spark to ignite and he will rise from his altar. To succeed with this, the PCs must make a **PERFORMANCE** roll with a -2 modification. If this succeeds, the Prince of Death rises again.

With the same icy voice that the PCs heard as they entered the chamber, Namtarel demands their submission. What happens next depends on how the PCs act. If they bend the knee to Namtarel, he assumes that they submit to him and he elevates them to his personal guard. He speaks of the lost grandeur of the winter elves and the power of the Winter King. His first mission for the PCs is to take him to the Palace of the Winter King. If they have Headsbane and Night-and-Day, he immediately demands that they give these artifacts to him.

If the PCs refuse to submit to the Prince of Death, he will do everything he can to destroy them with his magical powers. If the PCs have his axe and armor and use them against him, he will try to escape and flee to the court of the Winter King. If Namtarel is defeated, the Winter King loses an important ally, and this will affect his chances to once again take control over the Bitter Reach.

- ❖ **CREATURES:** Namtarel, Prince of Death.
- ❖ **TREASURES:** Namtarel's iron crown is enchanted with a protective spell. It counts as a closed helmet with Armor Rating of 3 and gives a D8 Artifact Die to **INSIGHT** and **MANIPULATION** rolls. The iron crown is a light item.





NAMTAREL

The Prince of Death towers over his foes. He is lanky and almost three meters tall. His face is pale and gaunt but still bears traces of an almost otherworldly beauty.

Namtarel is haughty and considers himself above all creatures except the Winter King. He is proud and quick to anger, but also a skilled manipulator. Legends from the age of the winter elves speak of his ability to tear the truth from all souls caught in his grasp.

The Prince of Death counts as a Death Knight even if he hasn't fully stepped over the threshold to the realm of the dead. He retains several of the skills he had when he was in his prime.

**STRENGTH 15, AGILITY 4,
WITS 5, EMPATHY 4**

SKILLS: Lore 5, Insight 5, Manipulation 5, Melee 5, Move 5

ARMOR: Takes half damage from physical weapons.

GEAR: Namtarel carries Headsbane and Night-and-Day if they have been returned to him, otherwise he wears chainmail and is armed with a broadsword. He always wears his iron crown.

ATTACKS: Monster attacks as a Death Knight (see page 87 in the *Gamemaster's Guide*).

EVENTS

Described below are several events that may occur in or around Bleakness Keep.

PUT MY SOUL TO REST

If the PCs take over an abandoned tent, they will be haunted by its previous owner during the first night. The treasure hunter's spirit talks to them and tells of how she fell prey to a monster wandering the labyrinth. She then asks them to find her remains and return them to Northfall. Since the PCs see a ghostly image of her, they can recognize her remains in the labyrinth.

FOR A FEW COPPER MORE

Wolftrap's henchmen constantly keep an eye open for newcomers and demand money from them to "protect" them from the dangers in the camp.

If the PCs refuse to pay, the outlaws first try to threaten them. If this doesn't work, they shuffle over to Wolftrap's tent and complain, whereupon the outlaw leader sends five other men to collect the money and teach the PCs a lesson.

None of the other treasure hunters will openly help the PCs against Wolftrap, but there are those who are secretly willing to do anything they can to see the scoundrel dead or gone from the Camp of the Hopeful.

THE GREAT FEAST

If someone manages to survive an expedition to Bleakness Keep, a feast is held for them



when they return. Everyone in the Camp of the Hopeful gather to welcome the survivors and listen to tales of what hides behind the black walls. The lucky treasure hunters are taken to Vitra's tavern and are treated to the best the meager camp can offer.

But not everyone is pleased. Wolftrap and his henchmen show up and try to seize some of the treasures freed from the fortress. This can end in violence.

THE MONSTER FROM THE KEEP

Roktar somehow manages to escape the labyrinth, due to the PCs or some other adventurers having awakened Namtarel.

When the Minotaur makes his way over the wall, chaos ensues in the Camp of the Hopeful. Some try to stop him, others flee, and there are even some who try to talk to him. But the only thing Roktar wants is to get as far away as possible from Bleakness Keep. If the PCs convince Roktar that they can help him, they may gain a friend for life.

As usual, Wolftrap and his men will cause as big a mess as they possibly can. A living Minotaur could net them many coins if they sell him to a less scrupulous slaver at the Field of Swords.

THE ALDERLANDERS

This event plays out after the Alderlander army has arrived in the Bitter Reach. Their influence in the region grows and Baraggor's recruiters come to the camp to trick adventurers into working for them as soldiers or scouts. A squad of soldiers turns Vitra's tavern into their base of operations.

If Baraggor has realized the significance of the Seals, she may be on the lookout for adventurers to locate them.

Once again, Wolftrap gets involved. Since he has fled Alderland he becomes terrified when the recruiters come to the Camp of the Hopeful. He tries to keep a low profile but one of the soldiers recognizes him. Wolftrap's only chance is to ask the PCs for help to kill the witness or help him escape.

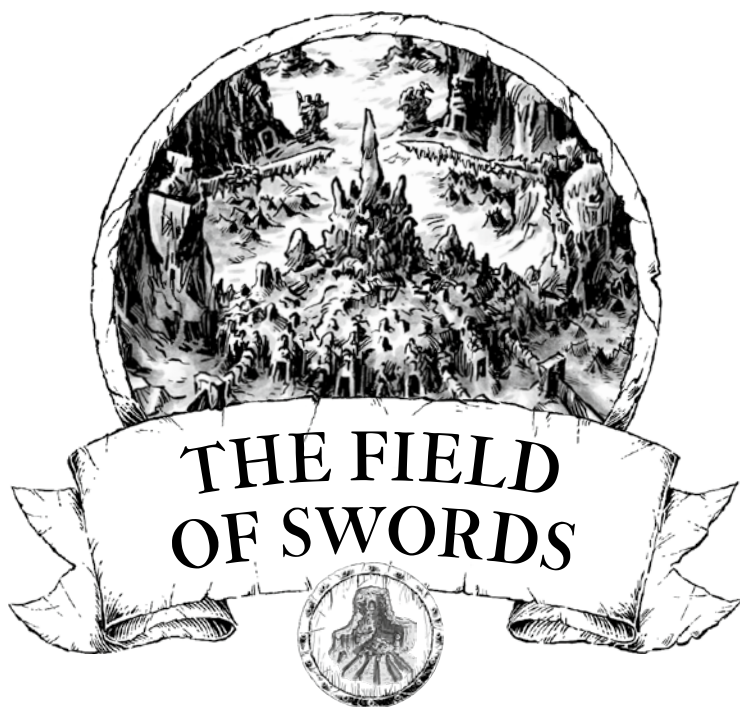
THE WRATH OF THE ICE GIANT

The Ice Giant Grong has grown tired of treasure hunters trying to plunder Bleakness Keep. The giant knows who rests there and what will happen if Namtarel is roused from his slumber. Thus, Grong has decided to remove the treasure hunters.

He has no actual plan for achieving this. He will simply walk into the camp and start yelling and screaming that everyone must leave. This is received with confusion and mirth by the treasure hunters, who begin to make fun of the frustrated Ice Giant.

Unless the PCs intervene, the situation will quickly deteriorate, causing Grong to go berserk in the camp. If the PCs show Grong respect and talk to him, he will patiently tell them that a dangerous warrior slumbers in the keep and that he must never be awakened. The PCs can decide to help Grong empty the camp or try to convince him that everything is fine.

If the PCs defeat Grong in battle they, will be received with hostility if they make their way to the Palace of the Ice Giants.



TYPE OF ADVENTURE SITE: Elven Ruin

Blanketed in shadows cast by looming peaks, you see ruins from the age of the winter elves. A few buildings squat at the base of the mountain, while behind them rises an immense double gate.

Broken statues stand among the buildings, depicting towering warriors forever locked in mortal combat. Some of the statues show battles between proud winter elven warriors and horrible monsters from ancient times.

Campfires glow in the dusk, dark shapes huddling close to them. The scent of smoke and food sneaks up on you as you draw closer. Then, you hear the clang of blade against blade and agitated screams.

BACKGROUND

The Field of Swords is a gladiatorial arena where adventurers gather to decide who is the most fearsome warrior in the Bitter Reach. Overseeing these contests is Kvaldor the Slayer.

Kvaldor found the ruins that are now called the Field of Swords over thirty years ago. Back then, he was a simple adventurer who scraped along by selling the few treasures he found to Ingmargin. But Kvaldor soon discovered that it wasn't the gold that called out to him – it was the danger, the battles against other adventurers and fearsome monsters that made the blood sing in his veins.



Everything changed the day he found the abandoned temple of the winter elves, a temple devoted to the dance of battle. When Kvaldor made his camp that night and laid down to sleep, he was haunted by dreams of an eternal battle, where fighters claimed honor and assumed their place in the legends told around campfires.

Consumed by fervor, the warrior set out to search the ruins. Behind two immense gates, he found an amphitheater surrounded by walls that were covered in ancient markings showing warriors in furious combat while their masters observed the spectacle. Kvaldor contemplated the dream and the inscriptions

on the walls and decided that it was a sign from the gods – his destiny was to restore the Field of Swords.

During ages past, the Field of Swords was a place where the winter elves arranged battles for sport and amusement. The most skillful enemy prisoners were dragged to the arena and forced to fight for their lives in bloody trials that pitted them against each other and all manner of beasts. The best could even win station in the society of the winter elves, but they could never again win their freedom.

The Field of Swords exists for the sounds of combat, of blades clashing against each



DARK DREAMS

If the PCs spend some time at the Field of Swords, they will be affected by the magical energy radiating from the Seal of Fire. This influence takes the form of nightmares shared by all who live at the site, especially the fighters in the arena.

The nightmares relate to the Seal and the dragon guarding it, as well as the battles that once were fought here. The visions are at their strongest when the arena is filled with brutal fighters and blood-thirsty spectators. Then the dreams also echo with the sound of a growling beast and show the image

of a stone door leading to immense riches. From beyond the door, the sound of hammers striking anvils echoes.

Every time a PC sleeps at the Field of Swords, you can roll a D6. If this occurs after a battle in the arena, the roll receives a +1 modifier. 1–4: A good night's sleep without nightmares. 5: Nightmares about the Seal and the dragon. 6: As per 5, but the dream includes the growling beast and the mysterious stone door. 7: As per 6, but the Winter King speaks to the dreamer, see the quote on page 216.



other and the last screams of the dying. But it is also a source of wealth for those who know how to play the game. Each duel means betting on who will survive and who will die.

Clinking coins switch hands many times during a fight, and Kvaldor claims every tenth coin in tax.

HERE LIES THE SEAL OF FIRE

Beneath the Field of Swords lies the Seal of Fire, one of the five magical locks that seal the curse that lies over the Bitter Reach (see page 45).

When Blaudewedd placed the Seal of Fire, she chose this location because of the violent energies gathered here, and the almost religious fervor that the winter elves showed for the gladiatorial bouts.

Deep below the arena, Blaudewedd found a chamber where glowing lava flowed. From it, she gathered the energy needed to create the Seal. Since then, the Seal of Fire has rested beneath the Field of Swords and drawn power both from the lava and from the aggression that trickles down from the arena through ice and stone.



KVALDOR THE SLAYER

Kvaldor lives to see the greatest warriors of the Bitter Reach measure themselves in combat. In his



youth, he was a feared adventurer and he has retained much of his skill, even if he has become slower over the years. It has been a long time since he fought in the arena himself, but if the circumstances demand it, he won't hesitate to draw his sword again.

The Slayer is an immense man, almost two and a half meters tall and nearly a meter wide. His wavy hair is thick and gray, as is his beard. He is always clad in an impressive suit of armor interwoven with warm pelts and skins. Kvaldor also keeps his broadsword near to hand at all times – it usually rests in a scabbard on his belt, but he is more than willing to draw it, should the need arise.

Kvaldor has himself seen the Seal and its Guardian. If he learns that the PCs are looking for the artifact, he entrusts them with the task of investigating the chamber under the cave of the Howler.

**STRENGTH 4, AGILITY 2,
WITS 3, EMPATHY 4**

SKILLS: Lore 2, Melee 5, Scouting 4,
Might 4, Move 3

TALENTS: Path of the Blade 3, Path
of the Shield 3, Shield Fighter 3,
Brawler 2, Pain Resistant 2, Sword
Fighter 3

GEAR: Broadsword, leather armor,
open helmet, small shield

GETTING HERE

Everyone in the Bitter Reach who can swing a blade has heard of the Field of Swords at one time or another. Few know more than what is told in the legend (see the next page), but that does nothing to quell rumors of bloody duels and huge rewards given to the greatest warriors.

GOLD AND DEATH

Treasure hunters who have made a name for themselves as hardened adventurers and proven they can hold their own in battle are contacted by the peddler Marol Areles, who has an offer.

She has heard that it is possible to reap great rewards by winning fights at the Field of Swords. For this purpose, she wants to recruit a group of warriors who can be her champions in the arena.

Marol offers some silver to equip the fighters who agree to join her. When this is done, she heads towards the Field of Swords with her entourage to establish a base in the camp.

THE LOST DAUGHTER

The PCs are tasked with finding Vaina (see page 210), the lost daughter of the peddler Virida. She disappeared in a blizzard during a trading expedition five years ago, and everyone believed her to be dead. But now, rumors have reached Virida that her daughter is alive, but held captive at the Field of Swords. The PCs get a description of Vaina; fiery red hair and eyes white as snow.



THE ANCIENT FORGE

The PCs are given an assignment by general Baraggor. Her Alderlander army needs weapons for its expeditionary campaign, and she has heard rumors of a large hidden cache of ancient weapons somewhere in the Bitter Reach (see the separate legend in the boxed text below to the right).

These weapons are said to be stored in an underground forge, a place where the winter elves' finest weapons of death and destruction were created. Baraggor is ready to pay handsomely for the weapons or information about where to find them.



LEGEND

The one who doesn't find treasure in the Bitter Reach may win glory at the Field of Swords, if their arm is strong and their blade is sharp!

Kvaldor the Slayer was an adventurer who grew tired of searching for treasures in cold caves. One day he found an ancient ruin of the winter elves, a temple devoted to battle and glory. In this temple, the winter elves had forged powerful artifacts and blades of cold steel for their soldiers.

At this place, Kvaldor found his true calling and created the Field of Swords, an arena where all are invited to join the dance of blades. But be careful, for the place is cursed – some ancient artifact rests there that fills the fighters with bloodlust and drives them insane.

THE DUELS

At the Field of Swords, a complex structure has evolved around dueling and betting on the results. Kvaldor the Slayer is the undisputed ruler here. To maintain order, he has a force of twenty sellswords. The betting is handled by treasurers, who keep the odds, receive bets and pay out the winnings.

There are three types of fighters at the Field of Swords: free, chained, and monsters.

- ❖ A free fighter must find a patron, a member of the so-called Sword Nobles. The patrons decide who their fighters will meet in battle and use them as pawns in a struggle for money and



LEGEND: THE ANCIENT FORGE

Beneath the frozen wastes of the Bitter Reach rests a treasure worthy of the envy of all the world's generals. Light cast by the raging heart of the mountain that feeds the forges glitters across heaps upon heap of sharp blades. Now, the anvils are silent, a thousand and a thousand years have passed since the hammers fell on hot steel in these chambers, a thousand and a thousand years since these sharp blades were used in the dance of death..



BATTLES AT THE FIELD OF SWORDS

TYPE	WHO WINS?
First Blood	The one who first inflicts one point of damage to their opponent wins. If any combatant continues after the first drop of blood is spilled, the offender is tossed into the dungeon for five days.
Broken Opponent	The fighter who Breaks their opponent wins. If the winner doesn't stop fighting after having Broken their opponent, the offender is tossed in the dungeon for ten days and is forced to fight the largest monster at the Field of Swords. In addition, the winner's patron must pay a fine of 20 silver to the opponent's patron.
Last Breath	The fighter who slays their opponent wins. This is a rare type of duel, as the Sword Nobles have more use for fighters who live to fight another day. If one fighter has Broken their opponent, their patron can show mercy and spare the loser's life by holding up an open hand. If the winner's patron instead wants the opponent to die, they draw their hand across their throat. Such requests from a patron are not mandatory – the winner always has the right to spare the loser's life if they want to.

influence against other Sword Nobles. A free fighter receives room and board, and is paid a salary by their patron – anything from a few coppers per day to several silver coins. Then, of course, there are also the prizes granted to those who win a duel, along with any side betting the fighter might choose to engage in.

- ❖ A chained fighter is an outlaw, thrall or slave. These can be anything from simple bandits who got caught and sent here as punishment, to poor souls who have been taken captive and held as slaves by the Sword Nobles. Chained fighters are often used in the most brutal duels, until they are killed or have proven their worth to

their patron – they can then be given the status of free fighters.

- ❖ Beasts are animals or monsters. These are owned by their patrons. Most beasts only last one or a few duels, and the Sword Nobles have an unquenchable desire to see ever more ferocious beasts in the arena.

THE RULES

At the Field of Swords, duels are fought between two fighters, between several fighters split into two teams, between a fighter and a monster, or between a group of fighters and a large monster. Only on special occasions do two monsters fight each other, as they are deemed too valuable.



WEAPON COMBINATIONS		
LIGHT WARRIOR	MEDIUM WARRIOR	HEAVY WARRIOR
Only LIGHT weapons are allowed. No shields or armor can be used.	A one-handed weapon may be combined with a shield or a second melee weapon. Only leather armor is allowed.	All melee weapons, armor types and shields are allowed.

There are three different types of battle where fighter meets fighter. The battles and the betting around them are strictly formalized and fall under several rules. A fighter who breaks these rules is punished harshly.

As for gear, there are rules to even the odds as much as possible. Ranged weapons are not allowed, but a fighter is allowed to throw melee weapons. Magical weapons are forbidden.

BETTING

The betting is a simple affair. Spectators bet copper, silver or even gold coins on the fighter

or fighters that they think will win the duel. Kvaldor's treasurers manage the bets and note the current odds on a large board outside the Gate of Battle (location #4). Everyone who bets is allowed into the arena, others must pay one copper coin to watch.

It's up to you as GM to decide the odds for each duel, with the help of the table below. To keep things simple, only use the five options (5:1, 2:1, 1:1, 1:2 and 1:5) listed in the chart. The table also indicates the returns for a winner who waged 10 silver coins (including the bet itself), and how much is paid in tax to Kvaldor. For smaller or larger bets, simply adjust the returns accordingly.

DUEL ODDS				
ODDS	ASSESSMENT	WIN CHANCE	RETURNS ON 10 WAGED SILVER	TAX
5:1	Doomed	1	54 silver	6 silver
2:1	Inferior	2	27 silver	3 silver
1:1	Evenly Matched	3	18 silver	2 silver
1:2	Superior	4	13 silver and 5 copper	15 copper
1:5	Unrivald	5	10 silver and 8 copper	12 copper



You can play out a duel in detail, especially if one or more PCs are taking part in it. Others you can settle with a single die roll. Decide which side in the duel you roll for, then roll a D6. If the result is equal to or lower than the number in the Win Chance column, the side you rolled for wins the duel.



THE FIGHTERS

Below, five fighters at the Field of Swords are described.



NALIA THE NIMBLE

Nalia is a popular fighter among the spectators at the Field of Swords, owing much to the fact that she is the only summer elf here. She is nimble, quick of wit and skilled with her two long daggers. Nalia always fights clad in leather armor and a cape. Nalia's only friend among the fighters is Galder Axe. Nalia's patron is a disowned Alderland noble named Malik Arpak.

**STRENGTH 2, AGILITY 5,
WITS 3, EMPATHY 4**

SKILLS: Sleight of Hand 3, Melee 3, Stealth 2, Might 1, Move 4

TALENTS: Fast Footwork 2, Knife Fighter 3, Path of the Blade 2, Lucky 1, Sharp Tongue 2, Sixth Sense 3

GEAR: Two daggers, leather armor, cape

GALDER AXE

Galder is a huge man who fights with an almost equally large axe. He relies more on strength than skill. Galder wears only a loincloth and a breastplate of bone. In duels where several fighters team up, Galder often fights with Nalia the Nimble. Galder's patron is a noisy peddler who calls himself Muntar the Merry.

**STRENGTH 5, AGILITY 3,
WITS 2, EMPATHY 2**

SKILLS: Melee 3, Might 4, Move 2

TALENTS: Path of the Blade 2, Brawler 2, Pain Resistant 2, Steady Feet 1, Axe Fighter 3

GEAR: Two-handed axe, breastplate (Armor Rating 4, body)

IX

The scoundrel Ix is a typical fighter at the Field of Swords. He fights dirty and uses every trick he can to confuse his opponents and gain the upper hand in battle. His patron is Meldendre, a testy peddler who takes any chance to challenge the other Sword Nobles, with Ix as his champion of course.

**STRENGTH 3, AGILITY 4,
WITS 2, EMPATHY 2**

SKILLS: Melee 3, Might 2, Move 2

TALENTS: Brawler 2, Pain Resistant 2, Sword Fighter 2, Sharp Tongue 2

GEAR: Broadsword, studded leather armor, studded leather cap



MAILE

As a young pup, the wolfkin Maile was consumed by uncontrollable bloodlust every full moon. The older she grew, the greater her thirst became. In the end, she was driven out from her clan. One night, the Winter King spoke to her in her dreams and led her to the Field of Swords.

Maile is one of the most ruthless combatants at the Field of Swords. She utilizes her fearsome appearance and bestial howls to scare her opponents. She fights with weapons shaped like the claws of a wolf.

When Maile fights in the arena, some of Kvaldor's men stand ready with nets and clubs, in case the wolfkin female goes berserk after being Broken. Then they enter the arena to ensnare her and force her to calm down.

Maile has chosen the orc woman Odha as her patron.

**STRENGTH 3, AGILITY 4,
WITS 2, EMPATHY 2**

SKILLS: Sleight of Hand 3, Melee 4, Might 2, Move 3

TALENTS: Berserker 2, Ambidextrous 3, Threatening 3, Knife Fighter 3, Fearless 3, Melee Charge 1

GEAR: Two steel gloves with claws (counts as daggers), studded leather armor

VAINA

The girl Vaina, with fiery red hair and white eyes, is the most mysterious fighter in the arena. She arrived alone and tired five years ago after walking through a blizzard. Despite this, she devoted herself to the art of battle and against all odds she managed to establish herself as a feared fighter. Her patron is Kvaldor himself.

The truth of what happened to Vaina is that she got lost in the blizzard after a row with her mother. The trauma released a power hidden deep within her, an ability to see briefly into the future. Using this ability, she survived and found her way to the Field of Swords, where she now fights in the arena.

Vaina's power is centered on herself and means that she, despite being blind, perceives her surroundings within **SHORT** distance as though she has full vision in all directions. This gives her a +3 modification to all rolls to **DODGE** or **PARRY**. Vaina keeps her secret hidden from everyone but Kvaldor the Slayer.

**STRENGTH 2, AGILITY 5,
WITS 3, EMPATHY 4**

SKILLS: Sleight of Hand 3, Insight 4, Melee 3, Move 4

TALENTS: Defensive 3, Fast Footwork 2, Path of the Blade 2, Path of the Shield 2, Shield Fighter 2, Sword Fighter 2, Lucky 1

GEAR: Shortsword, small shield, studded leather armor, studded leather cap





LOCATIONS

What in ages past was a temple of the winter elves devoted to battle is now the site of the Field of Swords arena and many small businesses that have popped up in the wake of the commerce surrounding the duels.

1. THE CAMP

The smoke lies heavy over the camp. Small fires smolder and the atmosphere is strained and unfriendly. You feel eyes staring at you as you walk between the tents.

Most adventurers who have come to the arena to watch the duels and wager money stay in this camp. Here, Ailanders and Alderlanders live side by side with orcs who have been shunned by their clan, and wolfskin with a lust for adventure. All kinds of rogues and raiders can be found here, and if the PCs are looking for someone to perform dastardly deeds, this is the place to go.

❖ CREATURES: Various adventurers.

2. THE PITS

The stench from these caves is overwhelming. Chains rattle in the cells and here and there you hear moans and growls.

Imprisoned in the pits are the chained fighters (see page 207). Their owners enjoy egging on their champions in the arena and making money from their suffering. There are always four of Kvaldor's guards here to prevent any

escape attempts, and a jailer who makes sure the prisoners get the food they need.

From the Pits, a tunnel leads deeper into the mountain. It leads to the cave of the Howler (location #6). It's not guarded, as Kvaldor sees no risk that anyone would face the Howler voluntarily.

❖ CREATURES: Jailers, chained fighters, and caged monsters such as Greatmaw.



GREATMAW

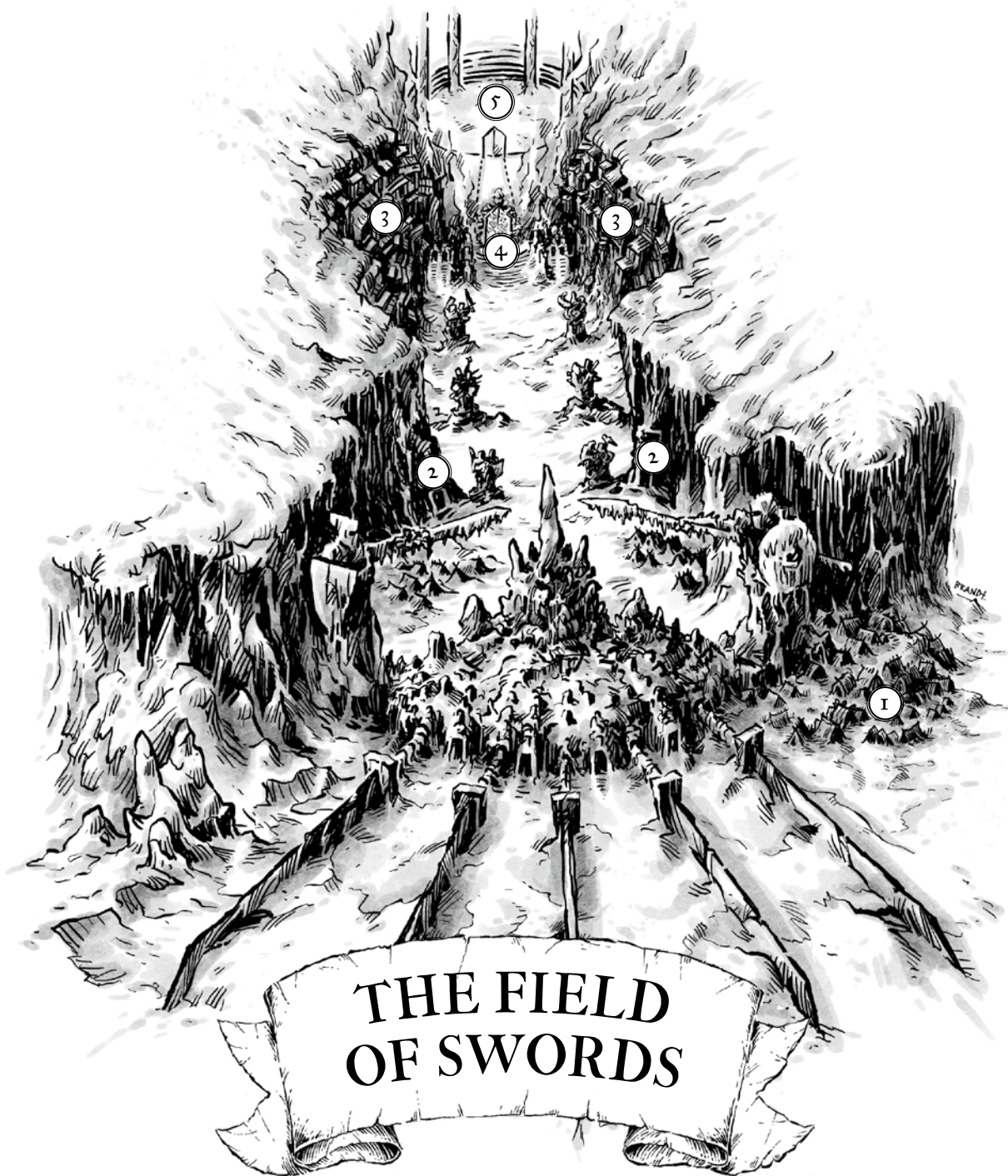
One of the captured monsters used in the arena is Greatmaw, an enormous Nanuik. The beast has been here for over ten years and has never lost a fight. This makes her one of the biggest crowd favorites at the Field of Swords. In terms of game attributes, Greatmaw is a typical Nanuik (see page 100).



3. CHAMBERS OF THE ESTEEMED

Several of these old ruins are in remarkably good shape, having been restored with new stone and even fresh timber. Laughter and mirthful murmurs seep from these chambers. Heavily armed guards bar the way into the buildings.

This is where those known as the Sword Nobles live. They are the men and women who are patrons to the fighters in the arena, and they have made enough gold to live well even in a place like this.





Kvaldor realizes that he has to offer a degree of comfort to those who bring him gold, so these chambers are warmed by blazing fires and furnished with warm furs and quilts. Ten silver coins per night is the minimum fee to stay here.

- ❖ **CREATURES:** The Sword Nobles and their guards.



MELDENDRE

The vain peddler Meldendre is one of the Sword Nobles. He is a typical representative for this guild, a greedy and scheming man, who only sees his fighters as pawns to earn silver for himself.

