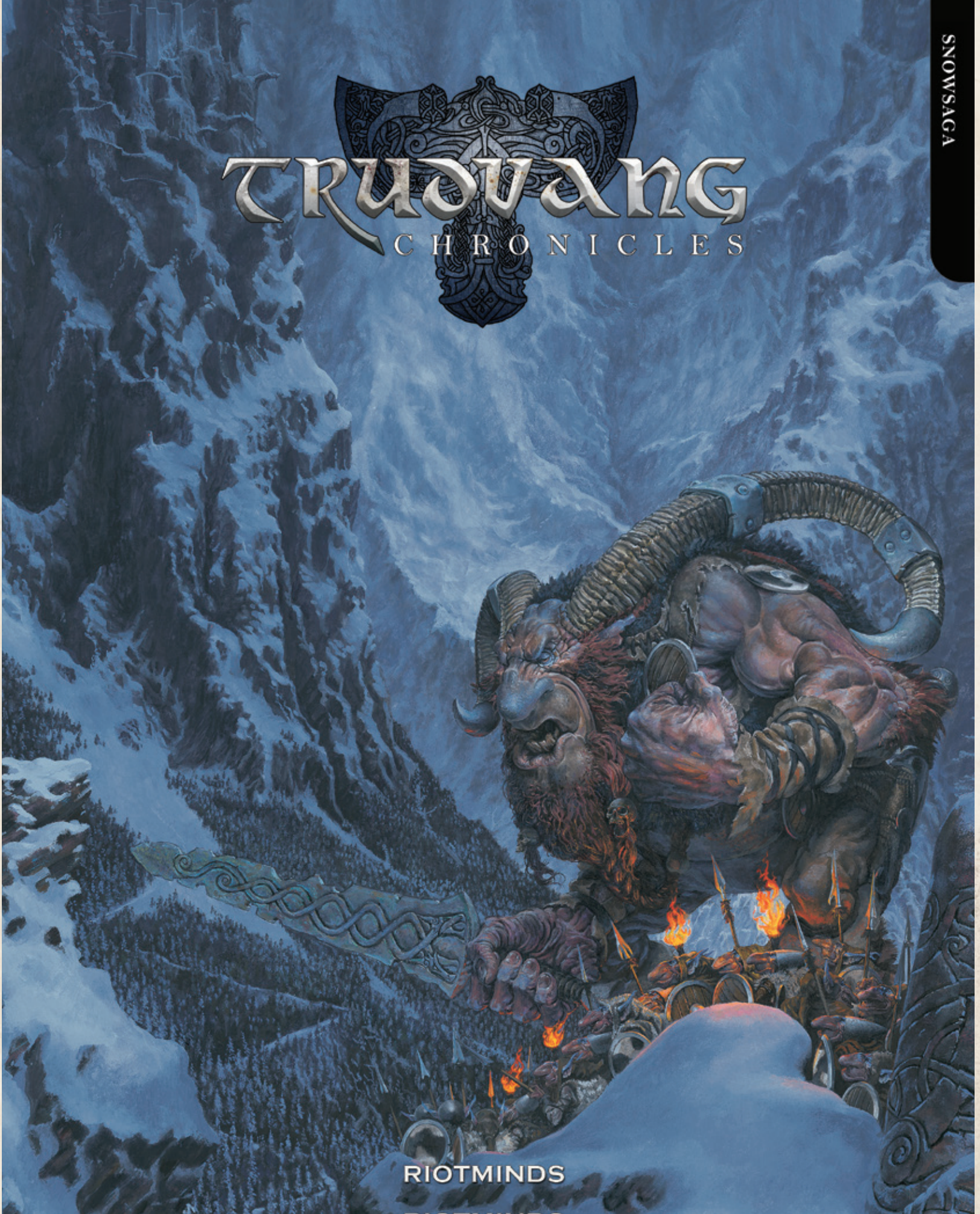

TRUDVANG
CHRONICLES
SNOWSAGA
RIOTMINDS



SNOWSAGA

FOREWORD

The word "Fimbulwinter" has an almost magical ring to it. Many have heard this name, but few know its true meaning. In Norse mythology, Fimbulwinter is a clear sign of the Ragnarok, the apocalypse, and the birth of a new world. In Snowsaga, the winter's waiting womb conceals a dark future, but, as in most tales, there is the promise of a happy ending, if only the heroes can brave the approaching darkness and allow curiosity to conquer fear.

In Snowsaga, the fimbulwinter takes on a new form, and hopefully Trudvang will not fall due to a lack of heroes or adventurers willing to face the darkness and its icy servants.

RiotMinds

"He hath need of fire,
who now is come,
numbed with cold
to the knee;
food and clothing the
wanderer craves
who has fared o'er
the rimy fell."
Hávamál





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Our style is to use "they" as a singular gender-neutral pronoun when possible. This usage continues to gain mainstream acceptance, including among major style guides such as The Associated Press Stylebook and The Chicago Manual of Style. We believe it is appropriate and practical, not just to reflect common usage but to accommodate a more inclusive view of gender identity. The Trudvang Chronicles books also use "he" or "she" when helpful for added clarity.

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NORNA'S

1. Sons and daughters,
faithful to the fold,
proud guardians,
heroes of light,
born out of divinity,
gloriously arrived at the
fields of power.

2. Heed my call,
adhere to my words,
hearken to my prophecy,
fear my parting song.

3. As a star from the heavens
falls,
the days of light rush by,
dark times shall come.

4. I, your queen,
Norna the Wise,
the misery, my heart shall
forget,
with sorrow, I you do leave,
in this, our hardest time.

5. With my death,
the Black Sun shines,
in approaching darkness,
omens of the apocalypse
follow.

6. Under the dark queen,
proud kingdoms crumble,
betraying their people,
with twisted creatures.

7. The events to come,
my legacy, our burden,
your greatest trial.

8. Be at peace,
have faith,
fate can be decided,
The Child of Light shall
come,
a son of man,
our shepherd.

9. Fimbulwinter, before the
cycle is complete,
The Ice Cult grows,
harkens to whispers,
and sacrifices their children.

10. The earth shudders and
ruptures,
beyond the land of the wild
ones,
a dark fortress awakens.

11. Where the Copper Kingdom
falls,
The Son of Light awaits,
the shepherd meets the
Daughter of Fate.

12. The Farje wind summoned,
by the strength of a pure
heart,
the world plunges into frost,
none to be spared.

13. Families shatter,
turned slayers of their own,
blackened ice severs the ties,
between father and son,
between mother and
daughter.

14 When the last kin has fallen,
the shepherd steps forth,
lifts the sovereign's blade,
piercing winds turn mild.

15. The Daughter of the Stars
indwells,
the dragon of dusk awakens,
the shepherd to the realm of
death,
by love summoned.

PROPHECY

16. Sprung forth from the heart
of pain,
shadows grow,
lead by their guiding star,
breaking through blackened
ice.

17. Child of Darkness is come,
brought forth from the
rimechill,
scorned, loathed, and exiled,
free from his chains,
alone and broken,
towards the ice, he wanders.

18. In the eternal desert of frost,
where hatred and pain thrive,
where the dark and cold
reign,
the Snow Queen is awakened,
by a heart from her mother,
free from blame and
darkness.

19. Mogunda guards his bridge,
Nifelfang lurks in Hel,
devours the bodies of the
dead,
the Son of Light seeks her,
wakes her with the stone
flute,
from her death slumber, she
arises.

20. Where the darkness reigns,
the queen awakes,
brought forth from the
frozen stupor,
with Snowsaga the shackles
break,
the cold, her return follows.

21. In the time of rage,
a stream of blood flows,
dark whispers lure,
the people of the eternal ice
come,
tamed, the wild ones are,
lost, are those left behind.

22. When the wild realm falls,
the Thronelands
shake, and the land of silver
is devoured,
born of evil from barren
land, arises
a new incarnation.

23. At the last hour, she is born,
pure of blood,
a mask of darkness,
an inner light,
and thus, she will be known.

24. One sacrifice, two fates,
the choice is laid before them,
for she is the Daughter of
Fate,
for he is the Son of Light.

25 Through the power of love,
a heart of light,
a body of love,
together they once more
become one.

26. The choice must be made,
love must be sacrificed,
Snowsaga must be carried.
Only their purity can save us...



Chapter 1

SNOWSAGA

He pulled the arrow out of the dead body and studied the black surface in wonder. The arrow looked like any other, but its surface was covered in intricate patterns possessing an almost hypnotic power. Something had roused him from his dreamless slumber. He pulled his mantle closer around him. The winter had hit without warning or mercy. He was cold, and little did he know, this was merely the beginning of a long and brutal season…

Snowsaga is the stand-alone expansion of Wildheart, Riotmind's first official adventure. If the player characters have not played Wildheart the Game Master should create another short introductory adventure where they acquire the so-called "Snowsaga" stone. Learn more about the Snowsaga stone below.

There is another reason why completing a simple introductory adventure is a good idea. Snowsaga is an adventure that is both diverse and complex, with many non-player characters, intrigues, sudden twists, and a multifaceted plot. Therefore, it would be good for beginners to have played a simpler adventure prior to embarking upon Snowsaga, in order to have a better grasp of both the world and the game system.

The Game Master should read through the entire campaign at least once in order to be able to run it. Snowsaga is a complex adventure containing many different personalities, places, and underlying factors, all of which contribute to make it challenging. Thorough preparation is what will determine if your players find the adventure entertaining and recognize the many possibilities, or if they merely view it as one long commute towards new adventures It is recommended that the Game Master split the adventure into several sessions and put extra effort into preparation prior to each session. It would be of great value to prepare some notes, and mark the stages of the adventure which the Game Master wants to place particular focus on during each session. By so doing, the players will perceive the adventure to be easier than it actually is.

The adventure boasts a large variety of personalities, ranging from loyal thralls to boastful Fylkjarls, deserters and ill-tempered giants. Being well prepared and having thoroughly read up on these characters' skills and abilities will really affect how the players experience the adventure. Some of the charm of Snowsaga is the magnitude of different personalities in the campaign, not least in the introductory chapter.

It would also be beneficial to gain an understanding of the different lands and to read up on them, as the campaign in many instances offers opportunities for side quests and adventures not described in the campaign module. The Game Master may wish to have the players explore other areas of the map prior to progressing with the campaign.

It is also important to note that Snowsaga must be played in order to grasp its entire scope and reach. Reading through the campaign once will not provide a proper understanding of it. That goes for Game Masters, critics, or curious players alike.

It is difficult to determine exactly what skills the player characters will require in order to survive the entire campaign. Essentially, all skills described in the Player's Handbook are necessary in one way or another. Most learnable skills will benefit the players. The variety of skills within the group is more important than certain specific skills or abilities.

The campaign is best played by a group of 4–6 player characters. As with the variety of skills, the campaign is suited for virtually all professions, with one major exception: no priests or holy warriors of the Tenet of Nid should be present from the start, due to the Viranni's crusading attitude and the enmity to Gerbanis. This would create a lot of tension within the group, as the adventure is primarily set in countries where there is a strong faith in Stormi, and Gerbanis is the prevailing religion.

One absolute necessity is that one of the player characters is a thief or a character with such skills. This will ease the way for the group in parts of the campaign. The Game Master can choose to adjust the level of difficulty of the adventure at their discretion, to either make it easier or more challenging.

It is extremely important that the player characters obtain the so-called "Stone of Sagas (which is just a fragment of Snowsaga)

prior to embarking on the adventure. The player characters need not know why they have it, nor how it works. The important thing is that it is in their possession at the beginning of the campaign. Keep in mind that Snowsaga is an extensive campaign, and that it calls for an impressive ability to improvise and adjust the plot based on the player characters' actions. It would be impossible to try to describe all the possible situations and locations that the player characters may end up in. The descriptions in the campaign should be viewed as the "most likely scenarios", not as the only conceivable ones. This may be the Game Master's most challenging task. If the Game Master finds themself in a scenario that is conceivable, though not described or in any way recounted in the campaign, the best course of action would be to pause the session for a moment, allowing the Game Master time to reflect on the situation and devise a good continuation. If this happens, return to the main plot and try to identify the overall feel and general pattern of the campaign. If the Game Master does this, it will be much easier to solve potential difficulties that may arise.

One of the player characters will have to bear the heavy burden of being the Child of Light; Blodughadda, the frost giant, will take on the role of the Child of Darkness. Their paths will cross several times throughout the campaign, but it is not until they face off in the final battle that they will truly duel, a fight which only one can win. Step by step, the player characters will approach the truth. From the very beginning, each and every step they take will be monitored by the one who dwells in the deep; the one who is the source of true evil. Unwittingly, they will be led to the place where the fate of the world will be decided.

Three of the player characters will hold different key roles, all of which are important to the plot's development. The characters who do not have these roles will not be less important in the story, since all the players characters are to be considered main characters in this saga. The GM, if he wants to, is encouraged to create other specific roles with additional specific scenes throughout the campaign. However, this is not compulsory. Just remember to give each player his own moment to shine, whether he has or not one of these three roles. Everybody is at the table to have fun: do not ignore them! .

The Child of Light

Throughout the entire campaign, one of the player characters will unwittingly represent the Light. The path to his fate will be difficult and murky. He will also play a central role in the tragic love story with the Daughter of Fate and should therefore be at least somewhat charismatic. Preferably, the Game Master selects the player character that can best move the adventure along to adopt this role. Keep in mind that it is the Daughter of Fate's purity that is the key to defeating evil; their love is forbidden and will decide the fate of all. The Child of Light's main traits are Charisma, Perception, and Intelligence.

The Stone of Sagas

At the beginning of the adventure, one of the player characters should, in some way, have the "Stone of Sagas" in their possession. The name refers to a number of different and contradicting stories about a fabled stone, although nobody can really remember the qualities of this artefact. The GM is encouraged to create such stories, but giving the PCs the impressions that different bards say different things about a fabled stone. It could be the gift of the dying Kirjonti at the end of the Wildheart adventure, or the reward from a jarl for a completed task, or a thing the player character has found during their journeys. It is up to the Game Master to determine the specifics as to how this occurs. If the player creates an entirely new character for the adventure, the Game Master may choose to make the Stone of Sagas an inheritance from the player character's parents.

Gray and completely smooth, the Stone of Sagas is the size of a small egg. It is always a little warm, even if it were to be resting in snow. Chance has chosen which player character carries the Stone of Sagas, but ownership of the stone can change within the group should its carrier perish. However, it's unlikely that the one carrying the stone would willingly hand it over while still alive.

The stone has three basic effects:

The Stone of Sagas has been created by Kirjonti using a small fragment of Snowsaga, and therefore it shares a strong link with it, guiding the one who knows how to use it towards the location of the Snowsaga.

This stone will protect the player character who carries it with a warming, protective aura which defends against the Snow Queen's powers. Primarily, the player character will be immune to the cold of the approaching winter, but also in other ways will find themself to be protected against the Snow Queen's influences.

When the campaign starts, before the characters know anything about the Snow Queen, this stone has somehow felt that events are changing and will magically awaken giving the immunity to the Hrim Body quality of some monsters, even if before it did not have such an ability.

Oktar Grimme's Friend

In their youth, this player character faced great difficulties and contemplated suicide, or maybe this character was wounded left for dead. When things were at their darkest, they were saved by Oktar Grimme, the Swordjarl of Storhavn, who maybe healed or saved the character's life, or he could have helped the player character to see good in life again and regain the will to live. With Oktar's help the player character realized that no matter how difficult a situation may seem, there is always a way to beat it. Where there is a will, there's a way. Those who lacked bravery and spirit could always turn to the faith of Gerbanis for solace, and, with faith, find a way to reach happiness. It does not matter if it was unrequited love or the loss of a relative that caused the player character's grief; the important thing is to create a convincing backstory. This player character would almost certainly have been dead today if it weren't for Oktar's support. They thus became good friends but have not seen each other for several years.

Blodughadda – The Child of Darkness

Ever since he was a child, something evil and malicious has hung over him. It forced its way into his young heart like a wedge, and constantly competing for the older frost giants' attention had driven him to insane deeds, to say the least. By those who knew him, he had been given the name "Blodughadda", which means "he of bloody hair". In his excitement, he had at first believed that this was in reference to all those he had slain and the bravery he had shown whenever death had knocked at his door. With time, he had come to realize that it was because of his constant bloodlust, even amongst his own people, and that the other frost giants viewed him and his misdeeds with contempt. After brutally killing both of his parents, he was cast out of the clan with a darkened heart, shrouded by his ominous deeds. He then made his way further and further north. After years of roving the northernmost and ultimately inhospitable mountains, searching for more victims to slay, he encountered the Snow Queen, the first creature ever to treat him with respect. She promised him a place in the community and a throne by her side. He just had to find the man she was searching for, and Blodughadda's days as an outcast would be over. Indeed, he would show the others the powers he possessed. In the short time during which he knelt at her feet and pledged his eternal allegiance, she had bestowed upon him both power and forest trolls as servants…



Blodughadda the giant had come to shake the world to its core when he, against all odds, found Snowsaga in Wildheart and brought it to the black ice.

Blodughadda is cruel and temperamental. He is egotistical and destructive, but also uses his cunning to accomplish his goals. For years, Blodughadda drifted, lonely, with no other purpose than to kill and terrorize. After meeting the Snow Queen, he pledged his life to serving her and vowed to find Kirjonti, the elf she was searching for and

the stone that he guarded– Snowsaga. Blodughadda's only loyalty lies with the Snow Queen, and he does everything in his power to fulfil her every wish.

When he left his clan of hrimtursirs he spent years wandering the north, with the cold wind as his only companion. He even ended up as a slave to dwarves and the wounds from the white-hot irons bitterly burnt his body. So great was the hate for his captors that it engulfed his heart, like the snowstorm around a stone. Hunted and persecuted, hurt and bitter, Blodughadda had fled his worst tormentors. For years he had ventured further and further north. Finally, he reached the land he had only ever thought existed in the dreams of giants. It was the land of the black ice. Endlessly vast, with windswept plains of ice, black as coal, and a chill so awful that with every breath, his lungs burned like ovens. The black ice was as dark as the night sky, and the hailstorm so merciless that it slashed large gashes in the frost giant's tough and weathered skin.

At first he had thought that the terrifying and piercing screams were the wind, but through continuous snowfalls and punishing winter storms, it was her voice that he had heard. Smooth as velvet and forgiving, her voice crept its way into his worn and broken heart, chilled by evil and malice, the words caressing his hardened mind and singing through his blood. She whispered that he would be hers, and she promised him that which he had always dreamt of —eternal love.

"Give me Snowsaga", she said, *"... and I will give you all the things you never had. Get me Snowsaga, and I will love you tirelessly"* she whispered in his mind. With her dark, divine powers guiding him, he had violently searched, and with deceit, promises, and threats, he had finally found the thing she craved. When he was beyond hope, and his will had abandoned him, had he finally found Snowsaga in the enchanted forest of Wildheart. Now, with it in his possession, he had revived the ancient cult, as a preparation for the projects of his queen. She, who had promised him so very much. As Blodughadda wandered over the windswept plains from the barren Great Ice Plains, he brought with him the "Black Boulder", a huge piece of the black ice. The Ice Cult gradually began to amass new followers, and, today, boasts one in ten of the Wildlanders as devotees and worshippers of the Snow Queen. The cult's foremost stronghold is in the North-Western regions of Wildland. The black ice's whispers spare none, neither rich nor poor, old or young. All can succumb to her whispers, something that the player characters may bitterly experience.

It is the Snow Queen's whispers, emitting from the Black Boulder Blodughadda carried with him, that makes her followers so reckless, lacking both rhyme and reason. All who make contact with the black ice hear the beckoning, tempting whispers, making them easy prey for the Snow Queen's influence.

Throughout their journeys through Wildland, the player characters will encounter pieces of black ice, all originating from the Black Boulder, the giant block that Blodughadda brought from the Great Ice Plains. The Ice Cult has brought the largest piece to Ysetur, whereto most of the cult has relocated. Wherever they go in Wildland, in both cities and rural areas, the player characters will hear tales of people who have vanished without a trace.

The Snow Queen and the black ice are one and the same entity, brought forth from its ruthless heart, and wherever there is black ice, the Snow Queen reigns. It's almost been a year since Blodughadda awoke the Ice Cult, and hordes of people have since joined its sacrificial followers. The leader of the cult is the man known as "Ise". No one outside the cult's inner circle knows his true identity, but as Game Master, you should be aware that Ise is Njordung Blueax, the Fylkjarl who went missing under mysterious circumstances. The Ice Cult has established their main settlement at the impenetrable fortress of Ysetur, where they, with frequent sacrifices, try to revive the Snow Queen's hibernating powers. The followers eagerly perform sacrifices at Ysetur, and evidence of their rituals can be found throughout the large fortress. Aside from Ysetur, there is another group of followers further up north, at Njordung Blueax's hunting estate.

Blodughadda has always had a hard life, even as a child he was not spared. Since being cast out from his clan for his misdeeds, he has been on the move, spreading horror and terror wherever he goes. He was briefly held prisoner in Glitthamn where the dwarves tortured him and made him work the mines. Great luck, and unusually bad craftsmanship by the dwarves who had forged the chains that bound him, allowed him to escape his captors, but not before exacting considerable vengeance on his tormentors. A small band of dwarves, led by the great warrior Grum Druvik, have vowed to bring Blodughadda's head back to Glitthamn.

Blodughadda constantly surrounds himself with 4–10 Forest trollsand 2–4 wolves, all of which blindly follow his every command. (If Jorgi's guide is not available use or "Small Trolls" and "Small WOlfkin" in GM guide p.108 and 111). Occasionally there will also be one Dragon Warg (stats in this book).

On adventure points

This campaign is thematically divided in three acts. At the end of these acts there are guidelines for awarding adventure points throughout the adventure. However, the GM should not wait for the end of an act to awarding adventure points. He should consider the possibility of giving each player experience awards on a session by session schedule, giving about 5 AP per character per session, as suggested in the Gamemaster's Guide page 37. Furthermore, this campaign include long periods of times spent doing continuous actions which are not roleplayed, as for example the siege of Hallwind or the long captivity in Arkland. The GM can award AP to the PCs to represent the experience earned in such actions, although limiting the use of these points for buying selected skills. More on these issue will be mentioned throughout the saga.

The Journey to the Darkness

Sometimes it is easier to turn a blind eye to that which is obvious, and choose to see the simplest truth for the lie that it is…

Prophets and soothsayers have spoken: in dreams and the darkest corners of the subconscious, whispers have been heard. Wise men have buried the very shadows of their lives in cryptic scriptures; searching

in their loneliness, without ever seeing the connections, never to understand. Secrets have been forever lost to the world, not even understood by the Gods. And yet, the answer has always been out there. The road to it has been simple, the connections clear to the one who knows how to look for them. Just as a coin only ever has two sides, there is only ever the truth or the lie. The following chapter presents our story from the very beginning, in its purest form, explaining each and every event, the eventual omens, which have paved the dark road that could come to lead straight to the apocalypse.

The Entity

When the power center imploded, incomprehensible powers were released, rushing forth over the island in the sea like a maelstrom, tearing down enormous land masses, until all that remained was a vast, bottomless black hole of magical current. The current was corrupt, ripping reality apart in a descending spiral of antimatter and nothingness. Flashes of lightning and glowing magma sprung forth from its center, and anything that it touched was obliterated. For tens of thousands of years, the storm raged in this cursed place before it finally settled. But the calm was deceptive; this was merely the beginning. Something in the maelstrom had awoken from its slumber, having gained a consciousness. Evil had gotten a glimpse of the light of the world. Our world…

At the beginning of time, magical threads of reality were woven together in a steady pattern of energy, linking our world and others, a power seemingly beyond dimensions. However, the creation was not perfect. Small aberrations would at times appear in the magical weave, irreparable mistakes which corrupted the flow of vitner with awful consequences for its surroundings. Our tale begins with precisely such a defect.

A rift occurred just as two threads of reality were about to cross, causing them to sever, damaging the power center so much that the very nerve center imploded, creating a negatively charged current. A maelstrom to other dimensions opened up like a black hole, swallowing everything in its path. The power center, born of chaos, had emerged in a world of order. Unable to coexist with the maelstrom, the power center was about to be obliterated by the rule of order, which worked to preserve the world as it should be, repairing all that was broken. At first, all went well, and the powers of order believed that they had won. But, at the last moment, something went wrong; terribly, terribly wrong.

The Entity which awoke was never meant to exist. It had been trapped in the Void, beyond consciousness and dreams, beyond time and space, beyond eternity itself. The Entity was a principle, an antithetical reaction to creation itself. It yearned to return to the chaos over which it once had reigned, from which everything had originally sprung forth. Aeons worth of collected powers had been released at once when the power center imploded; an event which birthed a thought. A thought of what could, but really should not, exist. That was enough to rouse the evil that had slumbered in the Void. The maelstrom lay, now essentially a portal, like a gaping wound into our world. The consequences of all that had happened were incomprehensible, and could just barely be grasped. The infection brought on by the maelstrom reflected only a fraction of the true power which lurked beneath its surface, and the pandemonium which the Entity's full power was capable of producing if roused. This would mean the end of everything in existence, and would mark the beginning of a new era, a frightening time.

The location of where the Entity's infinite source of evil is hidden has been lost to history. Many are those wise men and women who have tried to find its dark whirlpool of hate. The name of the place where the Entity's evil heart dwells has survived since time immemorial: "Oskopnir" ("that which was not created", "that not born", "that which never should have existed").

The Emanation

It was once said that when the world was shrouded in a black winter, and dark flashes of lightning ruptured the heavens, the abyss would open, tearing the world apart. Demons, enveloped in ice and cold, would drain the world and feed on souls. Only those that had worshipped the cold and the dark shall rise to be masters and be given a seat by the ruler of this new world…

The Entity, or, as it is metaphorically known, the Black Sun, lets its dark light shine across the world. It gnawed the earth from the inside, killing it, like a parasite. Like a frost wind, it swept across the plains, making them barren. Like a plague, it wormed its way into the hearts of living creatures. The gathered Gods could do nothing to rein in the wrath, hate, and cold which tried to force its way into Trudvang. The power of aeons-worth of pure evil broke through barriers erected by the Gods in an attempt to protect the world order. Gods who had existed since creation were slaughtered, serguronts lost their powers, and the five worlds were shaken to their cores when the Entity radiated its evil, creating a catalyst to plunge Trudvang into the deepest darkness. In an attempt to overthrow the world order, the Entity created the Snow Queen to counter the goodness embodied by the old Gods. By conquering Trudvang little by little, her power would eventually become great enough to shake the foundations that held the worlds apart, making them collapse and crash into each other. If the dark side were to emerge victorious, it would mean the demise of the worlds of Blotheim and Dimhall, as they would crumble and meld with the world of mortals. The world of twilight would be thrown into chaos, and Himlhall would be destroyed. Pandemonium would break out and usher in the start of a new age. An endless dark era, without the hope of light. The Entity and the Snow Queen share a symbiotic existence; the Snow Queen, through her evil, makes the maelstrom grow, and the Entity bestows upon her power.

In the search for its twin soul, the Entity birthed forth its emanation. She was the first creature forged from the dark energies, and so, she was a part of the heart of the eclipse, the source from which the dark energy flowed out across all worlds. She was the tainted creation, she was the black ice, she was the Snow Queen.

As the black ice grew and spread, so too did the Snow Queen's powers. The Snow Queen herself is a non-corporeal manifestation,

hidden under the black ice which covers the northernmost of the Great Ice Plains. The ice is both her home and her prison, as she is not able to escape its cold embrace in her original form.

The Snow Queen is the dark Goddess of lies, deceit, and malevolent oblivion. She is but a thought, a dream, a wind. Her seductive whispers, her greatest weapon. The spreading of the black ice it what enables her to communicate with her zealous followers. Through blocks of black ice, she is able to spread the message of the Black Sun to lands her voice would not otherwise reach. The effects of the black ice's whispers and how they affect living creatures is described below:

Each time someone is confronted with a block of black ice, they must roll a situation roll with situation value 9 (Perception modifiers apply). Those who encounter the black ice in the Great Ice Plains, or those who remain by an ice block for 12 hours or more will receive a -5 modifier to their situation value. Those who succeed survive until the next action round and will then receive +1 to their situation value. Those who fail will be corrupted by the evil of the black ice.

Anyone who has been corrupted by the black ice will be forced to attempt a new situation roll the next time they encounter an ice block. If they are successful, the character will remain corrupted by evil, but will survive until the next encounter. On the other hand the Snow Queen will begin to haunt the dreams of those who fail this second situation roll.

The Snow Queen's dreams are very seductive, and always have a certain allure to them. She will not reveal her dark side at first, instead coming across as an imprisoned Goddess. The first temptation in her arsenal is love, followed by power or riches. There are no methods that the Snow Queen will not employ to ensnare a victim into becoming a bloodthirsty worshippers. The dream period varies from person to person; some may only experience one night, while others may have to endure several weeks of dreams. Simply put, the Game Master may choose to allow the player to attempt a new situation roll. This includes the Child of Light, who never needs to roll. If successful, the player character will not turn into an active worshipper. However, the person instead becomes a dormant worshipper, whereby any descendants and subsequent generations all risk succumbing to darkness. An example of something that could trigger a dormant worshipper could be a great personal tragedy– revealing to the Snow Queen a path to the person's soul. If the roll is unsuccessful, the Game Master can have the outcome of the dice dictate the length of the person's transformation into an ice worshipper. Critical failure (roll of "20") will result in the person's immediate transformation into an unusually bloodthirsty ice worshipper, not unlike Njordung Blueax.

The early stages of being an ice worshipper can almost be likened to a honeymoon period. The Snow Queen makes good on all her small, simple promises to her victim during this early stage. It could be something as simple as good luck in games or love, or just being generally liked. At first, it will seem like an innocent game– one where everyone's a winner. Her promises will quickly grow to incredible proportions. The Snow Queen will convince the person that she has a special plan, one that is just for them. As though it's the two of them against the world. Her image is unique for each and every worshipper; all to make each individual love her more. The morals of those bewitched will crumble with every step of the way, until there is no turning back. Then sacrifices become the only remedy. The Snow Queen will purposely ignore the pleas of her worshippers who have reached that stage if they do not sacrifice in her name. It is the only thing that means anything to her. In the end, there are no limits as to who is sacrificed. Family, friends, it does not matter, the only thing that does is that their Queen still loves them. It is only then that the worshipper will come to understand what they have become, but by then, it will be far too late.

The Norim Elves

The Gods were enraged by the living, who thought themselves as Gods. Their arrogance and sloth would not go unpunished. Such was the decision of the Gods. The verdict was in; they were to be forgotten and eradicated, brought down and beaten, never to rise again. They were to fail trial after trial, and the Gods would turn their backs on them. They would be struck down by sorrow, cloaked by melancholy, and endless disappointments would be followed by more of the same. During the final phase, a dark, false, queen would reign, and the people would perish. But this queen would bear a son– the last king. The king himself is lost to the darkness that is hate, but his yearning for love overpowers. The last one shall find him and shall love him. She will, by fate, be born at the last hour– pure of blood, masked by darkness and filled with light, and thus, she shall be known. Her purity will dictate the future, and the choice must be hers, protected solely by her guide. With a heart of snow she will meet her twin, when mother is confronted by daughter. The stars alone know the answer…

The Norim Elves were the proud descendants of the very first elves and the word "Nor'Imalein" means precisely "the first". They were believed to descend directly from the Gods, and were the offspring of those that came down from the darkness of space. The Norim Elves were proud, curious, and fearless, and were highly regarded by their cousins. The Godly heritage was stronger in their blood than in those of other elves, and that's why their lives were also much longer, retaining some trace of the now lost divine immortality.

The Norim Elves were as tall as humans, and had very strong, long limbs, without appearing grotesque or awkward like trolls. Their posture was graceful, and their facial features proud and beautiful. They did not really look down upon other races, but they had a way about them which made them appear arrogant. Their curiosity abated as the years passed, but fear remained a foreign concept. The Norim Elves' conflict with the Gods stemmed from a time when the world was young, long before the Gods left. The real reason for their break from their symbiotic relationship with the divine has been lost to time and is unknown to any living creature today. All the Norim Elves had long, dark hair, black eyes, and silky white skin. They wore their hair in styles that far outshone that of royalty, and adorned themselves with simple but majestic clothing.

The Norim Elves began to explore the world early on, and stood as the foremost champions of light against the darkness. They wished to break new ground and pave the way for the other elves. However, in their impatience to see the world, they lost touch with their roots. And so, the Norim Elves were forgotten, and passed into myth set before even the time of dreams– a time forgotten by the elves. Many years passed, and eventually even the Norim Elves lost their wanderlust and settled, establishing a kingdom. Their high seat was situated among the mountain peaks, in what is today known as Fjal, and other tribes have spread in the nearby regions. There they lived comfortably throughout their prime, which lasted for thousands of years.

The times would change with the rise of the Snow Queen, and the Norim Elves would once more find themselves devoted to the war against darkness. The Snow Queen appeared like a trial from the Gods, a punishment for the Norim Elves' idleness and arrogance. They felt the Snow Queen's dark powers, saw how the world was distorted, and quickly they resolved to imprison her. Through the use of powerful magic, the Snow Queen was once more laid to rest under the ice, in an artificial slumber wherein she could no longer grow, only dream. The elves believed themselves to be immune to her corruption, and moved their entire kingdom to the freezing Great Ice Plains, to act as the Snow Queen's eternal guardians. Unwilling to trust any other race, they made sure that the location of the Snow Queen's grave has remained a secret to this day. The Norim elves lived peacefully in their new home for aeons, and the world once more flourished. Even though a few of them succumbed to darkness, their kingdom withstood all external attacks. The fate of the world rested safely in the hands of the Norim Elves. And so it was until the day when princess Valsinka was born. Today, no more than a handful of Norim Elves survive, far too few to be able to sustain their once proud culture into the future.

The Incarnation

For aeons upon aeons she slept, dwelling under the ice. For thousands upon thousands of cold winters she lays, prone, whispering to ears that did not exist. The teeth of time gnawed and scraped at her soul in the dark shadows of the black ice. But evil does not freeze. The hate did not fade. Hungry flames burned in her heart, ready to eradicate anything in her path. The bitterness over her untimely imprisonment, when she had been so close to attaining her dream of being worshipped as a Goddess, was so great that it crushed happy men and women far removed from where she lay shackled since time immemorial. Time allowed the powers of eternal darkness to evolve, despite her dormant state, and the ice that surrounded her grew dark by the evil incubating in her cold, frozen heart…

3,333 years ago, the queen of the Norim Elves unexpectedly gave birth to a daughter– Valsinka. This was strange, as the queen no longer had a husband. Something was wrong, and the princess was born evil, through and through, to her core. Simply put, Valsinka experienced hatred in a way that was completely foreign to other elves. Her evil heart felt utmost disdain for all life, and the only thing that gave her satisfaction was destroying anything that was whole and right. Her birth caused a powerful earthquake across all of Trudvang, causing great devastation. To this day, the catastrophe is still referred to as "The Big Quake". From that day forth, the Snow Queen now exists in the divide between the physical and non-physical worlds. Valsinka, the personification of hate, cold, and darkness became the Snow Queen's incarnation. To antagonize the Gods of light, and tarnish their foremost creation, the Snow Queen was reborn in the body of a Norim Elf. Despite having been trapped by the elves' most powerful exorcists and vitner weavers, the Entity was able to keep its creature alive and, as the Snow Queen reincarnated, she found she could thaw her way out of her imprisonment. Valsinka and the Snow Queen were the same creature in every way. And now, she was more powerful than ever. The elves who guarded her refused to believe that one of their own could be seduced by her alluring whispers, despite being a young, fatherless child, whose origins were shrouded in mystery. The arrogance of the Norim Elves would come to be their undoing. None would be able to come to their aid, as they were far too proud to seek help. The Snow Queen had triumphed over her captors the moment that she had been born into a living body, the moment she had taken her first breath, the moment she opened her eyes and realized that she held the love of her mother. One by one, Valsinka's older siblings all succumbed to accidents and disappeared without a trace. Though suspicions soon arose, there was nothing to be done, as the old elf queen loved her daughter above all else. Furthermore, the child possessed such a natural gift for magic that no one dared defy her, and the only ones who could have faced her were loyal to the elf queen. By the time she was an adolescent, Valsinka had already mastered weaving the vitner and was, in her studies, submerging herself into the well of knowledge. She shunned the company of others, and her mother grew more and more depressed.

Valsinka maintained contact with the Entity which rested in the depths through recurring dreams she had since her earliest years. She referred to it as her "father", as it guided her through the challenges of youth and childhood with a comforting inner voice. Her father protected her against any and all disaster, and Valsinka grew to be strong. Her father told her that she alone was the only elf chosen to ascend as a Goddess and reunite with the old Gods, but that her powers hailed from darkness. She was to connect with the darkness and rule alongside chaos. With the support of the Entity, she would be given the power necessary to bring about the collapse of the world order, and plunge it into chaos and darkness.

Norna the Wise was the queen of the Norim Elves and Valsinka's mother. She had, contrary to popular belief, been aware of what kind of creature her daughter was from the very beginning, but was unable to smite down her own flesh and blood. Not even when the fate of the world was in the balance. In truth, Norna's heart was so pure that she was actually unable to hurt any living thing. And yet, she knew that something had to be done; her dreams showed her what was to come. In utmost secrecy, she summoned Kirjonti, her most loyal and faithful servant and her father's closest friend. As she knew that the

Daughter of Fate only could save the world if she was pure of heart, blameless, free from sin, and filled with love, Norna asked of him to perform the dark ritual on her. Kirjonti removed her beating heart exactly as he had learnt to do while held captive in Blotheim. And so, the heart and soul of Norna the Wise rested in Kirjonti's hands in the shape of the precious stone which is known as "Snowsaga". Finally, she asked him to protect this treasure and hide it in a place where none would find it until the day when she once more would be reborn, an incarnation of herself, into Trudvang's world. After Kirjonti left her an empty shell, she wrote her testament to the world, Norna's prophecy. She spent her last night alive watching the stars, and the Gods who languished far from the world in which she lived. She begged the Gods for help but received no reply. Norna felt only emptiness.

The following morning, when Valsinka unexpectedly arrived, Norna arranged for a grand party in her daughter's honor. Valsinka entered the large hall and coldly approached her mother and bowed before her. Then her cold hand shot out towards her mother as she clawed her way through the old queen's chest in search of her heart. The heart that was to give Valsinka her mother's powers was missing. Full of wrath at being outwitted, Valsinka ripped apart the remains of the lifeless body, much to everyone's horror and despair.

Kirjonti, who had escaped Valsinka's claws with Norna's heart intact, wandered aimlessly through Trudvang alone, unable to trust a soul. As time passed, the heart had taken a new form, just as fair as Norna's bright soul, to become the most beautiful stone ever to exist. As white as snow, as smooth as her skin, the heart shone with her love like a sun. Like a Goddess, captured in the stone of time of her own accord. The stone returned Kirjonti's hope, and gave him the will to live, and because of that he loved her. He was her guardian and she was Snowsaga. She guided him and spoke to him, she loved him and sustained him. Never would he have envisioned her power to be so great. Maybe she had always been a goddess, watching over them. Maybe that was why she had left them in their darkest hour– to make them understand. Kirjonti found refuge in Wildheart, far from Valsinka's eyes, and there, in the mystic forest lost in time, his life was unnaturally lengthened by the love which Snowsaga shared with the him. Kirjonti's life now embraced centuries, rather than just years, as the elves of old sagas did, long before the departure of the Gods.

Valsinka, cheated out of the powers of Norna's heart that she believed to be hers by right, fled from the grand throne room and spent the following years devastating the entire Elven kingdom. Her evil powers raged at full force, and the hordes of Bastjurs, (jotuns, tursirs, and trolls) whom she had lured with her silken promises, crushed her mother's Elven kingdom, Palliolanta, the Starry Sky, within a century.

Valsinka's power increased during the following millennia, although at a slower pace since Snowsaga was missing. With time her greed was turned beyond the poor remains of Palliolanta, which now lied in the Great Ice Plain. She bred a race of evil conquerors, the Orkhir, and started what will be later called the "Time of the Untamed" in Wildland". But not all hope was lost since, unexpectedly, humans demonstrated their value: the Hagtorn brothers, the heroes of Wildland, found Kirjonti who was hiding in Wildheart. The elf, listening to the Wildlanders' call,, despite all the horror, was able to overcome and capture Valsinka using Snowsaga. She was brought back to the land far north, even beyond where the Hrimtursirs dwell, never to be able to spread her evil through Trudvang again. Or so they thought.

Few at the time knew of Norna's prophecy.

After the triumph the might of the Hagtorn kings disappeared, while Kirjonti went back into hiding in Wildheart, as a silent keeper of Snowsaga, forgotten by the rest of the world.

Today, 300 years have passed. With Norna's heart at her side, Valsinka, the Snow Queen, is slowly but surely starting to thaw. Kirjonti is dead and Snowsaga is lost. The only remaining hope rests with the Child of Light and his companions. They must travel to the black ice to stop Valsinka before it is too late, before the Fimbulwinter reaches its third year. Otherwise, Valsinka will use Snowsaga as an instrument to ascend and become the goddess she was always meant to be. Now, with her powers gathered, there is the possibility that she could succeed. She already displays the early signs of becoming a divine being. However, her body was not able to withstand the stress of the possession. Today she exists in a state where she is neither living nor dead, but merely a form of dark energy. Her physical being is something between a demon and her original form. Valsinka is merging with the evil entity in the maelstrom, the origin of her life force. The thing is, Valsinka has no father. She is actually two entities. One part of her, the scared little elf girl who had her life taken from her, only exists in the darkest corners of her subconscious. The other part of her is an incarnation of the Snow Queen. Valsinka will never understand the truth behind her volatile behavior, and, to the outside world, she appears highly unstable. Her true nature, inner conflict, and dark fate is the result of the battle raging between the two Entities. Their game of chess, good versus evil, light versus darkness, order versus chaos…

The Birth of the Orkhirs

Alone and forgotten, as if stuck in an endless nightmare, she lays frozen in place under the ice, where her whispers for help couldn't even reach the wind which whipped the barren plains above her. With the passing years, her grief and despair grew all the greater. She waited, hoping. Finally, she had gained enough power to incarnate. The Entity had kept her alive, dreaming and yearning. Now, she could finally leave her prison. Having a body changed everything. Her former guards were taken as slaves by the giants and trolls that she summoned as her servants. It grew even worse when the demons came. The elves were, one by one, bound to the land of the black ice, on the freezing Great Ice Plains, where they were tortured and tormented. The elves' souls experienced such pain in the dreadful cold that some of them transformed into dark creatures prior to their deaths; they fell from grace. The eternal cold turned their skin black, blue, and blood red, and plunged their bodies into a deep slumber, whereby they were no longer in the world of the living…

When the Snow Queen incarnated and became Valsinka, she was freed from her prison. The Norim Elves were caught unawares, having not foreseen her move. After Norna's fall, dark times awaited those left behind. These were dark days for the Norim Elves, with Valsinka as queen, and all that was beautiful began to wither and decay.

Valsinka kept the elves of Palliolanta in line with horrifying frost demons and disgraced Norim Elves within the city walls. Hrimtursirs and trolls waited eagerly just outside, and there were no other means of escape. The siege wore at the proud elves; they probably knew, deep down, that they were beyond salvation. Over time, Valsinka's patience with her people ran thin and she betrayed the Norim Elves by giving the Hrimtursirs to the secret of conquering the city. An enormous army, led by Hrimtursirs and supported by other Bastjurs attacked and, alongside Valsinka's forces on the inside, left only a handful of the last remaining Norim Elves alive. Valsinka even had the disgraced Norim Elves murdered to complete the circle and obliterate the last of what had once been her own people. Those not immediately devoured by the black purgatory that swept through the city like a firestorm on the Farje wind were, on Valsinka's command, frozen into statues or left in the hands of the vengeful frost giants. The city was torn down to its foundations, and all that remained were mere ruins. Within a century, Valsinka had destroyed a city that had stood for aeons. Today the memory of Palliolanta only lives on in the dreams of the Norim Elves who escaped that fateful day three thousand years ago.

A thousand years passed after Palliolanta – the Starry Sky – was destroyed. Valsinka, the Snow Queen, gradually began to reawaken the dead elves under the ice, tormented them, using demonic power to make their bodies writhe. Using the merciless torture of the black ice, she was able to create a dark race of warriors to serve her purpose. They were called the "Orkhir", the Dark Ones, and they were reborn from a world which lies between ours and Blotheim. All orkhir were given a drop of the demons' blood, and their sole purpose is to spread death and destruction about them. The black and blue shades of frostbite, their skin is hard and tough, their arms are sinewy, strong and muscular, their bodies– resilient and immune to pain. They bore strong jaws with yellowing tusks protruding from their mouths, and their eyes took on the same yellow shade as seen in trolls. The orkhir were great warriors, and the few brave souls who dared meet them in open battle quickly learnt the meaning of true fear. Just as they had once been talented hunters, their target had now changed, and anything that the Snow Queen wanted to abolish became their prey of choice. They were cold-blooded, terrifying, and carvings of demonic patterns on their skin depicted part of their origin story. The orkhir served their purpose well, and when these warrior slaves were first summoned by the Snow Queen three hundred years ago, they frantically hacked their way up out of the black ice. They quickly spawned more offspring, and swarmed out from the crevices of the dark ice. Within a few years, a large army made its way down from the Great Ice Plains, forcing their way through passes in the Great Iron Mountains. Column after column, an enormous host, all armed with heavy swords, pikes, and large iron shields, they waged open war against the free folk of the Stormlands. To ease the pains of frostbite, they tied ropes made of human hair in tight knots around their arms and bodies. They gathered under powerful banners and the Ice Cult, wolves, Hrim Trolls, and hrimtursirs all fought and lived alongside the orkhir throughout this first campaign led by the Dark Ones. At the time, few knew who these creatures were or where they came from, although their evil was apparent to all.

Evil lay over Wildland like a dark hand. Enslaved and subjugated, neither the humans, nor the dwarves, nor the elves of the North could escape. The earth quaked and groaned under the black ice's armies. All this changed the very shape of Wildland, and the land was like a festering wound, unable to heal. The dwarves in the Great Iron Mountains 's North-Eastern region decided to close their ancient gates in order to block the path of evil. A last alliance of the Fylkjarls of the North bravely fought on the endless plains in southern Wildland. In what came to be known as Naginolika, The Last Stand, both the Great Fylkjarl Vurmahj Hagtorn and the bearer of the mighty sword Koraljon, Sajgfrund Hagtorn, the Loved One, perished. On his deathbed, Sajgfrund passed the Ruling Blade to his youngest son, one of only two human survivors of that awful battle.

The tale of the Snow Queen's first attempt to control the Stormlands is a long one, and there are countless stories of the heroic deeds and bravery shown by those that faced this dark army. Fathers turned on sons, brothers faced off with sisters, and Wildland was catapulted into a war which could have meant the death of all those who lived there. In the longhouses of Wildland, you can still today hear battle songs telling the story of how two brothers, the last of their blood, with the help of hired Hrim Trolls, finally managed to push out and defeat many of the orkhir from Eidldunn's windswept plains. Some, however, implied that this was merely a weak thrust by the Snow Queen, and that she hadn't yet shown her full hand. Others chimed in, saying that Wildland would, in time, come to fear the immense power of these Dark Ones.

Slowly but surely, the orkhir passed from memory, and the wrath of the Snow Queen failed to manifest. For hundreds of years following the war, Wildland's berserkers still hunted savage orkhir in the Darkwoods, but as the worshipers of the Ice Cult gradually disappeared, so too did the dark memories of the orkhir fade. Only in the northernmost region did the orkhir survive. They hid in the frozen holes of the black ice, waiting for a time when they would once again be able to sink their claws into the human world. History turned the page once again, and in Wildland the memory of the orkhir passed into terrifying myths and legends from times of yore.

In the Snowsaga campaign, for the second time in history, a gigantic army of orkhir are marching from the darkened Great Ice Plains. Ever since their defeat in Wildland, they have dwelled in the dark ice and now travel with a larger and more heavily armed host than ever before. The Snow Queen has ensured that they are perfectly versed in the art of war, something which anyone who encounters an orkhir quickly learns. In Snowsaga, they are led by the furious hrimtursir Blodughadda, and, with his leadership, they are slowly but surely conquering the free territories of the Stormlands.

There are three types of orkhir: arukha, hurik'a, and svorgha; all hatched from the dark ice for evil purposes.



Hurik'a

Arakha

Svorga

Arukha

In Wild Vrok, the Wildlanders' tongue, "arukha" means "large ones" and, as their name implies, these orkhir are large and powerful. Of all the orkhir, arukhas are the fewest in number, and in every squad of fifteen to twenty orkhir there will rarely be more than one or two arukha. They often make up the second wave of battle, and will single out the largest and most dangerous enemy which the other orkhir would face difficulty in slaying. Their greatest weakness is that they do not care if other orkhir die while they are trying to complete their task. Arukhas are real war machines, bred for a singular purpose: to kill as many as possible. They prefer to fight with two-handed axes and long spears, and seldom carry shields.

Hurik'a

Hurik'a are the smallest of all the orkhir. Few are more than a meter in height, but despite their slight stature they fight with such violent frenzy that they inspire fear even in enormous creatures. The hurik'a often carry broadswords and always operate in groups of three to five. Solitary hurik'a will often act as scouts for the large orkhir armies.

Svorgha

Svorgha make up the majority of all orkhir and are the most common type to encounter. They are distinguished warriors, bred to fight equally well individually as in a group. Their appearance is closer to a cross between trolls and humans than the dark spawn of elves that they really are. Orkhir groups are always led by a svorgha, as they are most trusted by the Snow Queen. At first, there were only svorgha; the arukha and hurik'a were only recently raised from the black ice.

About the Orkhir

The three different types of orkhir differ greatly in appearance, both in size and features. The one thing common to all is their snow-white hair, which stands straight up out of the sturdy skull. All three races also have light yellow eyes which lack pupils, giving them an empty, disturbing appearance. All orkhir also have demonic patterns worked onto their bodies, weapons, and clothing. The patterns are often either circles or waves, entwined like braids. They carry symbols that are like deep grooves in the skin. Their bodies are blue-black, with brown and red blotches. An observant person would notice that the bodies show signs of frostbite, which, on closer examination, is obviously the case.

The Time of the Untamed

There are times when reality tears and falls apart. When time itself loses all meaning and new history is made. There are times when none can resist being tempted by dark powers and, in their overwhelming fight not to succumb, everyone is willing to kill anything that gets in their way. Three hundred years ago, the "Time of the Untamed", was such a time. A wave of evil wound its way through Wildland, recruiting new followers. The years thereafter came to be so dark and so depressing, that even today none dare speak of them…

With the darkness came the Ice Cult. Light powers fought dark ones. The Stormlands were aflame, the battle horns blared, the bowstrings whistled, and the ground ran red. The Gods shut their eyes; the elves cried. The dwarves stood with bated breath.

As the honorable Fylkjarls fought over the copper finds in the north, and schemed against each other to increase their families' power, a poison spread across Wildland. A poison which, to this day, terrifies and strikes the people dumb. A dark cult of worshippers grew from within, attacking the very foundations upon which Wildland rests. The whispers from a queen and some large blocks of black ice brought from the north by frost giants was all it took to make the worshippers kill everything that got in their way.

Even the hard-line strategies of the mighty warriors of the Order of the Iron Hand were unable to banish this darkness that settled over Wildland. Blood flowed in rapid rivers, and fires burnt higher and higher, all while the shadows of darkness grew longer. The queen of the black ice elevated her followers to the status of kings and princes, and into their ears, she whispered dark lies. She promised them eternal life and Godly powers, but only to those who complied with her whispers. The power of these whispers was so great that many Wildlanders followed them blindly, only to awaken to find themselves eternally cursed to a life in the wake of shadows.

This was a time when the wolves howled in hunger and bloodlust. An era when the sun hid behind scorched, black clouds, and lost souls cried out as sisters and brothers betrayed each other under the somber light of the moon. More people were sacrificed under unnatural conditions than there were worms in the soil. Light fought the dark. It was the omen foretelling the end of the world; the dead outnumbered the living, and her whispers had been heard by far too many. They called themselves "Worshippers of the Black Ice", and their deity was Valsinka, the Snow Queen, to whom they left offerings, both grand and bloody.

The world would be plunged into darkness. The winter would reign and the cold would be queen. In the end, entire villages joined the Ice Cult, and all worshipped the queen of the black ice, who, through whispers and allusion, promised them eternal life at her side.

Thus, three hundred years ago, more than half the population of Wildland were worshippers of the dark queen and the Black Sun she represented. The Ice Cult had, in a short amount of time, spread across almost the entire expanse of the Stormlands. The followers howled, lusting for blood and sacrifices. Sacrifice was at the core of the cult's activities, and their sacrificial methods were virtually endless. Slow hangings, gutting and flaying, cleaving, breaking a victim's back over large rocks, letting your victim be eaten alive by dogs; the cult allowed essentially anything which caused the victim extreme pain. While it is true that Wildland had a long history of sacrifice and offerings, the sacrifice of humans was rare, and, even then it was only ever thralls. But in the Time of the Untamed the sacrifices in Wildland were so extensive that entire homesteads

could disappear if the worshippers were given free rein to accomplish their mission. In the oral history of Wildland, you can still hear tell of times long ago, when father turned on son, and of how when one family member joined the cult they would brutally sacrifice their entire family to the new deity.

After the Snow Queen's defeat on the plains of Eidldunn, the Ice Cult and their followers were mercilessly hounded across the Stormlands by the most devoted warriors of the Iron Hand, those from Paater's own guard. Many of the followers met violent deaths when they refused to be converted, others were immediately beheaded, without question. The Ice Cult and their followers gradually passed into history. Their dark past was locked into the murky archives of history, banned forever more. Angry and overthrown, denied and forgotten, a small sliver of the cult lived on. In a few of the most isolated and desolate areas of Wildland, the cult would meet once a year to reminisce about their former glory and make sacrifices to a queen whose silky-smooth whispers had ceased.

The people had sacrificed themselves to the approaching creature of dark evil meant to be the omen ushering in the world's end. But it was a high price to pay, and the currency was blood. The losses couldn't even be measured by history. It was a time when humanity had its life crushed out of it, a time of evil, of darkness, of hate. And yet, the powers of light had triumphed over the darkness.

The human folk had finally conquered the bloodthirsty Ice cult worshippers and their endless hordes of light- impoverished people brought forth from the world between Blotheim and our own. The people whose eyes smoldered with hate and hunger, and whose blood was as black as the demons'. Showing bravery that was to be immortalized in battle songs, the gathered forces in the Stormlands were able to stop Valsinka's, the Snow Queen's, entry into our world, and thereby prevent the apocalypse. Aided by Kirjonti and Snowsaga, they were able to fetter the Entity's first emanation and its incarnation, Valsinka, far up in the kingdom whence they once came.

The Last King

Three hundred years ago, before the war broke out for real, Valsinka attempted to weaken the Wildlanders by allowing the Ice Cult to infiltrate all key positions of society. That was when she first discovered Ouvar the beheader.

Ouvar lived with his family on a cape outside Vretgaard, the city which had become a major hub due to the new copper finds. The copper rush led the greedy Wildlanders straight into the grasp of the Snow Queen and her cult. Ouvar made his living extracting tar and coal in the twenty or so coal mines in the area. But he was also the executioner for the Hagtorn Kings of Wildland. Ouvar was an evil man, with more than five hundred souls on his conscience, far more than his reputation suggested – some innocent and others guilty. Ouvar murdered, raped, and maimed for amusement, simply because he took pleasure in it. Nobody was safe from him, and none dared cross him. Ouvar took advantage of his ties to those who ruled Wildland, and thereby became an icon of the kingdom. Many who wrote of him had never even met him but were ordered to record him as a legend and, thus, create a folk hero of sorts or even a king, which off course he never was.

Things were good for Ouvar until Valsinka first took notice of him. Never before had she heard of such an evil man with such a tarnished conscience, almost akin to her own dark soul. She tracked him down to see for herself it the rumors were true, and did not find herself disappointed. Ouvar raped her out on his cape, and Valsinka allowed it to happen to see if he was as evil as she had hoped. Beaten and violated, Valsinka then revealed her true identity and her future plans, but Ouvar dismissed her as a pathetic liar, out only to save her own skin.

Never one known to have a good temperament, Valsinka could not contain her fury, and unleashed the full extent of her powers upon him and his unfortunate family. The firestorm which followed was truly horrendous, and the disappointment Valsinka experienced when Ouvar begged for his own life and that of his family, was absolute. She spared Ouvar but slaughtered his entire family right in front of him. Then he was forced to, in the most humiliating of ways, plead for his own life.

Some know that Ouvar made a pact with a demon to be spared. Only Ouvar himself knows that when he sold his soul to Valsinka in exchange for his life, she also cursed his entire bloodline. Ouvar would "serve her eternally for the rest of his pathetic life, like the dog he was". Valsinka cursed him with warg sickness, an affliction making his mood change with the phases of the moon, and, when he had transformed, giving her control of his instincts as well. Among his victims Valsinka chose those dear to Ouvar, the few people he truly cared about. Ouvar, for his part, took a wife and managed to have three children before he died, a melancholic and broken man.

Ever since, the affliction has lived on, latent, in all of his line, and many had been forced to leave their family for long stretches of time to keep those dear to them safe from the predatory instincts brought on by the moon.

The Ouvar family was still the smallest in Vretgaard, but their position as executioners was never questioned, and has been passed down through the generations. Even to this day, the oldest member of the Ouvar clan acts as Vretgaard's judge and executioner.

Valsinka's encounter with Ouvar resulted in a son, whom she named "Hakka", "Hate", as a reminder of what she felt for him. She felt no joy over the birth because she did not want Ouvar anymore, but despite her hate, she could not find it in herself to kill the child. Conveniently enough, she met a ranger named Gaul Grimme on her travels. She tricked him into believing that she was deathly ill and convinced him to take the baby. The only thing she told of the child's background was that his name was Hakka, and that he was a Norim Elf, one of the last of his kind. Gaul therefore named the child Hakka Norim.

However, Gaul realized that something was wrong with the child early on, and took the boy to a soothsayer. The soothsayer said that thick, royal blood ran through Hakka's veins, and that he had a very special future, watched over by the Gods. The story shocked Gaul, who grew obsessed with finding Hakka's true ancestry. He traveled

with pomp and grandeur, scouring the lands in the hopes of finding the kingdom which was missing its heir. This pursuit cost him more than half of his wealth.

However, his search came to the attention of the surviving Norim Elves. They had made their way far out west to the mythical city of Jaarnkihl, and had been welcomed there, albeit with some suspicion, without having to divulge their true origins. There they were able to study the prophecies which were linked to the events unfolding. By sheer coincidence, rumors reached them of a man who claimed to be traveling with the son of a Norimian king. They knew that they would never be able to preserve the Norimian race, as they were far too few and would finally merge with other elves and die out. But they realized that their final legacy to the world would be to bestow upon Hakka a daughter. She would be their true queen, whose fate it would be to make a choice– a choice with consequences that would be felt throughout the world.

Gaul's search never yielded anything and he turned bitter. Hakka, who had always loved the man he thought was his father, was singled out from his siblings and began being treated badly. As a mere 8-year-old, he ran away from his family and into the forest, never to return. The Norim Elves missed their chance by a mere month and began a long search for him. And thus, the last king was lost, just as the prophecies had foretold.

At the same time, Valsinka began to wonder what had become of her offspring and visited Gaul with the intention of bringing her son home. When she heard of what had happened, she cursed Gaul and announced that his family would die before his eyes; that he would never again summon the energy to create a new family, instead being forced to rot away alone. Gaul's family dropped like flies in front of him and the new women in his life bore him no children. Horrified that he would die without an heir, he adopted a son in all secrecy and thereby eluded Valsinka's curse. A secret which was kept for over three hundred years.

Hakka made his way to Vretgaard, where he started a family. Primarily, he bought slave women and took them as wives. His sorrow and hate gradually grew as his children and wives aged and, in front of his very eyes, passed on, while he himself showed no real signs of significant aging. He also carried within him a hate for the world for having abandoned him.

One of the last surviving Norim Elves, Linn, ransacked Trudvang in the search for the lost royal son. Maybe the truth is that Hakka found her, rather than the other way around. Hakka, who at that point had met his real mother a handful of times, had begun to understand that something in his blood granted him a longer life, and that it all stemmed from his elven ancestry. Unfortunately, he did not know how to contact other elves, and his mother had forbidden it. Now his sons had captured a woman wandering alone in the forests, and brought her to Vretgaard as a slave. Despite them having beaten her something awful, she was still unbelievably beautiful. As soon as Hakka laid eyes on her, there was no doubt in his mind as to what race she hailed from. He loved her at first sight. When Hakka haltingly stuttered a few words in the forgotten language of the Norim Elves, Linn realized that she was the one who had been chosen to fulfil the promises of the Gods. She had found the last King. A year later, Linn bore a child and named her Maria. Maria grew up in Vretgaard, protected from Valsinka's evil eye by Linn and dotted on by her father.

Linn reverently addresses Hakka as "my King", as, with time, she has grown to love him. She understands that his good qualities outnumber the bad, and she blames his mother for most things. In Linn's eyes, her role is to save Hakka from the dark side. She also noticed the guilt that passes across Hakka's face each and every time he looks at her. By playing on his feelings, she hopes to rid him of his darker qualities. Her cunning has worked thus far. Hakka has also not dared tell his mother about Linn, as his love for them both is far too great.

Hakka's descendants are known as "Norims", not to be confused with the Norim Elves. Even if the Norims are in many ways kin to the Norim Elves, their elvish blood is too thin for them to be considered elves or even half-elves. In appearance, the two races of people share a lot of similarities, and the Norims still carry the distinctive features of the Norim Elves.

Geography

"A cold wind gnawed at my face as I, for the very first time, saw the ruins of the old city, and a hush fell over the whole world, as if it was waiting for me. Something felt awfully wrong, and I knew that I should turn back. At the same time, I felt myself drawn forward, beckoned, as if the key to my fate and my entire existence lay before me. I just needed to summon the courage to take that first step…"

The following chapter describes the lands of Wildland and Arkland, and can be used in the Snowsaga campaign, or independently as inspiration for your own adventures. It starts with a short description of the countries, which is roughly comparable to what would be known in neighboring lands or by people who have only ever heard of the place. What follows is a more thorough description of the history, people, culture, and current situation. Observe that what people outside of the countries know about them may not always match up with the truth, and therefore some details in the original presentation will not mirror reality.

Wildland

There once was a time when Wildland's entire copper production was based around Vretgaard, where, during the city's peak, over a thousand people resided. Caravans and merchants from far off lands gravitated towards the area to share in the immense wealth. People traveled from near and far for the honor of working in the ore rich mines, where a week of work equalled an annual salary elsewhere in the kingdom. The daily traffic brought on by the copper-route and the presence of many warriors had made the previously dangerous roads linking the mines to civilization into a safe, essentially eventless journey. Even though several thousand people disappeared or died, the number who got rich was even greater, and so, the word spread. The reckless

mining of ore continued for hundreds of years and eventually, the mines ran dry. The profits dwindled, and people stopped coming. When the warriors left Vretgaard twenty years ago, many of the villagers followed. Those who stayed but lacked the skills and knowledge of how to farm the land, perished because of the tough times. The winters were long and frigid, and the self-sustaining families were forced to turn their backs on their dying and starving kinsmen. Today, only a fraction of the original population remains. The only signs left hinting at Vretgaard's former size and glory are the cemetery of mass graves and the eerie, ghost-like houses, once built by proud people, completely unaware of their impending doom…

The only real mark Wildland left on Trudvang's history was the rise and fall of the Copper Kingdom, as representatives from other lands were welcomed relatively openly. The stories speak of how "King Ouvar the Beheader" ruled over the growing country fairly, and was rather open to the outside world, primarily because they needed to bring in able-bodied people to work the mines. Strangers were begrudgingly accepted within the borders. This led to many noblemen in the Stormlands journeying to Wildland to make some quick money. Some remained, along with their mercenary soldiers and guardsmen, and thus, a new elite blossomed in Wildland. But as always, all good things must come to an end. The mines were exhausted, and the Wildlanders were once more an oppressed people, ruled by their former enemies. The noblemen, too, did not offer to share what they had as many of them had lost everything. The people, for their part, felt as if the foreigners had stripped the country of its riches, and when it was time to pay the price, had fled. It has now been twenty years since the last workers left the mines, and the country is on the precipice of a depression, potentially even a civil war. Formerly prosperous families had in short order lost everything they had built up over centuries. Today Wildland is once more a troubled nation, well on its way back towards its dark past.

The History of Wildland

Throughout the course of history, countless tribes have stepped into the spotlight. Some cemented their existence, forming settlements, societies, and nations which lasted for centuries upon centuries. Others disappeared, some without trace, leaving behind neither remains nor ruins. The fate of some cultures turned to myths and legends, and so, the irreversible past is filled with captivating riddles and mysteries. The Elven legends tell of a time around the end of the Age of the Iron Dragon when many human tribes traveled through Trudvang's wilderness without settling down.

The Arks' sister-folk, the Agroths, were one of those tribes. They lived in the protective darkness of the forests that span east of the Great Iron Tooth. They were a free and stubborn people who wandered down into the Stormlands and mated with Broths, Kremors, and Wildbrons. Like the Wildbrons, they lived for war and harbored a strong belief in the spirit world. Also, as in the Wildbrons' culture, all men underwent a test of manhood as a rite of passage, through which they got their high status as warriors and protectors of the tribe. The Agroths lives revolved around fighting, and a huge emphasis was placed on the men's skills in the art of war. At a young age, they were taught to draw blood, and great effort was put into forging weapons.

Alas, time was not kind to this people. The Agroths were scoffed at by the Broths and Kremors, who wanted nothing to do with this warrior tribe. They did not find anywhere to settle in the Stormlands, and were not welcome anywhere, despite the vast domains that stood vacant and free to use. For so it was, the Broths and Kremors did not want war. They wished to live well, sustaining themselves by hunting and fishing. They wanted to lay down roots and build garrisons and fortifications against the great dangers of the wilderness. The Broths and Kremors used their upper hand in battle on horseback boldly and without fear of the great loss of life, just as they had done with the Wildbrons, forcing the Agroths further and further north-east to this most savage region of Trudvang. In a final effort to claim the land that they had arrived in, the great leader and authoritarian chief of the Agroths gathered his people for a last show of strength against the Stormlands. Grimur Moonfriend had chosen the location with great care and consideration, as he knew that their war tactics with "the Wildfylking" fighting formation would face challenges in the face of the Kremors' and Broths' mounted archers and lancers. Few today recall that great battle, and the Elves never kept any records of it. It's commonly referred to as "Bloedis'Dunn", the Day of the Red Snow, and many speak of it as being the bloodiest day in the history of the Stormlands. The battle waged on the outskirts of the Bjarnwoods, where the thick vegetation hindered the cavalry charges, and Grimur Moonfriend knew, even though many thousand Broths and Kremors lost their lives compared to only a handful of Agroths, that the time had come for his people to move on. Along with thousands of warriors, their families and households, this fractured people embarked upon a hard and bitter journey to the region today known as Wildland.

But the Agroths found that starting over from scratch was difficult, and Wildland was not the ideal place to lay down roots. The humiliation over the bitter retreat prevented the Agroths from reconnecting with the Stormlands, and hundreds of years passed. The Agroths' cities remained primitive and simple compared to the settlements found in other regions, and traveling to Wildland was like journeying into the past. The unwillingness to embrace knowledge from other cultures endured, and the daily struggle to survive took up most of their time. Instead, religion developed, and the Agroths' berserkers, known as the Bearshirts, learned how to shape shift by chewing on certain plants and herbs, giving them the ability to meld with the animals' spirits. The bear and the wolf were meaningful and were worshipped as Gods. The Agroths' lives would have continued much the same had it not been for one man: Haakon Hagtorn, one of Grimur´s many descendants– a man of great vision. He searched for new solutions and wished that his people, at

some point in the future, would re-join the Stormlands, which had come much further in their development. Haakon first visited the Wildbrons, who at this point had already adopted a lot from the Broths and Kremors. He knew that the Agroths would not look down on the Wildbrons, historically the only people ever to respect the Agroths' way of life. The introduction of Wildbrons ushered in the arrival of inventions and cultural concepts congruent with the times, something greatly appreciated, especially by Agroths of the younger generation. The Wildbrons, for their part, had a lot to learn from the Agroths' berserkers and, in time, the two tribes began to merge into one. The Wildbrons, who did not hold particularly high status in the Stormlands, were accepted and greatly appreciated in Wildland. They introduced the horse to the region, and brought bulls, new tools and, most importantly, new weapons. The alliance between the Agroths and the Wildbrons led to them joining to become one people: they became the Wildlanders. On his deathbed Haakon was the king of Wildland, and he could look back at his life's work as a success. But after Haakon's passing, the world changed and everything would have been well, were it not for the dark times that descended upon Wildland. The Great Fylkjarls were unable to agree upon a new king, and new copper finds birthed greed. The power play that followed led desperate men to attempt to rouse the powers of darkness and the evil that arose was far greater than any could have predicted.

This dark era which came to be known as the "Time of the Untamed" has left its mark on those who dwell here. It is a time all wish to forget. A time which brought forth the Ice Cult, when the Snow Queen's arrival was imminent; it was a time three hundred years ago. It all began with the discovery of copper in the mountains, which led to the Copper Trail. The presence in the north had summoned the attention of someone, or something, which whispered dark secrets in people's dreams. A voice which woke the dark side which had rested, latent, in all people, coloring their souls black with hate. The number of families that were torn apart, or turned into enemies of their own kind, is unknown. What is known is that no one in Wildland has spoken of it aloud ever since.

The Ice Cult had summoned her, she who lay beneath the black ice, and nightmarish creatures followed her arrival. The world lay in ashes and the sun was blackened by smoke. The war-horns blared, the sky wept, and mountains bled. Wildland's hope rested upon the Hagtorn brothers, the last remaining of the guards of Koraljon, the Ruling Blade. The Ruling Blade, the sword that had once belonged to Haakon Hagtorn, and which may even be traced to the days of Grimur. With their brothers and sisters lying dead around them, and the dark wave of attackers growing evermore in front of them, they chose to do the unthinkable. They reached out to the Hrim Trolls to buy their allegiance and friendship. With the help of the trolls, and with what remained of Wildland's army, the humans were able to drive the darkness back, nightmare creatures and the Ice Cult included. The brothers traveled to an enchanted forest in the Stormlands from which nobody had ever returned. There, they sought Kirjonti, the elf who guarded Snowsaga, the only chain that had ever shackled the Snow Queen. They found him, and for the time being, Evil was halted– but at a terrible cost. The brothers perished in battle and their heirs had lost everything they owned (but the Ruling Sword) to the Hrim Trolls, whose friendship was costly. There was no more a King in Wildland, peoples had been decimated, those near and dear were lost, families had been shattered, and everything that had been built in the last century stood in ruins.

The Wildlanders who survived the dark years just wanted to forget those black times. The only way to get the land back on track was to restore the copper mines. This time, they had to ask their former rivals, the Kremors and Broths, for help. The Stormlanders never learnt what really happened during the dark years, but were happy to forge peaceful relations with Wildland. It began with trade, followed by immigration, and soon there were equal numbers of Stormlanders and Wildlanders in the country. Many were those who wished to work in the copper mines and the places from whence they hailed were far and varied. The language evolved, and many new names were coined, such as Majnjord, Fylges, and Soj, parts of the country and places which the Wildlanders had never even heard of. With the foreigners' help, the copper mines grew to be the greatest resource in all of Trudvang. A mere hundred years later, there was a "Copper Kingdom", "the promised land" where anyone could become rich.

This was the time of great men like Ouvar, the bailiff of the Fylkjarls in the Copper Kingdom, and the anthem about him describes him as such:

> *"Ouvar the Beheader was the copper's man, so strong, so grand and fair his hand. The lawless road so long and twisted, but death, our mistress, none resisted. The journey's end, from now to never, your head from body he doth sever, on his cape upon the knoll. The blade, so sharp and so bold, slew man and woman, young and old. A hundred lifelines he had severed... for Ouvar he was called".*

Ouvar the Beheader was never king, as many may believe, but he earned his place in the history books as a great and legendary man. While still alive, he became a symbol for justice, and many a song was written in his honor.

Ouvar and his family lived on the cape just outside Vretgaard. They made their living by mining for coal and tar in the twenty odd coal mines in the region. But he was also the executioner and bailiff for the whole Copper Kingdom, and rumor was that he had taken the life of more than a hundred men and women up on his mound– all in the name of the law. He lived as he preached, and was liked by all. It was said that he had been considered for the position of Fylkjarl. He was a lucky man, but that all ended one fateful night.

That night his entire property was engulfed in flames, and his family was trapped and burnt alive. Ouvar, alone,

survived, severely burnt, and he staggered his way to Vretgaard. On the way, he encountered a creature who could only have come from the very depths of Blotheim.

According to local belief, the souls of those he had killed had returned for revenge. After that he was meant to have been offered a pact by a "Ioi" (the Trudvang word for "demon") to get his family back, an offer he declined. Others believe that the fire was set and that Ouvar was so affected by the burns that he hallucinated his meeting with the Ioi. Ouvar's descendants do not look kindly upon speculations regarding their ancestor, and would prefer his name be left alone.

These were great times for the Copper Kingdom. The population grew at an uncontrollable rate, and the original Wildlanders had increased five-fold compared to before the great war. The belief in the faith of Gerbanis strengthened amongst the hedonistic Wildlanders, and was seen as a symbol for the new, good times. Many noble families from the Stormlands migrated to Wildland to find their riches. Many married into the Wildanders in order to obtain the land they need and, thus, the Wildlanders came to be a part of many families of high nobility. Then, just as Wildland was at its peak and the people were wealthy, the thing that all had feared occurred. The copper mines were exhausted. The ore no longer produced the copper required, making it fruitless to mine. This fact had long been known to those who worked in the mines, but was kept from the population at large in order to prevent a panic from breaking out. Even the ruling class was caught unawares, having been left in the dark by their subjects, who were too scared and greedy to deliver the bad news. Many of those responsible had fled the land mere weeks before the immense shock hit Wildland.

Those that remained were devastated. All the money that had been ventured was lost, salaries unpaid, land turned worthless. People lost that which had been developed over generations. The country is on the verge of a depression, and the despair at the ever-worsening conditions grows by the day. The contempt for those responsible who had fled has spilled over onto innocent people. The rift between the nobility and the commoners has grown. Wildland still has a powerful but divided army, and the instability is threatening to drag the nation into a war with its richer neighboring countries. Twenty painful years have passed since the dark news shocked the land. Many ask themselves when Wildland will get to see better days once more. Today, hope is in scarce supply in Wildland.

Wildland's Society Today

Despite the tough times, anger still bubbles beneath the surface, just as it always has in Wildland. It was not just the common folk who were affected, many of the nobility found themselves penniless and were forced to live on in an illusion, all to save their reputation. They kept their homes, and fancy clothes, but did not have money for food or salaries. That was why the land's depression was so severe and stretched so thoroughly across all social classes. There were barely any left unaffected. The few who got off easy would, in time, come to seize power.

As the country had not had a king since the Hagtorns lost many of their lands and wealth to pay the Hrim Trolls, the country has been ruled by the Fylk-Thing. The Fylkjarls originally stem from the shield jarls and rich men who, for different reasons, were forced to flee the Stormlands. These later on married into the families of the richest landowners and leaders of Wildland, and the growing elite later came to be known as "Fylkjarls". The Fylkjarls who now owned both the land and the wealth could quickly seize power in Wildland, and the Fylk-Thing was formed.

The villages in Wildland are led by Jarls and Swordjarls, but none of them has the power of the seven Fylkjarls. There have always been seven Fylkjarls sitting in the Thing, each having an equal vote. The Fylk-Thing is, theoretically, fair, but the reality is that it has been ruled by intrigues and games of fox and geese. Through betrayal, bribes, and murder, the richer and more powerful Fylkjarls have been able to outmaneuver the less accommodating Fylkjarls, leaving the most deceitful and manipulative as the country's true regent. Today, the seven Fylkjarls stem from these families: Saatigia, Staark, Uvail, Blueax, Wulfr, Bhalgor, and Hagtorn. The one holding most power today is the Saatigia family, who is backed by the Staark and the Hagtorn. Both the Fylkjarl of Uvail and the Fylkjarl of Wulfr are Saatigia's equals in terms of wealth and men, but a drawn-out dispute has left Saatigia with the advantage. Saatigia is, additionally, in an alliance with Oktar Grimme, the Swordjarl of Storhavn and the richest man north of the Bjarnwood. The Fylkjarl of the Bhalgor family is the Blot Lord of the Stave Church in Jordek, and also the regional Brycker, the ever-present hand of Gerbanis in Wildland. The least powerful is the Hagtorn family, the house with the proudest ancestry, but who sadly retains barely any property.

Other than Hagtorn and Staark, the Fylkjarls each command a couple of thousand men. The strongest is the Saatigia Fylkjarl, who, from the Hallwind fortress, controls a force of over four thousand soldiers. Half of the men fit for battle hail from the Bear Shirts, and the other half from the mercenaries of the Stormlands. The Wildland army is therefore very versatile, with resources ranging from berserkers to heavy cavalry and mounted archers.

Slaves are very common in Wildland, and it is often they who do the heaviest lifting and dirtiest tasks, like dishes, cleaning, caring for livestock, and spreading fertilizer on the fields. Slaves and slave women are seen as property, just like animals. The owner of a slave can do what he wants with them and treat them as he wishes. He is even allowed to beat his slave to death without facing any penalty or punishment. The most common slave is a former captive, captured in battle, but even bandits, highwaymen, and those unable to pay debts can end up in slavery. Children born to slaves inherit the same status as their parents.

The Stormlands have greatly influenced Wildland, which today is considered to be just another of the Stormlands. This is particularly notable in many important facets of their culture. Their festivals and holidays resemble each other, their gender politics are much the same, as are the societal structures and legal systems.

Anyone who has visited the Stormlands will see the similarities in Wildland. However, that is not to say that Wildland does not have its own natural charm and unique cultural features, which all contribute to this diverse country. In Wildland, the faith of Gerbanis is primarily represented by the Stave Church in Jordek, which is the symbol for the black clad warriors who helped to drive the dark forces away during those hard times, three hundred years ago. The religion therefore holds a lot of respect in the country, and nine out of ten Wildlanders are followers of the Gerbanis faith. It's just in the past twenty years that Gerbanis has lost believers, and Bhalgor has initiated large campaigns using scare tactics. The staunch Blot Friends have, in the last year alone, reported that 257 defectors from the faith have been boiled alive, and that number is only expected to rise. Not even with the help of white-hot pliers are the unfaithful willing to abandon their heathen faith, something Bhalgor finds deeply troubling. Many Wildanders combine the religion into their own opinions and they can therefore be considered staunch zealots by the followers of Gerbanis in the South. This is mainly noticeable in the relationship between men and women, which is certainly not equal. Only the women who, amidst a full-on battle, can keep up with their male counterparts, are considered to be of equal value.

Wildland's Inhabitants

The people of Wildland are large and powerfully built. The majority have beards, and some even braid their facial hair, in the fashion of dwarves. Unlike most Stormlanders, many Wildlanders are identified by their light or red hair, with eyes in any of the countless varieties on the blue-green spectrum. The only ones not matching this description are those who are direct descendants of the Agroths, with their dark eyes and hair. Many Wildlanders shave their heads, similar to the style of other Stormlanders, but it is not uncommon to only shave the hair on the front of the skull or keep a tuft of hair by the neck. The berserkers' or Bearshirts' most common weaponry is the bearded axe, and many also wear open helmets, decorated with the tips of the tusks of Mastomants or bull horns, and carry light round shields. The heaviest armor that the Wildlanders wear is made of leather and thick hides, other than for ceremonial purposes, when gleaming copper chainmail is used (mostly for show). Wildland's heavy cavalry consists primarily of the warriors of Gerbanis who have been trained in Jordek, but the Uvail and Saatigia families also have knights. A tactic that has been adapted from the Stormlands is that of having mounted archers loose a volley then quickly retire to their posts after an attack. This means that even the less battleworthy Wildlanders can be put to use. The women often wear cloth headscarves and thick work skirts to handle the cold, and only extremely wealthy men allow their women to wear animal furs, as these are, as a rule, reserved for the men. The men readily use their bear or wolf mantles to demonstrate their bravery, as most Wildlanders would had hunted these animals themselves. The Mastomant's fur is usually used to warm beds during cold winter nights, but richer men have also allowed for their winter clothing to be made from this resilient material.

Other Races

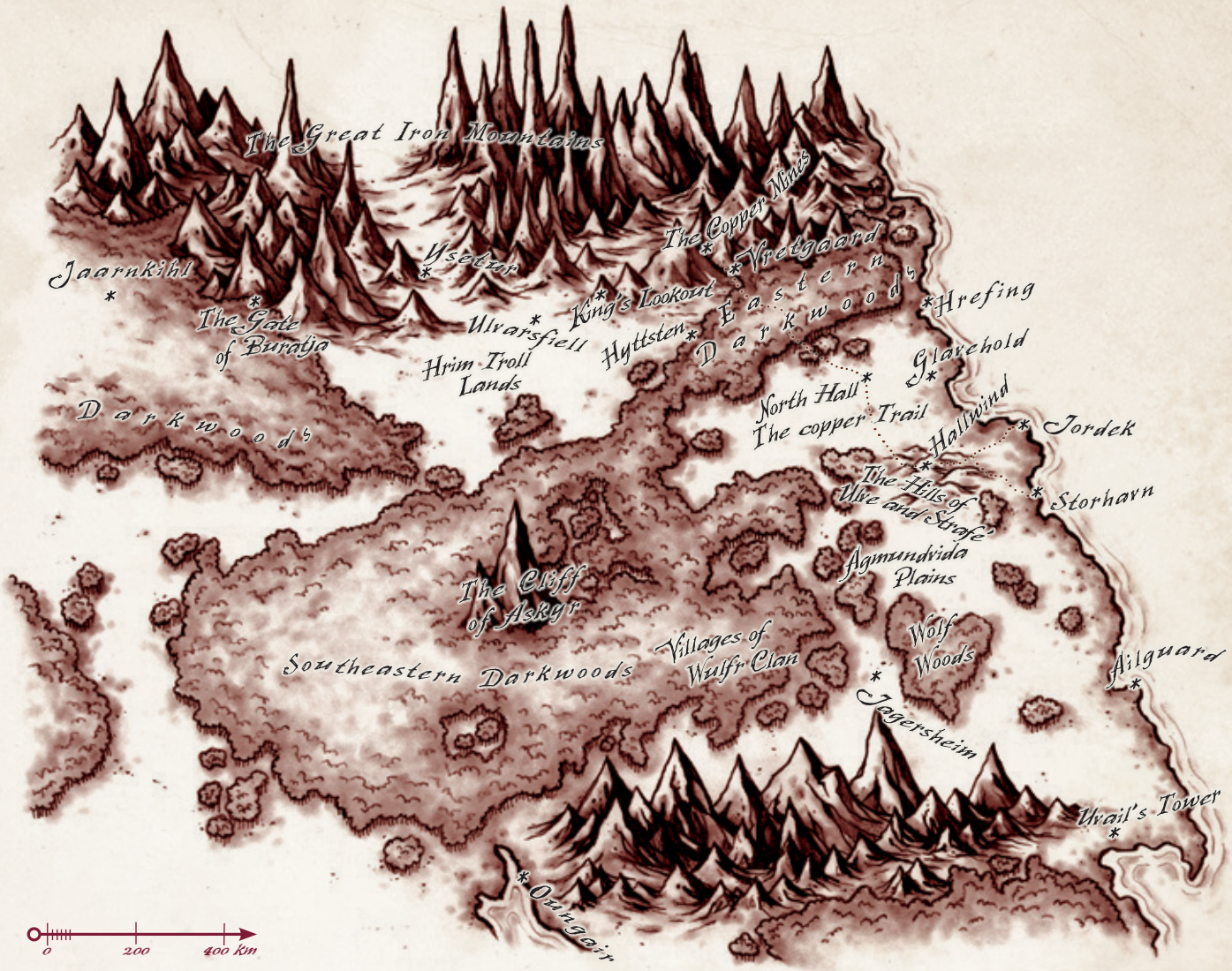
Rumor has it that the gate to the Buratja dwarves' kingdom lies somewhere in the West, but no Wildlander has heard of this outside of tales and legends. If anyone were to find this gate, they would end up very wealthy. In the western Wildlands, in the valleys between the slopes of the Great Iron Mountains and the Darkwoods, are the lands that once belonged to the noble Hagtorn family. Hrim Trolls now dwell there rightfully in their promised land, and their greed has with time only increased. Having divided the land up between them, they live in small herds in caves on the slopes. To this day, the Hrim Trolls remember which lands were promised to them, and any ranger who used their lands for provisions will quickly realize their mistake. While it's said that one can still trade with the irritable Hrim Trolls, anyone who is considering doing so should probably proceed with caution. The Hrim Trolls are omnivores, and even if prey is abundant in the north, they aren't to be trusted— not all those who have traveled their way there have returned.

Climate

As a rule, Wildland has a pretty inhospitable climate, with freezing snowstorms and long winters. At the same time, the spectacle of the changing seasons is breath-taking, with the flora showcasing all the beautiful colors of the spectrum, and, after living there for a few years, you will grow to love it and never wish to leave. The benefits greatly outweigh the drawbacks, and even during the coldest of winters, one can wonder at the beauty of the landscape, which has remained untouched since the beginning of time. During winter nights the elven lights dance, enchanting the spectators of the night with its magical brilliance. The short period of time that the Wildlanders have lived here is barely noticeable, as the landscape is largely undisturbed, and seems to recover faster than it can be felled. Most of the land in Wildland consists of forests, valleys, and fertile plains.

Industry

The forest contains a surprise or two but can sustain most villages. The most desirable catch is a mastomant, which provides much more than just meat. The fur offers comfort, warmth, and protection from the cold, and can be used to create excellent winter clothes and shoes. The tusks are used as drinking vessels, helmet decorations, and are believed to be an aphrodisiac when pulverized. The tendons make superb bowstrings, or can be twined to create durable ropes. The bone marrow is extremely nutritious and is believed to cure illness. The mastomant is a totem for the people of Wildland, a sort of national symbol. He who is able to tame a mastomant would earn great respect and become an affluent man if he chooses to serve one of the Fylkjarls. In general, bears are also hunted, as are birds, hares, wolves, elk, and essentially all animals found in the area. Some foolhardy hunters travel north



to hunt snowboars in the Hrim Trolls' territory, a most dangerous sport.

Those who breed livestock generally keep Hagtorn bulls, a cross between North Kralick oxen and the now extinct Magnox. The Hagtorn bulls are magnificent animals, with a long, thick, fur. They eat the fodder that is available on any given day, and can survive long periods without food. The chill of winter is unable to penetrate their thick fur, and the bulls appear to enjoy the summers as well.

Fishing has only really spread in Storhavn, where the focus is primarily on whaling, as every whale caught is considered a cause of celebration. As there is still an abundance of whales, the smaller fish are generally left alone, but the nobility have recently gained a taste for the gigantic Wulterfish, and have pushed for these to be caught.

Mining has historically played a big part in the economy of Wildland, as the country exported stone, coal, iron and, above all, copper. Today, most of the mines have been exhausted and there aren't many who still live by this trade.

Vegetation

Forests and woods are widespread all across Wildland, which itself is enveloped by the Darkwoods. The earth is fertile despite the cold climate, and grains and potatoes are grown wherever possible. While pine and fir are the most common trees, leafy varieties can also be found with their beautiful autumn displays that offer peace of mind to most who witness them.

Places in Wildland

Wildland is a place of contrast. The descendants of the Stormlanders built cities and fortifications, while the Agroths and Wildbrons built villages and small settlements, which is how Wildland still looks to this day. The cities were often built quickly, with cheap timber from the South, and simple turfed roofs. The streets and squares were, to some degree, constructed with cobblestone or wooden planks, and the town plans were simple. The fortresses, on the other hand, are large, robust stone buildings built to survive the ages.

Out in the rural villages and countryside, there are sturdy log-cabins with proper roofs made of several layers of animal hides. The clans have lived here for

generations, and the longhouses have often been expanded in order to accommodate more clan members.

Storhavn

Wildland's government has its seat in Storhavn, located by the mouth of Storm Bay, east of the Ulve and Strafe hills. The city grew in time with the arrival of Stormlanders, following the Time of the Untamed, when there was an unwillingness to traverse the Icepeak Mountains or the Bjarnwoods to reach Wildland. The influence of the Stormlands is so great in Storhavn that only two in ten of the local citizens stem from native Wildlanders.

Immediately noticeable in the streets of Storhavn is the positive atmosphere, despite the somber times. The main reason for this is that, throughout the years, the city has relied more heavily on fishing than on the copper industry. Thus, the citizens of Storhavn were not as badly hit by the collapse of the copper mining and their festive spirit has withstood the ages. The city is built in a scattered fashion around the harbor and lacks proper defensive structures. It's clear that the city has grown rapidly over the years, and the population today surpasses 7,000 inhabitants.

The Fylk-Thing is housed in a large stone building on the town square, but none of the Fylkjarls lives there. The Fylkjarls gather at the Fylk-Thing once a year to discuss the situation in the country. It's only then that the commoners can bring their disputes before the Fylk-Thing, who then resolve the issues and decide on how to proceed. One can also introduce new ideas and suggestions, which, if deemed good, will be rewarded. In times of serious crises, the Fylkjarls are also able to call for a Fylk-Thing out of the normal once-a-year schedule, and all of the Fylkjarls are then duty-bound to attend. If one is absent without reasonable explanation or cause, they risk losing their seat, and the other Fylkjarls would then proceed to pick a new Fylkjarl.

Even if Storhavn hosts the assembly of the greatest lords in Wildland, the city is not directly ruled by them, but the Swordjarl of the Grimme family is the highest authority in town. Due to his links with foreign trade he is also the richest man in Wildland, although he has no seat in the Fylk-Thing.

Storhavn is also the location of the trade missions of the other Stormlandic countries: Vortland, Nojd, Junghart, Dain, Ejdland, and Fynnheim all have their diplomatic outposts here. Bustling trade accompanies the missions, and Wildland's bookkeeper, Unsgar, authorized directly by the Fylk-Thing, manages all direct trade with foreign nations. Despite the failing mines, Wildland still has a lot to offer. Storhavn exports whale meat, copper, timber, furs, ivory, and lard. The imports include slaves, carvings, weapons, jewellery, grain, and alcohol.

Hallwind

The fortress-city called "Hallwind" took a hundred years to be built, and it was only completed 150 years ago, to stand as a monument to weather the ages. With his gold reserves, the Fylkjarl of Saatigia faced no difficulties paying for the construction. Hallwind helped to increase the military power of the Saatigia family, and the fortress can now be viewed as a city in and of itself, as it accommodates 6,000 inhabitants, 4,000 of which being battleworthy men in Saatigia's employ. The fortress is now at full occupancy. At its base it is hundred meters across on either side and rises as a twenty-two-story tower. Hallwind is erected in the North-Western corner of the city, which is designed as a square. A twelve-meter stone wall surrounds the city, and the streets are all constructed in a way to allow the defense to continuously fall back without risking an ambush.

Hallwind is located on the highest peak of Ulve's Hill and, standing on the top floor, the Saatigia Fylkjarl is able to gaze out upon his domains, which span for miles. Hallwind is dependent on taxes from those who farm the Fylkjarl's lands. The Saatigia Fylkjarl, naturally, makes sure that Hallwind keeps a supply of food on hand, ensuring that the fortress could endure a drawn-out siege. To secure his income, the Fylkjarl of Saatigia dispatches tax sheriffs or headsmen who also enforce law and order.

Hallwind's central location in Wildland made it a natural stop for travellers, resulting in the building of an inn, stables, and a smithy. The prices are amongst the highest ever recorded in the Stormlands, but sometimes beggars can't be choosers.

Central Wildland

The largest part of Wildland is under the control of the Saatigia family. Some of Wildland's larger cities and villages are also located within his domain and the Saatigia Fylkjarl rules over more than forty thousand inhabitants in total. The larger cities are Glavehold, Hyttsten, and North Hall, which all have populations of between 250 and 500 people. Amongst the most well-known villages are Svedvik, Ulrikshamn, Alriksaas, Vivens, Sinkekil, and Njordberga, all of which have a population of more than 500. Most people make their livings by agriculture or hunting.

Jordek

The Stave Church in Jordek is located along the east coast and has its own harbor controlled by the Fylkjarl of the Bhalgor clan, who is also a devoted member in the hierarchy of the Gerbanis faith. The Bhalgor Fylkjarl is in fact also is the Brycker (regional religious authority) of all Wildland. He is always surrounded by ten black clad hirdmen but is himself rumored to be a very capable warrior. Up to a hundred students are being trained by thirty soldiers in Jordek at any given time. After ten years, the students graduate, following which a new group of twelve-year-olds are gathered for drafting. It is time to recruit new thoroughbreds this year, and as many as three thousand young men have traveled far to arrive in time for the draft.

The City of Vretgaard

Vretgaard is situated like a final outpost towards Wildland's northernmost and most sparsely populated regions. The city is located along the once notorious copper-route. The closest city is North Hall. Vretgaard was erected as a last trading post between the copper mines and civilization. When the mines began

to fail, Vretgaard was greatly affected, and those who had not learnt how to till the land were forced to abandon their homes to avoid starvation. Today, only a few families live in the area, and their lives are hard, completely isolated from the rest of the world and dependant on one another. Vretgaard lies to the west of Highwater.

It is cold and inhospitable year round, and there is no reason to envy those who live here. The sun remains hidden for an entire winter month, which is also the coldest period of the year. The summers are chilly. Wind and rain are the norm, and darkness falls quickly. Short days and long nights turn life into an eternal agony. During winter, fully stocked food cellars and firewood stores are crucial, as no-one with an ounce of intelligence would want to be caught out in the cold, biting, wind for too long.

Vretgaard is the home of the Hagtorn clan, whose Fylkjarls once were kings of the whole Wildland, before their fall.

The Copper Trail

The 600-kilometer-long Copper Trail is Wildland's most extravagant road. The route stretches from Storhavn in the south, to the mines in the north. The traffic between the city and the mines used to be consistent day and night, every year, until the snow was too deep for passage. The whole road is reinforced in order to facilitate the use of carts. Most of the larger villages have sprung up along the copper-route, which demonstrates just how impressive the road once was, and the importance it held.

The Copper Mines

The copper mines now rest in a silent, desolate stone landscape. The mine's open pit has torn the impressive landscape apart, and left behind an immense gaping wound in the earth. The mine shaft and gallery head slumber in darkness, and are inhabited by sinister dangers, the likes of which have only ever been seen by the dwarves. The quarry stretches almost five kilometers in all directions, bearing witness to the enormous resources which had made an entire mountain disappear without leaving behind the slightest trace.

Ulve's and Strafe's Hills

The fields between Ulve's and Strafe's hills hide a tragic past regarding the two Hunndair brothers, Ulve and Strafe, who each inherited an estate on a hill on opposite sides of the fields of Eidldunn. They both believed that the other had inherited the better estate, and after years of flinging verbal abuse at each other, the quarrel eventually led to a blood feud. All of their resources were used in battling each other and, unbeknownst to the brothers, it led their sworn enemy, Wulfr to take notice of the golden opportunity. When Wulfr's army stood united, the two brothers were far too caught up in their feud with each other to take notice. When the Hunndairs left the plains to return home for the night after the battle of the day, they found Wulfr's mercenaries waiting for the battle worn brothers with trained wolves. None from the Hunndair clan left the hills of Ulve and Strafe alive, and it is said that the remains were all left for the hungry wolves. It was the beginning of the end for the Great Fylkjarl of Hunndair.

Ailburg and Ailgaard

The Uvail Fylkjarl rules over Ailburg, a small fort on the cliffs at the very end of a cape in southern Wildland. The fort was built near the ruins of a long-gone civilization who lived tens of thousands of years ago, before the Agroths arrived in Wildland. It looms over the sea like a terrifying, black basalt creation with high walls and pointed towers. The crest of the Uvail clan, a black full moon on a blood red background, flutters on a flag from the tallest tower. The fort is the heart of Uvail, and houses the 1,800 strong, heavily armored, cavalry who are in charge of guarding Uvail's domains and fertile fields.

By the water, just below the fort, there is a fishing village called Ailgaard, which has a population of 2,000. Ailgaard is a society which recently implemented the Ancient Agrothian rule of law, a system reminiscent of the eye for an eye, tooth for a tooth rationale. In Ailgaard, everyone knows everyone and strangers are rare. The young men from the village all act as guardsmen to the Uvail Fylkjarl serving from the ages of fifteen to twenty-five.

Uvail's Tower

The Uvail family has built a border outpost along the Fynnheim route which runs between the Icepeak Mountains and the southern coast of Wildland. The outpost is an eight-story stone tower with a base twenty meters across. It is guarded by a force of a hundred men who only admit passage to those who pay exorbitant tolls. Many therefore choose to take the sea-route to Storhavn, as it is both safer and cheaper.

The Wolfwoods

The Wolfwoods act as a border separating the clan of Uvail from that of Wulfr. The two armies have their basecamps on either side of the forest, and the battles usually play out on the fields between the Ice Peaks and the Wolfwoods. Uvail has, on average, five hundred men ready on his side while Wulfr has around eight hundred. Neither of the clans use the path through the forest, which is said to be haunted by werewargs.

Rumors speak of an exceptionally powerful díser dwelling in the forest, constantly tormenting any who dare enter her dark domain. Throughout the years, many foresters and lumberjacks have disappeared without a trace.

Oungair

The Wulfr clan has a small lair of Sea Wolves not far from the northern border of Vortland, housing five hundred thick skinned seafarers. A small wooden fort has been built just by the coast. Five long ships, all without any identifying marks or crests, can carry more than three hundred pirates for raids on the coasts of Vortand, Nojd, and Junghart. The inhabitants of the three countries do not know where these raiders hail from, but suspect Arji or Sylvan, as the ships have been seen sailing in that direction. Hundreds have been captured as slaves during the raids, for use in heavy labor.

The Cliff of Askyr

The Cliff of Askyr rises steep and high above the canopy of the Darkwoods. It is so enormous that the mountain can be seen from all parts of the forest. The Wulfr clan's domain lies on a ledge, halfway up the mountain. A steep cliff plunges straight down to the foot of the mountain, and the

estate is built in a way that the entire cliff shelf is developed. The only way to access it is by a steep, narrow mountain path. Between two and five hundred people live here, depending on whether the Fylkjarl is at the estate. Slaves and prisoners of war are sacrificed in the name of the Snow Queen by being pushed off the cliff, to smash against the ground below. Wulfr keeps a block of the black ice on the grounds of the estate.

The Villages of the Wulfr Clan

In the southern regions of the Darkwoods, the various branches of the Wulfr clan live in small, primitive villages, sustaining themselves by hunting and agriculture. The wolf is an important symbol to the Wulfr, and their clan crest is a wolf's head. Wolves are captured when young and tamed for use in hunts and war. The wolves are also used to pull small sledges in the winter, making it possible to travel long distances across the snow-covered outfields. There are about a hundred different villages, each consisting of approximately 30–40 individuals, often from the same family. The villagers all hail from the Wulfr lineage and all feel some form of affinity to their clan leader, even if the relation may be distant. The black ice has left its mark on the region, and not all were at first positively inclined to the promises the Fylkjarl made about the Snow Queen. But after a thorough cleansing and persuasion campaign, most of the Wulfr clan have now converted, and the few that resisted dare not openly oppose the Fylkjarl on the matter.

Agmuvinda Plains

Following the collapse of the Copper Kingdom, the Fylkjarl of the Staark family was forced to sell all his assets to Saatigia in order settle his debts with his mercenaries and foreign countries. Saatigia instead allowed Staark to lease his own land at low cost, which is the only reason the leader of the Staark clan retains his position as Fylkjarl. Prior to the fall of the Copper Kingdom, Staark presided over three thousand men who made their living protecting the important transports between the copper mines and Storhavn. Today, he retains barely three hundred, a mere tenth of the original strength.

The leasehold is located on Agmundvida, one of the most fertile plains, located 200 kilometers south of Hallwind, covering more than 2,500 hectares of farm land. The lease is roughly a third of the profits the Staark makes off of the land, and several of the central villages can be taxed by the Staark. The villages of Algisel, Stonelage, and Wisaa, with a joint population of five thousand, are all located on Argmundvida.

Hrefing

The Blueax Fylkjarl's estate is located in the northern harbor town of Hrefing. The town is situated on a little island not far off the Northfrost Coast, Wildland's coldest region. Hrefing has a population of three thousand, all of whom survive off fishing. The town lacks any form of defense. Despite the absence of defensive structures, the town is notoriously difficult to invade, as all points of access from the sea, except for one, are blocked by cliffs. A garrison of three hundred men maintains order in the city. Blueax's estate is in the heart of the city, functioning as the city center and trading post. Hrefingr is the sea gate to the northern region of the Darkwoods and the copper mines, but it has only ever been used to enhance the wealth of the Blueax family. Blueax's domain spans from Hrefing in the east to the land of the Hrim Trolls in the west.

Berserkers

Ever since the time of the Agroths, the people of Wildland have surrounded themselves with dreadful warriors who called themselves berserkers. The berserkers originally stem from a cult who, due to their clothing, were known as the "Bearshirts". Despite this, some of the berserkers still use the old name, without knowing the Bearshirts' dark history. In order to bring out their primal, animal side, the Bearshirts chewed certain plants and herbs in order to contact the wild animals' spirits. It was primarily powerful animals such as bears or wolves that they wanted to emulate, because the berserkers required a savage disposition. Through the combination of the Agroths' religion and the narcotic substances that the Bearshirts used, they were able to learn how to shapeshift, a skill that is forgotten today.

It's said that the Bearshirts were terrifying warriors, each of which could match ten men. But something happened, and the Bearshirts' cult disbanded. Today, many of them blame the outbreak of the affliction known as "warg sickness". The details surrounding the fate of the Bearshirts are shrouded in mystery. The stories of these once feared warriors now only live on in myths and legends.

Arkland

The Arks are a ferocious and bloodthirsty race of men who, since the Age of the Iron Dragon, lived on the slopes of the Great Iron Tooth mountain range. They live in hastily constructed log forts in isolated societies, where inbreeding, lechery, and adultery go hand in hand. The uncleanliness festers and illnesses thrive. The stench clings to the Arks, and follows them wherever they journey for battle. The tangible stench of death and decay lingers in their wake.

The Arks live only for war, and they have, with the passage of time, bred forth nightmarish creatures to fight alongside them. These creatures fight with such a frenzy and bloodlust that Ovus (the head of the Tenet of Nid religion) has repeatedly sent expeditions to exterminate the Arks once and for all. All the expeditions have failed. The Arks, with the aim of further supressing their own humanity, ingest various drugs or narcotic substances so that they can live like the bloodthirsty savages that they have become. So far, no other human religion has yet roused the Arks from their terrible slumber. Like ungodly heathens, they still live in a society with cannibalism, where blood and human sacrifice are part of the daily tapestry. Head-hunters or shamans are responsible for what little the Arks call culture.

The History of Arkland

Since the Age of the Iron Dragon, a vicious and unruly race of people have lived in log forts on the slopes of the Great Iron Tooth mountain chain. At the end of the Age of the Iron Dragon, the Arks were able to strike out from the native population they had been dependent

on. Despite their small numbers, the Arks managed to free themselves from this native cult, with whom they had previously shared an alliance. Some believe that these original inhabitants belonged to a now extinct branch of the Bastjurs (the "black blood" of trolls and giants), while others think that they may have been the ancestors of the barbaric peoples of today, such as the Arks, Wildbrons, Hunjarir, and Einharjar. Ever since, the Arks, and the closely related Wildbrons, have been known for their strong belief in war being the only path to Godliness. These wild tribes call themselves Arkhir, but are, in Northvrokian, known as Arks. They live only for war and have adopted the art of war in order to achieve perfection and join as one with the spirit world. In the deep hollows of the Great Iron Tooth, the dwarves claim that the Arks were slowly but surely driven away by this original population who, at the time, dwelled in the shadows of the Darkwoods, and that the Arks took refuge in the mountains' protective heights.

The Arks have, at various points in history, attempted to claim a place for themselves, primarily in the North-Western regions of Trudvang, like Runewiik and Bysent, but were always met with great resistance before they had a chance to lay down their roots. Particularly infamous was the bloody and ruthless Arken war of conquest during the Age of the Prophets. It was the first time that the countries in the west witnessed the Arken art of war at full strength. To this day, rumors of their power are spoken of in hushed tones in the dark alleys of Bysent. Whispers tell of their amazing strength, and of how many soldiers are needed to defeat an Arken warrior enhanced by the thornroot they chewed. The city of Bysent in particular lives in constant fear that the Arks and their wild hordes will flow down the mountains' jagged cliffs to conquer their city. The fear is great and widespread, and the country of Silvtronder has many times attempted to help their eastern neighbor eradicate the Arks. The Great Iron Tooth 's inhospitable climate and inaccessible terrain has led the Arks to live relatively undisturbed and unthreatened lives, despite their barbaric ways and reckless headhunting.

Most realize the futility in launching a war into the razor-sharp mountains, against a people who view war as a path to the spirit realm. In the 11,009th season of the Age of Prophets, Ovus Uventi Salbia dispatched a large crusade of holy warriors to, with violence and burning tongs, convert the Arks to the Tenet of Nid. The bodies of all of the holy warriors were returned naked, mangled, and headless. Their armor, weapons, and other belongings had been kept by the Arks. This quenched the will of even the most ardent warmongers and converts for a good long while.

The Arken tribes were not nomadic, even if they appeared to be, as they were constantly traveling in the wake of war. As a rule, they live in certain areas, guarded and watched by the tribe's warriors. They return to these settlements at the end of every raid. They rarely build large cities, instead spreading out in smaller villages and fortresses purely for practical reasons. In areas with sparse settlement, the risk of the tribe dying out in the event of war or feud is minimized. Those living amongst the Arks quickly notice that everything revolves around war and how combat should be handled; everything from how the Arks choose settlements to what time of the day that they eat. In contrast to their sister tribes who all live off hunting, fishing, and cattle-breeding, the Arks live off just of war, either as raiders or as mercenaries. Nothing else matters at all, and far too often the Arks will be in the front line in most battles throughout Trudvang. They charge a lot for their services, but have no loyalty to anything other than the silver they receive in return. This essentially means that many Arken forts and settlements can be left abandoned for long stretches when the warriors have decided to let themselves be leased to the ruler of a country to wage war on another land. What motivates the Arks is the promise of war. Naturally, the spoils of war and their salary are also of great economic importance, as they have no other means of income. According to the Arks, it is lazy to, through sweat and labor, obtain that which could be gained through bloodshed. The most critical reason for these raids is the thornroot which turns this already barbaric race of people into cannibalistic savages and heinous warriors. Constant battle is the price that the Arks must pay for eating the mythical thornroot.

Arkland's Society Today

The Arks consist of a countless number of clans and war tribes who circle theaters of battle on their thorn beasts, waiting for food, spoils of war, and treasure to plunder. Their clan has a simple structure, not based on one bloodline or family, but on different groupings of warriors, women and slaves who all flock to a natural leader. These leaders are exclusively skilled and efficient warriors who, time and again, have raised their weapons and ploughed their way through the frontline in various battles around Trudvang. Among these tribal leaders, Arkhund Hvranki, Grauflagh Glumr, Einhink Thorki, and Asmundi Ohardi are especially infamous and feared warlords and warriors who repeatedly struck terror into the hearts of the kings of the west. In Arkland, these four are known as the "Warsworn", and it is primarily around them, their riches and warrior followers, that the Ark's kingdom is based. There are three who stand out from the rest, a group of separatists and powerful warriors who have not yet gathered enough forces to be a threat to the Warsworn, but who are still considered successors. They are called the "Bloodsworn", and all share the same lineage. Their names are Thrunkol Hvitr, Lokir Sothi, and Tuva Sothi. Tuva is one of the few women in Arkland who commands a large force, and who elicits respect from both the Warsworn and the Bloodsworn. Tuva's half-brother is Lokir.

Arkhund is the warlord with the greatest number of warriors. Some say that he could gather an army of more than ten thousand men; others claim that four thousand is a more realistic figure. Arkhund has distinguished himself as a warlord who is tough but also fair. He is the paternal grandson of the great Barkhi Hvranki, and one of the few able to unite a large portion of the Arks under the same banner. Twenty year ago, when Barkhi died, the hierarchy of the Arks returned to the structure that they had had since the Age of the Iron Dragon. Barkhi left behind great riches with which Arkhund is now improving his power and position.

Grauflagh is the Warsworn who has participated in the fewest expeditions of conquest in the far-off southern lands and has the fewest war trophies. Despite this,

Grauflagh was able to assemble a considerable troop of fierce and brave warriors, due in part to his power over the Thornroot caves. The Thornroot caves are located on the border between the Great Iron Tooth mountains and the intrusive ice from the Great Ice Plains. There, on a narrow strip of land, long caves stretch far into the depths of the ice, and it is one of the few places where the thornroot flourishes on its own. The caves are full of thornroots, and Grauflagh defends them tenaciously despite multiple attempts by smaller tribes to try and seize the caves.

Einhink is the youngest of the Warsworn, but is the most successful in the art of war. Many warriors join Einhink for the simple reason that they wish to master weapons in the same way and with the same skill as he. A lot of Einhink's warriors are, naturally, young and ambitious, always eager to follow their leader on new crusades. Of all the Warsworn, Einhink embarks on the most rampages, and in the nation of Bysent, there is a high price on his head.

Asmundi is the eldest, and therefore physically weakest, of the Warsworn. Many believe that it is only a question of years, maybe even months, until the day when Asmundi is abandoned by his warriors. Today, the only way Asmundi is still able to hold on to his power is by generously giving his warriors thornroots and thorn beasts, something which has made them a source of great fear, even amongst the other Arks. Asmundi's warriors have completely given up all other nourishment aside from the thornroot, which has transformed them into what the Arks call "Hreldraug" or Death warriors. Armundi's resources are dwindling day by day, and of the enormous number of thorn beasts he once had, only ten or so remain under his control today.

The Arks have no domestic alliances or commitments to each other aside from what is promised at any given moment. All of the Arks live their own lives, bound to no man, and must be able to assert themselves. This is the basis for the entire Arken society, and that is why bloodlines, families, marriages, or other unions mean nothing.

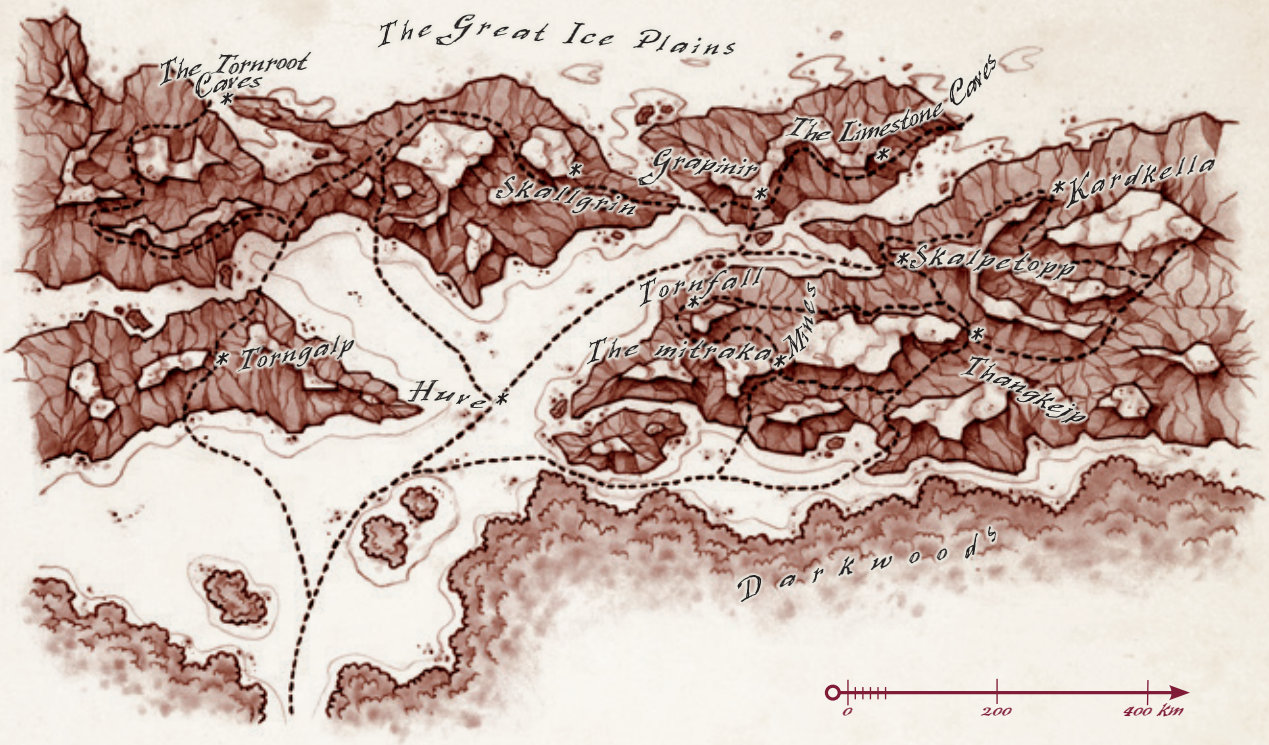
Arks do not get married, and children are raised by their mothers until the age of twelve. Following that, the child is considered capable of taking care of themselves, and lives under the same terms as all others in the war tribe. The raising of children and, following Arken customs, the man's responsibility to provide for the mother until the child is old enough to swing a sword, is one of the few institutions that exist amongst the Arks. This has naturally created a balanced sort of comradery, where the warriors in a group look out for each other and feel a level of security from belonging to a fellowship led by a powerful warrior. On the other hand, it has also often resulted in small groups splintering off and forming their own little communities. During favorable times, these groups tend to be many, whereas in bad times, they are often abandoned for the advantages of the greater security that comes from belonging to a larger group. The leader of a group always decides what the group does, and those who do not obey the leader must leave the group voluntarily or be removed by force. As Arken society lacks the hierarchical community structure found in other groups of people, they are less efficient, and have developed a greater need for slaves, who they capture on their conquering expeditions.

A common phrase used when two Arks have agreed upon something is, "Let us hope, or else I must kill you". This accurately reflects the way Arks view agreements. Anyone who breaks an agreement must be prepared to kill or be killed – however big or small the issue – as there are no customs, rules, or authorities to settle the matter. Every deal puts your life on the line.

The Inhabitants of Arkland

The Arks are pale and often emaciated, as their diet primarily consists of the poisonous thornroot and meat. Many Arks are cannibals, especially the older generation, who eat the hearts of their enemies in order to absorb their souls. The Arks practice Haminges eagerly (see Game Master's Guide pg. 20) and are one of the few races of man that worship the dark faith. A common belief amongst the Arks is that an enemy's power, will, and life-force is contained in their head, and so they often decorate themselves with the decapitated heads of





their foes in order to gain more power and strength. The Arks adorn both themselves and their homes with these heads. Some highly regarded heads of mighty enemies are anointed with the fat from mastomants and are kept in special copper chests.

Places in Arkland

The country of the Arks is called "Arkland", plain and simple. It is an impregnable area amongst high mountains and deep valleys located in the middle regions of the Great Iron Tooth. Protected to the south by the defensive wall of beasts and hidden secrets that is the Darkwoods, and is sheltered by the cold and bitter Great Ice Plains to the north, the Arks have built their large fortresses on inaccessible mountains in the Great Iron Tooth's most strategic areas.

The Thornroot Caves

In the North-Western regions of the Arken kingdom are three vast ice caves, shaped by natural forces over aeons. These caves supply a large portion of the Arks' thornroot stock. If the caves were to be destroyed or the thornroot die out, the Arks would slowly but surely perish. The caves are guarded by Grauflagh and his warriors, who constantly have to defend themselves from attacks by other Arks. The ice caves stretch far into the ice, and you must walk for several days, possibly weeks – at times even a month – to reach the locations where the thornroot grows. Grauflagh found yet another immense cave in the ice, filled with thornroot, almost three years ago, and his tribe has lived in luxury ever since. Outside of the caves, Grauflagh has built a large bastion of stone and tarred timber which houses more than two thousand warriors and their battle-trained thorn beasts. Outside of the fort, in natural caves and simple stone houses, live a large number of slaves that Grauflagh bought from the other Arks after finding his latest discovery of thornroot.

Skallgrin

Skallgrin is one of Arkland's most advanced and remarkable forts. A great amount of timber has been hauled up to the peak of one of the tallest mountains in this region of the Great Iron Tooth. No one has ever managed to seize the fort, and that may be one of the foremost reasons that Asmundi, who now is the master of Skallgrin, retains power here. Skallgrin's height of power is, however, believed to have passed, and today less than two thousand warriors are spread between the fort and its neighboring villages. Time was when the foremost thorn beasts were raised and trained here, but today, many of the cages stand empty, and the best breeders and animal trainers have long since abandoned the fort.

The actual fort consists of a large wooden building erected on a foundation of sturdy stone blocks. Tall and robust towers made of holly rise from each of the building's four corners. The wooden building itself is six storys, and houses Asmundi's warriors. A four-meter-tall stone wall with timber watchtowers every ten meters encircles the fort. Each watchtower is roofless and, on the platforms, rest enormous crossbows, meant to protect the fortress from aerial attacks. Great piles of skulls are scattered outside the wall, including those of trolls, animals, and humans. Asmundi is believed

to possess the largest collection of skulls in all of Arkland, and in his youth he slew many capable warriors with his heavy two-handed sword.

Huve

Huve is an important hub in Arkland, and everyone uses it as a mustering and meeting point for both trade and agreements. In Huve, the Great Iron Tooth Road splits in two. One road travels west towards the Frunglgand mountain range, and one road travels east, deep into the wildest regions of Arkland. Huve, which really only consists of a mass of stone blocks erected around a large open space, forming an effective wall against external threats, has no chief or leader. The area belongs to everyone and no one. Some warlords have built small wooden houses in the area, which they can use when deals have to be struck. It is also in Huve that different tribes meet to divide up the loot after a successful rampage in far-off lands. Despite there being no fort at Huve, and the fact that none of the warlords have taken possession of the region, a large number of Arks gather here every day to trade and settle agreements. During the summer months, large sacrificial festivals are held here, and it is not unusual that warriors will change warlords during these events.

Torngalp

Einhink has chosen the location of his fort very carefully. It is suitable not only because the cliff upon which the fort is built is inaccessible from the ground, but also because it places Einhink near the southern countries, which means that he and his warriors are able to quickly embark on impromptu rampages. The fort is known as "Torngalp", and holds not only warriors, thorn beasts, and a considerable number of slaves and courtesans, but also some smaller thornroot caves. On the same mountain, a couple of kilometers from Torngalp, Einhink has also built a cluster of buildings for his young soldiers to train in. One of these buildings boasts a once well-known weapon master from Mittland, turned thornroot-consuming slave, who teaches his craft to Einhink's warriors. The man today answers to Vapir, but he was once known as Elgior Hannurir, the Swordmaster. Some Arks who do not belong to Einhink's band pay handsomely to practice the art of the sword with him, and Einhink earns a lot from this every year. Outside of the training halls there is a cave that is frequently used for war games in which the warlords' trained slaves are made to fight each other to their deaths. Great quantities of money, weapons, and slaves constantly change hands in this cave.

Grapinir

Grapinir is the fort and stronghold of Lokir Sothi. Its foremost defense is its elevated location and the fact that it can only be reached by a steep, narrow path. The fort is positioned between two sharp cliffs which also protects it from aerial attacks. The fort itself is not particularly advanced, and consists of a sort of longhouse raised on high, sturdy stilts made of holly. A three-meter-high wooden palisade, reinforced with clay and gravel, snakes around the main building. The fort only accommodates Lokir's warriors and a few slaves. The majority of the slaves live in caves outside of the fort and are chained up every night by the most brutish men in Lokir's employ. Almost all of the men who live in the fort alongside Lokir and his slaves own a battle-trained thorn beast, a fact which strikes fear in many of the other tribes in Arkland. Lokir often travels to the limestone caves on the hunt for the special breed of bat used in training new thorn beasts. Unlike many other warlords who breed thorn beasts, Lokir has started to experiment with the original bats instead of the thorn beasts' offspring. Few have witnessed the results, but rumors say that Lokir has produced a beast so heinous and bloodthirsty that it should be feared even when young.

The Limestone Caves

The limestone caves are actually gigantic fissures in the Great Iron Tooth mountain range, fissures which stretch hundreds upon hundreds of meters down into the rock. Descending into them requires great courage and meticulous preparation, as those who fall are quickly shred to pieces by the razor-sharp surface and shards jutting from the walls. Constant humidity and harsh winds have caused the limestone that has loosened from the rock to form a slippery and treacherous surface which is difficult to climb. In the very depths of the caves lives the mythical Slogrikk bat, which the Arks originally used to create the feared thorn beasts. It has been a long time since anyone captured the bats because the Arks found that their thorn beasts were able to breed, and the resultant offspring could be raised and trained. However, Lokir and his warriors have recently started to catch these bats once more, and have built small holding areas in camps near the fissures.

Skalpetopp

Lokir's half-sister, Tuva Sothi, has her seat in a strategically located fortification with unobstructed views of the plains in Arkland. It is her stronghold and the base for her growing forces. The fort is, like most in Arkland, situated on high ground, and is therefore difficult to assail from below. The fort is guarded by what is considered to be one of Arkland's most dangerous and heinous thorn beasts, which follows Tuva's every command. Named Svarhati, the thorn beast is invariably seen soaring in the sky above the fort. As the main thoroughfare across the plains splits at the mountain where Skalpetopp is located, it has become custom for returning warriors to stop at the fort on their return. As a result, Tuva has forged strong alliances with the Eastern Arks.

Kardkella

Kardkella is the general name of an area in the East, near the Grungir mountain peak, home to numerous hot springs. The springs have gotten their name from the hrimtursir Kardihruggu who, the Arks – according to their own legends – killed by the springs. A fog, which lays heavily over the whole region, is formed as the springs' warm air clashes with the cold winds from the Great Ice Plains. Kardkella is a well-visited haunt of Arks and trolls alike. At times, even hrimtursirs from the Great Ice Plains can be found in the area. None have yet to claim the spot as their own, and any who wishes to swim in the springs has to be willing to fight for a space.

Thangkejp

In a sheltered place, embedded between the mountains, lies Thangkejp, which is more of a fortified city than a fort. Despite its somewhat unusual position in relation to the trading routes in Arkland, Thangkejp is still primarily known for its market and trade. It is particularly visited by those who wish to buy slaves, but are unwilling or unable to wait for the annual slave market in Huve. The settlement of Thangkejp consists of a number of log cabins surrounding a two-story longhouse on stilts. The longhouse is known as Thanghall, and is a heavily adorned dwelling, in which the warlord Thrunkol lives and trades. Nearby Thanghall lies the slave caves, the large and damp caverns in which all of Thrunkol's slaves are kept before being sold off. All who step into the caves are met with immense misery and despondent people, trolls, and other creatures. The wealth of Thrunkol and Thangkejp is largely based on the Iron dragon whelp that Thrunkol managed to capture almost twenty years ago, and which he then sold to the dwarves living within the Great Iron Tooth. Some say that Thrunkol received more than a hundred thousand gold coins for the dragon, and that the dwarves immediately slaughtered it after the sale. Only Thrunkol knows whether or not there is any truth to this, but as he is in a constant state of intoxication and heavily addicted to thornroot, few dare to ask.

Tornfall

Tornfall is the most strategic and well-positioned fort in all of Arkland. It is located at the very peak of Frurtopp mountain, and consists of an eight-story stone tower surrounded by a three-meter stone wall with watchtowers every fifth meter. Additionally, there is a perimeter wall of logs and stones. Most of the three thousand warriors who answer to Arkhund, the master of the fort, live inside the perimeter wall. Slaves and an additional couple of thousand less trusted men, still deemed acolytes of Arkhund, dwell on the mountainside, outside the wall. From the tower's highest point, Arkhund is able to observe most of the lowlands. When the weather allows, he is able to see both the forts Grapinir and Skallgrin, as well as the large stone blocks of Huve. Tornfall is considered by many to be the heart of Arkland, and the Bysentians believe that it must be conquered once and for all, in order to crush the Arks and their heathen ways.

The Mitraka Caves

Less than fifty years ago, a group of Arks stumbled upon a cluster of small caves slightly above the path that leads to the small flatland between the Great Iron Tooth and the Darkwoods. As it turned out, the caves contained a large mitraka vein, which the Arks were obviously unable to mine and refine. They therefore forged an alliance with a small clan of Buratja dwarves who lived underground in the mountains of Arkland. The dwarves were allowed to mine the mitraka, in return for them forging iron weapons for the Arks, a deal that the dwarves immediately agreed to. When they started to mine the ore, they also built a subterranean tunnel, intended to connect the caves to their own kingdom. The caves were small and inaccessible, but the mitraka was abundant, which meant that the Arks have enjoyed a steady flow of vast quantities of weapons as well as some armor over the last few years. The Arks did not really care about the caves all that much, as long as they got weapons from the dwarves, something which took place once a year in Huve, when a small group of Buratja dwarves make their way down to the flatlands and pay for the right to mine the caves for the valuable mitraka. Anyone who enters the caves quickly notices that they are very long and winding, and that it takes several days to reach the place where the mitraka is mined. The location is well protected by dwarven warriors, and anyone who is not explicitly invited or has sent notice of their arrival beforehand is quickly and mercilessly killed. The Buratja dwarves are worried that the dwarves in Trilheim will learn of the caves and try to conquer them, and are therefore very cautious about admitting strangers.

Gavehopp

In the 11,009th season of the Age of Prophets, before Ovus Uventi Salvia's holy warriors were to begin the arduous task of converting the Arks, they built a small but strong stone fortification in the southern regions of the Arken kingdom. They named the fort "Gavehopp", as a plea to the God Gave, that he should give them hope in this forsaken land. Gavehopp was destroyed in the battles that followed, and today only ruins remain of this once so hopeful fort. The observant eye can, however, still make out the architectural features emblematic of the lands in the west, with chiselled wood in the stones and the little courtyard's now cracked relief with one large blood drop in the center. Despite being located close to the trail, where the ruins could have been potential shelter from the elements, very few Arks will set foot inside of them. According to the Arks it is a weak and spiritless place, and anyone who enters it risks losing all the souls that they have collected over the years. Ever since the fort fell and the holy warriors of the Tenet of Nid were brutally slaughtered by the Arks, a small crypt under the relief in the courtyard has remained – undisturbed and desolate. The Arks cared little for searching through the fort when they had finally killed the warriors, as they thought the warriors would not have brought any riches. In reality, the crypt contained the war chest which the warriors had brought along, and beautiful objects they had intended to bribe the Arks with to help with their conversion. The crypt also contains a relic believed to be Ovus Uventi's magic morning star. The entrance to the crypt is well concealed, and, in order to open it, you have to pull an iron ring located on the inside of one of the remaining parts of the fort's perimeter wall.

Aside from these places, there are a great number other small forts and villages throughout Arkland, loyal to their own warlords, as well as one of the Warsworn or Bloodsworn. Scattered throughout the land there are small natural caves and hollows, hot springs, and mystical places. It is completely within the Game Master's power to add whatever is suitable.

Thornroot

Thornroot is a small, stubby, and gnarled root vegetable, which grows in very cold and dark places. It is pale yellow in color, hard and tough to chew.

Thornroot is the single biggest cause of the Arks living such wild, combative lives. In its original form, it has three dangerous qualities: It is highly addictive, dulls the senses, and makes the user immune to pain. It also puts those who eat it in an irritable and belligerent mood. Using different methods of preparation, the Arks are able to isolate different properties in the root, properties that are then either more or less pronounced.

If the root is boiled, irritability is removed, but the root's addictive powers are enhanced and those who eat it will experience neither fatigue nor pain. Boiled thornroot is the most common food given to the Arks' slaves, as it results in an addicted, indefatigable creature, with a high pain tolerance, who can be put to hard labor.

When the thornroot is consumed raw, it enhances the violent traits in those who eat it. Raw thornroot creates a ferocious warrior, with no other desires than war and devastation.

A thornroot that is picked and then stored undisturbed over time creates an effect that removes fear, but also causes a fatigued, feverish state, whereby those who eat it require a lot of sleep.

The Arks usually eat a combination of raw thornroot with those that have been chewed by slaves and are therefore mixed with saliva. This form of thornroot loses some of the most violent effects and grants those who eat it a fog of fearlessness, a will to fight, and short periods of intense hyperactivity.

Thornroot addiction, which generally occurs after two to three months of daily consumption, results in a white, yellow-tinted complexion, empty, wandering eyes, and a great difficulty in gaining weight. Emaciated, the Arks look malnourished due to their diet consisting mainly of thornroot. Many believe that one of the side effects of the root is that whoever consumes it will crave flesh. However, that is not the case. The Ark's cannibalism is linked to a long history of war and battles, a culture where the body is seen as a tool to reach a higher state of spirituality. The body of another should be consumed in order to achieve great spiritual strength.

Thornroot does not have this same devastating decaying effect on, for instance, the thorn beast. The reason for this is unknown, but some claim it is related to the thorn beast's metabolism, which differs greatly from that of people. As thornroot is relatively expensive and difficult to acquire, it is uncommon that all of the Arks' slaves are fed the substance on a daily basis. Only the slaves that the Arks wish to use for heavy labor, and later cannibalize when the work is complete, are given a daily ration. The only other slaves who are given thornroot every day are those forced to chew the root in order to create a milder form of it for their masters. These slaves generally die within a year, after first losing their eyesight, and then gradually becoming paralyzed by the sheer amount of thornroot that they are forced to consume.

A person who consumes thornroot daily for a long time (3-4 months) will develop an addiction to it. In order to overcome this addiction after that time, the person must succeed on a Situation roll with Situation value 6 (Constitution modifiers apply). Anyone who gets addicted to thornroot has to consume it at least once every third day in order to avoid the side effects. It is worth reminding here that an addicted victim will try everything to find and consume thornroot and may go as far as seeking out the Arks again in order to become their slave.

The mechanical side effects of addiction, together with the basic effects of the substance, are described in the Game Master's Guide page 92.

Slave-chewed Thornroot has different effects since the worst of the Thornroot's power has already influenced the slaves. If one consumes only this kind of thornroot the SV for the addiction situation rolls is 12 instead of 6. Furthermore, any Mild or Moderate effect must be treated as "Mild", while any Substantial or Complete effect must be treated ad "Moderate".



Chapter 2

INTRODUCTION

It was the dawn of time, when the sun's warming rays thawed the Earth for the very first time, and the Gods delighted over their creation. It was a time when our world was beautiful. In this divine moment, something was born in the darkest depths of the sea: the Black Sun.

That which had lain hidden for so long, that which had been tethered to a place that doesn't exist. The waves on the seas raged and surged, lightning flashed and thunder rumbled, like an open wound straight into our world. Somewhere out there it waited, gathering strength. The world would never be the same again…

The sky darkened and was eclipsed, the world turned gray and barren, the wind swept its frozen veil over the flatlands, and in our heart, hate was conceived. One of the rays of the Black Sun awoke her from her slumber in the black ice where she lays buried. Dreaming, yearning, her whispers slowly drift in the wind. Time was her only enemy, and long her wait became. Then it came, the day when she was called upon, and the darkness was so great that none could ever stop her, nothing could other than Snowsaga. But just as victory was so close at hand, the winds turned, and defeat stood knocking on the door. That which was not supposed to happen had, and the Snow Queen had once more been forced into her deep slumber. Disappointed and embittered over her fate, she lays under the ice again. Her tears turned the already dark ice black. The hate dwelled deep within her frozen heart. Three hundred years passed by, and then she found him – The Child of Darkness – for he had found her. Unaware of his fate, he had followed her whispers and searched for her desperately, day and night. All he craved was for her to love him.

If he could give her Snowsaga, victory would be hers, and nothing would get in the way of her return. With little hope of success, she opened a portal to the forest for the frostbitten giant. The enchanted forest hid that which she hated above all else: Snowsaga. But despite her lacking confidence in him, Blodughadda managed to reunite her with Snowsaga, and kill the elf who had been its eternal guardian

The time is nigh for the return of the Snow Queen, setting in motion events planned by the dark powers which have been brewing since the dawn of time. The Snow Queen will be the catalyst, setting off a chain of events that will lead to the end of the world. Gradually, the omens prophesying the beginning of the end start to take shape. Suddenly, old prophecies no longer seem as absurd, and the end of the world no longer as distant. The hope of the world now rests with the Child of Light and the Daughter of Faith, as well as with the brave souls who choose to follow their path. But not even their love is strong enough to banish the darkness this time, and sometimes fate plays a little trick on life, so that the pieces no longer fit.

The Adventure Begins

It is late autumn throughout the Stormlands. The cold pushes closer every day. The leaves that quiver on the trees have yellowed, and from a dark gray sky freezing rain pours down relentlessly.

The adventure may, for instance, begin not in Wildland but in Paatr, "The City of the Wild Ones" in Ejdland. There, the characters meet Rendre Haugskalp, who has been dispatched by Oktar Grimme, the richest merchant in Wildland the Swordjarl of Storhavn. One of the player characters turns out to be a good friend of Oktar's, and therefore they are all invited to the wedding of Oktar's daughter, Miri.

It is up to the Game Master to decide how the player characters meet Rendre, but the following are some suggestions of where they could meet him:

At the Stopsvalje Inn in Paatr, where Rendre is currently staying with his guards, Hallak and Strang. Stopsvalje is a good pace for adventurers to regroup and recount tales of their journeys. The inn meets all the expectations the player characters have, it even surpasses them. To the seasoned adventurer, the place is a paradise, with all the amusements and amenities you could imagine. The owner, Jolfem Storspad, has lived a hard life, and knows what tired, battle-worn warriors need after gruelling months on foot.

At the marketplace where Rendre is buying luxuries for the wedding. Rendre really is a good soul, but the hard times have affected him too. Instead of traveling to Saaga, he instead chose the shorter route to Paatr to trade with the sea wolves at a better price. He intends to keep the savings for himself.

In the harbor where Rendre's knarr awaits loading. The ship has been docked in Paatr for a month now, and the crew has spent a lot of money on their various exploits and have gained a certain reputation in the city.



Rendre Haugskalp

Rendre is genuinely surprised when he meets the player characters, regardless of where in the city he encounters them. Oktar's friend and Rendre do not know each other, but once they have met, they recognize one another. Rendre does not wish to discuss his business, other than to explain that he is loading necessities. He is, however, eager to share the news that Swordjarl Oktar's daughter, Miri, is about to enter into an alliance with the Fylkjarl of the Hagtorn clan in Wildland. Without any hesitation, he invites the player characters to the big wedding. Rendre offers generous amounts of alcohol in order to make the player characters more familiar, pliable, and thus, easier to convince. The bearer of the Stone of Sagas will feel a urge of listening to Rendre, as if pushed by something unknown. The Child of Light on the other hand will have the sensation that the gods are pushing him towards start a unavodaible chain of events, decided by the fate.

Rendre explains that Oktar needs everyone that he can trust at the wedding. Oktar has recently lost his wife, who was pregnant at the time, following a magical spell which also killed the child, and he now needs his real friends as he is to give away his daughter, the only child and living family member that remains to him. Rendre is not going to force them, but the player characters must have a very good excuse for not accompanying him to the wedding. Once Rendre has finished his business in Paatr, the ship casts off and sails for the wedding in Storhavn, Wildland's largest harbor city.

Oktar Grimme

The player character knows Oktar to be a very wealthy and jolly Swordjarl who chooses his friends with care. Religious and

sophisticated, he is a man who has seen and experienced almost everything the world has to offer. Those who have ultimately been accepted into Oktar's inner circle find him to be a generous and humorous man, and a "ring breaker" of considerable standards, somebody who spends a lot to reward both his friends and worthy subjects. He is a man quick to lighten the mood, is always willing to help others, and responsible for the very best feasts. Oktar is someone that everyone wants to know, and a friendship with him is not something you willingly abandon.

Rendre Haugskalp

Rendre is a follower of Gerbanis, and is a down-to-earth and matter-of-fact man of 33 years, who speaks with a calm and level-headed tone. Contrary to this, his psyche is not as harmonious as his appearance would imply, but is instead rather rebellious. Rendre does not like people telling him what to do. He is always dressed in the finest pelts and silver rings, and gives the impression of coming from a family of high nobility. Rendre was once the son of Raak, the Fylkjarl of the Wulfr clan. But just as his father was about to enter into an alliance, Rendre impregnated a thrall girl, and thus dishonored and disobeyed his father one time too many. He was renounced, and lost both his title and name. Oktar Grimme took the then 16-year-old young man under his wing, as he thought of Rendre as a long lost son. Thus, Rendre has come to be the Grimme clan foremost mouthpiece and messenger. Since the very beginning, Rendre has been involved in everything that concerns the Grimme family. Rendre wears a red dress resembling the clothes of Stormkelts, and dons a black bear skin mantle of the finest quality. Around his neck, he carries a heavy gold chain with a medallion made of gold and silver, bearing the Grimme clan crest: an eagle in front of a pointed mountain peak, enclosed by a wreath.

Hallak and Strang

The brothers Hallak and Strang are both thralls who have served the Grimme clan since they were children, and are today two very tall men of 22 and 26 years respectively. Their strength and quick reflexes meant that they were quickly moved to the hird, and had they not been born into slavery, they would have made distinguished hirdmen. They are, namely, Oktar's finest warriors, and some of the best in all of Wildland. Their own past is unknown to them, but Oktar knows that their father was a reckless Agroth who lost all his children in a game of chance. Hallak and Strang have a younger sister who also was lost in the same game, but they only retain vague memories of their childhood, so the brothers barely remember her.

The brothers both lack the gift of gab, but believe that it is better to remain quiet if you don't have anything good to say. They have thick beards, long scraggly black hair, and broad, dirty faces. They dress in tar-coated bovine leathers, held in place with thick belts, and the older brother also carries a worn mantle of wolf fur. They each carry a battle axe and a bronze-coated round shield with the gilded image of the Grimme clan crest.

The Journey to Storhavn

The ship, or more specifically, "knarr", will at most wait for the player characters for two hours beyond the scheduled time of departure, which is likely around dawn. 23 meters in length, the knarr is neither as long nor is its hull as flat as a longship, but that makes it far more seaworthy. The knarr has both oarsmen and sails, appears to be of the finest quality, and is beautifully decorated. The sail is as blue as the sea, and bears Grimme's crest alongside the flags of both Wildland and the Stormlands. The ship is made of a type of wood that none of the player characters have ever seen before. If anyone asks the captain he grunts with irritation that it is "wall-oak", (a hard, dark oak) of course, the finest wood that money can buy in the Stormlands. Something which everyone should know, according to the captain.

Other than Rendre, Hallak, and Strang, the crew consists of Captain Bjarn and Hanse, the first mate. There are twenty slaves manning the oars, all chained in place, ten in the bow and ten in the stern, as well as a drummer boy whose job is to keep time for the oarsmen. The oarsmen are sat two-and-two to a bench, or thwart. Five assistant mates aid Hanse in steering the ship, and guarding the thralls. The ship has four heavy arbalests mounted near the bow of the ship and two in the stern, to defend against enemies. The ammunition for the arbalests consists of everything from battle arrows to flame arrows and harpoon arrows.

The journey to Storhavn takes fourteen days. Bad weather with freezing rain during the crossing means that the player characters must either succeed with two Situation rolls with a Situation Value of 8 (Constitution modifiers apply) or succeed with a Wilderness Skill roll (preferably with the Seafarer discipline and the Seaman specialty) to avoid sea-sickness. Those who do come down with seasickness lose the respect of the rest of the crew, and this reputation will later be spread in the harbor causing the player characters to lose credibility.

Throughout the entire journey, Rendre will be busy taking stock of all the goods he purchased, and is therefore occupied. He will not tolerate his guests being bullied by any crew member, but, as he is so busy, the journey is not very pleasant for the player characters.

Bjarn

Captain Bjarn dislikes the player characters, and is arrogant from the very beginning, constantly pointing out the landlubbers' failings. Bjarn is a weather-beaten man of around fifty, and is an exceptional captain and navigator.

Hanse

Hanse is by nature a follower, who constantly agrees with Bjarn on everything. He will help to harass the player characters. Hanse, for his part, is not a weak man by any means, but he believes Bjarn to be a great leader who deserves the utmost respect.



Act I

Act I

Time of Wrath

It is late autumn in Wildland and the first snow has yet to fall. It is very early in the morning, and the grass is crisp with the night's frost. Thin rays of light have just begun to break through between the clouds on the horizon. A lone, tired, man rides through the town gates of Storhavn.

The man who has ridden without rest for a long time, stumbles clumsily off the horse, and secures it to the largest house in the city. His hammering knocks on the door manage to rouse everyone in the dwelling. The man is expected, but not until the following week, which leads to a lot of commotion and confusion amongst the servants of the household…

When the player characters, somewhat delayed, arrive in Storhavn, there are only three days left before the wedding. As so many important guests have been invited to the celebrations, it is immediately clear that the town is in chaos. The commotion surrounding the wedding is as large as during a Fylk-Thing. The rich Fylkjarls have, aside from their clansmen, also brought their hirds, officers, thralls, and concubines. The city's inns are all fully booked, and, as necessities are in high demand, the few remaining goods are being sold at exorbitant prices. All of which is not surprising, as the population of the city has increased by several thousand in just the last week alone.

Another ship arrives in the harbor at the same time as the player characters' knarr, an event which the player characters may currently not pay too much attention to, but which will come to be more important later on in act one. The ship is very small, and devoid of any flags divulging its origins, but its construction attests that it has traveled from afar.

The ship hails from Silvtronder, on the other side of Trudvang. Only three passengers disembark. They give the player characters appraising looks, and receive much the same. In Silvtronder, a relic has been found: a copper plate depicting the Norna's prophecy, and in the last few years they have been able to decipher the truth of what is to come. In Silvtronder, the apostles of the Tenet of Nid have seen how the threat shall rise in the East, and have decided to dispatch three shadowers (spies) to the Stormlands. The ship sails for Silvtronder immediately after the passengers have disembarked.

These warriors are the three that arrive in Storhavn's harbor at the same time as the player characters, and someone amongst the player characters may happen to glance over and notice that they all have braids. The player characters hear nothing more of these three horsemen until they run into them again on the way to Ysetur. The horsemen will not want to have anything to do with any of the player characters. In the event that any of the player characters chooses to pursue them, all three will attempt to blend into the crowd. If any player character is so dogged that they catch up to them, the horsemen will not be particularly understanding, and will instead quickly attempt to defeat the player character, without necessarily killing them. A description of the three can be found later in the campaign.

The Feast in Storhavn

Swordjarl Oktar Grimme, the descendant of Gaul Grimme's adopted son, is the richest man in Storhavn and all of Wildland. He hails from a rich merchant family whose fortunes were made at the peak of the Copper Kingdom. When the copper economy started to show the first signs of failure, his ancestors were not only shrewd enough to leave the sinking ship in time, but were also able to bring all their gold with them, managing to get authority over the city of Storhavn and the trade which passes there. Oktar, as the only son, inherited the entire family fortune, and quickly learned how to make his assets grow. He became the most distinguished Jarl in the region, and his name is known far and wide.



STORHAVN
A: Harbor
B: Fish Square
C: Market Square
D: Oktars place
E: The Old Rocks
F: Serdajn Church
G: Stormbarling
H: Fishermen Cabins
I: Lawman Ifes house
J: Smithys
K: Wolf Breeder
L: Tavern

All that is missing now is an heir to take over his vast holdings. As a young man, he wed his childhood sweetheart, and they had a daughter, Miri. Sadly, his good reputation drew evil eyes upon him, and Valsinka discovered how Swordjarl Oktar Grimme was related to Gaul Grimme, and therefore she cast the same curse on him. The years passed, one after the other, and yet, they had no more children. Oktar bedded more women, but none of them gave him a child. He became more and more depressed over the fact that his family line was to die with him, until he was visited one day by a woman named Arte.

Arte promised to make him fertile again for one more night, giving him a son. Arte's only condition was that she would be paid her weight in gold. Faced with no other option, Oktar did as she asked and, as promised, his wife found herself with child once more. The woman was handsomely paid and disappeared without a trace. When Oktar's wife was about to give birth, something went horribly wrong and the baby boy was stillborn. His wife passed shortly thereafter. The Grimme household sank into mourning.

Swordjarl Oktar's attention then turned to the 16-year-old Miri. Miri would be the one to carry his lineage forward, even if it not in name. He sent letters to the Fylkjarls and clansmen of the region, explaining that his daughter now sought a man to wed. Most of the many candidates were weeded out right away, but one man immediately caught Oktar's eye. It was Huld Hagtorn, the only son of the Fylkjarl Tomus Hagtorn, the family in the Wildland whose blood ran thickest.

The Hagtorns are – and have been for a long time – economically broke, but an alliance between the Hagtorn and Grimme families could result in a new royal line. Namely, because the Hagtorns were still the guardians of Koraljon, the Ruling Blade, and the direct descendants of Haakon Hagtorn, the Eternal King. The Fylkjarl Tomus Hagtorn was, in all secrecy, called to Storhavn to negotiate the dowry, which was settled at 300 twists of a gold arm band. Consulting each other, the two parents settled and planned the alliance between the youths, without their knowledge. Huld, never the most intelligent, did not even take the time to think things through before riding off to Storhavn to meet his bride (and see his gold). Once he arrived, Huld was introduced to Miri, who had been informed of the union by her father. Huld paid no attention to his bride-to-be, and was only concerned with the gold. Oktar, for his part, hid his true motives for the alliance. The already hurt Miri was heartbroken over being forced to marry someone who, during his long stay as their guest, showed his horse more care and attention than her. When she realized that he was only in it for the money, she was brought low by anxiety and depression, which only worsened leading up to the ritual that was to bind the two of them together.