Meldendre is testy and flares up as soon as someone contradicts him or if something doesn't go his way. In secret, he dreams of taking Kvaldor the Slayer's place as master of the Field of Swords. He is also a spy for the Alderlander expeditionary army, a fact he hopes to use to overthrow Kvaldor.

Meldendre is convinced that Kvaldor is hoarding his gold in a chamber behind the cave of the Howler. If the PCs make a name for themselves as cunning adventurers, the peddler tries to convince them to help him steal the treasure.

**STRENGTH 1, AGILITY 2,
WITS 4, EMPATHY 4**

SKILLS: Lore 2, Insight 4,
Manipulation 4

TALENTS: Path of Gold 1, Path of Lies 3, Incorruptible 2

GEAR: Furs, 6D6 silver coins,
VALUABLE FIND



4. THE GATES OF BATTLE

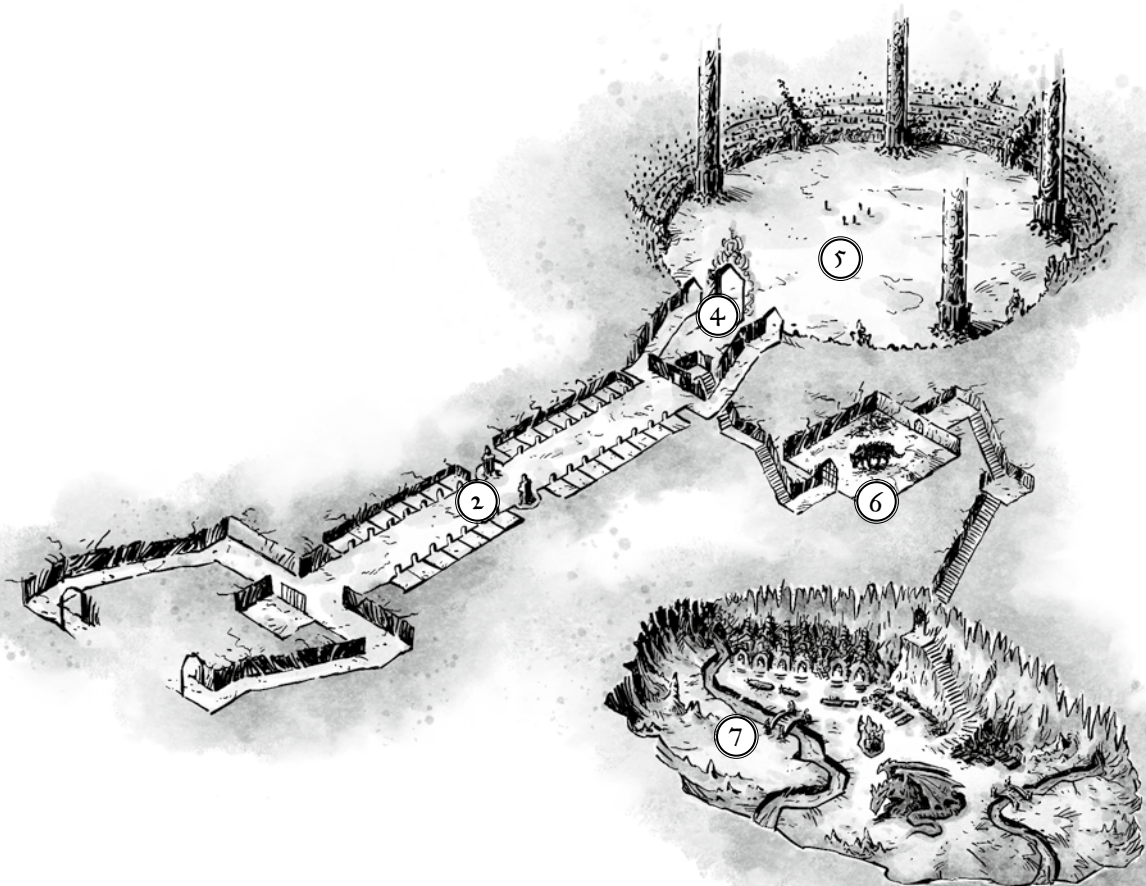
An immense arch supporting twin gates bars the way into the arena. On the wall by the gates is a large signpost with names and numbers – betting odds for the duels to be fought in the arena. Behind the closed gates you hear shouts and screams from an excited audience.

The gates are only opened when particularly famous warriors are about to do battle, or when some special monster that has been sold to the arena is to fight for its life. Otherwise the arena is entered via smaller gates to the side of the twin gates or via passages that lead upwards from the pits or inwards from the Chambers of the Esteemed.

Depicted on the gates are scenes from the history of the winter elves, and if a PC makes a **LORE** roll with a –1 modification, they can identify an image of the Winter King and Blaudewedd engaged in a duel.

5. THE ARENA

Before you lies an enormous amphitheater in a huge cave. The floor is paved with stones and surrounded by pillars that reach the ceiling. The pillars are decorated with motifs from thousands of battles, where the winter elves defeat their enemies and lay the world at their feet.



A stone platform is placed in front of the arena. During the age of the winter elves, the platform could hold thousands of spectators, and more could sit in the balconies hewn from the rock above the arena.

Today, only a part of the original arena is used. For the duels fought now, the audience rarely exceeds a hundred. The atmosphere, however, is always barbarous and loud. It is said that the audience at the Field of Swords is more bloodthirsty than the combatants in the pit.

The balconies that the Sword Nobles use are connected to the Chambers of the Esteemed by passages once dug by the slaves of the winter elves. By using these tunnels, the Sword Nobles can avoid rubbing shoulders with the common folk.



Kvaldor has his own balcony from which he follows all duels in the arena. As far as anyone knows, he hasn't missed a single fight in all the years he has been here.

- ❖ **CREATURES:** Fighters, onlookers, Ismaile the Healer.



ISMAILE THE HEALER

Kvaldor employs one of the greatest healers in the Bitter Reach. Her services are mainly intended for those fighting in the arena, but for the right payment, the PCs may also make use of Ismaile's healing arts.

The healer is a slender, bald woman. She's always cold and is therefore always swathed in warm clothes and furs. Her most prized possession is an ancient clay tinderbox, which gives her the warmth she yearns for.

**STRENGTH 1, AGILITY 2,
WITS 4, EMPATHY 3**

SKILLS: Lore 4, Healing 4

TALENTS: Path of Healing 3,
Herbalist 3

GEAR: Herbs, healing potions and
balms, clean cloth and compresses



6. THE CAVE OF THE HOWLER

A long tunnel leads under the floor of the arena. The passage slopes downwards, and you follow it

to a gate blocked off by an iron portcullis. Beyond the portal, you see a cave that must be situated right underneath the arena. The chamber is surprisingly warm and lit dimly by luminescent moss. You see a dark shape prowling around the far wall. The huge wolf growls menacingly at you.

The PCs can lift the portcullis by making a **MIGHT** roll with a -2 modification. As soon as they enter the cave the Dire Wolf, named Howler, attacks them.

The key find in Howler's cave isn't the creature itself, however, but a gate that leads down to one of Blaudewedd's Seals. Only a few people know of the gate or suspect that there is a chamber behind the cave. Kvaldor himself descended into the chamber long ago and saw the dragon guarding the Seal but fled when he heard the voice of the Winter King. The patron Meldendre suspects that Kvaldor is hiding his gold in the cave and has bribed those who feed the Dire Wolf to let him visit the place in secret. Further investigations have since convinced the peddler that Howler is guarding a large treasure.

The staircase down to the Seal is reached through a stone door at the back of the Howler's cave. The best clue to finding the door is the heat in the cave. In the halls beneath the Field of Swords, the forges of the winter elves still burn, and they heat the stone gate and provide nourishment to a luminescent moss which grows most profusely on the stone door.

If the PCs clear away the moss, they see an elven inscription: the sign of fire, an open flame. The door is opened by pushing it inwards and making a **MIGHT** roll.

When the gate opens, the PCs are greeted by a warm gust of wind and a staircase descending



into the earth. Somewhere far below they glimpse the light of blazing fires.

❖ CREATURES: The Dire Wolf Howler.



HOWLER

Howler is a large and wiry Dire Wolf. Ten years ago, he was captured by Kvaldor the Slayer who hoped to tame and train the beast. Despite countless attempts, Kvaldor's hopes were crushed again and again. The wild beast refuses to be tamed.

Today, Howler lives in a cave beneath the floor of the arena. On special occasions, the stone slabs acting as Howler's roof are pulled aside to let Howler join the fray. No one has defeated Howler yet, and no one dares to guess how Kvaldor would react if such a thing should ever happen. He holds his pet in higher esteem than any other living creature.

STRENGTH 10, AGILITY 5

SKILLS: Stealth 4, Scouting 2

MOVEMENT: 2

ARMOR RATING: 4

ATTACKS: Dire Wolf monster attacks



7. THE SEAL OF FIRE

When you reach the foot of the staircase you step into a huge ice cave, heated by smoldering

forges and open streams of lava. Meltwater from the cavern's walls covers the floor. Hovering in the middle of the cave is an immense metal Seal: the sign of fire. Resting beneath it is a beast from ancient times, a dragon with a smoldering body.

The cave is part of what used to be a weapons forge of the winter elves, heated by lava streams. Many of the weapons of the winter elves were forged here, and the PCs can find complete and partially completed swords, lances, shields, helmets and harnesses.

The cave is divided into five zones for the purpose of combat – one in the middle where the Seal and Gibil are located, and one in each direction around it. The entrance leads the PCs to the eastern zone of the cave.

As soon as the PCs step into the room, the dragon Gibil becomes aware of them. She rises and breathes flame towards them as a warning. She is curious about who they are, and if they speak to her, she will listen. Only if the adventurers move within **NEAR** distance will she attack, forced to do so by Blaudewedd's curse.

Soon after the PCs enter the room, a disembodied voice whispers to them, a voice from beyond time and space. The Winter King speaks to the PCs from his throne room.

"Kill the dragon and break the Seal. Give me strength and vigor. Crush the reign of ice, crush the grip of winter. Give these lands the warmth of spring. Break the Seal and you will be handsomely rewarded."



- ❖ **CREATURES:** The Seal is guarded by Gibil, a dragon with a body of molten stone. She has rested here since the curse fell and will do everything in her power to prevent the adventurers from getting close to the Seal.
- ❖ **TREASURES:** The greatest treasure here is the Seal of Fire, but the PCs can also find a large cache of weapon parts worth 2D6 gold coins and a winter elven warlance in mint condition (Grip: 2H, Gear Bonus: +2, Weapon Damage: 2, Range: **NEAR**, Price: 75, Properties: Pointed, Edged).

THE SEAL OF FIRE: This is one of the five Seals maintaining Blaudewedd's curse. The Seal is created from smoldering steel and radiates strong heat that affects all who come within **ARM'S LENGTH**. Roll for the attack with six Base Dice at the beginning of each round (non-typical damage).

To destroy the Seal, the PCs must attack it with ice, water or brute force. All attacks that use ice or water inflict an additional point of damage. If non-magical weapons are used, they lose one point of Gear Bonus every time they strike the Seal. The Seal has Armor Rating 5 and can take 10 points of damage before being destroyed. Each time the Seal takes damage, it triggers a psychic shockwave that counts as a fear attack with five Base Dice against everyone within **SHORT** range.

Without ranged weapons or magic, the PCs will have a hard time destroying the seal. If they do succeed, the Seal implodes and all PCs within **SHORT** range gain D6 Willpower Points each. The PC who landed the final blow

also gains the Seal of Fire special talent (see page 52).

The destruction of the Seal also results in an earthquake that causes the cave to collapse after 2D6 rounds, killing anyone who remains here. The Field of Swords is shaken to its core, but when the earth settles no greater damage has been dealt to the buildings above ground.



GIBIL

The Guardian of the Seal of Fire is a dragon with a burning body. Gibil hates the ice that surrounds her and avoids the walls in the cave where the Seal rests, out of fear that her burning body will be extinguished if it touches them. Gibil is spellbound by Blaudewedd to guard the Seal, but in her fiery heart she is devoted to the Winter King. If the Seal is destroyed before Gibil has fallen, she will flee through the lava streams and try to seek out her true master.

**STRENGTH 40, AGILITY 4,
WITS 5, EMPATHY 2**

SKILLS: Lore 2, Manipulation 4,
Scouting 4

MOVEMENT: 3

ARMOR: 12

SPECIAL PROPERTIES: Burning body. Each enemy within **ARM'S LENGTH** suffers a heat attack with four Base Dice (non-typical damage) at the beginning of every round.

ATTACKS: Monster attacks (see page 88 in the *Gamemaster's Guide*)







EVENTS

The Field of Swords can play an important part in the PCs' adventures. It can be a place for them to recruit new adventurers when a friend has fallen, a place where they can find the aid of a skilled healer after a severe injury, or even a place where they can earn a coin or two by fighting in the arena.

MAROL'S CHAMPIONS

The PCs have been recruited by Marol Areles (see *Getting Here*). There is much that can happen as she attempts to establish herself as a Sword Noble at the Field of Swords. Below are examples of missions she wants her fighters to carry out.

- ❖ Marol wants to know more about her opponents, both those who fight and those who engage in betting. The PCs must spy and scheme to extract as much information as possible.
- ❖ All new combatants must prove that they are ready to enter the arena, maybe by fighting other hopefuls, armed only with wooden clubs, maybe by performing heroic deeds or feats of strength. Maybe the players have ideas of their own?
- ❖ Not everyone is happy with new competent fighters arriving. Opponents try to sabotage equipment or maybe even poison Marol's warriors. But who is behind it? Marol asks the PCs to find the culprits.

TRIAL BY COMBAT

The adventurers come into conflict with Meldendre, one of the Sword Nobles. What the conflict is about matters little to the peddler, he is looking for trouble and is mortally offended by the behavior of the adventurers, no matter how they behave. He challenges them to a trial by combat, with the first to be Broken losing their honor and being required to compensate the opponent with 50 silver coins.

Meldendre's own champion is a scoundrel named Ix, infamous for his dirty tricks. If the PCs don't want to do their own fighting, they must find someone who will stand in for them, which proves to be difficult. They may get help from Vaina if they perform missions for Kvaldor the Slayer, or from Galder Axe if they bargain with his patron.

WOLF AGAINST WOLF

Meldendre has captured two wolfkin that he wants to fight together in the arena. The peddler tries to negotiate with Maile's patron to have her fight against her kinsmen in a duel to the death. The expectation is that this will draw a huge crowd and fill Meldendre's coffers.

Maile is horrified by the thought that she should be forced to fight against her own kin. She asks the PCs to help her free the other wolfkin. It must all be done with the utmost of secrecy since she doesn't want to risk her own position at the arena.



TYPE OF ADVENTURE SITE: Settlement

Ahead of you at the water's edge lies a cluster of miserable shacks and fishing huts, protected by a bank of ice. On the beach are kayaks and small fishing boats dragged ashore next to racks hung with dried fish and seal skins.

Gluttonous waddlerbirds circle above the racks but children with long poles keep them away from the feast. The bones of a Pikebeast lie by the water, picked clean of all meat. The valuable pike that gives the animal its name has been torn from its head.

As you approach the village you are greeted by the yaps and barks of sled-dogs running loose. Here and there outside the protective snowbank villagers stand and glare silently as you approach. The atmosphere is tense.

BACKGROUND

Northfall is the main settlement in the Bitter Reach but there are other villages strewn across the land. Most of them lie in along the Silver Coast or in Fallowmoor. The villages are small. They seldom hold more than fifty people and family ties in such places are strong. The villagers are suspicious of strangers, but the harsh conditions of the Bitter Reach have still created the tradition of offering what help one can spare to those in need of it.

Hope's Last Rest is a typical example of such a village. It was hastily established a hundred years ago by treasure hunters and rough-necks who had sailed north from Alderland to root out riches from the ice. Their hope was to



establish a rival to Northfall's position as the foremost settlement in the Bitter Reach, and thus reroute the flow of artifacts and gold to their own coffers.

The discovery of a ruin from the age of the winter elves was the spark that ignited the fire. A handful of permanent buildings were erected in stone and wood from the ships that the treasure hunters had arrived on, and around these a small settlement of semi-permanent huts and tents then grew. At its peak, the village held several hundred people, but the ruin was gradually emptied of the treasures it hid and the inhabitants sought out new hunting grounds. But not everyone wanted to leave, and Hope's Last Rest lived on as a shadow of its former glory. The village instead became the home of fishermen and hunters, and a place where Ailanders and orcs trade with each other on neutral ground.



GETTING HERE

Hope's Last Rest is a typical village in the Bitter Reach. It's also a place that can be used as a hideout for adventurers who become enemies of the key players in Northfall, or a location the adventurers travel through on their way to hunt treasures in the frozen wastes.

Note that Hope's Last Rest must be placed on a hexagon next to a river or the sea.

DEAD OR ALIVE

Turolld Blood-Eye has fled Northfall, after having slain an Alderlander woman in a

failed mugging. Now the Alderlanders are looking for her and have offered a reward of ten silver pieces to anyone who can bring her back alive, and five silver coins if she is dead on delivery.

Turolld has few friends in Northfall and if the PCs talk to the guests in Cuss and Dang's Inn they'll soon find out that the murderer has probably fled to Hope's Last Rest to join the crew of Orilla the Outlaw.

GOOD PRICE, JUST FOR YOU

Ingmarg Plump isn't the only peddler of artifacts in the Bitter Reach. If the adventurers have rubbed the merchant prince in Northfall the wrong way, they might seek out someone else to sell their finds to, and it is said that such a man resides in Hope's Last Rest.

Not much is known about this mysterious trader, but rumor has it that he was once a friend of Ingmarg's who was driven into poverty by the merchant prince. Maybe he knows something about Ingmarg that could benefit the PCs? Or perhaps Ingmarg is interested in knowing more about this mysterious peddler? The peddler in question is Tryngar (see page 229).



LEGEND

If you seek to travel upon the ocean you should journey to Hope's Last Rest. At the crossroads between land and sea no dreams are dreamed, and life is lived from day to day, but there you



can find those who know the fierce seas of the Bitter Reach best.

Those who find the prices of the peddlers in Northfall too burdensome seek out the village trader, where adventurers can make purchases at reasonable prices. And if you have an artifact to sell, the merchant Tryngar is surely able to rustle up some silver! But beware, there are those in Hope's Last Rest who'd rather pay you for your find with a dagger in the back...



LOCATIONS

Some thirty people currently reside in Hope's Last Rest, but the number of people there at any given time is often around fifty. Treasure hunters and hunters travel through the village on the way to their hunting grounds and, and scoundrels who have been cast out of other nearby villages gather here, under the protection of the bandit Orilla the Outlaw.

A bank of ice and snow surrounds the village, but it has crumbled in several places. Sharpened poles have been placed in the gaps in the wall to at least provide some protection against Nanuiks and Dire Wolves.

The water where the village lies is usually open, but it does sometimes freeze over. Then the fishermen and whalers must move their boats and make a temporary camp wherever they find open water.

1. THE GATE

Only one gate leads into Hope's Last Rest. It is a sturdy gate, constructed from whale bones,

petrified wood and skins that have frozen solid after being dipped in water. It is closed and barred. Behind it you hear sporadic barks from sled-dogs and the shrieks of waddlerbirds circling above the village.

The gate is always closed. To be let inside, a visitor must first yell, which then results in a wait before two young and sturdy villagers saunter over to the gate and open it. They let anyone who looks friendly enough inside and close the gate firmly when their task is done. Kolm and Breda are quiet and only give short answers. If the PCs ask many questions, the youngsters point them to the Whale's Lament Inn.

The gate has Armor Rating 6 and can take 25 points of damage before it is destroyed.

❖ CREATURES: Kolm and Breda, young whalers.

2. SNOWBANK

Here and there the snowbank protecting the village has crumbled. Sharpened poles fill the gaps.

It takes a **MOVE** roll to climb over the bank. If the roll fails, the climber slips, and risks being impaled on one of the poles. Roll for the attack with three Base Dice and Weapon Damage 1 (stab wound). The attack can't be **DODGED** or **PARRIED**.

3. WHARF

By the water's edge, a few small fishing boats rest upon the rocky beach. They are covered



with bides as protection against the snow. Here and there, fishermen hammer on a hull or bind leather straps. They don't even look at you. A couple of whalers sit by a slaughtered Pike-beast and stir a stinking cauldron full of boiling whale oil.

By the drying racks, children armed with long poles glare at you. Waddlerbirds circle overhead, shrieking ravenously and looking for an opportunity to steal a morsel.

The most important location in the village is the beach where the boats are kept. In addition to the covered boats, there are drying racks here for fish and seal skins, and racks with harpoons, oars and paddles.

During the day, the wharf is populated by fishermen and the occasional whaler repairing or otherwise taking care of their boat, and by children who are tasked with keeping the waddlerbirds away from the drying fish. None of the children are very talkative.

If the adventurers have plenty of silver, they can hire someone to take them out to sea. It costs one silver per person for each Quarter Day and includes a loan of a harpoon or a hakapik.

❖ **CREATURES:** Whalers, fishermen and wily children.

4. THE BANDITS' HOUSE

Gathered next to a large house by the snowbank is a group of hardened scoundrels. They talk and laugh amongst themselves, but when they see you, they cut their merriment short and stare menacingly in your direction. Some of them put their hands on their hakapiks.

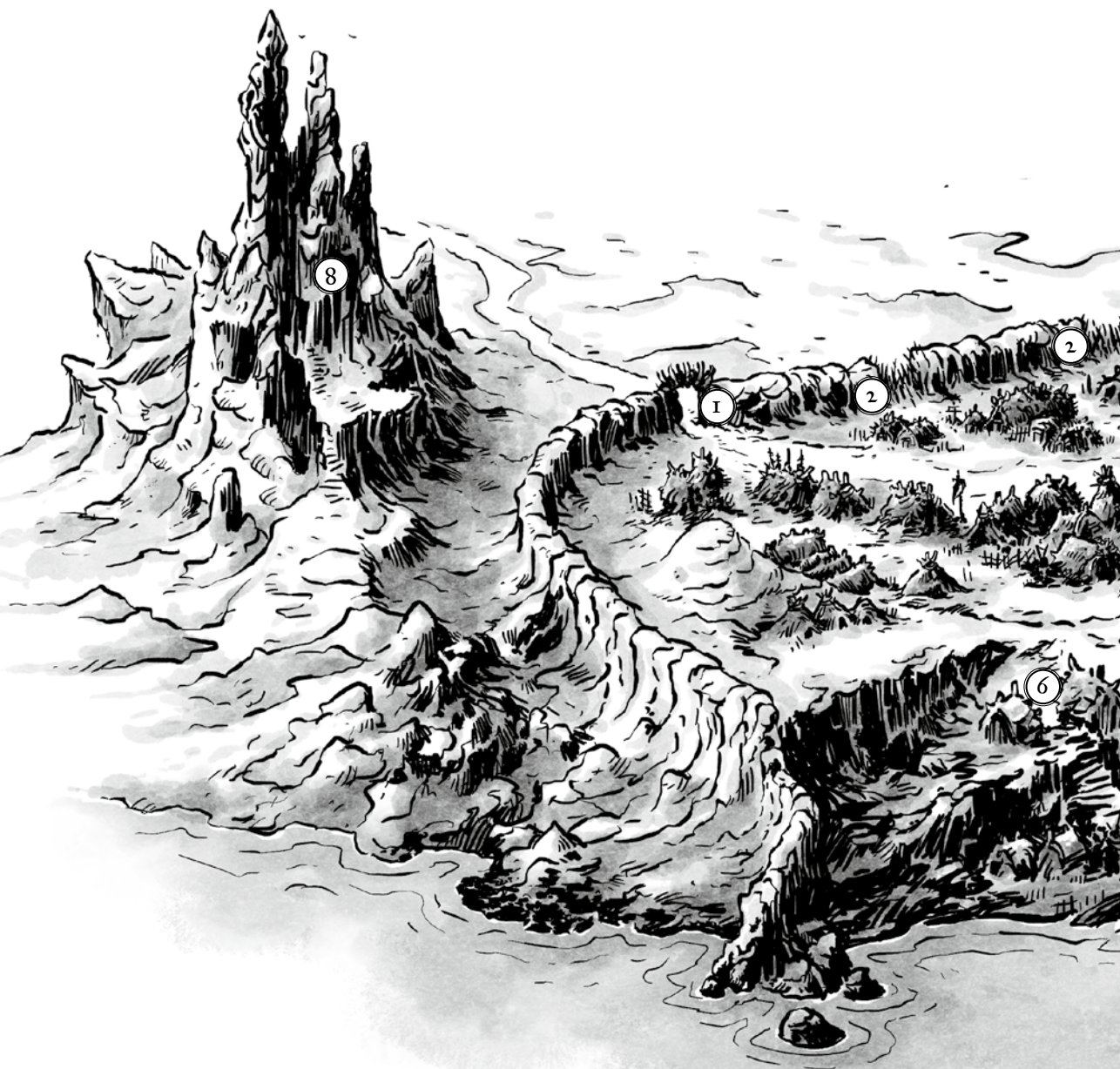
Orilla the Outlaw is a bandit who holds Hope's Last Rest in a hard and cold grasp. She has seized one of the permanent buildings in the village, and there her crew gathers when they aren't out and about causing trouble.

As long as the villagers keep to themselves, Orilla and her crew pay them no mind. The outlaw knows that she needs the villagers, so she avoids antagonizing them. But at the end of the day, Orilla's word is law in Hope's Last Rest.

HARPOON AND HAKAPIK

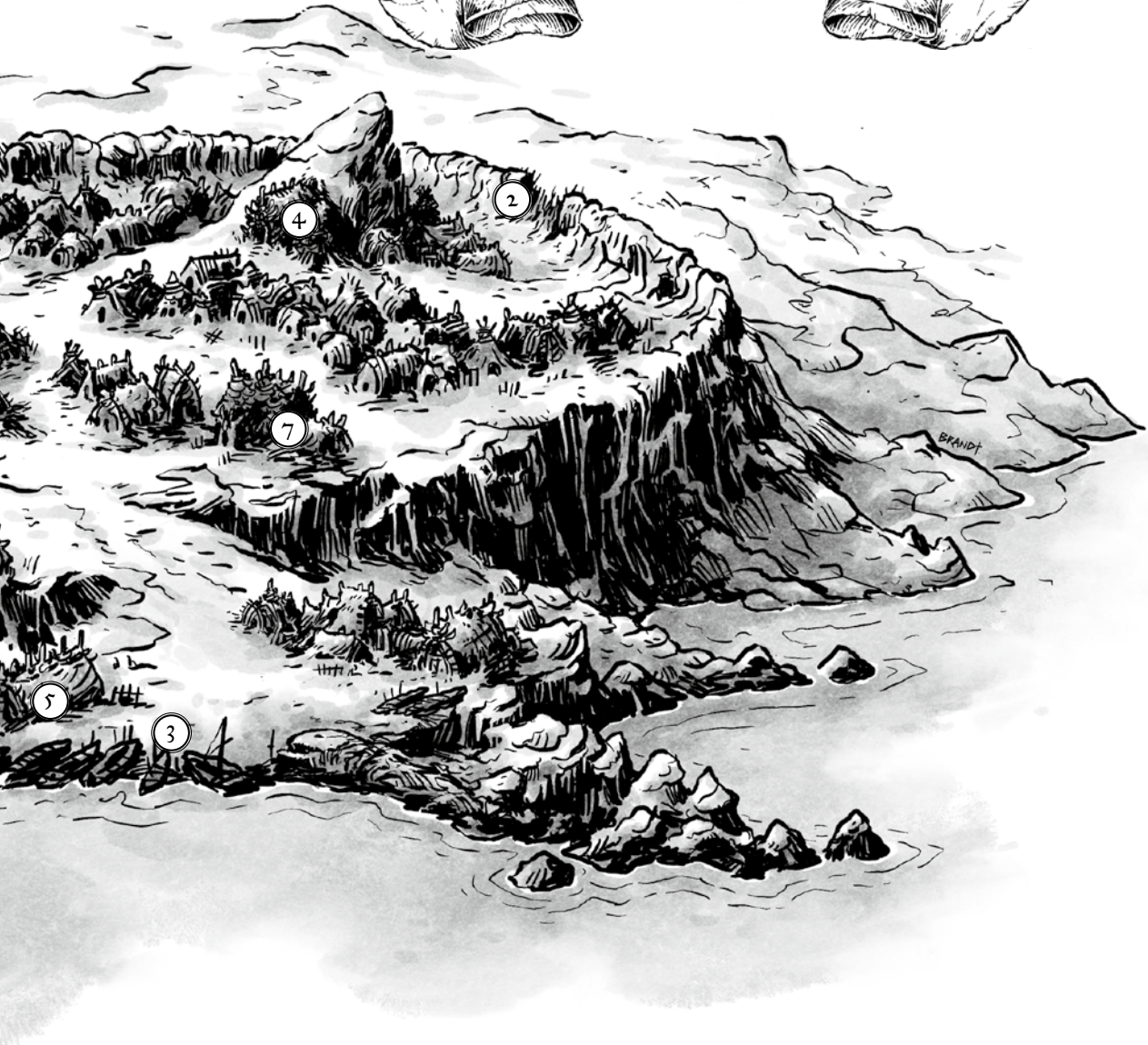
The harpoon has stats like a throwing spear, but has a rope tied to one end. The blade is barbed and if the harpoon inflicts damage it lodges in the prey. Pulling the prey one zone closer requires winning an opposed **MIGHT vs MIGHT** roll (slow action). The prey can also break free by winning an opposed **MIGHT vs MIGHT** roll (slow action), but each attempt will inflict one point of damage on the prey itself.

A hakapik is a heavy club with a head of steel that sports a hammer on the front and a hook on the back. It is mainly used to hunt seal, but also has many other areas of use. In combat, it has stats like a warhammer.





HOPE'S LAST REST





All strangers are kept under close watch, and if it turns out that they are carrying valuables, the outlaws will likely try to free them of their burdensome riches.

- ❖ **CREATURES:** Orilla and her outlaws, among them Turolld Blood-Eye.



ORILLA THE OUTLAW

Orilla the Outlaw is known as one of the most ruthless bandits in the Bitter Reach. She and her crew realized long ago that they couldn't make it on their own in the harsh wilds and decided to make Hope's Last Rest their own village.

Orilla is a grim and unforgiving leader and uses the threat of violence to control the villagers in Hope's Last Rest. She has Turolld Blood-Eye to help her, and together they spread terror throughout the village.

Orilla is clever enough to know when to back down. She will avoid confronting PCs who appear to be a real threat. She will instead use cunning to get rid of them, maybe by giving them false leads to treasures waiting in hidden ruins.

Orilla's greatest weaknesses are her thirst for power. If she gets the chance to challenge Ingmarg for control over Northfall she'll take it, despite the risks.

**STRENGTH 3, AGILITY 5,
WITS 4, EMPATHY 4**

SKILLS: Stealth 3, Sleight of Hand 4, Move 3, Melee 3, Marksmanship 2

TALENTS: Executioner 2, Threatening 2, Cold Blooded 3, Pain Resistant 2, Sword Fighter 2

GEAR: Two-handed sword, studded leather armor (Armor Rating 3), open helmet (Armor Rating 2)



ORILLA'S MERRY MEN

Orilla's "Merry Men" are a gang of grumpy thugs who stink of booze and grime. Orilla has knowingly recruited the most gullible outlaws she could find, to make sure none of them would ever think of challenging her rule.

Orilla's outlaws always make sure to outnumber their victims. They often drunkenly stumble about in Hope's Last Rest and harasses the villagers.

**STRENGTH 3, AGILITY 3,
WITS 2, EMPATHY 2**

SKILLS: Melee 2, Survival 1, Stealth 2, Scouting 1

GEAR: Leather armor (Armor Rating 2), leather coif (Armor Rating 1), handaxe or wooden club, knife, D6 copper coins

TUROLD BLOOD-EYE

Turol is a depraved assassin who fled Northfall after killing the wrong person. Now, she sells her skills to Orilla the Outlaw and has become the right-hand woman of the outlaw leader. Her nickname is derived from her bloodshot right eye. She is fidgety and can't sit still.

Turol only cares about herself and has no qualms about killing to reach her goals. She is very attached to animals, however, and is always accompanied by her faithful sled-dog Tinn.

**STRENGTH 3, AGILITY 4,
WITS 3, EMPATHY 1**

SKILLS: Sleight of Hand 4, Melee 3, Stealth 3, Might 1, Move 4

TALENTS: Executioner 2, Path of the Beast 3, Fast Footwork 2, Cold Blooded 3, Knife Fighter 3, Path of the Blade 3, Sixth Sense 3

GEAR: Elven scimitar, studded leather armor (Armor Rating 3), the dog Tinn

TINN, SLED-DOG

STRENGTH 3, AGILITY 3

SKILLS: Melee 2, Scouting 5

MOVEMENT: 2

ATTACKS: Bite (Weapon Damage 1, slash wound)



5. FEYDOR'S FISHING SHED

Right by the water's edge, near one of the village's larger fishing boats, lies a large fishing shed. The shed is cluttered with fishing gear – nets, harpoons, and fishing lines. The stench of fish also reveals that the shed sells the catches the villagers bring home.

The fishing shed is run by Feydor, a fisherman who has turned peddler in his old age. He buys the villagers' catches and sell them to adventurers and treasure hunters who pass through town. Even people from villages further inland come to Feydor to buy fish, and fishermen come to buy fishing gear. At Feydor's, the PCs can find the wares shown in the boxed text on the next page.

❖ CREATURES: Feydor.



FEYDOR THE FISHERMAN

Feydor is an old man who use to be a fisherman until he felt that his aging bones could no longer cope with a life at sea. He left his fishing boat to his sons and opened his shed, where he sells cod and krill and all the gear needed to catch them.

Feydor is a shrewd peddler who has made many a silver from buying broken gear cheap, repairing it and then selling

it at a profit. He is always looking for fishing equipment to buy, though he is quite happy to scavenge objects that have been thrown away as useless. Somehow, the old man manages to make coin off that which most others call rubbish.

The cod and the krill are mainly caught by his sons, but Feydor also buys the catches of his fishermen friends. Since he has the biggest boat in the village, he is able to send his sons to sail along the coast and sell his wares to villages that haven't been as fortunate.

FEYDOR'S WARES

ITEM	PRICE
Barrel	16 copper
Canoe	12 silver
Fish	1 silver/unit
Fishing Hook and Line	8 copper
Fishing Net	2 silver
Grease (see page 31)	1 silver/dose
Hakapik (see page 223)	24 silver
Harpoon (see page 223)	4 silver
Knife	2 silver
Needle and Thread	6 copper
Pliers	4 silver
Rope	4 silver
Whale Meat	12 copper/unit

STRENGTH 1, AGILITY 2, WITS 4, EMPATHY 3

SKILLS: Animal Handling 2, Crafting 3, Scouting 2, Survival 4

TALENTS: Fisher 3, Path of Gold 2

GEAR: Knife, 4D6 silver coins, 4 **SIMPLE FINDS**

6. TRYNGAR'S STORE

Standing on the beach is a tower from the age of the winter elves. What once was a ruin has been transformed into a store where all kinds of scrap is for sale. Most of the items on display are old, worn or entirely useless. But who knows, maybe there is a real find hidden here somewhere?

Tryngar has acquired most of his stock from adventurers who failed in their hunt for treasure and gave up. Sometimes villagers bring in gear they have found in the frozen wastes. In Tryngar's store, the PCs can find the wares



shown in the boxed text to the right. If they search the store in hopes of discovering a forgotten find, let them roll a D6. If they roll **X**, they get to roll once on the table for **CARRIED VALUABLE FINDS**. Tryngar puts little value in such finds and the PCs can buy them for half their real value. Such finds may only be discovered at Tryngar's once a week.

❖ **CREATURES:** Tryngar the Peddler.

TRYNGAR THE PEDDLER

Tryngar is a good man who tries to give a fair price both when selling and buying. He was once Ingmar's greatest rival in Northfall, but the merchant prince drove him to ruin and then exiled him from the settlement.

Since then, Tryngar makes a living buying and selling elven artifacts and other goods, but he keeps his business quiet so that Ingmar doesn't send his goons after him.

Not only can Tryngar become a key ally to the PCs by buying the treasures they find, but he can also provide them with missions and information. Unbeknownst to the merchant, he is fed clues by Wurda who can thus guide the PCs and other adventurers to find and break the Seals and reawaken the Winter King.

**STRENGTH 2, AGILITY 2,
WITS 4, EMPATHY 3**

SKILLS: Lore 2, Insight 4,
Manipulation 3

TALENTS: Path of Many Things 2,
Incorruptible 2

GEAR: Knife, 5D6 silver coins, two
VALUABLE FINDS

TRYNGAR'S WARES

ITEM	PRICE
Backpack	8 silver
Blanket	15 copper
Boots	6 silver
Bread	2 silver
Clay Jug	1 silver
Flour	12 copper
Horn	6 silver
Knife	2 silver
Lamp Oil	4 copper
Meat	12 copper
Pelt	16 copper
Rags	1 silver
Rope	4 silver
Sack	16 copper
Simple Clothes	3 silver
Sling	2 silver
Snares	2 silver
Tallow Candle	12 copper
Torches	1 silver
Tunic	2 silver
Waterskin	6 silver
Wooden Club	2 silver



7. THE WHALE'S LAMENT

The largest house in the village is an inn. The sign is shaped like a whale, indicating that you stand outside The Whale's Lament, the famed dive that many adventurers stop at before they journey into the frozen wastes of the Bitter Reach. Smoke rises from a hole in the roof, but no sounds can be heard from inside the building.

The Whale's Lament is popular among the villagers but also among those who live in the wastes outside. People go there to get a meal and to drink ale.

The eating and drinking are done in silence, but the mood is still amiable. Most of the clientele have known each other since childhood, but none of them are very talkative.

Strangers may easily interpret the atmosphere as tense or menacing. If they try to

speak to one of the guests, they receive courteous but brief replies.

The inn is run by Larke, a friendly but gruff woman who has inherited the business from her mother. She doesn't tolerate Orilla the Outlaw or her bandits visiting the inn.

- ❖ **CREATURES:** The innkeeper Larke, Old Hutla, the whaler Bote and various fishermen and travelers.



LARKE

Larke runs The Whale's Lament Inn just like her mother before her and her father before that. Larke is a kind soul and probably the most sociable person in Hope's Last Rest, which still means that she barely exchanges a word with her guests.

Larke is a gruff host who keeps The Whale's Lament in order. This means that Orilla the Outlaw and her bandits aren't allowed at the inn. This irks Orilla greatly, but Larke is held in such high regard that the outlaw leader is unable to act against her. Thus, a fragile truce is maintained between Larke and Orilla. The conflict could turn into a bloody conflict should anything shift the balance of power.

**STRENGTH 3, AGILITY 2,
WITS 3, EMPATHY 4**

SKILLS: Lore 1, Insight 3, Manipulation 4,

GEAR: Wooden club, leather apron (Armor Rating 2)

THE MENU AT THE WHALE'S LAMENT

Dried fish and turnips	4 copper
Soup of fish and turnips	5 copper
Smoked fish and black bread	6 copper
Salted and dried meat	8 copper
Stew of whale meat with black bread	12 copper
Boiled waddlerbird egg	1 copper
A tankard of ale	5 copper
A glass of sour wine	10 copper
A mug of liquor	5 copper



BOTE THE WHALER

Bote is the most experienced whaler in Hope's Last Rest. He has hunted Pikebeast for more than forty years, ever since he was old enough to stand on his own two legs.

During a hunt five years ago, Bote was attacked by a huge Nanuik that mauled him severely. He only made it back to the village through luck and sheer determination. His body and face were badly scarred, and he lost his left arm to the jaws of the monster. Since that day, his hatred of the beast has only grown.

Somewhere out there the white Nanuik waits for him. Bote will have his revenge or die trying!

**STRENGTH 5, AGILITY 3,
WITS 4, EMPATHY 3**

SKILLS: Animal Handling 4, Melee 4, Marksmanship 5, Scouting 4, Survival 5

TALENTS: Berserker 3, Fisher 2, Master of the Hunt 3, Pain Resistant 3, Spear Fighter 3, Sixth Sense 3

GEAR: Knife, harpoon, hakapik, leather armor, two **SIMPLE CARRIED FINDS**

Hutla lives. She comes and goes as she pleases, but she is most often encountered at The Whale's Lament or in Tryngar's store.

Hutla has a mysterious gift which has brought her great respect in Hope's Last Rest – she can foretell the weather. If the PCs offer Hutla something in return, she can predict the weather (see page 31) one day into the future for every gift they give her. She may predict the weather up to a week into the future in this manner.

Hutla is a very old woman. She speaks incoherently and has a hard time finishing sentences. In addition to an infallible memory, Hutla is also a talented singer and of popular songs from Alderland as well as the those sung in the Bitter Reach.

**STRENGTH 1, AGILITY 2,
WITS 4, EMPATHY 3**

SKILLS: Lore 4, Insight 3, Manipulation 1, Performance 4



OLD HUTLA

In every village in the Bitter Reach, there is a storyteller whose task is to preserve the history of the land and provide good advice for the future. In Hope's Last Rest the storyteller's name is Hutla. Though the village is small, no one really knows where

8. THE RUINS OF THE WINTER ELVES

Outside Hope's Last Rest lies a large ruin from the age of the winter elves. It was long ago plundered of anything of value and is now used as a trading post when the orcs come to exchange their wares for salt, fabrics, iron and steel.

Every full moon, the orcs of different clans visit the village. They carry pelts and skins



from their hunting expeditions, and items carved out of elk horn and whale bone. The orcs make camp in the ruins of the winter elves, a place avoided by the villagers. Then they meet with the inhabitants of Hope's Last Rest and peddlers from Northfall and other nearby villages outside the snowbank to trade for wares they have trouble acquiring themselves.

- ❖ **CREATURES:** At the time of the full moon the orcs make camp in the ruins.



EVENTS

Hope's Last Rest may seem like a desolate place, but if the PCs believe that nothing ever happens here, they will soon learn otherwise. Visitors may cause trouble and even the resident fishermen and whalers can make life interesting for a party of adventurers.

WHALE HUNT

A pod of Pikebeasts has been sighted and all who are able must set out on the ocean to hunt them. The adventurers are recruited with a promise of one silver for taking part in the hunt and a share of the meat from any slaughtered whales. They are armed with borrowed harpoons and hakapiks.

A handful of boats manned by whalers head out on the ocean and soon they spot the pod of whales. The adventurers must now stand in the bow and use the harpoons to catch the Pikebeasts, without them ramming and sinking

the boats. Read more about Pikebeasts on page 102.

The hunt soon takes a dramatic turn. The blood from the Pikebeasts attracts a Sea Serpent (see page 116 in the *Gamemaster's Guide*). It doesn't settle for hunting Pikebeasts, however, but soon turns its attention to the whalers. A deadly cat-and-mouse game begins.

REVENGE OF THE WOLFKIN

Turolld Blood-Eye has killed a member of the wolfkin tribe and now intends to sell the skin to the rich traveling peddler Darle, who is visiting Hope's Last Rest. The villagers are nervous but Darle only sees an opportunity to earn a substantial amount of silver.

How this drama unfolds depends on how the PCs react. If they confront the murderer, the villagers support them. If they just shrug and let Darle and the murderer conclude their deal, the villagers will do the same.

The situation comes to a head when wolfkin arrive at Hope's Last Rest. They lay siege to the village and demand that the murderer be handed over to them. They intend to stay until their demand has been met. The PCs face a choice, should they surrender the murderer or not?

If the PCs have come to the village to capture Turolld and collect the reward (see page 221), they may hesitate to allow the wolfkin to get their paws on her. Turolld herself will also try to escape the village in a boat. Finally, what will Orilla the Outlaw do if one of her followers is to be sent to certain death?



OUTLAWS

Another, more numerous, band of outlaws arrives in the area and threatens to raze the village of Hope's Last Rest if the inhabitants don't pay a hefty tribute.

Orilla the Outlaw refuses to help and she and her crew swiftly leave the village to its fate. The terrified villagers immediately turn to the PCs and ask them for help.

The outlaws are too many for the adventurers to be able to defeat alone. Only by mobilizing those who live in Hope's Last Rest and teaching them how to defend themselves can the village be saved. How this is done is completely up to the players. This might even turn into an attempt to create a stronghold in the Bitter Reach.

THE BLACK FEVER

A plague cripples Hope's Last Rest. The Black Fever (Virulence 7) is transmitted via contaminated water or via contact with the infected. The name of the disease comes from the victim slowly burning up from the inside until only a charred husk remains.

There is a medicine that stops the Black Fever: a healing moss that grows in the ruins of the winter elves. Hutla knows this and asks the PCs to hurriedly find the ruin, which is also the place from whence the contagion came.

If the PCs follow the trail of victims, they will have little difficulty finding the ruin. This is one of Namtarel's laboratories where the Prince of Death brewed terrible poisons to be used in Ferenblaud's war (read more about Namtarel on page 200). In the ruins, the PCs

find the corpses of treasure hunters who have opened a glass vial and thus released the Black Fever. Growing around the bodies is the black moss that the PCs are looking for.

The black moss can be used to stop the spread of the Black Fever and bringing some back would make the PCs heroes in Hope's Last Rest. On the other hand, Ingmar would pay generously for a vial of alchemy from the age of the winter elves... what is a village worth compared to clinking gold coins?

RETURN OF THE MUMMY

Adventurers have brought a sarcophagus to Tryngar, containing a mummified winter elven princess. Tryngar sees an opportunity to make a great deal of money from such a unique artifact and places the sarcophagus in his fishing shed. The adventurers go to The Whale's Lament and celebrate their prosperous transaction.

Unfortunately for Tryngar and all who live in Hope's Last Rest, the princess comes to life at night and heads out to hunt, for she is undead and seeks to slay the living to drink their souls. She begins by seeking out the adventurers kills them one by one over the course of three nights. Then she turns her attention to the villagers or maybe even Orilla's outlaws.

The affair turns into a murder mystery with a supernatural touch where the PCs must figure out what is going on and then stop the mummy before she strikes again.

In game terms, the mummified princess functions like a Death Knight (see the page 86 in the *Gamemaster's Guide*). She has no magical abilities and is armed with an elven knife.



TYPE OF ADVENTURE SITE: Village

The wind picks up as you get closer to the mountain. At its base you spot a wall of stone, as if hewn from the rock itself. Patrolling atop the wall are heavily armed orcs. Now and then they stop and watch the wastes. A gate made of immense white bones bars the way in. As you come closer, you see many spears protruding from the gate. Impaled on each spear is a skull – some from large beasts, some from small ones, and a few others that might even be from humans or other kin.

Beyond the wall, you glimpse a settlement teeming with orcs and the snow boars they use as steeds. Children and sled-dogs play among the huts and tents and thick smoke rises from a stone building a distance away from the dwellings of the clan. Towering above all is an old lookout

tower from the age of the winter elves. Beyond the village, a gorge leads further up into the mountains.

BACKGROUND

The orcs of the Bitter Reach live in tightly knit communities. They are mostly nomadic but have a few permanent settlements. From these, the hunters, fishermen and gatherers of the clans journey across the wastes of the Bitter Reach in search of food and supplies and to barter with both orcs and other kin.

Frostwind Hold is such a settlement. Here, two hundred members of the Frostwind Clan dwell – orcs connected to the



mystical forces flowing through the Bitter Reach. It is to the Frostwind Clan that most orc druids in the Bitter Reach belong (see page 26).

Frostwind Hold is a vibrant place, full of noise, activity and even coarse orcish laughter – a stark contrast to the grim human settlements along the coast. The orcs are wary of strangers, but if visitors show respect, the orcs will let strangers in through the gates and even offer them food and drink.

You can read more about the orcs of the Bitter Reach on page 90.

HERE LIES THE SEAL OF WIND

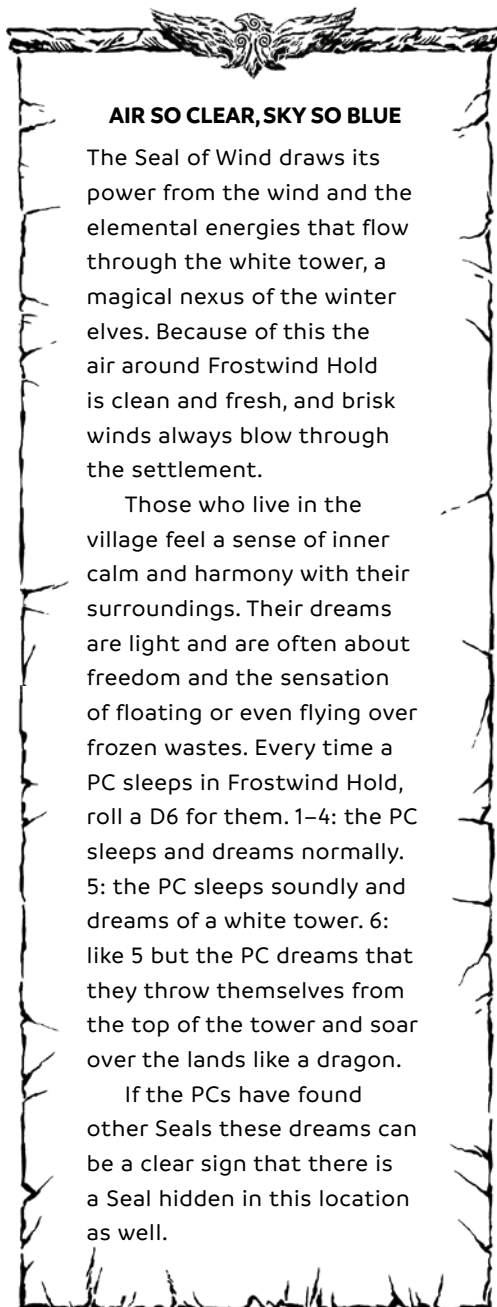
Frostwind Hold is also home to the Seal of Wind. It is hidden in one of the tall towers of the winter elves, a magical focus for the element of wind. The tower is situated in a valley behind the settlement where strong winds always blow. Dancing on the winds are shadows of monsters from the long-lost kingdom of the winter elves.

The Frostwind Clan is fully aware of the Seal of Wind and the forces that guard it. They have taken it upon themselves to protect the Seal, and thus will likely come into conflict with the powers that wish to awaken Ferenblaud once more.



GETTING HERE

The orcs seldom invite visitors to their settlements but there are several reasons the PCs might want to seek out Frostwind Hold.



AIR SO CLEAR, SKY SO BLUE

The Seal of Wind draws its power from the wind and the elemental energies that flow through the white tower, a magical nexus of the winter elves. Because of this the air around Frostwind Hold is clean and fresh, and brisk winds always blow through the settlement.

Those who live in the village feel a sense of inner calm and harmony with their surroundings. Their dreams are light and are often about freedom and the sensation of floating or even flying over frozen wastes. Every time a PC sleeps in Frostwind Hold, roll a D6 for them. 1–4: the PC sleeps and dreams normally. 5: the PC sleeps soundly and dreams of a white tower. 6: like 5 but the PC dreams that they throw themselves from the top of the tower and soar over the lands like a dragon.

If the PCs have found other Seals these dreams can be a clear sign that there is a Seal hidden in this location as well.



HOYRA'S WISDOM

The PCs learn that there is a magical discipline in the Bitter Reach called Elemental Magic. One of the very few said to know this form of magic is Hoyra, leader of the Frostwind Clan. She may be the best teacher the PCs can find in the discipline.

By asking around, the PCs can learn that Hoyra lives in Frostwind Hold. She will also learn of their interest in her, and send a scout with a message that she'll receive them if they bring her three gifts: the breath of a Nanuik, a silver egg from the highest nest of the waddlerbirds and the pike of a Pikebeast. The scout tells the PCs the location of Frostwind Hold when they have gathered all of Hoyra's gifts.

HOYRA'S JUDGMENT

When the PCs have done some deed that increases their Reputation in the Bitter Reach, Hoyra sends a patrol to capture them. They are brought before Hoyra so that she can question them and learn their motivations. If the PCs convince Hoyra and the orcs that they are friendly and have no intention of breaking the Seals, she releases them and grants them permission to stay in Frostwind Hold as honored visitors. However, if the PCs spite her, Hoyra will have them thrown out of the area and forbids them to return.

THE CURSE OF ICE

According to rumors among other kin, the orcs are to blame for winter's eternal grasp over the Bitter Reach. This is a myth but with

a kernel of truth: Hoyra and her orcs guard the Seal of Wind, one of the locks that keep Ferenblaud imprisoned.

Not long after arriving in the Bitter Reach, the PCs will hear rumors of the orcs being responsible for the eternal winter. Soon enough they'll also hear the legend below about the magical item – perhaps it is a noble mission for them to free the Bitter Reach from this terrible curse? Or maybe Ingmarg wants to send them to find an artifact that would grant him power over these frozen wastes?



LEGEND

Hidden deep within Frostwind Hold lies a magical artifact that has caught the Bitter Reach in the grasp of eternal winter. When the elven king Ferenblaud's dominion fell, his orcish slaves broke their chains and fled from the castles and palaces. Winter fell around them, protecting them and giving them a home.

The orcs saw that this was good and wished for winter to never leave them. They forged a pact with powers from beyond this world and fettered Spring to a mountain with a shackle of ice and wind, all to prevent her from melting the ice in the cold north. The one who destroys this magical artifact can free the Bitter Reach from its curse of eternal ice.



SNOW BOAR RIDER

These warriors have been trained to act as the cavalry of the orcs. They



ride on enormous snow boars that are bred for this very purpose.

**STRENGTH 2, AGILITY 3,
WITS 3, EMPATHY 2**

SKILLS: Melee 3, Scouting 3, Might 3,
Survival 3

TALENTS: Horseback Fighter 2, Spear
Fighter 2

GEAR: Scimitar and small shield,
short spear, dagger, leather armor,
two **SIMPLE CARRIED FINDS**

SNOW BOAR

STRENGTH 5, AGILITY 2

SKILLS: Melee 3

MOVEMENT: 2

ATTACKS: Tusks, Weapon Damage 1
(blunt trauma)

GEAR: Saddle and reins



LOCATIONS

Frostwind Hold lies at the base of a mountain. The Barren Mountains is an obvious area to place it in, but it can be in any hex with the **MOUNTAINS** terrain type. The orcs make no secret of where they live, but the inaccessible terrain still means that few visitors find their way here.

1. THE ETERNAL WALL

A wall of stone and ice stands in a semicircle around the settlement, with steep mountains beyond. The wall seems to have been shaped by nature and is

BOAR PATROLS

Orc snow boar riders regularly patrol the area around Frostwind Hold. A team of three riders will stop the PCs if they are spotted approaching the settlement. If the PCs manage to convince the patrol that they aren't dangerous, they are escorted to the gate. Otherwise they are turned away from the area.

about five meters tall. Here and there you see orcs keeping watch on top of the wall, observing you as you draw closer to Frostwind Hold.

The wall was formed in ancient times when a falling star created a crater. It is steep and nigh indestructible. The wall is guarded day and night by the wall guards, who sound the alarm if any intruders approach the settlement. To climb the wall requires a demanding (–1) **MOVE** roll. If the wall guards interfere by throwing stones the roll is hard (–2).

❖ **CREATURES:** Four wall guards.

WALL GUARDS

The wall guards are warriors who have been trained to scout for enemies and threats.



**STRENGTH 3, AGILITY 4,
WITS 3, EMPATHY 2**

SKILLS: Melee 1, Marksmanship 3,
Scouting 3, Might 3, Survival 3

TALENTS: Sharpshooter 2, Fast
Shooter 1, Sixth Sense 2

GEAR: Scimitar and small shield,
short bow, dagger, leather armor,
two **SIMPLE CARRIED FINDS**

2. GATE

The solid wall surrounding the settlement is only broken in a single location, where a sturdy gate made from the bones of Pikebeasts bars the way. The gate is adorned with the skulls of the orcs' enemies, impaled on spears. A drum and a club hang from a pole outside the gate.

The gate is always guarded by D6 fighters. They trust the wall guards to warn them if anyone approaches the camp and therefore spend most of their time sitting around an open fire telling tales. If the wall guards call the alarm or if someone beats on the drum by the gate, the guards immediately get ready for battle.

If the visitors aren't perceived as hostile, the orcs call out to them to find out what business they have in Frostwind Hold. The PCs need to win an opposed **MANIPULATION** versus **INSIGHT** roll to be let inside. The gate has an Armor Rating of 10 and can withstand 40 points of damage before breaking.

- ❖ **CREATURES:** D6 orc warriors. Use the stats for orc fighters found on page 92 in the Kin chapter.





FROSTWIND HOLD





3. DWELLINGS

When you step through the gate you are greeted by laughter and noise. Inside, a few stone buildings are surrounded by huts and tents. Children play with dogs among the dwellings and the orcs of the clan perform their daily tasks side by side with great merriment. Here and there you spot thralls who perform their tasks in the background behind the huts and the tents.

Most of the clan members live here. Just like in Ravenland, the women of the clan have the highest status. The men live in the simpler dwellings while the women live in comparative luxury in the stone buildings that are ruins from the age of the winter elves. Thralls are dishonored orcs reduced to slave status, according to the same principles as in Ravenland.

❖ CREATURES: Orc warriors, children, dogs and thralls.

4. THE FIRE HUT

Smoke rises from several openings in the roof of this simple stone hut. Half-naked orcs stand outside and wash themselves in large vats filled with water from melted snow. As you come closer, you realize that the smoke from the building is steam.

The Fire Hut is a stone hut that the orcs have built on top of cracks in the mountain from which volcanic heat rises. It heats up the rocks placed inside the hut and steam is produced when the orcs throw snow on them.

The Fire Hut is mainly used for washing, but also as a place for celebrations.

❖ CREATURES: Clean and dirty orcs.

5. THE HUNTERS' CIRCLE

A circle is formed by a dozen erect stones. Inside the circle, you see racks on which animal hides have been hung to dry. Between them are large slabs of rock covered with blood. Here and there a spear is thrust into the ground, crowned by a whitened skull taken from the orcs' prey.

The clan hunters gather in the Hunters' Circle to skin their prey as well as to practice their skills with bow and knife. Hunting plays a big part in orc society and the felled prey must be treated with respect. All parts of the prey must be used. The hard life that the orcs lead allows nothing to go to waste.

❖ CREATURES: D6 orc hunters. Use the stats for orc hunters found on page 92 in the Kin chapter.

6. THE ALL-SEEING EYE

Some distance up the mountain stands a ruin from the age of the winter elves. It appears to be inhabited, and a beaten path leads up to a sturdy gate. Outside, several stakes have been shoved into the snow and a dozen dreamcatchers hang from them, twisting in the wind.