Oktar Grimme's Great Hall

Swordjarl Oktar Grimme lives in Storhavn's largest house, made completely out of stone, with engraved shutters adorned like those of a shrine of the Tenet of Nid. The long side of the main portion of the central building, and the short sides of the eastern and western wings', all face the road, and are protected by a high stone wall. The building is three-storys tall, and towers over the city. There is a guard tower in conjunction with the stone

wall, with access to the basement door, and disciplined hirdmen march in the courtyard. A wide stone staircase leads up to the main door, which is held aloft by two enormous sill plate logs made of what is said to be exotic alfark wood imported from Soj. Inside, the enormous welcome hall features a floor made of stone blocks and large engraved wooden pillars which stretch all the way up to the roof. Two carved wooden staircases lead directly from the welcome hall up to the second floor. The walls are adorned with beautifully engraved woodcuts depicting different historical events from Wildland's past. Alongside the historical images are also engravings of ancestors. It is evident that the house is in upheaval, as the thralls are running back and forth, giving off a generally nervous impression.



Oktar Grimme

Oktar is very happy to see his old friend again, and the company adjourns to the room of runic engravings for a conversation. The room is covered in shelves of scrolls of runic calendars, held together with string. The walls are decorated with beautiful wood panelling. Large chandeliers adorn the ceiling, crafted out of deer antlers. As the group sits down in the handsomely chiselled wooden thrones covered in wolf pelts, they are immediately served delectable drinks in magnificent ox horns offered on a silver dish. A quick overview of the thralls of the household reveals that most are young, beautiful women who, through body language and glances, show that they seem to have a very special relationship to their master.

After a short conversation, dinner is served in the rounded chamber where the building's dining room is located. The tables and chairs are all made of blackoak with soft furs, and the walls are, unusually enough, painted a serene blue with white stripes. The floor is a light shade of polished oak, painted with different patterns interspersed with holy symbols of Gerbanis. A great hearth with a large woodcut of Oktar covers one of the end walls, and the longer, adjacent wall is covered in a long row of woodcuts of ancestors and relatives reaching as far back as the Grimme family's forebear, Gaul Grimme. The rounded side, which is reminiscent of a large bay window, has tall panes of dwarven glass facing the rear of the compound, offering a glimpse into a small but charming garden. Fourteen deer chandeliers hang from the vaulted ceiling, supporting hundreds of lit candles. The candles, along with a row of golden oil lamps on the walls, illuminate the hall, casting a cosy glow. A soft scent of incense wafts through the air, while the delicious aromas of the prepared feast travel from the kitchen.

When the company is seated, the servants bring in the food and refreshments, and the feast is like nothing the characters have ever experienced before. There is chicken and fish, boar and oxen, mushrooms, rice and potatoes, vegetables and fruit from all of corners of Trudvang. The drinks include ale, mead, and Carlonnian spiced wine from Westmark, not to mention a host of other alcoholic beverages that the player characters never even knew existed. Anyone who feels like they are missing something need not wait long to be served, and the player characters feel like they themselves are jarls. Never before have they been waited on in this way.

After the dinner, Oktar excuses himself for the evening, and asks a servant to show them to their rooms. The rooms are on the second floor, in the southern wing of the house. Each of the guest rooms are furnished in the same way, with a real bed, a large bear skin pelt on the floor, and an oak wash basin. The flooring and furniture is all made from polished oak, with carvings of sophisticated patterns and recurring religious motifs of Stormi. Not a single wall is without an oil painting, and the observant viewer will learn a lot about the rise and fall of the Copper Kingdom, just by studying the art.

Prior to the wedding ritual, the player characters can prepare in whichever way they prefer, but both Oktar and Rendre are too busy to make time for them. The first floor of the building consists of the communal areas such as the baths (including a wood burning sauna), the dining room, the room of worship, and the thralls' dwellings. The second floor holds the common rooms with a fire pit, resting areas, guest rooms, and the private dwellings of the master of the house. The third floor alone is off limits to the guests, as it is Oktar's private residence. The water in the house is clean, and flows from the natural underground spring over which the house is built. For the Game Master it may be worth noting that the cellar, the entrance to which is located next to the guard tower, contains not only food and wine, but also a small keep. The house is generally riddled with secret passages known only to Oktar and Rendre. These passages give access to all the floors, including the cellar, and an escape tunnel which travels 6 kilometers underground, and leads to a small cave by the sea.

As the other guests are all so wealthy that they have their own private residences in Storhavn, the player characters do not meet them until the wedding. Even the bridal couple will be scarce, and the player characters will not see them during their stay. This is because the couple, following tradition, do not meet with anyone outside of the family the week leading up to the wedding. It would be a good idea for the player characters to spend some of this time buying appropriate clothing and a wedding gift for the bridal couple.

Oktar Grimme

Oktar has aged dramatically over the last few months, and today looks well over 50 years old, something which shocks the player character who hasn't seen his friend in a while. Oktar's hair is steely gray, and he has a well-maintained beard and proud, dark, eyes. He wear white clothes, similar to those of Stormkelts, richly embellished with religious gold embroidery. Oktar wears a similar medallion to Rendre, however his boasts a diamond between the eagle's talons. Behind him stand two beautiful concubines who introduce themselves as Ylva and Lise, sisters from the Vrudnah clan.

Oktar is a strong and confident man, who does not exhibit any weaknesses. He is charming and funny, and always has at least three or four jokes in store, often alluding to the nether regions. Oktar remembers the faces and names of everyone he meets, and can recall every single conversation he has ever had. He is sophisticated, well-traveled, and can remember details of all the regions he has visited. Oktar is able to enchant an entire hall of people when telling his stories, which are both educational and interesting. He speaks all the known human languages of Trudvang and can imitate all known dialects. This contributes to him coming across as an interesting and pleasant man to all who meet him. He has always been a ladies' man, with all the benefits and drawbacks that entails. The sister concubines are both around thirty years old, seductive, and beautiful to look upon, with curly light hair and deep blue eyes. The dainty azure and gold embroidered dresses they wear really showcase their shapely bodies, and the player character who remembers Oktar's wife Madeleine immediately notices the resemblence between the sisters and Oktar's late wife. At the same time, the player characters can't help but envy this man who has been able to charm these two ethereal angels.

The Wedding in the Serdajn Church

The wedding is held in the Serdajn church (commonly known as "Serdajn Grand Temple", to put it on par with the churches of the Tenet of Nid in Westmark), not far from Oktar's home. The Serdajn church is the largest blot shrine in Wildland, and is situated on top of a hill, surrounded by greenery. The building is constructed out of black oak, and four tall blot poles rise from the foundation. Rumors claim that hrimtursir used to be sacrificed by these poles in the past. The area is rigorously patrolled by the hirdmen of all the guests, who only admit those with an invitation. A long, wide, staircase illuminated by thousands upon thousands of candles leads down under the four towers to the subterranean shrine.

Below, there are long tables set for the 106 carefully selected guests, as well as the same number of servants, and the guests' personal hirds. The tables are set up like a U, with the bridal couple and their closest family in the center of the bend. Barrels of ale and mead are already prepared and, in accordance with tradition, each guest has their own tin tankard by their seat. Among the guests are men and women from among the highest elites of Wildland.

The player characters sit along one side of the furthest long table, next to the Saatigia Fylkjarl and his clan, Wildland's mightiest men. The player characters will be able to make conversation with the Fylkjarl's two sons, Grimhil and Elvijö Saatigia. They will have time for a conversation over ale before Fylkjarl Bhalgor, the Brycker of Wildland, starts the ceremony.

The Bhalgor Fylkjarl is dressed in a black order habit without any defining adornments, other than a small symbol on his mantle depicting a red fist holding a ring. In all other regards, Bhalgor is plain for a Fylkjarl. By his feet, however, you can see a black scabbard poke out from under his robes. Bhalgor begins to speak in a powerful echoing voice:

"Fylkjarls, lords, and holy men. Today, we are gathered to drink and feast together. We have gathered to witness a union of clan blood. We have gathered in brotherhood, to forget the injustices that were. Let the union of these two souls become a new beginning, a new sign for a new time. In this union of the Fylkjarl son, Huld Hagtorn Tomusson and the fair Miri Grimme Oktarsdottir, shall they hence become one, and in the sign of strength– shall they be blessed. These two stand now at a crossroad. Let Stormi guide them down the path of truth. Let us gathered here today celebrate their meeting. Let the love they share withstand the test of time. Huld Hagtorn, bring your bride, Miri Grimme, from her seat, and step forth so that your love can become pure in the eyes of Stormi".

Huld approaches his bride, Miri, and leads her to the altar. As one, they kneel before the Bhalgor Fylkjarl, who continues:

"Huld Hagtorn. Do you vow, in the eyes of Stormi, to protect this woman, and love her, in dark times and in times of flfight Do you promfise to, fin the eyes off Stormi, be to this woman faithful and avoid the pleasures of concubines and whores"

Stressed, Huld replies:

"By Stormi, I vow to follow thy will".

The Brycker then turns to Miri:

"Miri Grimme. Do you, in the eyes of Stormi, vow to love and serve this man, and ffoflflow hfim when death do you part Do you promise, in the eyes of Stormi, to be to this man faithful, so long as you flfive"

Barely audible, Miri responds:

"By Stormi, I vow to follow thy will".

Brycker Bhalgor bellows:

"Speak louder, woman so that Stormi can hear your vow!"

Terrified, Miri replies:

"By Stormi....I.... vow to follow thy will".

The Brycker turns to face the congregation once more:

"I hereby declare Huld Hagtorn and Miri Grimme united in an alliance, like two bound in a vow. These two are now joined to one another and are free to come together in marriage after the feast, like pure souls in the eyes of Stormi".

Brycker Bhalgor cries out:

"Raise your goblets in honor of the bridal couple! Raise your goblets in the name of Stormi! Raise your goblets in honor of Wildland!"

The congregation stands and raises their goblets; a buzz and clamor breaks out, and the gathering bellows in unison:

"Long live the alliance! Long live Stormi! Long live Wildland!"

Everyone drinks up. The thralls start carrying in food. Immense amounts of grilled boar and ale are served. Before everyone has started eating, and before anyone gets too intoxicated, Swordjarl Oktar will recite his wedding poem to the couple. He slams his tankard on the table and asks for silence. When the worst bustle has settled, he begins:

"Friends, brethren, and bears of Wildland. Mead in the tankard's halls. Sing of great deeds, friends of the south".

He gestures to the player characters:

"Kinsmen and brothers in arms. Eat straight of honored swine. Sit on ale benches, delight in the feast. Know you victory silver and be filled with the wild boar of steel.

West on the Thing. A girl child favored by luck, I brought with me. All bite shields to the wake of feud. Bloody iron shirts could be seen, spats of bone vessels from the pyre. Everything is devoured by flames.

Shut tonight the door that rattles in cold times. Forget that the past haunts in the corners. A steaming blood river. Flame craving follower of soot snow. Greedy jaws have devoured, heroes have fallen, railing song of sorrow, piles which burn".

People fall quiet and worried:

"Shields may crowd in the mist of tomorrow. Merciful, we sing hymns as the devastation of battle tumbles. Battle worthy men boast of murder and slayings. Blades bite the meat of youths; glossy shields cover mortal wounds. For days the raging raiders beset, tempt with feud to fuel their glory. But, hear me. Tonight, the tankard is our ally, and our neighbor – our kin."

People nod, agreeing.

"We drink to the absent Fylkjarl Njordung Blueax's honor".

Some in the crowd clamor in agreement, primarily members of his family.

"Off in the fog, he wanders. Perhaps defending himself from the criticisms of women".

People start to laugh, and the mood noticeably lightens.

"Let us remember his gaggling tribe".

Here he is really saying that he does not trust the men and women that Njordung Blueax has gathered on his land.

"Spearmen and shieldmaidens he amassed at Ulvarsfiell. Wrath they can awaken. Whispers like wise elves".

Ulvarsfiell is the name of Blueax's hunting estate. Oktar turns to address Huld.

"Freely, could I to you speak. She willingly joined the Hagtorn clan. The bridegroom was given a wife of glorious locks. Good breeding of womb and sons shall come".

Oktar is saying that he hopes for a grandson:

"Against her sharp tongue, I often find forced to defend. Her ire no lashings could tame. But a man with peace of heart, as you are, and as of yet, liked by all. Take good care of her, my friend".

Miri glares angrily down at the ground, and Huld laughs, nodding:

"Hot burns the thirst in the gullet. Loudly, screams a heart of bellows".

People raise their tankards, awaiting permission to drink:

"Hunger whimpers like swine in flames. Remove your armor and fill your maw with dripping pork".

Once more, people nod, agreeing.

"In ale daze, our fear will steam, at the feast, our uncompanionship is lulled to sleep. For it is vowed. That the raven's feed becomes tomorrow's rival that I fell..."

In silence, Oktar downs his entire tankard, drawing excited shouts and whistles from the crowd. Celebratory music starts playing and the festivities can commence. Everyone tries to get as drunk as possible, and the affair lasts until morning. It is considered unmanly to leave before you have dropped, and so, most will be mind-numbingly drunk by the time they leave for home.

It is unlikely that the player characters will have the time to meet all the attendees at the party, instead the Game Master should attempt to pick which characters that the player characters are likely to get along with. Those who the player

characters do not get a chance to speak to during the party, they can instead meet in Storhavn after the wedding. The chance of them stopping to speak to each other is high, now that they recognize each other.

Suggestion for Events during the Wedding, in Chronological Order:

The player characters speak to Oktar and the bridal couple. During their conversation, they are constantly disturbed by the groom's father, Tomus Hagtorn, who repeatedly interrupts others in the middle of sentences. Tomus, who became very intoxicated early on during the evening, is perceived to be very bothersome.

Grimhil, Elvijö, and Hloe invite some of the younger player characters to take part in a competition. Raak Wulfr invites the player characters to be his drinking companions and he will do everything to drink them under the table. He will call those not able to keep up wimps and wusses, something which could be considered a grave insult.

Huld gets drunk in an embarrassing prank where he is held in place and force-fed ale to the sounds of hoots and loud applause. Huld eventually gets so inebriated that he falls over and spews all over himself. When he then needs to take a leak, he is unable to even stand, collapsing unconscious into a puddle of his own vomit and urine, prompting mockery and snickers from the guests. After this event the guests lose interest in him and leave him alone in his misery.

Obligatory Event: Rendre and Ylva will sneak off together without attracting much attention.

As Huld is blackout drunk and both Rendre and Oktar are elsewhere, there is no one keeping an eye on Miri. Brut Blueax, who is far too intoxicated, quickly tries to pursue and grope her. Only one of the player characters is able to come to her rescue, and Miri takes a fancy to her savior. In confidence, she confesses how disappointed she is in the fact that Huld is only taking her for the money. Perhaps a forbidden romance can bloom between Miri and the player character, but never one so serious that it goes too far. If love develops, only glances and words will speak to their desires, never deeds. When Miri is murdered later in the campaign, the player character can experience an intense wrath over her death.

Obligatory Event: Before the party ends, Ask Wulfr and Hatr Uvail will come to blows. It all ends in a brawl between the two where the inebriated Ask is brutally beaten to death by Hatr. The blood feud will be intensified, and the player characters suspicions of Uvail gets stronger. After Hatr Uvail has killed Ask Wulfr, the Fylkjarl Vret Uvail abruptly leaves the party, heading for home. Raak, the Wulfr Fylkjarl, will stay, trying to rescind Vret Uvail's title as a Fylkjarl, which ultimately fails. On the journey through Storhavn, four more Wulfr men will be killed by Vret Uvail's hird. The whole point of the events at the wedding is to ensure that the player characters can begin to suspect the Uvail family, and not dig too much into Njordung Blueax's disappearance or delve into the Wulfr clan's dealings. The wedding reception continues until the wee hours, despite all these events, even if many would actually prefer to leave right away.

The Lords of Wildland

The Host, Swordjarl Oktar Grimme

Oktar Grimme is flanked by his concubines, Ylva and Lise Vrudnah, who follow him throughout the party. If the player characters speak to him, he will voice his annoyance at Njordung Blueax's absence, and point out that Grimme, Saatigia, Staark, and Hagtorn are clans that have always stuck together.

Ylva and Lise Vrudnah

Lise is Oktar's favorite, and possibly the one that most resembles his late wife. Ylva, who is slightly younger than her sister, does everything in her power to catch Oktar's attention. She will try to seduce Rendre Haugskalp in an attempt to drive a wedge between 'Father' and 'Son'. Rendre, who has always been attracted to Ylva, will be powerless to resist her charms, and their union will result in Ylva being with child, which will have consequences later in the campaign.

Rendre Haugskalp

Rendre wanders around, socializing with all the guests, making sure that everyone is enjoying themselves. The only individual Rendre does not approach is his real father, Raak, the Fylkjarl of the Wulfr clan. When he encounters Ylva, the two of them will leave the party together.

The Bride, Miri Grimme

Miri, the bride, is as intelligent as her father, if not more so. It is, however, true that she is stubborn and difficult to control. The sixteen-year-old Miri spends the whole evening holding back tears over being forced to spend the rest of her life with the pathetic Huld Hagthorn. Miri diligently responds to all questions and is happy to steer the conversation away from the wedding. She knows a lot about History and Heraldry, and is more than happy to instead speak at length on these subjects.

Fylkjarl Tomus Hagtorn

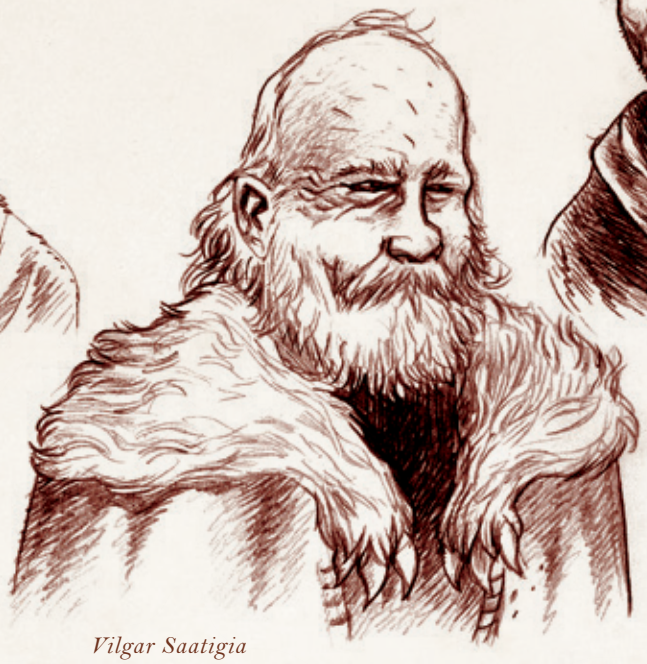
Tomus is a large, boisterous man. He shares some similarities with Oktar, but is far less intelligent. Tomus is brash and blunt to all he meets. Time and again, he jokingly smacks his son Huld on the back, who can barely stand up under the force. Tomus has a smithy in Vretgaard, and is happy to discuss smithery, the only subject he is knowledgeable in, aside from women and ale. Tomus does not realize that his son, Huld, is a failed soul, believing Huld to be as rational a man as he himself. This is one of the reasons that Huld has become so withdrawn. At Tomus' side is his second wife, Rennja, who is eclipsed by her loud husband. If anyone speaks to her, she grows anxious, and, after being on the receiving end of vicious glares from Tomus, most will likely choose to leave her alone. The Hagtorn clan crest is a black ox.

The Bridegroom, Huld Hagtorn

The groom, Huld Hagtorn, is a pale imitation of his father, and is overcome with jealousy and hate for all those around him, even his bride, Miri. Huld despizes everyone except Maria Norim, the girl in his hometown who he loves above all else. An unrequited love – an unattainable dream. Slight of build, Huld is a relatively scrawny and anxious



Saul Bhalgor



Vilgar Saatigia



Galve Blueax

nineteen-year-old. Throughout the entire wedding celebration, he appears reserved, stressed, and nervous. The only reason he is able to avoid fainting from the emotional exhaustion is because he is accompanied by Oktar and his father who keep his spirits up. Huld keeps his thoughts to himself, and does not seem to actively participate in any conversations. He will occasionally bark out a nervous chuckle, often at inappropriate moments during conversations.

Fylkjarl Saul Bhalgor, the Brycker of Wildland

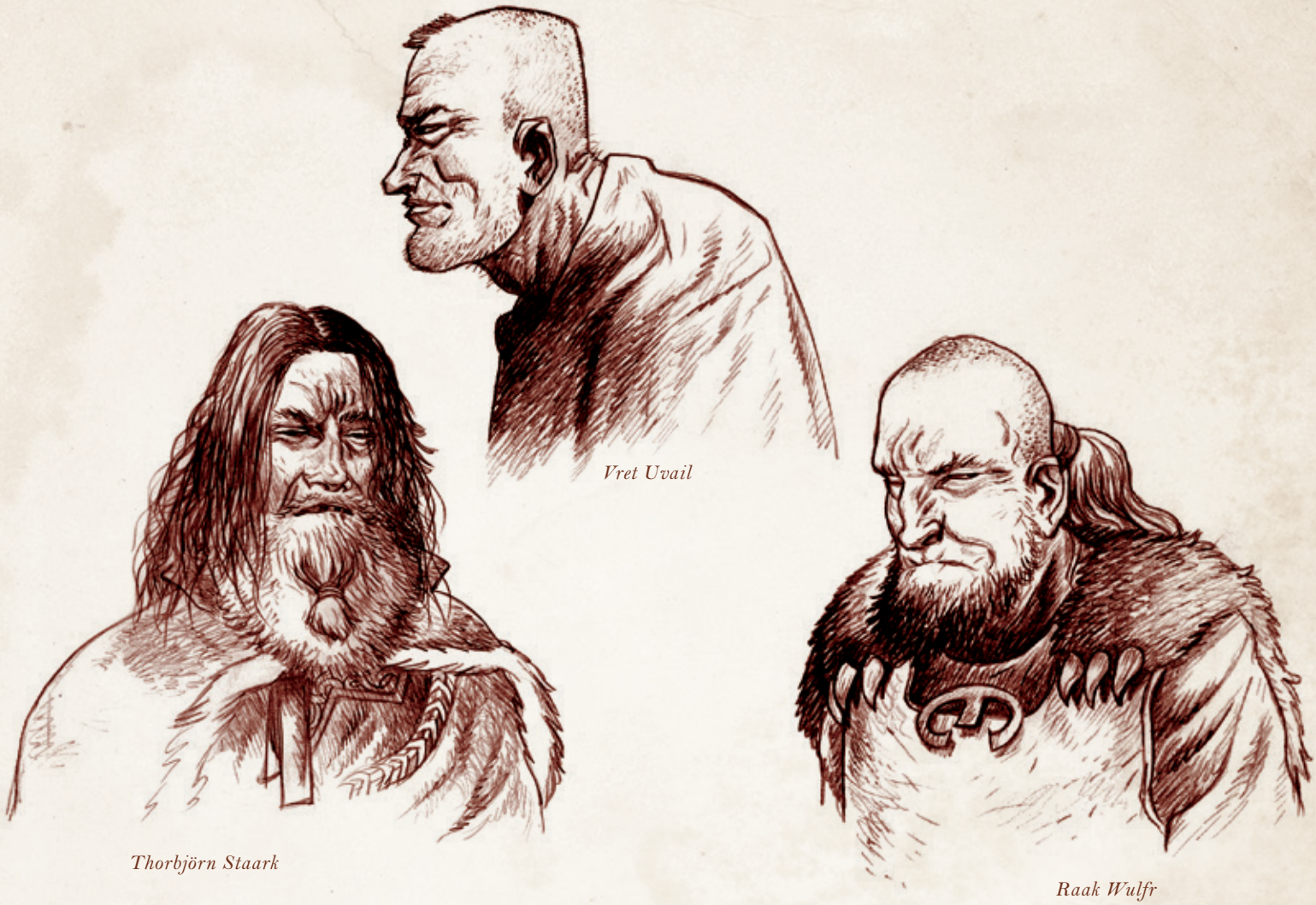
Brycker Saul Bhalgor is the only member of his clan to attend the wedding. His brothers and sons are training intensely in Jordek, and something as insignificant as a wedding is not important enough to interrupt their drills, not in times like these. The Bhalgor Fylkjarl, as most people know him, is aware that the Ice Cult has started to gain strength once more, and he has brought ten members of his blot force with him to the wedding. Bhalgor and the bloters walk around eavesdropping on the other guests, without drinking anything themselves. If Bhalgor or his men discover a blasphemer, they won't act until later, so as not to ruin the wedding. Note that the man or woman who chooses to blaspheme Stormi in the presence of Bhalgor or the bloters does not live past three more days, regardless of who this person is. Saul is a tough man who despises women, thus his treatment of Miri. Fylkjarl Bhalgor and his men are formidable warriors from the Order of the Iron Hand, Gerbanis' most seasoned soldiers. The Brycker lacks a clan crest, other than that of the Order of the Iron Hand.

Fylkjarl Vilgar Saatigia

Vilgar is the most powerful man in Wildland and as close to a king as one can get. Vilgar has come to the wedding with his sons Grimhil and Elvijö, and with his brothers Valthir, Tryg, Torgor, and Ulfgaar. Vilgar's wife, Signe, is a handsome, mature woman who is fully aware of her husband's status. Even Ulfgaar's son, Hloe, cousin to Grimhil and Elvijö, is here. Between the eight of them, these men command over four thousand hirdmen, and the largest domains in all of Wildland. Grimhil, Elvijö, and Hloe, who all three are around twenty, are those most likely for the player characters to interact with. Outgoing and, despite their youth, seemingly mature, well on their way to becoming real strongmen like their fathers. Hloe discloses that he overheard his father whisper with Galve Blueax about how Njordung, alongside some of his brothers and hirdmen, has now been missing for half a year. Completely without a trace. Blueax does not wish to make a big deal out of the whole thing, but Ulfgaar spoke of dark times in the past, whatever he may have meant by that. The three youths spend most of the party trying to seduce some of the servant girls, drink themselves silly, and brag of their achievements. Saatigia's clan crest is a black eagle on a blue shield.

Galve Blueax

Galve is the Blueax representative at the wedding because no one knows where Fylkjarl Njordung Blueax is. Galve is very worried about the disappearance of his brothers, and has only brought his sons, Brut and Axl, and his wife, Kari, with him to the wedding. Even though he is a sensible, strong man, Galve's attempts to put on a brave face fail, but not from a lack of trying. Fylkjarl Njordung Blueax's disappearance has come at an inopportune time and was very sudden. Blueax's battle crest is two duelling axes in blue or black. Galve is obviously aware that Njordung is the leader of the Ice Cult.



Vret Uvail

Thorbjörn Staark

Raak Wulfr

Fylkjarl Thorbjörn Staark

Thorbjörn is accompanied by all twelve of his brothers, whose names all begin with Thor-, as well as his radiant wife, Annelie. The thirteen bears of the Staark clan are true Agroths, who could have been brothers with Hallak and Strang. The brothers are powerfully built, and wear dirty, tarred clothes, and have bushy, unkempt hair and beards. Annelie, for her part, has flaming red hair and flashing green eyes. They are a varied bunch altogether, who easily drink the other guests under the table. None at the wedding can manage their ale quite as well as the Staark brothers, and they are the last standing. Thorbjörn's wife Annelie, who is considerably younger than her spouse, attracts many lustful looks, and if she didn't have such a terrifying husband, she would have found herself with many a young suitor unwilling to leave her side. The Staark's clan crest is a Bear.

Fylkjarl Vret Uvail

Vret Uvail is a dark, cold, and humorless man with a stony demeanor. At his side are his two brothers, Hatr and Blotr, and his ten-year-old son Vrinje, who, despite his young age, already bears his father's dark aura. If any of the player characters tease Vrinje (other than the Child of Light), he will, with the skills of an assassin, stab that person with a poisoned dagger later during the evening. The Uvail clan is still warring with the Wulfr family, and they are very wary of all they meet. The player characters are meant to suspect that Uvail is behind something awful and the rumors could help to confirm this. Furthermore, it is well known that many of the Uvail clan succumbed to the darkness in the past, during the Time of the Untamed. Later in the campaign, Uvail will be revealed to be good, but he is an ideal red herring for the time being, until the player characters learn more. The Uvail family is of pure Agrothian blood, with all that entails. The Uvail clan crest is a black full moon on a red background.

Fylkjarl Raak Wulfr

Raak, and his brothers Ask and Balth are large men, all of whom have brought their wives, Niena, Silgra, and Endra. They originally stem from both the Agroths and Wildbrons, among the first to adopt the faith of Gerbanis, and are considered to be very religious. One of the player characters has also heard something about them being wolf breeders. The Wulfr party is upset that Oktar has invited the Uvail clan to the wedding and speak loudly and at length about the Uvail family's betrayal, and the war between their two clans that has already lasted for 20 years. They insist that the Uvail tricked them out of ten thousand gold coins shortly

before the collapse of the Copper Kingdom, and has since refused to repay this debt. Other than complaining about the Uvail, they also accuse Rendre of being haughty and arrogant, as he has not greeted them, even if everybody knows that he was born a Wulfr. Fylkjarl Raak Wulfr will come to like the player characters, if they do not offend him. The Wulfr clan has secretly established a dedicated place of sacrifice in honor of the Snow Queen. It is located by the Cliff of Askyr, the lonesome mountain that rises from the forest in the southern Darkwoods. During the Time of the Untamed, the Wulfr were paladins of light, helping the forces of Gerbanis drive back the darkness. Today, their bloodline has been blackened and their souls have darkened. The Snow Queen's whispers have reached their hearts, and the words of Stormi have faded into oblivion. Fylkjarl Raak Wulfr has a spiral-like tattoo on his neck as a sign of his devotion, although many people will not remember its link with the Snow Queen's cult. The PCs should notice this detail, although they will not be able to understand its meaning until later on in the story, when they will have better knowledge of the cult.

It is not intended for the player characters or Brycker Bhalgor to accuse or even suspect the Wulfr clan of anything. It is the Uvail family who should be presented as the black sheep of Wildland, at least in the beginning. The Wulfr clan crest is a black wolf's head.

The Farewell

When everyone has sobered up after the party, some time the following evening, the characters are awoken by someone banging on the door. It is Rendre, who reports that the player characters are called to a meeting at the harbor. The meeting is held by Fylkjarl Raak Wulfr, and concerns his brother's abrupt death. Some can glimpse angry tears in Rendre's eyes, who despite all the unpleasantness, still misses his uncle Ask Wulfr, whose funeral he cannot attend.

The player characters ride to the harbor with Oktar's escort.

More than a thousand men and women have gathered in the harbor. Burning torches in their hands, and the large pyres lit by the waterside illuminate the sky. The player characters push their way through crowd to the shore, to which Raak Wulfr has summoned them. On the beach, five large fires have been lit, one for each man of the Wulfr clan whose life have been lost. Around Raak there are five growling wolves, ready to lunge at anyone who makes a move on him, and tear them to pieces. It takes another half an hour until everyone has arrived and Wulfr can begin his eulogy.

"Dear kinsmen and friends. Yesterday, I thought that I'd get to witness the dawn of a new time. A time when injustices could be forgotten. A time where new kinsmen could fall in with our ranks. A time of joy and festivities. The Uvail men have clearly demonstrated their antipathy to all my thoughts of reconciliation in the past and in this frigid time. I have called you all so that we, together, can bid farewell to those who so ingloriously have been taken from us".

Raak jerks his head angrily:

"Early this morning our dear bridal couple bid farewell to my brother. It was I who convinced them to continue with their lives despite this great sorrow. I cannot begrudge them their journey home to Vretgaard, nor can I begrudge them the joy of being brought together in a new union. So, I do not wish for anyone to curse their absence, as they were amongst the very first to offer their tears and the very first to say farewell to those who have left us.

Ask –my brother, my friend. I, who promised my late Father that I would protect my younger brothers from blades, arrows and fangs. A promise which I have failed. Now, I must therefore call for blood vengeance for your death and overthrow Uvail's rule once and for all. I swear, by all those here to witness it: None of the Wulfr blades shall rest until Vret Uvail and his entire clan of changelings and riff raff have offered their sacrifice for all the wrongdoings which have gone unpunished".

Raak has now sworn an oath and can therefore not put down his weapons against Uvail until one of them has fallen:

"Let now our mourning Silgra choose her bane, so that she can follow her man and serve him in the kingdom of death, as she did in life".

Silgra steps forth and slowly walks past the men standing at the front of the crowd. She chooses one of the player characters as her bane. This is a custom not practiced in the southern Stormlands and the thought of killing an innocent woman might make the player character uneasy and uncomfortable. The player character must now make a choice: to refuse, or to follow Wildlander customs and kill her:

If the player character chooses to kill her, they are given an axe, and Silgra will fall to her knees before them, lifting her hair aside to grant access for the killing blow. After her severed head falls to the ground, Raak will continue:

"Silgra has now descended to Ask, so he can continue his journey with her and we can begin ours in the sign of blood".

If the player character chooses not to kill her, Raak will exclaim:

"In this moment, the Uvail clan is not the only betrayer. You and your doomed friends have clearly demonstrated which side you are on. Therefore, I will personally take on the honor of being Silgra's bane and you shall forever remember that you failed her last living wish. Do not be surprised when she, in death, exacts her revenge on you".

Silgra is killed in the same manner as above, but by Raak:

"Let the fire burn the shell of the soul. Let the ship sail with the wind. Let the sea serve as grave. Ask, your death shall be our victory sign. We will miss you."

The bodies of Ask, Silgra and the dead hirdmen are placed inside a small sailboat, which is filled with dry tinder. Then the little boat is launched by Wulfr clansmen and ignited with torches. The boat sails towards the horizon, and none say a word until it is completely gone.

The Journey to Vretgaard

The company rides slowly along the route as darkness descends on them like a chilling shadow. The horses have been restless all day, and the four riders, three men and one woman, have decided to continue despite the onset of darkness. Their concern is not unwarranted, however. Evil eyes follow them in the moonlight. The predator can smell the scent of warm, pulsing, human blood, and pauses for a moment before lunging at its oblivious prey. The first two riders do not even have the chance to scream before the creature's claws slice through their soft flesh and they are flung, dead, off the horses. The screaming woman bravely attempts to ride past the enormous creature, but a clawed hand snatches her head, crushing it like an egg, and the mangled body drops to the ground. The last rider, who has already been flung from his galloping horse, is kneeling on the ground, weeping, begging for his life. Instinctively, the creature sinks his teeth into the poor man, who howls in pain. Then, just as the creature is about to extinguish the life of its bleeding prey, it recognizes the dying man. Shocked, the creature drops him, stumbles for a second, and then takes off into the forest with a heart stopping demon's roar.

Silence, once more, fills the night…

The company leaves Storhavn in silent mourning. It is Huld Hagtorn and his wife, Miri, escorted by Oktar's best soldiers – Hallak and Strang. They are disguised and hiding their wealth, to prevent them from unnecessarily attracting the attention of thieves in their travel to Vretgaard, the residence of the Hagtorn clan. Not that is a great concern with Hallak and Strang nearby. The journey to Vretgaard is relatively uneventful, until they eventually reach the Marsh Mountain, not far from their goal.

Ouvar the beheader's descendant, Haldur Ouvar, is a carrier of warg sickness, who, under the guise of merchant traveler, often lets his inhibitions go, allowing him to transform into a werewarg. He was returning from such a trip when he noticed the disguised procession. The voice within whispered that these exact people must die. The disguises prevented him from recognising Huld. He decided to stalk and kill the strangers before they got too close to Vretgaard. When darkness fell, he transformed and lunged at the defenseless humans. Huld was mortally wounded in the attack before Haldur recognized him. Huld's companions did not have the same luck, and were all killed on the spot. In a panic, Haldur ran from the site, thinking that he had killed Huld Hagtorn – the Ice Cult's latest recruit, and, as the Hagtorn heir, the next Fylkjarl of Vretgaard.

At daybreak, Haldur returns, in human form, to view the scene of his crime and discovers that Huld is still alive. After administering first aid and other life-saving efforts, he is able to bandage the worst wounds and take measures to prevent infections. He buries the dead in a communal grave, and places Huld in the wagon. Haldur decides to blame a man-eating bear for everything, and works on his story during his journey home. He knows that it had been very dark and that Huld would likely verify the story. What he did not know was what legendary warriors Hallak and Strang had been. The brothers' reputation would not make the story plausible to anyone south of Hallwind.

Haldur's Lie

The man woke to a beautiful woman dabbing his forehead with a cloth. Her dark hair touched his chest and he felt his entire body react to her unintentional caresses. He immediately recognized her face, which had been dear to him since childhood. Here he lays, now, under her care, knowing that his life rested in her hands. Oblivious to the fact that he had contracted an incurable affliction which would change his entire life forever, he drifts off again, happier than he had ever been….

Haldur causes great commotion when he arrives in the village with Huld Hagtorn lying unconscious in the cart. He recounts the tragic story of how he had found Huld gravely hurt by the side of the road next to the strangers, how there had been bear tracks by the half-eaten bodies and how he had buried them on Marsh Mountain. He is able to convince the entire village and no one suspects anything untoward. Huld is then brought to the priestess, Maria, for care, where he ends up staying an entire month. Huld's stay with Maria, the woman he has always loved, leads to him developing a sort of obsession with her.

After having spent more time in Storhavn to fix details about the dowry to get, Fylkjarl Tomus Hagtorn departs to arrive in Vretgaard a week after Huld. As he enters his home, the Hagtorn Fylkjarl sees his entire future fall apart when he hears of the tragedy. Tomus immediately sends the thrall Sote by horseback to Storhavn to deliver the tragic news to Oktar Grimme.

Tidings of Sorrow

The slight thrall whipped the horse harder, for he knew that if the message was delivered later than the date written in the sealed parchment, he himself would be the one whipped. It had rained heavily during the entire journey, and Master had not sent enough food. Cold, wet, and hungry, he leapt from the horse and ran up the steps of the elegant dwelling, hoping that he would arrive in time…

After the wedding Oktar will openly delay the player characters in Storhavn. They are all meant to be comfortable with him and feel spurred to help him later, when darker times are upon them. Oktar will bring them to all of Storhavn's attractions and together, they will consume great volumes of mead. Oktar pays for everything and the player characters are treated like jarls, immensely popular with the locals. They become known as "the friends from the south", shrouded in curiosity and mystique. For two months, the player characters live with Oktar and are pulled into all the festivities that surround him.

Their time with Oktar flies by and, in hindsight, everything feels like it was just yesterday. The life the player characters live is rough, and the Game Master should carefully plan the consequences of their actions. Without Oktar to protect them they will manage to make a lot of enemies. The idea is that the next time when the player characters return to Storhavn in the lead-up to the great war, there will still be old open wounds, and injustices to be settled. Let morals and ethics play a part here. The player characters who have acted sensibly will be rewarded later. The fun ends just as quickly as it had begun. The player characters immediately sense the gravity of the situation when Rendre knocks on their door and, pale as a ghost, asks them to meet Oktar in the room of runic engravings.

The thralls whisper amongst themselves nervously, and nothing seems the same anymore. Something terrible has happened.

Sote has arrived with a message from Vretgaard, telling how a ravenous killer bear had attacked the company when they lay sleeping, killing everyone except Huld, who was badly injured. Oktar Grimme, for his part, just can't believe that the "Bear Killers" and "Mastomant Brothers", Hallak and Strang, their skills known far and wide in Wildland, would fall victim to a simple bear attack. Oktar is sure that someone has murdered his daughter and can now see no other option than to avenge her death, eye for eye, tooth for tooth.

Oktar does not take the news of his daughter's death lightly. He lets Sote be whipped with fifty strokes because he was the bearer of the bad news. He then sends Rendre to get the player characters to help him figure out the truth behind his daughter's death. Rendre leads the player characters to the library where Oktar is seated in an armchair, staring into space. Near him stands a thrall, who has been whipped bloody, slumped over, with several deep wounds all over his body. Oktar's mood is slightly lifted when he sees his old friend, but he quickly retreats to his apathetic state of shock. Empathetic player characters will, however, see the hate which burns brighter in Oktar's eyes than the sorrow. Oktar will not keep any secrets from his friend, as long as the player characters ask the right questions. However, his answers are short, and he sometimes trails off in the middle of sentences. It is important to remain alert and aware as this is the last time they meet Oktar Grimme. Oktar forces his friend to swear to avenge his daughter's death (regardless of what or who is behind it), before the player characters leave him. He further explains that Fylkjarl Tomus Hagtorn is expected to offer the player characters board and lodging during their search for Miri's slayer. The GM should underline how the Friend of Oktar feels an obligation to help his friend, while the beaerer of the stone will feel again the sensation that this is the way things must go.

If the player characters need anything, he will arrange it for them, if not, he wishes them good luck on their journey.

Rendre supplies them with horses and gives them a chest with fifty gold rings to break when needed. Warm clothes and bear or wolf mantles are available for anyone who needs one. Simpler field equipment is also provided for their journey. Rendre then thanks them in advance for all their help. The Game Master should take note of exactly what the player characters bring along for the journey, as access to goods is very limited in Vretgaard. Help player characters who are hunters or experienced adventurers pack their backpacks, as it is not particularly likely that such a person would forget something.

Rendre finally introduces Sote, the whipped thrall, who is the one meant to guide the player characters to Vretgaard. They depart when they wish to, preferably early the next morning.

Fylkjarl Oktar Grimme will be murdered by Rendre two months after the player characters' departure from Storhavn. Ylva Vrudnah and Fylkjarl Raak Wulfr convince Rendre to murder Oktar. Ylva is expecting Rendre's child, but will claim that the baby is a lovechild of Oktar's. In the current situation, even the child of a concubine would inherit his fortune, as Ylva is known to be one of Oktar's primary mistresses. Rendre is also promised reconciliation with his father and, after a visit to the Cliff of Askyr, he crosses over to the darkness. Oktar becomes Rendre's first sacrifice to the Ice Cult and his body is never found. Oktar is now a missing man from an obliterated lineage.

Sote

Sote does not know how talented the others are at riding, so he extends the journey to Vretgaard, taking better routes and avoiding too rough shortcuts. The player characters can gain a good ally in Sote the thrall, who works for Fylkjarl Tomus Hagtorn. If they see him as an equal and treat his wounds, he will become a very loyal friend. How much Sote shares depends on how much he likes the player characters. He knows most of the legends of Wildland and intimate details about the Hagtorn family, as well as general information about the other families. Sote is the village messenger and the fastest rider with the lightest horse. Sote is short, slight, and 19 years old.



Sote

Keep in mind that Sote will only share information that the player characters directly ask about. The player characters are meant to obtain information through good role playing and from establishing a stable friendship:

> Sote knows the ages and names of everyone in the Hagtorn and Hjelm families. He also knows exactly how much livestock is kept on Hagtorn's farm. Considering the Sorva, he only knows that they were a thrall family who were freed in order for them to care for the cemetery chapel. All the Norims, other than Maria, are recluses, and the only thing Sote knows about them is that their clan leader, Hakka Norim, is called the fishing master.
>
> Sote also knows some general information about the Hagtorn family, as well as any rumors that the Game Master deems the player characters should have gotten a wind of.
>
> Fylkjarl Tomus' greatest flaw is that he is very greedy.
>
> The Hjelms are the easiest to deal with; they even treat thralls like any other people.
>
> Torulf Hjelm is getting very old, and no one thinks he will survive the winter. His firstborn son, Hedar, is expected to take over after him, which is a shame. Things aren't quite right with Hedar, and he is

known to be unstable. When he was young he ran around, killing small defenseless animals without reason, and then broke out in deranged fits of laughter. He was called "the horror" by the younger children in the village, who all feared him. Ever since Hedar started working in the smithy, he stopped with the delinquency and became friends with Huld Hagtorn. But that disquieting look in his eyes remains.

Siris Hjelm (one of the four wives of Torulf Hjelm) is a bit of a mother figure to the entire village. She is always the first one to consider what is best for the children.

Sote sometimes speculates that his own father, the thrall Greld, is Huld Hagtorn's real father, due to the similarities they share (something which Sote only confides to someone he considers a real friend). This would make the two of them half-brothers. So similar, and at the same time, so different. Sote pities Huld, who is beaten by his uncles every night. At the same time, Huld is a person who takes his aggression out on those below him, which makes him a pathetic human.

Haldur Ouvar, the village executioner, is related to Ouvar the Beheader.

Sote knows the legend of Ouvar the Beheader.

Fylkjarl Tomus Hagtorn is a good man who does not beat his thralls needlessly.

Maria Norim is the most beautiful woman in the world. Sote is in love with the priestess who has always been kind to him, and who is the same age as him.

Fylkjarl Njordung Blueax was in Vretgaard last year. Now he is apparently missing. Terrifying creatures live beyond the old bridge, west of Vretgaard, the same road Njordung Blueax took when he disappeared.

Hakka Norim has an elven wife. Sote does not know what that means but has overheard Tomus Hagtorn mention it.

It is said that Remi Sorva is haunted by someone he buried. Rilja once told Sote in frightened whispers that a boy had been buried alive by mistake, and that Remi now is paying it.

Many claim that Huld only married Miri for her wealth.

Strangers are generally not well received in Vretgaard.

Do not read the information here straight out loud, instead let Sote pause to think between the stories and allow him the chance to ask the player characters details about their personal lives. The closer they get to Sote, the more he will trust them, and the more they will learn from him.

Hallwind

The player characters' first stop is the Hallwind fort, which is located by the hills of Ulve and Strafe. The journey there takes about 7 days by horse, and the player characters ride through a, for Wildland, densely built-up area with several farms. They recall riding by the three village farms called Greenwall, Saarhome, and Outhelm. The farms are spread along the Copper Trail, at times only a few kilometers from the road, and friendly faces meet any who journey along this route. Travelers are here often lucky enough to sleep with a roof over their heads, thanks to hospitable farm owners.

Hallwind stands like a monument declaring to all who see it that they are now leaving civilization behind and venturing into the uncharted territory of Wildland. A runestone nearby indicates that if you continue northwards along the Copper Trail, you will reach North Hall. To the east lay the road to Glavehold and Hrefing, while the Agmundvida plains are to the south. To the west is Hyttsten and the King's Lookout.

A horse goes lame, and the player characters can choose to ride into the city to buy a new one. It is late and the stables are closed, so they must wait until the morning. A player character with the Nature Knowledge discipline of the Wilderness skill (preferably with the Animal Friend specialty) can, however, see that all the horse really needs is to rest for a day or two, and they could continue on without replacing it.

If they head into the city in search of lodgings or an inn they will find Vridhskalpje's Mead House. The Innkeeper works for the Saatigia clan, and answers for the inn's profitability. The prices are roughly three times more than is normal for an inn in the Stormlands, but there still seem to be a lot of patrons. An ale, for example, costs sixty copper coins. There are only single rooms, and full board costs a thousand copper coins per night, but that also includes a place in the stables for your horse. In the morning, porridge or a meat broth is served. Half-board costs five hundred copper coins but the room is smaller and no extras are included. Sote does not have any money and is dependent on the player characters' generosity. If no-one helps him, he will sleep outdoors on the haunted hills, where he will have terrible nightmares.

During the night, the Child of Light will dream his first dream:

You are standing, completely alone, in an icy, cold, and frozen field. A dark veil lays, heavy and threatening, over the heavens. When you try to move, you find that your feet are frozen to the ground. The cold is unbearable. You cannot move and panic starts to grow in your chest. Suddenly, you hear war drums and dark shapes begin to slither up from the horizon. It is as though time has lost all meaning, and every second that you experience corresponds to several minutes to the rest of the world. The shapes approach with terrifying speed. The drums beat faster and faster. Your own movements still feel slow and arduous. A cold wind violently tears at your clothes, and you can feel how your body heat slowly but surely ebbs away. Ice covers your skin and you want to scream, but can't. Your mouth is no longer able to form words. You grow more and more tired and weak. The shapes move ever closer. You start to be able to discern their faces. Dead, empty eyes staring at you. The drums stop. The shapes' death march falters. Only the heavy beat of your heart interrupts the silence. A dark figure with empty white eyes rides slowly up to you. The dark rider gets down and strides towards you. Bloody, flayed, hands grip at your throat, clenching long fingers around it and squeezing. With superhuman strength, the life is wrung from your body. You feel no hope and any resistance feels futile. You leave this earthly life and the world around you distorts into a pale, gray imitation of itself. You seem to now be standing at the bottom of an immense maelstrom, a spiral shaped labyrinth, or a black hole leading straight down into the abyss. The souls of the dead tear at you like the cold wind on

the plains. Despairingly, you realize that you have left your body, and the souls are circling you in a panic, but neither you nor they can escape. You are all bound to this place. Suddenly, you sense a presence. The feeling is that immediate and certain doom is close at hand. A creeping fear fills your soul with dread. You no longer exist. You have never existed. Nothing....

When the Child of Light awakes, time stands still for just a moment. The window is open and the room is cold. On the edge of the bed, sits a little girl with long black hair. She looks at the Child of Light and her eyes radiate with hatred. When the player character gets up or makes any movement, the figure dissolves and turns into a mist. The window shutters slam shut and darkness fills the room once more. It is still night and when the Child of Light tries to go back to bed, sleep eludes him.

In the morning the stables open again and the player characters can buy a horse for 50–120 pieces of silver depending on quality. If they do not wish to purchase a new horse, that is their choice, and they will then be one horse short. They can sell the lame horse to the butcher for a thousand copper coins.

North Hall

The landscape consists of vast grass plains with some scarce oaks scattered around. Only one oak in a hundred is a Blackoak, and coniferous trees are rare. A light breeze blows across the plains, betraying that winter is on its way. The player characters can always see the mountain peaks of the Great Iron Mountains in front of them and, if they are lucky, they can even see the King's Lookout to the north-west. The journey to North Hall takes 3 days by horse.

They find that the road to North Hall, even if plainer and therefore quicker to walk through, is not as easy to travel as the journey to Hallwind. The route is more sparsely populated, and the people are more suspicious. The group is not welcome anywhere, and they are refused places to sleep, even in exchange for money. Most dwellings are also situated further from the road, and only a few cultivated plots of land reveal that there are people living in the vicinity.

The main reason for this is the many robbers that have been ransacking the area over the last twenty years. Three bands of robbers raid the country between Hallwind and North Hall:

Svein Steeri: Svein and his two brothers have amassed thirty or so old hirdmen and unemployed miners. They live in the cellar under Steeri's farm. One thing which immediately would make an outsider suspicious is a complete absence of women. Also, the men working the fields are rough looking and have scarred faces. The truth is that Svein's beloved wife and children starved to death during the hard years that followed the fall of the Copper Kingdom. One of the brothers was a miner, and the other was once part of Fylkjarl Staark's hird, before the clan was impoverished to repay the debts to the Saatigia. The hard times have affected them all, and men that previously were stalwart family men, are now unhinged plunderers and murderers. Men, women, and children alike are robbed, murdered, and buried out in the fields without ceremony.

Gudmar Raadulf: Gudmar is an old mercenary from Dain who lost his job and couldn't afford the trip back home. Now, he and his old subordinates plunder passing travelers of all their possessions, but refrain from killing others. He goes through all the victims' belongings and comes up with 'valid' reasons as to why things should be confiscated. Gudmar and his twelve men put up roadblocks dressed as Saatigia clan's soldiers. They brandish a parchment with Saatigia's seal, which states that the Fylkjarl of the Saatigia family has decided to impose a toll on the stretch between Hallwind and North Hall. Gudmar and his men know better than to rob anyone too prominent in society, but have with time become a bit careless as they've gotten closer to their goal: buying a boat in Storhavn and sailing home to Dain.

Odin Vigman: Odin, known as the "Bonesetter", is a conscienceless man who has been a robber his entire life. Odin and his seven murderers are constantly moving, on the hunt for new prey. They find just as much pleasure in murder and mutilation as they do in plundering. None are spared. They haunt inns, and choose their intended victim beforehand. His victims are robbed, tortured, and dismembered. Sometimes he will skin his victims alive, a fact that has struck fear in many a traveler.

It is up to the Game Master whether or not the player characters meet any of these bands of robbers or hear rumors of them. Remember that it is important that the player characters make it to North Hall alive. The player characters could even find some of "the Bonesetter's" victims, split down the middle, lying by the side of the road. The victims could include someone that the player characters met in Hallwind, and Sote will voice thankfulness over the fact that the player characters have not themselves fallen victim to this horrible fate. Remember that it can sometimes be more exciting if the player characters think that something is about to or could happen, even if it ultimately does not. Sote, being so superstitious and knowing a lot of rumors and legends, can add to this paranoia. Before they ride into North Hall, Sote will warn them all to keep an eye on their belongings.

North Hall is like an oasis in the middle of the plains, surrounded by thousands of hectares of cultivated land. Many came to North Hall after the fall of the Copper Kingdom, and the town is a mix of farmers, miners, and soldiers. The population of 5,000 makes the city unsafe both day and night. The Saatigia clan, who officially rules here from their power center in Hallwind, only employs fifty soldiers, and they all turn a blind eye to most offenses. Despite the town being ruled by pure anarchy, things somehow still seem to be running just as they should. People show each other a certain amount of respect, and even if at least one murder happens every day, the city is still less violent that you might expect. A fourth of the population is involved in some form of criminal activity. The player characters should be careful not to wave any valuables around, and make sure to always leave a guard on the horses. Most importantly, they really should not go looking for any fights. If, for instance, the player characters were to rant, sneer, and scream, they would not survive for long. You can buy almost anything at the market in

North Hall, provided you have the money. All year around, there are huts, or small cowhide tents, pitched along the perimeter of the market square. The merchants are protected by different guilds, whom they pay a weekly tribute to, and whose armed guards patrol the square. These patrols are not to maintain order, but to prevent robbery and theft of those that have paid for their protection.

The streets are all filled with people (and pickpockets). When the player characters leave North Hall, they run the risk of losing at least five or six smaller items, along with one or two larger things. As long as they leave a guard on the horses they won't lose anything. Take note that the person who is left guarding their possessions should look at least somewhat worthy of respect, so, for instance, not Sote, since he is just a battered thrall. If the PCs have not spread among themselves the golden rings they got from Oktar, the chest keeping all of them will look valuable, and it is the first thing someone would try to take. Things will go better for them if they hide the valuable objects or coins in several different places. Let the player characters roll to see if they discover the attempted thefts in time.

In the crowd beyond the square, the player characters can see a building resembling an inn, but missing any distinguishing signage. This is the case for most of the buildings in the city, and it is easy to get lost, as each lane looks much the same. The inn is owned by Bjorn Hragli, a man in his fifties with a scarred face. If they ask about the absence of a sign, he will tell them that it was stolen a long time ago. The inn is called "Roomfort" by the locals, but Bjorn rejects that name and prefers to call it "The Source Inn". The rates are very reasonable, but that is not to say cheap. Hragli has a common dormitory for the group, and a stable with armed guards for the horses. Hragli also offers a subpar selection of courtesans, anything for the tired wanderer.

The Darkwoods

The company headed straight out into the terrifying forest, without knowing what awaited them. It had gotten colder and, from one day to the next, relentless rain could turn into morning frost covering a deserted path. They could neither see nor hear any animals in the dark forest, and the feeling of being the only people for miles in all directions is an uncomfortable one. However, none of them noticed the little girl who stood concealed in the shadows, staring at them with her cold, dead eyes….

The last stage of the player characters' crossing to Vretgaard takes place through the ghastly Darkwoods, and will take 5-6 days. The first leg crosses grass plains, and there is an obvious lack of human settlements. The wind blows stronger and the evenings fall earlier. In the distance, they can see how the mighty primeval forest rises in front of them, sinister and menacing. After about a day of traveling, the player characters reach the Darkwoods and begin their journey into the shadows.

The forest consists mainly of pine and fir. The trees are magnificent, with thick, sturdy trunks and dense canopies which only admit a small amount of light. The most frightening thing is the eerie silence that rests heavily between the trees. Other forests are usually filled with life, movement, and bird song. In the Darkwoods, you hear nothing. There is not a soul to be seen. Not even the wind rustles the treetops.

When the player characters hear something, it is not what they expect to hear. It may be an unnatural, scraping sound. It may be the unusually heavy flaps of wings in the night. It may be crackling noises emitting from the ground. The player characters are on edge throughout the journey, while Sote does not even notice any of the unusual phenomena.

For at least three nights, let the player characters wake up, disturbed by strange noises which they investigate, only to find nothing. Let their supplies move or disappear by themselves, despite them having a night guard.

The reason for all these events is that they are being stalked by a wood nymph who dwells in the forest. The nymph is mostly just curious about the player characters, but will still try to control one of them, if only to perform simple tasks, such as gathering food.

The player characters sleep uneasily throughout their entire journey through the Darkwoods, until they reach Vretgaard.

Vretgaard

The company are met by a group of thirty villagers or so as they ride into the village. It is not a welcome party, but men in full battle-dress, with cold, suspicious eyes, which have come to check if trouble is not coming.

The village consists of around sixty fairly large houses. Almost all the buildings are abandoned, and have been so for a long time, and it is discomforting to ride past the empty houses. It is hard to grasp that of the thousand people that once lived here, only a tenth remain. The abandoned houses stand as a monument to a time now passed, and a large graveyard reveals what fate met most of the former inhabitants during the hard times. Despite it being daytime, a ghostly veil lies across the village. There is something mournful about the place, and it is hard not to feel ill at ease. All the houses are made of logs, other than the Village Hall, which is made from stone. Other houses have an ominous white cross painted on their doors. Influences from the Copper Trail are still unmistakable. Their former wealth can be seen in the copper decorations on doors and window frames, and the pure copper roofs. The Village Hall, which still functions as a house of prayer, is richly adorned with copper and silver.

In their search for the truth, the player characters eventually end up in the isolated mining community of Vretgaard, which is located far from the heart of civilization; a community with its own rules. Once in Vretgaard, they receive a chilly welcome. The villagers are pretty uncooperative, both when it comes to answering questions and anything else for that matter. After Sote has reported to Fylkjarl Tomus Hagtorn, they are "welcomed" as Swordjarl Oktar Grimme's representatives, and offered one of the abandoned houses to stay in. The house has a white cross marked on the door, which neither Tomus nor anyone else in the village wish to explain the meaning of, not even Sote. The only answers they get are people shaking their heads and saying:

"You do not want to know".
"That is old history that we are trying to forget".
"Do not open old wounds".

If no one in the group is a hunter, Jarund Norim will offer to help them track down the bear (and spy on them) for the "low" cost of a hundred copper coins a day.

Today, slightly more than 100 people live in the little settlement. That includes the twenty or so thralls who work on the various farms. The thralls are often not considered able to handle other tasks than household work, and most of them are women. The women of Vretgaard are not in any way considered men's equals. Sisters and daughters are viewed purely as merchandise. It is usually the patriarch who carries on the family line, and he is dependent on the loyalty of his brothers and sons. In Vretgaard, only the head of the family and his firstborn son have the right to start their own families. The only woman in the village who is considered fully equal to a man is the priestess, as she possesses a spiritual power which can't be questioned. However, should she marry a man, she would lose all such privileges.

The Hagtorn and Hjelm families are described in detail, as they are the two families that the player characters will likely interact with. The other families, the Norim, the Sorva, and the Ouvar all harbor secrets, making it difficult for them to trust the strangers (the player characters), and, beyond that, they have to maintain outward appearances.



Vretgaard
A: Hjelm's Homestead
B: Hagtorn's Homestead
C: The Village Hall
D: Remi Sorvas place (the burial ground)
E: Ouvar's Hird Cabin
F: Norim Fishing Cabins
G: Characters' Cabin

The Player Characters' Cabin

The player characters are allocated a little cabin, with a foyer, a dining room, and three bedrooms. The foyer is small and cramped. On the right-hand side there is an area to unload weapons and hang winter clothing. A layer of dust covers the floor and the cabin has clearly stood uninhabited for the last 15 years. The dining room is the largest, and it covers almost half the cabin. In the dining room, there is a table and six wooden chairs, an iron stove in one corner, and a large cowhide spread under the dining table. There are no other fixtures. The three bedrooms consist of two smaller rooms and one larger one. Outside, behind the building, there is a latrine that appears to be on the verge of collapse. The player characters must put a certain amount of time aside for tidying up and repairing the cabin, which is currently not habitable. The player characters are informed by Fylkjarl Tomus Hagtorn that nobody owns the land beyond the Old Bridge, so they can use that area to collect firewood and fell trees. They can also collect clean spring-water from the Glimma Lake, where they have set up a pump system.

They can buy supplies from the Hagtorns, and fish from the Norims. Both Ouvar and Hagtorn sell weaponry and armors.

Remi Sorva (described below) has used the cowhide in the dining room to conceal the hatch leading down to the cellar. The hatch has also been nailed shut with big, sturdy nails. The family that is lying, buried, under the cabin are the original inhabitants of the cabin, the Ulvsprångs. The family was made up of the head of the family, his three brothers, his two wives and twelve children between the ages of 1 to 18. They are all lying, peacefully, in their graves, and their spirits do not haunt their surroundings, even if it is a little creepy that they are there.

Hjelm Family's Homestead

The Hjelms live in a cramped little cabin. The homestead is located just East of the Hagtorn's three cabins. There is only one small room in the cabin. Featherbeds are stacked in a corner, and at night, the whole family sleeps on the floor. The room has a stale, mouldy, smell. The children seem to constantly be sick. The Hjelms are a poor family, and they make their living by working for Fylkjarl Tomus Hagtorn, in slave-like conditions. Torulf only earns 200 copper coins per week for the work done by his entire family, but food is provided for all of them. With the money that Torulf saves, he can afford to buy new tools, wood, kitchen appliances, etc. from Tomus Hagtorn – thus completing the circle. At the end of the day, the Hagtorn Fylkjarl gets everything. The Hjelms are, despite their situation, happy people, full of hope. Every day, Torulf will speak of how everything will get better soon, and every day, his family believes him.

The reason that the Hjelms haven't moved to a larger cabin is because they are superstitious and dislike the empty houses. Even in the cabins where no one is buried, the family still thinks that it would be wrong to take the homes of the dead. The Hjelms are good, proper, workers. They are as strong as oxen and have worked for the Hagtorns longer than anyone can remember. Most of them are red-haired. They primarily work in the forest and tend to Hagtorn's livestock, but some of the Hjelm's sons are apprentices at the Hagtorn smithy. Torulf Hjelm is the head of the family and a good friend of Fylkjarl Tomus Hagtorn. Torulf has five brothers, four wives, and eight children between the ages of 10 and 25. His daughters are all married off to Tomus Hagtorn, and Torulf's own wives are all of Sorva lineage.

Torulf has five brothers: Olof, Ragnar, Roar, Asbjorn, and Olver. His oldest son, Hedar, is 25 years old and works with Huld Hagtorn in the smithy. Hedar's younger brothers, Udd and Ulf (who are 15 and 16 years old, respectively) are also apprentices. But, in reality, the two younger men are far more interested in Menja, the Hagtorn Fylkjarl' daughter, who often watches them in the smithy, than they are in their work. Torulf's wives are Siris, Sandra, Lisa, and Anna.

Torulf Hjelm

Torulf is a robust red-headed man with a bushy, grizzled beard. He appears younger than his years, which may be because he is completely without worry. Despite his situation, Torulf appears content with his life and, because he used to be good friends with Torsten, that friendship has now transferred to Tomus. There isn't really anything that could upset Torulf (other than superstition), as he doesn't possess the ability to be pessimistic. The fact that the player characters have moved into one of the empty buildings has driven a wedge between Torulf and Tomus. Torulf considers the player characters to be trespassers in a home that is not their own. Torulf is 75 years old and his age has started to wear on him.



Torulf Hjelm

Olof, Ragnar, Roar, Asbjorn, and Olver Hjelm

Torulf's brothers are all cut from the same cloth and very similar to him. They are 70, 65, 61, 57 and 50 years old. Olver, the youngest, is the strongest of the brothers.

Hedar Hjelm

Torulf's oldest son and Siris's first child, Hedar, is a stout 25-year-old man who serves as the Ice Cult's executioner (use "Generic Ice Cultist: Peasant" stats with Fighting SV 8). Hedar is psychotic Ice worshipper and is suspicious of everyone and will dole out arbitrary punishments if he thinks someone intends to betray him.

Udd and Ulf Hjelm

Udd and Ulf are two pranksters who are always up to some new mischief, all in the hopes of charming the young Menja. They both want her because they know that he who marries her will lead the Hjelm family after Torulf, who soon will have to relinquish his position to younger talents. Udd and Ulf tailed their mother Siris and brother Hedar to a secret Ice Cult meeting. The block of black ice called out to them and their faculties were distorted. As members of the Ice Cult, they now do everything to lure Menja to join them for one of the cult's nocturnal meetings. They wish to wed her to the black ice. The boys are 15 and 16 years old.

Arnold, Alvar, and Malte Hjelm

The boys are 12, 10 and 10 years old and are the sons of Siris, Sandra and Lisa, respectively. Just like all boys that age, they have a hard time sitting still. They help Sote with the animals.

Menrik Hjelm

Despite only being 6 years old, Menrik is good at helping out. He is Anna's oldest child and Torulf's favorite.

Ulv Hjelm

Ulv, Anna and Torulf's son, is only a year old, and is the darling of the entire family.

Siris Hjelm

The first wife, Siris, is a mature woman around 50 years old, and is sometimes known as the mother of the entire village. Siris, a malicious and bitter Ice worshipper, is the one who runs the household. She has now reached an age where she no longer can have children, which means that Torulf has started to turn to his fourth wife, Anna, instead. This has made Siris spiteful, and Anna and her children will become the first sacrifices to the Ice Cult at the High Ritual. Siris is the face of the Ice Cult, and she alone is aware of Haldur Ouvar and Hakka Norim's involvement. Her contact is Anton Ouvar, who is 12 years old and good friends with Arnold, one of Siris's sons. Siris is also the nurse to a lot of the children in the village, who often follow her

around. The villagers all just think that it is a good thing that someone is doing something for the children.

Sandra and Lisa Hjelm

The second and third wives, Sandra and Lisa, are sisters. They have both always been pushed aside in favor of the first wife Siris, who was more charismatic, or the fourth wife, Anna, who is younger and more beautiful. When this occurred with Siris it resulted in both secretly having the children Viola and Dagmar with Hedar, although declaring them to be Torulf's offspring. Today the sisters are 29 and 27 years old. The sisters have, as a consequence of Anna being prioritized, once more embarked on a love affair with Hedar, and they are both expecting again his children in the coming spring. Torulf is completely unaware that his wives have been unfaithful and believes all the children to be his. Hedar will convince them to bring their children to the High Ritual.

Anna Hjelm

Anna is Torulf's new favorite wife, and the old man is very infatuated with her. She is not yet 21, and still looks 17. Her youth makes Torulf feel young, but the seductive Anna is probably more than the old man's heart can take.

Viola and Dagmar Hjelm

Viola and Dagmar, 7 and 8 years old, are both secret products of the love between the sisters and Hedar, although they are officially Torulf's daughters. Viola is Sandra's and Dagmar is Lisa's.

Ida

Ida is Anna's second child with Torulf. Despite only being 4 years old, she is already able to help care for her little brother, Ulv.

Fylkjarl Tomus Hagtorn's Homestead

Fylkjarl Tomus Hagtorn lives in the northern part of the village with his family. His buildings are the largest and most impressive, and vast pastures filled with grazing livestock can be seen just beyond them. The homestead is surrounded by a fence made of heavy logs. The buildings consist of a main cabin in the middle, flanked by two other cabins. In the middle of the yard there is a little smithy, which appears to be completely covered in copper.



Tomus Hagtorn

The building to the west of the main cabin is a dwelling for the thralls, and also functions as stables and winter shelter for the animals. The stables have space for fourteen horses, of which nine stalls are currently occupied. The Hagtorn bulls are gigantic oxen with long, black coats, and they are hardy enough to stay outdoors all year. The cows do not produce as much milk as other cows, but they are as a rule one and a half times the size of other cattle, so they yield more meat. The cows are often kept indoors in the winter, as it facilitates the milking process. The frostboar is larger than a normal snowboar, and has a thicker white coat. They are more aggressive than other swine, but will usually not attack anyone who feeds them. Male frostboars have enormous tusks which they use to gut their enemies if they feel threatened. Wild chickens are very similar to normal chickens, except they all seem to be infested with scabs of some sort. The building east of the main cabin houses Huld Hagtorn and the brothers of Tomus.

The main cabin itself is the only two-story building in the village, and is the home of Fylkjarl Tomus Hagtorn and his wives. Upon entering, one is first met with the common dining room which resembles those found in inns. The main food pantry is also located here, and the room is heated by two wood fired stone stoves. One of the brothers is always here, fully armed for war, to defend the main cabin against potential attacks. The rest of the ground floor consists of the women's bedrooms and two large lavatories, one for men and one for women. In the east wing there is a bathing room and a wood fired sauna. The entire upper floor is Tomus's private residence and no one, aside from family, is allowed to enter without his permission.

The Hagtorns are tall, proud people. They are often pale, with light colored hair, and wear the finest clothes in the village, probably because they are the wealthiest. They are the distant descendants of the royal Hagtorn family, but despite it being ancient history, they still feel their noble connections, and have kept the name. Their intellect has, however, at times been questioned, but they generally succeed with most things they attempt. Well known for their copper smithery, they are also distinguished for keeping purebred Hagtorn bulls among their livestock. They have the wealthiest estate in the village.

Fylkjarl Tomus Hagtorn

Tomus is brash and blunt, difficult to work with, and will never help anyone for free. He is 50 years old and is the head of the family and a Fylkjarl. Tomus has three wives, six

brothers, a nineteen-year-old son, and four daughters between the ages of 6 and 13 which still haven't been married off. Tomus further has three daughters and five sisters who have been married off to various noblemen in Wildland. The only son is, as mentioned, Huld Hagtorn, who unfortunately is not cut from the same cloth as his father. Aside from Sote and his father Greld, twelve thrall women work on the homestead, one of which is currently carrying Tomus's child. The Hagtorns support themselves on forestry and cattle breeding.

Tomus has 3 Hagtorn bulls, 12 cows, 36 frostboar, and 108 wild chickens. He also owns a quarry and a smithy. Thanks to their noble connections, the Hagtorns had taxation rights during the copper years, and thus became wealthy. If any of the player characters needs money, Tomus could hire someone to work in the forest or the quarry.

His six brothers are named: Froe, Urber, Bjarke, Tor, Dager, and Bodvar. The first wife is Rilja, followed by her sisters Rennja and Rindalinn. The daughters are Menja, Sara, Ingrid, and Riva. Sote and his father Greld tend to the cattle and feed the frostboar. The thrall women all carry names that reflect their daywork. One of them, Tvagrid, receives special treatment, and is currently pregnant with Tomus's child. Not to forget Huld, the perpetual loser, disliked by everyone in the household, other than his mother Rilja.

Koraljon's Ruling Blade

The ruling blade was forged by the dwarven king Angor at the end of the Age of the Iron Dragon, for the human king, Arkan Koraljon. This was at a time when men were still a young race, without the great influence over Trudvang that they enjoy today. Koraljon was king of the Hurs, a wandering people, the ancestors of many of those living in northern Trudvang today. The Hurs helped the dwarves in the war against the trolls who had settled in the caves around the Great Iron Tooth at the time, and together these allies defeated the trolls. Arkan was a good man who did not ask for anything in return, and the sword was forged for him in gratitude. Many years have since passed, and the Hurs have long been forgotten by all but the dwarves.



Huld Hagtorn

The sword passed through the royal families, rarely mentioned, and was eventually forgotten. It was not until the sword reappeared in the pages of history in the hands of Grimur Moonfriend, that the legend of the Ruling Blade once more began to spread. Today, the sword belongs to the Hagtorn line, who, generations ago, swore to be its guardians. According to legend, the sword will one day pass to the one that is called the "Guide Shepherd", the direct descendant of the eternal king Arkan Koraljon.

Koraljon
Mitraka Masterful-quality broadsword
+2 CP locked to its use
+1 SV to each weapon action with this sword,
WA 3, IM -3, PV/BV 11/110,
Damage 1d10 (OR 8-10)

Huld Hagtorn

Recently infected by a werewarg bite, mentally weak, and obsessed with Maria Norim. Huld is an ice worshipper.

Huld Hagtorn is a pale imitation of his father, and is overcome with jealousy and hate for all those around him, even his bride, Miri. Huld despises everyone except Maria Norim, the girl in his hometown who he loves above all else. An unrequited love – an unattainable dream. Slight of build, Huld is a relatively scrawny and anxious nineteen-year-old. Huld usually keeps his thoughts to himself and occasionally bark out a nervous chuckle, often at inappropriate parts of conversations.

Huld was forced into worshipping the Snow Queen by two of his uncles, Tor and Bodvar. Tor and Bodvar lured Huld to the Snow Queen's temple in the abandoned copper mines under the pretence of a hunting trip. There, they trapped him in a cavern with a block of black ice hidden in its depths. When they released him in the morning, he hadn't just joined their ranks, but also had the same empty eyes as Siris, the public face of the Ice Cult in Vretgaard. Not a day goes by without Huld being on the receiving end of taunts and ridicule from his uncles, father, or the servants. Every night he cries himself to sleep over his misfortunes and miserable life. Huld is nineteen years old.