Once, this was a farseer tower, used to observe the course of the stars across the



night sky. The tower is now the residence of Hoyra, the most powerful orc druid and leader of the Frostwind Clan. She also studies Elemental Magic and uses artifacts left behind by the winter elves to observe what occurs in the Bitter Reach. Hoyra is willing to receive visitors but only rarely will she allow them to go to the top of her tower. She is wary of adventurers and treasure hunters and demands gifts of any who wish to see her (see Getting Here for examples).

- ❖ CREATURES: Hoyra. She is a key player in the *Wake of the Winter King* campaign, and you can read more about her on page 73.

7. THE COUNCIL HALL

This large building is dark and empty. Hanging above the open gate is a huge stone inscribed with the sigil of the Frostwind Clan.

This building is only used when the council of the clan gathers to discuss important matters, primarily when the clan is threatened. The council consists of Hoyra and a representative from each of the different groups that form the defense of the clan: the boar riders, the wall guards, the gate guards and the hunters. These are predominantly women, but on rare occasions it happens that men can take part in the deliberations. No other kin can attend.

- ❖ CREATURES: If the situation demands it, the council of the orcs is found here.

8. THE TRADER

A large hut is surrounded by several smaller tents. Hunting gear, snowshoes, skis, furs and warm clothes hang from racks. A tub on the ground is filled with fat and from a barrel you smell the stench of whale oil. Inside the tents you glimpse more goods for sale.

The peddler Ojja is the settlement's main link to the human communities closer to the coast. She regularly travels to Northfall to trade. Through her contacts with other kin, it is Ojja who has the latest information on what goes on in the Bitter Reach. Ojja is interested in buying **IRON** and **WOOL** as well as ale and wine. The wares listed on the next page are sold in Ojja's tent.

- ❖ CREATURES: The peddler Ojja.



OJJA

Ojja is an unusual orc. She has always been interested in other kin and how they live and at a young age undertook many excursions across the Bitter Reach. Though her clan didn't always appreciate her contacts with other kin they soon realized that they could benefit from her knowledge. She became the clan's trader and has since traveled far and wide across the frozen realm.

**STRENGTH 2, AGILITY 3,
WITS 4, EMPATHY 4**

SKILLS: Lore 2, Insight 4,
Manipulation 4



OJJA'S WARES

ITEM	PRICE
Arrows, Wooden Head	18 copper
Backpack	12 silver
Blanket	2 silver
Boots	9 silver
Field Ration	3 silver
Grease (page 31)	1 silver/dose
Great Fur	24 copper
Knife	3 silver
Leather Armor	12 silver
Meat	18 copper
Quiver	2 silver
Rope, 10 meters	6 silver
Sack	2 silver
Short Bow	18 silver
Short Spear	6 silver
Sling	3 silver
Small Shield	18 silver
Small Tent	6 silver
Snares	3 silver
Tallow	18 copper
Throwing Spear	6 silver
Torches	15 copper
Waterskin	9 silver
Whale Oil	6 copper
Wooden Club	3 silver

TALENTS: Path of Many Things 3, Wanderer 3,

GEAR: 3D6 silver coins, leather armor, sled with sled-dogs, tent and a small store

REPUTATION: 5

9. THE ORC'S REST

Laughter and angry shouts spill out of the Orc's Rest in equal measure. The building, which serves as the settlement's inn, is made entirely out of stone, even the tables and the benches. Thick furs warm the backsides of the orcs sitting down, but most stand with a tankard in hand and squabble loudly.

The Orc's Rest is owned and run by Hara, a proud orc who, with the aid of Ojja, purchases barrels of ale from Northfall to serve at the tavern. This is the natural meeting place for the adult orcs when they want to relax. Alcohol and ireful egos seldom mix well, and brawls break out regularly.

❖ **CREATURES:** The barkeeper Hara.

HARA

Hara is a big orc with a firmly rooted reputation in Frostwind Hold, and she rarely needs to use force to keep her inn in order. Hara's best friend is Ojja and together they trade with the humans in Northfall. Hara buys ale and food for the tavern and



lets Ojja handle the rest of the commerce. Hara is curious and fascinated by stories of adventure. She is easily enthralled by a good legend and will then generously offer ale and sustenance to the storyteller.

**STRENGTH 4, AGILITY 3,
WITS 3, EMPATHY 4**

SKILLS: Lore 2, Crafting (brewing) 1,
Melee 4

TALENTS: Threatening 3, Chef 2,
Fearless 2

GEAR: Leather apron, wooden club,
shortsword

10. SNOW BOAR PEN

Large snow boars root around among mud and snow in a big pen. Saddles and reins hang on the fence that keeps the boars from wandering throughout the settlement.

The snow boars used as mounts by the orcs are kept here. They are tame but it is not a good idea for someone who isn't familiar with them to enter the enclosure, as they can be very aggressive against intruders.

❖ **CREATURES:** A score of tame snow boars.

11. THE COLD CAVES

On the mountainside, you see a few openings that lead into deep caves. No one seems particularly interested in the caves and there are no orcs nearby.

The caves are used as storage for food and other goods. The caves are also used as a last line of defense should the orcs be overwhelmed by an attack against the settlement. All the caves are connected through a network of tunnels in the mountain.

12. STONE WALL

A stone wall of piled rocks and ice bars your way. Armed guards patrol along its top, keeping a wary eye on their surroundings. Beyond the wall, you see the opening to a valley that leads further up into the mountain.

Behind the settlement, a passage leads to a valley further up on the mountain, where the Seal of Wind is hidden in one of the ruins of the winter elves. The wall guards have strict orders not to let anyone pass. To reach the valley, the PCs must either make their way over the surrounding mountains or **SNEAK** past the guards. Due to the open terrain, the roll gets a -2 modification in daylight.

❖ **CREATURES:** Four wall guards.

13. THE SEAL OF WIND

Deep in the valley stands a tall tower from the age of the winter elves. Snow swirls around the building and you see it coalesce into shapes with claws and gaping jaws that whirl past you. The storm pulls and tears at your clothes and every step forward is a struggle against the wind.

To push through the wind and reach the tower, each PC must make a **MIGHT** roll. Anyone who



fails is knocked down and suffers an attack with six Base Dice and Weapon Damage 1 (blunt trauma). The attack can't be **DODGED** or **PARRIED**. A PC who fails can try again. On the wind the PCs hear voices – screams from the victims of the winter elves but also the whispers of the Winter King.

“Only the wind can carry the warmth of spring to this prison of ice. Crush the Seal, release the wind and let it carry the warmth in your hearts to my throne. Then you will be the Princes of Love in my reincarnated kingdom.”

THE WHITE TOWER: The tower is a hundred meters tall and consists of one single chamber. The Seal is placed in the center of the tower, on an immense slab of white marble. It is guarded by the Frost Dragon Imdugud who roosts at the top of the tower, among the rafters. The dragon will use all of her power to kill or chase off intruders, but she will not leave the tower.

Imdugud lets the PCs approach the Seal before she dives towards them from her roost. She hopes to surprise them, but attentive adventurers can be forewarned by the winds and the wall of cold that arises as the dragon plummets towards them. This counts as a sneak attack.

- ❖ **CREATURES:** Imdugud.
- ❖ **TREASURES:** The Seal of Wind.

THE SEAL OF WIND: This is one of the Seals binding Ferenblaud. The Seal is shaped like a huge blowing horn, covered with images of the last days of the winter elves.

If anyone climbs up on the marble slab upon which the horn rests, or if the Seal is attacked from a distance, the horn sounds and a powerful gust of wind hits everyone within **SHORT** distance. Roll for the attack with eight Base Dice and Weapon Damage 2 (blunt trauma). The attack can't be **DODGED** and all who are affected are knocked down. The horn's attack can only be triggered once per round.

The Seal has an Armor Rating of 5 and can withstand 20 points of damage before it falls apart. When the Seal is destroyed the ground begins to tremble and the tower begins to fall apart. It takes 2D6 rounds before it collapses. Those who are still inside the tower when it collapses suffer an attack with ten Base Dice and Weapon Damage 4 (blunt trauma). The attack can't be **DODGED** or **PARRIED**.

When the Seal is destroyed everyone within **SHORT** distance gains D6 Willpower Points and the one who ultimately destroyed the Seal receives the Seal Talent for the Seal of Wind. Read more about Seal Talents on page 52.



IMDUGUD

Imdugud is a white Frost Dragon that was once one of Ferenblaud's most faithful beasts. She relies on her strength and her monster attacks to annihilate her opponents. For stats, see page 96. Should Imdugud face defeat, she will try to escape to her roost, before striking again.





EVENTS

At Frostwind Hold, many potential events may involve the PCs.

THE TRAITOR

Something unthinkable has occurred: an orc has joined the enemy and now sabotages the orcs' attempts to defend the Seal of Wind. Hoyra tasks the PCs with discovering who the traitor is. How this is done depends on the players, but it will likely involve some investigating and a dramatic chase as the finale. The traitor is Hara, who fell for the lure of Baraggor's gold and was convinced to betray her clan. If exposed, she will flee and try to make it to Northfall to join her new master.

THE DEATH OF A SALESMAN

Ojja has disappeared. She was going to Northfall to purchase important wares that the clan depends upon. Can the PCs help the orcs in Frostwind Hold find the trader and bring the wares back to the village? You can also turn this event around and let the PCs find Ojja in the wilderness, where she is hunted by a crazed Nanuik or even by malicious treasure hunters. If they save her, she asks them to help her back to Frostwind Hold.

THE BIG BEAR

A Nanuik has wandered into the village and the orcs want to oust it, but they don't want to kill it. If the PCs help get the Nanuik to leave the village without hurting it, they will

be received as honored visitors in Frostwind Hold and have taken a first step to getting the orcs on their side in the struggle for the future of the Bitter Reach.

If they injure the Nanuik, the orcs become furious and throw the PCs out of Frostwind Hold. In a worst case scenario, the injured Nanuik might go berserk and cause a massacre.

HELL NO, WE WON'T GO!

Frostwind Hold is under siege by a large group of adventurers trying to force the orcs to leave the village, since it is built on ruins from the age of the winter elves.

This is a fact that the orcs are aware of. After all, one of the reasons that they built the village was to prevent Imdugud from being set free and the Seal of Wind from being destroyed. They will do everything they possibly can to avoid leaving the village.

However, the greedy adventurers are both strong and clever and they have brought wares that the orcs could make good use of. They use these to try and sway the leading orcs of the clan: accept the wares and leave the village or fight over the village against the adventurers. Even Hoyra has a hard time convincing her clan that they should fight to remain, since the adventurers are martially superior to the orcs. An assault on the settlement would most likely result in a massacre.

Which side the PCs decide to join will affect the outcome of this dilemma. Should they protect Frostwind Hold or take the opportunity to receive aid in destroying the Seal of Wind?



TYPE OF ADVENTURE SITE: Special

A black warship towers above you. Black sails flap in the wind and the calls of sailors climbing in the rigging echo over the ice-cold sea. The bow is adorned with an obscenely large battering ram and on the forecastle, you spot two enormous bolt throwers. On the quarterdeck at the stern of the ship you glimpse a figure dressed in purple and red, obviously the person in charge. Soldiers clad in the colors of Alderland gather at the icy railing to watch you and the surrounding ocean.

BACKGROUND

When the expeditionary army from Alderland arrives in the Bitter Reach, its four warships lay at anchor in the bay outside of Northfall: Wyrms' Fist, Wyrms' Blade, Wyrms' Shield

and Wyrms' Hope. Wyrms' Fist is commanded by general Baraggor personally. You can read more about her on page 66.

The immense ships are built from black oak and are several decks tall. By and large, they lack adornments and the only thing that reveals where they hail from is the royal seal of Alderland flying from the mainmast. The ships each have a crew of about 100 sailors and carry 250 soldiers apiece.

News of the Alderlander army's arrival quickly spread throughout the Bitter Reach. It came as a shock to the inhabitants of the settlements and even Ingmar was unaware that king Alginor of Alderland had sent such a large contingency of his forces to the cold north.

You can use the description of Wyrms' Fist for the other three ships in the Alderlander armada as well, should the PCs encounter them.



GETTING HERE

Even if Wyrms' Fist is anchored close to Northfall, it's difficult for the PCs to reach the ship. They will typically need a boat or raft, and if they head out to the ship during the day they'll probably be discovered by the ship's lookouts.

The crew themselves use rowboats to get to and from the ship. The boats are lowered into the water when they are to be used and hoisted back up again afterwards, so as not to get stuck in the ice.

The ship is equipped with two small rowboats and four larger ones. The large ones are typically used to ferry troops and hold ten soldiers plus five crew. The smaller boats require only one person to row and hold an additional four passengers.

It's also possible to reach the ship using magical means, and in extremely cold weather the PCs can walk to the ship over the ice.

You can use one of the following incentives to get the PCs to visit Wyrms' Fist.

THE PRISONER

The PCs want to free a prisoner who Baraggor keeps in a cell on the ship. Maybe it is a warrior of the resistance? A merchant who has opposed the general? Or maybe even one of the PCs? If the prisoner isn't freed the master torturer awaits. Who knows what secrets he may extract from his victim?

CAPTIVES

The PCs are captured by Baraggor's troops for some reason and locked in the cells on Wyrms'

Fist. They must escape before Baraggor decides to torture them for information. Can they break out of their cells and flee the ship, or even take command of the vessel?

STEAL BACK THE ARTIFACT

Baraggor has stolen an artifact that can help the PCs in their search for the Seals. The artifact has been brought to Wyrms' Fist and is most likely hidden in Baraggor's private chamber. The PCs must break into the general's room, steal the artifact and escape with their lives intact.

FIND THE PLANS

What is Baraggor's next move in the war for the Bitter Reach? The PCs must discover this by breaking into the war room to steal maps and other important information. Who is it that sends them on this mission? It all depends on how your campaign has developed but one possibility is that Ingmar has decided to defy the envoy of Alderland and now leads a secret rebellion. Now he needs the aid of the PCs. But can they trust the deceitful merchant?

ROYAL AGENTS

Baraggor has learned of the PCs' exploits and summons them to her chambers aboard Wyrms' Fist. She offers them the chance to join her and become royal agents of Alderland with a right to kill. For this they will be rewarded handsomely – Baraggor offers them a salary of 3 silver per day, and they get to keep any loot they claim from slain enemies.



The PCs are free to accept this proposal, but they would be wise to be careful as they can quickly fall out of favor with Baraggor should they displease her in any way.

The missions given by Baraggor can be anything from finding the ancient forge of the winter elves (see page 206) to spying on rival forces, identifying opposition to Baraggor's mission or even getting rid of unwanted individuals. After each mission the PCs must return to Wyrms' Fist to report to the general.

BLOOD AND DEATH

A series of grisly killings spreads fear in Northfall. What connects the victims is that most of them in one way or another oppose the Alderlander presence and strive to end it. Witnesses say they have seen a hairy monster after the killings, and some even claim they saw it escape onto a rowboat from Wyrms' Fist.

The bestial murders are carried out by Versipel, a demon under Baraggor's control. The demon has been released in part to kill off any opposition but also to spread fear in Northfall and make the population easier to control.

Versipel gets to and from the ship with the aid of Baraggor's bodyguard who ferries the demon back and forth as needed. Who can put an end to the howling death?



LEGEND

It is from Wyrms' Fist that general Baraggor leads the expeditionary army from Alderland. Her

black ship is built from thousand-year-old oak and armed with bolt throwers powerful enough to slay Dragons and Sea Serpents. A thousand soldiers it carries, and half as many bloodthirsty sailors. All the treasures that Baraggor has found in the ruins of the winter elves are gathered in the bilge. There she also keeps all the prisoners who dare to oppose her. Woe betide the one who falls into the hands of her master torturer!



ANCHORS AWAY!

Wyrms' Fist can move around on the game map as you want it to, and thus it has no sticker to attach to the map. The ship may appear outside a fishing village if the PCs are there or even if the PCs are out on the ocean hunting or fishing. If you like, you can also roll a D6 to determine where the ship is located.

WHERE IS WYRM'S FIST?	
D6	POSITION
1-4	Anchored outside Northfall. Roll a D6. 1-5: Baraggor is ashore. 6: The general has remained on the ship.
5	On a mission D6 hexes north. Roll a D6. 1-4: Baraggor has stayed in Northfall. 5-6: The general is on the ship.
6	On a mission D6 hexes south. Roll a D6. 1-4: Baraggor has stayed in Northfall. 5-6: The general is on the ship.



ALDERLANDER SOLDIERS

These soldier from Alderland are grumpy over being sent to the cold north. The expedition to conquer new lands didn't turn out as they had expected when they set sail from Alderland. Because of the cold and the generally low morale, all soldiers aboard have typically suffered a point of damage to both Agility and Empathy.

There are always about fifty soldiers on the ship, and the PCs can't walk around however they please without being discovered.

STRENGTH 4, AGILITY 3 (2*), WITS 2, EMPATHY 2 (1*)

SKILLS: Melee 2, Marksmanship 1, Scouting 2, Might 2, Survival 2

GEAR: Falchion and a small shield, spear, knife, leather armor, open helmet, one **SIMPLE CARRIED FIND**.

*Temporary value

openings at the front. They look large enough to fell a Dragon but are covered with ice and snow.

Two soldiers are posted on the forecastle. They keep a lookout for visitors and potential enemies. The bolt throwers at the front are frozen solid and can't be used unless the soldiers are well prepared and have managed to clear away the ice and snow.

❖ **CREATURES:** Two Alderlander soldiers.

2. QUARTERDECK

The ship's stern is dominated by the quarterdeck where the ship's wheel is located. There is also a windlass here, used to raise and lower the anchor.

There are two soldiers placed here as well to keep an eye on those that move close to the ship.

❖ **CREATURES:** Two Alderlander soldiers.

3. PRIVATE CHAMBERS

The room that lies before you is one of the most luxurious you have seen in the Bitter Reach. A dinner table with chairs occupies the greater part of the room and at the far back of the stern, in front of the enormous window, stands a desk of polished oak. A large bed covered with luxurious gray fur, quilts and pillows stuffed with down is placed against the wall and an enormous chest of oak lies at the foot of the bed. The warmth from a box of embers fills the room.

Baraggor's private room is probably the most comfortable in all the Bitter Reach. If

LOCATIONS

Described below are the most important locations on Wyrms' Fist.

1. FORECASTLE

At the front of Wyrms' Fist you see the forecastle, the elevated part of the deck where the lookout stands to scout ahead as the ship splits the waves of the sea. Two large bolt throwers poke out through



Baraggor is on board this is where she spends her time unless she is in the war room with her subordinates.

The gray fur on the bed is Wintermaw, Baraggor's pet wolf. If intruders enter the room, the beast will wait until the right moment and then attack the nearest victim.

In the chest Baraggor stores the finest of all the treasures that she has gotten her hands on. The lock on the chest has an Armor Rating of 10 and can take 35 points of damage before breaking. The chest is fitted with a poisonous trap (paralyzing poison, Potency 6) and a hard (-2) **SLEIGHT OF HAND** roll is required to pick the lock without triggering the trap. If the PCs open the chest, they find D6+2 items from the table for **PRECIOUS FINDS IN THE LAIR**.

However, the most important objects are to be found in the desk drawers. These are protected by magic and the locks cannot be picked – they can only be opened using **DISPEL MAGIC**. It is possible to smash the desk, but it has an Armor Rating of 10 and can withstand 50 points of damage. Additionally, the guards on the quarterdeck will hear the commotion and investigate.

In one of the drawers lies a crude effigy in the shape of a wolfkin. It exudes powerful magic and is used by Baraggor to control the demon Versipel (see location #4). The magic protecting the drawer also prevents the demon from finding the puppet.

In another drawer, the PCs can find letters of correspondence between Baraggor, Alderland and her local allies. The letters reveal that the general intends to claim the Bitter Reach for her own, and that she plans to establish her own kingdom here. She intends to kill Ingmarg and only allow the merchants who swear allegiance

to her to retain their positions. Until she is able to claim the Bitter Reach for herself, she acts as a loyal subject to the king of Alderland.

- ❖ **CREATURES:** Wintermaw and Baraggor if she's on board.



BARAGGOR

Baraggor is one of the key players of the campaign. For more information about her, see page 66. See page 248 to determine if Baraggor is aboard the ship or not.

WINTERMAW

Wintermaw is Baraggor's pet wolf who guards her mistress's chambers against all intruders. The wolf is significantly larger and more bloodthirsty than others of her species. Wintermaw is trained to attack silently and will often ambush her victims.

STRENGTH 5, AGILITY 5

SKILLS: Move 3, Melee 3, Stealth 5, Scouting 5

MOVEMENT: 2

ATTACKS: Bite

WEAPON DAMAGE: 3 (slash wound)

SPECIAL: Silent (+2 to sneak attacks)



4. THE DEMON'S DEN

Even before you open the door you sense a musty odor of blood and rotten meat. The room behind



the door is small and the floor is covered by straw. As you shine a light into the cramped space you think you see a creature lying by the far wall.

Here, Baraggor keeps one of her primary agents: the demon Versipel. Many years ago, the general found a magical artifact that granted her control over the demon, which now accompanies her wherever she goes and obeys her every whim.

When the PCs come here, Versipel might be ashore to carry out a murder on Baraggor's orders. Decide for yourself or roll a D6. 1–4: Versipel is here and attacks the intruders. 5–6: The demon is out on a mission in Northfall and the creature in the room is one of the demon's victims.

If Versipel attacks, chaos erupts. The guards on the quarterdeck investigate the disturbance, but out of fear of the beast they will only act if the PCs defeat the demon. If the PCs have the puppet from the desk in their possession, they can take control of the demon or set it free.

❖ CREATURES: The demon Versipel.



VERSIPEL

Versipel is a demon in the form of a deformed wolfkin. It hunts the living and slays those who cross its path to drink their blood.

Baraggor controls the demon using a small wooden effigy taken from an orc druid killed in battle. Anyone who holds the effigy and wins an opposed **MANIPULATION** versus **INSIGHT** roll against Versipel can take control over the demon.

If the effigy is destroyed, Versipel is free to spread chaos in the Bitter Reach as it pleases.

**STRENGTH 10, AGILITY 4,
WITS 3, EMPATHY 3**

SKILLS: Move 4, Might 4, Stealth 4, Scouting 3

MOVEMENT: 2

ARMOR: 5 (fur)

TRAITS: Terrifying (fear attack with six Base Dice at first sight).

SPECIAL ABILITY: Regenerating (regains D3 Strength each round it drinks blood).

WEAKNESSES: Suffers double damage from fire and weapons made of silver.

ATTACKS: Claws (ten Base Dice, Weapon Damage 3, slash wound, Bite (ten Base Dice, Weapon Damage 2, slash wound and paralyzing poison Potency 3).



5. WAR ROOM

The room is dominated by an enormous oaken table covered by a map of the Bitter Reach. The Barren Mountains, Ised and Keld are marked, and even Northfall out by the coast. Placed on the map are figures representing troops. On the table there are also other maps and documents.

In the war room, the general convenes with her subordinates to plan the conquest of the Bitter Reach. They have marked the positions of the Misgown army (see page 63) on the maps as well as the territories of the orcs and the wolfkin. Other markers show that the Alderlander army

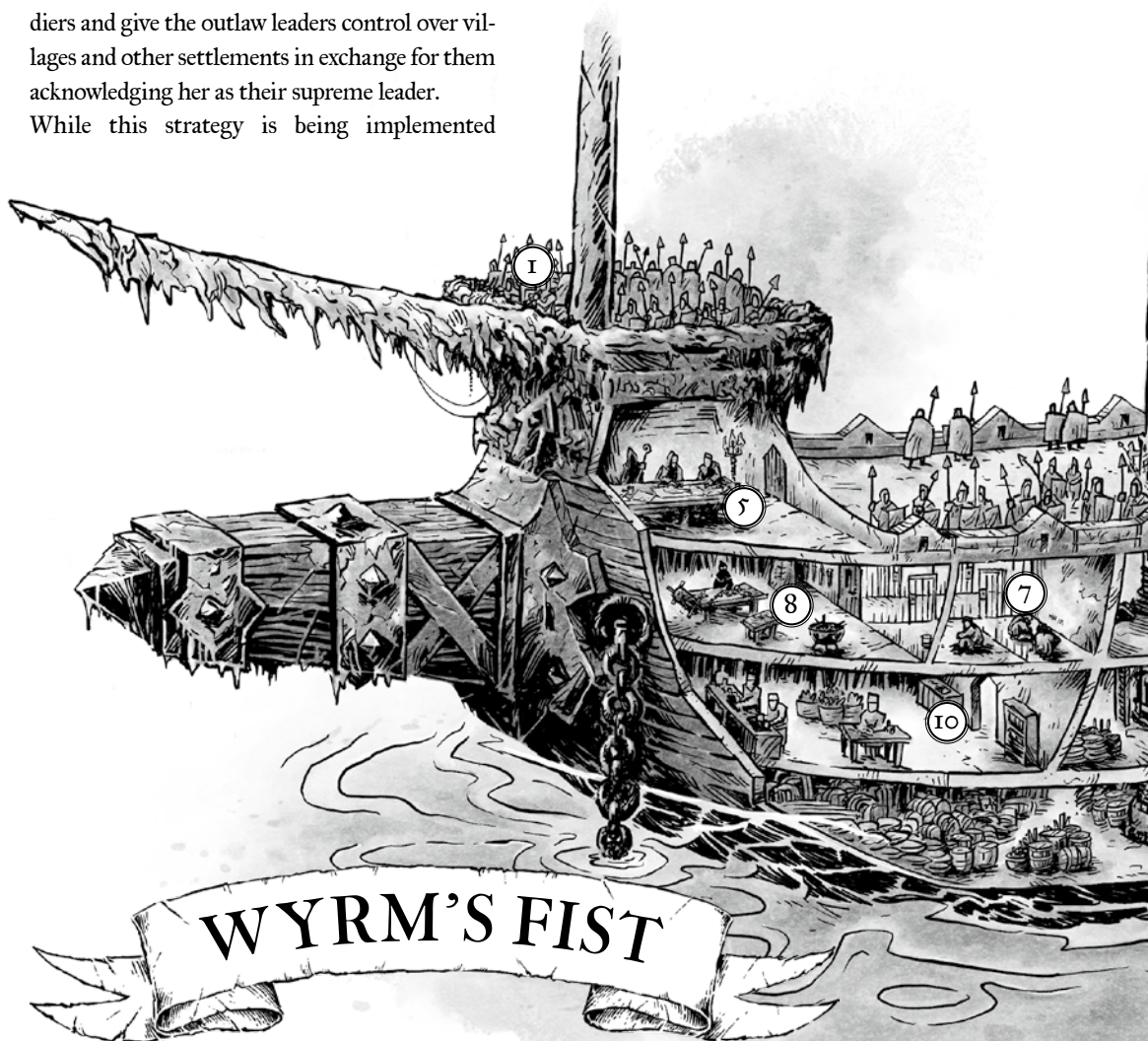


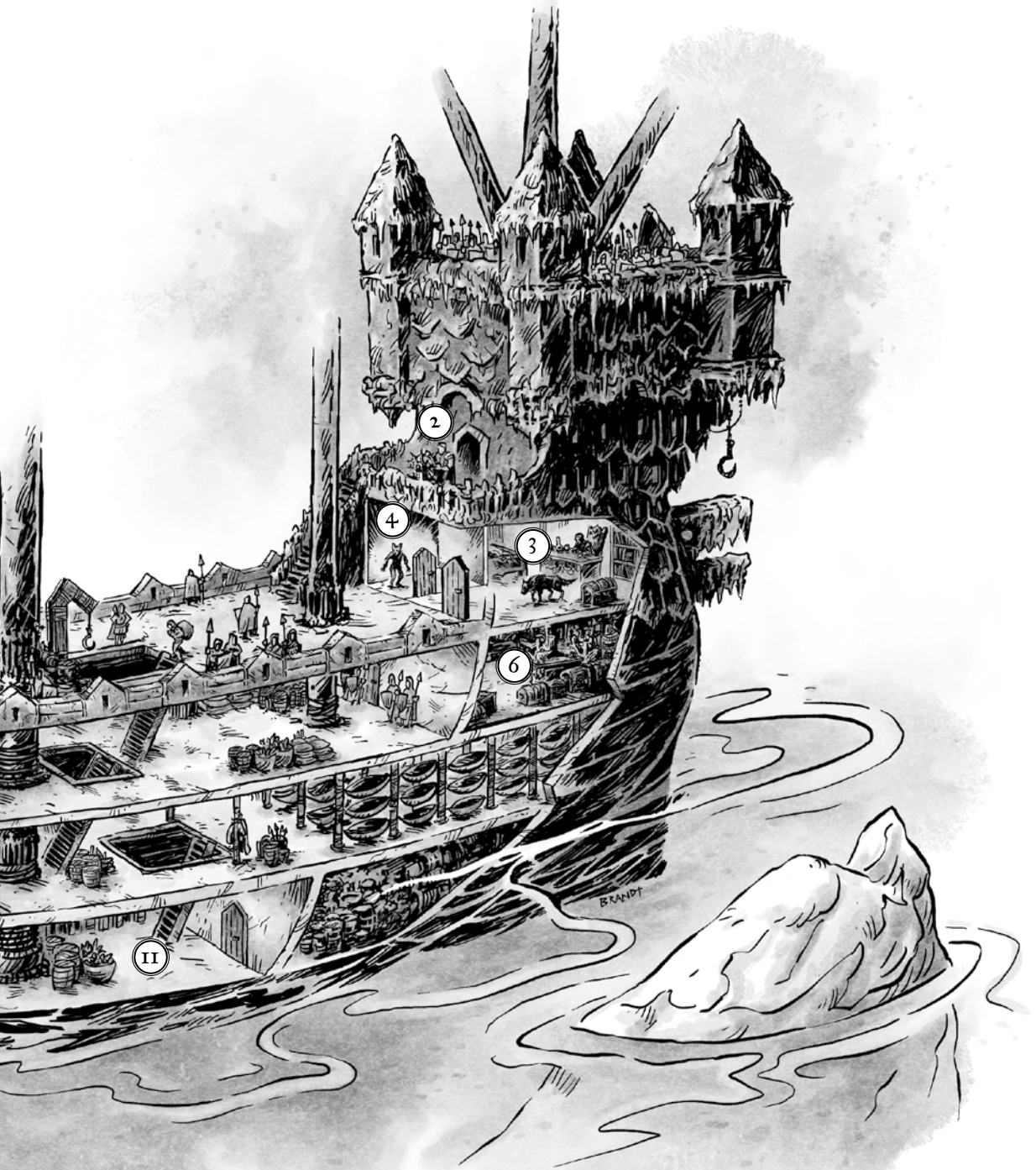
is concentrated around Northfall, but smaller forces have been positioned all over Fallowmoor.

Papers provide information on how Baraggor plans to conquer the Bitter Reach. A successful **LORE** roll reveals that the strategy isn't very complicated. She plans to first establish herself in Northfall to then assume control over the coast. Then she intends to recruit outlaws as soldiers and give the outlaw leaders control over villages and other settlements in exchange for them acknowledging her as their supreme leader.

While this strategy is being implemented

Baraggor also dispatches spies across the Bitter Reach to figure out what kind of opposition awaits further inland. The spies soon report the arrival of the Misgrown army, and Baraggor will also learn of the various threats posed by the orcs, Ice Giants, wolfkin and winter elves.







THIEVING ADVENTURERS

If the PCs steal something from the general, such as the treasures in her private room or the maps from the war room, she will spend every waking hour tracking them down. The general turns Northfall upside down in her hunt for the thieves and won't hesitate to throw friends of the PCs in the cells on Wyrms' Fist if she finds out that they are the culprits. Her soldiers are constantly on the lookout for the PCs and soon she sends out a warrant promising five gold coins to the one who captures the thieves – an offer every outlaw in the Bitter Reach will be very eager to benefit from.

6. SPOILS OF WAR

Three soldiers guard the three small rooms at the stern of the ship. The sturdy doors are sealed with iron bolts, chains and heavy padlocks.

The doors are locked and only Baraggor has the keys. The doors have an Armor Rating of 10 and can withstand 50 points of damage. To pick the locks the PCs must make a hard (–2) **SLEIGHT OF HAND** roll.

In these small rooms, Baraggor stores the majority of the spoils of war captured by her forces. The treasures are always guarded by three soldiers from Baraggor's personal bodyguard.

Kept in the rooms are 2D6 finds from the table for **CARRIED VALUABLE FINDS**, D6 finds from **VALUABLE FINDS IN THE LAIR**, D6 finds from **CARRIED PRECIOUS FINDS** and D3 finds from **PRECIOUS FINDS IN THE LAIR**.

If the PCs get their hands on these treasures, don't forget to keep track of their encumbrance. They will probably not be able to take everything with them and must make some difficult decisions.

❖ **CREATURES:** Baraggor's bodyguards.

BARAGGOR'S BODYGUARDS

Baraggor's personal bodyguard consists of more competent and motivated warriors than the regular soldiers. They also live a more comfortable life in these cold lands.

**STRENGTH 4, AGILITY 4,
WITS 3, EMPATHY 3**

SKILLS: Lore 2, Melee 4, Scouting 3,
Might 3, Move 3

TALENTS: Threatening 2, Incorruptible 3, Fearless 2, Shield Fighter 3,
Pain Resistant 2, Sword Fighter 2

GEAR: Longsword, chainmail, open helmet, small shield, purple cloak



7. CELLS

A few prisoners are held in four small cells. Devoid of hope, they look up at you before bowing their heads, resigned and broken.

These cells hold prisoners who have displeased or opposed Baraggor and prisoners of war who await interrogation by the master torturer. Sitting on a chair outside the cells is a bored jailer carving a piece of wood. When the PCs arrive, there are 2D6 prisoners here. Two of them may be of particular interest to the PCs.

Margrin is a merchant from Northfall who angered the general. She was imprisoned as a warning to the other merchants. This is what happens to those who don't fall in line behind Baraggor.

Poldor Fyle is an Alderlander who has been accused of being a traitor and who is desperate to get away from Wyrms' Fist. He is actually innocent of the accusations and if the PCs free him he will come with them to then betray them to Baraggor at the earliest opportunity, for the purpose of getting back in the general's good graces.

❖ CREATURES: The jailer and the prisoners.

8. TORTURE CHAMBER

The room stinks of blood and urine. Lying on a table is a whimpering body, cut open from throat to navel. Hanging on the walls are knives, hooks, chains, needles and many instruments of torture that you don't even recognize. A man dressed in just a soiled leather apron turns toward you. In his hands he holds a pair of pliers and a long-bladed

scalpel. He gives you a toothless smile and bids you welcome.

This is Opo Lato, Baraggor's master torturer, perhaps the most detestable person in all of the Bitter Reach. The body on the table is a prisoner of war who only has minutes left to live after Opo has torn all of his secrets from him.

The master torturer asks the PCs what business they have with him and they must convince him that they aren't intruders. If they fail, he screams for help in a shrill voice and soldiers from adjacent rooms soon show up to investigate the disturbance.

❖ CREATURES: The master torturer Opo Lato.



OPO LATO

The master torturer Opo Lato revels in the act of causing others pain. He is an expert at inflicting harm, both physical and mental, but is also one of the foremost healers in the Bitter Reach. He uses his knowledge of healing to prolong the suffering of his victims.

**STRENGTH 2, AGILITY 2,
WITS 5, EMPATHY 2**

SKILLS: Lore 4, Healing 4,
Manipulation 5, Insight 5

TALENTS: Poisoner 3, Incorruptible 3,
Sharp Tongue 3

GEAR: Sharp knife and leather apron
(Armor Rating 1)





9. DORMITORY

Almost the entire deck is open and filled with bunks from which you hear deep snores and grunts. On the floor beneath the bunks lie bundles of leather armor, shields, spears and shortswords.

Here, Baraggor's soldiers and sailors sleep. At any given moment there are around fifty warriors here. They are deeply asleep, and all **STEALTH** rolls receive a (+2) modifier.

If any of the soldiers wake up, the PCs can convince them that they have a right to be here with an easy (+1) **MANIPULATION** roll. If this fails the soldier calls the alarm, but in the ensuing chaos it takes D6 rounds before anyone understands what is going on. After this the soldiers have organized, however, and try to arrest or kill the PCs.

❖ CREATURES: Alderlander soldiers.

10. GALLEY

The galley is filled with pots, pans, ladles and knives. It is the warmest room on the entire ship. A heavily set cook is stirring a pot while a young scullion feeds fuel into the iron stove.

In the galley, a fire is always burning beneath simmering pots and sizzling pans. The cook and the scullion seldom leave the caboose and even sleep here.

The cook is only interested in cooking food for the crew and poses no threat to the PCs. If the adventurers are kind to the cook and the scullion, they are even offered a meal and some warm mulled wine. They may even get useful information, but neither the cook nor the

scullion have any deeper knowledge of Baraggor or her expedition to the Bitter Reach.

❖ CREATURES: The cook and the scullion.

11. THE BILGE

At the bottom of the ship you find the bilge compartment. This space runs the entire length of the hull and this is where Baraggor's army stores supplies, weapons and other equipment.

Here, the PCs can find both food and equipment. The food is simple, mostly dried fish and meat, turnips and pickled beets. There is also wine and beer in oaken barrels. Most of the gear listed in the table for trade goods on pages 182–187 in the *Player's Handbook* can be found here, in limited amounts.



EVENTS

Many adventures can play out on Wyrn's Fist or the other ships in the armada. The ship plays an important part late in the campaign *Wake of the Winter King*. During their visit to the ship, you can spring the following events on the PCs:

THE GENERAL ARRIVES

Trumpets sound and soldiers pour out from the ship's innards. The crew rushes to clear the deck, and soon the captain and army officers step out of their chambers. It is general



Baraggor who is arriving to Wyrms' Fist and she is expecting a welcome befitting her stature.

If the PCs are on deck, they risk being discovered when the soldiers line up. They can escape discovery if they disguise themselves as crew members or soldiers. In that case, they are expected to attend the ceremony and may even be

assigned tasks such as raising the Alderland flag or sweeping away ice and water from the deck.

Baraggor likes to talk to her subordinates and can even single out one of the PCs for a





little chat. If all goes according to plan, the general departs for her chamber when she feels she has been properly welcomed.

GET ME OUT OF HERE

A voice whispers to the adventurers from a dark corner. A prisoner is hiding from the crew after escaping his cell and he is now desperately trying to get away from the ship. The PCs seem like they don't really belong here, and the prisoner asks them to help him. Soon the alarm sounds and the search for the escaped prisoner begins. The PCs must use their wits to escape the ship or try to impress general Baraggor by handing over the prisoner – preferably along with a good explanation as to why they are on Wyrms' Fist in the first place.

FIRE! FIRE!

Soldiers who are not on active duty often spend their free time drinking and playing dice. It is not uncommon for this to degenerate into drunken brawls and today is no exception. During a fight in the dormitory a soldier knocks over an oil lantern and it falls from the table, breaking against the plank floor. Oil splashes over straw and clothing which promptly bursts into flames. Chaos ensues. A few soldiers try to put out the fire, but most flee the ship. Soon, Wyrms' Fist is filled with thick black smoke and those trapped in the interior must somehow get out into the fresh air or perish. If the soldiers fail to stop the fire the ship is seriously damaged, and a dozen crew members die.

THE BLOOD MOON

On a starry night, a heavy moon shines red across the icy sea of the Bitter Reach. The demon Versipel is overwhelmed by the siren song of the moon and is filled with a raging blood thirst. Baraggor has left the ship and in her absence, the demon breaks free from her prison and runs amok among the ship's crew, who barricade themselves in as best they can. When Versipel catches the scent of the PCs, the demon decides to play a cat and mouse game with them.

A FRIEND IN NEED

The PCs hear screams of pain from the torture chamber. Someone has fallen into Opo Lato's hands and the cruel torturer does everything in his power to expose the victim's secrets. The screams send shivers down the spines of the PCs and suddenly they realize that they recognize the suffering voice. It's one of their friends, a person they met during their adventures and who helped them when they needed it the most. Now they have the chance to repay their debt by freeing their friend and escaping the ship.

WEIGH ANCHOR!

A torrent of activity erupts on the ship. The crew starts preparing the ship for departure and soon general Baraggor gives the order to weigh anchor. In the organized chaos that ensues the PCs can try to leave the ship, but on the other hand they might use this opportunity to explore areas of the ship they have not yet been able to access.



TYPE OF ADVENTURE SITE: Elven Ruin

A gigantic stronghold has been hewn from ice and stone by the hands of giants. Turrets and towers from the age of the winter elves, tall as the mountain peaks, reach towards the cold sky.

The face of the stronghold is covered by enormous inscriptions that speak of a bygone time. A time when Ferenblaud rode to battle on his white dragon and Blaudewedd fought to stop the winter elves from enslaving the peoples of the world. They speak of the time before the eternal winter. But they also speak of the birth of the Ice Giants from stone and earth and ice.

On top of the tallest towers you spot figures gazing out across the wastes. They must have seen you coming for when you approach the stronghold a horn blast echoes between the walls of the mountains. Soon after, the immense gate of clear ice

barring the way into the Palace of the Ice Giants opens. Two figures step out from the stronghold to await your arrival.

BACKGROUND

The Ice Giants are an important ally for anyone wishing to prevent the return of the Winter King. They seek to stop all who want to break the curse and failing that, they are a powerful force to have at one's side when the army of the Winter King marches to reclaim power over the Bitter Reach.

Blaudewedd's guardians live in an immense stronghold of ice and stone. When the druid abandoned them to their unaided



THE WHISPERS OF THE WORMS

The Seal of Earth draws its power from the very ground. Snakes and worms are attracted to it and seek nourishment from the magical energy radiating from it. These powers affect living creatures who dwell in the vicinity of the Seal, manifesting in them the feeling of being watched, seeing movement in the shadows or even hearing the Winter King talking to them. The Ice Giants aren't affected and are unaware of this since, unlike the other kin, they possess no souls.

Each time a PC finds themselves alone at the Palace of the Ice Giants, roll a D6. If the PC is in the throne room, add +1 to the roll. 1–4: The PC feels like they are being watched. 5: The PC thinks that she sees worms or snakes slithering in the shadows. 6: Like 5, but she also glimpses openings in the shadows leading underground. 7: Like 6 but with the addition that the Winter King speaks to the PC as per the verse on page 268.

watch over the Winter King, they settled in a mountainous stronghold of the winter elves. Enormous blocks of ice formed new walls in place of those that had crumbled during the last days of the conflict and the Ice Giants created new chambers where they could pause and deliberate on the many questions that plagued their minds.

Now, the remaining dozen or so Ice Giants live in a stronghold that was once home to hundreds. In lonely chambers, they rest when not on a mission for King Bele to guard the secrets of the Bitter Reach. They brood in the hope of a sign, some guidance to help them decide whether they should abandon their mission and leave or stay and slowly die at their posts.

Beneath their heavy feet wind passages and staircases that lead to other chambers where the monsters and lost slaves of the winter elves have hidden from Blaudewedd's wrath.

HERE LIES THE SEAL OF EARTH

The Seal of Earth is hidden in a cave beneath the stronghold of the Ice Giants. Blaudewedd placed it near the guardians she created with the hope that there would always be Ice Giants here even if the other Seals were destroyed. Only king Bele and his two advisors Bor and Rym, the first three Ice Giants created, know what lies hidden beneath the throne room.

BROTHER AGAINST BROTHER

As the PCs get to know the Ice Giants, they realize that King Bele is torn between his



advisors Bor and Rym – should they continue their mission or allow the Seals to be broken?

One faction is led by Bor, slavishly following the original mission. They are proud and bound by tradition. Another faction, led by Rym, has grown tired of slaving for an absent Blaudewedd. They don't see why they should continue with a seemingly unnecessary and eternal mission. They even think that the Seals are holding them back and want to break them in order to become free.

It is Wurda who is behind this conflict. She has spoken to Rym and he has in turn spoken to the other Ice Giants who are now rebelling against the old ways. Now Rym and Bor speak against each other in front of Bele, who slowly is being broken down by Rym's arguments and Wurda's influence.

Depending on what the PCs' goals are, they can choose to try to recruit the Ice Giants to fight against the return of the Winter King, or they can try to convince them to abandon their mission so that the Winter King will awaken. Regardless of what they want, they must present their case to King Bele.

If the PCs suspect that something is amiss among the Ice Giants, they may figure out that Wurda has visited Rym and that she might be behind his recent actions. If they want to protect the Seals, they must prove to Rym that Wurda has deceived him with the intent of bringing ruin upon the Ice Giants. If they succeed, he will come to his senses and ask King Bele and Bor for forgiveness, causing the Ice Giants to unite around their original mission once again.

GETTING HERE

To find the Palace of the Ice Giants, the PCs will need a guide, but few even know that the creatures exist and fewer still have visited their palace. Their stronghold isn't marked on maps and no paths lead there. Presented below are two ways in which the PCs can be led to the adventure site.

The PCs may also find their way to the Palace of the Ice Giants by chance. They might be surprised by a blizzard and get lost or be hunted into the mountains by a Wendigo or a starving Frost Dragon and stumble upon the Palace of the Ice Giants to seek shelter.

MY ENEMY IS YOUR ENEMY

The Ice Giants don't stand alone in their fight against the forces that wish to wake Ferenblaud from his slumber. The orcs of the Bitter Reach remember all too well how they were enslaved under the tyranny of the winter elves and don't want this to reoccur. The orcs of the Bitter Reach and the Ice Giants have long walked these lands and know each other well, but the orcs don't trust the Ice Giants.

If the PCs have made a name for themselves in the Bitter Reach, Hoyra from the Frostwind Clan (see page 73) decides to show them the way to King Bele in the hope that they might wake him from his ruminations. This only occurs if the PCs have given Hoyra some reason to trust them.

During a journey in the frozen wastes the adventurers encounter the orc hunter Atkla who has been sent by Hoyra to lead them to the Palace of the Ice Giants. She asks them





to speak with King Bele and learn as much as they can about the Ice Giants' situation before reporting to Hoyra at Frostwind Hold.

When they reach the Palace of the Ice Giants Atkla leaves the adventurers to continue on foot. She sets up camp in a cave nearby and awaits their return.

KING BELE'S GUESTS

If the PCs make a name for themselves in the Bitter Reach, the Ice Giants will learn of this. King Bele orders his subjects to follow the deeds of the adventurers and create ice sculptures that chronicle their journeys. Eventually, King Bele realizes that the PCs may be of help to him and sends out his most trusted giants to find them and bring them to him.

After the PCs have performed a particularly spectacular deed, they encounter an Ice Giant named Galle. He bears a message that King Bele wishes to meet them. If the PCs accept the invitation, Galle leads them to the Palace of the Ice Giants.

WURDA'S RUMINATIONS

Wurda is one of the few to have met the Ice Giants and knows of their mission to protect the Seals. She has visited their Palace in secret several times and now she is puzzled by the very existence of the Ice Giants. What is it that animates them?

Now she wants to find this magical power and either destroy King Bele and his subjects or use the power to create her own warriors to destroy the Seals. To this end, Wurda contacts

the PCs and offers them silver to find any information about the Ice Giants and their origin. She even asks them to seek out King Bele himself. For each useful piece of information, Wurda offers the PCs 5 silver.

Wurda doesn't want to reveal that she knows the way to the Palace of the Ice Giants but points the adventurers in the right direction. From there they must find the way to the crystal gate themselves.

ATTACK ON THE ICE GIANTS

A group of treasure hunters has been told by Wurda that the Ice Giants are monsters that guard enormous amounts of treasure. Now the treasure hunters try to gather more adventurers to seek out the Palace of the Ice Giants, slay them and take whatever they have. To aid them, they have a map that they were given by an old man at Cuss and Dang's inn in Northfall. The man was Wurda in disguise.

The demon's goal is to weaken the Ice Giants so that they won't be able to stop her agents from finding and destroying the Seals. Little does she know that the Seal of Earth is hidden under their palace, but should she be given this information by the PCs she would reward them handsomely and dispatch more agents to the Palace of the Ice Giants, this time to destroy the Seal.

The PCs can play several parts in this drama. If they haven't encountered the Ice Giants yet they may be recruited to take part in the attack. If King Bele counts them among his friends, they may attempt to stop the attack.



LEGEND

Deep within the Bitter Reach, there is a fortress of the purest ice. Behind a gate of glass, the towering guardians rule, created to keep watch over the white darkness. They walk paths known by no other kin, and guard halls no foot has touched for thousands of years. They watch over earth and stone, over snakes and worms. They guard the shackles that bind the winter to these lands.

The one who would seek out these guardians can learn truths hidden since the great war, truths that may shake the very core of the Bitter Reach. But break their laws at your peril, for from the tallest mountaintops they gaze across the land and see all that happens, good and bad.



LOCATIONS

The Palace of the Ice Giants is a fortress of ice and stone where the light of torches shimmers and dances across walls clear as crystal. The only sounds to be heard are the deep sighs and heavy footsteps of the giants as they wander from chamber to chamber, absorbed by doubt and their endless ruminations.

The Palace of the Ice Giants is gigantic, the chambers so enormous that it may take the adventurers several 15-minute turns to walk from one end to the other. Refer to this to convey the difference between the home of the Ice Giants and the ruins and strongholds that the PCs are used to exploring.

1. THE CRYSTAL GATE

The gate to the Palace of the Ice Giants is as tall as twenty humans and broad as ten oxen. It is made from crystal clear ice and the surface is covered by mysterious symbols and imagery of great historic deeds in the Bitter Reach. The gate is guarded by two Ice Giants.

The gate has Armor Rating 20 and can take 150 points of damage before it shatters into sharp slivers of ice. Anyone who stands next to the gate when it shatters suffers an attack with ten Base Dice and Weapon Damage 2 (slash wound). The gate is guarded by the Ice Giants Gyr and Ise and is only opened if those approaching the Palace aren't perceived as a threat. They demand a legend in exchange for letting the PCs into the stronghold.

❖ CREATURES: The gatekeepers Gyr and Ise. For attributes, see page 98.

2. THE HALL OF STATUES

You leave the gate behind you and enter a vast hall filled with fabulous ice sculptures depicting the struggle ravaging this land. You wander among heroes and monsters from ancient times, among great victories and devastating defeats. Then you see a sculpture that you recognize – it's you!

In this hall, the Ice Giants document the history of the Bitter Reach by creating the ice sculptures that are their hallmark. Many events are depicted here and if the PCs wander through the hall, they'll get a good picture of the creatures living in the Bitter Reach. Here are sculptures of Nantuiks, Pikebeasts,





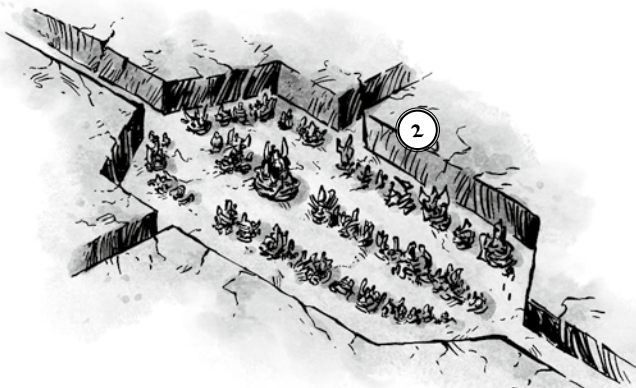


Wendigos, Frost Dragons and winter elves, but also of orcs, wolfskin and Redrunners. Among the newest sculptures, the adventurers find portrayals of themselves from a previous journey.

3. THE THRONE ROOM

A throne of ice towers at the far end of this enormous chamber, lit only by a lone burning torch. In front of the throne you glimpse a table of ice, large enough to host dozens of Ice Giants. The ceiling disappears in darkness far above, and you hear your footsteps echo between ice and stone. An immense Ice Giant steps into the light, glances at you and takes his place on the throne. He beckons you closer.

This is King Bele's throne room. Here he sits on his throne and puzzles over how he should lead his brethren and what the future holds for them. Should he follow tradition and guard

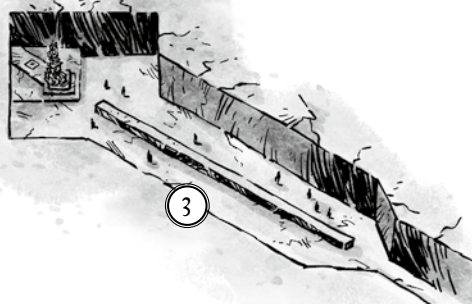


the Seals, or should he break free and seek to take control over his own destiny?

In front of the throne stands the huge table of ice around which the Ice Giants gather for their deliberations. Except for King Bele the chamber is seemingly empty. However, both Bor and Rym guard their king from the shadows and should anyone threaten Bele they quickly step forth.

King Bele welcomes the adventurers and listens to what they have to say. If they have proven to be enemies of the Winter King, he tells them his story and asks them for advice in these dire times.

Behind Bele's throne, there is a hidden staircase that leads down to the cave where the Seal of Earth lies hidden. Read more under location #6.





KING BELE'S TALE

Thousands upon thousands of years ago, we were created from ice and stone to be the guardians of the Seals binding the Winter King. The elven druid Blaudewedd lit the spark of life in our chests, and ever since, we have faithfully guarded these frozen lands and stopped all attempts to break the Seals.

But now, a force has come to the Bitter Reach, a force that seeks to break the curse that binds Ferenblaud to his throne. If this force succeeds, the grasp of winter over the land will be broken and the Winter King will once again rise from his throne. Summer will then once more warm the frozen souls of the Bitter Reach, but at what cost?

So now, you stand before me. Daring adventurers who seek the treasures of the winter elves and maybe even to break their Seals. What is it that you wish to accomplish in these frozen wastes? What will be the motif the next time my brethren shape your likeness?

- ❖ CREATURES: King Bele, Bor and Rym.
You can read more about Bele on page 67.

BOR & RYM

Bor is one of King Bele's trusted advisors. He is dedicated to stopping the return of the Winter King but distrusts all other kin. He views the PCs with suspicion and only by proving their good intentions will they be able to win him over – if they have good intentions, that is.

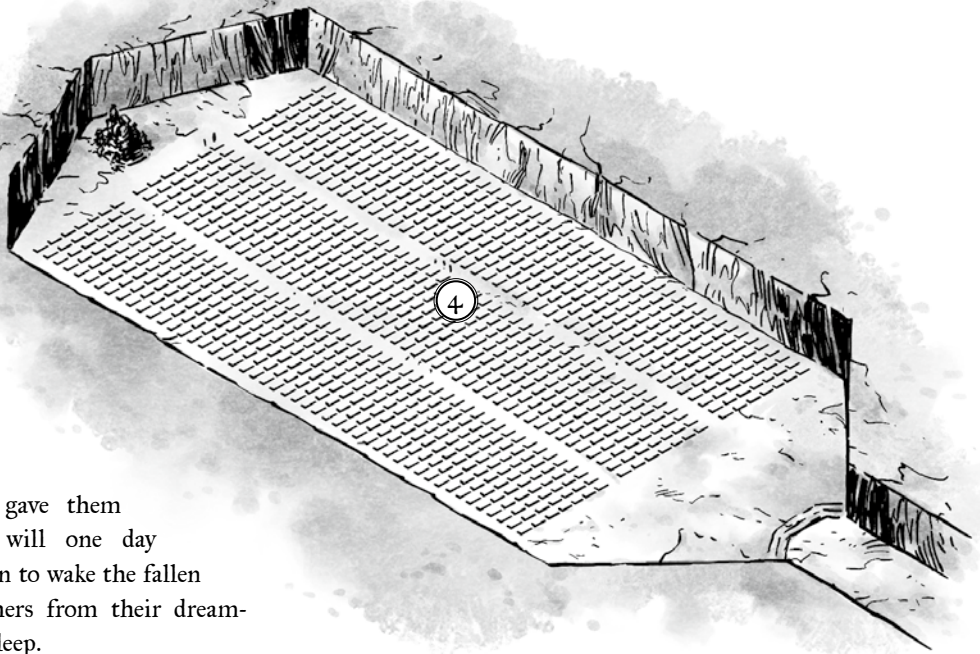
Rym also enjoys King Bele's trust, but unlike Bor he has tired of obeying Blaudewedd's whims and dreams of the Ice Giants breaking free from what he sees as a curse, rather than a purpose.

Bor and Rym have attributes like a typical Ice Giant (see page 98).

4. CHAMBER OF THE FALLEN

In front of you are hundreds of beds of stone. On many of them are bodies of Ice Giants who have fallen during the thousands of years they have served Blaudewedd, guarding the Bitter Reach against the return of the Winter King. An ice sculpture at the back of the hall depicts a majestic elven woman letting a resting giant drink from a crystal glass.

If the PCs ask any Ice Giant why their fallen brethren lie here instead of being buried, they are told that King Bele hopes that Blaudewedd,



who gave them
life, will one day
return to wake the fallen
watchers from their dream-
less sleep.

Bele is not aware of it, but the magical fire that Blaudewedd used to grant life to the giants is still hidden in a cave high up in the mountain. Should the flame be found and brought to the Chamber of the Fallen, Bele would be able to wake his fallen brethren so that they could once again take their place at his side in the fight against those who wish to reawaken Ferenblaud. See location #6 for suggestions on how this could involve the PCs.

5. THE OBSERVATION TOWERS

The observation towers stretch hundreds of meters into the air. To reach the top, you must climb thousands of steps, but once you get there you can see far across the Bitter Reach.

These towers are the vantage points of the Ice Giants, allowing them to scout all map

hexagons within three hexes of their stronghold. If the weather is clear, they can even see the movements of living creatures.

If the PCs ask King Bele for permission to climb the stairs, he has no objections, but warns them that visiting the observation towers isn't without risk. If they proceed, roll a D6 on the table on the next page.

If the PCs climb the tower on a starry night, they can see location #6 ("The Spark of Life").

6. THE SEAL OF EARTH

Behind Bele's throne you find a tile of stone, decorated with the image of a snake slithering around the Winter King and fettering him to the ground. A thick ring of copper is attached to the center of the tile.

Behind Bele's throne the PCs can find a hidden staircase that leads down to the cave where the





THE OBSERVATION TOWERS

D6 WHAT HAPPENS?