Froe Hagtorn

Of the six brothers, Froe is the leader and Tomus's right hand. He is relatively calm in comparison to Tomus, and may be the one who best gets along with the player characters. Froe is only a year younger than Tomus.

Urber, Bjark, and Dager Hagtorn

Theses three brothers are essentially smaller copies of Tomus, their eldest brother. They are boisterous and blunt, and will belittle those who are weaker and smaller, especially Huld. Above all else, they are loyal to Tomus

and would not hesitate to die for him or the Hagtorn name. The brothers are 47, 45 and 40 years old.

Tor and Bodvar Hagtorn

The other two brothers, Tor and Bodvar, are closed off and calculating. They secretly worship the Snow Queen, and are actively involved in sacrificial rites and kidnappings.

Rilja Hagtorn

The first wife, Rilja, is a tough and beautiful woman. Her voice is commanding and, even if women in Vretgaard generally aren't heard, Rilja is the exception that proves the rule. Even Tomus tends to fold when Rilja objects to something. She is a very strong woman who will never allow herself to be harassed. She is secretly involved with Sote's father, Greld. Thus, the thrall Greld is Huld's real father, not Tomus. She is therefore very angry when she sees that Sote has been whipped in Storhavn, and holds a grudge against the player characters who are there as Oktar's representatives. Rilja is 35 years old and is still very attractive and seductive.

Rennja and Rindalinn Hagtorn

Rennja and Rindalinn are twin sisters, three years younger than Rilja. Tomus is still unable to tell them apart, despite having been married to them since they were 15. They do not have the charisma of their older sister, but Tomus will opt to sleep with them more often as he does not really get along with his first wife.

Menja Hagtorn

If any of the player characters is a strong or wealthy man, Tomus will offer to marry his barely thirteen-year-old daughter Menja off to him. Menja is not in the least bit interested in being married to some old gaffer, and if the player character shows any interest in the offer, it will all end in a blow up of epic proportions. Menja, who takes after her mother, Rilja, will get her way, and the men will have to back down. Even if Tomus is a tough man, he would never even think of hitting a woman. Many in the village judge him for this, and his perceived lenience is often the subject of conversations behind his back.

Sara, Ingrid, and Riva Hagtorn

Sara, Ingrid, and Riva are Menja's half-sisters. Sara and Ingrid are Rennja's daughters, and Riva is Rindalinn's. They are not as strong as Menja, instead being very submissive. Riva is Tomus's favorite, and she often runs and plays wherever he is. They are 11, 9 and 6 years old, respectively.

Greld, the Thrall

Greld is a virile forty-year-old and a bit of a ladies' man. He is not exactly a looker, but still somehow manages to seduce the ladies around him. To the outside world Greld appears to be a calm, diligent, man, but when the other men are away on travels or hunting, he takes advantage of the opportunity. Not even Rilja could resist his insistent ways, and succumbed to his charms, despite the fact that their nocturnal adventures could cost them both their lives.

Sote, the Thrall

Sote is described earlier in the story. Sote is 19 years old. Sote's mother died soon after his birth.

Tvagrid, the Thrall Woman

Tvagrid is responsible for the bathing room and sauna in the homestead. It is rumored that one thing lead to another when she bathed Tomus, and Tvagrid is now pregnant. Tvagrid will later give birth to a boy child who is Tomus Hagtorn's only real heir, as Huld is not biologically his. Tomus, in his role as the village' Fylkjarl, has secretly created papers registering himself as the father of his bastard chil, and they secretly plan to wed in the spring. Tvagrid's unborn son, Haakon, is the only one who, as an adult, can make claims on both Koraljon's Ruling Blade and the crown of the new Wildland. Tvagrid is only 22 years old and very beautiful. Tvagrid worships the Snow Queen but has not yet come so far as to sacrifice people.

The Slave Women

Other than Tvagrid, eleven other slave women of varying ages work at the homestead. Their names are inspired by their main chore in the household, which, as a rule, improve with age. Their names follow the pattern of Sweep-Mia, Scour-Katrin, Housemaid-Maja etc.

Tomus does not sell any produce – any and all food he comes across is distributed within the family – as life is hard in Vretgaard.

One of the slave women can make clothes, and Tomus charges double the usual price for his goods.

Tomus's household can produce metalwork on commission, and he will then charge a fixed cost per week of work on top of the cost of materials. Tomus Hagtorn himself, even if a Fylkjarl, works as a copper and iron smith. Huld or one of the apprentices will do more basic pieces, but if the player characters have a lot of money and appear serious, Tomus will show them some samples of his own work and suggest as instalment plan. To calculate how many weeks a metalworking project will take, divide the price in silver coins found in the player's handbook and round up. The final price will then be arbitrarily adjusted by Tomus, rounding up again, so that he can earn as much as possible. Note that, regardless of cost, Tomus will not have the time to complete any detailed work due to the events which are bound to happen, but the player characters obviously do not know that.

The Village Hall

It is likely that the player characters first meet the villagers outside of the Village Hall. The building is made entirely out of stone and is located in the middle of the village. With a base that is 30 meters wide, it stretches four meters up, like a square basalt block. The stone building is generously adorned with silver and copper, and it is clear that new decorations are added every year. The building is constructed like one great defensive structure, in case the village were to be attacked. A copper bell hangs outside the door, a symbol to summon the attention of the entire village. In front of the Village Hall there is a well, the water of which is primarily used for laundry or ablution, as clean drinking water can be fetched from the Glimma Lake.

The facade is broken up by numerous narrow windows which can be opened from within. The premises can be sealed with a thick iron door. In the past, the hall used to contain tables and chairs, but it has now been emptied and therefore appears very vacant. A dim light seeps in from a small stone staircase which leads underground.

The stone spiral staircase leads deep underground, to the subterranean Gerbanian shrine. Water drips from the ceiling as you descend, and only a few torches light the path. Down in the actual sanctum, it is slightly more illuminated, but not by much. A black altar sits in the middle of the room. Above the altar a gigantic iron ring hangs from two thick chains secured from the ceiling. The hall is massive, and measures a hundred meters in diameter. The ceiling arches six meters above their heads.

Kneeling by the altar, with her back to the player characters, is the most beautiful creature they have ever seen. She gets to her feet and turns to face them as they arrive, as if she had been expecting them.



Maria Norim

Maria Norim

Maria is only nineteen, but her gaze speaks of aeons of gathered wisdom and her eyes shine in the light like diamonds. She has long, dark, curly hair, which seems to sway even though there isn't the slightest breeze in the hall. She is dressed in a thin white shift and wears no jewellery. The moment he first sees her, the Child of Light is immediately smitten with Maria, the Daughter of Fate. It is important that the Game Master presents her in a way that makes all the player characters try to win her favor.

Maria is an almost perfect incarnation of Norna the Wise. The only thing missing is her heart – Snowsaga, the one thing which would make her complete. Then, Maria would become as powerful and divine as Norna once had been. Maria and Norna are technically the same person, but her fate is unclear, and Maria's memories of her past life exist only as fragments. This means that Maria has a will of her own, and decides her own fate (and that of the world). Maria's love for the Child of Light will cause deep feelings of guilt, without her knowing why. She will very rarely share kisses or loving words. She never gives him her virginity. As Game Master, you must remember this, because Maria will ultimately have to choose between saving the world or saving her own life and love. The Child of Light is the only one who can influence her in either direction.

Maria speaks with a soft, calming voice, as she stands to greet the visitors. They can immediately tell that she is not human, nor half-blood, but not really an elf either. She is taller than the elves (for those that know of such things) and her features are far more beautiful and noble. Even though she is so modestly dressed, barefoot in a white shift, there is something majestic about her, her movements, her poise, her speech, and her gaze. The group all suddenly feel small, so overwhelmed by her presence that they are at a loss for words. Maria is happy to explain that she is the village priestess and that she has been brought up in the teachings of Gerbanis by Haldur Ouvar. She further explains that she has a special relationship with nature, which she combines with her Gerbanian belief in Stormi.

Maria immediately senses that one player character is the Child of Light, but will not divulge this. She does not condemn anyone for what they have done, nor what they have yet to do. She believes that both good and evil must exist to balance each other out. Maria is entirely neutral, neither good nor evil, and it is the duty of the Child of Light to get her to pick a side. That time has not yet come, and she is aware of it. Maria will eventually fall in love with the Child of Light as they come to spend more time together. She will want to follow the one she loves, wherever he may take her.

Maria knows everything that her mother told her about the Black Sun and the Snow Queen, but will still not choose a side at this time. She will never betray her father Hakka or her brothers, instead believing the whole course of events to be a necessary evil. If any of the player characters attempt to coerce her, her love will falter and the darkness will close in around her.

Maria answers questions honestly, but will never reveal anything that could harm another:

"I can't talk about that now".
"I can't help you".
"I am sorry".

The Burial Ground

Remi Sorva lives with his family in the chapel next to the burial grounds. That may seem spooky, but most of the children are happy to run around playing hide-and-seek amongst the gravestones. The chapel stands just east of the shrine. Behind the chapel lay the burial grounds, with thousands of small, nameless gravestones. A low stone wall runs around the perimeter of the backyard. In the wall there is a copper gate, over which is written "We shall never be forgotten".

The house is fairly large with a high ceiling, despite it only being one story. The logs are blackened with tar, and resemble the shrine.

The Sorva family were not given an enjoyable task when they were freed from thralldom. The only undertaker in the region had moved away, and no one in the village wished to deal with corpses. The decision was made to release Remi Sorva's ancestor, Urkan Sorva, from servitude. He would be allowed to start his own family if he promised to shoulder this task. The fall of the Copper Kingdom meant a terrible ordeal for Remi, as he was made to bury the dead in large mass graves or in the cellars of their own homes. Something happened, and Remi was never the same again. Today, he is closed off and taciturn. Remi and his family will often accompany the Norims when they travel to fish, and are usually gone for several weeks.

The first few years following the fall of the Copper Kingdom, Remi Sorva had so many bodies to bury that he painted white crosses on the houses where the entire family had died during the winter, with too much snow covering the surroundings. As nobody could (or wanted to) pay for any funerals in the summer, he would move the dead down to the root cellar, remove the ladder, and board up the trap door. Sorva once accidently managed to bury a little boy who was still alive, but who did not show any signs of life. The incident was discovered more than a week later when a neighbor heard the boy's death cries in the night. The following day, while trying to investigate the report, the boy was found in the root cellar, dead, with dirt covered hands, his eyes gaping wide in fear. Next to him there was a message carved into the dirt floor: "I was buried alive".



Remi Sorva

They say that the little boy who was buried alive still haunts Remi, who has never been the same since.

Remi has four brothers, Hrat, Bork, Raduk, and Toste. They are all dark haired with slender, sinewy bodies. None of them are particularly tall. Remi has eight sons and five daughters. The three eldest, all of whom are over twenty years old, are Geir, Frosten, and Torlak. His wives are Rimmalina, Frida, and Vanja.

The Sorva family were thralls who were freed from servitude during the good years. They have in time grown to be strong, even if they do not receive the respect that they deserve. Many openly speak of forcing the Sorvas back into thralldom, but everyone knows that this could not happen without bloodshed. Many Sorva women are now married into the Hjelm and Norim families, and the bond is particularly strong now between the Sorva and the Norim. Remi Sorva is the head of the family. Remi has three wives, four brothers, and eight sons between the ages of 8 and 25. He also has five daughters. Like the Norim, the Sorva family is heavily involved with the Ice Cult. Family members who haven't been initiated are closely watched, just as with the Norims. The only ones who are uninitiated are those of Remi's children who have yet to turn 20 – five sons and five daughters, all of whom are to be sacrificed in Ysetur.

Remi Sorva

Remi is a 50-year-old melancholy mournful Ice Worshipper. He is entirely obsessed with death and chants for the dead at night. Remi is, of course, insane, and has no means of dealing with it. But with the powers of the Black Sun and the Snow Queen, things have started to change. The boy who was buried alive has begun to walk again, and mysterious lights now dance on the burial grounds. Keep in mind, however, that the dead will not rise during this campaign, but the creepy atmosphere in the village will present the presence of the dead in a subtle way, something which a Game Master could choose to use in future campaigns, with real draugr.

Ouvar Family's Hird Cabin

The Ouvar family's hird cabin is almost as large as the Hagtorn clan's main cabin, but consists of only one story. Inside there is first a large weapon room which also functions as a combined dining and common room. There are relics to be seen everywhere, testifying to the greatness of the Ouvar clan. There are stables in the yard, which can hold five warhorses and three draught horses. In a little shed next to the stables there are saddles, bridles, and other accessories. There is a small kennel of domesticated wolfhounds behind the stables. Haldur has 32 dogs, which he uses as guard dogs and to pull his dog sleigh in the winter. At least six dogs are needed to pull the sleigh. The brothers each have a sleigh in the winter, and share one large cart in the summer.

The Ouvars are the hirdmen and executioners of the village. Their judgements are the rule of law in all of northern Wildland, and arguing with a lawman can end up being devastating.

The Ouvar family is the smallest in the village, but they certainly do not lack in power. They have been the judges and executioners of the village ever since the days of Ouvar the Beheader. Haldur Ouvar, who is the current executioner, is "fair" and "strong". None have yet dared question him or his inscrutable wisdom. Haldur and his brothers all function as the hirdmen of the village. Haldur travels several times a year to trade on behalf of the village. He has three wives, three brothers, and three sons between the ages of 1 and 12. Six thrall women help his wives with the household. None of Haldur's wives have ever been seen doing work of any kind, other than birthing his children.

Haldur Ouvar is the current executioner of Vretgaard. He maintains order in the region with the help of his brothers, Alrik, Brynjulv, and Veurd. Haldur's three wives are Indra, Vifrid, and Viga. His three sons, Anton, Rickhard and Ulrik are all still children at 12, 6 and 1.

The Ouvars are armed to their teeth and have an excess of equipment, but will not be willing to sell anything to strangers; the reason being that they do not wish to risk their own weapons being used against them.



Haldur Ouvar

The Ouvars are evil by blood because of Ouvar the Beheader. The wives Indra, Vifrid, and Viga are three child murderers who Ouvar bailed out of the prison in North Hall. Until the very end they will all appear to be good, simply because they live in Vretgaard. The villagers trust their lawman and the good reputation the family has enjoyed for years. The truth is that even the young children are blackened by their legacy and the evils of the black ice.

Haldur Ouvar

Haldur is a large, loud man in his forties. He is devious, murderous, and calculating. He will never accidentally say too much, nor will he reveal his love for the Snow Queen until the player characters meet him in Ysetur. Haldur is very similar to his ancestor, and during his travels he rapes and murders just for the fun of it. If Haldur sees the opportunity to kill someone without being blamed for it, he will take it – especially if someone he dislikes becomes the scapegoat. Haldur is, alongside Hakka Norim, the unseen leader of the Ice Cult in Vretgaard.

Haldur is both an Ice Worshipper and a werewarg. He has inherited the affliction from his ancestors who also were werewolves, after Valsinka's curse on Ouvar the Beheader. He can transform into the creature at will, and retains the ability to use tools and weapons even when no longer in human form. Haldur is also controlled by the different phases of the moon, as all werewolves are. When in human form, he always has at least three wolfhounds with him. The wolfhounds resemble normal wolves, the only difference being that the former are far tamer than wolves ever could be.

Hakka Norim's Fishing Cabin

A bit away from all the other buildings and to the east lays the Norims' fishing cabin. Half of the cabin is suspended over the water, supported by sturdy pillars. Two large fishing boats and a few canoes are anchored around back. The building is only one story and is made from crude black logs. Fishing nets and thick animal pelts are hung on scattered wooden racks around the cabin. Even various animal and fish heads have been mounted on stakes or hung up around the house. There are always a few Norims standing in the yard, observing any activity in the village. None of the player characters will ever be admitted into the fishing cabin, and sneaking in undetected is impossible. The cabin consists of a few cramped sleeping quarters and a dining room. It may interest the Game Master to know that the Norims have dug tunnels under the building, which open into a labyrinthine tunnel system spanning kilometers. There



Hakka Norim

Linn Norim

are well-hidden entrances out in the forest. The tunnels function as both escape routes and an efficient transport system, as Hakka has had tracks and mining cars brought in from the abandoned copper mines. Seven mercenaries, recruited by Haldur in North Hall, are kept hidden in the catacombs under the Norims' fishing cabin, awaiting the day when the Ice Cult intends to take over Vretgaard. Even a dozen of Haldur's thralls, (also secretly smuggled from North Hall), are held captive in the catacombs, under terrible conditions. One of the tunnels leads to Hakka's secret cabin, where he spends most of his time, together with his favorite wife, Linn – Maria's mother.

The Norims are a long-lived and unusual family. They are the youngest family in the village, and it has been less than two hundred years since they first arrived. Even so, their founder, the fishing master Hakka Norim, a descendant of elves, still lives in the village. Although Hakka does display some signs of his age, he still has a vigor most young men lack. Hakka's women have mostly been thralls he purchased during his travels. Many villagers still see the Norims as foreign, but Hakka's expert knowledge has made them an important part of the village. The alluring Norims are tall and have dark hair, often kept long and worn in braids of different styles. They dress like nomads, and support themselves by hunting and fishing. The priestess, Maria, is Hakka's daughter, and is presumably the most exquisite woman in the city. Hakka has seven wives in Vretgaard.

The Norims sell dried and pickled fish at fair prices. You can also buy clothes and leather goods from them at low cost. The Norims charge less than half the list price on all their goods. Fishing equipment and other work tools are, however, not for sale, no matter the offer.

The Norims are secretive and suspicious, particularly of the player characters. The Norims in Vretgaard are not easy to befriend, and many of them have now joined the Ice Cult. The Norims who are not initiated regard their kinsmen with fear, but dare not do anything or speak to anyone about it. Hakka has also made sure that those uninitiated never leave the homestead without an initiated chaperone. Two out of three Norims worship the Snow Queen, and those who do not will be brought to Ysetur to be sacrificed in the Iron Shaft.

Hakka Norim

Hakka is as slippery and insidious as a snake. Hakka is an Ice Worshipper.

Hakka Norim is a peculiar man, who, with his wife Linn, lives like a hermit in his hidden cabin. He only meets his children and other wives once a week, or when something important has happened. This half-elf has lived hidden in this way for the last two hundreds years, leaving way longer even than normal elves do, due to his special Norim lineage. People in Vretgaard has practically ignored his existence, always hearing about a mysterious "Norim Old Man", but never meeting him.

Hakka has thirty-five children, and seven wives in total. They live like nomads, surviving off fishing or hunting, and avoid contact with others. Hakka will forbid the Child of Light from seeing his daughter Maria, but nothing can get in the way of love, and the Child of Light and the Daughter of Fate will keep meeting up in secret. Hakka has long, steel gray hair, and eyes so dark that they are almost black. He dislikes speaking to those outside the family, and will often choose to stare scornfully at people around him instead of talking to them. Hakka worships the Snow Queen and, along with Haldur Ouvar, is the founder of the dark faith in Vretgaard. They answer only to the Ice Cult's leader in Wildland, the lost Fylkjarl Njordung Blueax.

The other Norims all resemble Hakka, and the Game Master can use him as the blueprint when creating his sons and daughters. It is not particularly likely that the player characters will meet Linn at this time, but she is nonetheless described here, for the Game Master's convenience.

Linn Norim

Blind, but still appears to see everything anyway,the Norim elf Linn is the very personification of good. She is a total pacifist, and would rather die than to hurt anyone.

Linn is almost as beautiful as her daughter Maria. She has dark red hair, and her eyes are deep brown, almost black, which accentuates her elven features. Linn is joyful, loving and endearing. She has a calm disposition and her thoughts mostly revolve around her daughter and how she is to save her husband Hakka from completely succumbing to the dark side. Linn has consciously stayed away from the Ice Cult's secret meetings. Hakka looks down on her for this, and it has caused a strain between the two of them. As time has passed, the situation has made Linn more and more desperate, and now, she does not know what to do without hurting someone she loves.



Vretgaard's Surroundings

The Highwater

The "Highwater" is the general term for the entire region. The water itself holds an abundance of fish, but is also highly treacherous. There are underwater currents said to have pulled down entire boats. Most who fish the waters tend to stay near the beach, primarily to avoid the stormy waters further out, but also out of a healthy respect for the currents. The Highwater was formed in a deep crevice from the melted snow from the Copper Mountains. The contours of the land itself functions as a natural embankment for the low tide, thus causing the marshes in the region around Vretgaard.

The Lowwater

The Lowwater is located west of Vretgaard and it can either be reached by following the old road, or by canoeing through the Black Creek and pulling the canoe the last stretch. The Lowwater does not have the same abundance of fish as the Highwater. Furthermore, the nearby forests are home to bears and other pests. It is therefore uncommon that anyone travels there.

The Glimma Lake

The source of the Glimma Lake is a subterranean spring, which emerged in connection with the fall of the Copper Kingdom (the very day of Maria Norim's birth). The water in the lake is always clear and can be drunk as it is, without purification. The villagers have constructed a pump mechanism, made entirely of copper, which carries the clean water to a copper water silo on the beach. The silo, which is located on an enormous block of stone, has a drainage plug at its base, allowing for the whole thing to be filled with clean water. Some copper buckets for filling with water are also found nearby.

The Darkwoods

The "Darkwoods" is a general term for the forest which surrounds the Copper Mountains. It primarily consists of pine and spruce, but even leafy trees have cast their roots, mainly around the routes traversing the area. It is not recommended for those unfamiliar with forests to stray from the forest paths. It is easy to get lost, and the primeval forest is both old and dense.

The Channel

The stone culvert that is located by the channel is an architectural wonder, and a source of pride for the people of Wildland. The culvert was built to redirect the melt water from the Highwater, through The Black Creek to the Lowwater, thus draining the area around Vretgaard. The bridge is a perfect location for fishing, and the fish are generally larger here than anywhere else. Most common are base bass and leaf pike. The outlet into the Black Creek is full of underwater currents, so swimming there is not recommended. It is, however, possible to swim by the beach near the outlet, which is the nicest sand beach in the area.

The Black Creek

The Black Creek, or according to the locals, the "Dead Creek", is overgrown with reeds. It is no more than 8 meters at its deepest, and yet the lake is as black as a bottomless tarn. The water smells stale. The lakebed consists of mud, which is easy to sink down into (and get stuck in). It is rare to catch any fish here. It is claimed that an ancient gjard fish lives in the creek.

The River Bend

The River Bend is the river that winds its way from the shallowest part of the waterfall to a section of the swamp. It is easiest to traverse this area with a canoe. In certain places, the river is only 20 centimeters deep.

Ouvar's Cape

There is a tragic history behind everything that once happened here. Ouvar the Beheader lived out on the cape with his family. One night, his entire family died, trapped inside a burning building, while Ouvar himself was badly burnt. This meant the end of a legend who could have become the king of Wildland. There are still coal pits left in the area, which are used by Ouvar's descendants when necessary. Ouvar the Beheader is buried with his family on the hill where he carried out his profession – The Executioner's Mound.

The Quarry

It wasn't long ago that stone was still being excavated at the quarry. The demand has lessened, but the machinery still works, and Fylkjarl Tomus will sometimes engage additional manpower when the demand for gravel increases. For the crusher to work, it has to be powered by 2–3 oxen.

The Copper Trail

The Copper Trail has noticeably deteriorated in Vretgaard and around the Darkwoods, primarily because so few people live here. Another cause is that the forest naturally accelerates the process of erosion.

The Old Road

The Old Road may be overgrown, but is still accessible. It is said that following the road westwards will lead to the Royal Outlook, but there are few who know for sure. Fylkjarl Njordung Blueax takes this road to his hunting estate, which is located somewhere near the outlook. Now, with the disappearance of Njordung, the superstitions around the road have only increased.

The Old Bridge

The old bridge has partially collapsed but can still be used. What few people know is that a small forest troll lives under the broken bridge. The forest troll, Brund, is only interested in eating and sleeping, to the extent that he even puts off checking and emptying the various snares he has placed in the woods west of the bridge. Brund knows that there are people living further east and does not appreciate the nocturnal guests he has gotten recently (the Ice Cult's nocturnal antics).

The Bear Territory

An enormous bear (though not a killer bear) has his territory here. He will be the one blamed for the attack on Huld Hagtorn's group. The bear is unusually intelligent and avoids the people nearby. It only eats berries and is not responsible for what has happened.

The Ice Cult in Vretgaard

There are a number of threads that the player characters have to unravel in Vretgaard in order to survive. Over time, the evil in the village has taken on many forms, and its origins can be traced back to that which happened more than 300 years ago. It was the Time of the Untamed – a time when the Ice Cult had sunk its claws into northern Wildland and the arrival of the Snow Queen was nigh. The village's dark history has now come back to haunt the settlement. Whispers and dreams have lured them. The descendant of Ouvar hearkens to the moon. The Norims have brought the Ice Cult's ancient powers back to life. The Sorva family summons the dead. Evil has returned to Vretgaard.

The story begins exactly a year ago, just before the first snow. Hakka Norim and his sons were in the Copper mines, looking for abandoned equipment, when they encountered Blodughadda creeping around in the caves. With him, he brought a large block of the black ice and, within a few short days, Hakka and his sons fell under the Snow Queen's control. With Blodughadda's help, they brought the ice block to the Black Cave, an unexplored natural cavern, unknown even to the miners.

The reason that the cave wasn't discovered by the miners is because nineteen years ago a Brotbeast ate its way through the wall from the Black Cave. The Brotbeast caused a collapse in one of the lower access tunnels. This all resulted in the Brotbeast falling into hibernation under the debris, and a clearing a path into the mushroom cave. The Brotbeast was blackened by the whispers of the stone brought by Blodughadda, and became a part of the black ice. The beast is now starting to awaken and will arise when Siris performs the high ritual.

Hakka and his sons were corrupted by the dark whispers, and only returned home after three days. A month later, Hakka came to learn from one of his spies that the Blueax Fylkjarl, the hirdman Haldur Ouvar, and twelve nightmarish creatures were transporting a large block of black ice to the Blueax's hunting estate. Alone, Hakka traveled to the hunting estate, explaining that he had something to sell to the Blueax clan. Hakka promised Njordung that he would not be disappointed.

When Haldur and Njordung saw the Black Cave, they realized that Hakka was an ally and already a zealous follower of the Snow Queen. The three of them joined in a blood alliance, promising to have each other's backs, and to prepare for her arrival together. The preparations took all winter, and by summer, everything stood ready.

Just as with Haldur, Hakka Norim was urged to recruit his family members into the cult. Hakka would then be responsible for the protection of the Ice Cult in the northern Darkwoods, aided by a group of twelve orkhir which Blodughadda had brought to the Blueax Fylkjarl one year earlier, to convince him of the Snow Queen's power. The Sorva family, with whom the Norims share bloodlines, soon followed. Haldur Ouvar has transported pieces of the black ice to North Hall, where he left them in the care of people of authority. Using money that he had been given by the Blueax clan, he purchased a hird of three hundred men to head to Ysetur, the Ice Cult's fortress. The soldiers fell, one by one, under the whispers of the dark ice and, before the year's end, they were all bloodthirsty worshippers. The mercenaries were then sent to locations all over Wildland, to reinforce various cells of Ice worshippers.

Fylkjarl Njordung Blueax himself traveled to Wulfr's lair by the Cliff of Askyr under the false pretence that he wanted to ally with Fylkjarl Raak Wulfr against the Uvail clan. As Njordung traveled by himself, accompanied only by twelve hirdmen and a dog sleigh, the Wulfr Fylkjarl felt unthreatened. Instead of the sleigh being filled with necessities, it contained a block of black ice. Njordung promised Raak everything he might need without further ado, and the feast lasted for thirteen days. When Njordung left for home, the two Fylkjarls were dear friends, and the block of black ice was left at the Cliff of Askyr under the strict supervision of the Wulfr clan. The Ice Cult had ignited in the Wulfr Fylkjarl's blood, silencing the Word of Stormi. In his heart, from that moment on, only the Snow Queen's chilling whispers sounded.

Today, many of the people of Vretgaard are already initiated into the Ice Cult, and darkness rests over the village, like a shadow:

> Hakka Norim spies on behalf of Haldur and the two of them regularly meet to confer in Hakka's secret cabin in the woods. Haldur's son Anton conveys the

new orders in writing, ensuring it with a seal, and brings it to Siris, Torulf Hjelm's wife and the official leader of the Ice cult.
Seven soldiers, recruited in North Hall, are kept hidden in the catacombs under the Norim's fishing cabin, await the day when the Ice Cult intends to take over Vretgaard.
A dozen of Haldur's thralls, who have secretly been brought from North Hall, are held captive in the catacombs.
Haldur Ouvar is "the spider in the web", and can during his frequent "trading trips" leave Vretgaard without anyone questioning his activities. Haldur is the link to "Ise", or Njordung Blueax as he is really named. To the cult, Haldur primarily supplies thralls that can be sacrificed to the Snow Queen, without raising suspicions in Vretgaard.
Fylkjarl Njordung Blueax is the real leader of the Ice Cult, and is only known as Ise (an ungendered name). The Blueax Fylkjarl has gathered Ice worshippers in the isolated fortress of Ysetur. There are also some followers at Blueax's hunting estate, which functions as an outpost for the Ice Cult on the way to Ysetur. Ise has a good relationship with Blodughadda, the frost giant who set all this in motion.

The player characters can never be sure about whom to trust, and there are spies everywhere. Friends must be separated from foes, and the Cult's temple at Ysetur must be found before they have grown too strong. Fleeing Vretgaard will not help. The corruption has already begun to spread across the land. If it becomes difficult to motivate the player characters to uncover the truth about the Ice Cult, let one of them to be taken one night, and sacrificed to the Snow Queen. They are, either way, hunted prey in unfamiliar territory. The player characters' only chance is to quickly win allies in their fight against evil. They are also starting to realize that they have been swept up, like pieces on a chessboard, where their roles have not yet been determined, and the powers who control them are greater than they could ever have imagined. Only by deciphering their dreams they are able to gain insight into their fates.

Events in Vretgaard

This section describes some interludes to the events in Vretgaard, followed by the timeline that the Game Master must ad here to.

Interludes

The love between the Child of Light and the Daughter of Fate (Maria Norim) will come to grow stronger each and every day. The Game Master can let them meet as often as possible, however it must occur in secret, because her father opposes their relationship, something which may make it all the more exciting.
Huld Hagtorn shows the player characters his smithery and promises to make them something. As the love between the player character and Maria grows, Huld becomes more and more hostile.
One of the player characters finds the cabin where the little boy was buried alive by Remi Sorva and can be forced to face a draugr.
One of the player characters sees mysterious lights coming from the burial grounds. When they get there, the lights are gone, but Remi Sorva is in the yard, staring out into the night, mumbling to himself.
One of the player characters gets caught in one of the crude traps in the woods, set by Brund, the forest troll from under the bridge. The crevice in the mountain, which had been concealed by twigs, is three meters deep. Within three days, the troll comes and throws stones at his catch in the pit. When his prey has died, the troll can then climb a rope-ladder down there whenever he wishes to eat.
The player character who may have been enticed by the wood nymph in the journey through the Darkwood heads out into the dark of night. Someone with the Hunting Experience discipline of the Wilderness skill (preferably with the Tracker specialty) finds tracks from creatures neither human nor trolls, but something else altogether (orkhir).

Day One

The player characters arrive in Vretgaard. They meet most of the villagers. They speak to a shaken Huld Hagtorn who doesn't appear to remember the event at all, and only nods along as Haldur Ouvar fills them in on the story. If the characters insist on checking the site of the massacre, Haldur Ouvar will be asked by Fylkjarl Tomus Hagtorn to guide the PCs there. If anybody thinks about digging up the bodies of the victims, the Fylkjarl can give them shovels and picks to be returned.

Half of the player characters are forced to stay in Vretgaard to get the cabin into liveable condition.

The other half go with Haldur to Marsh Mountain where Miri was killed. Huld constantly follows Maria around, and appears almost obsessed with her.

Day Three

The group that remained in Vretgaard notice how a little girl with long black hair watches them. The girl's eyes feel piercing. Several of the player characters witness this. The girl disappears as soon as anyone tries to approach her.

Night Three

The Child of Light has his second dream:

You are standing in a green field, working with several other men. You are all wearing shackles around your ankles and handcuffs; you dig deep trenches in the ground, for what purpose, you do not know. Despite their faces seeming unfamiliar, it is as though the workers around you are your friends. Your guards, however, have gaunt and sickly bodies, and stare at you with empty eyes. They all carry either whips or barbed chains in order to keep you working. Your bodies are all covered in small wounds from the barbs, which have torn through your flesh. Suddenly, the sun is darkened by a dense shadow, and you can hear the heavy beating of wings behind you. The smell of decay fills your nostrils. Your muscles tense up instinctively, and you stare at a certain spot on the ground in front of you, as though you have always done it. The beating of wings gets heavier and heavier, and you can hear the creature's wheezing breath approaching you from behind. The earth shakes, and the man next to you cries out in despair as the creature lands. Terrified, you

stand frozen as the creature devours your friend alive. You can hear how its strong jaws crush his bones. The screams finally end in a gurgle and the man falls silent. Blood splatters to the ground as the creature eats, and time and time again, your feet and legs are hit by parts of what once had been your friend. You have to keep yourself in check the whole time, to not gag on the creature's awful stench, or at the memory of your friend's gruesome fate. After a long moment, when the creature finally has finished eating, you can feel how it pulls up close to you, possibly planning for yet another meal. The terror is unbearable. Its head snatches up the small pieces of flesh that have landed around you, and you finally exhale the breath you've been holding. When the creature finally takes off again, a signal sounds from a horn. It is time to get back to work…

The dream is about the player characters' coming imprisonment in Arkland. The point of the dream is that the Child of Light instinctively knows how to avoid being chosen as the thorn beast's meal.

During the nightmare, the Child of Light cries out, filled with dread, and finds it difficult to calm down upon awakening.

Day Four

Some of player characters (alternatively the entire group) arrive at Marsh Mountain. Both Haldur Ouvar and possibly Jarund Norim point out that too much time has passed for there to still be any discernible tracks left. A player character who succeeds with an extremely difficult Wilderness Skill roll (preferably with the Hunting Experience discipline and Tracker specialty) modified by -10, does, however, find tracks which rather resemble those of a large wolf.

If the player characters express a wish to exhume the bodies, Haldur will strongly oppose such a desecration of the corpses. If the player characters insist that Miri's body has to be blessed and buried in consecrated ground, Haldur will eventually back down.

They have to light a fire to thaw the ground enough for them to dig, provided that they brought shovels and picks. Miri's body is horribly mangled but the ground frost has delayed the signs of decay. Her face is crushed beyond recognition by a powerful blow from the front, shattering the cranium. The player characters do, however, recognize her by her clothes and a distinctive birthmark on her neck.

Hallak and Strang have almost been decapitated by the same brutal force. The blow that hit them has torn their thick chain-mail coifs and steel helms asunder. The steel has been torn, not cut or slashed apart.

What conclusions the player characters can draw from all this is up to the Game Master, but the Healing and Drugs discipline of the Care skill (preferably with the First Aid and Nursing specialty) could be of help. Claw marks on all three of the victims do, however, support Haldur's theory. At the same time, somebody with the Zoology specialty of the Wilderness skill should be able to eliminate the guilty attacker being a bear, as even a huge killer bear would be unable to cause such injuries.

If the player characters contradict Haldur's theory (that a killer bear slaughtered the procession), he will loudly protest, saying that no outsiders should come and tell him what had happened, as he himself is well-traveled across forests and lands. The villagers of Vretgaard will believe Haldur over the player characters. If the player characters ask him why he was in the area when he found the wounded Huld he will tell them that he was on a purchasing trip to North Hall, something he does a couple of times a year, and that there's nothing odd about it. In closing, Haldur Ouvar insists that Huld Hagtorn himself testified to it having been a bear.

Day Five

The weather worsens drastically. Dark clouds slither across the heavens, bringing a rain that rages for several days. The player characters will return to Vretgaard frozen, cold, and those who do not succeed with a Situation roll with a Situation value of 12 (Constitution modifiers apply) end up with a fever and a severe cold. It is important that you as the Game Master conceal all the rolls to ensure that the Child of Light does not suspect anything.

In fact, the Child of Light will automatically fall sick with the cold, regardless of where he finds himself on day five, and whether or not his Situation roll is successful. A minimum of two days under Maria's care is the only thing to cure the player characters. Anyone who does not submit to care will die from a rare and aggressive form of pneumonia within a month.

The illness is the work of the Snow Queen. The Game Master can show the development of the illness by lowering the player characters' Body Points every other day, to make the player characters grasp the seriousness of the situation. Note that in the case of the Child of Light, and only him, the cold will automatically fade on day nine, even if he never received any treatment. He does, however, lose a lot of time in which his love could have grown.

Maria never leaves any of those in her care alone, and the Hagtorn's thrall woman, Tvagrid, takes her place whenever she has to leave.

Huld drops by several times during the player characters' time in Maria's care, glaring jealously at those convalescing in the hospital beds. Huld mutters something about the player characters not looking particularly ill. He also tries to tell Maria that she shouldn't have to waste her time on strangers, as Huld could easily ask one of the thrall women to do it.

Day Seven

The player characters who traveled to Marsh Mountain return to Vretgaard, cold and tired. If the player characters brought Miri's body with them, a ceremony will be held, and her body will be burnt in the temple. Huld does not even glance at his dead wife, his eyes are instead focused on Maria throughout the ceremony. The whole time his face is twisted in some sort of sheepish grin. When Maria leaves, Huld's expression changes and his eyes take on an empty, dazed appearance.

Night Seven

Full moon. The player characters hear strange sounds, which frighten the horses. Howls can be heard in the rainy night. Huld transforms into a werewarg for the very first time, and can never again revert to his human form. The storm prevents the player characters from being able to track anything.

Day Eight

In the morning, Fylkjarl Tomus Hagtorn discovers that his son Huld has disappeared. Maria rings the bell and the villagers gather by the Village Hall to search for him. The player characters are expected to help, and if they refuse, they be met with suspicion.

Huld's room has been ransacked, and some of his clothes lay, ripped to shreds, on the floor. The furniture has all been toppled, and smashed to bits. The door, reduced to mere splinters, is scattered on the ground outside his home. None of his brothers, who all live in the very same dwelling, claim to have heard anything. The truth is that the brothers used to regularly assault Huld at night, so no one had reacted to his screams or the general ruckus. In the morning, they were forced to explain this to the furious Tomus. The Hagtorn Fylkjarl, who deep down always had known that this was happening, and who had thought to himself that "the boy has to tough it out, so that he becomes a man". He therefore chose not to pursue the issue any further. The only one who looks pale and noticeably shaken is Haldur, who has realized what happened. Huld has transformed into a werewarg.

Night Eight

The werewarg Huld gets into the enclosure where the cows are kept and kills one them, scaring the rest of them, causing them to flee. At his side, he has a pack of wolves, who all see Huld as their leader. The wolves feast on the dead cow.

Day Nine

An animal has torn down the barriers of the paddock where Hagtorn's livestock graze. A cow is found, dead and half devoured, while the rest are roaming freely and appear very frightened. Even the bulls seem shaken.

The cows are difficult to herd. It takes the Hagtorns and the Hjelms the entire day. The cows' panicked movements, along with the rain, has erased any tracks of the predator. The wind has picked up, and those who succeed with a Wilderness Skill roll (preferably with the Nature Knowledge discipline and the Weatherman specialty) can sense that the rain will likely soon shift to snow.

Night Nine

Tomus's brother, Froe, who is standing guard during the night, is lured outside by howling sounds. The player characters are also awakened by the howls. Froe, in full battle gear, ends up in a life-or-death battle with Huld in werewarg form. When the player characters arrive, Froe is on the ground bleeding out, with a large wound across his throat and his right arm completely ripped off. Froe tries to tell them something before he dies, but his wounded throat prevents him.

A successful Shadow Arts Skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) with a -4 modifier will reveal that what he said was "It's bleeding". Moments later, Tomus and the other brothers rush out into the yard, and suspicious glances are directed at the player characters. Huld, still locked into werewolf form, is severely injured, and will lay low in the wilderness, licking his wounds for a few days.

The Second guard, Tor, actually saw the entire course of events from the very beginning, but "admits" to Tomus that he had abandoned his post as he had "gone to relieve himself". A successful Shadow Arts Skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) by any of the player characters will allow them to hear Tor's confession to Tomus, who appears to accept the excuse.

Day Ten

It stops raining and the sun finally breaks through the clouds. The wind is cold and biting. In solemn order, a pyre is lit over the body of Froe, watched over by the Hagtorn family. Fylkjarl Tomus leads the ceremony, and the Hagtorns clearly indicate that no outsiders are allowed to attend. Tor and Bodvar aggressively block the way for visitors, if any attempt to join the congregation. After the ceremony ends, the Fylkjarl himself, Tomus Hagtorn, together with Haldur Ouvar head out into the forest to find and slay the killer bear. Maria hands over the care of those who are still sick to Tvagrid, the thrall woman who serves the Hagtorn. Those treated by Tvagrid on day ten find that their illness worsens, and all the time under Maria's care is wasted, as they find themselves back where they started. Tvagrid is an ice worshipper, and the Snow Queen has whispered directly to her. At lunchtime, Maria seeks out the Child of Light to invite him on a romantic canoe journey traveling from the Highwater to the Lowwater and back. She says that she wishes to get away from everything for a while. As they get the canoe, Hakka stares at them, eyes filled with hate and evil. As they wade from the Riverbend to the Lowwater they are startled by an enormous bear. Instead of being scared, Maria calls out:

"Oh, little Brutus, how you frightened me!"

After which she approaches the bear and pets it as though it was a little dog. Then she continues,

"What are you doing here Did somebody scare you"

The bear whimpers in response and Maria continues,

"I know, he frightens me too".

After that the bear calmly lumbers away without any further incident. Maria never offers any explanation for the event, and laughs it off as though nothing had happened. If the Child of Light forces an answer out of her she will hiss that "All is not what is seems in Vretgaard. Poor Brutus has nothing to do with it," and demands that they return home again.

If the Child of Light lets Maria keep her secrets, they will continue their romantic journey along the Lowwater, and Maria's eyes will sparkle in the rays of the sun. However, she will not offer up any kisses, not yet.

Day Thirteen

The first snow falls and a thin layer of ice forms on the smaller lakes.

Day Fourteen

Haldur Ouvar and Fylkjarl Tomus Hagtorn have tracked and slain the killer bear. They happily boast that the danger has passed, dragging the body of the bear behind them.

In the evening, a feast celebrating the kill is held in the Hagtorn's cabin. Mead, grilled frost boar, and chicken is served. There is enough for everyone in attendance.

Torulf tells the story about his paternal grandfather, Berth Hjelm, who was mauled and slaughtered by a killer bear, and says that he believes that Huld too has perished.

Haldur Ouvar thinks that the killer bear likely stalked Huld and himself to the village. He also announces that the player characters shall be awarded the bear's hide and meat as a gift for Swordjarl Oktar Grimme. Haldur continues, saying that they should leave for home the following day, before the snow has buried the road, trapping them in Vretgaard.

The only one unhappy is Maria, the only member of the Norim family to attend the feast. Tears stream down her cheeks as she glares hatefully at Haldur. If the Child of Light tries to comfort her she asks him to meet her alone by the Glimma Lake at midnight. She remains sitting in his embrace for a moment before she departs for home. She turns to him and says:

"Don't forget. Midnight"

Then she leaves.

Night Fourteen

At midnight, the Child of Light and the Daughter of Fate reunite. Maria looks solemn, but still gazes upon him lovingly. Her voice is weak, and tears are not far off as she speaks:

"You must leave tomorrow. You are in danger; you are all in danger".

Then she continues:

"I can't tell you anything, but plans that cannot be stopped have been put in motion, and powerful people are out to get you — you, the chosen one".

Almost in tears, Maria continues:

"Promise me that you will leave tomorrow. Please".

Maria pauses to collect herself and then gazes deep into the Child of Light's eyes:

"I love you, and that is precisely why you have to leave".

Then she kisses him, a long, deep, kiss. It is critical that this is the first kiss that the Daughter of Fate and the Child of Light share.

Just as the kiss ends, a menacing growl is heard, "Neeeeeeeeearrrrrrghh", emanating from Huld, the werewarg, and the Child of Light sees how the furious werewarg dashes towards them. The Child of Light takes 1d10 (OR 9-10) Fear Points. The Child of Light, overpowered, will be attacked by Huld. However, unlike normal werewargs Huld permanently exists in its wolfish form, which means its status is less powerful and he is therefore unable to pass his affliction along. A combat will start but it is important that Huld does not die at this point (let him be invulnerable) and the player characters are not meant to be the ones to kill him.

As this happens, Maria screams, and Huld, frightened (because he still loves her), flees into the forest. Still injured (if the Child of Light hurted him), he leaves a trail of blood behind him.

When the rest of the player characters come to the rescue, they are able to track the bleeding werewarg into the woods, while Maria saves the life of her wounded lover. After thirty minutes, the player characters find Huld, in his human form, lying dead in the snow. A wolf sits next to him, whimpering. As the player characters approach, it flees.

A black-feathered arrow protrudes from Huld's chest right by his heart. The arrow does not resemble anything the player characters have seen before. Unbeknownst to the player characters, they are being watched by Hakka Norim, the Orkhir who fired the arrow, and the little girl with the long black hair.

Around his neck, Huld wears a silver medallion with a strange spiral-shaped symbol.

The player characters feel a chill go down their spines as they look at the necklace, remembering that they had seen the symbol before, but unable to place where or on whom (perhaps as a tattoo, or possibly a piece of jewellery). It could be worth it for the Game Master to note that it is the symbol of the Ice Cult, the followers of the Snow Queen during the Time of the Untamed, 300 years ago. A Knowledge skill roll may be required, if the GM wants to. Raak Wulfr has an identical tattoo on his neck and maybe the players characters noticed it in Storhavn. The fact that the player characters catch a glimpse of the silver medallion is enough for Hakka to condemn them to death.

Day Fifteen

By the morning of the fifteenth day, everything has changed. The player characters now know too much to be allowed to leave Vretgaard alive. The snow lies 30 centimeters deep, and winter draws near. The Hagtorns hold a ceremony for Huld, on par with that held for Froe. Outsiders are not invited this time either, but most in the village offer their condolences from afar. At lunchtime, the bell at the Village Hall chimes, and Fylkjarl Tomus calls for a village meeting. Before the meeting starts, Siris Hjelm brings many of the children to the Executioner's Mound to ride "copper plates" in the snow. It is a kind of game where the children sit on a concave copper plate and ride down the hill. Siris thinks it best that the children get away so that the grownups can discuss the night's events undisturbed. Tomus Hagtorn is devastated by the death of his son and agrees that the children must be kept out of this. Hedar Hjelm promises to watch over the women. Torulf Hjelm's four wives, all the Hagtorn and Hjelm children, and the mischievous boys Udd and Ulf join, as does Tomus's daughter, Menja. All the men carry weapons so that they can protect the women and children from potential predators.

If any of the player characters join them, Hedar will think it to be an "exceptionally" good idea. It is, however, unlikely that one of the player characters would choose to guard some children while everyone else discusses what happened. Any player character that accompanies the children will be sacrificed alongside the others in the copper mines, unless it is the Child of Light (which is not particularly likely as the Child of Light is still injured and bedridden under Maria's care). Those who stay and converse with Tomus will receive a rundown of recent events and it is at this time that the player characters can try to befriend Fylkjarl Tomus.

Tomus says that they must now speak seriously. He is devastated over his son's murder. The arrow resembles nothing he has ever seen before. The player characters,

who have traveled far and wide, maybe they know something The Fylkjarl speaks incoherently and repeatedly takes deep swallows from his mug of mead. His speculations continue well into the evening, and very little of what is said is sound, most being pure conjecture. Let, therefore, the player characters themselves try to piece together the events. It will be this story that Tomus later chooses to believe, regardless of whether it is true. The player characters risk believing their own words, for better or worse. Contradictions will only occur if any personal accusations are made, but Haldur Ouvar naturally promises to act if any of their allegations turn out to be true. Tomus is not in his right mind or able to fully grasp the situation and is far too confused to recall the stories of the Ice Cult. Those who remember do not wish to, and those who know, do their best to keep their mouths closed. The entire meeting ends up being mostly a dialogue between the player characters and Fylkjarl Tomus, and this is a good opportunity for the player characters to gather their thoughts. The information is also extremely valuable to the Game Master, who can now learn how much the player characters have really understood.

Meanwhile, on the Executioner's Mound, following Siris's command, twelve Orkhir had lain in ambush for the children, who did not offer any resistance, as all adults in the group except for Anna Hjelm are Ice Cult worshippers.

When evening falls and the children's absence is noticed, one of the player characters is sent to investigate (the GM is encouraged to choose the one with higher Wilderness skill score). The snow has returned, and a storm is on the way. There are signs of a struggle on the Executioner's Mound, and the place is covered in blood. The only body found nearby is that of Anna Hjelm, Torulf's young favourite, who has had her head bashed in repeatedly with a stone found next to the body. There are deep scratch marks on her face (a woman's nail has broken off in the wounds, and remains there), and her body has been violated (by Hedar Hjelm; Siris clawed at her and then beat her to death with a stone in a rabid frenzy). Tracks in the snow, half covered by fresh powder, lead north along the Copper Trail toward the mines.

Now, the player character must go and get the others. It is soon discovered that only some of the tracks belong to humans and, to venture a guess, trolls. A player character who succeeds a Wilderness skill roll with the Tracker specialty with a -5 modifier to the skill value can, however, discern that the tracks do not belong to either humans or trolls, but something else altogether. It's worth noting that the tracks resemble human tracks, but at the same time don't (namely, because they are left by orkhir, which none of the player characters even know exist). In the short period of time it took the player characters to get to the hill and back, the storm winds have started to tear at the trees, and the snow has begun to whirl through the air. The Snow Queen is trying to stop them, using all of her powers.

Tomus and Torulf immediately spring into action. The warning bell chimes loudly and almost all the villagers gather once more outside the Village Hall. Together with all the player characters (hopefully), Fylkjarl Tomus gathers all of his brothers, except for Tor and Bodvar (who, strangely enough volunteer to guard the village…), as well as Torulf Hjelm and all of his brothers, for leading them to the mines, where the tracks seem to lead. They travel north, hunting those who had kidnapped their children, not bothered by the gathering storm, which appears to be shaping up to be the worst in living memory. Haldur Ouvar and the Norims stay behind to "protect" the village.

Haldur lends the entourage two sleighs with twelve dogs, to help them move quicker. No one thinks that taking the horses would be a good idea.

The Child of Light has been under Maria's intense care throughout the day. Before evening arrives, his wounds have all healed, as though he had never been injured. It is very likely that Maria has saved his life once again, using the last of her supply of rare plants and herbs.

The Child of Light hears the warning bell and makes it just in time to join the entourage heading for the copper mines. Distressed, Maria sees him off and kisses him several times before he leaves her. With a lump in her throat she whispers:

"When you return I will follow you. Away from my father! Away from this hole! Away from this life! I love only you. Always remember that. Here, I give you my lucky stone to carry with you on your journey. It has blessed me with luck my entire life".

Maria removes her necklace. It is adorned with a small polished green marbled stone. The stone has a small hole drilled into it, through which Maria has threaded a thin leather cord, so that she could wear it around her neck. The Child of Light gets +1 modifier on every skill and favourable situation values as long as he carries the stone. Moreover, the modest piece of jewellery will not attract much attention, which is why the Child of Light is very unlikely to lose the stone. Maria finishes her speech after she has placed the stone around her lover's neck.

"Don't forget me. Come back and get me after. Promise me that".

Night Fifteen

The journey to the mines is a difficult one, and the snowfall continues throughout the night. By morning, the snow is a meter deep, and Tomus's sense of direction alone guides them along, despite there being no signs of the perpetrators to follow. Tomus leads the group north along the Copper Trail, towards the Great Iron Mountains, and the biting cold sinks its teeth into the little entourage.

The Aftermath of Evil

Winter had hit with full force during the night. The wind violently tore at their clothes and the company slowly ploughed their way through the snow. Only the wolfhounds appeared unbothered by the force of the weather. The road was covered by snow, which lay a meter deep, and the rays of the morning sun struggled in vain to break through the thick snow fog. The chill had long

since numbed fingers and toes. Ahead of them, the Great Iron Mountains towered menacingly, casting obscure, dark shadows. The company did not, however, see the little girl who stood, frozen, to the side of a tree in the forest, two black-feathered arrows piercing her body. The dark forest surrounding the road was cloaked in shadows, and from a distance, a flapping raven followed the group, before landing to eat from the corpse…

The player characters have now headed off to overthrow the Ice Cult. Unbeknownst to them, they are being lured into a trap. The player characters are not meant to reach the copper mines, the snowstorm is meant to rob them of their lives, at least if the Snow Queen gets her way. Meanwhile, in Vretgaard, the cult strikes with full force against all those left behind. Those who were not initiated into the cult are captured and taken westward to Ysetur to be sacrificed. A player character who succeeds with a Wilderness Skill roll (with the Nature Knowledge discipline and the Weatherman specialty) can determine that the storm is unnatural. Regardless of whether the player characters wish to continue, Tomus will brave the storm and do everything in his power to save his children.

The journey from Vretgaard to the copper mines is usually one day's ride or two days by foot; this time the player characters travel for four days through a raging snowstorm:

Let all the player characters and the Game Master attempt a Situation roll with Situation value 10 (Constitution modifiers apply) every 24-hour period (for four days in total) from the first night when they leave. Those who fail will be severely affected by the cold, whereas those who succeed are deemed to have gotten off easy during the past day and night. The bearer of the Stone of Sagas must not make this roll, since the stone seems warmer and it mystically protects his wearer.

Henceforth, those who have already been affected by the cold will also have to attempt a Situation roll with Situation value 12 (Constitution modifiers apply) every 24 hours, but this time to see if the situation worsens. Those who are successful remain merely affected by the cold. On the other hand, all who fail a second roll will freeze in the storm, (except for the Child of Light and Tomus Hagtorn who both are immune at the moment). Those who freeze will be forced to immediately attempt yet a third Situation roll, the crucial frostbite roll.

Those who succeed with the frostbite roll will, within a day, be afflicted with gangrene. The gangrene will affect a body part chosen by the Game Master, and the player character will be forced to amputate the damaged body part within a week or die. (Feet, hands, fingers, toes, ears, and noses are the areas most commonly affected by frostbite).

However, those who fail the frostbite roll will collapse, dead, in the snowstorm, their body unable to withstand the cold any longer. This is because they, at this point, would have fully-developed gangrene afflicting several body parts, and would have succumbed to a very high fever.

It has been assumed that the player characters are dressed in proper clothing, but in case they, for whatever reason, aren't, see the rules regarding Complications in the Wild in the Game Master's Guide. If, contrary to expectations, anyone in the group has protected themselves by wearing superb winter clothing made from mastomant fur, they will not suffer any frostbite whatsoever.

The same goes for the player character who carries the Stone of Sagas. The Snowsaga stone protects against the Snow Queen's winter and from the Hrim Body of giants and dragons, but not against cold in general, such as that caused by vitner weavers or natural winter storms.

The storm is so relentless that all non-player characters from Tomus Hagtorn's party, other than Fylkjarl Tomus himself, will perish.

Gangrene (for those with the First Aid and Nursing specialty of the Care skill): While the tissue dies, the victim will experience intense pain. Fully developed gangrene causes complete numbness in the affected area. The dead tissue then turns black and the differentiation between it and the healthy tissue is indicated with a clear, sharp, line. However, during this stage, gangrene does not spread to the surrounding areas. When the tissue damage is fully developed, the dead tissues must be removed or amputated. If an amputation is not performed the damage will worsen due to the arrival of putrefactive bacteria. Surrounding healthy tissue will then begin to decay, taking on a disintegrating, moist, appearance, and giving off a pungent odor. Amputation at this late stage does not guarantee that the condition won't worsen, and it is said that there is nothing in Trudvang that can save a player character in this condition from a painful death.

The group marches throughout the first day and night without rest. The following nights they will seek shelter in bivouacs of snow, and during the day, march as long as the sun is in the sky. As they approach the copper mines, both the storm and the snowfall will very suddenly let up, and the player characters will see the snowstorm like a wall behind them. This will ensure that they understand that it is not a natural storm, but something beyond the framework of reality. The storm will completely die down in the very same instant as Siris perishes.

The kidnappers have a head start of about six hours. The orkhir had six sleighs pulled by twelve tame wolves. The kidnapped children were tied up in the sleighs, under the supervision of Hedar Hjelm and the women. Siris called upon the Snow Queen's dark powers, and a snowstorm beyond anything in living memory, sprung up behind them to smite potential pursuers. The journey only takes the kidnappers 48 hours due to the favour of the Snow Queen, and so they reach the copper mines almost two days before the player characters. Early in the journey, Tomus Hagtorn's daughter Riva fell off one of the sleighs. She attempted to flee but was stopped by two orkhan arrows. As soon as the children are imprisoned in the temple of the black ice, the Orkhir leave the Ice Cult in order to take up the hunt for potential survivors in the snowstorm. With them, they bring all their wolves and sleighs. Fortunately, the player characters never encounter

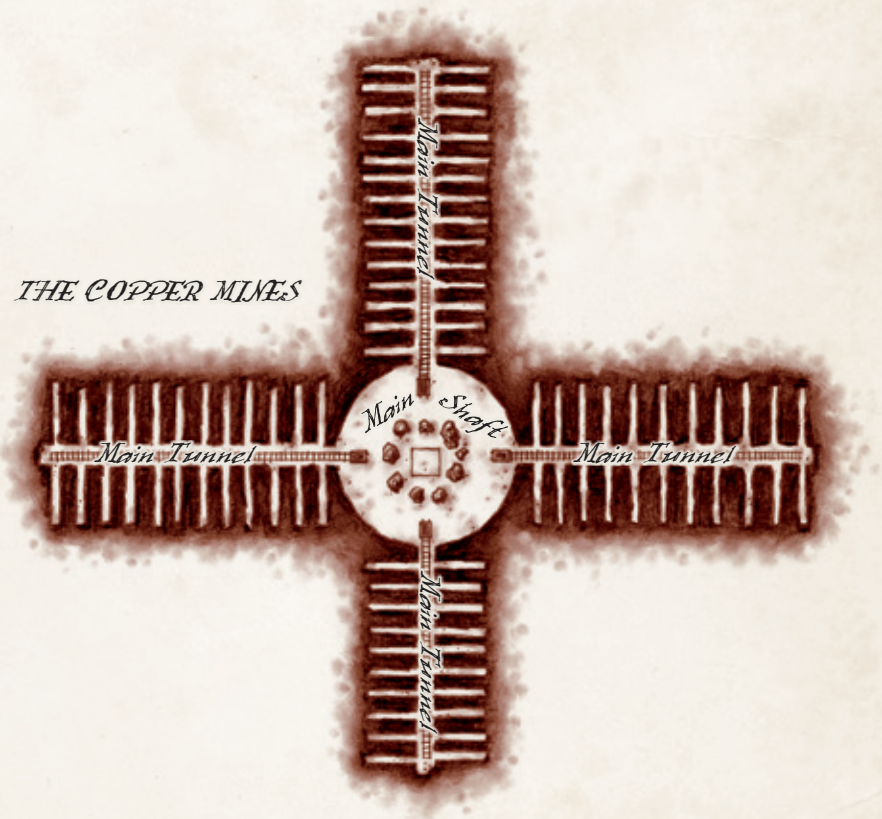
the patrol. The Orkhir patrol will later remain in the Darkwoods but does not cross paths with the player group during the campaign. The player characters are meant to find tracks from them but will not meet any real Orkhir until they are in Ysetur.

The same night the player characters depart from Vretgaard, the Ice Cult sets fire to the Hagtorn clan's three cabins, and murders many of the terrified villagers as they run outside in panic. Several of the adults who have yet to become initiated worshippers of the Snow Queen are murdered and maimed. The remaining adults and children in Vretgaard who were uninitiated are captured and brought to Ysetur to be sacrificed in the Iron Shaft. Amongst the dead there are members from all the families in Vretgaard. Vretgaard is now totally under the control of the Ice Cult, and the plan is to make the village into an outpost for followers traveling out of North Hall en route to Ysetur. This occurs even if the player characters stay in Vretgaard, as they in that case are instead taken to Ysetur as prisoners, but they aren't executed. The player characters will be separated from the other captives as they are brought across, and can, if the Game Master wishes, be saved by the holy warriors of the Tenet of Nid (more on this below).

As the player characters struggle through the storm, Siris prepares for the high ritual where she is to sacrifice the innocent children to her dark snow goddess. The Snow Queen has promised her a young body and eternal life as reward for her services. The children are chained to the stalagmites in the enormous hall, where they await being sacrificed. Among the Ice Cult are, aside from Siris, Hedar, Sandra, and Lisa. Udd and Ulf have forced Menja to join them, and they restrain her in a tight grip as the children are sacrificed. The boys hope that Menja will align herself with the cult as well. Siris sacrifices Menrik, Ida, and Ulv first, all of whom are Anna's children. Siris conducts the high ritual by sacrificing the children of the village one-by-one, beating them to death with a stone, and letting the blood flow out into the temple. The black ice on the floor appears to absorb the blood like a sponge. Unfortunately, the energy emanating from the dark ice has roused the Brotbeast from its slumber. The beast, which was meant to be used as a weapon, has instead become absolutely maniacal, beyond the Snow Queen's control. When the player characters arrive, it is running amok among both the members of the Ice Cult and the children. Half of the children are already dead when the player characters enter. It is up to the Game Master to decide who else dies in the battle with the Brotbeast. Siris has to survive, though greatly wounded, and Hedar, her son, will lie dead at her feet. The Child of Light must also survive the fight against the Brotbeast.

The Copper Mines

The company trudged, helplessly, through the storm and the meter- deep snow. Darkness had just fallen and they began looking for a good place to set up camp. Maybe none of them would survive the night. Many had already succumbed to the cold, and the morale amongst the survivors was low. Friends had been left behind to die. The light of hope had long since been extinguished. Suddenly, the storm died off, and they found themselves standing in a quiet, desolate place. They stood at the foot of the Great Iron Mountains, in the middle of an abandoned mining landscape. Behind them, the storm raged on like an unnatural wall, just as furiously as it had for the last four days. Here, it was warmer, and there was only a thin blanket of snow. The company quickly made their way out of the storm, away from the biting chill, happily unaware of the fact that they were not alone here. A strange green glowing light cut threateningly through the darkness in front of them. The light seemed to waft like a fog from one of the abandoned copper mines, out of the main shaft, deep within the earth. Dare they investigate thfis new threat Once agafin, ffear fffiflfled their hearts….

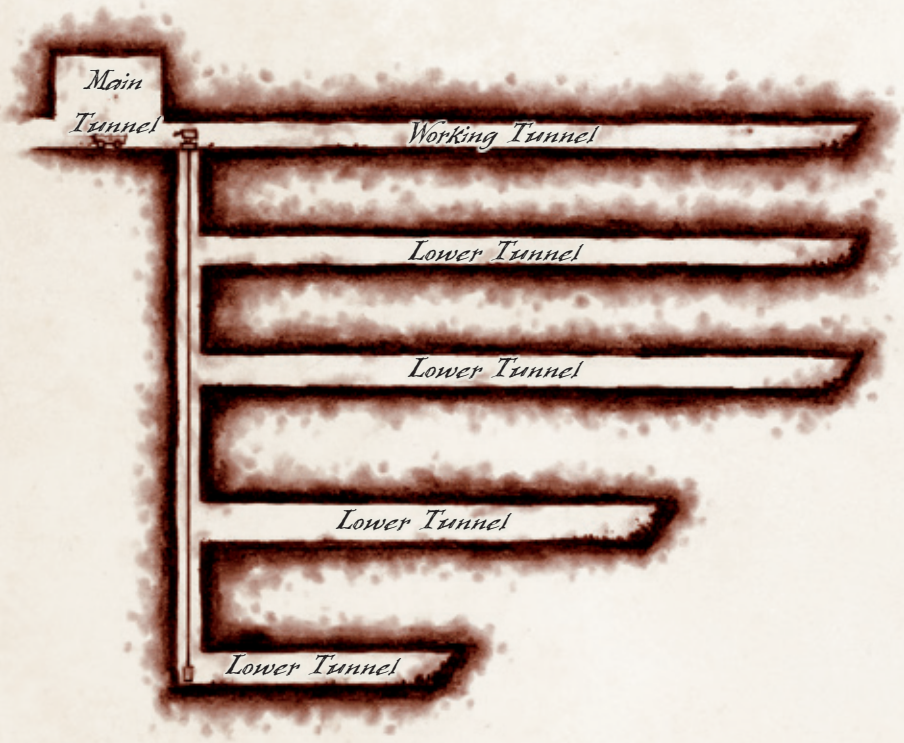


Copper was not the only thing mined here, but also coal and sulphur as by-products. The mine was composed of three separate copper mines, a coal mine, and a quarry. Water collected from both rain and the mines was pumped to a reservoir with special devices. The reservoir was drained into the Highwater a few times a year.

The miners and the quarry workers usually lived in spartanly constructed wooden huts near their worksites. By estimate, over five thousand industrious miners used to live here during the prime years of the Copper Kingdom. None of them remain today, and of the mining community, the only things to survive are the abandoned dwellings.

The place had originally just been a normal quarry, which grew after the discovery of the copper finds to become one of the largest mines in the Stormlands. As the ore deposits on the surface were exhausted, they began searching further into the depths. The ore which remained on the surface wasn't good enough for anything other than quarrying. They mined a hundred meters underground, in the search for copper. At first there was only one large shaft, but within a few years, three had been dug. At the top of the three main shafts, enormous wooden wheels had been attached which powered the lift mechanism, moving it up or down in the shaft. Horses or oxen were used to power the enormous wheels. The ore could be lifted to the surface through the shaft. The pumphouses had similar mechanisms, albeit smaller, which transferred water-filled scoops to a chute. Vital tunnels were protected against collapse by thick wooden beams which supported the roof.

The mining operation was time-consuming but provided great returns over time when a vein was found. The workers accessed the mines by narrow wooden stairs that ran down the side of the lift, leading down to the main shaft. Three or four main tunnels, leading in opposite directions, usually branch out from the main shaft. The main tunnels are both reinforced and stable, and usually pose no threats of cave-ins.

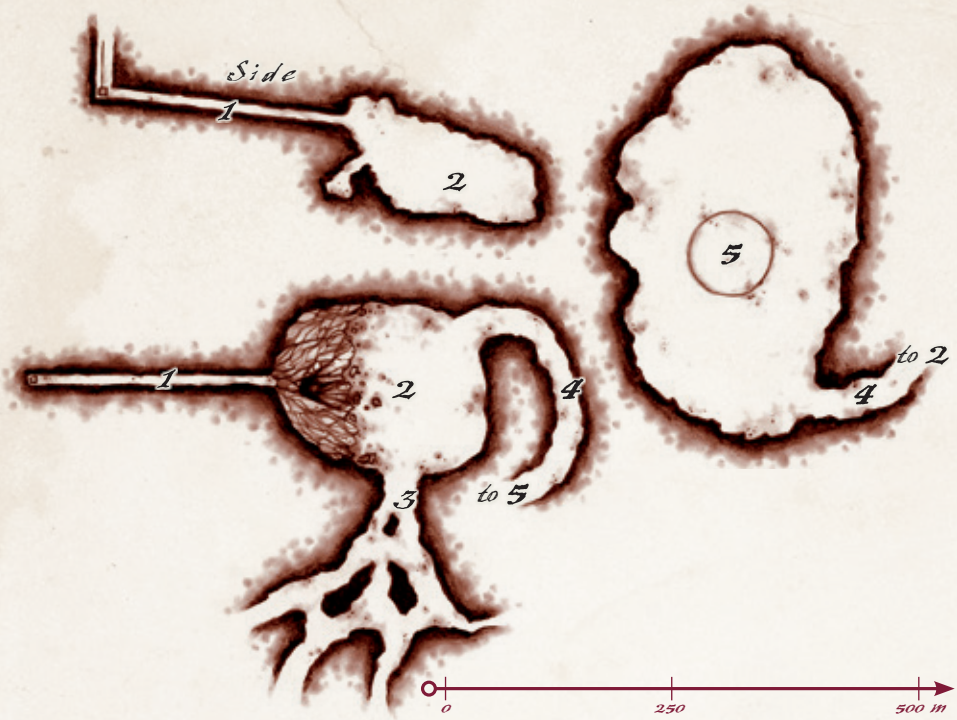


The main shaft consists of an enormous cavern which has been dug into the mountain. The lift mechanism is positioned in the center of the cavern, carrying the ore up to the surface. Piles of red copper ore still lie around the base of the lift. A mine rail runs along the main tunnels for the carts, which transported the ore. Large sections of the rails are still intact, and with the use of a draught animal, the carts could also be moved.

The mines are constructed in such a way that along each of the main shafts, operational galleries protrude in both directions every ten meters. In each gallery, there is a one-man shaft which leads down to the so-called lower tunnels. Each shaft has a rope ladder and a lift mechanism, similar to the pulley systems used in wells, to bring the ore up. Every fifteen meters down, there is a gallery which runs perpendicular to the main shaft, traveling as far the miners realistically expected to find ore. In order to prevent cave-ins, the passages where supported by large wooden pillars, but not every miner could afford that.

The mine workers staked mining claims on a section of tunnel and, as a rule, worked there until they died, either from exhaustion or a cave-in. The miners paid off their debts to the mine management for the mine claim with the ore they found. Thus, the mine workers did not earn any money until they were completely debt-free, and many died before paying off what they owed. On the other hand, those who survived would come to earn great sums of money.

The coal mine was closed thirty full seasons before the fall of the Copper Kingdom. The reason for the closure was, however, not due to a lack of profit, but because of a terrible mining accident. Coal mines are especially vulnerable to what is called "mine gas". When this gas combines with air it becomes highly explosive when lit, and that is exactly what happened. There had obviously been smaller accidents before, but this one was especially devastating, as 627 miners were buried under the rubble that fateful day. Of all the miners who had entered the mine, only three came out of it alive.



If the player characters travel to the mines before Siris has brought the children there, the mines will all be empty, and the Brotbeast won't yet have awoken. They could, however, find the Snow Queen's black temple, which might give them some insight into what the Ice Cult has been up to. It is easier to find the cave by the fluorescent light at night, rather than during the day, which is something the Game Master should consider. The mining complex covers a vast area, and the Game Master is given a lot of creative freedom to choose specific features of the area. It is up to the Game Master to choose exactly where the operational tunnel is located in the mining complex. By so doing, the Game Master can avoid frustration amongst the player characters in the event that they get lost.

The Lower Operational Tunnel

The green fog shines with a bright, fluorescent light and emits a pungent odor, reminiscent of rotten eggs. The tunnel slopes downward, and only one man can fit through it at a time. In places, you would have to crawl or crouch down to get by. The fog lies thick, along the floor, reaching knee-height. When the player characters have traveled halfway down the passage, they hear a strange rumble, and peculiar quakes rock the tunnel. All the player characters are thrown to the ground by the movement. Stones and gravel tumble from the ceiling, making the player characters believe that the tunnel is about to collapse, but it withstands the tremors. Let the player characters gather their wits for a movement before they are suddenly startled once more: somewhere in abyss before them they can hear a bloodcurdling roar and heavy, dragging steps (thankfully, heading in the opposite direction). A hundred meters further down, an earlier collapse has opened a passage to a natural cave. The collapse that caused this occurred nineteen years ago. This is the source of the mysterious green fog.

The Illuminated Cave

The rubble leads down into an illuminated cave. The cave is incredibly cold for being underground. Stalactites, or drip-stones, as black as coal, hang frozen from the ceiling, like memories from a time long gone. Fluorescent light seems to pulse out from spore clouds emitted at regular intervals from the stalagmites on the floor. The stalagmites have been infested by a fungus-like parasite, which secretes a green gas, in which gives off a fluorescent light. The glowing fog moves as though alive, along the cave floor and up towards the surface. The walls, ceiling, and floor are all covered in a pitch-black ice, which, when touched, causes shivers to run down your spine. It is as if the rock itself has been covered in a frosted layer of cold, black ice. It is clear that the collapse which opened a passage into the cave occurred years ago, as the ice itself is covered with rubble. The only thing that appears untouched by the passage of time is a gigantic pit in the middle of the debris. The hole is fifteen fathoms in diameter, and at least fifty meters deep. Deep scratch marks along the sides of the pit bears witness to the fact that something has clawed its way up from underneath, something huge. Other than that, the place appears to have stood untouched for tens of thousands of years.

The cave measures two hundred meters in diameter and has a ceiling height of a hundred meters at its highest point. Two enormous tunnels lead out from the cave, one to the right, and another to the left.

Getting up out of, or down into the cave, requires a successful Agility skill roll (preferably with the Body Control discipline and the Jumping, Climbing and Balancing specialty). Anyone who fails risks falling and hurting themselves or breaking a leg. The caved-in rock piles will, however, cut the fall short and lessen the injuries, as it never reaches a full vertical drop, inflicting only 1d10 or at worst 1d10 (OR 10) damage. The further down the player characters get, the colder it gets.

The Game Master can choose to place a negative modifier of -3 on all attacks, parries, and agility-based skills on those who walk on the slippery floor inside the cave.

If the Game Master wishes, they can make the fog from the spores appear both mystical and poisonous. In reality, it is innocuous, and is just drawn to oxygen. However, if anyone inhales the gas they might start coughing, and overexposure can therefore lead to death by asphyxiation. The Game Master can, if they wish, choose to let one of the player characters contract a strange chronic illness, which means the player character will suffer a persistant cough for the rest of their life. This would be devastating for the player character when they attempt to sneak up on someone. Other symptoms could include pallor, but the Game Master can make most of it up on their own.

A player character who succeeds with a Shadow Arts skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) modified by -2 can hear the cries of children from the tunnel to the left.

The Right Tunnel

The right tunnel leads deep underground, to a labyrinthine cave system, which splits into uncountable passages. This is where the Brotbeast originally came from, and far more evil and abominable beasts still slumber in the abyss. If the player characters continue down this path, they will all perish. Fortunately, the player characters will hear the desperate cries of children and the roar of the Brotbeast coming from the left tunnel before they travel too far down into the abyss. Hopefully, the player characters will choose to save the children.

The Left Tunnel

The left tunnel is very similar to the illuminated cave with the black ice, and the mysterious fungi grows more densely here than in the cave. The tunnel leads in a spiral, deep down to the core of the black ice. The player characters hear the same sounds as in the right tunnel, but here they are closer to its source. The tunnel is a thousand meters long, and the Game Master can use this as a guiding value when calculating the extent of the devastation brought on by the Brotbeast before the player characters make it down.

The Black Temple

The left path leads into a cavern even larger than the previous one. The space measures three hundred meters in diamete and the ceiling height is roughly the same. The structures of the two caverns are very similar. The green light is far more intense here, and the cavern is also lit by a circle of oil lamps in the middle of the hall, numbering in the twenties.

The children have been chained up to three of the stalagmites inside of the circle of lamps. The shackled children were completely defenseless when the Brotbeast arrived, and several of them have been torn apart. On the ground, near a block of black ice, the bodies of five dead children lay, with a bloody stone resting next to them. Blood that is shed on the black ice seems to be sucked down into the abyss. The followers of the Ice Cult here are, aside from Siris, the leader, there are also Hedar, Sandra and Lisa. The son, Hedar, lays on the ground, bitten in half, as his mother Siris, cries over him. Sandra and Lisa are caught in an impossible battle with the Brotbeast, which attacks them as they desperately fight back with their wooden staves. When the player characters get there, the Brotbeast is in the process of swallowing them both alive. The player characters are in such a close proximity that they can hear how their bones are crushed between the mighty jaws. The boys, Udd and Ulf, lay crushed and maimed on the ground, following a desperate attempt to lure the Brotbeast's attention away from Menja. Menja is, in vain, trying to free some of the children by pounding a rock against the chains. Her left arm ends in a stump, and blood is spurting uncontrollably. Menja is so terrified that she does not seem to understand what is happening, nor that she is about to bleed out. More than half of the children are dead and, if the player characters had taken the right tunnel or have lingered anywhere unnecessarily, the number of casualties will be even greater. Siris sacrificed Anna's children Menrik, Ida, and Ulv first. As for the rest, it is up to the Game Master to decide which children die.

Here too, the Game Master can choose to place a negative modifier of -3 on all attacks, parries, and agility-based skills on those who walk on the slippery floor inside the cave.

Siris must survive the Brotbeast but is fatally wounded (her ribcage is crushed and she is coughing blood), and her son, Hedar, should lie dead at her feet.

Fylkjarl Tomus Hagtorn will also be fatally wounded during the fight. The Child of Light must survive the battle against the beast. Use all permitted means as Game Master to achieve this.

Siris curses the player characters, and even the Snow Queen, who seems unable to save her. She does, however, utter some important things before she dies, drowning in her own blood:

"Why You who promfised me so much. Why dfid you flet my son dfie I have given you my soul. I have given you everything. Answer me! Don't leave me to die here, alone with the infidels…"

[She screams in desperation and bows her head to the altar during the fight].

"Damned you are. Fools. You are lost. You can't hide anywhere. Your fight has been in vain, and it would have been better for all parties if you had perished in the storm as was planned from the beginning. You should never have survived the storm! Oh well, you will soon come to die anyway, very soon…"

[She screams, hatefully, at the player characters soon after the fall of the Brotbeast].

"Vretgaard has fallen. The families are being brought to the Iron Shaft to be sacrificed to the Snow Queen. There is nothing that can change what will happen..."

[Scornfully].

"All of Wildland will fall, just as Vretgaard already has. The time has come. The wait is over. It is too late to stop us. Ise, our true leader, has prepared for her arrival for years…"

[Boastfully].

"You will never again see your beloved Maria…" [Directly aimed at the Child of Light before she dies].

Siris will try to provoke the player characters into killing her, but will not reveal anything else of worth, even under torture. Siris plans to be a last sacrifice to the Snow Queen. If the player characters kill her, her blood will be absorbed by the black ice and each player character must attempt a Situation roll with Situation Value of 14 (Psyche modifiers apply). Those who fail will gradually come to hear the Snow Queen's whispers and risk crossing over to the dark side. Keep in mind that even the Brotbeast could be considered a sacrifice.

If the player characters inspect her body they may find a bloody parchment among her clothing. The parchment reads:

"Dear S.

The time is now come. The first snow has fallen and I can feel Her presence stronger than ever before. The Fimbulwinter is here to stay.

Only the strangers could upset our plans, and it would be best if they could depart from our company in ignorance. They obviously do not really pose a threat to us, but someone might miss them if they were gone, and we certainly do not need any more inquisitors from Jordek.

If persuasion doesn't work, we will have to deal with the strangers together with the other finfffidefls. Coufld we get rfid off aflfl our probflems fin one ffeflfl swoop Wfishffufl thinking, to be sure, but it might work. Instead of taking the thralls from North Hall to the high ritual, we will take the children. The infidels will track us like bloodhounds and perish in the storm that follows. Vretgaard would be left defenseless and we will have won. The Snow Queen will love us. She has also whispered of the children's innocence and their sacrifice would be the very greatest. Think about it. The only one who bothers me is "you-know-who". He is keeping something from us, and even from his sons. One moment his daughter seems to be on our side, and in the very next she seems allied to the strangers. He seems to know more than we do, and I saw him, deep in conversation with the frost giant again. Something bigger has been put into motion. I can't write more in this letter, but we must speak more on this, without you-know-who listening.

Wait for me at the hunting estate after you have performed the high ritual, and I will come once I have done the kingdom. I'll see you in a few months.

H."

The letter is from Haldur to Siris. In it, Haldur describes his concern regarding Hakka Norim and his daughter, Maria, and how they plan to get rid of their enemies. It is important to note that he mentions that Blodughadda is involved. By "doing the kingdom" Haldur means that he will travel around Wildland, preparing certain things before he heads for Ysetur, via the Hunting Estate.

After Siris dies, the player characters must watch over the dying Tomus Hagtorn. Right before he passes, it is as though his eyes fill with an immense understanding and peace. He looks at the Child of Light and says:

"The shepherd becomes the guard of Koraljon, the sword has always been intended for you, forgive me… my doubt… cough… not until this moment, did I see the truth…".

After having given the sword to the Child of Light, Fylkjarl Tomus Hagtorn dies, the last of his line, (or so everybody thinks, but there will soon be a child born of his name, the son of Tvagrid, the thrall woman) alongside all the Hjelms who came on the expedition. The player characters now face yet another problem. They must take care of the surviving children, as Vretgaard has already been destroyed. The Brotbeast will not cease its attacks until everyone in the room is dead, or the beast itself has been slain. The nonplayer characters will now take an active role in the battle and are also among the first victims the Brotbeast chooses. As Game Master, you should try to keep the casualties among the player characters low. The Brotbeast, which has never encountered ice before, faces great difficulties moving around in the large cavern with its slippery floor. The Game Master can certainly choose to let it slide by one of the player characters uncontrollably. The Brotbeast is heavy and finds it difficult to stop once it has gained some speed. The player characters who try to take advantage of this as a tactical benefit should be rewarded for their innovation. The Game Master can choose to lead the player characters on further adventures and treasure hunts through the copper mines, but keep in mind that this might distract from the real campaign. Otherwise, the copper mines will still be there, and can be revisited at a later date. Moreover, the player characters have now found a link between the horrors of the Underworld and the copper mines in Wildland.

The Return to Vretgaard

Daylight was the first thing that they saw as they neared the surface. The sun's rays gently caressed the glittering landscape, and a very welcome warm light thawed their frozen bodies. The events down in the mine already felt foggy and distant, as if their minds wanted to repress what had happened and protect them from the memory. But the nameless terror that they had faced down in the Underworld would forever remain in their darkest dreams. The storm had now settled, and when they saw the devastation along the Copper Trail, none could fathom how anyone could have survived it. The journey back to Vretgaard felt heavy as they sat, heart in throat. Few could forget the words Siris had imparted during her final battle. As they approached Vretgaard, they could see ominous black smoke clouds on the horizon, and they knew that which they feared had come to pass…

The journey back to Vretgaard takes the player characters only two days due to the better weather. Just as Siris had predicted, something terrible has happened in the village. Hagtorn's three cabins and the player characters' dwelling have all been burnt down to their foundations. For at least two days, the sun has beaten down on the landscape, and the smell of corpses lies in the air. Most of the dead appear to have been gathered and executed in front of the Village Hall, but there are dead bodies everywhere, mangled, maimed, or sullied. The snow has been dyed red with blood. The dead are people that the player characters now know. Several of the bodies have had their flesh removed by something resembling human teeth, and just the thought that cannibals had been in the village make the player characters feel sick.

Those of the Ice Cult who had been left behind in the village are completely caught off guard by the player characters' arrival. Only six of Norim's sons have been left to guard Vretgaard, and they will hide in the fishing cabin when the player characters arrive. If the player characters enter it, the Norims will use a sophisticated device to demolish the entrance to the catacombs. It is impossible to descend into the catacombs after the entrance has been

demolished. The Norim sons will then shadow the player characters to the hunting estate, and later try to send a scout ahead to warn anyone there of the player characters' approach.

The Ice Cult has plundered the city of valuables, weapons, and food. The animals have been slaughtered, and the meat has been taken by the cult. It all began with the Ice Cult torching a few houses and systematically executing villagers not affiliated with the cult.

This is what has happened:

During the night, Blodughadda arrives in Vretgaard with a Jarngarm. Haldur Ouvar and Hakka Norim go to meet him, and the three of them begin to plan the attack. Tasks are assigned, and the other members of the Ice Cult in the village are woken up according to the pre-existing plan, and gather in front of the Village Hall, clad in full armor.

Hakka Norim secretly speaks to Blodughadda about his daughter Maria. Together they both immediately leave for Ysetur, with Maria Norim as their prisoner, before the attack even begins. In Ysetur, Ise, Blodughadda, and Hakka Norim (albeit reluctantly) agree that Maria must be sacrificed before she has the opportunity to cause any damage.

The Hagtorns' three cabins are attacked with full force. Haldur Ouvar and his brothers, and the Hagtorn Ice worshippers, Tor and Bodvar, are among the attackers, as are the seven intoxicated mercenary soldiers who had been living in the catacombs under the Norims' cabin. The houses are torched and all exits guarded. Those who run outside are knocked down and shackled or killed on the spot if they resist. Adults and any remaining children are led to the Village Hall. The thralls are led behind the buildings, down to where the cows are kept.

If, contrary to expectations, any of the player characters or any of the Hjelms had remained in Vretgaard, the same fate will befall their cabins. However, none of the player characters are executed, and they are instead taken captive.

The thralls and cows are immediately slaughtered by Haldur, Tor, Bodvar, and Tvagrid the thrall woman. None in the field are left alive. Thralls and cows alike get their throats slit, mainly by Tvagrid or Haldur. The oxen and frost boars are brought down by Tor and Bodvar, using pikes and spears. The bodies of both animals and thralls are then dismembered and cut into smaller pieces to be brought to Ysetur, the animals as food for the Ice Cult, and the thralls to feed the Orkhir.

Remi Sorva has pledged to give the Snow Queen all his children who have yet to turn twenty. The rest of his family are already initiated into the cult, so no force is required to corral the ten children to the execution ground by the Village Hall. Sorva's children are forced to watch the executions of the adults, as are the children from the other families.

The initiated Norims bring their family members who aren't yet in the cult to the execution ground. The uninitiated are Aina, one of Hakka's wives, seven youths and children from the ages of ten to seventeen, as well as three daughters and one son (Eldran) over the age of twenty. Following closely behind the family are twelve emaciated thralls who do not appear to have been fed in days. The Norims wait patiently as Alrik Ouvar attempts to sort out the intoxicated mercenary soldiers, following which the executions of the uninitiated can commence. Alrik carries out the executions with his axe in quick succession, and the chopping block is entirely drenched in the blood of those led to their deaths.

The only Norim put through a lengthy execution is Eldran who stands proudly, glaring scornfully at the whole spectacle. Eldran loudly condemns their actions and is the only one in all of Vretgaard who dares stand up to the persecutors. To serve as an example, Eldran is mutilated and left to bleed out. Not once does he scream from the pain, and his loathing eyes never leave Alrik, the executioner. Eldran Norim will return from the dead to bring Alrik Ouvar with him to the realm of death.

None of the children are killed this night, but their fates are already sealed, as they will be brought to Ysetur to be sacrificed in the Iron Shaft.

Ouvar's thralls are the only ones kept alive despite not being Ice Worshippers, but their lives hang by a thread, and several of them will be dead before they reach Ysetur.

While the executions are happening, two Norim sons break into Hakka's secret cabin, and imprison Linn Norim. Linn is taken by surprise while asleep and is almost beaten to death. The three of them then head on foot to the Cliff of Askyr, to sacrifice her.

Linn is kept in iron shackles and has had both of her eyes removed. This is entirely against Hakka Norim's wishes, and the two sons are now acting in the interest of the Snow Queen. Hakka thinks that his wife has been taken safely to Arkland.

Alrik and Veurd Ouvar, alongside four Norim sons, leave soon after the executions, heading directly to Ysetur on sleighs pulled by wolfhounds. They transport meat from the slaughtered animals and thralls with them.

Haldur Ouvar, his wife Indra, and their youngest son, Anton, leave for Storhavn by way of North Hall. Tvagrid, the thrall woman carrying Hagtorn's son and heir in her womb, joins them.

Haldur's family and Tvagrid are put on a boat leading to Ejdland. Tvagrid holds real papers stating that her child is a Hagtorn and the son of Fylkjarl Tomus. Haldur does not get the boat since, after accompanying his family in Storhavn, he leaves going inland. Haldur will be in Ysetur before the player characters get there. Haldur often travels in his werewarg form, and the Snow Queen hastens his pace.

The remaining members of the Ice Cult all head toward the hunting estate, together with the imprisoned children who are kept in chains. They travel by foot. The cult brings with them everything of value that they find in Vretgaard. They have even brought horses with them to carry the gear. Tor and Bodvar Hagtorn lead the group. Sote the thrall, who survived the attack, managed to hide in the cellar of an abandoned house. He has not dared move a muscle ever since. But, if he hears the voice of one of the player characters, he will rush out.

The forest troll who lives under the bridge has dared venture all the way to the Village Hall and has gnawed on the dead bodies that lie there.

The Game Master can choose to let the player characters find a thing or two left behind in Vretgaard, as they search for survivors. Particularly, the player characters' food supply will likely need replenishing. If the player characters choose to clean the animal cadavers left by the ruins of Hagtorn's cabins, the meat should last for seventy days' worth of rations. If the player characters rescue Sote, he will be eternally grateful.

Sote knows the following:

Sote managed to hide in the cellar of one of the houses that had already been searched. Someone kicked the door in on the upper floor, and Sote hadn't dared to move since, not until he heard the player characters' voices outside.

Take note that many of the player characters may be suspicious of Sote, thinking him to be a member of the Ice Cult, but that is not the case. Sote is a good person, who does everything in his power to help the player characters get revenge on those who destroyed Vretgaard. Sote would be willing to lead the children south to safety, if he were equipped with money, food, and a sleigh for the children.

Sote was out in the yard with the boars, as they had been restless and causing a ruckus throughout the night, when he suddenly heard strange voices. As he looked up he saw Hakka Norim ride off on a huge "wolf" (actually a Jarngarm). The priestess Maria was also on the "wolf", shackled. Hakka was speaking to a giant who was walking next to the "wolf". They were not speaking a human tongue.

Soon after the giant had left Vretgaard with Hakka, Sote heard other voices coming from the homestead. It was Tor and Bodvar Hagtorn who, together with Haldur Ouvar, were planning "something" that was about to happen. Haldur said that more than half of the village were loyal followers to the Snow Queen, whoever that was.

The "imbeciles" were to be eradicated on this night, they said. The children were going to be brought westward to the Hunting Estate while they decided what to do with them, and the adults were to be executed in Vretgaard, such were the orders given by someone called "Ise".

Tor and Bodvar asked for the directions to the Hunting Estate, and Haldur replied that they should just follow the old road. He continued to say that if they had ever seen a horse, they would recognize the place, after which he chuckled loudly. Haldur appeared to be the leader of the three. The bearer of the Stone of Sagas will inexplicably feel the urge of following these men.

After that, some villagers (see above for details) and seven unfamiliar men torched Hagtorn's three houses, and those who ran out were either captured or beaten to death.

With dread in his voice, Sote describes how his father, Greld, had his throat cut by Tvagrid; the rest of the thralls met the same fate soon thereafter. The thralls were then butchered alongside the animals, and the meat was placed into large sleighs.

At the same time, Alrik was executing other villagers by the Village Hall. Only the children were spared. The children, together with some of Ouvar's thralls, were led westward after the massacre.

Toward Unknown Lands

All the tracks from the perpetrators seem to point west, towards the Hunting Estate. It is extremely important that the player characters meet Sote, and if they choose not to poke around in Vretgaard, they will instead find Sote alongside road. This is important because Sote was in Vretgaard when the Ice Cult attacked, and he has a rough idea of what happened. If they meet Sote by the side of the road, he will have fled from Vretgaard, just prior to the player characters' arrival.

The journey to the Hunting Estate follows the old road. The Game Master can choose to double or even triple the player characters' traveling time, to simulate the experience of traveling through snow. Horses will not be of any help, as even when riding, they too can only travel at a walking pace.

Thus, the journey between Vretgaard and the Hunting Estate takes the player characters about 20 days through a winter that continues to get progressively colder. Unbeknownst to them, the player characters are being followed by the six Norims who are tracking them.

It is mostly sunny, with clear skies, with only one major snowstorm throughout the entire journey, during which the player characters risk frostbite. The storm only lasts for one day.

Not only do the Ice Cult have a few days lead on the player characters, but the Snow Queen is also making the journey more comfortable for her loyal subjects. Count on the Ice Cult's journey taking the same unmodified rate as if it had been bare ground, to twice that. It is therefore unlikely that the player characters catch up with any of the cult members.

The old road cuts south-west along the outer boundaries of the Darkwoods, and the player characters can see the plains of Rihmfield to their right and the shadowy forest of the Darkwoods to their left.

The main benefit of the player characters leaving the Darkwoods would be that a lot of wild game can be spotted in Rihmfield.

Rihmfield is the hunting grounds of the Hrim Trolls, but the player characters are unaware of this. As Game Master, let them see some mastomants out on the plains, mingling with the large herds of reindeer. The hungry player characters could easily fell one or two reindeer, providing they have ranged weapons. All of them will eat until they are properly full, and this will be a welcome break in the otherwise difficult grind of the journey. The Hrim Trolls will not discover the player characters' infringement this time, but make sure they realize that this is almost too good to be true.

Rurik, Meldor and Salak

Before the player characters have made it to the Hunting Estate, they will run across some disguised knights of the Tenet of Nid, the same three that they encountered in Storhavn. If the player characters recognize the knights from Storhavn, it will only make them more suspicious.

They meet at a fork in the road, where Hyttsten lays to the east, Vretgaard to the northeast, and the King's Outlook to the west. The knights are named Rurik, Meldor, and Salak. They had planned to join a group of worshippers along the road in order to infiltrate the Ice Cult from within. The knights are obviously unaware that the player characters aren't members of the cult, and vice versa. As the player characters journey along the road, the knights pretend to be heading in the same direction. Rurik suggests that the player characters lead the way for the group.

The knights claim to be mercenary soldiers and that they hail from Ejdland. However, they don't know particularly much about Ejdland, so they only answer yes or no to questions. Otherwise they are extremely quiet. Every time one of the player characters says a single word or a name, they notice how the knights perk up, as if they either suspect something or are extremely curious.

They are dressed in thick clothes ((PV/BV 4/40, Heft 6, MM -2 m. IM -2, immune to the "Hrim body" ability of certain creatures), which give them thorough protection from the cold. It's clear that they are rich, as all the weapons and equipment they carry are brand new and of the very highest quality. It is impossible to avoid seeing their armor or the heavy weapons which peek out from their sleighs.

They have brought with them twelve wild hens, who are crowded into small cages. Each day, one hen is "sacrificed" and then eaten by the hungry knights. All to resemble the Ice Cult.

Truth be told, the knights look nothing like normal ice worshippers, but it is up to the player characters to figure that out and divulge their true intentions so that the two groups can begin to work together.

The knights believe the player characters to be cultists and their objective is to attempt to blend in with the player characters' "worshipping clan" as best they can, and an observant player character can tell that the knights imitate the player characters' actions and behaviors.

Before they reach the Hunting Estate, the knights will attempt to murder the player characters in their sleep in order to assume their identities. If the player characters at this point still haven't figured out what is happening, the knights could shout:

"By Gave, prepare to meet your dark ice Goddess!"
"Gave protects us from your dark powers!"
"In the name of Gave, we shall prevail!"

If the player characters still do not think it is the right time to explain who they truly are, they will be forced to fight three Knights of the Rowthguard (Rurik, Meldor, and Salak), who are working toward the same goal as the player characters.

The knights briefly explain that they come from the land of Silvtronder, at the other end of Trudvang. The neighboring country, Fjaal, is preparing an extensive rearmament, and the whole region is on the verge of war. In connection to all this, some copper plates depicting parts of an old prophecy have been found. The prophecy seems to speak of a time uncannily similar to the present day and foretells the end of the world. A part of the prophecy concerned the East, which was why the knights had been sent by the mighty Ovus himself to investigate the situation. The knights need all the allies they can get in their fight against evil. They carry with them parchment rubbings of some of the copper plates:

They have verses 9, 11, 14, 19, 21, 22, 23 and 24 of Norna's prophecy.

The knights do not know anything about the Ice Cult, other than the fact that they sacrifice people. They could, however, tell the player characters about the Time of the Untamed in Wildland, something which no Wildlander has chosen to do.

These knights are here to act as potential allies for the player characters, helping them in the many combats and difficulties which they are bound to meet. However, if the players are so irrational not to understand this advantage, make the presence of hostile knights be a hassle for them.

Jarnrytti—The Hunting Estate

During his short but intense tenure as Paater, Paater Vjal Avlotsbarn, son of Paater Storgeir Avlotsbarn, built five temples scattered throughout the Stormlands' barren wilderness. The temples together were known as the "Torch Towers", and they were erected as outposts for the notoriously hard-line conversion campaigns of the Order of the Iron Hand, when the various nations of the Stormlands were to become a unified country called the "East Vammel" kingdom.



One of the Torch Towers loomed over the others. It was the one known as "Jarnrytti", and it had been built by dwarves. Paater Vjal Avlotsbarn did not spare any expense when he hired the dwarves' most skilled stonemasons to chisel the mighty Jarnrytti out of a single stone block. Creating Jarnrytti took the dwarves three years, but when it stood completed, it was an impressive outpost in the inhospitable domains of the Great Iron Mountains and the Great Ice Plains.

There were never more than twenty Iron Hand riders at the outpost at any given time, but word of these tough men spread quickly throughout the northern regions of Wildland. It was said that for a period, there had not been a single troll within three days march from the tower. Maintaining the outpost and supplying it with both men and equipment was extremely costly. When Vjal Avlotsbarn died, less than ten years after the construction was complete, the outpost was abandoned, save for rare expeditions to see to its maintenance.

In time, the outpost came to be a haunt for untethered hirdmen and outcasts who lived in Wildland. It was not until Hrungel Blueax, Njordung Blueax's paternal grandfather, cleared the tower out and upgraded it that it become a well-visited strategic post once more. Hrungel was one of the most famous mastomant-hunters in all of Wildland, and he used the tower as a hunting estate for himself and his men where they spent long periods of time away from their homesteads, hunting mastomants up north. Jarnrytti has been used by the Blueax family for hunting ever since.

When Njordung, as self-appointed leader of the Ice Cult, started gathering forces to him, he decided to use Jarnrytti as an outpost, sending some of the cult there to draw up plans and ideas for conquering Wildland. Jarnrytti also functions as a lay-by for all the cult members being called to Ysetur. They gather their strength in Jarnrytti for a day or two before embarking on the last difficult leg of their journey to Ysetur.

Ulvarsfiell — The Hunting Estate Today

Jarnrytti is today known as "Ulvarsfiell" and belongs to the Blueax clan. Ulvarsfiell is lead and organized by Njordung's hardened half-brother Ulgar, and his two hired henchmen, the Wildbrons, Grumve and Grymvilt, who have both become zealous ice worshippers. When the player characters arrive at the tower, there are also six warriors from Ulgar's hird, two families, both with a father and mother and two children. There is also a thrall woman in the tower who cooks for those who live there.

Only the rooms in use are described below; the remaining areas are either empty or can be used by the Game Master as they see fit.

During the day the main gate to the tower is open and unlocked. The little door around back is always locked, as is the balcony door on the second floor. At night, the main gate is also kept locked.

The Routines in the Tower

At night everything is still and quiet in the tower. Most are sleeping, and no one is expecting any visitors. Following the sacrificial rites in the temple at dusk, most of the tower's inhabitants stay awake for a couple more hours. In the morning, most get up and gather in the temple to begin the sacrifices.

The only ones standing guard at night are Ulgar's hirdmen, who tend to the fires, ensuring that they stay lit until morning. They patrol one-by-one,but will immediately alert the others if they see any intruders during the night.

If anyone in the tower meets the player characters during the day, they will be surprised and ask what the player characters are doing there. They are expecting more cult members and will at first think that the player characters are such. If any of the player characters are carrying visible weapons (in their hands), the residents of the tower immediately



realize that they have unwanted company and alert the others as quickly as possible. During the day, three of Ulgar's hird are out in the forest, inspecting and emptying their traps.

If the player characters wait for more than 24 hours to enter the tower, the six Norim sons who have been tracking the player characters will beat them to it and will have time to warn Ulgar. On top of the tower's current defenses, they have now having gained six archers. Ulgar would also be prepared to destroy any evidence of the Ice Cult if the player characters intrude. The Game Master should think about how long Ulgar waits to destroy the evidence, and in what order he does so. The Norim sons never fight to the death, instead using cowardly and insidious tactics with their arrows. If Jarnrytti falls, they will flee, and at least one of them will attempt to warn Ysetur.

If the player characters act right away, the Norim sons will arrive soon after the player characters have finished searching through Jarnrytti. The archers would then lay in ambush outside the tower as the player characters exit. Here too, the Norim sons will avoid fighting to the death, choosing instead to flee.

1. Hallway and Trophy Room

A considerable number of skulls and tusks adorn all the walls of the room. Two enormous tusks hang, forming a cross, on the furthest wall, and above them, a banner with two bearded axes on a blood red background. A worn stone spiral staircase leading upstairs runs along the north-eastern wall. A player character with the Nature Knowledge discipline (preferably with the Zoology specialty) can, with a successful Wilderness skill roll, see that most of the skulls belong to different kinds of wolfkin. The enormous cranium of a mastomant covers most of the western wall.

The room used to function as a bunker when the Order of the Iron Hand used it. The entrance was easier to defend as they could meet potential attackers as they ascended the staircase one-by-one. Since the Blueax clan started to use it as a hunting estate, the room has functioned as a trophy room.

2. Guardroom

The room functions as a guardroom. One of Ulgar's Wildbrons always stands guard here during the day, with another guard being located at the lookout. At night they both sleep in this room. A landing leads up to two narrow windows which face the front of the tower.

4. Bathing room and Latrine

By the southern wall of the room there are three copper drums with wooden lids. The drums function as toilets and are full of excrement. By the north wall there are two large copper bathtubs. The bathtubs have not been used recently.

5. Storeroom

Hunting trophies clutter the entire storeroom. When the tower was being organized to prepare for the Ice Cult, all the skulls and hides that were mounted throughout the tower (aside form those in the trophy room) were removed and put here. Njordung did not dare to throw them out and asked for them to be put away.

If a player characters are observant and take the time to look, they will find an entire Brotbeast skeleton in the storeroom. Identifying the remains as that of a Brotbeast requires a successful Knowledge skill roll with the Race Knowledge discipline (preferably with the Monster Lore specialty).

6. The Temple

The stairs lead down to a typical Gerbanian temple. The room is circular. Wooden benches form a circle around an enormous iron ring that hangs from the ceiling by two chains. A statue depicting Stormi lays, broken, on the floor. The floor under the iron ring is bloody, and a block of black ice, the size of a human head, lays in the middle of the blood. Black frost covers the walls, floor, and ceiling.

The Game Master can choose to place a negative modifier of -3 on all attacks, parries, and agility-based skills on those who walk on the slippery floor within the hall.

The bodies of three animals have been tossed aside along the west wall, their heads crushed in. Ulgar is inside the room, kneeling by the ice block. Ulgar will react



Ulgar

differently depending on how the player characters look and act. Player characters who come in bearing arms, looking threatening, will be attacked right away. As long as Ulgar is physically inside the room with the black ice, the Snow Queen will do everything within her power to help him if he ends up fighting the player characters. (Read more about Ulgar below). If the player characters enter with their weapons sheathed, generally looking bewildered, Ulgar will ask them what they are doing here and where they are from. He will assume that their answer will be that they are Ice Worshippers on their way to Ysetur, and any other answer will cause him to attack.

Ulgar is Njordung's half-brother. He is one of the few Ice Worshippers who have been endowed with the Snow Queen's powers, and as long as he keeps giving her offerings, she will keep helping Ulgar, granting him her blessing and powers, to be used as a Ice Blotpriest. Ulgar is one of the most zealous members of the Ice Cult and, aside from Njordung, he is the one who quantitatively sacrifices the most and the most often to the Snow Queen. He helped his half-brother Njordung to resurrect the Ice Cult and has met Blodughadda several times. Ulgar knows that Blodughadda is preparing an attack on Wildland with his army of orkhir, but he doesn't know when, or exactly how they plan to conquer the free folk of Wildland.

On the ground under the iron ring, where the block of ice is located, there is a concealed trapdoor. A secret passage leads from the

trapdoor to a place roughly a hundred meters away from the hunting estate. The passage ends in a little iron door, which can only be opened from the inside. The door is in the forest, and is extremely difficult to spot if you aren't aware that it is there. The secret passage has never needed to be used, but it was intended as an escape route. None in the tower know about its existence. A successful Shadow Arts skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) is needed to discover the trap door.

Ulgar possess a parchment with a message on it. The message is from Njordung and it reads:

> *Brother and Worshipper. Soon the eternal winter will be here. The giant has given us new hope. Let us not falter now that we have the goal of our dreams within reach. I saw her in my dreams this night. Sharpen your senses; she may be near. The giant speaks of her as a destroyer, as one who wishes to foil our plans.*
>
> *We have bought a strong loyalty from the Arks but keep that secret from your Wildbrons. You know how they hate each other. Our plans will be realized in Ysetur, and I hope we will meet there. It is a beautiful thing to witness, so impenetrable and yet so inviting. When we meet there, I shall tell you the story of how it was built.*
>
> *Keep your eyes on the sword Koraljon and its carrier. Let them be sacrificed if you think that they may pose a threat.*
>
> *Do not forget! Offer sacrifices every day, or it will cost you! With my very own eyes I have seen our queen rip apart those who have lost the faith. Children or women, none are too unworthy. Sacrifice your own, and those closest to you if you need to. Remember, our dreams are coming true.*
>
> *Ise.*

Through the Snow Queen and Blodughadda, Njordung has learnt of the existence of a woman in Wildland who possess a power that could be devastating to their plans. In his dreams, he can vaguely see a hazy image of Maria. He could not recognize her or describe her beyond the fact that she is beautiful and has long black hair. This is the woman from his dreams that he wrote Ulgar about.

7. The Big Common Room

A sturdy table of polished black oak covers a large portion of the room. Fourteen chairs made of the same type of wood encircle the oval table. A large throne, made entirely out of stone, stands along the north wall. The back of the throne is decorated with an impressive iron ring, with the inscription "Our faith in Stormi is strong" in Vrok .

The room is empty most of the day. It is used as a dining hall, and Ulgar, his Wildbrons, and hird gather here three times a day to consume their meals. This happens at dawn, before they journey to the temple for sacrificial rites; at lunch, before some of the hirdmen leave to inspect and empty their trap; and at dusk, after they have performed their sacrificial ceremony in the temple. However, it is obviously up to the Game Master to decide exactly when there are people in the room.

8. Kitchen

The room is filled with iron pots and cookware. The thrall woman Truti is here essentially all day and night. When not cooking, she sleeps on a small rug made of leather by the fireplace. Truti is the only one at the Hunting Estate who is not a member of the Ice Cult.

She has very little to tell. Her Vrok is very poor, her Rona being far better, as she originally was a prisoner of war brought here by Ulgar after one of his conquering expeditions out west a few years ago. The only thing she can share is that she was brought here around two months ago, on Ulgar's command, and has been stationed in the kitchen ever since, cooking for Ulgar and his men.

9. Dormitory

The room is Ulgar's bedroom and reading room. This is where he spends all his time when not in the temple. The room contains a roughly crafted bed filled with straw, a small writing table, and a stool. Above the bed hang two rabbits that Ulgar has sacrificed. Their blood has dried on the wall.

In a little chest which Ulgar keeps under the bed, there are two parchments. One is a map depicting the route to Ysetur (it may be a good idea for the Game Master to draw up a simple map to refer to based on those in the campaign). The other parchment contains a long list of names. Ulgar got the list from Njordung, and roughly half of the names have an 'x' before them. The 'x' indicates that they aren't members of the Ice Cult, and that they therefore can be sacrificed.

Next to the chest there is a wardrobe containing a winter coat made of mastomant fur. It fits Ulgar, who is large man. The mastomant clothes protect not only against normal cold, but also the against the effect of the so-called "hrim body" that surrounds both the Hrim Trolls and the Hrimtursir. They do, however, weigh twice as much regular clothes (Heft 6, MM -2 m, IM -2), even if they somehow protect like armor, with PV/BV 4/40.

[A player character who succeeds with a Shadow Arts skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) and who has seen the parchment from Njordung that Ulgar keeps with him, will see that this is penned by the same person.]

The chest also holds a silver symbol. The symbol is the combined symbol for the powers of the maelstrom. This is also the symbol that the evil powers will gather under when the war begins in earnest later in the campaign. It is the size of a human palm, and has a bracket, allowing for it to be attached to a staff. The symbol is known as the "Black Sun", and is the same symbol that Huld wore as a necklace.



Next to the bed is a small birdcage. Two black pigeons are huddled together in the cage; the birds function as messenger pigeons between the Hunting Estate and Ysetur. On top of the cage there is a letter from Ise that has recently arrived. It reads:

> *The faithless priestess is now in safety in this ancient fort which houses more secrets than I dared dream of. I now understand why the giant was so adamant about us gathering the troops here.*
>
> *Anyway, the one called Maria is now in safe hands. I am just waiting for the giant's signal before she is to be sacrificed in the mighty Iron Shaft, the bottomless pit from where a demon once emerged. Soon we will meet on the burning plains as conquerors and kings of a new kingdom!*
>
> *Ise.*

10. Dormitory

This dormitory was once used by the holy warriors of Stormi. The sturdy wooden beds are essentially all that remain of the furnishings from the time when the tower functioned as an outpost for the Order of the Iron Hand. Today, the room houses Ulgar's six hirdmen. At night, the hirdmen sleep in this room. During the day, half of them are here while the other half are out hunting in the woods. At dawn and dusk, they are all in the temple.

The hirdmen only own their weapons and the clothes on their backs, and the room contains nothing else of value.

11. Training Room

The room used to function as a training room for the holy warriors who lived in the tower. They used to spend a lot of time in this room, practicing and improving their weaponry skills.

The stone walls are covered in worm-eaten black oak panelling, and in some places the panel has completely fallen off, exposing a cold, hard stone wall. The wood panel is covered in notches and cuts from the weapons training that went on here in the past.

Today, the room holds all the members of the Ice Cult who are resting for a day or two on their way to Ysetur. When the player characters arrive at the Hunting Estate, the room holds the two families with their children. The men from both families will react the same as the tower's other inhabitants if the player characters come through the door. If they think that the player characters belong to the Ice Cult, they will receive a warm welcome, otherwise they will have to fight for their lives.

12. Storeroom

The room functions as a food storage area. The storeroom contains dried meat, turnips, and two barrels of mead.

13. Storeroom

The room functions as a storage area for blankets and rugs.

14. Lookout Point

The way to the lookout point at the top of the little tower is by a wide and worn stone staircase. The lookout offers a great panorama and standing atop the small platform makes one quickly realize how strategically the tower is located. To the north lies the Great Iron Mountains, and the tower offers great views of its hills and valleys. To the south-east lies the mysterious Darkwoods, and in the north-west the vast plains stretch as far as the eye can see. Despite this, the tower is well protected, located in a wooded area on a little hill. Any wishing to attack the tower in numbers must prepare themselves well. During the day, Grymvilt the Wildbron is stationed here, to look out for the groups of Ice cult members making their way to the tower.

3. The Staircase Down

This room is empty other than a staircase leading down to the basement. The stairs lead to a passageway which ends at a sturdy wooden door, which is locked. (A situation roll with Situation Value of 6 (Strength modifiers apply) is needed to break the door open. The door leads to the back of the tower.

Towards Ysetur

Ysetur loomed threateningly over the little company, like a wedge between the Great Iron Mountains' peaks — a guardian to the North. At first, the tower appeared desolate and abandoned, without any trace of life. The closer the company got to it, however, the stronger their feeling of weariness and disgust became, and they had the constant sense of being watched by unseen eyes. It was as though Ysetur sat upon an awful secret. As if the Gods themselves had forsaken it, and the company were completely alone in exploring its horrors. Despite all their senses and feelings screaming at them to turn around, without rhyme or reason, and against all better judgment, they carried on. With heavy steps, they kept walking towards their goal in the cold winter night…

The road to Ysetur passes through the Hrim Trolls' territory. Most of the Ice Cult's members who traveled toward Ysetur have not only had to face the emotional discomfort of the area but have also found themselves prey to the infamous Hrim Trolls. When the Hrim Trolls are hungry, they like to find smaller companies of humans to pursue, kill, and later, consume. Signs of the Hrim Trolls' feasts can be found scattered along the road.

The player characters journey northwest from the Hunting Estate, and the last leg to Ysetur, takes them about 20 days. Take note that up to 40-50 days have now passed since the player characters left Vretgaard, and winter has now hit at full strength. There isn't the slightest sign even remotely suggesting that summer will ever return. The player characters are very far from home. There is a lot of game by the road, and the player characters will have fully stocked food supplies when they reach Ysetur. Bringing down a mastomant requires both spears and arbalests, which the Tenet of Nid knights have. The main reason why it is so easy to find prey is the large, open, spaces. The herds of reindeer wander freely along the King's Valley, constantly in search of new pastures. The mastomants provide the player characters with both meat and warm clothing.

To stay warm, the player characters can start a fire using the branches of small bushes that grow here and there. A tree or two stand lonesome out on the plains; enough for a large fire.

The player characters still risk frostbite, and the Game Master can choose to apply modifiers according to the weather if the player characters have to attempt a roll:

Weather Conditions

1d10	Weather conditions
1-4	Warming sun, clear weather
5-6	Sunny, cloudy
7-8	Light snow, partially cloudy
9	Heavy snow, roll for frostbite every second day
10	Snow and hail storms, roll for frostbite every day

During most of the journey the weather is fair, but when the Game Master is about to describe a situation it may be a good idea to have a table to follow.

Random Encounters

1d20	Random Meetings
1-11	1d10 reindeer grazing
12-14	1d10 wild snowboar
15-16	Reindeer herd of up to three hundred individuals
17	1d10 wolves on the hunt
18	1d10 Hrim Trolls on the hunt
19	A lone mastomant
20	Mastomant herd of up to a hundred individuals

It would be preferable if the player characters manage to avoid any direct contact with the Hrim Trolls. The mere presence of the Hrim Trolls, amplified by the various legends surrounding them, should be enough to scare the player characters

The Legend of Ysetur

Before humans had seen the light of day, a wave of stone masters veiled in mystery swept forth across Trudvang. They may have been mighty spirits, possibly the sons of giants, or the offspring of dwarves. Up on windswept mountain peaks, and on hills where skeletal ruins stretch their fingers toward the sky, the stone masters once stood with their hunched backs, heavy hammers in their hands. They built something that neither the dwarves nor giants were ever able to recreate. Any who saw the buildings' strange, smooth surfaces, and complicated defenses, understood that they had been built by magic and dark sacrificial rites. The forts they constructed far surpassed all handicraft abilities. These unconquerable defensive structures were called the Harnis Gates.

Protected by the Gods, one fort loomed above the others, the name of which the elves dared not even whisper. It was birthed from dark magic, and its murky past could never be scrubbed clean. The dwarves of the Great Iron Mountains called it "Hildskjalf", the Impenetrable Fort, but amongst the people of Wildland, it went by the name of "Ysetur", the Watchtower to the North.

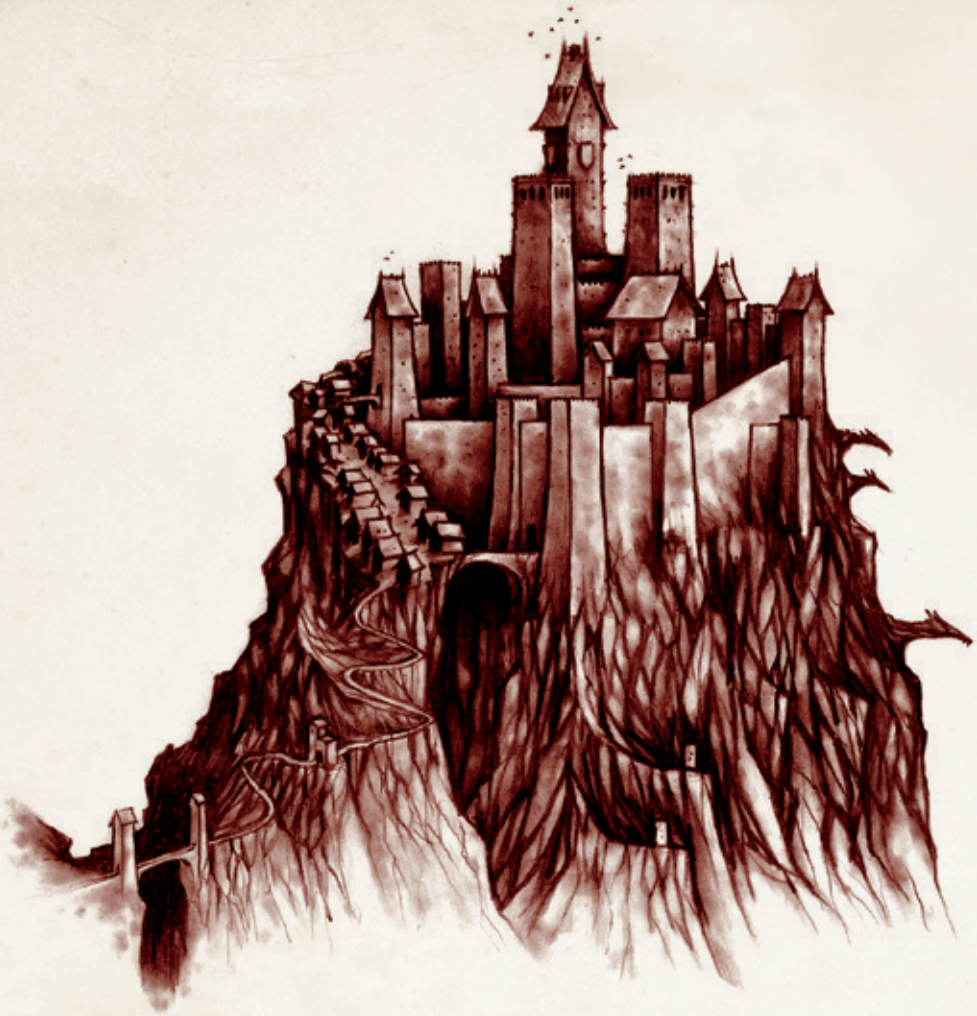
It is said that Ysetur stood, desolate and abandoned, for many years after the long storm, and that it was first adopted by the Agroths when they came to Wildland to smelt their copper finds. Two strong clans were in an unending feud with each other, and no council in all of Wildland could settle its outcome.

The two clans Wulfr and Hunndair both insisted that such great injustices had been committed, that both sides, down to the very last man, had to be obliterated. Wulfr's strong hirdmen and berserkers had, in their eagerness, been very successful, and had almost succeeded in destroying the Hunndair clan. They had, however, forgotten a boy who was born in secret, when the winter was at its coldest and the white snow crunched under fur clad feet. The boy's name was kept hidden, suppressed for a long time, and among the small sliver of Hunndair who survived out in the remote wilderness of Wildland, he went by the name of "Roughtongue".

As a youth, Roughtongue gathered a small force of able-bodied men from the homesteads that once had supported the Hunndair clan in the fight against the Wulfr. They were, in secret, trained by great sword masters from the plains of Mittland, hired by Roughtongue, and soon they were thoroughly accomplished in the arts of war. But Roughtongue and his men were discovered by the Great Jarl Elivogar Wulfr's berserkers and had to flee toward the deep shadows of the Darkwoods. They were chased for weeks by Wulfr's trained wolves, further and further north, until they reached the foot of 's steep slopes. Roughtongue's men knew that they had to protect the last surviving male of the Hunndair clan, and therefore informed him that they would face Wulfr's berserkers and beasts. To give Roughtongue a head start, they would pay with their lives.

Roughtongue disappeared up into the mountains, and eventually found the ancient fort Ysetur. Legends tell of how he brought the old fort and its secret powers back to life, and how he, for a brief period, ruled over large portions of North Wildland from his mighty throne in Ysetur. Some say that Roughtongue was the one to first invite the black hrimtursir in, and that he became the founding member of the feared Ice Cult, which spread great fear among the population of Wildland. His death was quick and bloody, when the cult's own members sacrificed their leader's soul and body to the queen of the ice, and the Hunndair bloodline was forever snuffed out. Ysetur has since been inhabited by dwarves, trolls, and mercenary hirdmen who have taken refuge in the impregnable fort. Most who settled in the fort met a quick, violent death, or disappeared under mysterious circumstances. According to legend, Ysetur rests on the dwelling of the demon Hrangadoorm,to which sacrifices were made to build this immense construction.

Ysetur was built by a people long since wiped from history. They made offerings to the great "Ioi", which had existed in the Great Iron Mountains since the beginning of time, and which belonged to a demonic race which used to live on the edges of chaos and order. In return for their sacrifice, a Dark-Vitner-bound serguront, the demon let the stone masters build a fort which towered above anything built before. It was a dark fort, born from chaos and dark powers, and in its depths a demon was once awoken, a demon who let this impregnable fort be built.



Ysetur Today

Ysetur is a mighty fort situated at the very peak of one of the steepest places in the Great Iron Mountains. Its vertical sides reach almost two thousand meters above sea level, and its peak boasts one of Trudvang's most imposing fortresses. Attempting to seize it with a larger army is doomed to fail, and only a few times have enemies ever managed to breach its walls.

Today, the Ice Worshippers occupy Ysetur under the leadership of Fylkjarl Njordung. Following Blodughadda's orders, the cult zealously and bloodily offers sacrifices to the mystical Iron Shaft. The demon that was once brought up from the darkest corners of Blotheim by the Iron Shaft has long been forgotten, but the shaft from which it was called is still filled with strong streams of vitner, making it easier for the Snow Queen to help herself to the sacrifices made there. Because of this, Blodughadda and Njordung have been able to secure access to the Snow Queen's powers in the coming war. The Iron Shaft functions as a sort of amplifier of her immense powers, and without it, they would have to manage completely on their own. With the Snow Queen's powers so close at hand, Ysetur will be a virtually impregnable fortress from which the Snow Queen's armies can conquer Trudvang's eastern lands. But as of yet, a lot more sacrifices are needed for the Snow Queen to use her full powers again, even within the limited area of Wildland. Njordung sacrifices to his queen every day.

The player characters' task is to free Maria Norim from her captivity and try to neutralize the ice worshippers' frontman in the East, Fylkjarl Njordung, which is nowadays also called "Ise". This task is a worthy challenge for a group of heroes with varying abilities. But just as they think that they are done, and the cult has been annihilated, a big surprise awaits. Blodughadda arrives with his army of orkhir from the Great Ice Plains, and the player characters find Maria dead, sacrificed beside the Iron Shaft.

Blodughadda has planned to use the fort as a base in his conquering expeditions to take over the free nations of the Stormlands. The Ice Worshippers in Ysetur have, as their main task, to prepare the fort and its equipment for the coming host from the Great Ice Plains. Ise (Njordung) and his inner circle of men and worshippers spend all their time sacrificing by the Iron Shaft. The more the followers sacrifice beside the black ice and the Iron Shaft, the greater are the powers they get from the Snow Queen.

General Description

All the rooms that do not have a number are not described and are considered to be completely empty. It is, of course, up to the Game Master to decide how such a room should be used. Inner doors which are not described are always considered to be made of sturdy oak (PV/BV 6/60) and are unlocked (the locks inflicts a modifier of -4 to rolls to unlock them with the Locks & Traps specialty of the Shadow Arts skill roll).

External doors which are not described are always considered to be made of iron or copper (PV/BV 7/70) and are locked (the locks have a modifier of -5).

All the orkhir in the fort or village are considered to be Svorgha, (see the chapter on Orkhir), unless otherwise stated.

For normal people or Ice Worshippers in the fort use the "Generic Ice Cultist (Peasant)" stats.

For most of the hirdmen in or around the fort, use the "Generic Ice Cultist (Warrior)" stats.

In the Event of Alarm

The Ice Worshippers do not suspect that anyone would dare to infiltrate the cult or Ysetur itself. However, if the alarm is raised, or someone is murdered in the fort or the village and found by guards or villagers, the reaction will be swift. Within fifteen minutes, a group of twelve Hurik'a scouts (Orkhir) and four warg beasts (usually just basic wolves) will arrive at the place where the perpetrators were last seen.

In order for the Hurik'a to quickly be able to discern whence an alarm has been raised, they have distributed special warning horns to the guards which produce different sounds for the Hurik'a's various designated sections of the fort and its surrounding area. The Hurik'a have no problem determining the origin of a horn sound but have adopted this system to be able to take action even quicker at the first sound of disturbance. In the event of a serious emergency, the guards have been given instructions to blow three short tones on their horns. If the guards only blow one long signal, the Hurik'a will not be summoned, as the guards are only calling attention to the fact that something has occurred, but nothing that requires immediate action. This is how the guards use the horns to acknowledge the changing of the guards or other less important events, but it is still gives a good indication that the routines in the fort run on schedule. If the player characters come across a horn and intend to use this to confuse the other guards, they must be extremely careful.

The Hurik'as and the wolves immediately separate into four groups to embark on the hunt for the intruders, by systematically searching through one section at a time with heavily armed hirdmen stationed by the exits. The wolfkin have been specially trained to track humans.

Within sixty minutes of the Hurik'as taking up the hunt, the rest of the guard force will also have been warned that a small force of enemies has infiltrated Ysetur's exterior/interior perimeter. In addition to that, a larger force of guards will be stationed in the Guardhouse (b) in order to trap the perpetrators on the grounds, so that they can be hunted and killed without the possibility of escape.

The greatest risk is the player characters being recognized by the Norims who have met them before, or by anyone else from Vretgaard, which could lead to the alarm being raised. However, a fair amount of time has passed since the player characters were last seen, and an effective disguise would improve their chances of not being discovered. If, however, the player characters for some reason think that they can storm the place by force, the Game Master should try to dissuade them from such a course of action. The player characters are severely outnumbered against superior enemy forces, in a dark, ancient fort foreign to them. During their journey to Ysetur the player characters have been significantly weather-beaten, and their hair and beards are likely unkempt and wild. Their hygiene is far from great, and it has been months since they were last able to bathe properly. If they have stolen clothes from the Ice Worshippers at the Hunting Estate and traded their armor and weaponry, there won't be many distinguishing features betraying their identities, other than that someone might recognize their faces without being able to place from where. It is completely up to the Gamemaster to determine how well the player characters' disguises work. It is easy for the player characters to blend in with the masses of Ice Worshippers that have arrived from places other than Vretgaard.

Ysetur

Valsinka – The village Outside the Fort

After passing the Guardhouse there is a narrow, winding mountain path on a steep incline. The mountain path leads to a little village which has sprung forth in the last five years. The village consists of around twenty one- or two-storey buildings with snow-covered copper roofs. The entire village gives a sturdy impression, with large and robust constructions. Everything in the village is extremely well-built, with no expenses spared. The village has been built by the Ice Cult, erected as a monument to the Snow Queen's honor. The village has been named after the Queen's true name – Valsinka.

Around three hundred Ice Worshippers live in the village, hailing from Vretgaard, North Hall, or from the Blueax's tribe. There are also around fifty or so slaves in the village who are kept to either be sacrificed or put to work. New arrivals gather at the inn, where they are directed to register themselves, and brand the symbol of the Ice Cult into their left palm.

The dwellings are crowded, and the player characters who are allocated a place will be sent to different cabins, sharing rooms with around ten other men and women. Unless otherwise stated, all of the villagers are expected to be devoted Ice Worshippers.

1. Hakka's Cabin

Hakka Norim and the other Norims (around twenty or so) act as enforcers in the village and are in charge of recordkeeping and registration. The Norims patrol the different sections of the village at regular intervals, on the hunt for spies. Among the Norims, both men and women are dressed in the black clothes of nomads and carry both hand axes and bows. The Norims, who equip themselves with all sorts of poisons and drugs, are feared by the other cult members in the town. The uniforms worn by the Norims represent the Ice Cult, and the Black Sun has been branded into their palms. Hakka, as chieftain of the village, lives in the largest cabin.

Thick animal hides are strung up along various wooden scaffolds around the house. The heads of animals and humans alike have



been impaled on stakes or hung from the house itself. Immediately outside the entrance, the body of a man has been strung up between two poles. The man has been flayed and tortured to death, and, to judge by the man's facial expression, most of it occurred while he was still alive. In order to heighten the ghastliness, the Game Master can choose to make the man an adventurer that the player characters have encountered in another adventure, in a completely different context. A sign hangs around his neck, on which the word "spy" is written in Vrok . There is always a number of Norims in the yard, standing guard, watching over the village, even at night.

From the early hours of morning until late afternoon, there is a table standing in front of the building, where new arrivals can register. After a new arrival has registered and gotten their papers showing that their ice worshipper status has been approved, they are referred to the smithy to get the Ice Cult's symbol, the Black Sun, branded onto their left palm. Before they leave, they are also assigned a task, which varies depending on what the Norim believe they can contribute to the cult. Men are generally put to work at the mill, while women are given the task of sewing uniforms or general daily chores (laundry, cleaning, cooking and so on). Those unfit for work (such as children or the elderly) are led away to be sacrificed.

Every time one of the player characters meet a Norim, they risk being identified as spies. Every Norim gets to roll a Situation roll with a Situation Value of 8 (Intelligence modifiers apply) in order to see if they recall the player characters. Hakka Norim will, however, automatically recognize the player characters if he sees them, regardless of if they are in disguise or not. The best way for the player characters to avoid discovery is dressing in disguise. If they cloak their identities, the only way that the Norims will recognize them is through a successful Shadow Arts skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) modified by -6, assuming that the disguise is at the very least decent and inventive. The Game Master should require good role-playing of the disguise that the player character has adopted.

An effective way for the player characters to avoid identification by the Norims is simply to steal the papers from another cult member and forge them. After that the player characters can go to the smithy with their false papers to be branded, something which is a requirement for all cult members who aren't spies. The only exception is for members who are already of very high rank. The right kind of paper and the right ink (both of which can be found in the inn) are needed in order to successfully forge the papers, as is a successful Care skill roll with the Counterfeiting specialty for those who can't write, and a Knowledge skill roll with the Read and Write: Vrok specialty for those who can. Furthermore, a player character with the Handler discipline of the Care skill or with the Silvertongue specialty of the Knowledge skill can, using various keywords such as Ise, Blodughadda, or Njordung Blueax, create

a believable identity of higher status than a simple ice worshipper, in order to avoid the branding (which is reserved only for lower status cultists). If they aren't branded, the player characters should at least carry some form of symbol which identifies them as members of the Ice Cult, even if they have papers showing them to be important people.

The branded sun in the hand has to be displayed in order to even gain access to the fort at all. Anyone who refuses the branding will be led away to be sacrificed. A player character with the Counterfeiting specialty of the Care skill can try to forge the brand using the blood from an animal and coal, or something in a similar vein. If the forgery works, it will only last for a day and must then be redone afterwards.

Hakka shares the big cabin with his wives, sons, and daughters. The Norims live in cramped conditions, just as they have always done, and inside the cabin there is a foul smell. The Norims are the only ones who can enter the cabin without gagging. Aside from the fact that the Norims live here, the smell also stems from several years' worth of dried fish that have been brought over from Vretgaard. The fish is kept in special drying rooms located on the top floor.

A temple to the Snow Queen has been installed in the building's basement. Carved from the bedrock, a narrow stone staircase which has been there since the house was first built, leads down into the dark. The stench of rotten or burnt flesh seems to stick in the nasal passage of anyone who descends the staircase. A block of the black ice has been placed in the center of the bloody stone floor, which is sticky from all the sacrifices. Hakka has sacrificed 32 people in this room since he arrived. The victims' bloody limbs and extremities are scattered on the basement floor or have been hung outside the house.

2. The Hird Cabins

Blueax's hird occupies four cabins, which are located right by the North gate. These are the men and relatives Njordung brought with him but still does not trust enough to allow into the fort, as he remains unconvinced that they are true Ice Worshippers yet (use "Generic Hirdmen" stats).

The smaller cabin functions as a dining hall for the hirdmen, and at night the only ones inside are the thrall women responsible for the food. The player characters recognize the thrall women as those who used to work for Haldur Ouvar in Vretgaard. None of the women are devoted Ice Worshippers yet, but their fear is so great that they would rather betray the player characters than help them, all to save their own skins.

The three larger cabins all have two floors, and each house hosts twelve hirdmen. The hirdmen each have their own rooms, which are very large. The rooms are all filled with stolen loot or Blueax's inheritance, which hasn't yet been brought to the fort. The reason that the hirdmen have been allowed such spacious living quarters is because the cabins are meant to house parts of the Orkhir army when it arrives. Meanwhile Blueax's hirdmen get to live like kings in the rooms they have been allocated. The hirdmen are glamorously dressed in blue, and all of them bear Njordung's coat-of-arms and the Black Sun. The hirdmen are terrible guards, preoccupied with thoughts of ale and debauchery with the women who succumb to the pageantry and grandeur surrounding the hird stationed in the village.

Hakka Norim has long since lost his patience with the hirdmen's careless attitude, and is seriously considering sacrificing all of them, but hasn't yet as they outnumber him. He has, however, let their food be seasoned with a rare form of worm which is slowly but surely eating the hirdmen up from the inside. As a result, the hirdmen have now entered into the first stages of symptoms. They have lost weight, lost their appetites, and have moderate chronic abdominal pain. After half a year, when the illness has reached its full power, the worm will have grown to a length of 18 meters inside the host's body. When the worm outgrows the stomach, it forces its way into the rest of the body and the host will be beyond saving. The victim (the hirdman) will be consumed by the worm from the inside out, if he doesn't starve first.

The hirdmen who live in the village are lazy, tired, and lethargic, but still able to fight, although the penalties that they suffer are calculated in their stats.

3. Ouvar's Cabins

The little house is the dwelling of Alrik and Veurd Ouvar and their new wives. Behind the cabin, there is a small kennel with 26 tame wolfhounds. Day and night, the dogs are constantly barking, and at least four of them are always unleashed, standing guard outside the entrance. Both Alrik and Veurd recognize the player characters, regardless of whether they are in disguise or not. The larger adjacent building is the village's communal stables, as all the riding animals get confiscated. There are currently 42 horses here, each in their own stall. The stables have space for eighty stalls, so the horses the player characters bring become a welcome addition to the Ice Cult. The horses are designated for the army that Blodughadda is leading from the Great Ice Plains, and for Blueax's elite troops and army leaders. The stables are always guarded by two of Blueax's hirdmen and a wolfhound. The changing of the guards takes place every four hours.

4. The Slaughterhouse

This large building is the village's slaughterhouse and food supply. It houses three Orkhir (2 Svorgha and an Arukha) whose only duty is to guard the food. The front of the house consists of a small porch which has a foundation made of a large block of black ice. This is where the Orkhir work at butchering and preparing the food, for all the village to see. The members of the Ice cult are rationed their food every 24 hours after Maku the Arukha carefully deducts them from a list. The Orkhir butcher and eat sacrificed humans in public to keep the Ice Worshippers in line. The Orkhir are, by nature, more active at night, which is why the distribution of food occurs at midnight at the earliest.

Day and night, four Norims keep watch around the building, taking over for each other every six hours. The Orkhir sleep on the upper floor, while the ground floor and basement function as food storage. The premises are sparingly furnished, and there are few walls other than the load bearing ones. Meat hangs helter-skelter from hooks and chains suspended from the ceiling, following a system only the Orkhir can discern.

5. The Smithy

The smithy in the village is run by six Orkhir who work in shifts around the clock in order to forge weapons for the coming war. All the Orkhir in the smithy speak Vrok with SV 6. As the smithy is always staffed, there is no need for any

other guards. The Orkhir eat and sleep in the basement, because they think all other areas of the building are too warm.

6. The Sawmill

The sawmill is run by Halmat Turek with the help of about sixty other Ice Worshippers to man the saw and create wooden fortified towers. Four powerful Hagtorn bulls are used to power the gigantic saw blade. Draught-horses are used to collect sturdy logs from the lumber stores (6a and 6b). Halmat and his men work at least 16 hours a day, cutting the logs into timber or suitably sized pieces. The finished pieces can later be used to construct towers and bridges in the workshop (6c). The towers and bridges are intended to upgrade the fort and defend Ysetur against future attacks. If the player characters are men and go through the registration process, it is almost certain that they will be assigned to work here.

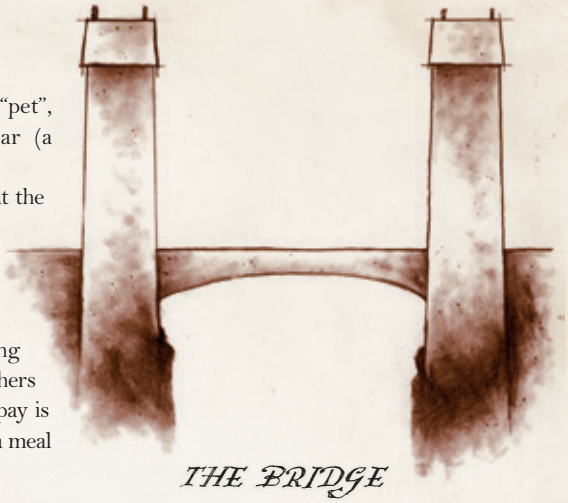
7. The Seamstress

The seamstress, Arita, and her twenty seamstresses sew mantles for the coming war. The Black Sun is on every mantle, in place of a coat-of-arms. They have also sewn many flags and banners which the army is going to use. If any of the player characters are women, there is a very high chance that she will be placed here. The seamstresses live in a two-storeys house which is left unguarded at night.

8. The Fried Hog Inn

The Fried Hog Inn is centrally located in the middle of the little village of Valsinka. The Black Sun adorns the door, and gives newcomers a "welcoming" impression. The inn is run by Ungor Aziir and his sister, Riika. Ungor and Riika are both thornroot-eating Arks who accompanied Blodughadda to Valsinka. They are both ice cold to their customers and seem never to have heard of the concept of hospitality. There is always an oppressive atmosphere at the inn, and neither of them make any effort to improve it. Despite both ale and alcohol being available, no one seems to dare raise their voice, even while intoxicated. Maybe it is because of Ungor's large, bloody, two-handed axe; or Riika's empty stare and razor-sharp knives, or maybe it is because of Ungor's little "pet", which stands, unleashed, by the bar (a bear-sized young thorn beast).

New arrivals are forced to check in at the inn until they have been allocated a job and a place to live. This is expected to take two days, at most, without raising any real suspicion. When the player characters arrive, they are alone in staying at the inn. The prices are tenfold any others found in Trudvang. Anyone unable to pay is either thrown onto the street or left as a meal for Graath (the thorn beast).



THE BRIDGE

A. The Bridge

The bridge and its two attached guard towers are the first defensive structures on the way to the fort. The bridge, which stretches across a deep chasm, is made entirely of stone, and has thick stone railings which run along either side.

Both towers are neglected and abandoned. The Ice Worshippers do not use the towers, trusting instead that the forest trolls in the guardhouse are monitoring who arrives at the fort. The bridge is patrolled around the clock by two hirdmen, who stand on either side of the bridge. The hirdmen work in shifts of four hours each and are replaced by the hirdmen located by the North gate. If anyone approaches the bridge by foot, they will be made to halt, following which one of the hirdmen will alert the Guardhouse (b) by sounding a large horn which emits a roaring sound. Because new Ice Worshippers arrive daily, the sound of that horn has become something that most in the fort have gotten used to, and no one will be summoned, other than a small group of four forest trolls from the Guardhouse there to collect those that wish to go to the fort (see "the Guardhouse" below).

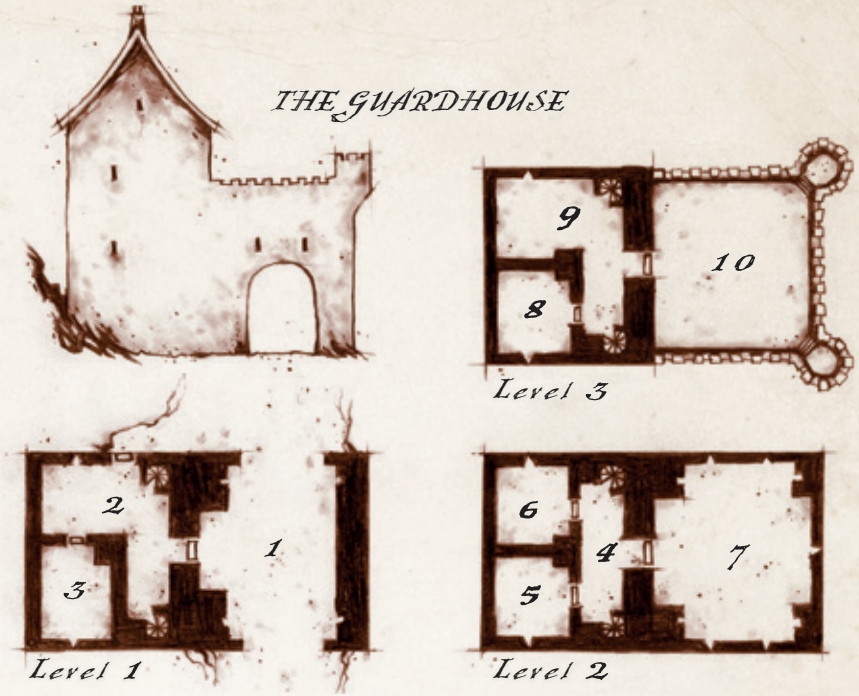
All rooms in both the towers are empty. The floors inside the towers are made of wood, which has rotten and is very treacherous to walk upon. They will collapse if anything heavier than 50 kg steps upon them.

The towers were built later than the fort and, unlike the latter, are not protected by demonic powers. However, the actual bridge which stretches across the chasm is part of the fort.



B. The Guardhouse

The Guardhouse is the fort's first real defensive structure. Most of the forest trolls that Blodughadda brought with him from the Wildheart forest in Ejdland live here. The trolls are very loyal to Blodughadda but are extremely distrustful of the tower itself and have never dared to get too close. Blodughadda has let the forest trolls have the Guardhouse completely to themselves. The Guardhouse is controlled by Trukur, Blodughadda's most loyal forest troll and lieutenant. Refer to Wildheart pages 37-39 for the stats of Trukur and of Icicle, his magical Icicle spear. If Trukur has already been killed, the GM may exchange him for another troll lieutenant with similar stats. If the player characters encountered Trukur in Wildheart, but didn't kill him, it could be a dear reunion. If Wildheart is not available, just use the Small Troll (GM Guide p. 107-108) or the Forest Troll (Jorgi's Bestiary p.151) but with 24 BP, Fighting 10 and a capital-quality short spear..



1. Arcade

The passage is paved with cobblestones and has two portcullises, of which the outer one is always lowered. The grating is raised and lowered from the second floor, Room 7.

2. Stair Room

Two substantial wooden doors, fitted with iron, lead into the room. A door opens up to the arcade, which runs through the fort, and another door leads around to the back of the Guardhouse. Two stone spiral staircases lead up to Room 4. The room is cold and empty. Someone has made a flimsy attempt to shut the cold out by hanging a sheet over the arrow loop which faces the back of the Guardhouse. A wooden door leads to Room 3.

A player character who succeeds with a Shadow Arts skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) can hear voices from the floor above. The voices come from Room 6, and drift down the spiral staircases made of massive stones.

3. Storeroom

The room was intended as a lower guardroom. Through the arrow loop in the southwestern wall, you have a good view of the road, which leads up to the Guardhouse. The forest trolls who have ensconced themselves here use the room to store miscellaneous items. Small piles of weapons and armor parts lay evenly spread on the floor. Each pile belongs to a forest troll, and because they can't fit their loot in the room they live in, they have instead decided to divide the loot and keep it in separate piles. Aside from this equipment, there are also two barrels of beer and a butchered hagtorn bull. The meat from the bull appears to be passably fresh, and entirely edible.

4. Hallway

The stairs which leads upstairs from Room 1 end in a long, narrow room with three doors; two on the north-western wall and one along the north-eastern wall.

5. Guardroom

The room is empty, and snow blows in through an arrow loop on the southwestern wall. A small snow drift has formed under the arrow loop.

6. Dining room

The room was intended to be a guardhouse, but the arrow loop is covered by a large bear hide, and leftover food covers much of the floor. The smell of herbs and spices wafts from a large iron cauldron which hangs, suspended from an iron hook, over the open fireplace along the north-eastern wall. On the stove, a rabbit stew perpetually simmers. The forest trolls use the room as a dining room and, when they aren't sleeping, standing guard, or out in the forest, they like to sit here and eat. There are always at least three forest trolls in the room, standing around, slurping stew from the cauldron.

7. Guardroom

The room was intended to be the main guardroom in the Guardhouse. Today, most of the forest trolls live in this room, and some of them are always on guard, watching through the two arrow loops located on the southwestern wall. In total, there are always ten forest trolls here, sleeping, eating, or standing guard.

Attached to the western wall are two large cranks, used to raise and lower the portcullis.

8. Bedroom

An unlocked door leads into a square room in which there are two large hides spread on the cold stone floor. The room is occupied by Trukur, who only leaves it, and his warm hides, in exceptional circumstances. A warming fire crackles in the open fireplace along the north-eastern wall, which otherwise is covered, floor to ceiling, in firewood. If anyone enters the room without Trurkur's permission, he will try to attract the attention of the other forest trolls in Room 7.

A large key ring, with keys to all the doors in the Guardhouse, hangs from a hook on one of the walls.

9. Stair Room

The room is empty, and two staircases lead up from Room 4. A sturdy iron door (PV/BV 7/70) with a strong lock (modifier of -8 to rolls to unlock it with the Lock & Traps specialty of the Shadow Art skill) leads out to the defensive wall outside. The door can be forced open with a successful Situation roll with a Situation Value of 6. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

The door is unlocked during the day and locked at night.

10. Defense Structure

The door from Room 9 leads out to an external defensive wall. A two-meter tall battlement covers three of the sides. Two small watchtowers can be reached using two sets of stairs. During the day, there is always a forest troll in one of the towers, keeping watch for people on the road. If he sees anything, the forest troll will immediately inform Trukur, who is gathering his strength to meet arrivals. The Ice Cult members are disarmed and robbed of everything. Everyone else is led to the dungeons to later be sacrificed.