- 1–2 Nothing. The sky is clear, and the adventurers can scout two hexes from the stronghold in all directions.
- 3–4 Nothing. Snow-laden clouds tower in the sky and obstruct the view over the Bitter Reach. The adventurers can only scout one hex from the palace.
- 5 Strong winds tear at the PCs. Anyone who steps out onto the vantage point must make a **MIGHT** roll or be flung from the tower, to certain death. If the roll succeeds, the brave adventurer is able to see three hexes in all directions.
- 6 The sky is clear and the sun shines across the land. The snow glitters and the clear air allows an observer to gaze three hexes in each direction. Unfortunately, a ravenous Wyvern (page 124 in the *Gamemaster's Guide*) attacks those standing on the vantage point.

Seal of Earth is hidden. King Bele and his advisors are the only Ice Giants who know this. However, Wurda also suspects that the Ice Giants guard one of the Seals and thus she is trying to foment division among Blaudewedd's guardians so that she may find and break the Seal.

During the descent, the Winter King whispers to the PCs.

"The one who breaks the Seal shall be handsomely rewarded. The one who crushes the black shackles that bind me shall be showered with gold and precious gems. The one who offers me their hand shall sit at my side and rule over my enemies."

In a cave at the end of the staircase, the PCs see a stone statue of a fist that has caught a slithering snake in an iron grip. This is the Seal of Earth, and it is guarded by Ninhursag, a Drakewyrm that birthed many of the Winter King's monstrosities. The floor is covered by thousands of crawling snakes, Ninhursag's offspring.

The Drakewyrm lies in front of the Seal and talks to the PCs with a voice filled with venom and hatred. She welcomes them and asks them to become part of her family, to be devoured by her and her children and thereby become one with the emptiness between the stars. This is an attack where Ninhursag rolls an opposed





MANIPULATION roll against the **INSIGHT** of each PC. The victim suffers one point of damage to Wits for each ✕ the Drakewyrm rolls not negated by the victim's ✕. If someone resists the attack, Ninhursag is unable to attack that target again.

As soon as a PC sets their foot on the floor, Ninhursag's snakes hiss and snap at them. The PC must make a **MOVE** roll or be exposed to an attack. A torch can also be used to keep the snakes at bay. Attributes for snakes can be found on page 127 in the *Gamemaster's Guide*.

As soon as any PC comes within **SHORT** distance of Ninhursag she attacks, forced to do so by the magical shackles placed upon her by Blaudewedd.

- ❖ CREATURES: Ninhursag and her offspring.
- ❖ TREASURES: Seal of Earth.

THE SEAL OF EARTH: This is one of the five Seals that keep the Winter King imprisoned. The Seal is made from black granite, its surface polished to a mirror-like shine. It depicts a fist that has caught a slithering snake in a firm grip.

If anyone moves within **NEAR** distance of the Seal, the snake held in the fist opens its eyes. At the same time, the cave begins to echo with a sinister hissing that fills the minds of its victims with visions of teeming snakes and monsters that devour screaming victims on the battlefield. Everyone within **SHORT** distance suffers a fear attack with ten Base Dice.

To destroy the Seal, the PCs must overcome their fear and then destroy the stone using force. The stone has an Armor Rating of 5 and can withstand 20 points of damage

before falling apart. Non-magical weapons lose one point of Gear Bonus per hit. Additionally, for every attack that hits, the attacker suffers a fear attack as per above. It is also possible to damage the stone with Stone Song or Elemental Magic. Then no fear attack is triggered by damaging the Seal.

When the Seal is destroyed, the ground in the cave begins to shake. The walls start to fall apart and the cave collapses in 2D6 rounds. Those who remain in the cave when it collapses die. If Ninhursag survives, she tries to reach the Palace of the Winter King. When the Seal is destroyed, all PCs within **SHORT** range also gain D6 Willpower Points each, and the PC landing the final blow gains the Seal talent for the Seal of Earth (see page 53).



NINHURSAG

Ninhursag is a slimy Drakewyrm of gigantic proportions. She is more snake than dragon, and moves like a cobra, swaying back and forth to frighten her enemies. Like the other Guardians, Ninhursag is spellbound by Blaudewedd to guard a specific Seal. If the Seal is destroyed before the Drakewyrm has fallen, she will slither down into the underground in the ensuing chaos. Through subterranean tunnels Ninhursag will then seek out her true master, the Winter King.

**STRENGTH 33, AGILITY 5,
WITS 5, EMPATHY 2**

SKILLS: Manipulation 4, Scouting 4



MOVEMENT: 2

ARMOR RATING: 8

ATTACKS: Monster attacks like a Drakewyrm (see page 91 in the *Game-master's Guide*). Instead of an acid attack (result #4) however, Ninhusag sprays lethal poison (Potency 6) over all enemies in **NEAR** range.



EVENTS

Described below are two events that may occur in the Palace of the Ice Giants.

BELE'S BANE

To gain King Bele's respect, the PCs must prove themselves. One way of doing this is to slay a monster that threatens the Ice Giants, a shadow that hides somewhere in their stronghold and which has slain one Ice Giant and seriously injured another.

The injured Ice Giant can reveal that he was attacked from above when he meditated in one of the stronghold's darkest chambers. The beast had sharp claws and wings, the giant says. He managed to keep the beast at bay and ran to the single torch that burned in the room. The beast then stopped chasing him and disappeared into the darkness.

The monster is a bat-like demon that Wurda has led to the stronghold to weaken the guardians and sow doubt in King Bele's ability to lead and protect the Ice Giants. If the PCs slay the monster, King Bele will become friendly towards them and listen to any advice they have to offer.

**STRENGTH 18, AGILITY 4,
WITS 3, EMPATHY 1**

SKILLS: Insight 3, Move 3, Might 4, Stealth 5, Scouting 5

MOVEMENT: 3

ARMOR RATING: 3 (fur)

TRAITS: Wings (can fly), Sonar (gives night vision).

SPECIAL ABILITY: Parasite (by touching a creature the demon can assume control over it and its actions. Works like the spell **PUPPETEER** with Power Level 3).

WEAKNESS: Sensitive to light (suffers one point of damage every round in a zone with a light source, and D6 points per round in sunlight).

ATTACKS: Claws (attack with six Base Dice and Weapon Damage 2, slash wound), Fangs (attack with eight Base Dice and Weapon Damage 1, slash wound, lethal poison with Potency 6).



THE ART DEALER

The art dealer Orto Melo has come all the way from Alderland to find the creators of the magnificent ice statues found here and there in the Bitter Reach. After much hardship, she has found her way to the Palace of the Ice Giants, where she intends to buy some statues.

How Orto will transport the statues to Northfall and then on to Alderland is an open question. To start with, she needs to convince King Bele to let her buy a few statues, and then she needs help to bring them to Northfall. This is where the PCs come into the picture.



TYPE OF ADVENTURE SITE: Elven Ruin

The ice you stand on is clear as glass and you behold a wondrous sight underneath your feet – a city from the age of the winter elves. Flitting among the submerged houses are schools of shimmering fish. They are hunted through the alleys by white squid that surely would love to make a meal out of careless adventurers who dare enter the cold water. You look around and realize that what you had thought to be icebergs in fact are buildings covered in snow or ships protruding from the ice. Some ways off you see a hole in the ice and next to it a lone figure staring into the water.

BACKGROUND

Hidden in the ocean off the coast of the Bitter Reach lies a city submerged in cold water and

covered by ice clear as glass. This is the legendary Sunken City, the remains of a port known in the age of the winter elves only as the Harbor of Dreams.

From this town, the greatest of the winter elven ships sailed. It was here that Ferenblaud's war fleet anchored – galleys and longships berthed in its harbors, as well as a host of merchant ships. When Blaudewedd's curse fell over Ferenblaud's kingdom, this was the epicenter. Ten thousand warriors were gathered here, ready to sail against the enemies of the Winter King, and Blaudewedd knew that they had to be destroyed.

The Harbor of Dreams was shaken to its very foundations by the magical energy released. The city sank into the ground and



the ocean rushed in, obliterating Ferenblaud's fleet. Water covered the ruins and the drowned winter elves became a feast for the fish.

Now, stillness reigns in the once crowded city. A variety of sea creatures have made their home in the remaining ruins and this in turn attracts monsters that hunt the fish, crabs and squid.

HERE LIES THE SEAL OF WATER

When the Harbor of Dreams fell, Blaudewedd placed the Seal of Water in the tallest lighthouse that still stood in the razed harbor. She knew that this was one of Ferenblaud's key strongholds and she wanted to channel as much magical energy here as possible.

The Seal is protected by the Guardian Abzu, a Giant Squid who has made her home in the lighthouse and who lives off what the sea gives her. As the Seal is situated underwater, it will be difficult to reach. PCs who want to destroy the Seal will most likely need to use magic or magical items to reach it.

Regardless of how they attempt to destroy the Seal, Abzu will defend it and do everything she can to annihilate the attackers.



GETTING HERE

The Sunken City must be placed in a map hex by the coast or in a hex with the terrain type Sea Ice. The city's existence is well known along the coast, but not its exact location. Fishermen and hunters in the villages along the coast have

seen the city when they wandered astray on the ice or followed the siren call of the Seal. They can point the PCs in the right direction – for a cost.

THE FISHING CONTEST

The Sunken City attracts the largest fish the ocean can offer, and these in turn attract Pikebeasts and other larger sea creatures. So, when the PCs hear that Ingmargin has announced a fishing contest where the winner is to be handsomely rewarded, the Sunken City is a natural location to seek out.

The contest lasts for a month, so there is plenty of time to locate the site. The winner's reward is 50 silver coins and a small fishing boat that Ingmargin confiscated from a group of adventurers who displeased him.



LEGEND

The stars shine upon an ice-cold ocean, a mirror image of the glittering sky. Deep below its surface lie ships and sailors, foundering for eternity, lured by the siren's call. There, the dead dream of a beacon to lead them home, away from the sunken city beneath the ice.

Sorcery alone allows bold adventurers to descend to this silent grave to reclaim its treasures, but all that glimmers isn't gold. A fisherman who cuts a hole in the ice above the Sunken City can catch the biggest fish in the entire ocean, or even a Pikebeast if they have an arm strong enough to pull it up.



UNDER THE WATER

Only a small part of the Sunken City is accessible to the PCs and most of these buildings are underwater. To explore the flooded ruins, the PCs must somehow protect themselves against the cold while at the same time holding their breath or receiving air from an alternate source.

SWIMMING

Anyone who swims in the cold water must make an **ENDURANCE** roll each round or become **COLD**. A PC who is covered in grease from whale fat (see page 31) gets a +2 modification. A PC who swims underwater must both manage the cold and hold their breath so as not to drown (see page 113 in the *Player's Handbook*).

TALENTS

Rank 2 of **PATH OF THE FOREST** helps against the cold and an orc can use the **UNBREAKABLE** talent to recover should they be Broken by drowning.

SPELLS

The best way to move under water is with the help of magic. The spell **FIREWALKER** protects against the cold (see page 136 in the *Player's Handbook*) and **WATER BREATHING** allows the swimmer to breathe underwater (see page 23). Druids who have mastered **ANIMAL FORM** (see page 127 in the *Player's Handbook*) can transform into a seal or otter to reach to the Sunken City.

OTHER ACTIONS

All attacks and other actions performed underwater get a -1 modification. It is not possible to perform ranged attacks.



LOCATIONS

The Sunken City is an expansive ruin and there isn't enough space to describe all interesting locations. If you need more areas than those described here, you can use the tables in Chapter 12.

ANIMALS							
ANIMAL	STRENGTH	AGILITY	SKILLS	MOVE- MENT	ATTACKS	DAMAGE	TYPE
Seal	4	3	Move 4, Melee 2	1	Tackle	2	Blunt
Otter	2	5	Move 5, Melee 2, Scouting 3	2	Bite	1	Slash



1. THE LONELY NANUIK

The ice has been broken up to create an open hole. By the edge of the hole sits a small Nanuik that stares down into the cold water.

The Nanuik is a cub that has lost its mother to Abzu. The Giant Squid broke through the ice and pulled the adult Nanuik down to the depths. Now, the cub waits in vain for its mother to return.

If the PCs examine the ice hole, they soon realize that the ice was broken upwards by something from underneath. On a successful **SCOUTING** roll, they find a tentacle that the Nanuik managed to tear from its killer. All of this points to something terrible dwelling in the depths.

The starving cub is wary of the PCs but doesn't want to leave the area. It can be tamed using **ANIMAL HANDLING**.

If someone stares into the hole in the ice, they see that the top of the lighthouse is close by. Swimming down to the tower would take three rounds. They can also choose to swim down to the temple or the plaza, but this takes five rounds.

❖ CREATURES: Nanuik (see page 100).

2. THE MISGROWN

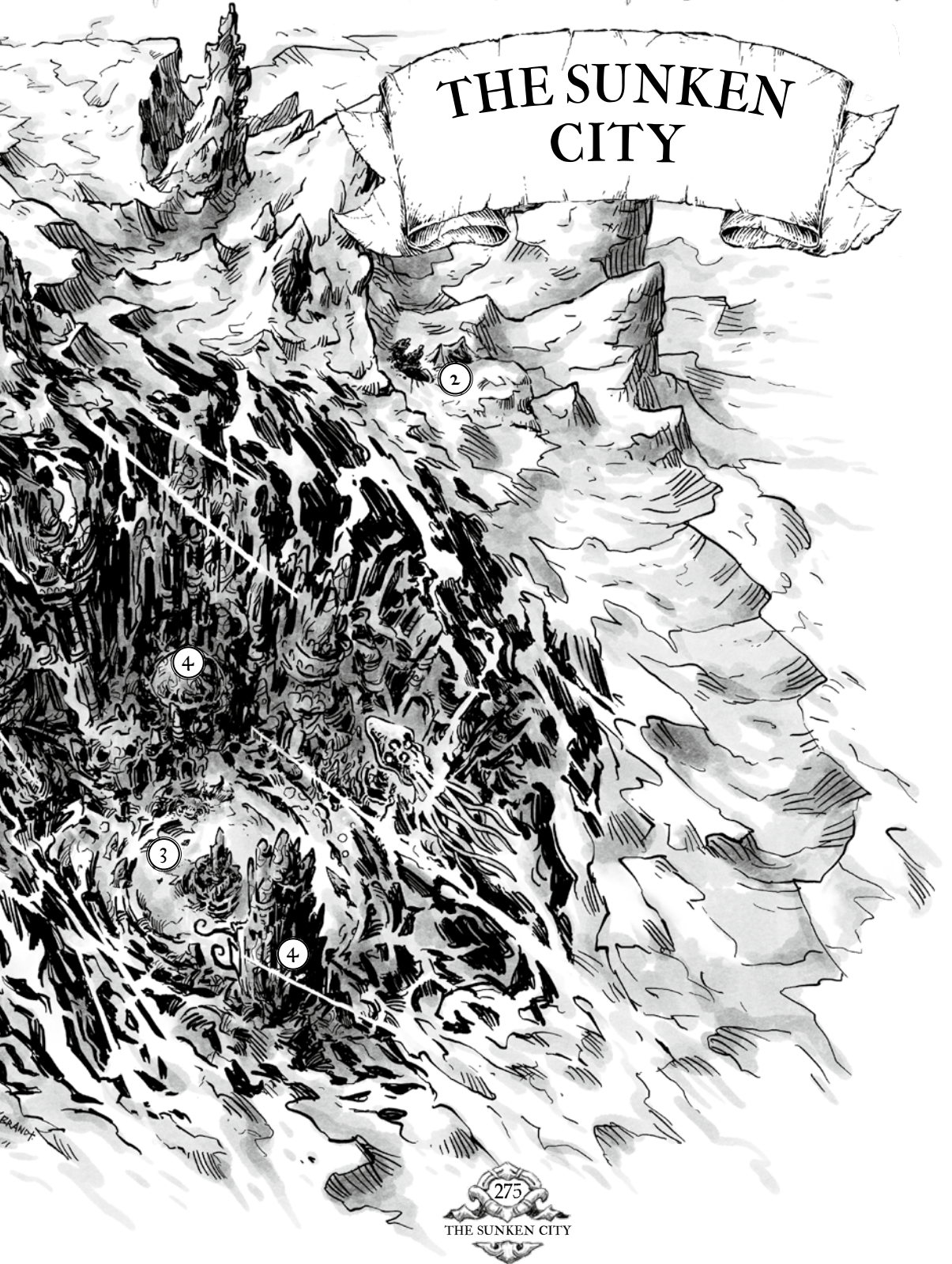
Hidden between two icebergs you find a small hole in the ice, opened using axes and ice hooks. Next to the hole, you see a small tent partially covered by snow.

The hole in the ice was cut open by two Misgrown sent to the Sunken City by their general Alabaster. Their mission is to seek the answer to what the siren's call means and if it is something that the Misgrown may be able to make use of.





THE SUNKEN CITY





JAKKA'S LUNGS

Jakka is one of Alabastor's top scholars. His experiments on living beings have produced wondrous and horrendous creatures. Among these are the living lungs that Alabastor has given to his Misgrown.

Jakka's lungs aren't magical items but living creatures. They look like fist-sized leeches that latch onto the throat of their host and take over their breathing. Using such a creature is a terrifying experience. The first time this occurs the user suffers a fear attack with six Base Dice.

The host can breathe underwater for as long as the lung lives. While it's attached to its host, it drinks blood worth one point of damage (non-typical) per 15-minute turn. Removing a lung requires knife or other sharp object – without it, pulling the lung loose inflicts another point of damage.

In barrel in the small tent are 2D6 black leeches, the same type of creature that is attached to the throats of the Misgrown. A second barrel is filled with whale fat. Here are also two axes and two ice hooks, two

pairs of skis and various warm, dirty and stinking clothes.

The Misgrown are two cursed souls who have been subjected to experiments, in which demonic lungs have been attached to their throats. It gives them the ability to breath underwater and these two chosen warriors wait in the water by the hole in the ice, ready to drag down anyone who leans over the surface for a closer look.

If the PCs look down through the ice hole, they see that it is located over a part of the city that is close to the surface. Two more or less intact buildings stand by a plaza – a lighthouse and a temple. Swimming down to the plaza or the temple would take three rounds. It takes five rounds to reach the lighthouse.

- ❖ CREATURES: Two Misgrown with demonic lungs.
- ❖ TREASURES: Jakka's lungs and a barrel of whale fat.

THE MISGROWN

Alabastor suspects that something of great value lies buried in the Sunken City and has sent two Misgrown there to explore the ruins. If they are captured, they can be persuaded to explain how Jakka's lungs work and to reveal what their mission at the site is. They know nothing of the Seal or Abzu.

**STRENGTH 4, AGILITY 3,
WITS 2, EMPATHY 2**

SKILLS: Melee 2, Marksmanship 1,
Scouting 2, Might 3, Survival 3



TRAITS: One Misgrown has tentacles (+2 bonus to all **GRAPPLE** attempts), the other sores (touch is contagious with Virulence 6).

GEAR: Shortsword, leather armor, two **SIMPLE FINDS**, Jakka's demonic lungs.

3. THE PLAZA

Down below you see a wondrous sight – a city lies sunken under the ocean's surface. All is still and quiet, with the only sound coming from your own heartbeat. Light from the surface sifts down through the clear water. In the shadowy world below, you behold houses and ships covered by sand, colorful anemones and coral. You see streets that once were filled with the clatter of horses and boots have given way to fish in all the colors of the rainbow, large red crabs, playful seals... you even see white squid hunting among the schools of fish. Neither hunter nor prey pay any attention to you.

The plaza is normally a calm location. A Pikebeast or two may pass by from time to time but unless the PCs act in a way that disturbs the peace, they have nothing to fear here.

- ❖ **CREATURES:** Various species of fish, crabs, squid and the occasional Pikebeast.

4. THE TEMPLE

The ruin of a winter elven temple rests on the seabed. Sand covers much of what remains of the building, but some statues of ships and sea monsters have survived the devastation. The central building of the temple remains intact and is filled with fish, crabs and other sea creatures.

The temple was devoted to the sea gods of the winter elves. When the city was destroyed, the temple guards were trapped by the water rushing in and drowned. The fear and the hate they felt was trapped here by the curse and their bodies transformed into restless undead.

Inside the temple, the PCs find a statue of the deity that the temple was devoted to – an imposing warrior that raises a trident skywards while crushing a ship with the other hand.

As soon as an intelligent creature enters the temple, the undead guardians come to life and rise up from their hiding places beneath the sand to do everything they can to expel the intruders.

- ❖ **CREATURES:** 2D6 Skeletons (see page 122 in the *Gamemaster's Guide*).

5. THE LIGHTHOUSE

At the edge of the plaza stands the remnants of a lighthouse. Large parts of it are intact but the foundation has sunken deep into the sand at the bottom of the sea. The interior is plunged in abyssal darkness, but you think that you hear a soft tune that draws you closer, awakening dreams of warmth and safety, a tune promising treasure.

As you approach the tower, you see movement in its dark heart. Long tentacles slither through the gate and a creature from your worst nightmares emerges.

All living creatures in the area avoid the lighthouse, which the PCs realize if the players ask. The siren call comes from the Seal, and all PCs within **SHORT** distance must make an **INSIGHT** roll to not be overwhelmed by a compulsion to seek out the source of the tune. Anyone who fails the roll must move towards the



lighthouse and remain near it. Other PCs may drag the victim away.

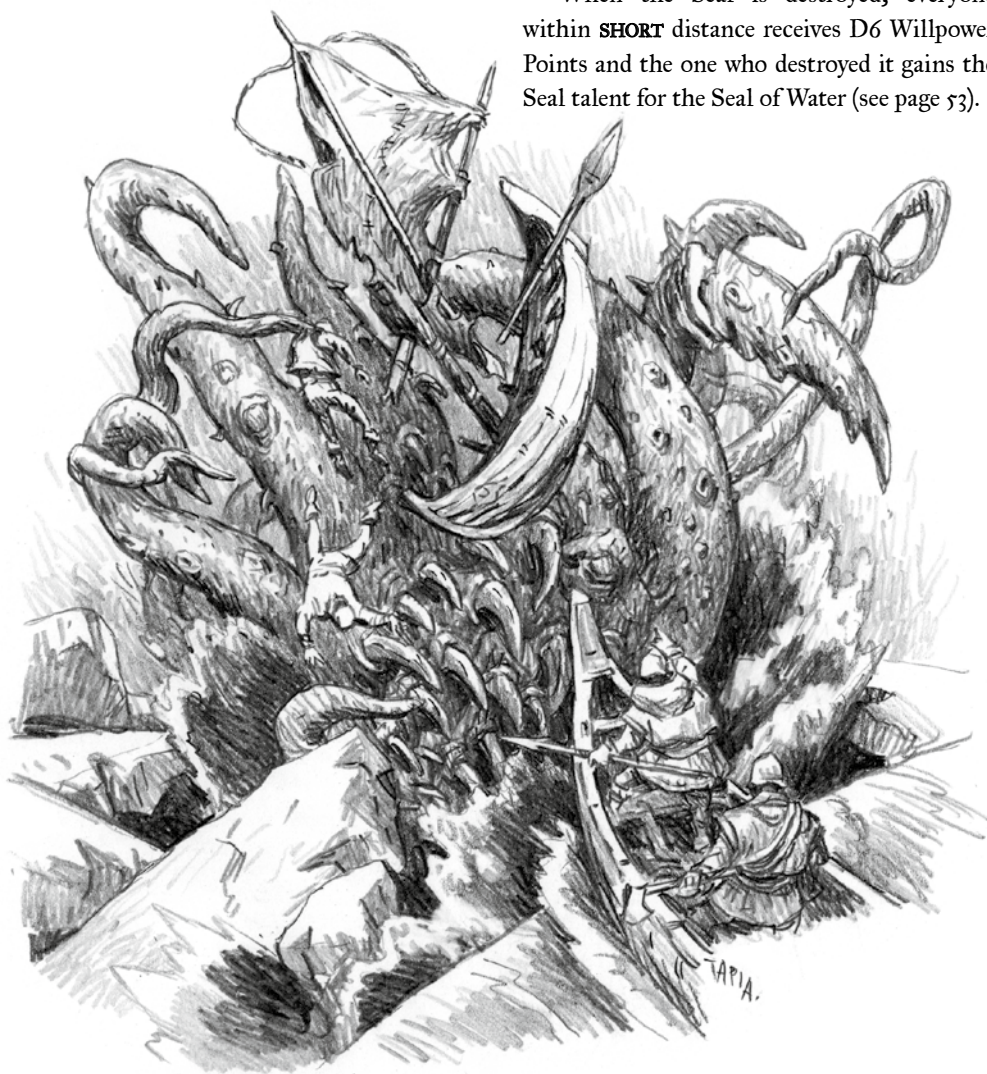
The monster in the lighthouse is the Guardian Abzu, who slithers from her lair to defend the Seal. All who see Abzu for the first time suffer a fear attack with eight Base Dice.

❖ CREATURES: Abzu.

THE SEAL OF WATER: The Seal of Water is hewn from a block of ice and shaped like a trident.

The Seal has an Armor Rating of 5 and can withstand 20 points of damage before breaking apart. When the Seal is destroyed, the lighthouse finally collapses, and all living creatures flee the Sunken City. What was a place teeming with life now becomes desolate. It takes D6 rounds for the lighthouse to fall. Those who remain in the tower suffer an attack with ten Base Dice and Weapon Damage 2 (blunt trauma). The attack can't be **DODGED** or **PARRIED**.

When the Seal is destroyed, everyone within **SHORT** distance receives D6 Willpower Points and the one who destroyed it gains the Seal talent for the Seal of Water (see page 53).





ABZU

Abzu is a monstrosity from the darkest depths of the ocean. She was lured from the deep by Ferenblaud and was a mighty force in his naval battles. When the curse fell, the monster was bound to the lighthouse, sentenced to eternally guard the Seal that keeps her master imprisoned.

Abzu is a soulless beast and does everything she can to destroy all intruders that have the potential to threaten the Seal. Note that Abzu can move short distances on land if need be. This means that she may pursue fleeing enemies even onto the ice. She will only fight for one round on land before she disappears into the depths again.

Abzu is a Giant Squid (see page 98 in the *Gamemaster's Guide*) with eight tentacles and a Strength rating of 25.

A DREAM OF WATER AND DEATH

The siren call of the Seal affects both the Sunken City and the environment. It attracts sea creatures and that is the reason for the rich diversity of fish in the area. The tune is weak but fully audible for anyone within **SHORT** distance of the lighthouse. It can also send visions to those who sleep on the ice above the city (at **LONG** distance) and their dreams are haunted by images of the last day of the Harbor of Dreams. When the stars are right even seafarers can hear the seductive melody.

EVENTS

Many fantastic things can happen in the Sunken City. Three suggestions are described below.

CLASH OF THE TITANS

A Giant Squid and a Pikebeast begin to fight. Chaos ensues and the commotion attracts more curious sea creatures. One of these creatures is particularly interested in the PCs. Roll a D6. 1-4: A Giant Squid slithers out of a crevice in the rock. 5-6: A Sea Serpent swims across the city's plaza.

SWALLOWED WHOLE

A Sea Serpent suddenly appears and swallows one of the PCs whole (monster attack #2 on page 117 of the *Gamemaster's Guide*). How will the PCs save their friend?

THE PREDATOR

An injured Pikebeast has meandered into the Sunken City and consumed by rage it attacks all it can see. It prowls among the houses on the hunt for everything that resembles that which injured it: whalers from Northfall.



TYPE OF ADVENTURE SITE: Elven Ruin

Before you the castle of the Winter King looms, chiseled from the white mountain millennia ago. Flags and banners fly from high towers and thousands of torches burn on the parapet. Posted at each torch is a guard armed with spear and shield. Atop the tallest tower the statue of a terrible dragon looms menacingly. From a window beneath the monster, a pale light shines.

A narrow stone bridge leads across a deep ravine and through a gate, tall and wide enough to allow the passage of a dragon without its wings even touching the walls. Knights in shining armor proudly ride across the bridge, accompanied by blasts from copper horns.

But then you blink, and the vision fades away. Now, the flags and banners hang

tattered and frozen from the tower spires. The torches go out, the guards disappear, and the riders turn into smoke, soon swept away by the icy winds. The castle is quiet and still. At places you see flickering lights from torches or campfires.

BACKGROUND

When Blaudewedd's curse fell over Ferenblaud and his kingdom, the Winter King was caught on his crystal throne and imprisoned.

For three thousand years, the king and his winter elves have waited in frozen slumber beneath snow and ice. When the *Wake of*



the Winter King begins, the curse has started to lose its power, and the Winter King's subjects across the Bitter Reach are slowly being freed from their shackles. When the winter elves awaken and realize what has happened, they begin the arduous trek to Ferenblaud's palace.

Ferenblaud's subjects are led by their king through dreams and visions. As he remains in a state of a torpor and not fully conscious, his royal orders aren't always easy to decipher. Still, the king's subjects do the best they can and when they arrive at the palace, they start getting everything in order in preparation for the return of their king.

The castle is also haunted by illusions from the time when the winter elves ruled this kingdom. In the beginning of the campaign, this adventure site is mostly only home to these ghostly visions, but as the Seals are broken, it slowly comes to life and turn into a functioning stronghold. The illusions disappear and their place is taken by the living winter elves and their slaves.



GETTING HERE

The Palace of the Winter King is difficult to find as it is situated among the highest mountains of the Bitter Reach. Still, as the PCs explore the Bitter Reach and the Seals are destroyed, it becomes increasingly relevant to seek out Ferenblaud's stronghold. As the army of the winter elves awakes, traffic to the adventure site will also increase, making the location easier to find.

RECONNAISSANCE

Through legends, dreams and visions, the PCs learn that Ferenblaud is the key figure in the events occurring in the Bitter Reach. But what are the goals of the Winter King and how does he intend to achieve them?

One way to learn more is to break into the Palace of the Winter King and gather information. The mission can be given to the PCs by Hoyra or one of the other key players of the campaign (see Chapter 7), depending on which faction the PCs have allied themselves with.

KILLING THE KING

If the PCs have made a name for themselves in the Bitter Reach, one of the key players may recruit them to carry out the most dangerous mission they have ever undertaken: slaying the Winter King. There are many who want to see Ferenblaud dead and who hope that he is an easy target in his weakened state. The client is probably Hoyra, Alabastor or Baraggor. The PCs are free to plan the attack as they see fit.

MONSTER RUN

If a Seal is destroyed and the monster guarding it survives, it flees to the Palace of the Winter King and reinforces Ferenblaud's army. This does not apply to Abzu and Mul (see pages 279 and 186). Should all three remaining Guardians reach their master, the rebirth of the kingdom of the winter elves will be very difficult to prevent.

Should the PCs decide to hunt the Guardians, they can track them to the Palace of the Winter King. They may even manage to slay a Guardian before it reaches its master. It may





occur to the players that there is something or someone in the mountains that the monsters are trying to reach.

THE MUSTERING

Slowly but surely the Winter King's forces grow – mainly from awakened winter elves, but also some recruited adventurers, wolfkin, and even a few monsters. During the course of the campaign, the palace courtyard looks more and more like a war camp. More on this below.

Near the end of the campaign, when only a single Seal remains, the winter elves send word across the land that those who want to raise their sword in the name of the Winter King are welcome at his palace.

This gives the PCs a chance to get into Ferenblaud's castle. PCs who are brazen enough can move relatively freely in the stronghold, as long as they stick to the areas where there is activity.

The PCs can use this opportunity to spy on the winter elves and maybe sabotage their preparations for war. It may even happen that the PCs decide to join the Winter King, lured by his promises of riches or by a wish for the eternal winter to cease.



LEGEND

*Over the mountains shines a star,
lighting our path
Go to meet your king,
as he from the stars descends
He abandons his crystal throne,*

*his glory in the Palace of Light
as he from the stars descends
From the grave he rises with riches,
and the realm of shadows turns light,
The sleepers of the grave awaken
to life from centuries of night
He comes with the power to rule,
as he from the stars descends*



THE AWAKENING

Seals are broken, the stronghold comes to life more and more. See the table to the right for a summary of the situation at the Palace of the Winter King when the PCs arrive.



LOCATIONS

The Palace of the Winter King is a castle where thousands of winter elves and slaves lived during Ferenblaud's cruel reign. Much of the castle is now abandoned.

For most of the campaign, there is great confusion among the winter elves who awake from the curse and make their way to the castle. In the beginning they are unsure of what has happened and what is expected of them. Intruders in the palace can take advantage of this confusion.

Note that some locations don't become accessible until two or more Seals have been broken. This is specified by each location. Don't forget to consider this before you read the description of the location.



THE SITUATION AT THE PALACE

BROKEN SEALS

SITUATION

- | BROKEN
SEALS | SITUATION |
|-----------------|--|
| None | The entire stronghold slumbers, held in a firm grip by Blaudewedd's curse. Only glimpses of ages lost are gleaned by those who pass through its halls. They see various creatures frozen in the ice, but these cannot be awakened. Intruders can move around freely, but they cannot harm the Winter King, as the cursed ice around him is impossible to destroy by mortal hands. |
| 1 | The Winter King has started to stir, but he is still largely unaware of the situation. His powers are focused on awakening from his deep slumber. Ferenblaud can only communicate with his subjects through fragmented dreams and visions. No followers are present at the palace and intruders can move around freely, but the ice still protects the Winter King completely. |
| 2 | The Winter King has awoken and is aware of the situation, though still fettered to his throne and protected by the ice. He still cannot talk directly to his subjects. Instead, he sends visions and images directly into their minds and orders them to do his bidding. A handful of winter elves occupy the palace. They have gathered in the courtyard and try to make sense of what is happening, while doing their best to obey the king's orders. They are confused and will generally not be hostile to intruders. |
| 3 | Ferenblaud remains fettered to his throne but the ice, while still protecting him, has begun to melt. The floor around the throne is covered by meltwater. Now, the Winter King sets his plan into action – he focuses on having the remaining Seals broken using commands through visions and dreams. The winter elves have begun to reclaim their old halls and they steadily increase in number. About a hundred winter elves now dwell in the palace, which is filled with the clanging of hammer strikes from Ferenblaud's weapon forges. Guards are now placed by the gate, but the winter elves are still disoriented and all STEALTH rolls in the palace get a +2 modification. Intruders who are seized are brought before the king. |
| 4 | The Winter King is free from the ice and can move about in the palace, but the curse still prevents him from leaving the fortress. He can talk freely to his subjects or with the PCs if they visit him. The king has regained his powers and can defend himself against any attacks. Close to five hundred winter elves have worked day and night to restore the Palace of the Winter King to its ancient splendor, but many of its halls and chambers still stand empty. STEALTH rolls in the palace are now unmodified. |





THE SITUATION AT THE PALACE (CONT.)

BROKEN SEALS

SITUATION

- 5 The Winter King is free. The stronghold has been cleared of ice and the palace is bustling with life. Thousands of winter elves have gathered under Ferenblaud's banner and carry out his orders with great dedication. The army of winter elves and Guardians and Frost Dragons is taking form. Vadra has awoken and carries her master on her back when he wants to survey the Bitter Reach from high up in the clouds. The Winter King sits on his throne, fully capable of doing whatever he pleases to potential intruders. **STEALTH** rolls in the palace are now given a -2 modification.

I. THE WHITE GATE

A narrow bridge leads across a deep ravine. There are no railings to hold onto and the wind tears at your clothes. An immense white gate towers at the other end of the bridge. Ghostly warriors guard the gate, but they take no notice of you as you approach.

The bridge offers the easiest way into the Palace of the Winter King. As the adventurers approach the gate, it opens by itself and gives access to the courtyard. Ferenblaud created this magical gate as proof of his superiority over his enemies – anyone could enter his most sacred stronghold since the Winter King feared nothing. The guards are illusions that disappear if the PCs address them.

- ❖ **CREATURES:** The gate is only guarded after the third Seal is broken. Then, four palace guards stand watch outside the gate and stop all who attempt to enter the stronghold. If the visitors **MANIPULATE** them, they can arrange an audience with the king. If not, the visitors are turned away or even attacked.

PALACE GUARDS

There are about a hundred palace guards left in Ferenblaud's army. They

THE GUARDIANS OF THE SEALS

If one or more Seals have been broken, their Guardians may have escaped to the Palace of the Winter King. If so, these Guardians can be found at the following locations. Adjust the description of the location accordingly.

- ❖ Gibil – In the Courtyard
- ❖ Imdugud – Under the bridge leading to the castle
- ❖ Ninhursag – In the Dungeons



are warriors who have been chosen for their loyalty and their courage in battle. They have undergone rigorous training to become elite soldiers who protect Ferenblaud and his advisors.

**STRENGTH 4, AGILITY 3,
WITS 3, EMPATHY 3**

SKILLS: Insight 3, Melee 3, Stealth 2, Move 3, Marksmanship 2, Endurance 3, Survival 2

TALENTS: Pain Resistant 2, Shield Fighter 3, Spear Fighter 2, Sword Fighter 3

GEAR: Elven scimitar, small shield, two-handed spear, chainmail, closed helmet, fire seal, two **VALUABLE FINDS**

SCHOLARS

Ferenblaud thirsts for knowledge as a means to gain power. His scholars hold high status among the winter elves and often lead the warriors. They strive constantly to uncover secrets of the past and they'll do anything to obtain lost or forbidden information.

**STRENGTH 2, AGILITY 2,
WITS 4, EMPATHY 3**

SKILLS: Lore 3, Insight 2, Healing 2, Manipulation 2, Scouting 2

GEAR: Pen and paper, ink, fire seal, one **PRECIOUS FIND**

2. THE COURTYARD

Inside the walls, there is a large courtyard. There are stables, both for horses and wagons, several forges and some storehouses. A dozen catapults, covered by ice and snow, have been arrayed along the inside of the wall.

The first winter elves that awaken gather in the courtyard. After the second Seal has been broken, a simple camp is set up here. When the third Seal is broken, they start using the forges. From the courtyard, a stone staircase leads down to the dungeons under the castle.

- ❖ **CREATURES:** Warriors (for stats, see page 89) and scholars at work restoring the courtyard (after the second Seal is broken).

3. THE WELL

In the middle of the courtyard there is a well and next to it a few stone troughs. A huge iron chain with an iron cauldron hangs over the well. Leaning against the well are two long poles equipped with hooks on one end.

Three figures emerge from the shadows. Two orcs take the poles and pull the cauldron to the edge to empty it, while a haughty winter elf with a whip and iron glove guard them.

The well descends a hundred meters down to a subterranean lake that never freezes. It takes at least two people helping each other to hoist up the water when the cauldron is full. The poles are used to pull the cauldron to the side to empty it.

The figures by the well are an illusion, which disappears when the orcs empty the cauldron or if the characters walk come up to





them. If that happens, the slave driver turns towards them and lashes out once with the whip before the figures disappear.

4. THE FORGES

The forges bustle with activity as the blacksmiths of the winter elves forge weapons for Ferenblaud's army. The echo of hammers striking iron anvils fills the courtyard and the forges burn white hot, fed with oil and bones from whales and Nanuiks.

Before three Seals have been broken, the activity here is an illusion of bygone years, which disappears once the PCs enter.

After the third Seal is broken, the work here is real. Despite the activity, the PCs have a chance to steal weapons, as the blacksmiths don't pay much attention to them. There are guards nearby, however, and the PCs need to roll for **STEALTH** or they will be spotted.

The weapons forged here are scimitars, daggers, spearheads and arrowheads – more than the PCs can carry. There is also plenty of **IRON** here.

- ❖ **CREATURES:** Blacksmiths and soldiers (after the third Seal is broken).

5. STOREHOUSES

Three low storehouses have been erected against the wall of the stronghold. There is a small office building in front of the storehouses.

After the second Seal is broken, Amdrakil, one of Ferenblaud's scholars, resides in the office. She is suspicious of all visitors, especially those

who aren't winter elves. In the storehouses it's possible to find all trade goods and tools listed in the Gear chapter of the *Player's Handbook*.

For the PCs to convince Amdrakil to give them anything from her stores, they must convince her that they are part of Ferenblaud's army, which can be done with a hard (–2) **MANIPULATION** roll. Amdrakil doesn't let anyone enter the storehouses. If the PCs force their way in, she sounds the alarm and D6 soldiers arrive within three rounds. If this isn't sufficient to handle the disturbance, another 2D6 soldiers arrive after three more rounds. The PCs can also try to sneak past Amdrakil to steal what they want.

- ❖ **CREATURES:** The scholar Amdrakil (after the second Seal is broken).



AMDRAKIL

Amdrakil's task is to maintain order in the storehouses and to inventory everything stored in them. She is an ardent administrator and takes her task very seriously.

**STRENGTH 2, AGILITY 2,
WITS 4, EMPATHY 3**

SKILLS: Lore 3, Insight 2, Manipulation 2, Scouting 2

GEAR: Pen and paper, ink, three
SIMPLE FINDS



6. THE DUNGEONS

Row upon row of miserable cells fill the area underneath the courtyard. You hear the screams



PALACE OF THE WINTER KING





and cries from tormented souls who extend their ghostly hands through the bars in the hope that someone will release them, or maybe just share with them a kind word.

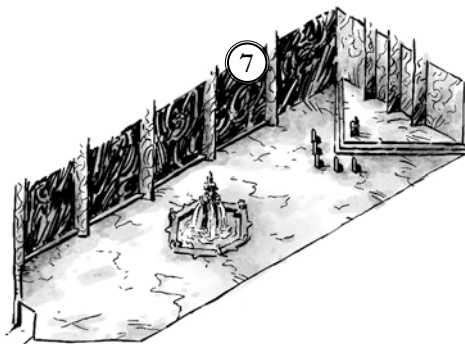
This is where the winter elves keep their prisoners. If the PCs are captured, this is where they will be locked up. Their gear is then turned over to Telmerek in the Hall of Prayers. The prisoners who are alive are imprisoned together with illusions from the past; orcs, wolfkin, humans and elves. These illusions disappear if the characters talk to them.

- ❖ CREATURES: A palace guard acts as jailer when there are captives imprisoned here. Otherwise the dungeons are empty.

7. THE HALL OF PRAYERS

An open hall with benches placed along the walls. A beautiful fountain spouts icy water into a shallow basin in the middle of the room. Placed on a podium at the far back is a desk sculpted from black marble. In front of the podium there are five chairs made of black oak. The space is filled with dark figures kneeling on the floor in front of the five chairs. Their eyes are fixed on the floor.

In the Hall of Prayers Ferenblaud's foremost scholar and chamberlain Telmerek received visitors from all the land to listen to their prayers for justice. The figures are ghostly shapes of former subjects who sought the justice of the Winter King. They are focused on their waiting and do not react to the player characters' presence. If someone sits down among the waiting, they can hear distant whisperings about their affairs.



If three Seals have been broken, Telmerek has awoken from his slumber and begun the administrative work of restoring Ferenblaud's kingdom. Unlike the winter elves in the courtyard, Telmerek is very interested in what business the PCs have at the Palace of the Winter King. Should he decide that they are a threat he immediately rings a bell hidden beneath his robes to summon three palace guards that stand ready in the shadows behind the podium.

- ❖ CREATURES: Telmerek and three palace guards (after the third Seal is broken).



TELMEREK

Telmerek was Ferenblaud's foremost administrator and tax collector. He is unwaveringly loyal to his ruler and it is said that he even threw his own wife and children in prison for defaming the Winter King.

Telmerek is the first winter elf to wake from his slumber when the Seal of the Stars is broken. When he has regained the full use of his senses, he hurriedly makes his way to the Palace of the Winter King to assist his ruler with laying the foundation of his return.



**STRENGTH 2, AGILITY 2,
WITS 5, EMPATHY 4**

SKILLS: Lore 5, Insight 4, Healing 1,
Manipulation 4, Scouting 2

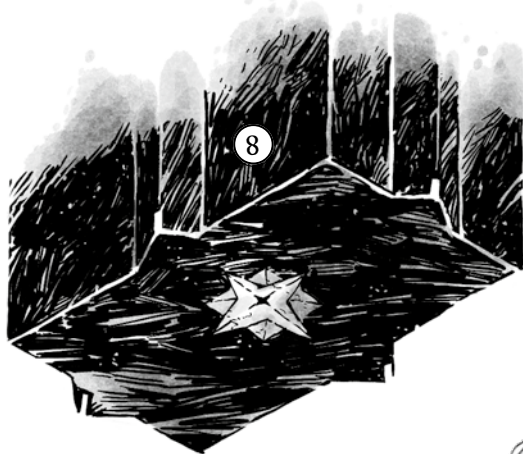
GEAR: Pen and paper, ink, fire seal,
three **PRECIOUS FINDS**



8. THE CHAMBER OF DREAMS

On your way up through the tower, you come to a chamber where the walls and floor are polished black marble. The ceiling is covered by a sparkling starlit sky of silver and crystal. The chamber is empty and silent. You glimpse the shadows of monsters moving at the edge of your vision, but when you turn toward them, they are gone. A star of white marble is set into the black floor in the middle of the room.

This chamber is a relic from when the winter elves controlled the dreams of their subjects. The magical energies that were gathered here have dissipated, but there are still dreams that have been bound to this location even after the passage of so much time. Anyone who stands on the white star in the floor and looks up at the starlit



sky above suffers a fear attack with eight Base Dice. If they suffer damage from this attack, they learn one of the legends of the Bitter Reach, conveyed through fragmentary dream visions.

9. THE THRONE OF THE WINTER KING

At the top of the tallest tower, the Winter King sits on his throne of crystal. The throne faintly glows with a bleak blue glow. The floor in the throne room is glossy white marble and the ceiling is black as the heavens at night where stars sparkle and shine. Enormous windows let you to look out across the wastes of the Bitter Reach. Around the king his advisers and faithful vassals swarm: generals, marshals, bailiffs – all who are needed for the kingdom to live.

This is where the Winter King holds court and this is where he has been imprisoned for three thousand years, ever since Blaudewedd's curse fell over the Bitter Reach. If three Seals have been broken, the servants in the room are real – if not, they are ghostly images from the past and evaporate when the PCs enter.

Ferenblaud's prison is also his greatest defense (see page 71). As long as two of the Seals are intact, the Winter King is encased by magical ice, immobilizing him but also protecting him from all harm. The PCs cannot harm Ferenblaud in any way until the fourth Seal is broken. After that happens, the PCs can attack the king, but he can also attack them.

However, the king wants to avoid violence if he can, and will instead try to persuade the PCs to join him and his newly awakened kingdom. You can read more about this under Events (see page 291).





Note that the Winter King is accompanied by the Frost Dragon Scrana (see below) if the fifth Seal has been broken. She rests on the roof of the tower and will slither into the throne room through one of the windows as soon as her master calls for her.

- ❖ **CREATURES:** The Winter King. He is a key player in the campaign and described in detail on page 72. If all the Seals are broken, Scrana is also here.

SCRANA

Scrana is the mother of the Frost Dragons and the sister of the dragon Scarne (see page 59 in the *Gamemaster's Guide*). Scrana was defeated and tamed by Ferenblaud, a feat considered one of his greatest. The Frost Dragon drove terror into the hearts of the king's subjects as she flew over his realm, carrying her master on her back.

Like all dragons, Scrana is obsessed with gold and treasure, but values the love of her master higher still.

She obeys his every command and wouldn't hesitate to go to her death to save him.

Scrana bears a burning hatred for Blaudewedd and all the elves who follow her. She hasn't forgotten that Blaudewedd is responsible for separating her from her beloved master for three thousand years. If Scrana faces summer elves in battle, she will always attack them first.

**STRENGTH 45, AGILITY 8,
WITS 8, EMPATHY 4**

SKILLS: Lore 5, Insight 5, Manipulation 4, Scouting 4, Might 5

MOVEMENT: 3

In all other respects, Scrana has the same abilities and monster attacks as other Frost Dragons (see page 96).

EVENTS

Described below are several events that can occur in the Palace of the Winter King.

THE MONSTER AWAKENS

When Telmerek organizes the first troops, he also awakens several monsters. This isn't without risk, and chaos ensues when one monster, perhaps a Drakewyrm or a Hydra, breaks loose. The monster causes a great mess in the courtyard and may even break free and escape.

If the PCs are present, this can be an opportunity to impress the henchmen of the Winter King. The PCs might also feel the need



to chase after the monster and stop it before it causes death and devastation in settled lands.

THE PLIGHT OF THE REDRUNNER

The Redrunner Jaravald breaks into the Palace of the Winter King. She manages to avoid the attention of the winter elves but is discovered by the PCs when she climbs over the castle walls. If the PCs speak to Jaravald, she reveals that her mission is to slay Telmerek and gather find information about the forces of the winter elves. She asks them to help her.

If the PCs sound the alarm, a wild chase for the intruder begins. If the PCs manage to capture the Redrunner she is imprisoned in the dungeons, and they are rewarded by Telmerek with ten silver coins each.

THE MISGROWN ATTACK

Alabastor sends a unit of flying Misgrown to assault the Palace of the Winter King. They gather outside the castle and observe it for a while before they glide over the walls. They land in the courtyard and are soon discovered by the winter elves. A pitched battle begins.

The PCs can benefit from the assault in several ways. They can make their way to Ferenblaud without being discovered, but they can also take part in the fight against the Misgrown to earn the trust of the winter elves.

This can be an interesting way for the GM to sow doubts among the players about if the winter elves really are as dangerous as some say. If the winter elves are the demons' enemies, maybe Ferenblaud is the rightful ruler of the Bitter Reach after all?

OUR KING, OUR RULER

The meeting with Ferenblaud is a central event in the campaign *Wake of the Winter King*. The audience can occur while he is still fettered to his throne or after he has been freed from his icy prison.

Ferenblaud isn't interested in destroying the PCs and will grant them the chance to present themselves. He realizes that it requires courage and determination to make it all the way to his throne room and thinks the PCs might be of use to him.

The Winter King commences the audience by telling his version of the struggle between him and Blaudewedd. He speaks of himself in the third person.

"When the Winter King ruled, these lands were rich and fruitful. All Ferenblaud's subjects lived in safety and opulence, and kingdom after kingdom surrendered to his great wisdom. But this sorely vexed Blaudewedd, the first druid, and she drove her followers to war against the shining realm of Rodenvale. This was the first civil war of the elves.

Blaudewedd was driven by hatred and jealousy, for she could not bear that someone was her equal, and therefore she brought devastation to Ferenblaud's kingdom and gifted all his subjects with misery and despair. She made a pact with demons and bound the King to his throne. Rodenvale was shrouded in eternal winter and the suffering has been great ever since that day.

Now we can banish the winter. Surrender to Ferenblaud and become his servants. Take your place as the Winter King's messengers, spies or generals, whatever serves the Winter King and a restored Rodenvale best.

Kneel for your king and for Rodenvale."





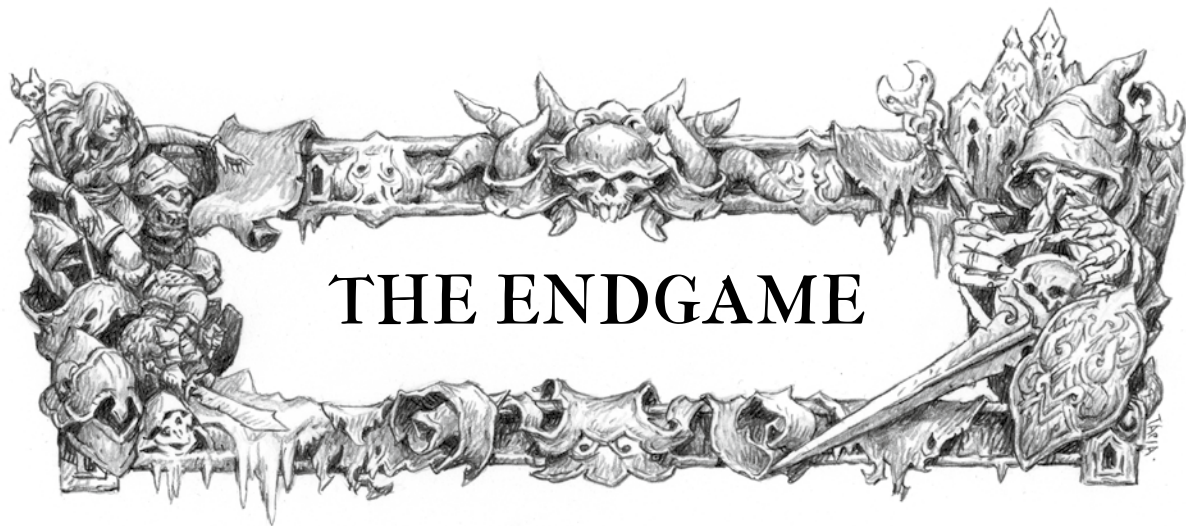
The PCs may have found other information about the civil war of the elves and will then probably realize that Ferenblaud's story contains exaggerations and distortions of the truth, but he does have one valid point: under his rule the winter elves lived well, and even the other kin he conquered had stability – albeit without freedom.

If the PCs accept Ferenblaud's offer, their first mission will be to find out as much as they can about Baraggor's army. The Winter King sends them to Northfall, and he gives them 10 silver each as a first payment for their services. He promises them a hundred-fold reward if they serve him well – and a horrible death if they betray him.

If any of the Seals are still intact, the Winter King also gives the PCs the mission to seek them out and destroy them.

The Winter King is also prepared to stand by his word and let the PCs receive the princely payment and the elevated positions at his palace that he has promised them. In time he may come to change his mind, but on this day their skills might be of use.





THE ENDGAME

“General, a scout has returned. You must hurry, she won’t make it till sunrise.”

Baraggor got up from her table covered with maps and pieces marking Misgrown, orcs and winter elves. With expeditious steps she strode through the camp to the outpost that guarded the south road. In a tent by the gate one of her best scouts lay on a simple stretcher.

“Anela, what did you see?”

Baraggor’s voice was soft and tender. The reply was labored and filled with fear.

“Misgrown are marching from the south. From the White Peaks the winter elves come with their monstrosities. The end is nigh.”

The scout closed her eyes. Baraggor laid her hand on her forehead and turned her gaze towards the camp, towards her army.

“Yes, the end is here. But who shall death claim on the battlefield? Who shall rule over these bitter lands? We’ll know soon enough... but for you the journey is over. Thank you for your loyalty, Anela. May Wyrms watch over you.”

When the five Seals are broken Ferenblaud finally awakens. The millennia wash over him and he slowly begins to grasp what has happened

since the war against Blaudewedd. Ferenblaud’s powers are weakened immediately after he has awakened. The first step to reclaiming his power is to reawaken the princes that were



his foremost commanders during the glory days of the winter elves. See the Bleakness Keep adventure site on page 187 for an example of such a prince.

The princes in turn search for Ferenblaud's lost subjects: awakened winter elf warriors and monsters. These will make up the core of his army, and they gather at his palace to let the light of the Winter King shine over them once again.

The Winter King also recruits treasure hunters and adventurers. He dispatches envoys with silver and gilded promises to convince outlaws and sellswords to join his army. He even recruits spies in Northfall and is thereby kept informed of what goes on with the Alderlander army.

Finally, he decides that it is time to oust the Misgrown and Alderlanders from his kingdom, the soon to be resurrected Rodenvale.



THE THREE ARMIES

Everything that has happened during *The Wake of the Winter King* has led up to a final confrontation between three armies: the Alderlanders, the Misgrown and the forces of the Winter King. The victor will shape the Bitter Reach after their own designs for a long time to come.

In their adventures, the PCs have found both knowledge and artifacts that can bestow a decisive advantage to the army that they

choose to support. It is their choice to make and no matter what they decide they stand to gain glory and riches beyond the limitations of their wildest dreams or eternal suffering as slaves to fickle masters.

FERENBLAUD

The Winter King's powers grow quickly as his followers awaken. Either the winter elves build up their numbers on their own, or the Winter King lures the PCs to his cause with tantalizing visions of wealth.

Once Ferenblaud has gathered his forces around him he decides that it is high time to do away with his enemies – the Misgrown and the Alderlanders must be defeated. He mobilizes his army and marches east across the ice cap through the Barren Hills.

THE ALDERLANDERS

The Alderlanders have established a strong presence in Fallowmoor under general Baraggor, but resistance from the orcs and the Misgrown prevents them from expanding into the Barren Hills and the Southern Range. When the message reaches Baraggor that Ferenblaud's forces have left the White Peaks, she understands that they must be stopped before they reach the settlements in Fallowmoor.

THE MISGROWN

The demonic army has settled for controlling the land closest to the Southern Range. There, they assemble and wait for the right moment to strike against the Alderlanders. They have



sent scouts to the ice cap and the mountains, so they know that another player has joined the game: the Winter King.

For Alabastor there is only one way forward: Ferenblaud and Baraggor must both be crushed if the Misgrown are to rule the Bitter Reach.



THE FINAL BATTLE

The decisive battle of the campaign is fought in the Barren Hills, around the outlet of Keld. The three armies gather there: the Alderlanders march from the east, the Misgrown from the south, and Ferenblaud's monsters and soldiers from his palace.

In the run-up to the battle, there are several skirmishes between the forces. It becomes very difficult to move about in the Barren Hills without being dragged into the conflict. Tensions increase every day, to finally erupt in a massive battle.

The army with the best chance of winning is the one that has allied itself with PCs and has received access to powerful artifacts that have been recovered by them or other adventurers. The PCs can also play a part ahead of the battle by gathering information about the factions, and can fatten their own purses by selling this information to the highest bidder – a dangerous but lucrative enterprise.

During the campaign the PCs will be contacted by the three forces. It may be messengers

who arrive with letters, or visions appearing in dreams. The PCs receive offers to ally themselves with the key players and to act as their envoys in the Bitter Reach. They are promised everything from gold and artifacts, to slaves or even a stronghold of their own.

THE ALDERLANDERS' OFFER

To general Baraggor, gold is the only true measure of success. To convince the PCs that they should ally with the Alderlander army, she sends messengers bearing coin and promises much more if the PCs help her conquer the Bitter Reach. If the PCs play their cards right, they may even receive an elevated position in Baraggor's own kingdom once the final battle is won.

THE MISGROWN'S OFFER

To the Misgrown, power over others is what determines one's status and therefore they offer slaves or prisoners of war in exchange for artifacts or services. Their envoys are Misgrown who can still pass as human, even if they must dress in rags and cloaks to hide their appearance. The Misgrown can also send messages with war prisoners that they set free after having tortured them, all to intimidate the PCs.

FERENBLAUD'S OFFER

The Winter King communicates with the PCs through dreams and visions. When he becomes aware of the PCs' deeds, he tries to trick them into helping him by luring them



to locations where he wants them to carry out tasks that would hasten his awakening and or return his slumbering monsters to life. When the last Seal is broken, the Winter King will finally offer the PCs positions as his favorite slaves, his envoys to the human kingdoms. They will live in supreme luxury, submitting only to the whims of the Winter King and his princes.