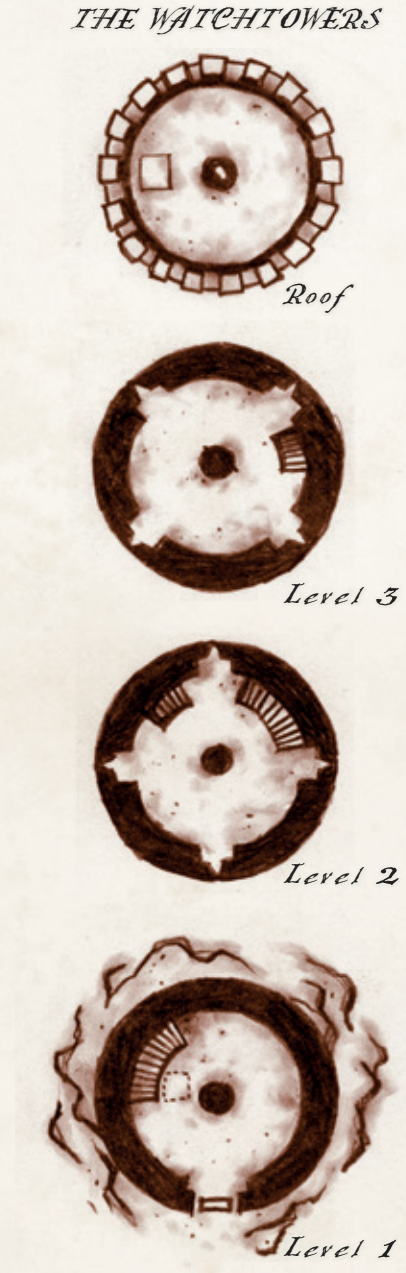
C. The Watchtowers

The watchtowers are small, three-story stone towers spread around the actual fort. Similar to the towers by the bridge, these watchtowers were built long after the fort itself was erected. Most of the towers are in disrepair and left completely unused. However, the two towers indicated on the map are used as outermost watchtowers, due to their prominent position offering a good view of the road leading up to the fort. In each tower, there are always three hirdmen keeping watch, day and night.

The first floor is empty, other than a small stone staircase leading up to a round room on the second floor. A heavy stone trap door on the floor of the first floor leads down to a corridor, which connects to the Outer Tower.

Floors 2 and 3 consist of empty rooms with four reinforced arrow loops. A sturdy iron ladder leads up to the fourth floor, which is a battlement on top of the actual watchtower.





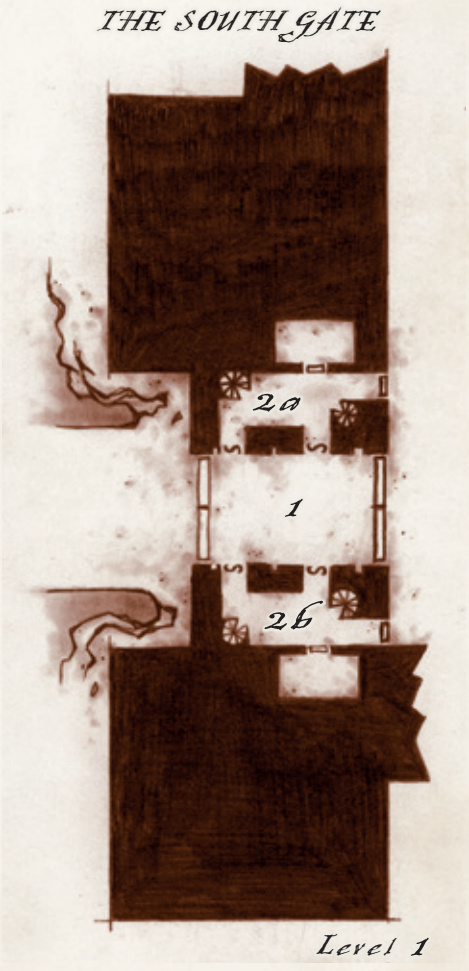
D. The South Gate

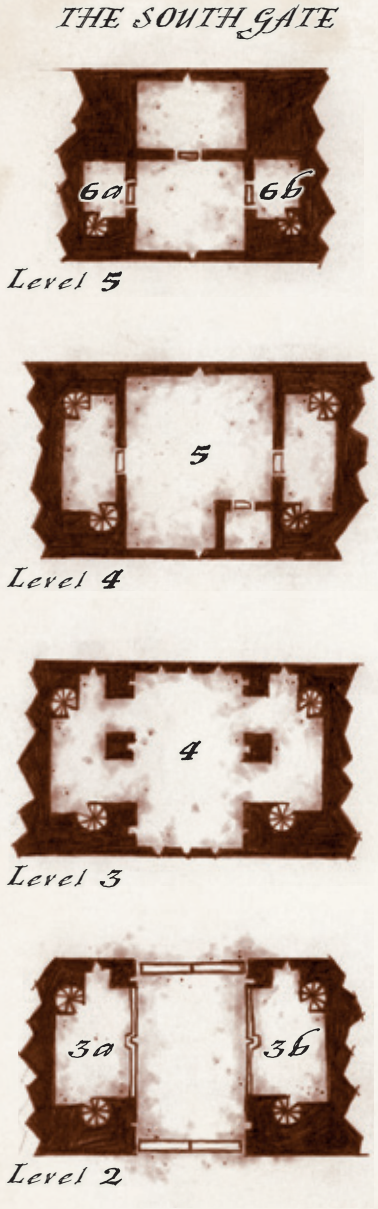
A sturdy stone bridge stretches across a dark and ominous rift. At the end of the bridge looms the impressive South Gate.

1. The Passage

This is the main entrance to the fort. The gate consists of a pair of gigantic double doors (15 meters tall, 8 meters wide) made of ironblood iron (PV/BV 13/130). The gate is kept closed but unlocked during the day and is both closed and locked (modifier -8) at night.

The passage is 14 meters long before ones reaches the outer courtyard. In the passageway there are four hidden doors. Discovering them requires a successful Shadow Arts Skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) modified by -3. Small grooves located at even intervals in the passage are the slots for the portcullises, which can be lowered from Room 5. In this way, the defenders can capture potential intruders. The defenders can then storm the passage from the concealed doors.





2 a, b. Stair Room

Rooms 3a and 3b on the second floor can be accessed through this room. There is also immediate access to the outer courtyard through a door in the eastern wall.

3 a, b. Defensive Landings

These rooms function as landings above Room 1. Potential defenders can stand here, relatively unthreatened, and bombard their enemies (located in Room 1) with arrows, stones, and other projectiles. Two spiral staircases lead to the first and third floors.

4. Gateroom

During the day there are always two hirdmen who manage the heavy grating that can be lowered to prevent intruders from gaining access to the fort. One of the hirdmen also holds the key used to lock and unlock the large gate. The hirdmen have a good view of the area outside of the gate and will not admit anyone they do not recognize, or anyone who does not explicitly state that they are there on the orders of Ise or Njordung.

In total four stone spiral staircases lead to Floors 2 and 4.

5 Bedroom and Dining Area

The two hirdmen who are in Room 4 during the day use this room. At night both of them sleep here, where they also have their few possessions. Four large hides lay on the cold floor, and a large pot is set on a stand over a flat brazier filled with live coals. The pot contains a mushroom stew, which the hirdmen eat from.

6 a, b. Stair Room

The spiral staircases lead to the fourth floor as well as up to the rampart, which runs above the main gate. A thick stone trap door which has been secured with a beam from the inside, makes it just about impossible to descend the staircase from the rampart unless the beam has been removed. The gangway offers a good vantage point of the entire area south and west of the fort, as well as over the fort's inner courtyard. The view from up there is indeed an impressive one.



E. The North Gate

The North gate is significantly smaller, but no less used. Many Ice Worshippers enter through the South gate to take part in the daily sacrificial ceremonies inside the fort. There, they are carefully monitored by the hirdmen, and anyone not bearing the branded symbol of the ice cult on their left palm will immediately be captured and dragged to the dungeons, or straight to the sacrificial altar.



1. Corridor

This part of the North Gate is on the same level as the wall which runs from the South gate. In the south part of the corridor, there is a door which leads out to the wall, and on the eastern wall, there are two spiral staircases which lead up to the second floor, as well as down to Room 11 a in the Western wing.

2. The Gate

A hefty wooden gate with sturdy iron bands towers impressively at the end of the embattled bridge, which stretches across a thin, dark, crevice. The gate is newly built, as the old one had broken. The symbol of the Ice Cult covers the gate's exterior. The gate is kept open during the day but is both closed and locked at night. The passage that leads in through the gate open onto the roof of the Western wing. At the end of the passage, two doors lead to Rooms 3a and 3b. During the day, there are always two hirdmen and one of the Dreadaxyr warriors stationed outside of the gate (see Dreadaxyr stats).

3 a, b. Stair Room

Stone spiral staircases lead up to the third floor, Room 4.

4. Dormitory and Common Room

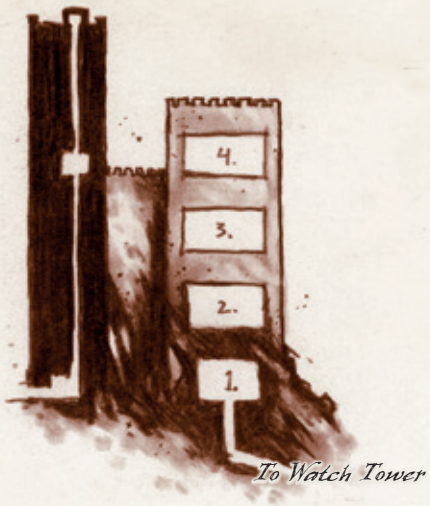
This room houses the hirdmen who are put in charge of guarding the North gate. There are always 8 hirdmen here. These hirdmen relieve the two who stand guard at the gate during the day. All ten men are also involved in the daily routine of admitting the Ice Worshippers into the fort for the sacrifice ceremony. All ten are here at night, and one of them always keeps watch through one of the arrow loops in the western wall.

The room is filled with hides and pots, and smells of sweat and food.

The ten hirdmen are scrupulous and incorruptible. They will not in any way allow themselves to be persuaded and will immediately attack if they think someone is an intruder. The hirdmen also make sure to relieve those who guard the bridge.

5. Corridor

Two spiral staircases lead up to Floors 3 and 5. An unlocked door in the northern wall leads out to the northern rampart.



F. The Outer Tower

The Outer Tower functions as a link between the Watchtowers (C) and the actual fortress. From the parapet of the Outer Tower, you have a good view of the tree-covered slopes to the south, and the road which leads up to the fort.

1. Basement

A small, unlocked, hatch in the floor leads down into a cold, dark passage. The passage continues to the two Watchtowers (see above). The room is dark, and the spiral staircase that leads up to the second floor is old and worn.

2. Stair Room

The spiral staircase which leads up from the room continues all the way from the second floor to a hatch in the ceiling, which leads out onto an embattled vantage-point on the roof of the tower (Room 6).

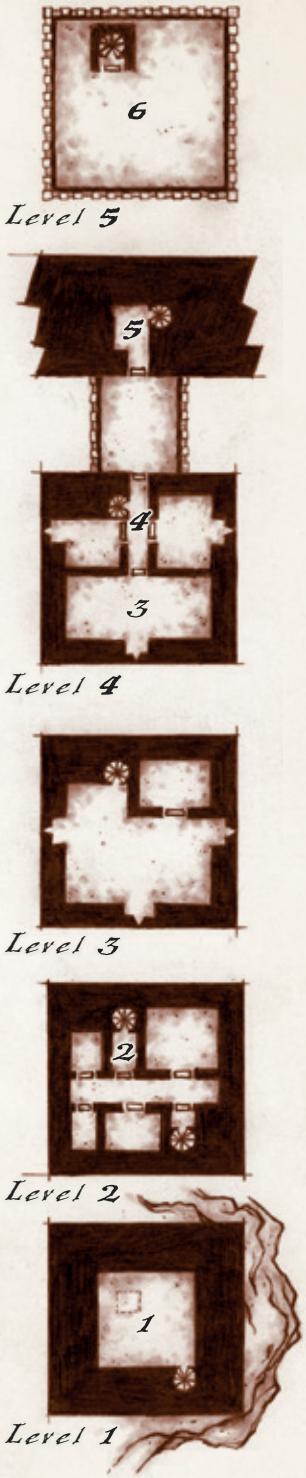
3. Guardroom

The Outer Tower is generally empty of both people and furnishing. In Room 3, Njordung has placed two hirdmen on guard to make sure that no unauthorized people gain access to the passage that leads up to Room 1. The hirdmen sleep, eat, and stand guard in the room practically all hours of the day. They seldom leave their posts and, when they do, they always make sure that one of them stays, keeping watch. They will immediately attack if they experience any external threats.

A narrow path leads up to an exterior iron door, which is kept closed, but not locked, at all times. A small, dark spiral staircase leads down to the third floor and up to the roof of the Outer Tower (room 6). The door opens onto a small passage, which runs between the Outer Tower and the Outer Wall. On the other side of the path, there is an external door which is kept closed, but not locked, at all times.

The room beyond the door is small and cramped. A spiral staircase leads all the way down to the courtyard, and all the way up to the top of the wall.

THE OUTER TOWER



4. Stair Room

The Outer Tower is well connected to the Outer Wall (located north of the Outer Tower) and makes up a part of it. Anyone who walks across the rampart reaches a small, dark, room. A spiral staircase leads up to the parapet as well as down to the Outer Courtyard.

5. Roof

The spiral staircase from Room 4 leads up to an embattled vantage-point with a spectacular view of the mountain slopes to the south, covered in beautiful fir trees, and the road which leads up to the actual fortress.

G. The Inner Wall

The gate and defensive structures of the Inner Wall are planned to be a place where troops quickly can gather forces and launch an attack if the South Gate were to fall into the hands of enemies. The defensive structures located here are the first parts of the actual fort that one encounters, and it is large enough to house both horses and infantry. The walls are 40 meters in height, 10 meters taller than the main wall. However, this part of the fort is actually located on a 20-meter elevation as compared to the Outer Wall, thus the stairs that lead up to the actual gate.



Level 1: The Inner Wall

1 a. Staircase

A long and wide staircase leads up to two huge copper doors. The steps are low and deep, to allow horses to easily walk up to the doors.

The doors at the top of the stairs are made of copper and adorned with enormous reliefs of battling warriors on horseback. The doors are kept open during the day, and are closed, but unlocked, at night.

1 b. Gateway

The floor of the room consists of four enormous slabs of granite, which have been skilfully joined together. Two similar doors as those which lead into the room, also lead out into the Inner Courtyard if the bolt is removed.

Two concealed doorways are hidden in the walls of the room. These were built in order to make it possible to easily surprise any enemies who have breached the outer gates. There are platforms for archers on the second floor, as a further defense against intruders (see Rooms 4a and 4b). A successful Shadow Arts skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) is required in order to find the hidden doors. The interior doors cannot be opened, as they have been barred from the other side. These doors have PV/BV 6/55.

The inner doors which lead to the inner courtyard are closed but unlocked during the day and are closed and locked at night. These doors can be opened from the inner courtyard using a latch.

2 a, b. Staircase

A staircase leads up to the second floor, and a door leads out to the inner courtyard.

3 a. Stables

This large room functions as a stable, which can hold 24 warhorses and their equipment. Each small room is a stall. The room appears to be freshly cleaned but is completely empty. Two spiral staircases by the southern wall lead up to the second floor.

3 b. Stables

This large room functions as a stable, which can hold 24 warhorses and their equipment. Each small room is a stall. Ten of the stalls are occupied by big, proud warhorses. Two spiral staircases by the southern wall lead up to the second floor.

Two stable hands guard the horses both night and day. They have received strict orders not to admit anyone that they do not recognize. The stable hands will ask potential visitors who they are. Depending on how convincing the answer they receive is (this is up to the Game Master to decide), they will either firmly direct the player characters to Ilvin or attack them with their dung forks.



Level 2: The Inner Wall

4 a, b. Defensive Platforms
A spiral staircase leads to floors 1 and 3. The room functions as a defense room from which archers can bombard potential attackers who have breached the doors in Room 1b with arrows and other deadly projectiles.

Doors lead to Room 5 and Room 6, respectively.

5. Fodder Storeroom
This is an empty room which is meant to function as a food storage area for the horses on the first floor. Two spiral staircases by the south wall lead to Floors 1 and 3.

A door in the north wall opens to a spiral staircase, which leads to the Inner Courtyard.

6. Fodder Storeroom
The room is filled to the brim with hay.

Two spiral staircases by the south wall lead to Floors 1 and 3.

A door in the north wall opens to a spiral staircase, which leads to the Inner Courtyard.

7. Fodder Storeroom
An empty room which is meant to function as a tool storage area.

8. Tool Storeroom
The room contains a large variety of different tools and objects for maintaining the horses. Two large barrels are filled with horseshoes.

Level 3: The Inner Wall

9. Defense Gallery
Two spiral staircases lead to Floors 2 and 4. The eight arrow loops in this rectangular room mean that a defender has a good view of the two doors that lead into the inner courtyard.

10 a, b. Banner Storage
The room is filled to the brim with banderols and banners, which the cult plans to use when Blodughadda and his army march into Ysetur. The banderols are white, and all bear the symbol of the Ice Cult.

The door to the room is locked (modifier -4). The door can be forced open with a successful Situation roll with a Situation Value of 10, at most two people can work together (+1 modifier per the second person), the combined Strength modifiers apply.

11 a, b. Dormitories
The rooms appear freshly cleaned. Large hides (20 in each room) lie in two big piles in the middle of the floor. Njordung has asked for the rooms to be prepared for the Orkhir, which will be arriving at the fort shortly.

Spiral staircases along the southern walls lead to Floors 2 and 4.

The arrow loops in the room have been sealed using wooden wedges, leaving the rooms entirely dark.



Level 4: The Inner Wall

Two spiral staircases lead to Floors 3 and 5 The room has two doors, one leading to the western section of the tower, and one that leads to the eastern section. The room is constantly patrolled by a guard who keeps watch over the gates through the two arrow loops. If there is a conflict, the guard will alert his comrades in Room 14.

The guard will not detect anyone approaching the gate at night, as long as the person(s) does not carry a torch or other source of light. In the daytime, there is a 50% chance that the guard will detect someone approaching the gate. If the guard detects someone by the gate, he will shout to them, asking them who they are, and what business they have at the fort. If the guard recognizes the voice of Njordung or one of the other leaders, he will go down to admit them. Otherwise, he will summon the other guards in Room 14, who then go down to the gates.

12. Sentry Post
The room is illuminated by a large brazier hanging from the ceiling by three thick chains.

13. Saddle room
The door to the room is made of thick copper and is locked (modifier -3). The door has PV/BV 6/60 but can be forced open with a successful Situation roll with a Situation value of 8, at most two people can work together (+1 modifier per the second person), the combined Strength modifiers apply. The room is full of old saddles, the leather of which has long since dried out, making them unserviceable. Moth-eaten straps and reins hang from rusty iron hooks along the walls.

14. Guardroom
The room is illuminated by a large brazier hanging from the ceiling by three thick chains. The door into the room is essentially always open. The floor is covered with thick bearskin rugs, which rest on a layer of straw. Two large barrels of water stand along the northern wall. This is where the five hirdmen who take turns patrolling Room 12 live. At any given time, there are always four guards in the room. At night, they sleep, during the day, they play dice, or entertain themselves with other activities such as push-ups or wrestling.

The walls are covered in blood, and the carcass of a large deer hangs from an iron hook on the southern wall. The hirdmen are all eager Ice worshippers.

Level 5: The Inner Wall

15. Patrol Corridor
In this part of the fort, this room functions as the link between the walls and the other floors. Two sturdy iron doors lead out to the eastern and western parapets.

The doors are always open, allowing the hirdmen from Room 14 to patrol.

Level 6: The Inner Wall

16. Stair Room
Two spiral staircases from the fifth floor lead up to a rectangular room at the very top of the tower. The slanted roof makes the room feel cramped and small. A door leads into Room 23.

17. Stair Room
Two spiral staircases from the fifth floor lead up to a rectangular room at the very top of the tower. The slanted roof makes



the room feel cramped and small. The room is illuminated by two torches located on opposite sides of the door, which leads into Room 18.

18. Corridor

A wide corridor, which is illuminated by two large braziers hanging from the ceiling, each suspended by three thick chains.

19. Ilvin's Treasure Trove

The door to this room is locked (modifier -14). The door has PV/BV 8/80, but can be forced open with a successful Situation roll with a Situation value of 2, at most two people can work together (+1 modifier per the second person), the combined Strength modifiers apply.. The room is windowless and dark. The roof slants along the western wall, to the point where it is not possible to stand up straight. There is a large chest in one corner. The chest belongs to Ilvin and holds his most cherished possessions. The chest does not have a lock, which is why he has placed it in the room.

The chest contains a letter from Njordung. It reads:

Ilvin,

My brave servant, gather your men and leave immediately for the old fort, Ksetur. I will send a scout to meet you on the way. So much has occurred since we last met and we are now past the point of no return.

Your Master, Njordung.

Aside from the letter, the chest also contains an open bronze helmet. The helmet is a marvel of craftsmanship. On its top is a bear the size of a fist, looking deadly, baring its teeth in a roar. The inside of the helmet is lined with chamois leather and feels very well-made.

There are also three wooden figurines in the chest (one of which depicts Stormi), three massive iron rings, a set of finery, and a pair of leather gloves.

There are also two small, dried, stalks of Star Lotus wrapped in a soft velvet cloth, with gold embroidery in elven patterns. A successful Care Skill roll (with the Healing and Drugs discipline and Extracts and Potions specialty) is required to discern that it is Star lotus. The dried stalks are used by the elves for healing purposes. Each stalk heals 4d6 Body Points when consumed. It takes an hour to take effect. Ilvin has kept these stalks for a very long time, as they are a memento of his childhood. The Star Lotus is extremely rare, and very difficult to acquire.

20. Ilvin's Room

This room is illuminated by a large brazier hanging from the ceiling by three thick chains. An arrow loop faces out towards the gate, six floors down. The room contains a bed, a small desk, and a stool. The floor is covered in bearskins, which rest on a layer of straw.

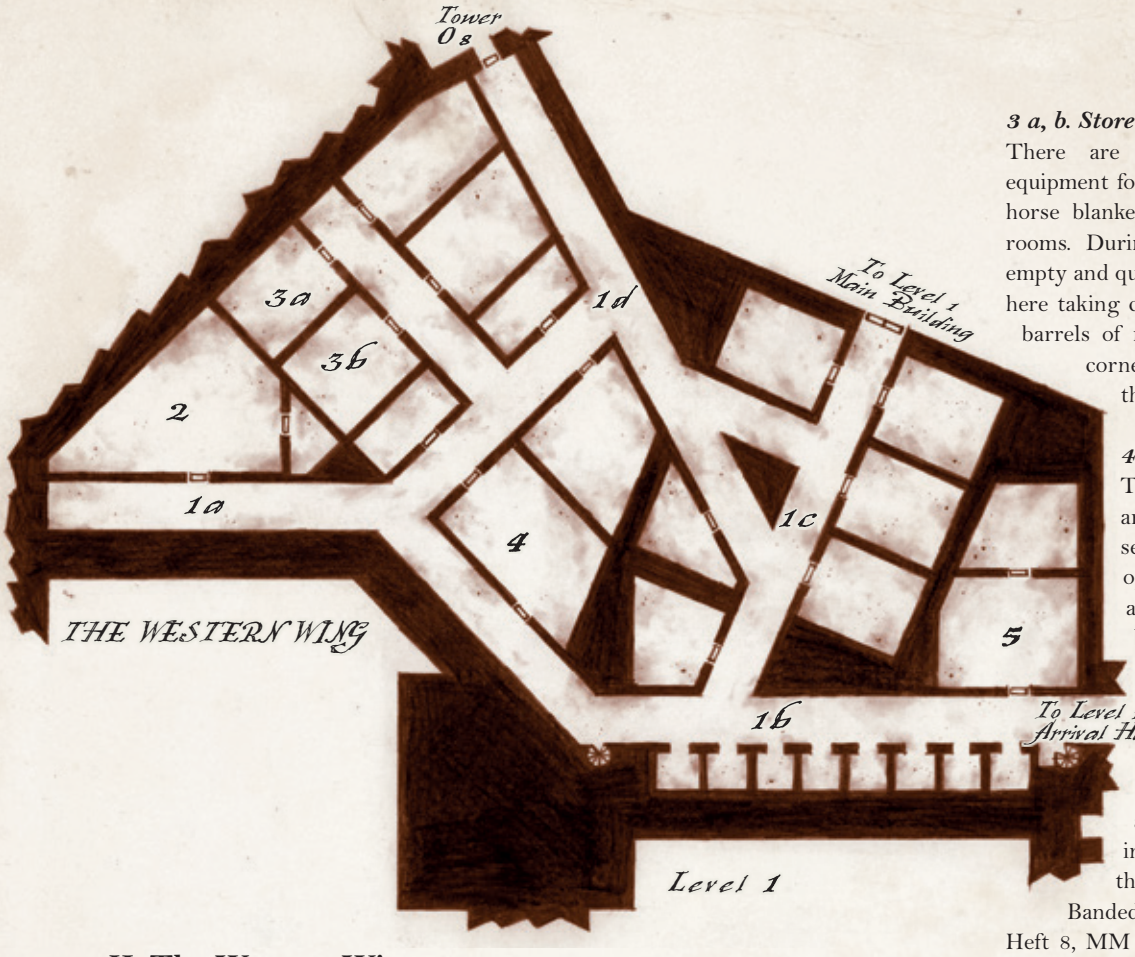
The room is home to Ilvin (use "Generic Hird Leader" stats), who Njordung has put in charge of guarding the Inner Wall and making sure that the defense is made ready for the Orkhir, which will soon be arriving at the fort. Ilvin is a hirdman who has worked his way up the ranks in Njordung's service and is very loyal. Ilvin is, however, one of the very few inhabitants in the fort who has not fallen victim to the Snow Queen's whispers. He looks upon the Ice Cult's daily sacrifices with disgust and despises his guards for having fallen victim to this macabre deity. Ilvin is constantly considering whether or not to leave the fort, but does not wish to betray his old master, Njordung. Ilvin spends almost all hours of the day in his room. In the morning and in the evening, he does his rounds, taking a short walk to inspect the area and locks or unlocks the gate depending on the time of day. Around dinner time, he usually goes down to his guards in Room 14 to dine with them. Ilvin carries keys to all the doors in the "Inner Wall", as well as a key to the small door in the large gate in the Arrival Hall.

If anyone, other than a guard, approaches Ilvin, he will quickly come to the conclusion that there are spies in the fort. Ilvin fights for his life and will obviously try to attract the attention of the guards in Rooms 12 and 14. If captured, he will soon break down and turn slightly mad. Repeatedly he says things like:

"All hope is lost…".

"You don't understand. The whole world will be in flames…".

"Fools, what do you think that you could do to stop this insanity".



H. The Western Wing

The North Gate leads out onto the roof of the Western Wing. Sturdy stone stairs lead up from the roof of the Western Wing to the western section of the Main Building, next to the north-western tower.

Map of the Western Wing 1–5

1 a. Corridor

The corridor is illuminated by three huge braziers suspended from the ceiling by heavy iron chains.

1 b. Stables

The passage is dimly lit by three torches hung along the northern wall. In the passage's western section, a spiral staircase leads up to Room 8 on the second floor. In the eastern section a spiral staircase leads up to Room 7 on the second floor. Following the passage east leads to the Arrival Hall (Room 2). Large stalls made for warhorses cover the entire southern wall, but the stalls stand empty.

1 c. Corridor

This wide corridor leads to 1c of the first floor in the Main Building's western section.

1 d. Corridor

This corridor leads to an iron door in the north-western wall. The door leads to the North-Western Tower (O 8).

2. Dormitory

Five of Njordung's elite horsemen live in this room. They are all well trained riders and are waiting for more horses to arrive at Ysetur so that they can have something to do. The horsemen spend their days polishing and taking care of their equipment, which is located in Rooms 3a and 3b. The men are all devout ice worshippers and will react like the others in the fort if faced with unexpected visitors. They do not follow a guard roster, and all sleep at night and are awake, working with the gear, during the day.

The room's walls are covered in dried blood. On the floor, there are eight large fur rugs that they sleep on.

3 a, b. Storeroom

There are two benches filled with equipment for horses like saddles, bridles, horse blankets, and other gear in these rooms. During the day, the rooms are empty and quiet, and at night, the men are here taking care of their gear. Two large barrels of mastomant fat stand in one corner. The fat is used to grease the gear.

4. Armory

This room contains five large armor racks, with five complete sets of banded armors with open metal helmets. All the armors are brand new and bear the symbol of the Ice Cult on the breastplates and helmets. Njordung has ordered these suits of armor made for his five elite horsemen and scouts for the coming invasion of Wildland. Treat the armors as Master Quality Banded Armors (PV/BV 10/100, Heft 8, MM – 3 m, IM -3 Value 390 sc, Weight 23.2 kg).

In the event that the player characters use any of this armor, the Game Master should particularly take note of the fact that they bear the Ice Cult's symbol prominently on both their chest and helmet, something which may have clear consequences later on.

5. Fodder Storeroom

The room is filled to the brim with hay and is used to store food for the warhorses which Njordung has ordered to be sent here in preparation for the big attack on Wildland. The horses have not yet arrived at Ysetur.

Map of the Western Wing 6–10

6 a. Corridor

This corridor is illuminated by three sturdy torches that are fixed to the northern wall. Three arrow loops in the southern wall face out towards the outer courtyard. One of the guards from the guard force in room 10 is always standing watch during



the day, using an arrow loop as a lookout post. There is a small room concealed behind a hidden door in the western wall (which is not depicted on the map). The room contains two spiral staircases, which run up along the entire North Gate. If someone wished to, they could therefore enter through the North Gate, go down one of the spiral staircases, and proceed into Passage 1a in the Western Wing.

6 b. Corridor

The corridor is dimly lit by one lone torch on the southwestern wall. The door is locked (modifier of -5 to skill rolls to unlock it) and leads to the North-Western Tower (O 8).

7. Sacrifice Chamber

The room shows clear signs of a sacrificial ceremony. The bodies of several people and animals are hung, upside down, from sturdy stone pillars – all decapitated. Blood coats the floor, and the walls are covered in strange symbols drawn with blood. All who enter the room and witnesses this strange ritualistic place take 1d10 (OR 10) Fear Points.

A door in the eastern wall leads to Room 6 in the Arrival Hall. A spiral staircase by the door leads up to floor 3.

8. Fortified Tower

This room belongs to the North-Western Tower in the Inner Courtyard (O 5), the only tower to differ from the other fortified towers. This part of the tower is empty. A spiral staircase leads up to floor 3.

9. Sacrifice Chamber

Moans and wails can already be heard outside of the room. Two large copper doors (PV/BV 8/80) in the southern and northern walls are constantly kept locked (modifier -12 to skill rolls for unlocking it).

This room functions as one of the fort's sacrificial chambers and is full of people and animals that have been sacrificed and tortured to death. Four people hang from a large pillar in the middle of the room, all of whom have been tortured and are severely wounded. Only one of them can be spoken with before she dies. Her name is Ylvi, and she says that she was brought here from Storhavn roughly a month ago. Ylvi does not know a lot about what happened, other than the fact that her journey here was long and arduous, led by a man who was called "Ise". Many died or were sacrificed along the way. She was brought up from the dungeon about a week ago and has been sacrificed bit by bit. Both of Ylvi's hands have been chopped off. Before she dies, Ylvi looks into the eyes of the Child of Light (providing he is there) and says:

"It is whispered that you are our only hope now".

Anyone who enters the room takes 1d10 (OP 8-10) Fear Points.

At least one of the hirdmen from Room 10 is always in the room. He wanders the room, whipping those who are still alive. The man carries a white-hot iron in one hand, with which he burns his victims. During the day, there is also one of the priests from Rooms 18 a–h in the Arrival Hall in the room, helping the hirdman to torture his victims.

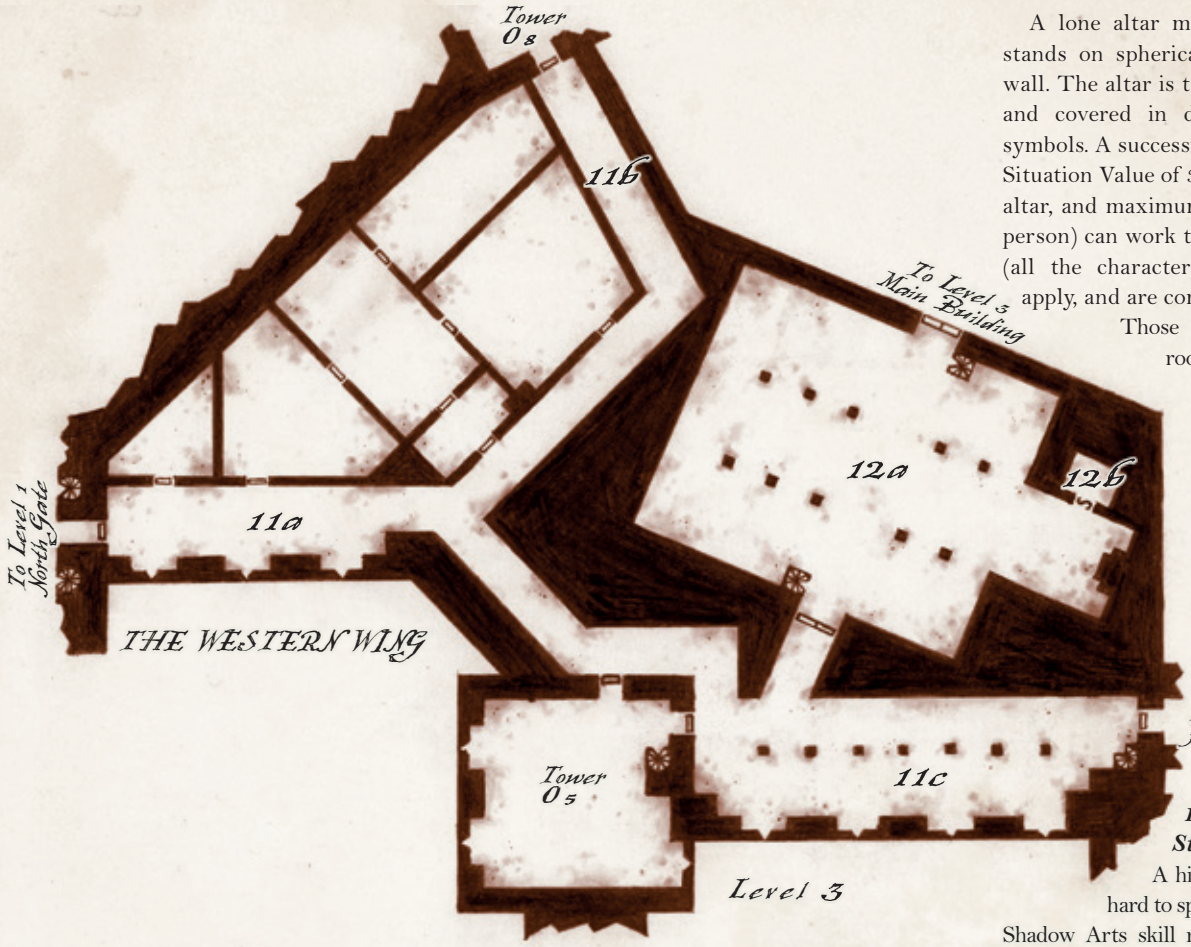
The copper doors in the northern wall leads to Room 11 on the second floor in the Main Building.

The spiral staircases in the room are littered with junk, as if to block off that which lies above. The staircases lead up to Room 12 on the third floor.

10. The Hirdmen's Dormitory

The hirdmen who help the priests with the sacrifices to the Snow Queen in Room 11, and patrol Corridor 6a, sleep in this room. In total, 8 hirdmen live here, one of which is always standing guard in the corridor outside, and another one is stationed in Room 11.

The room is dimly lit by a large brazier placed in the middle of the room. Fur rugs and spruce twigs cover essentially the entire floor.



Map of the Western Wing 11–12

11 a. Corridor

The passage is dimly lit by a lone torch located in one of the sconces in the southern wall. The door in the western wall hides a small room with two spiral staircases which lead up and run along the entire North Gate. If one wished to, they could enter through the North Gate, go down one of the two spiral staircases, and into Corridor 11a in the Western Wing.

11 b. Corridor

The passage is dark and lacks any light source. The locked door leads to the North-Western Tower (O 8).

11 c. Corridor

The passage is dark and lacks any light source. A door in the east wall leads to Room 9a in the Arrival Hall.

12 a. Pillar Room

All the doors to the room are locked (modifier -6 for unlocking them). The double doors have BV PV/200 and are made of ironblood iron (the rare, hard and heavy alloy, created mixing iron with the blood of a Jarnwurm).

In total, there are ten pillars made of reddish black ironblood iron standing on substantial stone foundations. The pillars are covered in symbols and inscriptions. A 20-cm thick Mitraka band covers the top of each pillar. The bands are wafer thin and bear magical runes. A successful Vitner Craft skill roll (with the Vitner Shaping discipline and Vitner Runes specialty) allows for the runes to be deciphered. The runes read:

In blood, a fort is forged.
In fear, a hope is born.
In death, a new order is conceived.
Chaos shall rule.

A lone altar made of ironblood iron stands on spherical feet by the eastern wall. The altar is tall, almost two meters, and covered in demonic patterns and symbols. A successful situation roll with a Situation Value of 3 is needed to move the altar, and maximum four people (+ 1 per person) can work together to achieve this (all the characters' Strength modifiers apply, and are combined for the roll).

Those who enter the room experiences an uncomfortable feeling of being out of place. Time seems to stand still, and the room feels cold and chilly.

The double doors in the north wall lead into the third floor in the Main Building's Western Wing.

12 b. The High Priest Storeroom

A hidden door which is very hard to spot, requiring a successful Shadow Arts skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) modified by -6, leads into a small room which has not been opened since the days when the fort was first built. The room was used by the High Priest, wherein he kept his "instruments" and ceremonial robes used when the demon was to be summoned. A heavy mantle with silver embroidery (weight 6 kg) lies, folded, on the floor, moth-eaten and tattered. Under the mantle there is a thick ironblood iron ring, along with a thin book with a cover made of dragon leather.

The ring contains the Detect Demon spell (which works like the Detect Undead spell of the Perceiving vitner tablet, but referred to demons). The bearer can, without losing Vitner Points, use the ring once a day. The little book contains level 1 of the Perceiving Vitner tablet. After 6 successful skill rolls for the Vitner Runes specialty in a row, (1 roll per week), the Vitner Weaver will have learnt the tablet, (the Game Master can then allocate Adventure Points so the player character can obtain the tablet).

I. The Arrival Hall

The Arrival Hall largely consists of a 70-meter tall tower. A large balcony on the third floor faces out over the inner courtyard.

Level 1: The Arrival Hall

1. The Demon Hall

In order to enter the magnificent Arrival Hall, you first have to pass through two enormous iron gates which face the inner courtyard. The gates have PV/BV 15/150, and are always kept locked. At eye-height there is slot, functioning as a large peephole, which can be opened from the inside. Two enormous iron rings hang from the doors' exteriors. They are used as knockers for the doors, which give off a low rumbling sound from time to time.

In the immense double gate, there is also a smaller door, which is kept locked at night, and unlocked but closed during the day. It is possible to unlock the small door open (modifier -8) but not the double gate.

A wide granite staircase leads up to the actual Arrival Hall. The room is grandiose and astonishing. An immense statue made out of ironblood iron stands upon a massive foundation shaped like tall flames. The statue towers all the way up to the ceiling of the second floor. The balcony, which runs around all sides of the second floor, can be seen from the room.

The statue depicts the moment when the demon Hrangadoorm was summoned. The stone masters raised the mighty hall with the installation in its center at the command of the demon itself. The statue of the demon was to be erected as an eternal reminder of its enormous power, and the exact instance when the stone masters called forth the demon from the dark depths of Blotheim. The installation, aside from the enormous statue, also consists of a great pillar with inscriptions, and a sort of railing surrounding everything. The statue is almost twenty meters tall and made of ironblood iron. It usually appears to be black, but in the light of the torches it gleams dark red. The pillar is an identical reproduction of the pillar which the stone masters placed the serguront on before he was to be sacrificed to Hrangadoorm.

The inscriptions on the pillar are of two types. The symbols which cover the actual surface of the pillar (written in Ancient Estiatic, to be read with a successful Knowledge Skill roll with the Language discipline and the specialties Foreign Tongue: Estiatic together with Read and Write: Estiatic) modified by -4) tell the story of how the stone masters arrived at the place where Ysetur was to be raised, and how they carefully chose the location. The other type of inscription is written in a magical script carved into large gold plates which are evenly spaced along the whole pillar. The text on these gold plates is written in magical runes and seems to describe how to summon a demon. The inscriptions are worn with age, and it is not possible to learn the incantation by studying the runes.

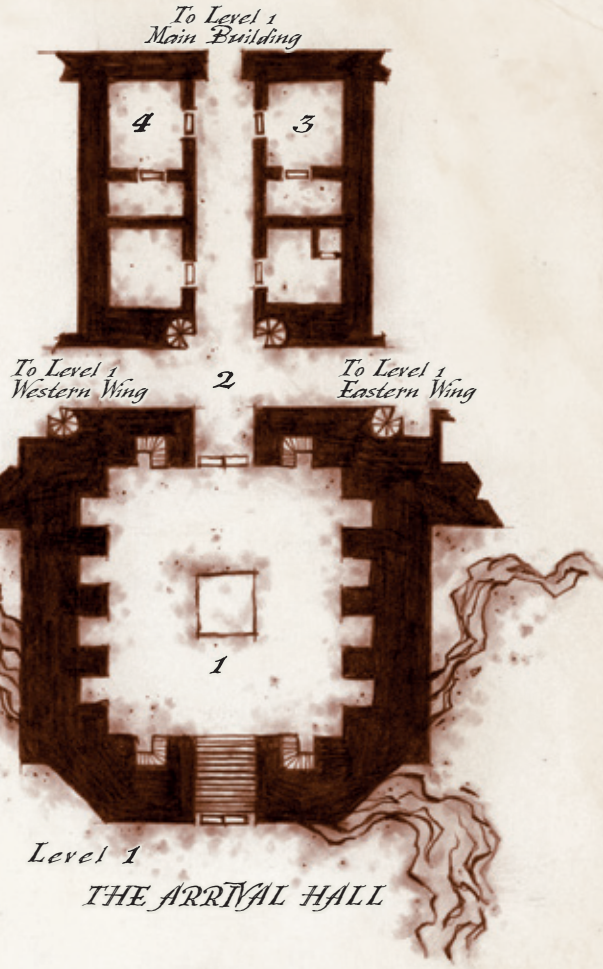
The railing which surrounds the entire installation is covered in winding fire symbols, which depict the moment Hrangadoorm rose up through the Iron Shaft to receive his sacrifices.

Large torches hang in pairs in large alcoves along the walls. The torches illuminate the room well, but cast long, dark shadows in the corners.

The walls of the room are covered in inscriptions and stone carvings in extremely complicated patterns. Anyone who wishes to climb any of the walls in the room receives +5 on their Agility skill rolls (preferably with the Body Control discipline and Jumping, Climbing and Balancing specialty).

Four spiral staircases, two along the northern wall and two along the southern, each lead up to the second floor. A massive iron double door hangs off large hinges on the north wall. The door leads to Room 2. It is kept closed but unlocked at all hours of the day.

The room is under constant surveillance, as it is the most natural way into the heart of the fort. Four people from the so-called Dreadaxyrs are always on guard. The Dreadaxyrs are Ark warriors who have been put at Njordung's disposal. They are extremely loyal to Blodughadda but will obey Njordung's every word. The Game Master gets to personally decide exactly which guards are on duty in the room if/when the player characters arrive. The different Dreadaxyrs are described in "the Main Tower", Rooms 18–19.



2. Passage

The spiral staircases in the passages lead to the second floor. The west passage leads to the Western Wing and the eastern passage leads to the Eastern Wing. The passage straight ahead leads deeper into the fort to Room 1, on the first floor of the Main Building.

3 a. Oke's Room

The room is used by Oke, a deaf and dumb thrall. He is based here in order to ensure that all the lamps and torches in this part of the fort burn as and when they should. Oke has four watches, three at night and one during the day, in order to refill the braziers or replace the torches that have burnt out. Oke is both deaf and dumb and knows very little about how he came here or why. Someone has, out of pure malice, branded one of Oke's cheeks with the Ice Cult's symbol.

Oke sleeps on a wolf rug on the floor.

For representing Oke' stats use the "Generic Ice Cultist (Peasant)" without the Silvertongue specialty..

3 b. Storeroom

This room functions as a storeroom for torches and the oil used in the braziers. In total, there are four large oil barrels and about a hundred well-made torches (3-hours burn time) neatly organized in the room.

4 Registration Room

The door to the room is locked (modifier -5 to unlock it). The door can be forced open with a successful situation roll with a Situation Value of 11. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

In the middle of the room there is a large wooden table standing before a wooden throne with beautiful engravings.

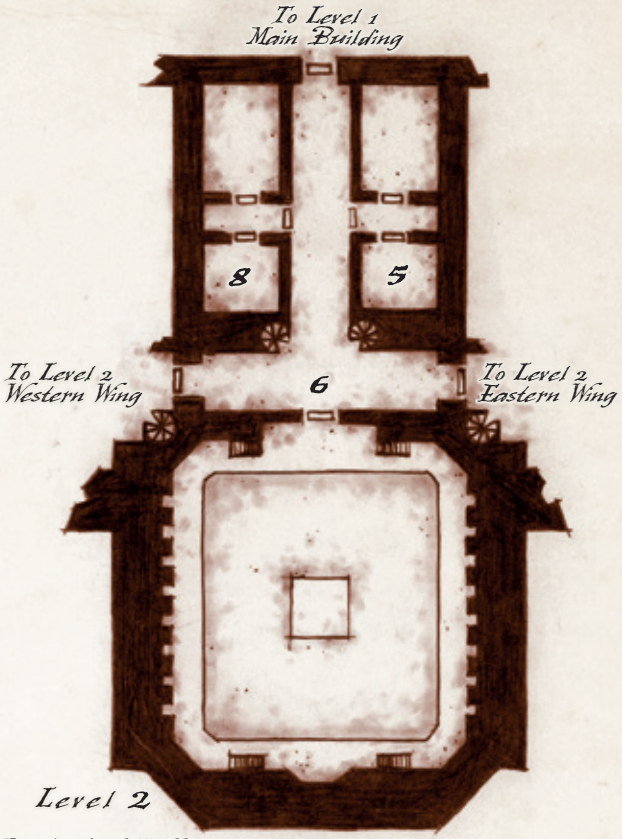
A large flag depicting two axes, one crossed over the other, hangs on the wall behind the table.

The room is used as a "registration room" for new arrivals to the fort. One of the higher ups in the village will usually be in charge of registering newly arrived cult members, but a few rare arrivals are of such high status that they are granted entry into the actual fort. These are then received in this room by Njordung's notary, Emeldur Swine-Neck, and are registered as new members of the Ice Cult and given a silver medallion depicting the Ice Cult's symbol.

Behind the wooden throne are two large chests containing numerous parchments, full of the names of those who have arrived at the fort, alongside a little cloth bag containing 22 silver medallions with the Ice Cult's symbol.

The Game Master can of course allow the player characters to recognize a name or two if they take the time to look through all the parchments. The chests are locked (modifier -4 to unlock it) and only Emeldur holds the key. The chests are made of wood and have iron fittings. It is possible to break them open (the lock has PV/BV 2/15) with a sword or similar weapon. Breaking open the chests will damage a weapon's BV by 1d10 (weapon's PV applies), unless it is a blunt weapon (such as a sledgehammer).

During the day, Emeldur is obviously in the room, annotating his parchments. At night, he is in his room on the second floor in the same part of the fort.



Level 2: The Arrival Hall

5. Emeldur's Bedchamber

This room is used by Emeldur, Njordung's notary. He keeps all of his belongings in this room. There is a simple single bed, filled with straw, and two wolf pelts, by the south wall.

A long black cloak made of thick leather, with a collar made of white drauglo fur hangs from a hook on the east wall. A pair of sturdy leather boots stands on the floor underneath the cloak.

When Emeldur is not in Room 4 on the first floor, annotating his parchments, he is in this room. Emeldur is a deep sleeper who snores very loudly. Anyone who stands outside his door, which is usually kept closed but unlocked, can distinctly hear someone snoring within.

In an unlocked chest which is positioned by the bed are the following items: a silver brooch with the Ice Cult's symbol, a small bronze dagger with silver inlays on the blade, and two thick books. The books' titles are "The Ring's Powers" and "The Fall of the Copper Kingdom".

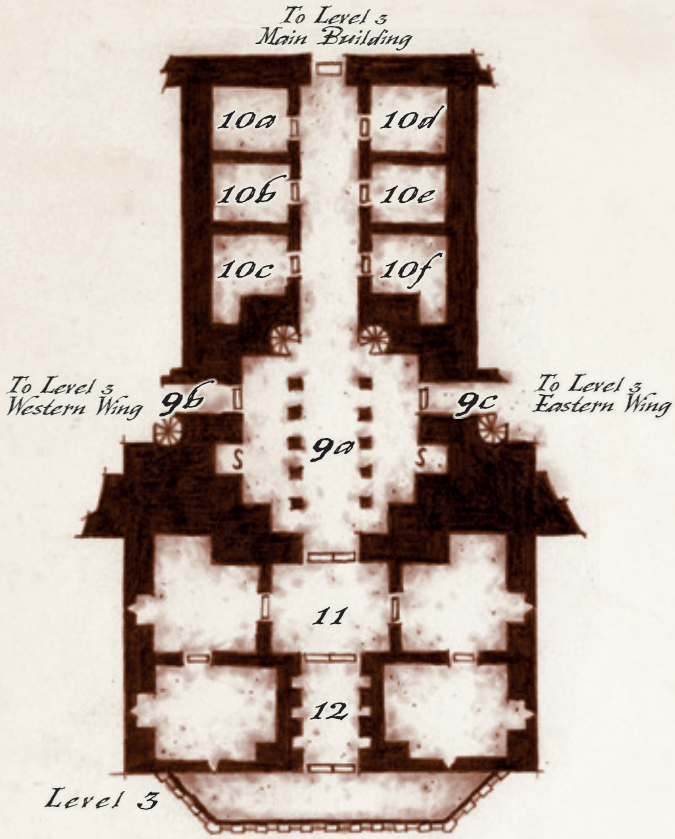
The Ring's Powers is a book full of Gerbanian invocations (although no holy tablets).

The book about the fall of the Copper Kingdom contains a lot of information covering the history of Wildland. The Fall of the Copper Kingdom is written in Estiatic, and the Game Master should decide how much of it is translatable or even legible. The book looks old, and well-worn.

Emeldur, who is a short, hunched, man around the age of fifty, lived in the town of Vretgaard for many years before he let himself be enchanted by the Snow Queen's whispers. He is taciturn and thoughtful and is generally fairly unaware of what happens in the fort, other than the daily sacrificial ceremonies. Emeldur is, like many others in the fort, an Ice Worshipper, but is merely a tiny cog in a large machine.

6. Corridor

The two spiral staircases made of dense stone from the first floor lead up to a cross-shaped walkway. The western passage leads to the second floor of the Western Wing, and the eastern passage to the second floor of the Eastern Wing. The middle path leads north to Room 8 in the Main Building, and, south to a large iron door, which leads into Room 7. The door is closed but unlocked. The spiral staircases lead down the first floor and up to the third floor.



7. Balcony Room

The room largely consists of a balcony which opens up towards Room 1 on the first floor. From this room, there is a clear view of room 1, and the enormous iron statue down there. Small alcoves in the eastern and western walls are filled with torches illuminating the whole balcony and Room 1.

8. Emeldur's Main Storeroom

This room lies in darkness. By the south wall, there are two hefty wooden chests with copper mountings. The chests are unlocked and contain a number of embalmed human heads. Aside from his loyalty to the Snow Queen, Emeldur is a devout follower of Haminges, and the heads are from the people that he has had killed at a high cost. Anyone who opens the chests is met by an awful stench and a ghastly sight and takes 1d10 Fear Points.

Level 3: The Arrival Hall

9 a. Pillar Hall

Spiral staircases from the second and fourth floors open into a room with a total of 10 pitch-black pillars. The room gives off a mysterious and enigmatic impression. The pillars' black surfaces are covered in strange symbols and signs in a language that has long since disappeared from Trudvang.

The passage leads north to Room 14 on the third floor of the Main Building.

Along the south wall, two large doors made of black iron lead into Room 11.

9 b, c. Corridors

Spiral staircases from the second and fourth floors lead to a corridor which travels West and East. The eastern passage opens directly into the Eastern Wing, while the western passage leads to a door into Room 9a.

10 to f. Servants' Quarters

These rooms are used by some of Njordung's Dreadaxyrs. The rooms are spartanly furnished, with two beds and two chests. Two Dreadaxyrs live in each room, and it is the men who live here that are in charge of guarding the proper entrance to the actual fort. As there are always four hirdmen watching Room 1, there are never more than 8 Dreadaxyrs in the room. During daytime, they are usually in one of the rooms, playing dice or entertaining themselves in other ways. Some of them even spend the early hours of the day doing weapon drills in Room 9.

The chests each contain a set of clothing, a dagger, 1d6 silver coins, and any other object from the Game Master's guide that the Game Master decides to be appropriate here.

11. Foyer

The room is a foyer to the room that leads to the large balcony. The two double doors in the South wall are made of iron but have large silver inlays in the form of snaking vines with leaves. The double doors are always kept locked (modifier -6 to unlock it) but can be forced open with a successful situation roll with a Situation Value of 4. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

A large black flag is suspended from the ceiling, bearing the Ice Cult's symbol in white.

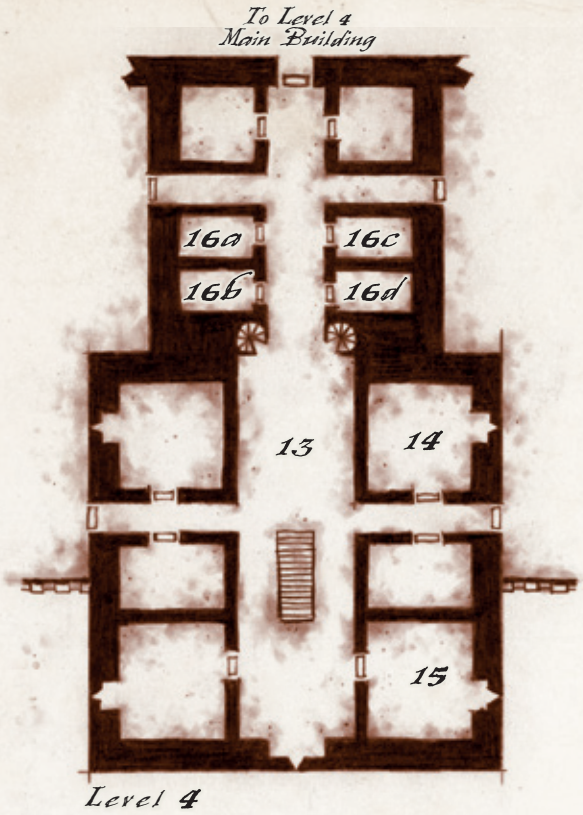
12. Balcony Room

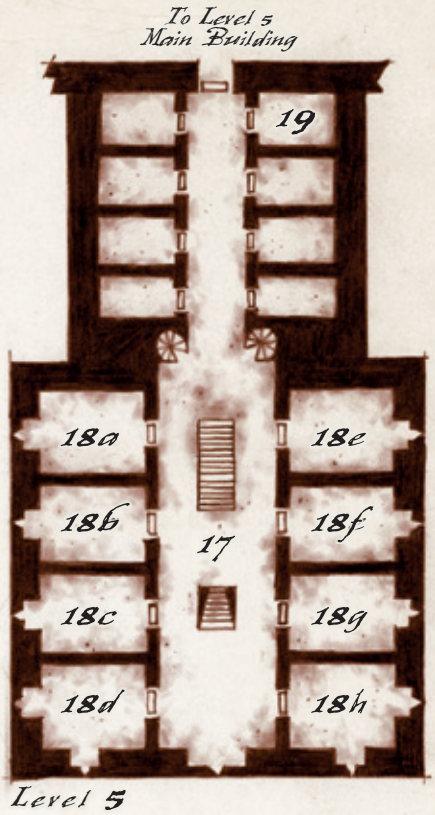
The walls of the room are completely black and are very similar to the pillars found in Room 9. The walls are covered in signs and symbols from some unknown language. A total of six alcoves house extraordinarily realistic statues of men who all look terrified. The truth is, that the niches were once used as guard alcoves, but, more than 200 years ago, one of the untethered hirdmen who lived in the fort paid a lot of money to let him bring the bodies of six people turned to stone into the fort, and there they had stood ever since.

Two large iron doors in the south wall lead out to the balcony where, once a week, Njordung gives a speech in order to rouse his followers. He will then symbolically sacrifice something on the balcony, and let it fall down into the courtyard.

The doors have PV/BV 4/35 and are always kept locked (modifier -4 to unlock them) but can be forced open with a successful Situation roll with a Situation value of 6. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

The balcony is long and wide and runs along essentially the entire southern wall. It is usually covered in snow, drifts of which have blown up on both the wall and the door. A wide battlement means that Njordung usually has to stand on a barrel in order to be able to make his speech to the masses.





Level 4: The Arrival Hall

13. Connecting Room
This room functions as a junction for the tower's lower and upper floors, as well as connecting the Inner Wall and the actual heart of the fort. A stone staircase leads up to Room 17.

14. Garbage disposal
The room is empty, save for two crates with used torches standing in the middle of the room. The torches are essentially unusable, and only short handles remain.

15. Sacrifice Room
A terrible stench fills this room which is empty but the partly-decomposed body of a woman, laying in an unnatural position on the floor in the middle of the room. The woman has been decapitated, and her head lays, discarded, in one corner. She was one of the first to be sacrificed in the fort after Njordung's arrival. No one has bothered to remove the body as the room is not yet in full use.

16. a to d. Storerooms
These rooms function as storage areas, and mostly contain copper containers filled with mastomant fat. Anyone who thoroughly goes through 16b properly will find a small map of all the floors in the Eastern Wing. The map was created by Oke so that he could find his way through the fort without difficulty. He dropped the map among the containers when he went to collect mastomant fat, and it has been laying there ever since.

Level 5: The Arrival Hall

17. Stair Room
Two spiral staircases from Floors 4 and 6 lead in to a large hall. In the northern end of the hall there is a door, which leads to the fourth floor in the Main Building. A sturdy wooden staircase leads up to Floor 6, and a stone staircase leads down to Floor 4. Torches illuminate the entire hall.

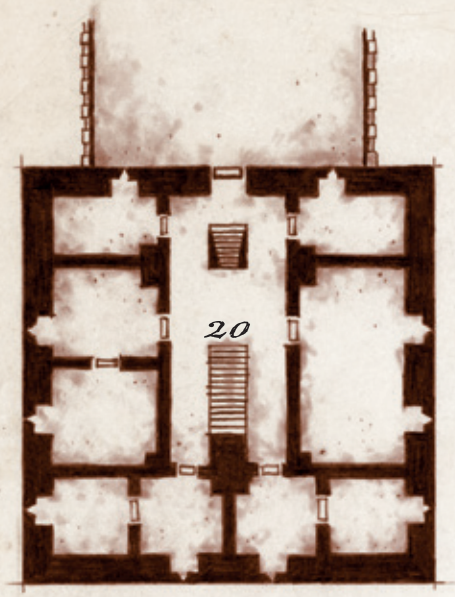
18. a to h. The Ice Blotpriests' Rooms
This floor houses Njordung's Ice Blotpriests and their servants. In total, there are eight devout Ice Worshippers, tasked with participating in the sacrifice ceremonies held in different parts of the fort. These rooms are usually empty during the day, as the priests are busy with their tasks. During the night they all sleep in their rooms.

The rooms are spartan, each containing a bed, table, and a couple of bearskins thrown on the floor. In each room, three to four daggers hang from the wall in a leather band. The daggers are used for the sacrificial rituals, and the blades are red with dried blood.

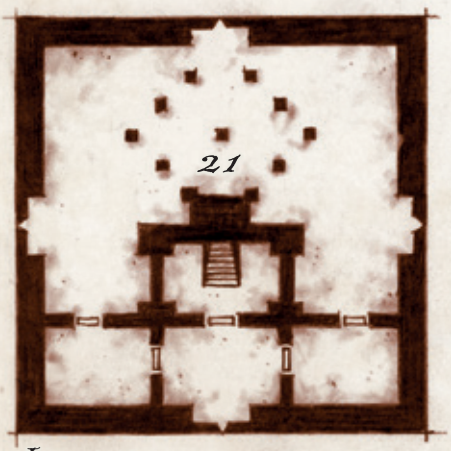
All the doors bear the symbol of the Ice Cult, painted in blood.

One of the rooms, (d), holds a bit of the black ice, which the Ice Blotpriest has brought to his room. The ice has caused the temperature in the room to plunge, and a black frost to form on all surfaces. The bit of ice rests inside a small wooden chest, which stands atop the table. The ice is entirely intact, and the only way it would melt would be if it were to be thrown into liquid lava. The Ice Worshipper who resides in the room has become so obsessed with the sacrifices and the Snow Queen's whispers that he is no longer able to sleep at night. Instead, he sits, hunched over the ice block, listening to the whispers of the Snow Queen. The Ice Worshipper suffers from extreme sleep deprivation but stays awake with help of the Snow Queen's powers.

19. Servants' Quarters
The rooms consist of small cells, each with a bed and a small stool. The rooms



Level 6



Level 7

are used by the servants, who help the Ice Worshippers in Rooms 18 a–h. Each room houses a servant who waits on their master in the morning and in the evening, before the latter retires to bed. In one of the cells lays the dead body of a 14-year-old boy. The Ice Worshipper mentioned in Room 18 sacrificed this servant to the Snow Queen. None of the other servants have dared to move the boy, who has slowly but steadily started to decompose.

All the servants are very frightened by the events unfolding in the fort, but do not dare do anything to alter the situation. They have all fallen victim to the Snow Queen's whispers but aren't devoted worshippers yet.

Level 6: The Arrival Hall

20. Stair Room

The sixth level is completely empty. The door (PV/BV 4/40) which leads out to the wall is locked (modifier -5 to unlock it). The door can be forced open with a successful situation roll with a Situation Value of 8. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

Level 7: The Arrival Hall

21. Morkhan's Chamber

The doors to the room are kept locked at all times (modifier -7 to unlock them).The doors are made of wood and have PV/BV 4/40 and can be forced open with a successful situation roll with a Situation Value of 5. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

The room is illuminated by torches hung from the walls and on the pillars.

The room houses Morkhan, Njordung's only allied Vitner Weaver, who is immersed in his studies. Morkhan hails from Thoorkaal, a land in the far southwest of Trudvang, and he belongs to the rare Order of the Shadow Snakes. They are an order of Vitner Weavers greatly feared by the kings of the west, known to be assassins and miscreants, who used black magic to attain their goals. They are often contracted at great cost, and their knives are as efficient as their ability to shape vitner.

Morkhan joined up with Njordung almost a year earlier, after having fled from Majnjord following an unsuccessful mission. Morkhan is on the run, not just from those he had attempted to assassinate, but also from his own people, who had been handsomely paid for the hit. Njordung had immediately seen the power in having Morkhan in the coming war, and primarily plans to attempt to murder the Paater in Vortland using Morkhan's talents and abilities. Morkhan is not an Ice Worshipper, but has been handsomely paid, whereby his loyalties now lie with Njordung.

Charred, black wood panelling covers all walls and floors. The rafters speak of a devastating fire which spared few living creatures. A large fireplace in the south wall is covered by tongues of soot, which once were engulfing flames. Nine columns stand in the middle of the room, and even these were partially destroyed by the flames. No one in the fort today knows what events transpired here, but it is clear to see that the blaze happened long ago.

Morkhan is usually found sitting, deeply absorbed in magical studies, by the large oak table in between the nine columns. Recently, he has been attempting to learn a new vitner tablet. The parchment from which he is reading the incantation is partially damaged, making the progress slower and more difficult as he attempts to learn the spell.

Morkhan will immediately notice if anyone stepping into the room has hostile intentions. He is quick to draw conclusions and will not hesitate to attack if he feels threatened.

By the southern wall there is a large, stately bed with cotton sheets and real pillows. Next to the bed, there is a large wardrobe filled with beautiful clothes which Morkhan has puchased with the money Njordung has given him. A locked chest (modifier +5 to unlock it), inside the wardrobe contains the following items:

Morkhan's collection of spells, written in Vitner runes in scrolls and books, with the following Vitner tablets: Flame Craft (levels 1–4), Witchcraft (levels 1–2), Power of Vision (levels 1–3), and Power of Thought (levels 1–3). Other scrolls have higher levels of these tablets, but they are too damaged to be read.;
A large coin purse with 20 gold coins, a letter of manumission of the same kind that Gralj has (see below);
Two small bottles of the same poison that Gralj also has (see below).

Learning the first level of a Vitner Tablet by reading Morkhan's writings takes 6 weeks and requires one successful Vitner Craft Skill roll (together with the Vitner Shaping discipline and the Vitner Runes specialty) per week. The second level takes 10 weeks, and the third level takes 14 weeks (6+ 4 per level after the first). When the Vitner Weaver has learned a certain level of the Vitner Tablet, they acquire Adventure Points from the Game Master in order to add it into their collection.

J. Eastern Wing

Essentially the entire Eastern Wing stands empty, awaiting Blodughadda's Orkhir, who are to arrive with their army. Any rooms not described are empty. Every night, the entire Eastern Wing and all its floors are patrolled by a small guard force who live and sleep in Room 3. During the day, the sounds of grindstones sharpening weapons (coming from Room 2) echo throughout the first floor.

Torches line the walls of all larger corridors.



Level 1: The Eastern Wing

1a to e. Corridors

1. a. Corridor

This corridor runs from the Arrival Hall into the Eastern Wing. The corridors in the Eastern Wing are both large and wide, so that any potential defenders are able to quickly and easily access the exterior walls and defensive structures of the fort.

A stone spiral staircase near the beginning of the corridor leads up to floor 2.

1 b. Corridor

This wide corridor leads to the Northeast Tower (O 4), part of the Inner Wall's defensive structure. The door at the end of the corridor is kept closed and locked (modifier -4 to unlock). The door is made of wood and has PV/BV 3/30, but can be forced open with a successful situation roll with Situation Value 8. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

1. c. Corridor

This wide passage leads to the Eastern Main building. The large double doors at the end of the corridor are made of iron (PV/BV 10/100), and are kept closed but unlocked. The doors open into 1b in the Main building.

1. d. Corridor

This wide passage leads to the Northeast Tower (O 6). As the tower is not in use, the door at the end of the corridor is kept closed and locked (modifier -4 to unlock). The door is made out of wood with iron details and has PV/BV 4/40. The door can be forced open with a successful situation roll with Situation Value 8. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

1. e. Corridor

This wide passage leads to a door which opens to the Northeast Tower (O 7).

2. a. Weapon Sharpening Room

This room is illuminated by two immense braziers, suspended by thick chains from the ceiling. The door leading in to the room is always kept open, and the sounds of the grindstones get more distinct the closer you get.

There are 6 Orkhir here, who spend the days sharpening swords and axes Blodughadda has had forged in the village outside of Ysetur, in preparation for the coming invasion of Wildland.

The powerful grindstones, turned by two Orkhir (one on either side), stand in the middle of the room. The Orkhir in this room arrived at Ysetur roughly three weeks ago, in order to prepare for the arrival of the army. They are essentially always here, day and night. They work during the day and sleep on sheepskins near the grindstones at night.

These Orkhir will behave very aggressively because Blodughadda and Njordung have issued strict instructions to all in the fort not to visit the Eastern Wing. Only one of the Orkhir speaks Vrok, and he will brandish his weapon and ask any potential visitors why they are there. If the answer is even slightly unclear, he and the others will attack. The only ones they trust are the guards in Room 2 and the men of Njordung's hird who visit the room intermittently in order to check on their progress.

Large piles of poorly forged and blunt, unsharpened, broadswords lay on the floor around the two grindstones. More than 200 sharpened broadswords are stacked along the North wall. The room is dimly lit, with one torch on each wall.



The twelve Hurik'a sleep (exceptionally lightly) and eat in the room behind 2a, alongside their wolves, whose task is to seek and destroy any intruders in the area. Twelve bearskins are spread on the ground, alongside other equipment consisting of various frightening tools of torture and weapons. In the innermost corner, there are piles of human bones, gnawed and chewed to bits. This is where the wolves sleep. Nine times out of ten, all of the Hurik'a and wolves will be out patrolling the fort as they sleep very little.

2. b to e Weapons Storage
These rooms are filled to the brim with various weapons. Mostly, it is different types of broadswords and battle swords, but some battleaxes and spears can also be found amongst the piles of weapons. All these weapons are meant for the enormous army that is expected to arrive shortly.

3. Patrolmen's Room
This room houses the guards who are tasked with patrolling all the floors of the Eastern Wing. They sleep and eat here. The guard is made up of 8 people in total, 3 (one on each floor) of which are always patrolling the wide passages. Exactly where the guards patrol and are stationed is up to the Game Master to decide.

Level 2: The Eastern Wing

4a to d. Corridors

4 a. Corridor
This passage is dimly lit with torches hanging every ten meters on the Northern wall. To the west there is a door that leads to the Arrival Hall, Floor 2.

4 b. Corridor
This passage is dimly lit by a torch which hangs on the south wall. A door at the end of the corridor leads to the Northeast Tower (O 4) by the inner defensive wall. The door at the end of the corridor is kept closed and locked (modifier -5 to unlock). The door is made of wood (PV/BV 3/30), and can be forced open with a successful situation roll with Situation Value 8. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

4 c. Corridor
This corridor lies in darkness. A door at the end of the passage leads to the Northeast Tower. A spiral staircase at the end of the passage where 4c and 4d meet leads to Floors 1 and 3.

4 d. Corridor
Large alcoves, with space for both arbalists and reloaders, are strategically built into the south wall of the passage. Reliefs depicting arbalists cover the alcoves' side walls.

The passage lies in darkness and a door at the east end of the corridor leads to the Northeast Tower and is the most natural way to the Outer Defense Tower via the wall.

5. Armory
The room is large and full of various pieces of armor. Essentially, every last inch of the floor is covered with armor parts, weapons, furs, and tools such as hatchets, saws, rope, and various types of chests. Everything is carefully kept and organized. However, the question of exactly what there is inside the room is largely up to the Game Master.

During the day, Bjarnhuld is inside the room, organizing all the equipment so that when the army arrives at the fort, they can quickly be equipped and made ready for departure. When Bjarnhuld is in the room, it is dimly lit by the oil lamp he always keeps with him. The player characters can easily convince Bjarnhuld that they have just taken a wrong turn, or that they belong to the Ice Worshippers who live outside the fort. Bjarnhuld will not do anything, unless it is abundantly clear that the player characters are there as enemies.

A spiral staircase to the South leads to Floors 1 and 3.

6. Bjarnhuld's Room
This room is furnished with a small bed and a table. This is where Bjarnhuld spends all his time when he is not in Room 5, sorting the equipment that arrives on a daily basis. Bjarnhuld (use Ice Cultist - Peasant stats) is a coward and will attempt to flee if faced with any danger.



Level 3: The East Wing

7a. Corridor
The third floor is completely abandoned and empty. All the spiral staircases lead down to Floors 1 and 2. The doors open to the same places as the corresponding doors on the second floor, just a floor up.

7b. Corridor
The large double doors in the north of the passage lead into the third floor of the Main Building.

K. The Main Building

The main building is located furthest in, against the immense cliff which towers up behind the fort itself. The lower floors of the Main Building are cut from the mountain's hard granite, and the upper sections are built directly into the mountain.

Level 1: The Main Building

1a. Guardroom
This room is constructed like a guardroom, where the alcoves in the West and East walls function as guard alcoves. Today, Njordung doesn't station any of his men here, and the alcoves are instead used to illuminate the room with a brazier of burning oil placed in each. In the north wall, there is an impressive double door made of copper. The door is kept closed, but unlocked, at all times. The door leads into Room 2.

1b and c. Corridors
1b. Corridor
This passage leads into the Eastern Wing, Floor 1.
1c. Corridor
This passage leads into the Western Wing, Floor 2.

2. Room
Six white marble columns support the ceiling. A grand staircase made of black stone leads up to a small platform from which the staircase splits into two smaller staircases, leading up to Room 10 on Floor 2. A door in the East wall opens into room 5a. The door is kept closed, but unlocked, at all times.