THE FOURTH ARMY

There are three armies that want to lay the Bitter Reach at their feet, but there is also another force that refuses to give up without a fight – the orcs who have lived in these lands since the winter elves were imprisoned. They can ally themselves with other groups wishing to prevent the return of the Winter King, and in so doing save the Bitter Reach from devastation.

In their arrogance, Wurda, the Winter King, Baraggor and the Misgrown general Alabastor have all overlooked the orcs.

The orcs are enemies of all the established key players and are willing to do anything to keep the Bitter Reach from being conquered. They know how the lands would be ravaged if any of the key players should gain the upper hand and search for ways to prevent this. Here, the PCs have an opportunity to tilt the balance of power to put a stop to the Winter King, the Misgrown and the Alderlanders.

The orcs' goal is for none of the three armies to win and they are willing to do anything to stop them. Unfortunately, the orcs are too few to defeat their enemies on their own. They need the aid of the PCs,

and clever adventurers can help forge an alliance between the orcs, Ice Giants and Redrunners.

EVERYONE FOR THEMSELVES

There is also the possibility that the PCs have decided not to ally themselves with any of the key players. For some reason or other, they might choose to remain outside the conflict.

In that case, the three armies are fairly equal in strength, and the decisive battle ends in a stalemate. All three factions are weakened, and they retreat to lick their wounds. The Alderlanders settle for controlling the Silver Coast and Fallowmoor, while the Misgrown army destroys itself from infighting.

The one who in the long run emerges victorious in this scenario is the Winter King, who slowly but surely rebuilds his kingdom. It takes many years before he can conquer the Bitter Reach once again, but no one should doubt that it will come to pass.





AFTERMATH

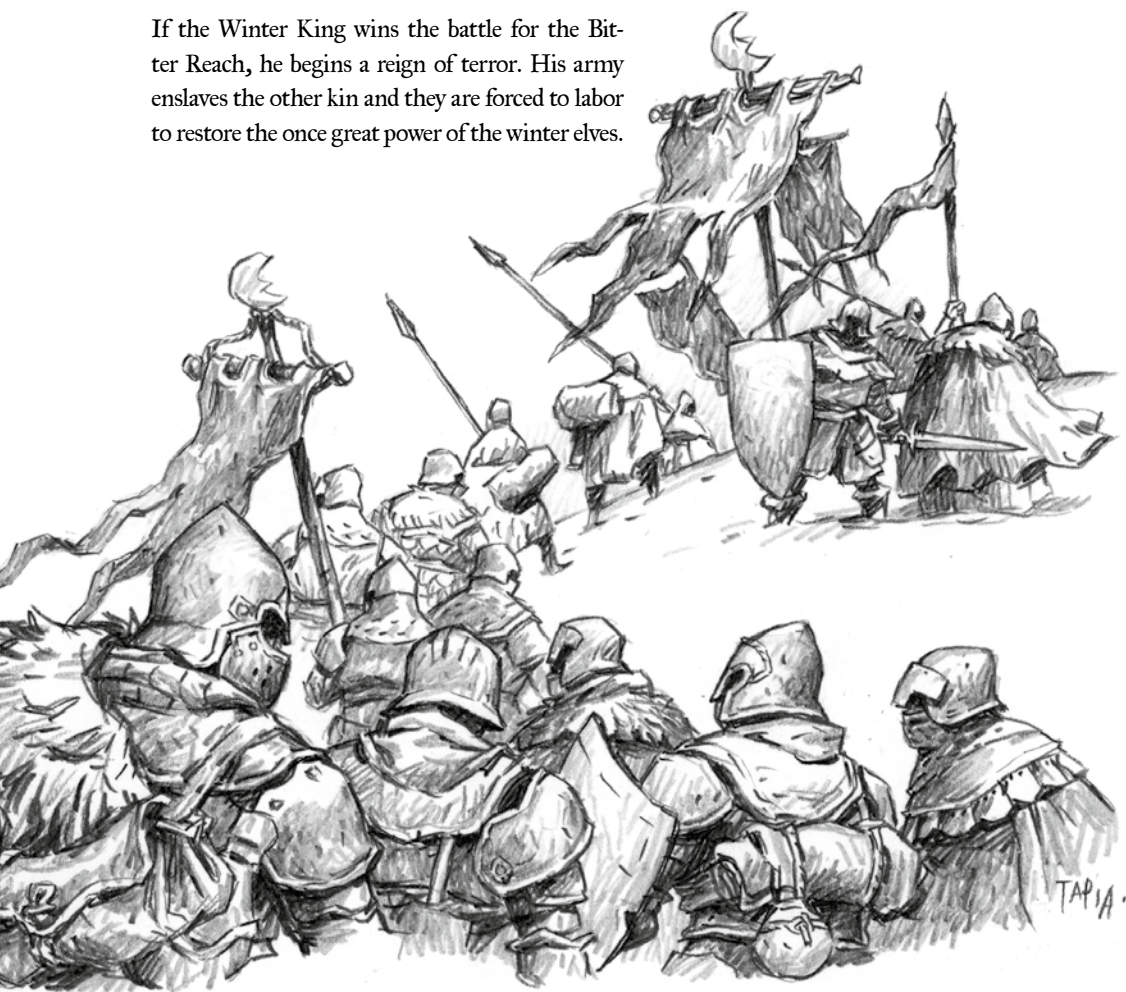
Which side wins largely depends on how the PCs have acted previously during the campaign. If they have chosen a side and provided that force with artifacts and information on the other parties in the conflict, that side will stand victorious at the end. The other two armies are slain almost to the last soldier and the few survivors flee.

The Misgrown army retreats to the Southern Range and attempts to make their way back to Ravenland through the Winding Ways. Since the army is weakened, the dwarves guarding the gate see their chance to attack and they destroy the Misgrown army almost to the last man.

The Alderlander army is routed and flees toward the Silver Coast. General Baraggor is the last to fall, impaled on the blade of the Winter King. Only rumors of the army's fate

IF FERENBLAUD WINS

If the Winter King wins the battle for the Bitter Reach, he begins a reign of terror. His army enslaves the other kin and they are forced to labor to restore the once great power of the winter elves.





reach the ears of the king of Alderland, but what he hears is enough for him to give up the dream of conquering the Bitter Reach forever.

WHAT THE PCS CAN DO: The easiest thing for the PCs to do in this situation is to work for the Winter King. They simply continue their search for artifacts and monsters. If they play their cards right, they may even be offered a stronghold of their own. It all depends on how useful they can be to the Winter King.

The PCs can also establish a secret resistance movement to overthrow the Winter King. Their best chance to do this is to seek out the Redrunners and persuade them to give them their support. This can lead to a final desperate mission to kill Ferenblaud.

IF THE MISGROWN ARMY WINS

For the people living in the Bitter Reach, the Misgrown winning the battle in the Barren Hills may be the worst possible outcome. They destroy the Alderlander army and the soldiers of the Winter King.

Bolstered by their victory, they cross the frozen land, destroying everything in their path until they have burnt down all the villages along the Silver Coast and enslaved all who live there. The poor wretches who don't fall in the fighting are twisted into Misgrown and used as raw material for perverted experiments.

The Winter King escapes to his throne room. There he waits, bitterly looking out over his former kingdom, his mind filled with plans on how he will defeat the Misgrown and reclaim his birthright.

WHAT THE PCS CAN DO: If this scenario comes to pass, the PCs can either ally themselves with the Misgrown or try and stop them.

In case the PCs ally themselves with the Misgrown, they are given command over troops tasked with oppressing the people of the Bitter Reach. They simply become the henchmen of Alabastor, and nothing good can come from this. The Bitter Reach falls into a dark well of despair.

If the PCs decide to try and stop the Misgrown, there are many options. Maybe the Winter King will listen to the desperate plan of the PCs? A group of rebels gathering at the Field of Swords may be the last hope of the Bitter Reach.

IF THE ALDERLANDER ARMY WINS

General Baraggor succeeds with the feat of defeating both the demonic army and the soldiers of the Winter King. Bolstered by this great deed she returns to Northfall and declares herself ruler of the Bitter Reach, which comes as a shock to the king of Alderland when he eventually finds out what has happened.

The Winter King escapes to his throne room, where he continues to recruit adventurers who can help him awaken more soldiers and monsters with the goal of re-building his army to reclaim the Bitter Reach from the humans.

Alabastor's army is defeated and scatters, but the remaining Misgrown continue to be a threat to all who travel in the Bitter Reach for a long time to come.

WHAT THE PCS CAN DO: If the PCs don't want to help Baraggor rule the Bitter Reach



after her victory, they may choose to join the Winter King and help him restore the lost kingdom.

The PCs may also establish a resistance movement that hunts for artifacts to strengthen the forces who fight against the despot. They compete with both the agents of the Winter King and Baraggor's henchmen who also seek artifacts for their own gain.

IF THE ORCS STOP THE ARMIES

This may seem to be the best outcome for the people living in the Bitter Reach. The orcs ally with the Ice Giants and the Redrunners, and with the help of the PCs they manage to scatter or destroy the three armies.

What sets this outcome apart from the others described above is that the Bitter Reach enters a state of status quo. None of the larger armies manage to find a way to reach their goals, and their ambitions slowly fade and die. The orcs appoint themselves the guardians of the Bitter Reach and, preferably with the help of the PCs, begin to hunt dragons and demons and their masters to purge the land of their influence.

WHAT THE PCS CAN DO: If the orcs stand as the victors when *The Wake of the Winter King* has reached its conclusion, the PCs will have great influence in what happens next. They are asked by the orcs to act as their emissaries to the other kin, in an attempt to unite all who live in the Bitter Reach.

The PCs may also continue to explore the ruins of the Bitter Reach in their hunt for ancient treasures and artifacts. If they work

hard, their own stronghold may even rival Northfall itself.

OTHER KEY PLAYERS

There are two more key players that also may affect what happens next in the Bitter Reach.

INGMARG: If Baraggor wins the battle for the Bitter Reach, Ingmargin will do everything he can to bring down the new order. He joins the resistance movement and becomes one of its foremost spies. But can they really trust Ingmargin? Maybe there is something to the rumor that says he is really a demon and not to be trusted?

WURDA: Regardless of what happens, Wurda is amused by the chaos and devastation that she has beheld. The demon is thus satisfied and leaves the Bitter Reach to look for new challenges elsewhere.



SPRING IN THE BITTER REACH

If all five Seals are broken, Blaudewedd's curse over the Bitter Reach is lifted. The grip of the eternal winter loosens and the ice slowly begins to recede. This takes a long time, however – exactly how long is up to you, and may depend on whether your players want to continue adventuring among the icy vistas of the Bitter Reach. You can continue to use the rules and resources presented in this book to create new adventures for PCs who have survived *The Wake of the Winter King* for as long as you like.



BOUND BY DEMONS

Three thousand years ago the elven king Ferenblaud ruled a verdant kingdom that stretched from the coast all the way to the White Peaks. The kingdom was called Rodenvale and all was well. But the enemies of Ferenblaud and the elves were many, and a pact betwixt five Demon Princes sealed the fate of the kingdom.

One night, these Princes of Filth stole the light of the stars and tamed the four elements. With the power thus bestowed unto them, they called down a frozen curse over the Winter King and his subjects. All the strongholds and fortresses of Rodenvale were buried in snow, and an eternal winter descended over the land.

The Demon Princes then forged five artifacts that sealed the curse – the Seals of Fire, Water, Wind, Earth and Stars – and then set five bestial Guardians to watch over them.

Beneath stone and ice, fools whirl about in a dance of death in the light of Gibil's burning visage. In her sunken tower crowned by fire, Abzu sings a mournful lament over the fall of Rodenvale.

With fangs full of poison, Ninbursag and her thousand spawn wait in a chamber where the footfalls of giants echo, while Imdugud dances on winds borne by traitorous servants. In the tower of the farseers Mul awaits, ready to slay those who would disturb the wandering stars.

Yet all is not lost. If the Seals are destroyed the curse will be broken, and the living soul who shatters a Seal shall be filled by its power, all the better to fight against the five Demon Princes that seek to prevent this.

Thus, the Bitter Reach awaits Ferenblaud's heir. For the one who breaks the grasp of eternal winter and wakes this frozen land from its slumber, the one who returns spring to these lands, will win Ferenblaud's crown and rightfully rule over the risen kingdom.



TREASURES OF THE BITTER REACH

It all began several generations ago, in the northern lands of the Bitter Reach. The storms increased in number and grew stronger, the ice began to wander and crack. Fire spouted from abyssal rifts.

From the forgotten depths rose ruins from ages past – towers, castles, caverns under the ice cap. The remains of an ancient kingdom were revealed, its treasures now coming to light to be claimed by those with courage and skill.

These days, it's called the Silver Coast – where treasure lies in the light of day, just waiting for a brave adventurer to tear it from the cold grip of the ice. Head north to find riches and glory!"

ALABASTOR

The commander of the Misgrown gathers his forces around his banner, which speaks to them with the doomed voices of the dead. Arrow and spear turn away in disgust from him and thus the general fears no battle. If you get caught by Alabastor, all you can do is to pray to your gods for a swift end. He is without mercy and thirstily drinks the blood of his vanquished foes from their own skulls.

GENERAL BARAGGOR

General Baraggor is one of the greatest soldiers of Alderland. She is the foremost demonslayer Alderland has ever seen, and it is said that she has saved the life of the king no less than three times. Once she threw herself between the king and a dragon and slew it with a broken spear!

Her soldiers idolize her and fear her in equal amounts, and it is said that the king fears that soldiers' love for their general could be a threat to him. That is why she has been sent to the Bitter Reach, far from Alderland.



KING BELE

With the snow and the cold, the ice giants came. They rose from stone and ice and strode forth from mountain caves and crevices. The spark of life was given to them by Blaudewedd the elven druid, and in return the giants swore eternal fealty to her. On her request, king Bele of the giants ordered his subjects to guard the Bitter Reach from the slumbering Ferenblaud and all who would return him to power.

FERENBLAUD, THE WINTER KING

King Ferenblaud was the most learned of all elves. Under his rule, the elven scholars studied the moon, the sun and the stars and the magical power that they radiated onto the world. They sought to establish contact with beings from other dimensions, hoping to discover other worlds to conquer.

It is said that something answered their call – something that came from the stars and buried itself in the earth beneath Rodervale, where the star traveler's energies poisoned the soil and clouded Ferenblaud's mind so that his own kin turned against him in the end.

HOYRA OF THE FROSTWIND CLAN

The orcs have lived in the Bitter Reach for as long as anyone can remember. They survived the storm that caught the land in its icy grasp and dug themselves into icy caves in the Barren Mountains to survive. When they emerged, they swore never again to be slaves under another kin and have since guarded the Barren Mountains against all intruders. Now they are led by Hoyra, the mightiest shaman from the Frostwind Clan.



INGMARG THE PLUMP

No one has ever bargained with Ingmarg and won. He is the stingiest of all peddlers in the Bitter Reach, but he is the only one who has the coin to pay for your finds. Sure, you can also go to Tryngar, but he only has the resources to buy the simplest items. If you want to sell something of real value, you must go to Ingmarg.

MARMENA OF THE SUMMER ELVES

There came a time when the elven arch druid Blaudewedd in Ravenland was plagued by disturbing dreams of the Bitter Reach. Fire and death filled her nights and from the abyssal depths, monstrosities bellowed for blood. To seek an answer to these portents she sent Marmena, her most trusted Redrunner, to the Bitter Reach. What is it that awakens in the frozen wastes? Who has the answer to riddles of the ice?

WURDA

A curse wanders the Bitter Reach, a demon which leaves a swath of chaos and destruction in its wake. No one knows why it torments its victims, but there are tales of mighty warriors who forget all their kin and loved ones and suddenly seek to destroy all that they have built and all that they are. When the world around them burns, the ill-fated disappear without a trace and only chaos remains.



THE ICE GIANTS

In the mountains live the giants, shepherds who herd flocks of wind and snow. They watch over the White Peaks and herd the clouds that gather around the mountaintops, so that they don't spill their rage on settled lands. But it happens that a blizzard escapes the grasp of the giants, for they are often busy bickering among themselves.

THE NANUIK

The Nanuik has inhabited the Bitter Reach for thousands of years. It is the most noble of all the creatures that wander the cold wastes and it is truly the king of the north. It is said that the Nanuik was bred by the ancient rulers of the Bitter Reach to be the perfect warbeast. But something went terribly wrong, and now they are feral beasts that can slay even experienced treasure hunters with ease.

ASSARE'S HARPOON

The wolfskin Assare was one of the greatest heroes of the Bitter Reach and the greatest hunter to ever have sailed the cruel ocean. With her magical harpoon, she fought outlaws and Nanuiks as well as Pikebeasts, Giant Squid and Sea Serpents. She disappeared one night when the fiercest of storms raged over the ocean, on her hunt for Logrim, the monstrosity that had devoured countless ships and fishermen over the years. The harpoon disappeared with its owner, but Logrim still wreaks havoc!



BJARKE'S WARMING FLAGON

Three hundred years ago, the dwarf Bjarke crafted a magical flagon to survive the cold nights of the wilderness of the Bitter Reach, which he wandered far and wide hunting for restless dead who longed for forgiveness and eternal rest. It is said that he fell victim to a powerful Death Knight and now wanders the frozen wastes as a restless spirit himself.

BUR'S BOOTS

Bur was the foremost scout among the Ice Giants, and he could reach places that no one else could. With his enchanted boots he strode across treacherous sinksnow, leaped across bottomless chasms and danced across the cold waters of the ocean. One day, he disappeared without a trace, and his boots were lost with him. Did he finally step where not even his boots could save him?

LERGE'S HAMMER

Lerge was one of the elven druid Blaudewedd's foremost Redrunners and was often dispatched on dangerous missions to infiltrate locations that no one else could reach. There was no wall and no mountain that could defeat her, for she always carried her enchanted silver hammer with her on her climbs. In the end she was betrayed by the fallen Redrunner Iarann and slain by an arrow loosed from his eternally cursed bow.



THE WINGS OF MARUDAK

Marudak was one of the most feared among the Winter King Ferenblaud's servants. He soared like a ghost over the enslaved people and slew those that displeased his master. No walls could stop him and when someone sensed his presence, it was already too late. But one day he flew too close to the nest of a monster that took him as food for its hideous offspring. Many breathed a sigh of relief when news of Marudak's demise reached the conquered lands, and many slept a little easier that night.

NAMTAREL'S BLACK ARROW

The executioner of the Winter King had a black arrow made of pure malice. Many of the elven druid Blaudewedd's Redrunners fell to its deadly tip. During the final battle, the black arrow took the life of Cûnbel, one of the summer elves' greatest heroes. Consumed by grief and rage, Blaudewedd struck the shooter to the ground. But it was too late to save Cûnbel, who died in the arms of her liege, devoured by the wickedness of the arrow. That was when the greatest among the elves decided that the war had to end, once and for all.

RAMMAN'S THUNDERING DRUM

The dwarven druid Ramman, brother of Bjarke, spent his life searching for the songs of wind and winter. With drum and flute, he searched deep caves and tall mountains for the tones and harmonies of the Bitter Reach. Woe to the monsters who sought to slay him, for they were forced to dance to his tune before being felled by the thunder of his drum.



FERENBLAUD'S STAR

The Winter King Ferenblaud used his magical powers to spy on enemies and allies alike. Around his neck, he wore a chain of black iron from which hung a star of silver with a heart of ice. Through this star, he could gaze across the lands he had conquered to find those who represented a threat to his kingdom. It is said that Blauderwedd herself tore the star from Ferenblaud before the Winter King fled to his court during the last fateful days of the war, but no one knows where the star fell.

TARIK'S MYSTERIOUS CAP

The bard Tarik was a thorn in the side of Ferenblaud and his ruling elite. Tarik was very popular among the rest of the population and even if the Winter King couldn't stand the jester's antics, he knew that it would be more dangerous to kill him than to leave him alone. Yet, when it turned out that Tarik led a movement to unseat Ferenblaud from the throne, the Winter King sent his assassin Marudak to slay the agitator, but all he found was mocking laughter as the jester fled like the wind.

NORTHFALL

Legends say that Northfall was built on top of the remains of one of the winter elves' foremost harbors. Millennia ago, Ferenblaud's armies gathered here to leave Rodenvale on immense warships, to conquer new realms for the Winter King. Ghosts of winter elven shipwrights are still seen wandering the streets of Northfall, looking for parts to repair their lost ships. At night, the elven lighthouse outside of Northfall spreads an eerie light, sending a message to the ghost ships of the winter elves, the sails of which can still be seen on the ocean.



THE TOWER OF THE FARSEERS

And so it was that the winter elves built a tower that reached to the heavens. There at the top, above the clouds, they could gaze at the stars and tease their secrets from them. These secrets they bound to soft parchment and committed to thick tomes.

But the Dragon Mul saw this and was wroth. He slew the stargazers and settled down in the Tower of the Farseers to guard it. He inscribed the signs of the stars in the floor of the uppermost chamber and there he laid down to rest. Never again would the course of the stars be disturbed.

BLEAKNESS KEEP

Deep in a forgotten valley rests Namtarel, trusted headsman of the Winter King. The Prince of Death was the cruelest of the princes who served Ferenblaud, and he was hated by all whose kin had been enslaved by the winter elves.

Namtarel fell to the blades of Redrunners but was saved by the Winter King. A black fortress is Namtarel's resting place, but it is not his grave. The king's headsman was laid to rest deep in his own keep, and there he would slumber until Ferenblaud discovered the magical rituals that would return life to the prince.

But time was not an ally to the Prince of Death. During one cataclysmic night, the kingdom of the winter elves fell, and the land was covered by eternal ice and snow. So too, was Bleakness Keep, where death slumbers and the enchanted weapons of the prince wait to once again be wielded in battle.



THE FIELD OF SWORDS

The one who doesn't find treasure in the Bitter Reach may win glory at the Field of Swords, if their arm is strong and their blade is sharp!

Kvaldor the Slayer was an adventurer who grew tired of searching for treasures in cold caves. One day he found an ancient ruin of the winter elves, a temple devoted to battle and glory. In this temple, the winter elves had forged powerful artifacts and blades of cold steel for their soldiers.

At this place, Kvaldor found his true calling and created the Field of Swords, an arena where all are invited to join the dance of blades. But be careful, for the place is cursed – some ancient artifact rests there that fills the fighters with bloodlust and drives them insane.

THE ANCIENT FORGE

Beneath the frozen wastes of the Bitter Reach rests a treasure worthy of the envy of all the world's generals. Light cast by the raging heart of the mountain that feeds the forges glitters across heaps upon heap of sharp blades. Now, the anvils are silent, a thousand and a thousand years have passed since the hammers fell on hot steel in these chambers, a thousand and a thousand years since these sharp blades were used in the dance of death..

HOPE'S LAST REST

If you seek to travel upon the ocean you should journey to Hope's Last Rest. At the cross-roads between land and sea no dreams are dreamed, and life is lived from day to day, but there you can find those who know the fierce seas of the Bitter Reach best.

Those who find the prices of the peddlers in Northfall too burdensome seek out the villager trader, where adventurers can make purchases at reasonable prices. And if you have an artifact to sell, the merchant Tryngar is surely able to rustle up some silver! But beware, there are those in Hope's Last Rest who'd rather pay you for your find with a dagger in the back...



FROSTWIND HOLD

Hidden deep within Frostwind Hold lies a magical artifact that has caught the Bitter Reach in the grasp of eternal winter. When the elven king Ferenblaud's dominion fell, his orcish slaves broke their chains and fled from the castles and palaces. Winter fell around them, protecting them and giving them a home.

The orcs saw that this was good and wished for winter to never leave them. They forged a pact with powers from beyond this world and fettered Spring to a mountain with a shackle of ice and wind, all to prevent her from melting the ice in the cold north. The one who destroys this magical artifact can free the Bitter Reach from its curse of eternal ice.

WYRM'S FIST

It is from Wyrms' Fist that general Baraggor leads the expeditionary army from Alderland. Her black ship is built from thousand-year-old oak and armed with bolt throwers powerful enough to slay Dragons and Sea Serpents. A thousand soldiers it carries, and half as many bloodthirsty sailors. All the treasures that Baraggor has found in the ruins of the winter elves are gathered in the bilge. There she also keeps all the prisoners who dare to oppose her. Woe betide the one who falls into the hands of her master torturer!

PALACE OF THE ICE GIANTS

Deep within the Bitter Reach, there is a fortress of the purest ice. Behind a gate of glass, the towering guardians rule, created to keep watch over the white darkness. They walk paths known by no other kin, and guard halls no foot has touched for thousands of years. They watch over earth and stone, over snakes and worms. They guard the shackles that bind the winter to these lands.

The one who would seek out these guardians can learn truths hidden since the great war, truths that may shake the very core of the Bitter Reach. But break their laws at your peril, for from the tallest mountaintops they gaze across the land and see all that happens, good and bad.



THE SUNKEN CITY

The stars shine upon an ice-cold ocean, a mirror image of the glittering sky. Deep below its surface lie ships and sailors, foundering for eternity, lured by the siren's call. There, the dead dream of a beacon to lead them home, away from the sunken city beneath the ice.

Sorcery alone allows bold adventurers to descend to this silent grave to reclaim its treasures, but all that glimmers isn't gold. A fisherman who cuts a hole in the ice above the Sunken City can catch the biggest fish in the entire ocean, or even a Pikebeast if they have an arm strong enough to pull it up.

PALACE OF THE WINTER KING

*Over the mountains shines a star,
lighting our path
Go to meet your king,
as he from the stars descends
He abandons his crystal throne,
his glory in the Palace of Light
as he from the stars descends
From the grave he rises with riches,
and the realm of shadows turns light,
The sleepers of the grave awaken
to life from centuries of night
He comes with the power to rule,
as he from the stars descends*



INDEX

A

Abzu 279
Ailanders 85
Alabastor 63
Alderlanders 85
Amdrakil 286
Assare's Harpoon 112

B

Baraggor 66
Barren Hills 16
Bears skull Clan 91
Bele 67
Beneath the Ice 39
Bjarke's Warming Flagon 113
Bleakness Keep 187
Bor 266
Bote the Whaler 231
Bur's Boots 114

C

Canides 12
Cold 30
Cold Snap 27
Crombes 12
Cuss And Dang 174

D

Dire Wolf 94
Dwarves 12, 90

E

Elemental Magic 21
Elven Ruin 153
Elves 12, 87

F

Fallowmoor 14
Ferenblaud 69
Ferenblaud's Star 118
Feydor the Fisherman 228
Field of Swords 202
Fire 32
Fireball 24
Fish 37
Flight 23
Flood Wave 24
Forage 36
Forgethralls 90
Frost Dragon 96

Frost Walker 27
Frostwind Clan 92
Frostwind Hold 234

G

Gatekeepers 90
Gibil 217
Glacial Sea 14
Goblins 13
Grease 31
Greatmaw 211

H

Hakapik 223
Halflings 12
Hara 242
Harpoon 223
Harpooner 20
Heart of Ice 27
Heat of the Moment 23
Hike 33
Hillis the Trader 176
Holbenda the Short 176
Hope's Last Rest 220
Howler 216
Hoyra 73
Humans 12, 85
Hunt 37

I

Ice Affinity 26
Ice Cave 147
Ice Giant 98
Icemoor 16
Icicle Spray 28
Icy Breath 28
Imdugud 244
Ingmarg 75
Ised 16
Ismale the Healer 215
Ix 209

J

Jakka's Lungs 276
Julla the Elder 167

K

Keld 16
Kvaldor The Slayer 204

L

Larke 230
Lead The Way 34
Lerge's Hammer 115

M

Maile 210
Make Camp 37
Marmena 77
Marshal Volle 177
Meldendre 213
Morra Glacier 16
Mountaineer 20
Mul 186

N

Nalia the Nimble 209
Namtarel 200
Namtarel's Black Arrow 116
Nanuk 100
Ninhursag 269
Northfall 166

O

Ogrin the Tailor 173
Ojja 241
Old Hutla 231
Opo Lato 255
Orcs 12, 90
Orilla the Outlaw 226

P

Palace of the Ice Giants 259
Palace of the Winter King
280
Parch 23
Pathkeepers 90
Path of Fate 19
Path of Protection 19
Path of the Holy Vow 19
Pikebeast 102

R

Ramman's Drum 117
Rock Storm 23
Rym 266

S

Scrana 290
Seal of Earth 269

Seal of Fire 217
Seal of Water 278
Seal of Wind 244
Sea Travel 39
Settlement 161
Shield of Ice 27
Silver Coast 13
Snow Cave 27
Southern Range 16
Stillmist 6
Stone Guardian 104
Stone Raven 106
Stoneskin 24
Suffocate 22
Summer Elves 88
Summon Elemental 24
Sunder 22
Sword of Ice 27

T

Tarik's Mysterious Cap 119
Telmerek 288
The Field of Swords 202
The Sunken City 271
The Tower of the Farseers 182
The Wings of Marudak 115
Torches 32
Tornado 24
Tryngar the Peddler 229
Turolf Blood-Eye 227

V

Vaina 210
Versipel 251
Warm-Blooded 20
Water Breathing 23
Weather 30
Weatherstones 6
Wendigo 108
White Peaks 16
Winding Ways 6
Winter Elves 88
Wintermaw 250
Wolfhowl Clan 92
Wolfkin 13, 92
Wolftrap 192
Wurda 80
Wyrm's Fist 246