A small door in the west wall leads into room 2. The door is kept closed and locked (modifier -5 to unlock) at all times. The door is made of wood and has PV/BV 3/25 but can be forced open with a successful situation roll with Situation Value 10. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

3. Sacrifice Room
Eight columns of black stone support the ceiling, which is lower here than in the rest of the fort. The room feels small and cramped, with the ceiling height only being 2 meters. There is a person chained to each column with heavy chains and shackles. They are waiting to be sacrificed in the Iron Shaft by Njordung. The people look tortured and exhausted. Svhaanur has made life hell for them for several days, using tongs and other tools, until Njordung decided that they were to be sacrificed and they were transferred into this room.

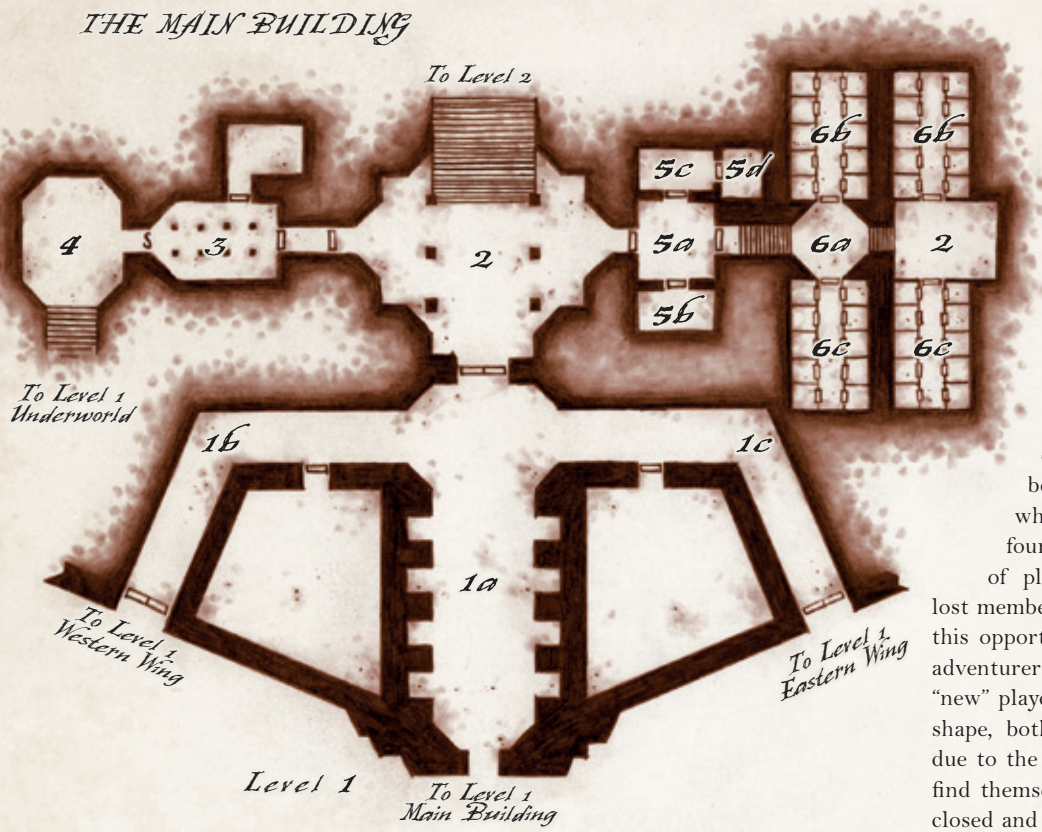
They can all describe how they have seen several men, including Njordung, disappear through a hidden door in the Western wall. The door can be found through a successful Shadow Arts skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty). If anyone has told the one seeking the door about it, they will get a +5 modifier.

They have all seen Maria brought through the door but can only verify this if someone describes what she looks like. No one has heard her name. Someone says that it has been more than three days since she was led away, and none have seen her since.

The hidden door leads to Room 4.

For description of the prisoners, see 6 a–d in the Main Building.

4. Stair Room
There is a staircase in this room which leads down to the subterranean parts of Ysetur.



5a. Torture Chamber

There are several strange tools of torture in the room, such as a chair covered in nails, and a torture rack. There is a person lying on the rack, convulsing in great pain. At all times, at least one of Svhaanur's executioners and torturers will be in the room. They spend their days and nights here, torturing their victims before they are to be sacrificed in the mighty Iron Shaft.

5b. Torture Chamber

The floor of the room is covered in excrement and waste. Three people are nailed to heavy iron crosses on the south wall. Two of them are dead, and the third has mere hours left before his final breath.

5c. The Executioners' Room

The room is furnished with three beds, a small table, and two chairs. It houses the executioners currently in Svhaanur's service. At night, two of them will sleep here, and during the day, all are occupied with torturing the prisoners kept in the cells.

The executioners are dirty and barely dressed. They are all Svhaanur's bastards, and he keeps them in line much in the same way he lords over his prisoners.

5d. Svhaanur's Room

This small room is furnished with a bed and a wardrobe. A black cape and a black mantle hang in the wardrobe. Svhaanur sleeps here at night, and during the day he is usually in Room 7, or elsewhere in the fort if that is what the Game Master decides.

Svhaanur carries keys to all of the cells, and to the doors in Rooms 6 and 7.

6a. Stair Room

A staircase leads up to Room 5a, and another staircase leads down to Room 7. Two thick iron doors (PV/BV 8/80) are kept locked at all times (modifier -7 to unlock). The doors lead to the cells in Rooms 6b and 6c. A small slot in the door offers a view of the corridors lined with cell doors. The door can be forced open with a successful situation roll with Situation Value 4. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

6 b, c, d, e Prisoner Cells

The cells are full of people from all corners of Wildland. Njordung has planned to sacrifice all those kept locked up here in the Iron Shaft, until the Snow Queen's powers can be fully utilized. The prisoners here are broken, after having been starved and tortured for days, sometimes weeks. Most of the cells also contain the bodies of one or two dead people. The cells hold between five and six people, who are crowded together on four square meters. If the group of player characters has recently lost members, the Game Master can take this opportunity to "refill" the group of adventurers. Keep in mind that these "new" player character should be in poor shape, both emotionally and physically, due to the awful situation in which they find themselves. The cell doors are kept closed and locked (modifier -7 to unlock) at all hours. The doors are made of iron (PV/BV 10/100).

Some of the cells also hold the children or adults who have been brought to Ysetur from Vretgaard to be sacrificed. If any of the player characters were left behind in Vretgaard when the others left for the copper mines, they will be in one of the cells.

7. Torture Chamber

This room is one big torture chamber, filled with tools and devices to inflict pain and suffering on people. A large oven with burning coals along the eastern wall casts a red glow around the room. Two hefty iron doors (PV/BV 10/100) are always kept locked (modifier -5 to unlock). The doors lead to the cells in Rooms 6b and 6c. A small slot in the door offers a view of the corridors lined with cell doors. During the day Svhaanur (see Room 5d) is here, as are his executioners, busy torturing their prisoners.

The room also contains nail mats, iron crosses, thumbscrews, white-hot tongs, blunt instruments, and a torture rack.

Level 2: The Main Building



8. Hallway
The door in the Southern wall leads to Room 6 on Floor 2 of the Arrival Hall.

9. Hall
A large brazier suspended from the ceiling by three heavy chains casts a dim light throughout the room. The floor of the room is covered in hides. The room is used by Haldur Ouvar's men, who have lived here since they arrived at Ysetur following the long journey from Vretgaard. Five of Haldur's men came with him to the fort. At night, they all sleep in this room, and they spend their days doing weapon training in Room 10. Various armor parts and weapons can be found in the room, such as chainmail, axes, short swords, shields, and lots of arrows.

The door to the room is always kept open.

10. Sacrifice Room
The four spiral staircases in the room lead up to the third and fourth floors. A ceremony with sacrifices is held in the room every day. The ceremony is held early in the morning, and everyone who wishes to is welcome to come and listen to the whispers emanating from the black ice block placed on an altar by the north wall. The liturgy is led by Njordung (under the name of "Ise"), or one of the priests from Rooms 18 a–h on the fifth floor of the Arrival Hall. The room is usually full of Ice Worshippers, from those who live both in the village outside the fort and those who live in the fort itself. The room is usually filled beyond capacity. There are always two hirdmen stationed at each entrance and staircase, to ensure that no unauthorized persons decide to explore the fort. Some of Njordung's Dreadaxyrs are usually also in the room.

A person will usually be sacrificed in front of the mighty block of black ice, and their blood is sucked up with a magical power. Those who are in the room can hear the Snow Queen's whispers.

She whispers things like:

"You are my chosen one, nobody else, it is YOU that I have faith in".

"There are times when men and women like you have to rise up and take things into their own hands. For far too long have you lived under someone else's hand, whipped into submission in ways you do not deserve. I have a greater task in mind for you".

"Sacrificing is as important as eating, because through the sacrifice, we come closer to each other. Being close to me means more power for you".

The Snow Queen whispers sinister and treacherous things, making people believe that they alone are special, chosen, and destined for a great task. If they just do what the Snow Queen says, she will reward them with gifts and treasures, the likes of which most can't even fathom in their wildest dreams. After the ceremony, all who live in the village are led out of the hall, and the fort itself, under the watchful eyes of the hirdmen. After that, the hall stands empty, with only the ice block on the altar to bear witness that a ceremony had taken place here.

During the day, Haldur Ouvar's men (use the stats for Generic Ice Cultists Warriors) are usually in here, practicing weapons training.

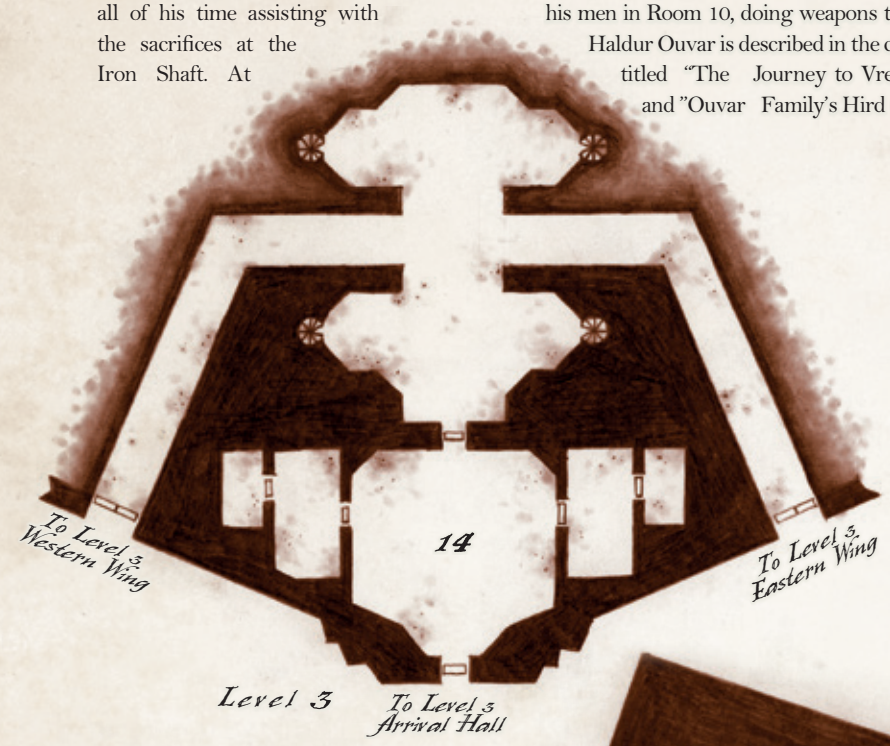
11. Storeroom
This room is full of barrels and boxes, which in turn are filled with nails, hammers, ropes, and others equipment necessary to build siege engines. Blodughadda's plan is to bring with him enough tools to build his siege engines on location outside the cities he intends to conquer. However, building siege engines requires a lot of other equipment, which he won't be able to arrange on location. That is the kind of equipment kept stacked in this room.

12. Strategy room
The door to the room (PV/BV 1/5) is kept locked (modifier -7 to unlock). The door can be forced open with a successful situation roll with Situation Value 6. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

The room is dark, but there is an extinguished oil lamp just inside the door. There is a large, square, table made of oak in the middle of the room. On the table are blueprints of various types of siege engines, such as of a small catapult and of a more substantial version; small and more substantial battering rams, as well as a large siege tower. There are also detailed descriptions of how the soldiers should be positioned around the siege engines in order to best benefit from its protection during an attack.

13. Haldur's room

Haldur Ouvar has lived in this room since he arrived at the fort and has essentially spent all of his time assisting with the sacrifices at the Iron Shaft. At night, Haldur sleeps on large hides in the middle of the room, and he spends his days by Njordung's side at the Iron Shaft, or with his men in Room 10, doing weapons training. Haldur Ouvar is described in the chapters titled "The Journey to Vretgaard" and "Ouvar Family's Hird Cabin".



Level 3: Main Building

14. Hallway

The door in the South end of the room leads to Room 9a on the third floor of the Arrival Hall. In general, the third floor is completely empty.

Level 4: Main Building

15. Stair Room

The spiral staircases lead to the fifth floor, as well as to Rooms 4a and 4b on the first floor of the Main Tower.

16 a to 16e. Corridors

16 a. Corridor

The door leads to the first floor of Tower O 8.

16 b. Corridor

The door leads to the West Bell Tower.

16 c. Corridor

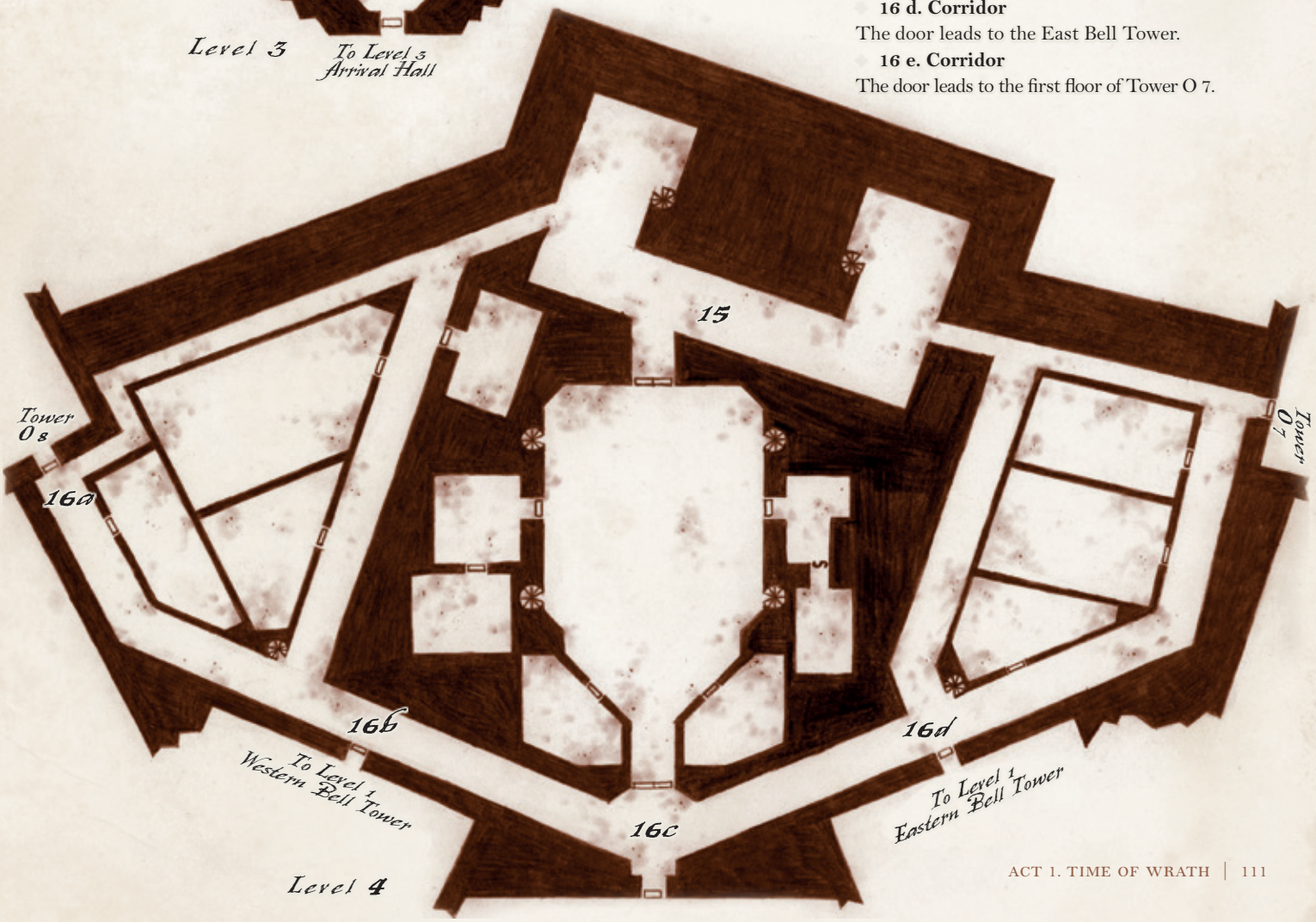
The door to the south leads to Room 13 on the fourth floor of the Arrival Hall.

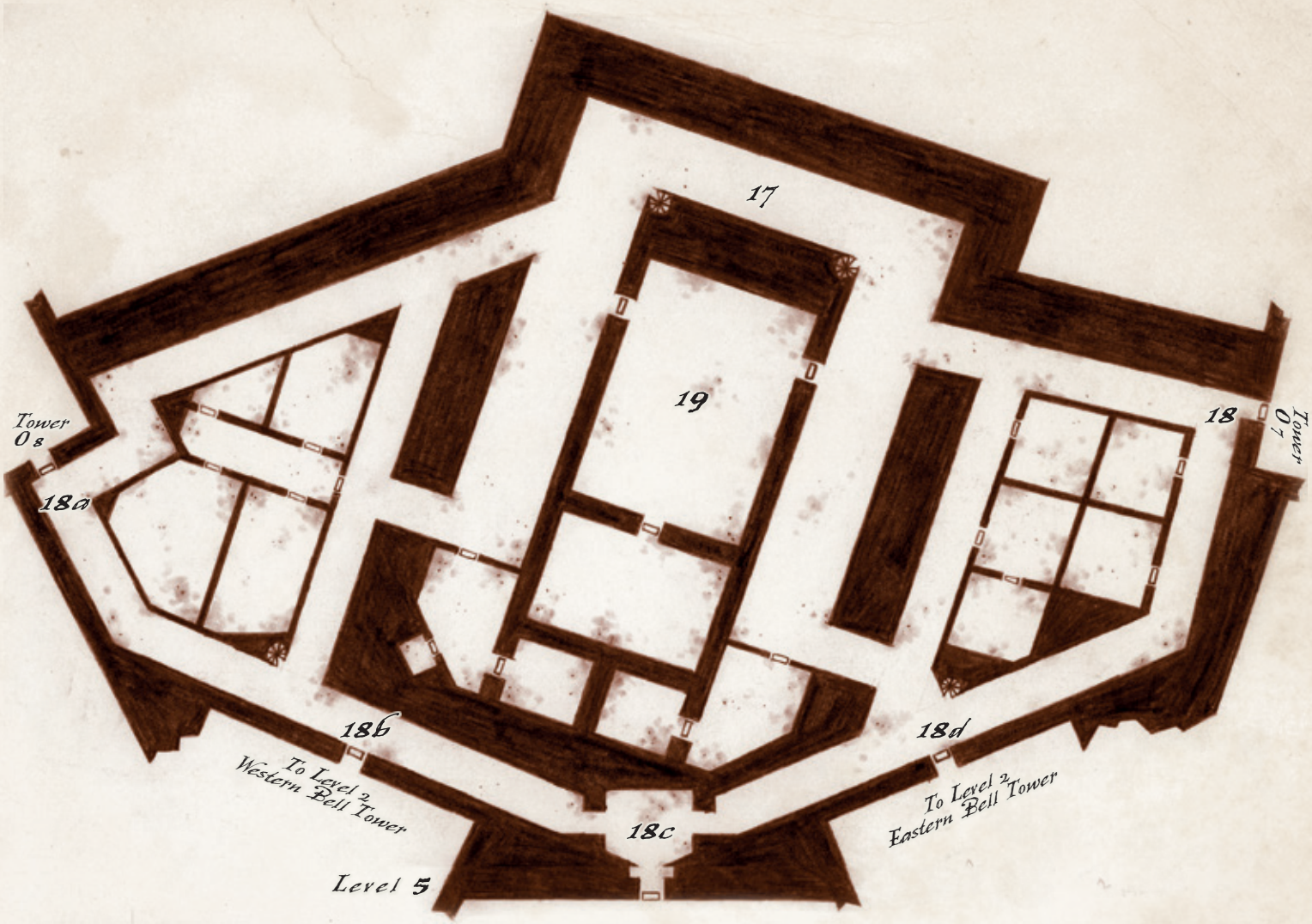
16 d. Corridor

The door leads to the East Bell Tower.

16 e. Corridor

The door leads to the first floor of Tower O 7.





Level 5: The Main Building

17. Spiral Staircase Room

The spiral staircases lead down to the fourth floor as well as to Rooms 4a and 4b on the first floor of the Main Tower.

18a to 18e. Corridors

18 a. Corridor

The door leads to the second floor of Tower O 8.

18 b. Corridor

The door leads to the West Bell Tower.

18 c. Corridor

The door leads to Room 17, on the fifth floor of the Arrival Hall.

18d. Corridor

The door leads into the East Bell Tower.

18e. Corridor

The door leads to the second floor of Tower O 7.

19. Courtroom

The walls of the room are covered in black banners and banderols, all of which bear the symbol of the Ice Cult. The flags are suspended from the ceiling, running all the way down to the floor, and in the middle of the room stands a colossal stone table. Fourteen wooden thrones surround the table. An enormous map of Wildland, painted on a large stretch of fabric, hangs on the north wall. Red markings cover all the map's large cities and forts.

Njordung will usually hold council with his commanders in this room. They are currently still awaiting orders from Blodughadda, who always has, and always will, have the last say in the plans for how Wildland is to be conquered. The red markings indicate which of the cities and forts they plan to conquer within the year. When the war breaks out in earnest, this entire floor will fill with Orkhir leaders and elite hirdmen, who both plan the war and collect information about it.

There is usually no one in the room, aside from during special occasions. The Game Master can of course choose to let one or two highly placed hirdmen be there, studying the map, when the player characters enter the room. If that is the case, use the same information as for all the other hirdmen.

L–M. The Bell Towers

The Bell Towers were built in order to be able to alert all the fort's inhabitants in the event of a fire, attack, or other unexpected events requiring the attention of those living in the fort. Floors 4–7 of both bell towers are identical, while Floors 1–3 differ slightly between the Eastern and Western towers.

1. Bell-Ringer Room

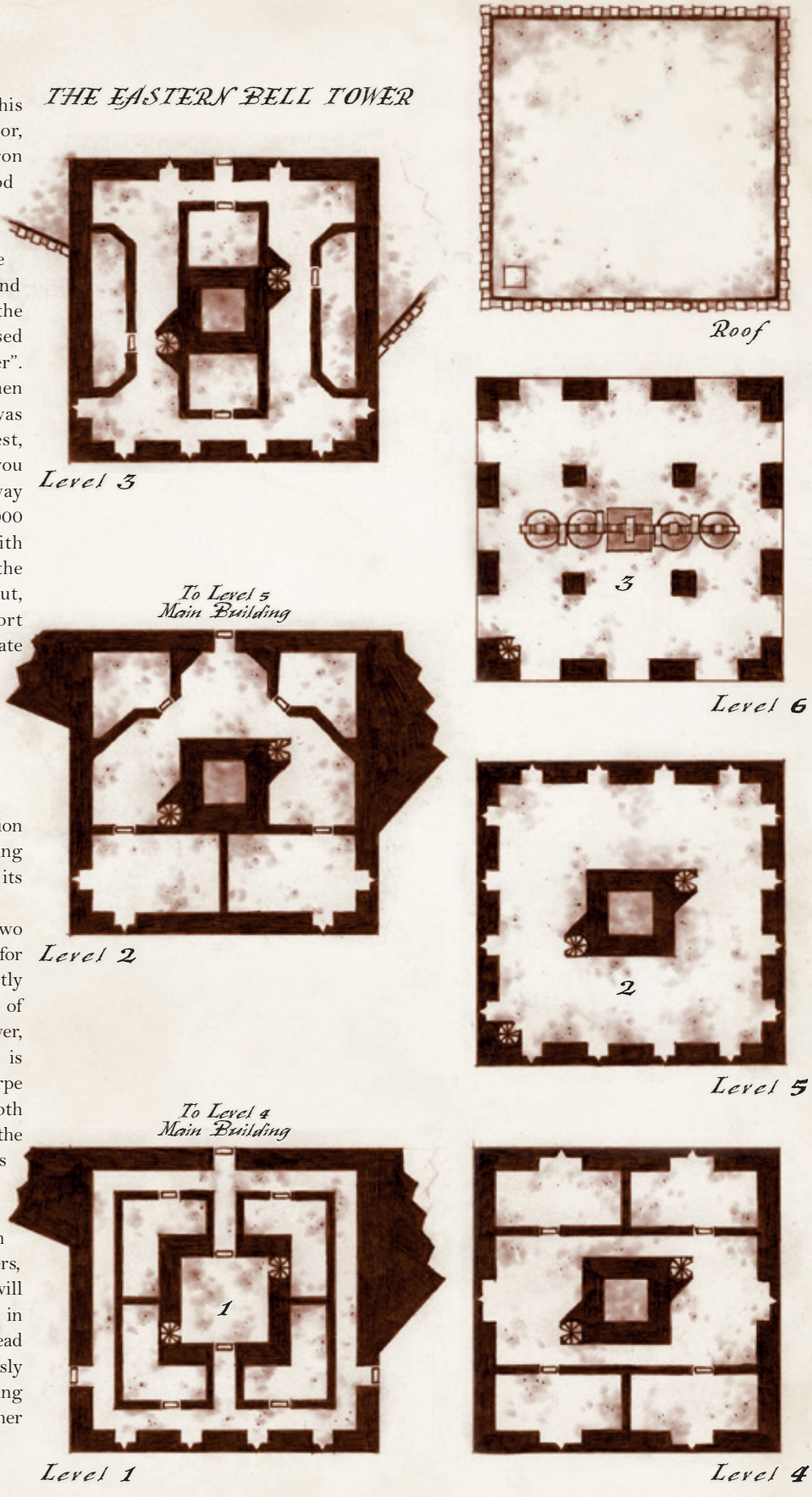
An enormous shaft stretches from this room all the way up to the sixth floor, where four impressive ironblood iron bells hang from a sturdy ironblood iron beam. Long, thick ropes are suspended from the beam and reach all the way down into this room. The ropes are used to ring the bells, and trigger the deafening noise that, in the time of Hunndair Roughtongue, used to be known as "the Bells of Winter". The sound struck great fear in the men and women of Wildland, and it was said that when the bells rang loudest, due to unknown sorcerous means, you could hear their chimes all the way over in Storhavn, which is about 1000 kms eastwards. In conjunction with Blodughadda's arrival at the fort at the end of this act, the bells will ring out, deafening and ominous. Those in the fort at the time will feel their bodies vibrate and their ears hurt from the immense volume.

The spiral staircases on this floor lead all the way up to the fifth floor.

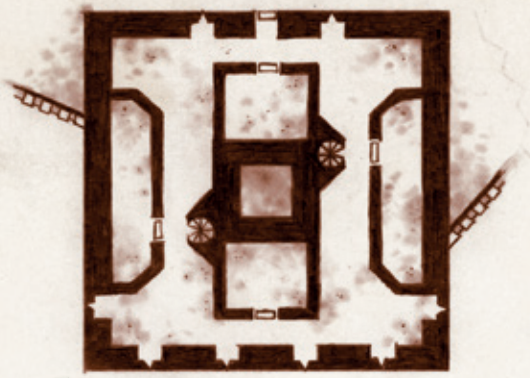
2. Lookout

There are arrow loops and observation ports in all walls of the room, providing the best view possible of the fort and its surrounding area.

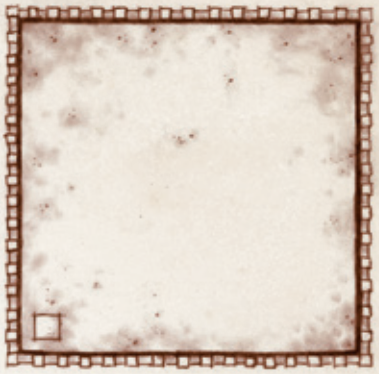
Njordung has commanded his two thralls, Blod and Skarpe (use the stats for Generic Ice Cultists Peasants), to constantly keep watch over the south sections of the fort from this room in either tower, awaiting Blodughadda's arrival. Blod is stationed in the Eastern Tower, and Skarpe is in the Western Tower. They have both been tasked with ringing the bells at the first sight of the giant and his enormous army on the slopes outside of Ysetur. The two thralls sleep under a small hide by the spiral staircase in a corner of each of the towers. Both are excellent climbers, and when they see Blodughadda, they will not run up the narrow spiral staircase in order to reach Room 1 but will instead climb down the ropes while simultaneously tugging them to make the bells ring out. Blod and Skarpe shout to each other through the arrow loops.



THE WESTERN BELL TOWER

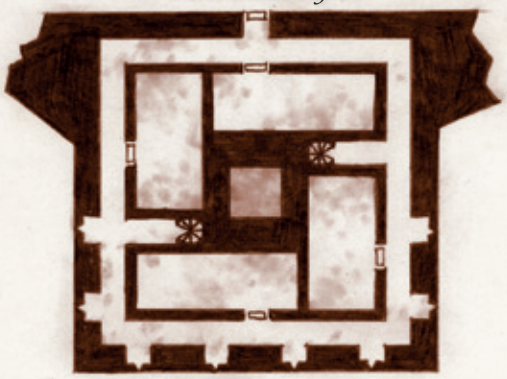


Level 3

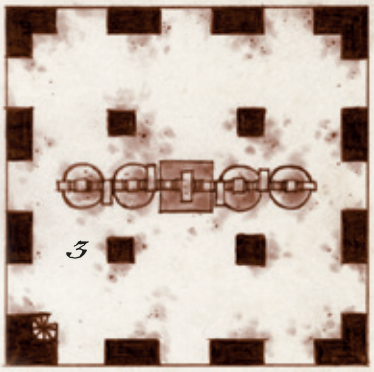


Roof

To Level 5
Main Building



Level 2

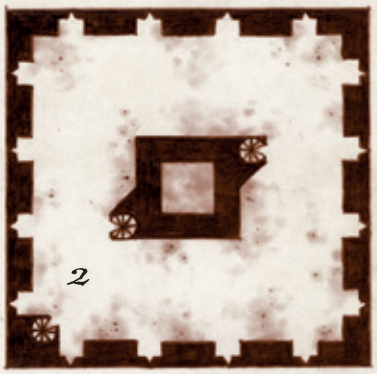


Level 6

To Level 4
Main Building



Level 1



Level 5

Both Blod and Skarpe will be friendly and will suck up to most people they meet. They are thralls, and do not know better than to follow their master's orders. They can't really fathom that anyone that comes to their towers (even those with drawn and bloody weapons) would have entered the fort without Njordung's permission. If attacked, they will try to defend themselves or flee. A spiral staircase in the southwest corner leads up to the sixth floor and to the roof.

3. The Bells

The enormous bells, which are suspended from an immense ironblood iron beam, are an impressive sight. The bells are red and black, and their surface is smooth and lacks inscriptions or embellishments of any kind. There are four bells in each tower. Anyone positioned here when the bells ring out takes 1d10 Fear Points.

The spiral staircase leads down to the fifth floor as well as up to a hatch accessing the roof. The hatch is locked but latched from the inside.

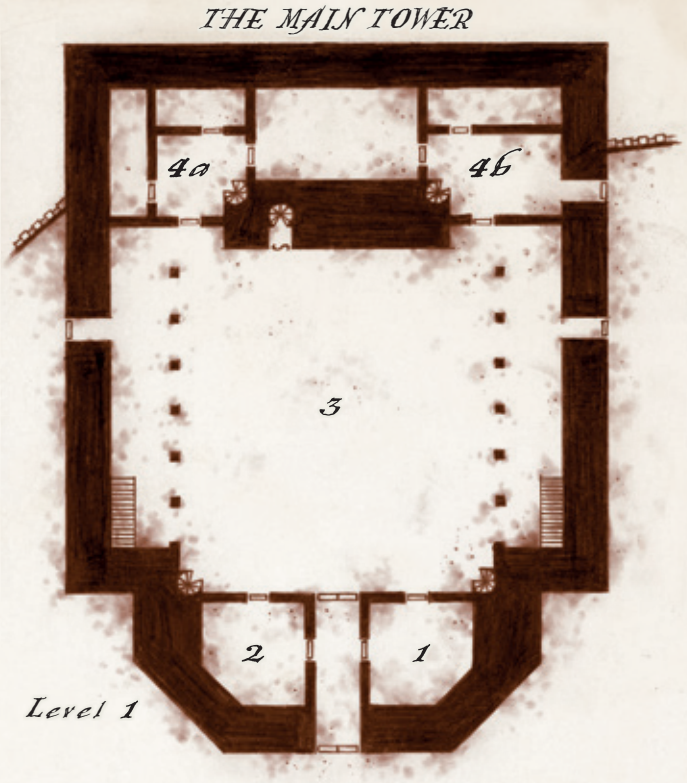


Level 4

N. The Main Tower

The Main Tower is the real heart of the ancient fort known as Ysetur. The magnificent tower rises almost 100 meters straight up into the air, like a powerful, impressive sentinel against the elements.

Level 1: Main Bell Tower



1. Hall

A wide hallway leads to a thick set of double doors made out of ironblood iron. Reliefs depicting two impressive bull's heads adorn each of the doors.

> *"Never forget your purpose" is written in Estiatic above each of the heads.*

The outer double doors lead out onto the roof of the main building. The doors are made of ironblood iron (PV/BV 20/200) and are always kept locked (modifier -8 to unlock).

Two other smaller, but still very solid, doors (also made of ironblood iron, PV/BV 15/150) lead into two guardrooms. One of these rooms is Room 2. During the day, the door that leads into Room 2 is kept closed but unlocked, and at night it is also locked (modifier -8 to unlock). The other door is kept unlocked but closed at all hours.

2. Surveillance room

Two of Njordung's Dreadaxyrs are always in this room. They are tasked with watching over the large throne room, ensuring that no one enters the Main Tower unnoticed. The door leading into Room 3 is always kept open in order to ensure that they have as good a view of the throne room as possible.

The room is furnished with two big piles of hides which function as both seating and bedding for the guards. They change shifts once a day, when two new Dreadaxyrs take over. At night, both guards sleep, but due to their war training, they are conditioned to sleep incredibly lightly. It is up to the Game Master to decide how easily roused they are, and exactly how they react in any given situation. The Dreadaxyrs who are in this room will sleep in full battle gear. They will attack anyone not carrying a letter of passage from Njordung (using the name "Ise"), unless they have an extremely good explanation for what they are doing.

3. Throne Room

The walls of the throne room are black and covered in magical runes and various types of symbols. A magnificent ironblood iron throne stands by the north wall. On each side of the throne are six thick stone columns, which support the ceiling. Even the columns are covered in symbols and sigils, which are long since illegible.

Njordung uses the hall as his private throne room, receiving nobility and other important guests who have recently joined the Ice Cult. Every day, when the sun is at its highest, he will gather his inner circle of men and priests in the hall in order to issue orders on what needs to be done. Other than during these occasions, the hall stands empty. In the middle of the room, a large stain of dried blood reveals that someone has been sacrificed or executed in front of the throne.

A hidden door in the north wall, just to the right of the throne, opens to a spiral staircase which leads up to floors two and three.

Two stone staircases, one by the southeast wall and one by the southwest, both lead up to the second floor.

The ceiling of the throne room stretches up to that of Floor 3, and from the first floor, two impressive balconies can be seen, which encircle the entire hall. If the Game Master wishes to create some tension if/when the player characters enter the throne room, they could catch a glimpse of Njordung or someone else watching them from one of the balconies, disappearing into the darkness soon thereafter.

The throne room is dimly lit by eight torches attached to some of the stone columns.

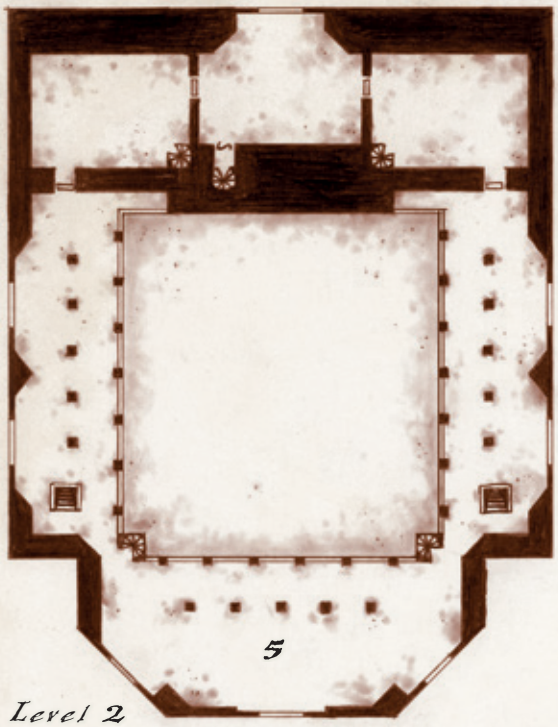
An enormous white flag bearing the symbol of the cult is suspended above the throne on the north wall.

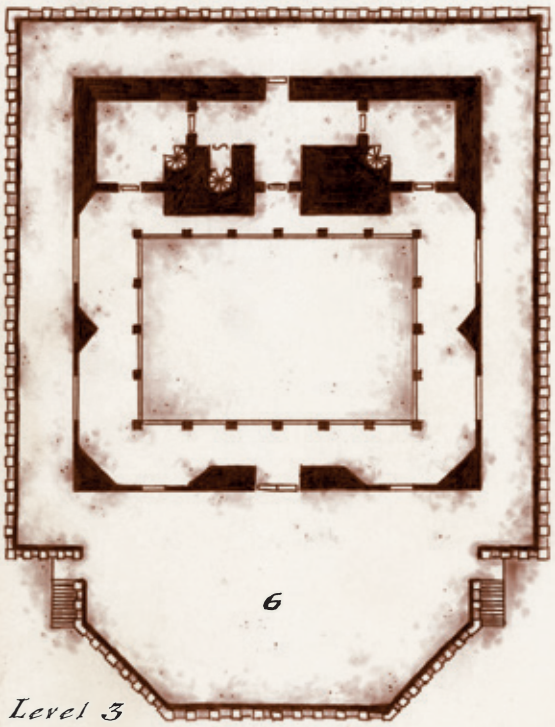
A door in the eastern wall leads out onto the roof of the eastern section of the main building, while a similar door in the west wall leads out onto the roof of the western section of the main building. Both doors are kept locked (modifier -6 to unlock) at all times. The doors are made of wood and have PV/BV 6/60 but can be forced open with a successful situation roll with a Situation Value of 6. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

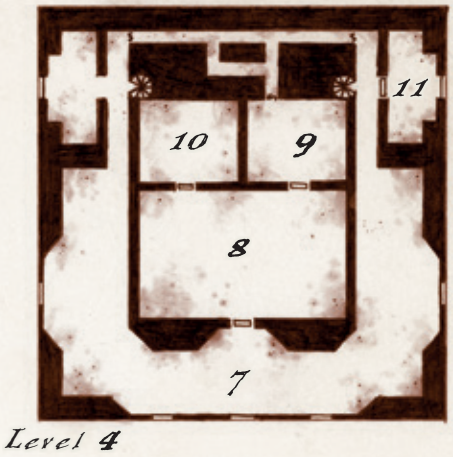
The two spiral staircases by the south wall both lead up to the second floor.

4 a, b. Stair Room

Spiral staircases lead all the way up to the sixth floor of this building, as well as down to the fifth and fourth floor of the main building.







Level 2: The Main Bell Tower

5 . Balcony Room

This room is mainly a balcony, with a view of the throne room, and is one of Njordung's favorite places to be when he is not busy with his duties by the Iron Shaft. In the southern alcove of the room are three large crystal windows, which flood the room with light during the day.

Fifteen stone columns which support the ceiling are situated between the balcony and the exterior walls.

Whenever Njordung is not in the room, Gralj, his executioner and assassin, will be here, stalking around in the shadows. He will take any opportunity to kill anyone who is uninvited, but if he deems the threat too great for him, he will try to fade into the shadows in order to get away and inform his master. If Gralj is in the room, and a fight or anything else loud occurs in Room 3, he will immediately try to identify potential enemies, and then leave to inform Njordung of the situation.

Level 3: The Main Bell Tower

Balcony Room

Even from the balcony on the third floor, which runs around the entirety of room 6, there is a view down to the impressive throne in the throne room. The opening in the floor is far smaller than that found in Room 5, but it still offers a good view of the throne room in its entirety.

A large double door made of iron with heavy studs is located on the south wall. The doors (PV/BV 5/50) open out to a crenelated platform. The double doors are kept closed and locked (modifier -8 to unlock) and only Gralj and Njordung have the keys. The door can be forced open with a successful Situation roll with a Situation value of 6. Up to two persons can work together (+1 modifier if there is a second person) and their combined Strength modifiers apply.

Level 4: The Main Bell Tower

7. Corridor

A wide corridor runs around the entire floor, in a horseshoe shape. A single door in the middle of the corridor opens into Njordung's chamber. Two of Njordung's personal hirdmen, his bodyguards, are constantly stationed outside of the doors. There are torches along the entire length of the corridor, keeping it well lit.

8. Drawing Room

This room functions as a sort of drawing room to Njordung's chamber (Room 9). A large blue flag, showing two axes crossed over each other, is hung between two doors on the north wall. The floor is covered in thick wool carpets woven with hunting patterns. Two of Njordung's concubines are always in here, waiting to serve their master. A long bench with a washbasin and perfume bottles stands by the east wall. A large water barrel made of copper stands in the northeast corner.

When not in Njordung's bedchamber, the concubines sleep on thick mastomant hides, which are kept by the west wall.

A large brazier is suspended from the ceiling by thick chains, washing the room in a dim light.

9. Njordung's Bedchamber

A large, long, wooden bed filled with thick hides and soft cloths stands against the north wall. This is Njordung's bedchamber, and it is in this room that he spends a few hours every night, attempting to sleep, plagued by nightmares and visions brought on by the Snow Queen.

The floors are covered in the same kind of carpets as those found in Room 8.

There is a small oil lamp on a table by the bed. The lamp is extinguished and is only lit when Njordung is in the room and awake. If Njordung is in the room and hears any turmoil or strife outside the door, he will immediately attempt to escape via the trap door next to his bed.

10. Njordung's Treasure Chamber

The door to the room is kept locked (modifier -10 to unlock). The door is made of iron (PV/BV 10/100). Four large wooden chests with iron detailing are placed on the floor in the middle of the room. The chests are locked and only Njordung himself holds the keys. The Game Master has to decide, depending on what is happening in the fort when the player characters reach the treasure chamber, which of the following things Njordung is keeping with him or using. It is quite likely that if Njordung knows that there are intruders inside the fort, he will take some of these items from the chests in order to ensure that he is as strong as possible in combat. However, keep in mind that Njordung spends as much time as possible sacrificing in order to fulfil his duties to the Snow Queen. It is therefore very likely that he will attempt to eliminate potential intruders using his hird or his Dreadaxyr. He has a great amount of faith and respect for both groups of warriors.

The chest have PV/BV 5/50 and the locks (modifier -6).

The first chest contains: Jewels worth 25 gold coins; and 50 gold coins bearing the symbol of the Ice Cult engraved on both sides.

The second chest contains: "Broke" and "Stuke", two sacred battleaxes crafted by dwarven Thuuls with special, unique permanent runes. These battleaxes (one-handed heavy weapons) are made out of blue Mitraka, causing 1d10 (OR 8-10) in damage. They have WA 3, IM -3, PV/ BV 9/90. As long as the two axes are held together, one axe per hand, each give +2 SV per hand per round.. Each of the axes is wrapped in a piece of red silk.

The third chest contains: Njordung's personal full plate armor of legendary quality (PV/BV 12/120, Heft 8, MM – 3 m, IM -3, Value 650 sc, 22.40 kg) The armor is tailored for Njordung, or for anyone with Strength +2 or +4 and Constitution +2 or +4, who also succeeds with a luck roll (8-10 on a 1d10). The helmet has two bent horns, resembling jaws. The helmet makes the wearer look like a terrifying ioi, not unlike Hrangadoorm. The helmet and armor are both entirely coated in silk and soft mastomant fur on the inside

The fourth chest: A frost cloud hits whoever opens the chest, and an icy chill quickly fills the room. A perfectly cut block of the black ice rests neatly inside the chest, on a bed of frozen ice and shredded extremities. The horrific sight gives the player characters 1d10 (OR 9-10) fear points. The inside of the chest is completely covered in frost and black ice crystals.

11. Gralj's room

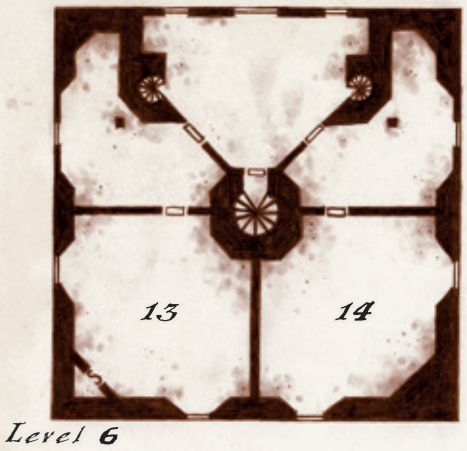
The door to the room is kept closed and locked (modifier -10 to unlock) at all times. The door is made of iron (PV/BV 10/100) and is covered in symbols and inscriptions in a long forgotten language. Grajl has laid claim to the room in order to be near his master when Njordung is in his own chambers. Grajl is usually stalking around the second floor in order to watch all those who enter this part of the fort. At all other times, Grajl will be in this room. The Game Master can decide where Grajl is when the player characters enter the fort.

A low, wooden bed and a bedside table stand along the north wall. A thick wool carpet covers the floor, and a large crystal window faces out towards the east. The room is awash in light during the day, due to this immense window, which runs from floor to ceiling. At night, the room is dimly lit by a single oil lamp which stands upon a low table by the window. Also on the table is a small wooden chest, containing three small glass bottles. Two of the bottles contain poison of the sort described below. Only one of the bottles is an antidote. The poison is concocted by cooking various types of plants.

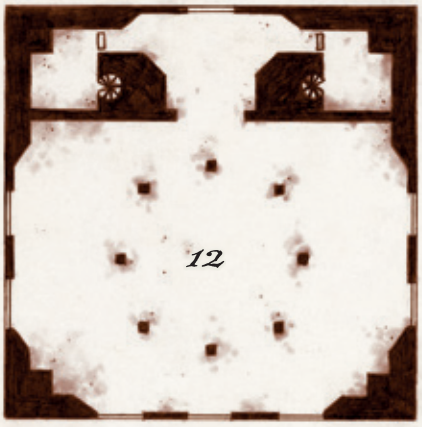
Yet another chest stands by the bed. This chest is a lot larger and made of iron (PV/BV 10/100). The lock (modifier -8 to unlock) is equipped with a trap, which can be discovered through a successful Shadow Arts Skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) modified by -6. Anyone who fails with this roll risks being caught in the trap, which Grajl has set to catch anyone tampering with the lock.

Anyone who fails to open the lock will have to succeed with a situation roll with the Situation Value 8 (Dexterity modifiers apply) in order to avoid the needle, which shoots from the lock. The needle will then puncture the person's hand, potentially injuring them (armor will protect as per usual). Anyone who is pricked by the needle will be affected by Gralj's poison within 1d10 action rounds and will have to succeed with a situation roll with Situation Value of 5 (Constitution modifiers apply) in order to not end up paralysed in the body part that was punctured. Then the Game Master will roll 1d10 to determine how much of the body part is affected. A 1 indicates paralysis of 10% of the body part, while 10 means that the entire body part is paralysed. The paralysis will last for 1d10 days. One of the bottles in the chest on the table contains an antidote to the poison. If the person affected by the poison consumes this antidote within 30 minutes, they will regain both the feeling and mobility of the affected area in 1d6 hours. 30 minutes after ingesting the poison, the antidote will become ineffective. The needle will hurt a hand but, if someone is hit by a weapon coated with poison, roll 1d10. On a result of 1-3 a vital area (head, stomach or breast) is hit. Now roll for the percentage of paralysis. If more than 60% of a vital area is paralyzed, the victim will succumb and die. The iron chest contains the following items: A clay vessel containing twenty or so severed and dried human fingers; an arming sword coated in the same kind of poison described above, and a letter of passage penned by Njordung. Written in Vrok, the letter reads:

> *The carrier of this letter is traveling under the protection and care of the Ice Cult. Injuring or denying them is to injure or deny Ise and the members gathered under the name of the Snow Queen.*



Level 6



Level 5

Level 5: The Main Bell Tower

War Room

This room is large and well-lit during the day, due to the large crystal windows, arranged in pairs on the vast, west and south walls. Eight columns made of massive stones support the ceiling. The columns are arranged in a large circle, in the middle of which stands a massive oak table. Rolled up parchments covered in writing and plans lay upon the table. The parchments contain the basic battleplans to conquer the Stormlands, drawn up by Blodughadda and Njordung. Essentially, these 8 parchments describe how the war is to be won.

Blodughadda is expected to arrive at the fort with a large army of those known as the "Dark Ones".

Everyone has to await the army before the war can begin for real. Before Blodughadda's arrival, Njordung is supposed to be using his resources to upgrade the fort and gather his own forces to prepare for an efficient war against the Wildlanders.

The allied Fylkjarls or their subjects (of whom only Wulfr is mentioned) will join up with the army first when the war starts, in order to be able to attack from two fronts. Raak Wulfr and the Dreadaxyrs will lead the different armies.

The war machines will first be built when the armies have made it further into Wildland, in order to be able to march quicker towards Storhavn, which is considered to be a strategically important city to conquer. There is a man in Storhavn who is Njordung's spy. He goes by the name of "Icetongue". When the war begins for real, he will pass on important information concerning Storhavn's defenses to Blodughadda. Raak Wulfr has enough war machines to seize Storhavn, after which slaves from the defeated city can build war machines for conquering Hallwind.

In one of the texts it is evident that Blodughadda is planning to use Morkhan in order to kill the Paater in Vortland.

They believe that they will face fierce opposition from the holy warriors in Jordek, but the plan is to murder the Bhalgor Fylkjarl (and Gerbanis' Brycker in Wildland) before the battle in order to break the spirits in an early phase. One of the texts tells of how Blodughadda is scared to go up against the Hrim Trolls in Rihmfield, because he has repeatedly entered their domain without permission. There is, however, a plan for how they intend to win the trust of the Hrim Trolls.

A small but strong troop of Arks are expected at Ysetur in roughly 20 days. The thorn beasts that they ride will be used as scouts during the coming war.

Level 6: The Main Bell Tower

13. Dining Hall

This room is used as a dining hall for all who live in the Main Tower. A large oak table, which seats 10, stands in the middle of the room. Tin tankards and plates are left on the table. There are always at least two Dreadaxyrs in the room eating a light meal.

Three large oil lanterns are placed on the table.

No one who currently lives in the fort has noticed the hidden door in the room. The small room beyond the hidden door is completely empty.

14. Kitchen

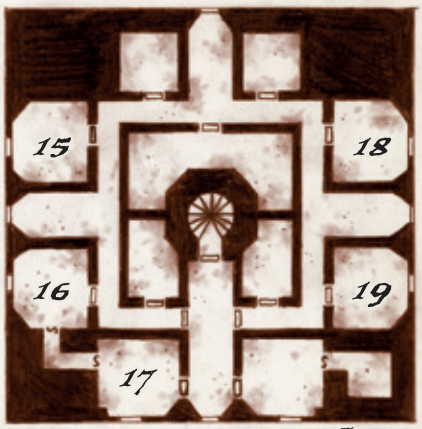
The room is temporarily being used as a kitchen due to the enormous oven by the southeast wall, which makes it easy to cook for a large number of people. A massive, round oak table is used as a work surface, and is covered in slabs of meat and hard turnips. The carcasses of two roe deers are suspended from one of the walls. A large copper water barrel stands by the western wall. The room is lit by the open fireplace, and a large brazier suspended from the ceiling by thick chains.

Level 7: The Main Bell Tower

15-17. Bedrooms

All the rooms contain piles of hides, which function as beds. The rooms are used by Njordung's hirdmen, and there are always at least 2 members of Njordung's force of bodyguards here, off duty. The hirdmen have removed their armor when in the rooms, and their weapons are hung from hooks on the walls. The guards in the room are not expecting anyone else to enter, other than the other guards who are coming to be relieved. They are relaxed, and if not sleeping, they will be lounging around, in the midst of a discussion, or caught up in a dice game.

The Njordung's personal bodyguards are described in Room 7 of the Main Tower.



Level 7

18-19. Bedrooms

These two rooms are used by the Dreadaxyrs currently off duty. Both the rooms contain a pile of hides and wool blankets which are used as beds by the Dreadaxyrs requiring rest after a long and tiring watch. It is up to the Game Master to decide exactly which and how many Dreadaxyrs are in the room, depending on the choices made earlier. At least one Dreadaxyr should however be in either room.

The Dreadaxyrs usually wear their armors at all times, even while sleeping, as they are distinguished warriors facing a coming war. They keep their weapons close at hand, but never drawn while in the room.

Njordung's Dreadaxyrs: Njordung's Dreadaxyrs are a group of hired Arken warriors that Blodughadda has recruited for the coming war against the Stormlands. They are described in slightly greater detail here, as they are very likely to appear as leader characters in the war. If the player characters do not encounter any of them in the fort, the Game Master should make sure to use them during the war somehow. The Dreadaxyrs have spread out throughout the entire fort, and it is up to the Game Master to decide exactly which one, or ones, are in any given place at any given time. It is also up to the Game Master to decide exactly how good the Dreadaxyrs are, but a good rule of thumb is that they should be skillful at least as Njordung's elite warriors, if not more. They should also be superior in terms of unusual or rare equipment. The idea is for the player characters to avoid the Dreadaxyrs, not to fight them.

For the sake of simplicity, a generic Dreadaxyr stats are in the NPC list. It is up to the Game Master to elaborate and modify them based on the descriptions below.

Skul Ek Mak

Skul Ek Mak was from the beginning a slave who has lived with the Arks since childhood. Due to his large size and wild nature, he was trained in the art of war. Skul obeys the slightest command from any and all of the Arks in the fort, and he is willing to sacrifice his life for another Ark. Skul fights with a two-handed iron maul and wears a completely close tin helmet for protection. Skul would fight to the death if necessary.

Hru Ka

Hru is a skilled archer who joined up with Um Ba Nek's company more than two years ago. In battle, he prefers to join Blodughadda's company, staying close to the viscious giant. Hru has a small, fast, thorn beast, which he has raised and trained, and now controls. Hru's thorn beast is named "Asöga". If a violent skirmish breaks out in the fort and Hru is informed of it, he will try to get to Asöga to get a bird's eye view and be able to attack from a distance. Hru carries a great iron bow with a string made by a giant spider' silk. Drawing the bow requires Strength +2 or higher. The bow adds +3 to all injuries due to the bow's components (iron +1, spider bowstring +2).

Asöga is constantly lying in wait on the cliffs above the mighty Main Tower. Asöga will immediately come when summoned by Hru Ka by means of a shrill whistle.

Ay Ai

Ay is a bitter, bloodthirsty young woman, who constantly attempts to make it to the battlefield and the war. Ay uses two short swords and will often change opponents during battle in order to try to discern where the weakest link is. Ay generally likes Hru Ka, and is often trying to impress him. Ay has never entered the passages in the mountain, having kept to the upper levels of the fort since her arrival.

Um Ba Nek

Um is the leader of the Arks in the fort. He is short of stature but incredibly strong. Um wears a white frost bear fur as a cloak, with the head upon his shoulders and head. A number of human skulls hang from a thick leather belt around his midsection. In battle, Um uses a double-headed spear, with curved blades at both ends (use broad-bladed spear stats).

He also carries a leather pouch containing fine jewels, which he has received from Blodughadda in payment for the Arks' assistance in gathering intelligence for the coming war. Blodughadda has promised Um an even bigger pouch of jewels as soon as the war starts in earnest. Um also owns a piece of dried lindwurm brain.

Briar Uhek

Briar is the group's dimwalker. He is often found next to the mighty Um, and he uses the powers of all of his skulls to protect Um and himself in battle. Tall and thin, Briar has a sickly, gaunt face. His long, black, stringy hair reaches down to his waist, and is held together by a number of braids.

Briar owns the following gruesome Haminges relics: the Horn of a Minokk (Bysente's Troll Bull), a Skoll's Jaw, an Elf Skull, a Gray Troll's Kneecap

Klarik Yurka

Klarik is short and lean. He constantly wears an iron mask completely covering his features, as his face was greatly injured in a war many years ago. Klarik bought the mask from Buratja dwarves, and it has a very distinct dwarven design. Klarik fights using a long spear, and has chainmail covering his arms.

Siiva Dokul

Siiva is the only other woman in the group. She is Klarik's sister and has been a part of the company for about a year. Raven black, Siiva's hair reaches all the way to her knees, and is gathered into a long braid.

Siiva's thievery skills are greater than her fighting abilities. She is flexible and fearless but prefers to stay near one of the great warriors in a battle.

If the Game Master chooses to have Siiva be in the Arrival Hall, she will be seated on top of the enormous statue, surveilling the hall.

Siiva fights using two daggers or a hunting bow.

Brom Fur

Brom is short, but exceptionally muscular. He is Um Ba Nek's left-hand man and is the one who would take over command of the group if Um were to die. Brom is a violent warrior, who likes to use his heavy

crossbow during the first wave of battle before drawing his scimitar during close combat.

Brom wears a large mastomant fur as a mantle (PV/BV 4/40, Heft 6, MM -2 m. IM -2, immune to the "Hrim body" ability of certain creatures).

Sok Kohu

Sok is Skul's master, and it is he who has decided to have Skul trained. There are always two Skoll by Sok's side, which he has had trained for war. Sok is Um's oldest cousin, and he has followed Um since childhood. He has named the two Skolls, Rive and Bite. Sok originally had three Skolls when they first arrived, but one of Blodughadda's "Dragon Wargs" bit one of them to death, for which Sok is very upset and vengeful. Sok has accompanied Um to the Iron Shaft and knows the way there. Sok would be happy to see Blodughadda dead, but will defend the fort, and the other Arks with his life.

Jokar Non

Jokar is not an Ark by race, being born and raised in Wildland. He met Um on one of his journeys, roughly three years ago, and has worked for the powerful leader ever since. Jokar wears nothing aside from a loincloth and a pair of boots made of mastomant fur. A gold plated Hrim Troll tooth hangs from a leather strap around his neck. The tooth is enchanted and makes its bearer immune to cold. Jokar has a large tattoo on his chest, depicting a group of hunters felling a mastomant.

Tall and broad-shouldered, Jokar has a completely shaved head. He fights with a battleaxe and a small shield.

Grord Hrasilk

Grord's face and body is covered in large black tattoos, which look like dark flames. He wears a wide belt with a large, round copper buckle. When indoors, Grord only wears a pair of robust boots and leather trousers. Thick leather straps wrap tightly around Grord's wrists. Two long-bladed sabres (use Broadswords stats) hang across his back at all times. He prefers to fight with two weapons and has a very offensive fighting style.

Jiiru Mom

Jirru appears gaunt and sickly. His skin is pale and covered in red blemishes. His eyes are deeply sunken in his narrow face. Jirru is addicted to the thornroot and its effects. He carries a small bag of thornroot with him at all times. He prefers to stay close to one of the great warriors while in battle, as he is usually far too affected by the more destructive effects of the thornroot to be able to fight. But when he does enter into combat, it is as though he is a crazed and bloodthirsty madman. Jiiru fights with a small shield and a short sword.

Arunda Iaih

Arunda is a thief and a murderer, He prefers to remain hidden in the shadows close to one of the powerfully built Arks. Aside from a thick ponytail that hangs down his back, Arunda's head is shaved. He has penetrating, dark eyes, which are always surveilling his surroundings. He rarely fights, but when he does, it is with two knives he is exceptionally skilled with. Before joining up with this group of Arks, he was in the service of Arkhund Hvranki, one of the Warsworn in Arkland.

Jorghi Ev Hekki

Most of the Arks are extremely addicted to the awful thornroot. Jorghi is actually one of the few who never chews the devastating root, which means that he has an unusually sharp mind for an Ark. Jorghi has studied under Einhink's slave, Vapir, in order to learn the innermost secrets of the art of the sword. Jorghi is by far the best warrior out of all the Arks in Ysetur. He is fast, flexible, and strong, fighting with his two battleaxes without any inhibition.

Jorghi wears chainmail over his chest and stomach and has thick leather straps around his arms to protect himself from stabs and cuts. He keeps his black hair in two knots on the back of his head.

Mabigon Culwa

Mabigon is the scapegoat for the other Arks. The others look down upon him because he does not share either their strength or weapon skills. The sole reason that he is allowed to live with the group is because he carries out unpleasant tasks for the others. Mabigon has a strong desire to appear useful to the other Arks and will do the most insane things to prove his worth. He knows that the others laugh at him behind his back but has learned to live with it. Despite lacking strength, he uses an oversized two-handed sword in order to impress the others.

Derkh Logra

Very few Arks have any other trade than warrior. Derkh stands out from the rest because he was captured at a very young age by Bysentian forest workers, and was later sold off as a thrall to a group of Carlonnian vitner weavers. For years, he scrubbed their clothes and sorted through their parchments until the vitner weavers one day realized that Derkh had a natural talent for the spirit of magic. They introduced him to the ways of magic, and he eventually learned a spell or two. But Derkh had his own agenda; he wanted to go home. One dark night he murdered the two vitner weavers before torching their school and disappearing into the darkness. Derkh made his way back to Arkland and learned the power of the sword. Today, they would call him some form of sword wizard. Derkh has taught himself the Flame Craft tablet levels 1-3 and the Power of Vision tablet levels 1-2. Derkh fights with a trident (use Broad-bladed Spear stats).

Porkia Kul Suur

Raised near the thornroot caves, Porkia quickly fell under the power of the thornroot and went off marauding in the name of Grauflagh many times. Porkia is a practised warrior who has lived through many battles and skirmishes. He is missing one eye, and has a frightful scar running from his forehead down to the right side of his chest. Among the Dreadaxyrs, he functions as the strategist and tactician, and he is the one behind many of the plans for how Wildland is to be conquered. Porkia is very skilled with weapons but prefers to fight with a scimitar and shield. He has a gleaming open Mitraka helmet.

Level 8: The Main Bell Tower

20 a,b,c,d. Dormitories

Essentially the entire eight floor of the Main Bell Tower consists of rooms that are allocated to Njordung's bodyguard. Five people in total live in each room, three of which are always there. The others are away tending to some duty elsewhere in the fort. Each room has a large fireplace in the corner, always lit with warming flames. The hirdmen keep stacks of firewood, covered by large hides to protect them from water, out on the balconies.

The rooms are filled with hides, battle gear, cookware, clothes, and other equipment. The hirdmen store all their possessions by their beds, but most of them bring their paltry possessions with them as soon as they leave the room.

The hirdmen in the room are some of Njordung's most loyal men, and many of them belong to the Blueax family in some way, which is evident by the clan crests most of them wear on their mantles and shields. The majority of the men have been in Njordung's service since childhood and are extremely loyal to their master. All have become eager Ice Worshippers.

Level 9: The Main Bell Tower

21. Dining Hall

A long table with two roughly cut long benches stands in the middle of the room. The table seats ten to twelve people, and it is here the hirdmen from room 20 adjourn to when they dine. During the day, there are usually five to six hirdmen here, and one or two at night. Due to the sharply slanted ceiling, the room feels simultaneously cramped but also cosy. Large beams support the ceiling, and the light floods the room from the garret window during the day.

A narrow spiral staircase leads up to a hatch in the ceiling, which in turn leads out to the little crenelated platform and lookout on top of the immense tower. The hatch is bared but unlocked.

Level 10: The Main Bell Tower

22. Roof

O. The Defensive Towers

In total there are eleven defensive towers in the fort. Their main purpose is to function as lookouts and defensive platforms against an exterior enemy. All of the towers look essentially the same. The tower consists of a stairwell which takes up the entire area, and which snakes its way up to the top of the tower. At the very top of the tower is a crenelated defense post, which can only be reached via a heavy iron hatch in the stairwell. The hatches do not have locks but are fairly heavy. Lifting them requires a successful situation roll with Situation Value 6 (Strength modifiers apply), at most two people can work together (+1 modifier per the second person), the combined Strength modifiers apply. Some towers have roofs, while others only have a platform.

The entire way up through the stairwell, there are small arrow loops and ledges making it possible for arbalists to shower potential enemies with deadly projectiles.

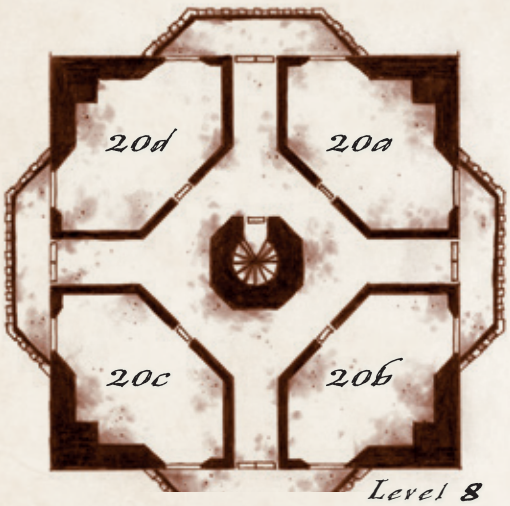
It is important to note that anyone who enters through a door from the fort itself into the various towers will find themselves in a stairwell and not in a room.

There is a number of passages and doors inside the fort which lead to the stairwells of the various towers, but aside from these doors, the towers can also be reached via a door at the tower's lowest point. Tower O 1 can, for example, be reached by a door from the outer courtyard, Tower O 4, O6, and O7 are all reachable via doors which open from the roof of the Eastern Wing. Towers O5 and O8 can be reached by exterior doors which lead to the roof of the Western Wing. Towers O9 and O10 are accessible via doors that link to the outer courtyard. The exact location of these doors is up to the Game Master. The overview map provides a good idea of where there should be space for them.

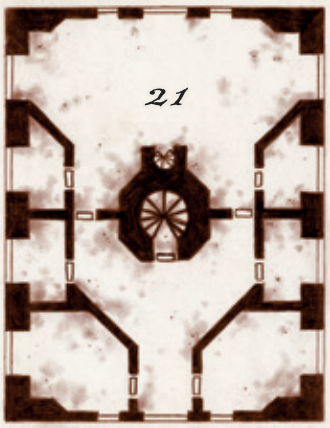
Aside from these two ways into the Defensive Towers, it is also possible to gain access from the fort's sturdy crenelated walls, which run around most of the fort, aside from the north side. The same goes for the towers which are connected to the Inner Wall (G).

All the doors to the towers (unless otherwise stated) are made of iron and have PV/BV 10/100. None of the towers have locks on their doors.

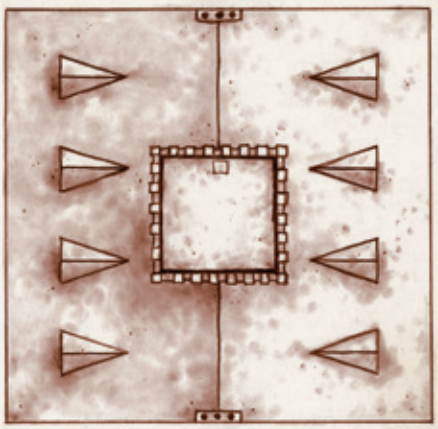
The only tower that differs from the rest of the Defensive Towers is Tower O5, which belongs to the Western Wing.



Level 8



Level 9


Roof

The Underworld

The fort of Ysetur hides many secrets, of which the Underworld may be the strangest. This part of the fort was built by the stone masters, in order to call forth the demon who was to help them build the fort. Ever since the Ice Worshippers took over the fort, the Underworld has stood for the evil which is now seeping into the lands of Trudvang. Few are those who dare descend into the Underworld, as there are whispers of horrors so great that even Ice Worshippers are unable to face them. People are sacrificed down here to help the Snow Queen grow in both power and strength.

Level 1: The Underworld

Guardroom

A long, wide, staircase leads down to a small, square room containing eight black iron pillars, four along the west wall and four along the east. The pillars are covered in depictions of slithering snakes and other reptiles with evil features.

A staircase in the south wall leads down to a thick ironblood iron door (PV/BV 10/100). The door is kept locked at all times (modifier -8 to unlock).

Two of Blodughadda's Orkhir (Svorgha) guard the room. They will viciously attack anyone they do not recognize right away, unless that individual immediately reports that they are there in Njordung's service. Depending on whether Njordung currently is down there, the Orkhir will then (in terrible Vrok) request the message so that they can pass it on to him, or refer them to his bodyguard in the Main Tower.

Pillar Hall

The room was built in order to calibrate exactly where the demon was to be brought forth, and the pillars in the room functioned as a sort of "landing strip" for the enormous amount of energy that was called upon to summon the demon. The place where the demon would appear was a magical node of the purest energy, and it was absolutely crucial that the Iron Shaft was located on precisely the right location. The pillars, which are made out of iron, are tall and majestic, covered in magical runes and symbols. Essentially all known spells cover their surface, but in such a way, and in such a code, the it would take hundreds, if not thousands, of years to figure out the entire formula, and divide it up into different incantations. A wizard, or anyone with the Vitner Runes specialty of the Vitner Craft skill, will immediately see that the writing on the pillars are incantations, but they are unable to see the connection, nor are they able to discern which spell each text belongs to.

A larger dais along the south wall, which is roughly a meter tall, leads up to a smaller landing of the same height. There is a thoroughly concealed door in the south wall, by the smaller landing. Discovering the door requires a successful Shadow Arts skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) modified by -6.

A corridor opens up in the south-eastern wall, leading to a small room. Here, too, there is a well-hidden door, the discovery of which requires a successful Shadow Arts skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) modified by -4. The door leads to a passage, which, in turn, leads to Room 4. There is yet another hidden door here, to be found with similar roll and leading to Room 3.

The room is lit by three enormous braziers, which are suspended from the ceiling by thick chains.

3 and 4. Secret Rooms

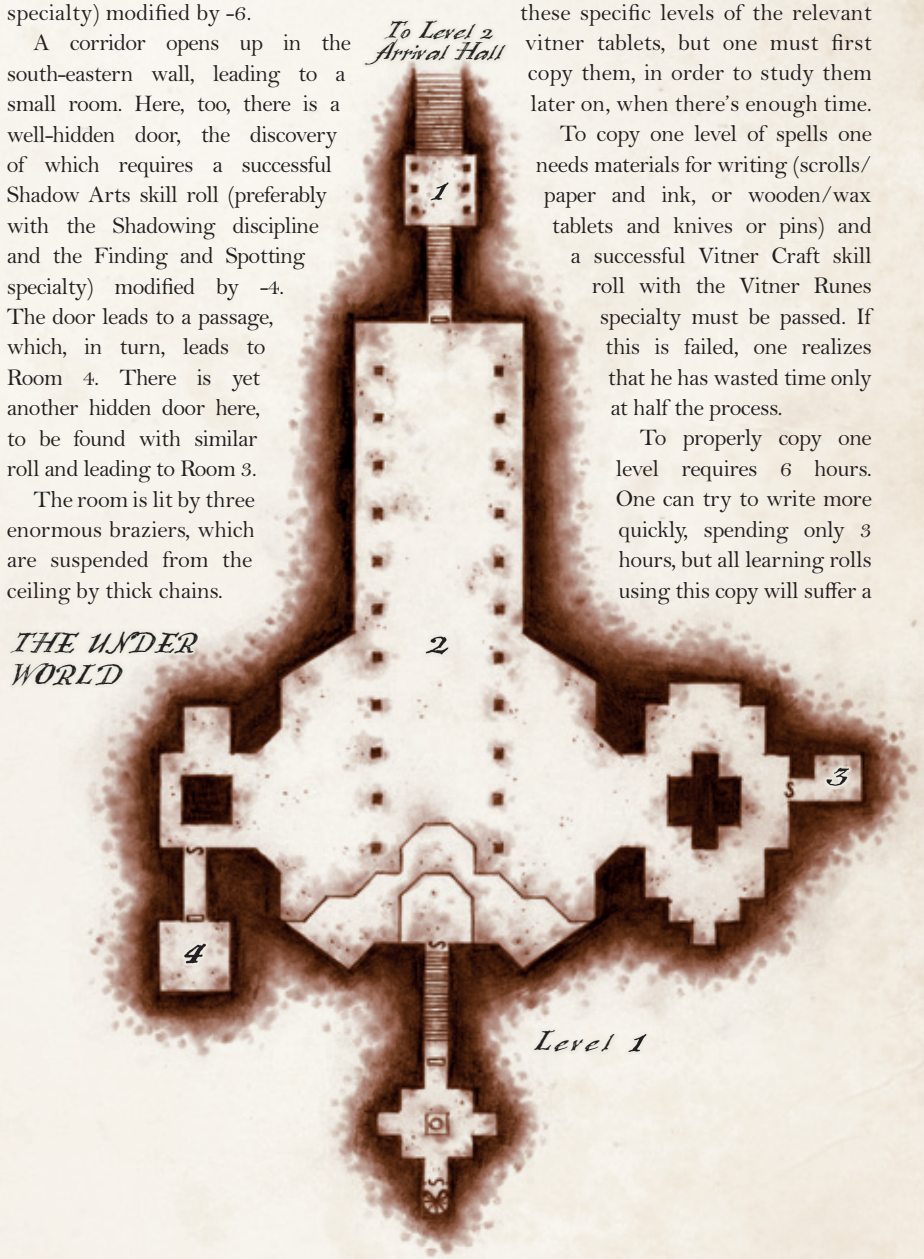
Secret Room 3 is stuffy and musty. No one has been here in a long, long time. The room is completely empty, but its eastern wall is covered in a magic script. Every one with the Vitner Runes specialty will realize that those who called forth the demon have covered the wall with an incantation as a part of the powerful ritual. The runes contain the whole level 2 of the Power of Thought Vitner tablet (Players Handbook page 117). Unfortunately the engravings containing the other levels are too damaged to be read.

Secret Room 4 is identical but the long, partly damaged engravings contain instead the whole Level 4 of the Dimvitner tablet (Players Handbook pages 108-109).

These engravings can be used to learn these specific levels of the relevant vitner tablets, but one must first copy them, in order to study them later on, when there's enough time.

To copy one level of spells one needs materials for writing (scrolls/paper and ink, or wooden/wax tablets and knives or pins) and a successful Vitner Craft skill roll with the Vitner Runes specialty must be passed. If this is failed, one realizes that he has wasted time only at half the process.

To properly copy one level requires 6 hours. One can try to write more quickly, spending only 3 hours, but all learning rolls using this copy will suffer a



– 5 SV modifier. Spending time in this way should add tension to the players but the GM is encouraged evaluate the possibility of encounters, considering the general health status of the characters. Chance can even be take to recover Fear Points by resting in these rooms, closing the secret doors.

Learning Level 2 of Power of Thought requires the previous knowledge of Level 1, 10 weeks of study and a successful Vitner Craft skills roll (Vitner shaping discipline and Vitner Runes specialty) per week. At the end the Game Master will give enough Adventure Points to buy the level.

Learning Level 4 of the Dimvitner tablet is similar, but it requires the knowledge of levels 1-3 and 18 weeks of study.

Vitner Source

The room is square, with small alcoves in each wall. A spiral staircase behind a well-concealed door in the southern alcove leads down to the second floor. Discovering the concealed door requires a successful Shadow Arts skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) modified by -7.

An iron pillar, roughly a meter and a half in height and a meter wide, stands in the middle of the room. A magic inscription is engraved at the pillar's top, next to a hole, roughly five centimeters in diameter. Anyone who succeeds a Vitner Craft skill roll with the Vitner Runes specialty can read the magical inscription, "Iour Iákava". If these words are read aloud, a bright white flame will burst from the hole, burning with an intense white light. The light will extinguish by itself after 10 action rounds. As Game Master, you may choose to describe the flame as similar to igniting a welder's torch at full strength.

Once upon a time, enormous amounts of pure energy were channelled from this small hole, and those who summoned the demon collected vast amounts of vitner from this little power source. The ability to gather power directly from a vitner source has long since been lost, but a vitner weaver who casts a spell in the room while the flame is alive only needs to subtract half (rounded up) of the required Vitner Points to cast a spell.

If the source is lit, there is a 25% chance (1–5 on 1d20) that it will send off a lightning bolt if there is a vitner weaver in the room. If the power source emits a bolt of lightning, it will automatically hit the vitner weaver (only one randomly chosen person will be affected in the event that there are several vitner weavers in the room) causing 1d10 (OR 10) in damage.

Level 2: The Underworld

6. Symbol Room

Two immense ironblood iron doors open into this room, which has walls covered in symbols and inscriptions. The symbols appear to radiate from a handprint in the middle of the western wall.

The doors are unlocked, but extremely heavy, and thus difficult to open, and that task requires at least four people of normal strength.

If a vitner weaver places their hand on the handprint, they will feel an enormous energy being pulled from them, and specific texts on the wall will slowly light up with a magical red glow. If the vitner weaver keeps their hand there, 1d10 (OR 8-10) vitner points will be taken from them temporarily (recovers normally). After about three minutes (assuming the vitner weaver keeps their hand on the handprint) the following text appears on the wall (which requires level 2 of the Vitner Runes specialty to decipher).

Tamers, from times long gone
From darkest place, on starlight come
A gate, of vitner's powers they forge,
With Dragonearth blood, was made a door.



7. Stone Bridge

A long stone bridge stretches across a great chasm. A deafening roar can be heard, stemming from a waterfall, which bursts forth with immense amount of rushing water from the western wall. The bridge crosses at the same height as the top of the waterfall.

From the bridge, it is possible to see small sources of light from another bridge (number 14) far below, on the eastern side of the gorge.

8. Symbol Room

Behind an unlocked, robust ironblood iron door (PV/BV 10/100) there is a dark, square room with an alcove in the furthest wall. Similar to Room 6, the walls here are also covered in symbols and inscriptions, as well as a handprint. A vitner weaver can choose to place their hand on the handprint, letting the wall absorb 1d10 (OR 8–10) vitner points from them temporarily (normal recovery). After about three minutes (assuming the vitner weaver keeps their hand there) the following magical text appears on the wall (which requires level 2 of the Vitner Rune specialty to decipher). The text that is engraved into the wall are the levels 1 and 2 of the Dimvitner tablet.

See above "Secret Rooms" for rules about how to copy and learn these levels. Level 1 requires 6 weeks of study and Level 2 require 10 weeks.

9. Vitner Source

The same type of power source as found in room 5.

10. Channelling Chamber

There were eight stone masters who first summoned the demon and its powers. Each of their handprints can be found in the alcoves of this room. The handprints functioned as a sort of key to channelling their combined powers to a single person. In the alcove in the north wall, the grand master would stand, receiving the others' energy. This, in turn, would make him strong enough to be able to summon Hrangadoorm.

11. Hrangadoorm's Hammer

A well-concealed door hides what may be one of Ysetur's strangest rooms. It was carefully constructed after Hrangadoorm had been sent back to Blotheim. Hrangadoorm had inadvertently left one of his most powerful items behind by the edge of the Iron Shaft, something which the stone masters only noticed after his departure. In order to avoid incurring Hrangadoorm's wrath, they built this secret chamber, in the event that Hrangadoorm would perchance find his own way back to search for that which was his. Despite the fact that there is a large rune engraved on the wall, discovering the hidden door still requires a Shadow Arts Skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) modified by -12. Thus far, no one in the history of Ysetur has ever found the door. There is a sturdy altar made out of ironblood iron in the middle of the room, upon which rests Hrangadoorm's infamous battle hammer, Dunklihrann. The hammer is made from an unknown black metal and is twice the weight of a normal warhammer. The hammer's surface is covered in engravings of a complicated pattern of flames.

Dunklihrann
Material: Unknown
Magical: Yes
Type: Battle Hammer
Class: One-handed heavy weapons
WA: 3; IM: -8; PV/ BV: unknown (it can be damaged only by a divine miracle).
Damage: 1d10 (OR 8–10) and, if the wielder has at least Strength +2, during open rolls the victim will be dazed and/or knocked down for 1d3 action rounds, suffering IM -8 to be added to all other IM.
Abilities:
Terrorize: All of the bearer's enemies who see the hammer will receive 1d10 (OR 9–10) fear points. The hammer possesses a list of many other abilities that only Hrangadoorm can access.

As soon as anyone touches the hammer (which has lain, untouched, for thousands of years) Hrangadoorm will feel it, and begin to search for his hammer which was lost in ancient times.

12. Symbol Alcove

A hidden door leads into this alcove. A successful Shadow Arts Skill roll (preferably with the Shadowing discipline and the Finding and Spotting specialty) modified by -5 is required to find the door. There is a handprint on the alcove's eastern wall, which works the same way as the one in Room 6. After roughly a minute, anyone who has at least Level 2 of the Vitner Rune specialty can read the following text on the northern wall:

Up from the shaft he rose,
Our Lord, Our Master,
From the depths' darkest chamber,
Power we were given.
Build a fort, a gate, and a stronghold,
Our creation shall stand forevermore.

13. Landing

A passage leads out to a narrow landing without railings. The bridge (14), which is lit by small bowls of burning oil, is visible from the landing. The bridge looks small, located as it is, more than a hundred meters below the landing. A narrow staircase snakes its way the hundred meters down to the considerably larger landing at 14a.

Level 3: The Underworld

14. Cliff Ledge

The stairs from the landing above end on a large cliff ledge which is located five meters above the rushing lake, the powerful currents of which result in the water constantly seeking new paths. The rock wall is illuminated by hundreds of small bowls of oil, which burn eagerly.

A wide stone bridge leads from the cliff ledge straight onto a fifty-meter tall rocky island at the center of the lake. The bridge, too, is lit by small bowls of burning oil, which are spread along both sides of the bridge. The bridge is held up by sturdy ironblood iron pillars, roughly ten meters above the water's surface.

Two Orkhir (Svorgha) are constantly standing guard in the dark passage on the other side of the bridge. They will immediately attack if they see anyone they do not recognize. In that case, they will first fire off their arrows at anyone seen on the landing, after which they take up



positions on the bridge, so that they only meet potential attackers two-by-two.

The walls and ground are covered in a dark frost, all the way from the dark passage where the two Orkhir stand guard and up to halfway along the bridge.

15. The Iron Shaft

This room is the heart of Ysetur, where the stone masters once summoned the dreaded demon Hrangadoorm and his powers. The room is entirely made of ironblood iron, and at its center, an endless dark shaft gapes like a sinister black hole. Despite the fact that Hrangadoorm never returned after the fort was erected as he promised to, the fort still bears witness to its hidden powers.

The combination of ironblood iron, powerful summoning spells, and the enormous flow of dark vitner which streamed forth from the Iron Shaft when the demon was summoned has created a perfect place for the Ice Worshippers to make sacrifices to their queen. The energies that still linger in the Iron Shaft to this day function as a catalyst and amplifier for all sacrifices to the Snow Queen made in this place. They let the life of their victims slowly ebb from their bodies by the large block of the black ice near the Iron Shaft, so that the Snow Queen can gain the power and strength to free herself from her shackles. When the victim is as good as dead, they are thrown into the Iron Shaft and "caught" by the energies that snake their way up from the endless shaft. Each and every sacrifice made in this room is equivalent to ten sacrifices made anywhere else.

There is, however, something worrying Njordung and the Ice Blotpriest assisting him. Recently, they have been hearing a low, thunder-like rumble in the depths of the shaft. Njordung will firmly insist that it is the Snow Queen calling out, but deep inside he worries that they, with their sacrifices, are in the process of awaking another ancient power – the demon Hrangadoorm.

Today, Njordung is sacrificing an immense number of people, animals, and other creatures in order to make the Snow Queen's dark powers available to the Ice Worshippers. Every day, roughly a dozen people are sacrificed in the Iron Shaft, and their blood is absorbed by the block of ice, after which their bodies are devoured by the Shaft's energies. Njordung spends most of his time here. It is obviously up to the Game Master to decide exactly where in the fort Njordung is when the player characters arrive, and where he is upon entering this special room. If the Game Master wants to make things less complicated, they can choose to place Njordung in this room regardless of when the player characters arrive here. Aside from Njordung, there are also always at least two Ice Blotpriest and two Dreadaxyrs in this room who assist with the actual sacrifices. During the day, Haldur Ouvar (see Room 13, Floor 2 of the Main Building) is always here as well. The people in this room will mercilessly attack anyone who enters the room that they do not recognize.

If the player characters meet Njordung in this room, and if they defeat him, it should all end with him falling into the Iron Shaft, right after he cries out, during his final battle:

"Fools, you have not accomplished anything. Nothing can stop us now… Before you have even made it out of this fort, the giant will be here with his army. Did you come for Maria… hahaha… fools… She was sacrificed long ago. You're too laaaaaaaate".

The player characters find Maria's bracelet next to one of the walls. The Child of Light will immediately recognize it. When the Child of Light touches the bracelet he feels something like a jolt run through him and sees a vision of Maria being sacrificed to the Iron Shaft.

Maria is dead, and the player characters realize that they have come to the fort in vain. Just then, they hear the muffled chimes of the Bell Tower. Blodughadda's army has been spotted and it is bearing down on the fort.

The Ice Blotpriest are described in Rooms 18 a–h in the Arrival Hall.

The Escape

Forlorn and broken-hearted, the player characters are forced to accept that Maria is dead and truly lost. The Child of Light is so devastated that the other player characters have to carry him from the location where Maria was sacrificed. Like hunted prey, they must now flee from the fort which is just starting to wake up. During their escape, they see Blodughadda's enormous army snaking its way up to the fort like an enormous, black serpent. They see thousands upon thousands of dark warriors lead by Blodughadda. They realize now the scope of the war that will soon rage in Wildland. They must quickly seek shelter, and inform the Fylkjarls of the fate that awaits their lands.

The Threat from the Great Ice Plains

After the player characters have found the Iron Shaft, gazed down into its deepest horrors, and feel ready to leave Ysetur behind, a new threat surfaces in the north. On the horizon they can, for the very first time, see (and hear) Blodughadda and the enormous army of Dark Ones he has gathered to conquer the Stormlands on their way to Ysetur. The player characters estimate that his terrifying army of Orkhir numbers up to forty thousand.

The only thing that the player characters can do in this situation is to flee to warn the country and gather all those able-bodied in Wildland. Staying in Ysetur and facing the army alone is an insane idea.

The player characters are now thrust into a violent war, whether they want it or not. Blodughadda has journeyed into Wildland with a terrifying army of a people never before witnessed. They are called the "Orkhir", and are as black as coal, have foggy white eyes, and fight with such a violent frenzy that it surprises even the trolls. They are sprung from the black ice and are the children of a world that lies between Trudvang and Blotheim. The player characters soon run the risk of finding themselves in a world where Wildland is splintered and defeat is imminent. They have to flee with manhunters tight on their heels.

Invasion plan

Blodughadda's tactic is to try to cut Wildland off from the rest of the world before heading down to Hallwind. Raak Wulfr, who worships the Snow Queen and is Blodughadda's ally, helps to keep the southern border open. He also has the responsibility of crushing the defense in Storhavn and building a fleet.

Blodughadda brings with him 60 legions, each of which consists of a thousand Orkhir from the Great Ice Plains, far more than the player characters had estimated. The player characters are not meant to grasp the extent of the invasion, so that their hopes can remain high until the bitter end, when Hallwind falls. Blodughadda has several possible army leaders who each are in charge of a number of legions. These leaders are made up of some of the Dreadaxyrs and Raak Wulfr. The Dreadaxyrs act as war councillors unless they themselves lead an army. Raak Wulfr, however, refuses to let some Dreadaxyr tell him "how to fight" and has sent his advisor to the Cliff of Askyr to guard Linn, an embarrassing task. It is up to the Game Master to pick the various army leaders, as only Raak Wulfr is preassigned.

Five legions remain in Ysetur and five will follow one of the Dreadaxyrs to Vretgaard, where they settle to guard the entire Northern Darkwoods against intruders from the Hunting Estate to the west and Hrefing in the East. This task is far from simple.

Raak Wulfr, with 20 legions at his side, forces his way down towards Wolfswood through his own lands. There, the army is splintered once again, and part of the legions march at high speed directly towards Storhavn. A few legions are set to patrol Uvail's Southern border (Southeast Wildland) and 5 legions guard the front facing Uvail by Wolfswood. Wulfr's own men join up with the armies by Wolfswood, or remain to guard the southern border on Wulfr's side (Southwest Wildland). Wulfr attacks Uvail's tower, and places his own men as border guards, clad in the uniforms of Uvail's men. Blodughadda has also given him 6 thorn beasts, which aid him by watching over the Icepeak Mountains, in case anyone attempts to invade via that route. The thorn beasts have their base at Uvail's tower, where they are fed the survivors from Uvail's ranks. The point of seizing Storhavn is to completely cut off Hallwind's supply line, and to confiscate a fleet large enough to erect a "blockade" along the sea route near the Eagle Cape by Uvail's tower, (the toll station). Blodughadda has promised Wulfr to hold off on the attack on Uvail until Hallwind has fallen. Only then will all the remaining forces concentrate on erasing Uvail from history.

Blodughadda himself, alongside the Dreadaxyrs, will bring the remaining 30 legions, pushing into Wildland beginning with North Hall, destroying everything in their path. They march directly on Hallwind. Hallwind is besieged, but only half of the attacking army make themselves known, giving the Wildlanders the false hope that they will win. Haldur Ouvar leads the attack force, doing everything he can to wear down Hallwind's defenses. In one of the final stages, Blodughadda will attack Hallwind with his full army, using both his Orkhir and Hrim Trolls. It will be Hallwind's final battle, and the beginning of the end for Wildland.

The War

It should have been summer by now. Mild winds should have caressed sun kissed skin. The farmers should have been working out in the fields, their backs hunched and sunburnt; the children should have been playing childhood games on warm summer evenings. But the land has faded into a slumberous winter hibernation, blanketed under a thick cover of snow. What had at first been beautiful to behold, turned into a wintry nightmare, a "fimbulwinter" without precedent. And as if that was not enough, the fears long spoken of in worried whispers have come to pass. Wildland has been thrown into a difficult and bloody war. Within a year everything, that the country had ever built has been lost. Despite the fact that the player characters themselves have seen the enormous army gathered under the Orkhir banners and have had time to ready both themselves and the

northernmost villages in Wildland, the savage war hits mercilessly. A wave of dark creatures completely washes down over the north parts of Wildland, shackling the dogged Wildlanders. The hardy Wildlanders who have resisted the whispers of the Snow Queen are ill-equipped and have little chance against the great army of Orkhir, led by Blodughadda. An escalating number flee every day, seeking refuge further south with family and friends.

As Game Master, you have a lot of options in this chapter. The war will last for an entire year before the free people of Wildland are defeated and shackled. The player characters will eventually have to flee in order to avoid capture by the bloodthirsty Orkhir and their allies.

It is important to try to keep the player characters in Wildland until the bitter end, and that they do not manage to flee the country. If they do, the campaign is over, and a different group of adventurers must continue the adventure.

In the event that the player characters are considering fleeing instead of attempting to help the Fylkjarls in Wildland during the coming year, the Game Master should try to block all such possibilities by cutting off all routes with events that force them to remain in the country. Seaports can have been conquered by Blodughadda's armies, the roads are constantly patrolled by manhunters, and the mountain passes are closed off and guarded. Let Wulfr's howling wolves drive them further north instead of south, so that they stay in Wildland for the coming year.

It would be easiest for the Game Master if the player characters decide to help one of the Fylkjarls in the battle for Wildland, as that will give them various tasks to do during the coming year.

Fighting The War

A big part of the war consists of rallying the fierce clans scattered throughout Wildland to stop Blodughadda's raids in the south. With his army of savage Orkhir, the giant will try to mercilessly raze every village, town, or settlement he encounters on his war path.

Even if a line of possible events is below described, the GM is encouraged to improvise and adapt to the players' choices and the related consequences, if they differ from what is established. This large campaign is bound to lead to the tragic Wildlanders' defeat, but the characters' actions may have significance in the battle for certain towns or regions, keeping them from being conquered by Blodughadda's dark host, unlike the rest of the country. The final demise of the Wildland to the dark army is sure, but it does not mean that the way to come to such a complete defeat cannot be epic and dramatic, as in a saga or a tragedy of the old times.

There are several options about how to manage this war. Going blow-by-blow is imposible: large-scale battles are clearly beyond the limits of the combat system, as published in the Game Master's Guide. One can play single skirmishes or duels, but the large battles cannot be replicated.

The GM may prefer to keep everything narrative and just tell the outcomes of battles, considering the involved forces, the scripted events and the actions of the player characters. On the other hand, it may be of help to a system for mass warfare, as the one described below.

The Battle System

The following mechanics are not meant for a detailed wargame. This is rather just a simple system which allows a minimum of unpredictability to be exploited by the GM as an inspiration to create war stories. If any calculation does not make sense or if you just need to round up any oddity, please ignore any problematic number, take a straight decision and go on. There's an epic war story to be told here, not simple accountant work. The story always comes first, and the calculations should be bent to tell the tale.

Battle Scale

This system is thought to represent battles of either "Small" scale, with units of hundreds of warriors, and "Large" scale, with units of thousands of men. The description of each battle below will include an indication of the scale used.

A consideration must be made about the existence in Trudvang of battles of a scale so large, that they are unbelievable to have ever happened in the Viking, Saxon and Celtic worlds whose stories inspired Trudvang Chronicles. Nevertheless, it is important to stress that Trudvang is not historical Northern Europe during the Dark Ages. Trudvang is, more than anything else, a mythic setting for epic sagas, therefore realism is a lower priority, as it is any supposed comparison with early medieval warfare.

Leadership

This score represent the leader's leadership and it is the sum of the following stats of the main leader: Intelligence + Charisma + Commander Specialty (of the Care skill) + Battle Experience Discipline (of the Fighting skill).

For these last two consider only the relevant levels of the two above-mentioned discipline and specialty, not the total SV bonuses, nor the related skills and specialties and disciplines.

The GM may add a bonus for meaningful war advisors or skillful officers but not more than +1 per advisor or +2 per expert advisors, up to a maximum of two or three advisors.

Battle Value

Each army has a single statistic called "Battle Value" which is the sum of three types of Battle Modifiers: units, fortifications and other modifiers.

Units

Each of the planned battles below will show a list of the units whose Battle Modifiers are included in the Battle Value. Here is presented a more generic list of possible units to act as a generic reference.

The GM is encouraged to change these numbers as much as he likes, in order to create special units. For example, if 500 Heavy Infantrymen give a +5 Battle Modifiers, 500 Expert Heavy Infantrymen will give +10 Battle modifier. Or if 200 normal Berkerkers have a +2 Battle Modifier, 200 heavy-armed bersekers will have a +4 Battle Modifier.

The numbers of individual per unit is given for both Small and Large Battle scales. This is done in order to avoid incredibly large modifiers for Large Scale number. If you ever need to convert a Large Scale unit to a Small battle, just multiply numbers and Battle Modifier by ten.

For example, in Large Scale 500 Heavy Cavalrymen give +1 modifier, while in Small Scale the same number of warriors give a +10 modifier.

Fortifications

This system replicates both open battles and sieges, therefore the presence of fortifications must be considered. Their value is expressed in the various battle descriptions below, however one note is due. Unless the GM rules otherwise, the fortification modifiers do not change with changing scale. Large city walls, for example, are a good protection, which you cannot properly exploit if you do not have enough men to patrol them. While, on the other hand, a small but well-fortified castle in an unreachable position can be manned even by a small unit, getting always a pretty high bonus even against large armies.

All fortifications bonuses are therefore extremely different, and their extents and modifiers must be judged by the GM on a case-by-case basis. A few generic examples of fortification bonuses follow.

HUMAN UNITS BATTLE VALUES

Human Units	Small Scale Numbers of warriors	Large Scale Number of warriors	Battle Modifier
Heavy Cavalry (heavy armours)	50	500	+1
Heavy Infantry, hirdmen (heavy armours)	100	1,000	+1
Berserkers (light or no armours)	100	1,000	+1
Light Cavalry (light armours)	100	1,000	+1
Light Infantry, hirdmen (light or no armor)	200	2,000	+1
Hunters, rangers, archers, seamen	200	2,000	+1
Levy/Reservists/volunteers	500	5,000	+1
Desperate Citizens	1000	10,000	+1
War Machines	5	50	+1
Knarr ships	5	50	+1
Longship	1	10	+1

MONSTER UNITS BATTLE VALUES

Monster Units	Small Scale Numbers of warriors	Large Scale Number of warriors	Battle Modifier
Trolls (mixed sizes, or all Gray Trolls)	100	1,000	+1
Forest Trolls	200	2,000	+1
Hrim Trolls	10	100	+3
Orkhir (mixed sizes)	100	1,000	+1
Hrimtursir	1	10	+5
Warg Beasts (various sizes)	100	1,000	+1
Skoll	50	500	+1
Flying Thorn beasts	1	10	+5

CONDITIONS AND FORTIFICATIONS

Condition	Battle Modifier	Fortification	Battle Modifier
Presence of "Legendary warrior"	+1 to +3	Natural feature (steep hill, etc.)	+5
Flanking	+1 to +5	Wooden palisade around a village	+5
Caltrops to stop cavalry	+1	Stone city walls	+10
Ambush	-1 to -10	Fortress	+10
Demoralized, hurt, tired, etc…	-1 to -5		
Fighting in Darkness with most of the army not having Night's Vision	-3		

Other Battle Modifiers

In this category is included any other condition that may modify the Battle Value. Here are just few examples and the GM is encouraged to use creativity when creating and evaluating such bonuses. When a range of modifiers is shown, it will vary according to the percentage of the army affected by the phenomenon. Even bonuses from the leaders' strategic choices can be used here.

Diminishing Battle Value

The Battle Value represents the complete strength of an army including all the factors. When the Battle Value is diminished the damage can be anything: slain units, breached city gates, death of a legendary hero, etc. The GM is encouraged to be creative and take the chance of describing the most emotionally-strong consequences. If recording the exact losses (how many thousand men, etc..) is too much, do be bothered by doing it: register just the new Battle Values and do your best to narrate the story.

It is completely up to the GM to decide when a Battle Value became too low to keep on fighting. Most armies will retreat when reduced at half or at one-third of their Battle Values, in order to live and fight another day. However, coward generals may order retreats at the first losses, or religious fanatics may fight until the very last man is killed.

Also remember that after the battle some armies may recover to fight again in future battles. Not all diminished Battle Value represent deaths of soldiers, since many warriors may have been only lightly damaged, routed, scattered or just retreated.

Battle Rounds

Each battle is made of "Battle Rounds". How long they last is completely up to the GM. They may represent one whole day of furious combat or long months of siege with occasional sorties. Remember that this system is abstract enough to allow the GM to interpret battle results as he wants!

Even the number of battle rounds is not pre-fixed. The GM may decide that everything is resolved with one round, with one side retreating, or the battle can go on for many rounds.

Battle Sequence

Each Battle Round is played as follows.

STEP 1: Compare the Battle Values of the two armies. The difference is the "Advantage Bonus" which is applied in Step 2 only to the army with higher Battle Value.

STEP 2: Each army sums up 1d10 (OR 10) + Leadership + Advantage Bonus (if present).

STEP 3: Compare the results. The Winner's Battle Value is diminished by 1d10. The Loser's Battle Value is diminished by 1d10 + the difference by which it lost.

STEP 4: The GM interprets the results and narrates the consequences.

STEP X: Maybe another round If so, go back to STEP 1.

Remember that this is not a wargame system but just a base for inspiration to tell epic battle stories. The GM is encouraged to introduce pre-established events (ambushes, reinforcements, magic miracles, etc…) in certain rounds to alter the Battle Values in order to bend the results in interesting ways.

It is also important to know that, even when they are not the generals, the player characters should be the heroes in the saga. Therefore, their actions should be meaningful for the battle results, their failures should be dramatic, and their triumphs should be world-shaking! And even if a pre-established event nullifies their efforts, the whole story should remain memorable for the players. The GM is encouraged to introduce possibilities for player characters' actions interrupting any of the above-described steps. The actions of the heroes may modify the Battle Values (STEP 1), or the battle results (STEP 2) or the number of losses (STEP 3).

Here are a few examples of these opportunities and of the consequences that they may have.

Murder of or Duel with the enemy leader (change in Leadership score).

Traps and ambushes (change in Battle Values).

Leading a unit. In this case play a single round of normal combat against sample enemies and assume that the whole unit behaves as they do, winning or losing (change in battle results).

Secret mission to demolish a fortification with magic (change in Fortification bonus).

Provoking a Divine miracle to inspire unit (change in Battle Value).

Destroying or stealing some unit's banners or secret weapons or religious relics provoking a loss in morale (penalty to Battle Value).

Corrupting mercenaries (the enemy loses a unit).

Etc..

The GM and Players' imaginations are the only limits of the possible actions to be performed.

The Return to Storhavn

The return to Storhavn is tumultuous and it will take not less than 40 days of march through thick forests, frozen plains and ever-present snow. The Game Master is suggested to summarise the trip, highlighting (if he wants to) only the tense moments when the coming threats are foreseen. They may pass through villages and towns but very few people seem to listen to their warnings. The long route from Ysetur possibly led the characters directly to Storhavn without passing through North Hall or Hallwind. This is because the northern snow storms may have constricted their paths to a more southern route through the woods and plain.

In Storhavn the Swordjarl Oktar Grimme is missing and, just as in all other areas of Wildland, the player characters find that they aren't believed when they speak of the coming invasion. There may even be some open wounds still festering, waiting for the player characters to tend to

Oktar Grimme has been missing for several months (roughly the same amount



of time that the player characters have been gone). Oktar was last seen leaving his house on horseback. The one thing that is known is that he had received a message before he left that he did not wish to show anyone, and which he took with him when he disappeared. Despite several searches throughout Wildland, he has yet to be found anywhere. Many had thought that he had traveled to meet the player characters in Vretgaard, which is why their return without him confirms the suspicions of his death. The Friend of Oktar, if still alive, may feel a urge to know about what happened to the old Swordjarl. This may lead to interesting ends, according to the players' choices. In this sense Rendre Haugskalp is absolutely terrified that the player characters will uncover the truth of what really happened to Swordjarl Oktar Grimme. Ylva Vrudnah is the new head of the Grimme homestead, with Rendre at her side as her "assistant" (and lover). Ylva claims that her newborn son, Maug Grimme, is Oktar's lovechild, and therefore Grimme's rightful heir. (In reality, Rendre is the father). When the player characters least expect it, they will learn that Rendre has crossed over to the other side, adopted the dark faith, and, in

an effort to redeem himself, allied himself with his own family (Wulfr). Rendre has taken over the rule of the cell of dark worshippers in Storhavn, and now goes by the name of "Istunga" (a clever character who has heard about the name of Njordung spy from a parchment in Ysetur will identify the similarity with the "Icetongue" name). A confrontation between Istunga/Icetongue/Rendre and the friend of Oktar is bound to happen and it is up to the GM to organize it, according to how the events have been developing thus far. Even if badly wounded, Rendre should survive such a confrontation since he has still a role to play in this story.

The cell of Ice Cult members in Storhavn consists of twelve people. They view the player characters as the greatest enemy of their growing army and seek an effective way to get rid of them. Possibly by poisoning. The friend of Oktar will attract even more threats, given Rendre's fears of the character's revenge. The cell also functions as spies for the dark army when it arrives.

If any of the player characters managed to get a mistress during their time with Oktar, they will now find themselves with a woman and child to support. The Wildlanders do not like men who shirk their responsibilities.

Injustices, insults, or other "brutal" events that occurred under Oktar's protection are now suddenly brought to light. Anything that the player characters are unable to settle in fines, they instead will be forced to pay with sacrifices.

On the other hand, player character who have shown themselves to be friendly and honest, and who have taken responsibility for their actions during their earlier visit to Storhavn, will be rewarded. These player characters will find themselves very well liked and will find it easier to recruit soldiers or allies for their battle against the darkness. The impressions that the player characters left behind after their last stay in the city will greatly affect the amount of respect they are shown today.

It is up to the Game Master to decide how much time the player characters have in Storhavn before the war breaks out in earnest. When the time is deemed to be right, the Game Master will read:

"Early one morning, the battle cry of war horns sounds, and a group of Saatigia's guards and soldiers ride up to the large town square where people have begun to gather. The loud battle call continues to sound, rousing almost the entire city.

The bailiff leading the soldiers climbs up onto a platform in the middle of the square, from where he intends to address the people of Storhavn. He waits for an hour, allowing time for as many as possible to gather. His voice resonates, loud and clear, echoing over the masses, as he reads from a parchment that he has brought with him:

"I am Dran Hvitetand, Bailiff and Voice of the revered Fylkjarl Saatigia. The message I have brought will strike fear and horror in all your hearts: North Hall has fallen and been obliterated! Wildland is at war, all-out war! We await an attack of over twenty thousand enemies. This time we truly battle the forces of darkness; these creatures which now amass against Wildland do not resemble anything ever witnessed outside the realm of nightmares. They fight with a frenzy similar only to that of our own berserkers. We need to quickly gather soldiers to reinforce Hallwind because several enemy scouts have been spotted near Hallwind there. I beg you, inhabitants of Storhavn, leave your homes, grasp your weapons, and fly to war. The battle for Wildland is upon us!"

The bailiff, Dran Hvitetand (use "Generic Hird Leader" stats)continues, telling the people how he has seen the army himself and been one of the few to survive the battle in North Hall. He holds up an arrow with back feathers (the same kind as that which killed Huld) and explains how he was hit by it:

"This is what awaits us. Time is running out to arm and prepare the entire land for the greatest fight we've ever faced".

It is first at this point that some start believing the things that the player characters have been saying. If the player characters also happen to have been to North Hall, chances are high that they have in fact met Dran himself there.

The player characters may choose to point out that the army that they saw at Ysetur actually was much larger than twenty thousand strong, which indicates that the forces have split into smaller divisions. Some of these division have not been spot yet, possibly hidden under magic or by the recent, strangely hard winter snow storms.

Storhavn is not expecting a direct attack, as Hallwind is en route and obstructs all access to the city. Nevertheless, on the very same day that the bailiff addresses the masses, two thousands Hirdmen and four thousand volunteers led by a score of veteran warriors march to reinforce Hallwind. Chaos reigns in the city. The bailiff stays in Storhavn overnight since he has heard about the characters and wants to speak with them about their knowledge of the enemy's armies.

At midnight that same day, the thing no one ever expected occurs: Storhavn is attacked in waves by one division of Blodughadda's army which has in secret reached the seaside city, bypassing Hallwind. The enemy attacks Storhavn' defences by land using mainly Orkhir and by the sea, using Sea Wolves hired by the Wulfr clan.

Storhavn, which already sent out two thousand of its best soldiers and four thousand volunteers, now stands with a defense made up of reserves, fishermen, farmers and the very few skillful warriors which remained as an escort to Dran Hvitetand. The Grimme clan, led by Ylva Vrudnah, has no strength to lead the defenses (and its leaders are now secretly aligned with the Snow cultists).If the player characters do not have the experience or authority to lead, Dran Hvitetand will act as a general.

The siege of Storhavn

The Game Master can either choose to put the player characters through the entire battle for Storhavn, whereby each Battle Round takes up to 12 hours, or they may choose to simply describe the outcome. Raak Wulfr is not an expert leader but he knows the strengths of the creatures that he leads. He will, somewhat predictably, attack every night following the first onslaught at midnight, under the cover of darkness. This means that the Storhavn's defenders will suffer a -3 to their Battle Value. The attackers will not be hindered by these light conditions due to the high number of Orkhir and Warg Beasts.

If the assault goes badly for the attackers, reinforcements of 2,000 Orkhir (+20 Battle Value in Small scale)will arrive within 24 hours, until Storhavn has fallen.

Storhavn is not meant to hold against the enemy, superior in both equipment and training. The attack on Storhavn is a tactical manoeuver to make it easier to seize Hallwind in the final stages.

If the Game Master does not wish to go through the entire battle together with the player characters, they can instead choose to describe the following outcome.

Storhavn falls following a fourth attack, with devastating losses. Of the soldiers defending Storhavn, only 80 survive, including the player characters. Those who survive are Dran Hvitetand, a cavalry soldier, five infantry soldiers, and the remaining survivors are seamen who managed to escape in their knarr ships. Only two of the knarr ships made it out of the battle unscathed. One of these is Captain Bjarn's knarr ship, (the very same ship that brought the player characters to Storhavn for the first time), which transports Ylva and the child safely to Ejdland, along with an immense fortune. Unless the player characters have been able to stop him in time, Rendre (or Istunga), will be in Storhavn, waiting for his allies, without actually partaking in the battle himself. As the city has been surrounded, almost the entire civilian population is killed, and all survivors have been taken as slaves to build new war machines. Very few civilians have the courage to attempt to break through enemy lines towards freedom. The player characters and Dran must now decide how they are going to try to escape from the burning city alive, with manhunters and battle wolves hot on their heels. They must also figure out where to flee to – North towards Hallwind and Jordek; or South towards Ailburg and Ailgaard. If asked, Hvitetand will suggest Hallwind, his Saatigia master's location. He will underline as it is the best fortress in the region and where most of Wildlander forces are gathering to organize a resistance. Regardless of the player character's choice, Hvitetand will leave for Hallwind.

Raak Wulfr's army loses two longships and half of its pirates, as well as 500 Orkhir and roughly 50 Wulfr berserkers. The defenders of Storhavn fight bravely until the bitter end. The player characters now face essentially three options: to flee to Hallwind, Jordek, or Ailburg. The player characters' choice should, in order to simplify things for the Game Master, lead to one of these places.

To Hallwind

Enormous hordes of a new dark race of people, followed by the Snow Queen's Wildfolk, have swarmed down from the north, attacking Wildland. For almost an entire year, Saatigia's gathered forces have held out in the ruins of Hallwind. The Fylkjarl himself, along with his two sons, has fallen to the black feathered arrows. The warrior monastery in Jordek has been drained of holy warriors, and most of them are dead by now. Hallwind had at first proven itself to withstand yet another enemy. But, early one morning, as an overgrown

THE SIEGE OF STORHAVN: SMALL BATTLE SCALE

Army 1: Storhavn Defense
Leader: Dran Hvitetand (Int +2, Commander 3, Battle Experience 3)
Total Leadership: 8

Unit Battle Modifiers
50 Heavy Cavalrymen lead by Dran Hvitetand: +1
200 Heavy armed hirdmen with chainmail: +2
100 Berserkers with axes: +1
400 Lightly armoured Hirdmen with spears and axes: +2
c.250 old reservists armed with spears: +0.5
c.500 desperate citizens: +0.5
c.400 Seamen with axes and bows: +2
30 Knarr ships prepared for war: +6
Storhavn city walls: +10

Total Battle Value: 25 (to be lowered by -3 during the night attack)

Army 2: Raak Wulfr's Army (fealty to Blodughadda)
Leader: Raak Wulfr (Battle Experience 1)
Total Leadership: 1

Unit Battle Modifiers
2000 Orkhir +20
300 Warg Beasts (various sizes) +3
400 Wulfr Berserkers +4
200 Wulfr hunters with bows +1
400 lightly-armed Sea Wolves +2
4 longships with ballistae +4
10 Knarr ships prepared for war +2
20 catapults +4

Total Battle Value: 40

giant surrounded by frenzied Hrim Trolls stood outside the fort with yet another army, most had lost hope. The cold had washed forth with a frenzy and wrath so overwhelming that all those sick or injured dropped dead on the spot. Only a fraction of Wildland's gathered forces remained. Like wild and wounded animals, the last brave souls defended Hallwind, without success. Before the sun set that night, the Wildlanders had given up, bloody and splintered. The dark ones had attacked tirelessly, wave after wave, as if they valued death above life itself. Their eyes burned with such hatred that the brave sons and daughters of Wildland knew that the fort would fall, and the land would lay, broken and bare, before the immense threat from the north, led by a wild and bloodthirsty hrimtursir. Terrified and shattered, many fled for their lives. They ran to the South, to the safe harbors which could ferry them away from this land that was in the midst of being devoured by war and frost. Most that fled died, haunted and destroyed by the manhunters from Arkland. In a final desperate attempt Hloe, the nephew of the Saatigia Fylkjarl, had gathered his troops and those who had fled from Hallwind on the great plain below the hills of Ulve and Strafe. Alas, the resistance had been powerless and pointless, doomed from the very beginning to fail. Unbearably cold, grievously wounded, hopeless and crestfallen, the Wildlanders had been forced to watch their own people defeated on that day. The only survivors were the few who managed to escape in the early hours of morning. Of those that stayed, none survived…

If the player characters go to Hallwind, they will be forced into Saatigia's service. They will be issued equipments with the Saatigia badge on it and, if they lack proper weapons, a suit of metal-reinforced leather armor (3/30), a hand axe or a hunting spear, and a medium wooden shield. If they are not willing to fight to defend Hallwind, they will be cast out.

If, on the other hand, the player characters are in Saatigia's good graces (maybe due to previous actions, for example during the wedding feast or because of heroic and well-known deeds in defense of Wildland), they may be granted audience with the Fylkjarl Vilgar Saatigia. The only practical difference if so would be that the player characters are given better equipment (chain-mail armours, bearded axes, battle swords and metal-reinforced shields) and each gets a combat-trained (capable level) large horse with hardened leather barding (4/40), unless they already have a more precious mount. If they do not choose to fight for him, it will be seen as a great offense, and the Saatigia clan will cast them out.

THE SIEGE OF HALLWIND: LARGE BATTLE SCALE

Army 1: Hallwind Defense
Leader: Fylkjarl Vilgar Saatigia (Int +2, Cha +2, Commander 4, Battle Experience 3)
War advisors: +2 Brycker Saul Bhalgor, +1 Fylkjarl Thorbjörn Staark
Total Leadership: 14

Unit Battle Modifiers
500 heavily armed expert Knights of the Iron Hand from Jordek, led by Fylkjarl Saul Bhalgor: +3
4,000 light spearmen, axemen and bowmen from Jordek: +2
4,000 Heavy Armed Hirdmen lead by Fylkjarl Vilgar Saatigia: +4
400 Staark berserkers and 600 wild independent berserkers from all over Wildland led by Fylkjarl Thorbjörn Staark +1
2,000 light hirdmen from Storhavn armed with spears, axes and bows: +1
4,000 volunteers from Storhavn, armed to various degrees, led by a core of expert hirdmen: +1
c.1,000 Hunters and archers from all over Wildland: +0.5
5,000 desperate civilians (including women and children) from all over Wildland: +0.5
50 War machines (mainly ballistae and catapults): +1
Hallwind Fortress, Ulve's Hill and city walls: +25
Legend: Fylkjarl Saul Bhalgor the Brycker, religious leader of Wildland +1

Total Battle Value: 40

Army 2: Haldur Ouvar's Army (fealty to Blodughadda)
Leader: Haldur Ouvar (Cha +1, Commander 1, Battle Experience 3)
War advisors +2: two Dreadxyrs
Total Leadership: 7

Unit Battle Modifiers
20,000 Orkhir (various sizes) +20
5,000 "volunteer" Wildlanders forced to fight, mixed with crazy cultists: +1
50 War machines (mainly catapults):+1

Total Battle Value: 22

Haldur Ouvar is the leader of the Snow Queen's forces in the first attack on Hallwind, with two Dreadaxyrs as a war councillors at his side. Blodughadda knows that this army, even if strong and large, is not enough to conquer the well-fortified Hallwind. Haldur Ouvar's division is meant to keep Hallwind forces busy and locked inside the fortress, while the rest of the Snow Queen's forces wait for an opportunity to strike, well-rested and hidden at some distance from the fortress, or raiding the surrounding lands.

After six months Blodughadda will send a first wave of reinforcement to be added to Ouvar's army.

Later on in the siege, when the conquest of the surrounding lands by the Snow Queen's forces will be complete, Blodughadda will gather all this army for a final, devastating blow on Hallwind. The Leadership of the army attacking Hallwind will change and new troops will add their Battle Values to the remaining Battle Value of the attacking army.

The Siege of Hallwind

The following is just a sample of how the 1-year long siege of Hallwind is supposed to go. Consider it just a general guideline to help the GM leading the story towards the inevitable demise of Wildland's heroes. Things are bound to change, according to the players' actions and unpredictable die rolls during the Battle Rounds. Off course the exact numbers of lost units will certainly not be like those described below and some of the mentioned characters may have different fates. However, the rest of the campaign is written with the assumption that at least some of the following episodes happened, and the GM can use them for inspiration to enrich the results of battle rounds.

It is important to notice that the siege will last for about a year, which may mean many fighting activities happen on the background. To track this long time of battle stresses GM may optionally give about 20-30 AP at some point (maybe after 6 months) but oblige the players to spend them only for selected skills which may have been used during the siege (Fighting, Care, etc..).

The Assassination attempt

Two Ice Worshippers infiltrated the Hallwind fortress several months earlier and plan to murder the Brycker Saul Bhalgor by poisoning him before the army attacks. If the player characters are not with Bhalgor, he will, at this point, be killed. However, if they are with Bhalgor, the Game Master must give them a fair chance to save him. The assassins use poisoned crossbow bolts. If Bhalgor is murdered, his mighty knights will be led by one of his officers, however the Wildlander army has lost a symbolic figure of great skill, which will mean also a loss of the +2 advisor bonus to Vilgaar Saatigia's Leadership score. Furthermore the +1 Battle Value bonus for Saul as a "legend" is also lost.

The First Assault Wave

The Orkhir catapults storm Hallwind's walls but the bombardment does not last long. Haldur Ouvar's bloodthirsty nature forces him to lead a direct assault, climbing the walls by scaling ladders. The player characters see from a distance how the furious Haldur is transformed into his Werewarg shape, revealing his nature, but they have no chance to fight him now since Thorbjörn Staark berserkers are in the front line. Fear and despair are spread but Hallwind is too tough a fortress to fall just at this first, crazy assault.

Blodughadda's army loses the first big battle. All five thousand volunteer Wildlanders that Blodughadda has scraped together on the way (most being deserters from North Hall) fall. 4,000 Orkhir also succumb in the unsuccessful attack while Ouvar manages to escape. In Hallwind, the losses are around 2,000.

As a countermove, Fylkjarl Vilgar Saatigia immediately orders an attack on the fleeing enemies. 500 Knights of the Iron Hand (if Bhalgor was murdered, then all the Iron Hand Knights will ride to their deaths), 2,000 light hirdmen and 2,000 heavy-armed hirdmen leave Hallwind. The Fylkjarl himself will lead the forces, planning to destroy the enemy's catapults. In the riot that follows, they succeed in destroying 25 catapults, but their escape route is cut off. That morning, most of those who left Hallwind are killed, including the brave Saatigia Fylkjarl, but they take 6,000 Orkhir with them to the grave. The army

REINFORCEMENTS: ARMY 2

First wave: To be added during the Second Assault wave

Unit Battle Modifier
150 war machines built by slaves in Storhavn: +3
2,000 fanatic Snow Queen cultists from all over Wildland: +1
10,000 Orkhir of various sizes: +10

Second wave: To be added during the Third Assault wave, substituting the leader
Leader: Blodughadda (Int +1, Cha +4, Commander 4, Battle Experience 4)
War advisors: two Dreadxyrs +2
Total Leadership: 17 (including Blessing of the Snow Queen +2)

Unit Battle Modifier
15,000 Orkhir (various sizes): +15
20 flying Thorn Beasts with Ark riders: +10
300 Hrim Trolls: +9
Blodughadda (expert Hrimtursir): +1
Legend: Blodughadda, the chosen one of the Snow Queen:+3

retreats led by Dran Hvitetand and Saul Bhalgor, and Hallwind's defense think that they have won. They are horribly mistaken.

The Second Assault Wave

With the heroic death of Fylkjarl Vilgar Saatigia The leadership of the fortress is taken directly by Saul Bhalgor (if he still alive), otherwise the new Saatigia Fylkjarl, the young Hloe Saatigia, will take the command of the fortress, with the wise advises of Dran Hvitetand and Fylkjarl Thorbjörn Staark.

Nine months later, Hallwind's defenders still find themselves under siege. Smaller escape attempts have all failed. Black feathered arrows and burning fireballs often sail across the vault of the sky towards Hallwind, intended more to destroy morale than to kill. The food supplies ran out a month ago, and many speak of a last desperate escape attempt, of abandoning Hallwind, a plan in which it is everyone for themselves. This morning breaks the same as all others, with a rain of small fireballs which last for several minutes. There aren't enough arrows or stones left to return the fire, so Hallwind's defense instead focuses on extinguishing the small fires from the bombing. Suddenly, Hallwind is attacked with a frenzy never before seen. The 150 new war machines built by the slaves from Storhavn means that the hail of fireballs is heavier and more intense than ever before, and hundreds of people succumb from the flames or smoke inhalation. The enemies force their way through the outer lines of defense using battering rams and scaling ladders. Blodughadda has added 10,000 Orkhir from his reserves to the attacking force, which is 20,000 Orkhir strong this time around, and it also includes 2,000 mad cultists from all over Wildland. Despite the Hallwinders struggling with failing morale, they are able to beat the Orkhir back once more at any assault attempt. The Snow Queen's army suffers 10,000 losses, but Hallwind also suffers great losses. All members of the Saatigia family, aside from Hloe, lie dead among the masses of bodies scattered around Hallwind. Extremely weakened, Hallwind has suffered yet another 8,000 casualties, through either death or fatal injury. All that remain are 30 Knights of the Iron Hand, led by Saul Bhalgor (unless he has died by poison, if so, none remain); 300 bersekers led by Thorbjörn Staark and; 700 other various Saatigia infantry men led by Dran Hvitetand. The one thousand women and children who survived the bombardment of Hallwind are now only protected by the aforementioned, alongside 5,000 other additional soldiers armed to various degrees and of varied levels of morale. Half of those who remain in Hallwind are either wounded or suffer from low morale. Everyone is hungry and exhausted, cold and weak.

The Third Assault Wave

Blodughadda still has 15,000 Orkhir, all of which are now well versed in battle. The Orkhir which remain are bloodthirsty, and the morale in their ranks remains high. Blodughadda continues his siege of Hallwind for another three months. The final assault begins early one morning, with Blodughadda firing off the very last surviving slaves captured in Storhavn, using the catapults that the slaves themselves had been forced to build. It is the anniversary of the first assault wave on Hallwind. By lunchtime his troops attack in full force. Blodughadda himself stands in the frontline, joined by Haldur Ouvar in his werewarg form, twenty thorn beasts and three hundred battle thirsty Hrim Trolls. Behind them is a nightmarish wind and snowstorm, very similar to that which the player characters experienced outside Vretgaard.

If the GM likes, a final and dramatic confrontation with Haldur Ouvar can happen during the assault but, even if the characters manage to slay the Werewarg, this day sees Blodughadda's greatest victory, as only 1,000 Orkhir fall. Bhalgor (unless he has already died from poisoning), Dran Hvitetand, and Thorbjörn Staark are all killed right in front of the player characters. The player characters join Hloe (use "Generic Hird Leader" stats) and the last survivors in a desperate escape attempt, which is halted on the plain between the hills of Ulve and Strafe. With unbelievable luck and an ironic twist of fate, the player characters manage to escape right under Blodughadda's nose, with savage manhunters tight on their heels. No-one else, aside from the player characters, make it out of Hallwind alive. The player characters find themselves hunted like game in a war-ravaged land without anywhere to escape to. Blodughadda's army leaves two legions in Hallwind, before gathering all the forces left in Wildland and setting its sights on Ailburg and Ailgaard, where the Uvail clan fiercerly still resists.

But the road to Ailburg seem impossible to reach, blocked by the number of enemies. The player characters find themselves fleeing across the flat lands outside Hallwind. Their horses are killed, and suddenly they are faced with only two options: dying with the other Wildlanders; or fleeing, leaving Hloe and his brave warriors behind to die. Savage manhunters quickly take up the hunt for the fleeing player characters.

To Jordek

If the Player characters go straight to Jordek before Hallwind or Storhavn, they will be warmly welcome by Fylkjarl Saul Bhalgor, the Brycker of Wildland. Fylkjarl Saul has already gathered his 500 Knights of the Iron Hand, who usually roam Wildland. He has also recruited 4,000 warriors who are already making their way to Jordek. Together, they will immediately head to Hallwind in order to defend the most important stronghold in Wildland. Saul is the only person who believes the player characters' stories about Ysetur from the very beginning.

If the player characters wish to follow Fylkjarl Bhalgor and fight for Wildland, he will be overjoyed. Saul will then outfit the player characters with armor and equipment from the Order of the Iron Hand (scale-reinforced chain mail armours, battle swords, bearded axes and anything else the GM want to give), as well giving each a warhorse before letting them ride by his side. The Game Master should observe that both the armor and weapons are of masterful quality.

If the players have come directly here without going to Storhavn, they will hear about the fall of the city while in travel to Hallwind with the Brycker. The story then continues as per the "to Hallwind" chapter.

If the player characters have come to Jordek after the fall of Hallwind the will find the city deserted: the warriors fell with the Fylkjarl Saul in Hallwing, and the inhabitants fled away. Bandits and Blodughadda's reavers have take possession of the town.

To Ailburg and Ailgaard

Old friends or bitter reunions It depends on what relationships with the Uvail clan the PCs have developed earlier in the campaign, during the wedding feast Storhavn. If, for example, they believe the Uvail and not the Wulfr clan to be the villains, the stay in Ailburg and Ailgaard may be quite complicated for them …

Tired, hungry, and scared, the player characters have been able to make their way to the little town of Ailgaard by following a group of refugees from the north. The town is full of miserable people, all of whom have escaped the fire-ravaged farms and villages in the north. Wails, moans, and cries echo through the narrow alleys, the snow is piled deep, and drifts of it have risen like towers up the timbered walls of the houses. The cold cuts to the bone, and all hope is lost.

If the player characters made their way directly to Ailgaard, the rumor of Storhavn's defeat will reach the town within days, telling of how the downfall was bloody and merciless, while news about the siege of Hallwind will come later on.

The player characters learn that those near and dear to them in Storhavn are all dead, or wildly fleeing a bloodthirsty foe.

Ailgaard is the domain of Fylkjarl Vret Uvail, and small groups of warriors force their way through the city, on the hunt for spies or people with stories to tell. They all wear blood-red mantles adorned with the symbol of a black full moon on their back. The hirdmen look harried and exhausted, but the player characters soon learn that Uvail is, in all likelihood, the only Fylkjarl not currently surrounded or captured by Blodughadda's army.

How the player characters are met depends on how they treated Vret Uvail and his sons during the wedding at the beginning of the campaign – whether they spoke ill of them, asked too many questions about things they shouldn't, or in some other way sullied their names –all affects their reception now. The best-case scenario is if the player characters themselves looks for Fylkjarl Vret in Ailburg, the fort located just above the little township, and introduce themselves as Swordjarl Oktar Grimme's guests. If the player characters do not seek Fylkjarl Vret Uvail out, rumors of their arrival in the town will sooner or later lead to a group of Vret's hirdmen coming for them to bring them up to the fort.

The two inns in Ailgaard, Sejdtrappe and the Copper Cellar, are cramped and full. A bed costs five times as much as usual. The guests have to crowd together in small dormitories, alongside thieves and wealthy men, all eating the same food. This is, however, a far better alternative to the cold, windswept alleys where, every night, many perish. If the player characters' ranks are greatly decimated after Ysetur, this would be a good time to add new characters to the group. Many adventurers and fortune-hunters are crowded together in the inn.

If the player characters have, in some way, insulted Vret or his sons – sullied their name or accused them of something untoward – the Fylkjarl will be highly suspicious of them and accuse them of bringing bad luck to the land. He will demand that they prove their innocence through a very difficult task (see Task 4), and he will hold one of the player characters hostage until the task is completed, or until said character manages to convince him of their innocence.

If the player characters have treated Fylkjarl Vret and his sons with respect and deference he will invite them to the Ailburg fort as his guests, albeit somewhat reluctantly. After just a few days, he will demand that the player characters assist him with a few tasks in the war that wages across the entire expanse of Wildland. If the player characters refuse him these tasks, he will react as stated above, as though they had sullied his name or that of his sons.

Vret will help the player characters with all the equipment needed for their tasks, but, as the country is currently ravaged by war, he has very little to spare. Regular, normal-level armor and weapons are easy to procure. Vret can have certain weapons made, such as spears, whips, and mauls, but the process takes a while. There is no armor available with a higher PV/BV than 8/80.

Task 1

Fylkjarl Wulfr has captured 11-years old Vrinje, Vret's youngest son, and is keeping him captive near the Wolfswood. Fylkjarl Vret wants the player characters to rescue the son and gather intelligence. The player characters have to get through a war-torn land up to the dark, mythical Wolfswood. The area between the immense forest and Ailgaard is heavily embattled by smaller clashes and skirmishes between Uvail's and Wulfr's hardened warriors. The Game Master should ensure that the player characters meet some of Uvail's men, who could help them on their journey, as well as letting them come in contact with Wulfr's warriors. The land is also patrolled by Blodughadda's specially trained Orkhir manhunters.

Not far from the Wolfswood's southwest border (beyond enemy lines) lays Garmahaul, a small but well-guarded homestead, and an estate which Wulfr uses for hunting and capturing wolves and garms in the Wolfswood. Wulfr has had Vret's youngest son brought here, to the hunting estate, planning to trade the young boy in exchange for Vret's life if, against all odds, Uvail was able to withstand the enormous army welling forth from Ysetur.

Garmahaul consists of three larger buildings, all of which stand side-by-side, and two smaller houses located along the length of one of the big buildings. There is also a scattering of small sheds and enclosures for wolfkin. A sturdy stockade, the lower portions of which are reinforced with stacked stones, runs around the perimeter of the yard. The gateway in the middle of the palisade is made of copper. The Snow Queen's banners fly proudly from the two blot poles in the middle of the large courtyard.

Garmahaul currently houses roughly 10 warriors, 2–3 animal trainers, 3–5 tracker/hunters (for all of the use Generic Ice Cultis – Warrior stats) , 1–2 Wildbrons or one Ark (use Generic Ark Warrior stats) with a thorn beast, 5–8 thralls (Use Generic Ice Cultists-Peasant stats), and 3–5 battle-trained wolves or 1 battle-trained garm. Furthermore, various enclosures and cages hold 5–10 captured, but yet untamed, wolfkin..

Task 2

Destroy the siege engines being built in the small forests north of Ailgaard. Fylkjarl Vret Uvail's spies claim that the army there is led by a warrior woman who has been seen riding a thorn beast. Vret believes the woman to be the direct link between Blodughadda's Southern army and the Northern one, and that if the player characters were to kill the thorn beast, it would sever communications between the two, which would be a great victory.

North of Ailgaard, and a bit further inland, roughly ten days ride in the direction of Storhavn, a small troop is busy building siege engines. They precede those destined to finally eradicate Uvail and his line. There are three groups in total, each of which consists of 15 people (1 leader, 9 warriors, and 5 workers), spread out about 1–2 kilometers apart. The workers are busy felling trees and turning them into lumber so that it can be used to build siege engines, while the warriors build the actual machines. One group builds catapults, another builds enormous arbalests, and the third constructs siege towers. Each group has been able to complete one machine and they are just about done with a second one when the player characters show up.

An Ark named Iljaka is in charge of the construction work, but is also, just as Fylkjarl Vret suspected, the link between the Northern armies and the Southern advance troops. She constantly flies back and forth through the land's southern and central areas to report the intelligence she has gathered.

The Game Master should arrange things so that it is not until a few days after the player characters' arrival that Illjaka comes to the place where the war machines are being built. She will first fly over the area, staying low and close to the ground, to make sure that nothing is amiss. She will only land when she is sure that all is as it should be. If the Game Master wishes to make the task less risky or wants to adapt it to suit a smaller group of trackers or hunters instead of the whole player character group, the task can be changed to only gathering intelligence about how far the various groups have gotten in their construction of war machines. In that case, their most important task will be to gather information for a week or two while remaining completely undetected.

Task 3

To journey to Jordek with a message for the Bhalgor Fylkjarl. Jordek will turn out to be abandoned as everyone has left for Hallwind. The journey should nevertheless be filled with dangers in both directions.

Task 4

To travel to the now-fallen Storhavn and attempt to assassinate Blodughadda, the frost giant, who had been spotted there. The Fylkjarl will only give the player characters this task if he actually wants to see them killed, because they have betrayed or failed him and his sons in some way.

The Storhavn that the player characters arrive at is a very different city to the one they visited earlier in the campaign. The city now lies in ruins, smoldering, like a large festering wound, its inhabitants all having been burnt at large blot poles or captured and put to use as thralls for new masters. Most of the houses have been razed to the ground and replaced with huge tents made out of thick hides to house the warriors, including one of enormous proportions for Blodughadda. In the middle of the city, Blodughadda has ordered the building of an enormous throne made out of stone and hides, next to a big tent for him to sleep in. During the day, Blodughadda sits on the throne, issuing orders or deciding the fates of the unfortunate refugees who have been caught, sentencing them either to death or to a life of thralldom. During the night, he sleeps, restlessly, in his enormous tent, guarded by Garme, his "Dragon Warg", and eight large Orkhir. Assassinating Blodughadda in Storhavn is a task that is doomed to fail. When/if the player characters embark on the long journey up to Storhavn to kill the giant, the Game Master should make it clear that it is practically impossible by giving them a proper look at the city, which is overflowing with soldiers and Orkhir.

Considering the great distances and the many journeys that the player characters must undertake, these tasks should keep the player characters busy until Wildland finally falls, and they all are called to a final battle against Blodughadda's forces, one which leads to them being brutally forced to flee. In order to pass the time, the Game Master may choose to expand with interesting small side quests which further the storyline.

After a year of strife (either in the service of Fylkjarl Vret Uvail or independently), the player characters will learn that Blodughadda's rampaging conquering expedition into Wildland is coming to an end, and Hallwind is falling, once and for all. Blodughadda then turns the entire war machine around, targeting Uvail's lands, and, when Fylkjarl Vret Uvail learns of the enormous armies marching on him, he orders an evacuation.

He suggests that the player characters join him. The inhabitants of Ailburg and Ailgaard take to the sea by means of a huge fleet. Fylkjarl Vret is still unaware of the blockade that the Wulfr clan has arranged out at sea, using the Sea Wolves of Oungair, as well as many other mercenary ships which wealth or corruption brought to the service of the Snow Queen. When the two fleets meet the Wulfr will prevail due to higher numbers: two thirds of all of Uvail's ships are sunk, including the one that the player characters are on. If word of the blockade reaches Vret Uvail early on, only a third of the ships will go down, but this would still include the ship holding the player characters. Vret Uvail and his family will survive the crossing regardless and make it to Ejdland unscathed.

If the player characters somehow steal a ship and sail off under their own terms, a storm will hit, sinking their ship, forcing them to return, shipwrecked, to the coast of Wildland.

Helpless, the player characters now find themselves floating on the wreckage of all the sunken ships drifting towards Wildland's coastline. Once ashore, they end up hunted by Orkhir, wolves, and thorn beasts. They flee their pursuers, defenseless, and many of those shipwrecked quickly perish. Near the place where the player characters first land on the coast there is a hatchway – a possibility of escape.

The Defeat

Blodughadda's victory comes sooner than he expected, and the brave Wildlanders have had to bow down to the Snow Queen's armies. This section will inevitably end with the player characters being hunted like game regardless of whether the player characters have helped any of the Fylkjarls, or if they have simply had to survive by themselves during the last year. Below are two suggested continuations, depending on their previous experiences during the Hallwind' siege or performing Uvail's tasks which led them to be shipwrecked..

The Escape from the Plains of Hallwind

The player characters have just sought shelter in the outskirts of the north-eastern parts of the Wolfswood. Snow whips across their faces, but the strong winds have kept it from collecting into deep drifts across the landscape. The hunters' horses are unencumbered as they make their way across the frozen plains. A friend of them, an NPC or one of the player characters (if the GM wants to raise the drama in this scene), falls behind and is roughly fifty meters from the treeline. The other player characters realize this at the same time as they see their pursuers appear around the bend of a windswept hill, roughly fifty meters from their friend.

The group must now come to a decision- to stay in the forest and escape their pursuers or help their companion, risking all of their lives. If they stay in the forest they will watch as their friend is attacked and most probably defeated. He gets brutally murdered in cold blood and beheaded. Their friend's head is then impaled on a spear. After that, the manhunters follow the tracks left by the other player characters, leading toward the forest. Once they reach the treeline, they will turn around and take off at a full gallop, back the way they came. Read the following text aloud for the player characters:

Bloody hooves trample the frozen ground. One of the dark creatures dismounts from their horse and bends down. It looks to be studying the tracks, which lead into the forest. The creature speaks, says something, but you do not understand what. With one blue-black finger it points into the forest and jerks its head ever so slightly. One of the other hunters, the one holding the spear with your dead friend's head on it, turns in its saddle. A loud creak breaks the silence. The hunter looks and speaks – a hissing sound. And, just as suddenly as the hunters had appeared, they turn and ride off.

If the player characters chose to fight their pursuers, you as Game Master should keep in mind that they have been being stalked for many days. The player characters are exhausted and hungry, they have just left a battlefield and several of them ought to be injured, one of them fairly seriously. The PCs which are still unscathed should subtract 1d10 (OR 10) from their body points to represent the suffering of the siege. Their pursuers are five Orkhir (Svorgha), all of whom are on horseback.

If the group survives their only escaping route is by the forest. The following night the Child of Light has his third dream:

You are standing in an open field by the edge of the Wolfswood. The nightmarish winter is gone, and the sun's soft rays gently caresses the green peaks. Butterflies flutter between the beautiful flowers of the forest, and birds chirp delicately from the canopies. You take a few joyful skips, like those of a small child, and enter the forest, enchanted by its magnificent beauty. The further in you get, the more awed you are by its beauty. The trees rustle delicately to the lovely melody of the wind in a wonderful murmur that fills you with joy. You reach your arms out and fall to your knees in an attempt to join with the spirit of the forest. Suddenly, all color drains from the world, and around you everything distorts into an ash gray shade. It is as though you have entered a realm of blight and fog, among the dark shadows of death. The forest contorts before your very eyes. Trees die, flowers and grasses wilt and wither. Birds fall from branches above, dead and colorless. A thick, menacing gray fog slithers along the ground towards you. From the fog, a creature is formed, with the same cold, gray shade as the rest of the world – the evil, twisted image of a human. With a blood curdling shriek, the creature reaches a hand out towards you, a gesture both accusing and filled with overwhelming spiritual pain. Its dead eyes bore right through you. Your life force seems to leave your body, flow to the evil creature, as if it was feeding off you, gnawing at your soul. Paralyzed, unable to move, you can only stand there, waiting for your inevitable death.

Suddenly, you feel a warm hand grabbing you, tearing you from your stupor. Your entire life flashes before you in the blink of an eye and somewhere off in the dark you can hear the creature's desperate cries, wretched over having lost its power over you. When the shrieking fades away, you find yourself in another place.

It is light, once more. A smooth female voice speaks to you in a language you do not understand. At first you think it is Maria, but when you see her, you realize that you are mistaken. The woman looks unbearably tortured, her eyes have been removed and her body has been badly beaten. Even though her body has been mangled and abused beyond recognition, her beauty still takes your breath away, and you tremble. Your thoughts return once more to Maria; coufld thfis woman be reflated to her A sfister Mother The woman seems so young, and were it not for her red hair, she would be the splitting image of your beloved. Her pleas continue, still in the same voice, but now you find that you can understand her,

"Help me, help me, help me…".

Linn's voice fades, and the Child of Light rouses from his sleep once more with a shiver. The dream warns him of what waits within the Wolfswood, and gives Linn the chance to plead for him to free her. When the Child of Light awakes, he can see how a thick, gray, mist sweeps forth from the depths of the forest towards the place where the player characters are sleeping. He can hear the howl of the wolves that seem to be getting closer with the mist. The full moon gazes down upon him threateningly from the vaulted heavens, following his every move. The Child of Light is unsure of whether he is still dreaming, or if this truly is reality. Time is running out, and he now only has 10 action rounds to wake the other player characters and leave before a diser, a dangerous wraith, begins to materialize.

If the player characters run like the wind, the diser will be unable to catch them. However, if the player characters stay put or attempt to gather their things at a leisurely pace, the diser will engulf and attempt to kill them. It is important, as the Game Master, to try to stress the player characters enough that they realize the urgency. Between the Game Master's words of warning and the Child of Light's panicked pleas, it should be enough to frighten most player characters into leaving.

The mist moves with a speed of 8 meters per action round but the diser can move at twice that if it so wishes. If the player characters display their strength and teamwork, the diser will decide that it is not worth attacking them.

However, in order to fully avoid the diser, the player characters must leave the Wolfswood. The length of this journey depends on how far in they have wandered. The diser does not usually attack powerful creatures or groups, but as the player characters had been asleep, it may have thought that they were easy prey. If any of the player characters falls behind, and the others stop to help them, they will all survive unscathed. However, if the player characters leave anyone behind, then that person will encounter the diser and the other player characters will hear their friend's screams behind them.

The very moment that the player characters pass the tree line and leave the Wolfswood, they are safe from the diser and the werewargs which are also said to dwell in the forest. Give them a moment to gather their wits and reflect upon the experience. The Child of Light may choose to tell the others of his dream. The group may want to double check to make sure that they did not leave anyone behind in the forest.

That is when the player characters suddenly notice the green grass growing in the middle of the nightmarish winter landscape. In the middle of a plot of grass they find a company of warriors, all fast asleep, and their female captive. The company consists of a Dreadaxyr and four Wulfr guards. This is where the player characters meet Linn.

Shipwrecked

With a bit of luck, the player characters have been able to make it unscathed past the enemy's line of defense on the beaches. The frigid water almost costs them their lives, something which is made worse when their wet clothes quickly turn to ice in the biting winter wind. The cold becomes their worst enemy. Until they dry up or change their clothes the PCs will suffer -2 to all their actions and considered to be already beyond their basic survivable days, regarding the GM guide, pages 29.

None of the Orkhir notice when the player characters flee, and no one pursues them to begin with (the Orkhir will only give chase once they find tracks from them in the snow, giving the player characters a decent head start). The player characters will still have the overwhelming feeling of doom hanging over their heads. Defeat is inevitable, and Wildland is lost to an army which has been both stronger and larger than anyone had ever suspected. Cold and frozen, without armor, dressed in wet clothes, they stand before the raging winter storm, hopeless.

Torturous questions run through the minds of the player characters:

Where was Stormi (or Gave) when Blodughadda's forces invaded Wildland What happened to the adage that good always wins Maybe the Snow Queen really did bear the face of the true God all along Have the player characters themselves also succumbed to the whispers from the black ice

The player characters aren't sure of anything anymore. The snow falls, heavier and heavier, and the wind whips across their faces ever harder. The cold is so bitter, biting through their wet clothes, that it is as the concept itself of warmth no longer exists.

The player characters valiantly escaped the Orkhir's arrows and axes for an entire year of strife. And in the end, it would be the bitter cold that would finally do them in. Just like the time when they left Vretgaard in order to save the children, now it seems that there is no rescue, and not the slightest hint of hope. Helpless, the player characters drift off to sleep in the biting cold of the dark winter night.

While waiting for death, the Child of Light has his third dream:

You lay, frozen to the ground, your friends scattered around you. The snow has almost completely covered your dead bodies when an enemy patrol arrives. The patrol does not appear to be a normal scouting party, as they have a prisoner with them. The prisoner is someone who appears important to them, so important that they do not even waste the time plundering your corpses. All they do is snicker at your awful fate and carry on. The captive, whose hands and feet are shackled and who is locked into a sarcophagus-shaped iron cage, is, much to your surprise, a woman.

At first you think that it is Maria, but quickly realize that you were mistaken. The woman looks unbearably tortured, her eyes have been removed, and her body has been badly beaten. Even though her body has been mangled and abused beyond recognition, her beauty still takes your breath away, and you tremble. You think that you can hear her speaking to you, a plea of some sort, in a language that you do not understand. The woman is so beautiful that you almost come back to life once more, and a loving warmth hits you as she passes you. Her features remind you of Maria. Were it not for the red hair, the mangled prisoner would have been the splitting image of your beloved. Your beloved Maria. Maria, who you've missed for so long, who you never got to see again.

The warmth doesn't loosen its grip on you, but rather wakes you from your slumber. It thaws your dead limbs, and you feel life returning to your body. You can move a finger, a hand, a leg. Bit by bit, you feel yourself coming back to life. All around you, your friends are also waking up. The snow melts, the ground frost dissipates and the sun breaks through between the clouds. When you stand, you see the enemy patrol lying motionless on the ground next to the prisoner, dead or asleep. They have let go of the sleigh, which holds her heavy iron coffin. You see that the prisoner has turned to face you. Her pleas continue in the same smooth voice, but now you find that you can understand her,

"Help me, help me, help me…".

Linn's voice fades and the Child of Light rouses from sleep once more with a shiver. The dream tells him of what has been, and lets Linn plead for him to free her. The player characters awake at the same time as the Child of Light. For the first time in a very long time they find themselves lying in green grass. The sun shines down upon them from between the clouds and their clothes are dry. That is when the player characters discover a sleeping company with a female prisoner just nearby. The company consists of a Dreadaxyr and four Wulfr guards. This is where the player characters meet Linn.

Linn's Tale

The snow is gone, and all that remains is the green grass. A sleigh carrying a prisoner stands in the middle of the grass. The prisoner's hands and feet are shackled, and the prisoner is also locked into an iron cage with thick bars. Nearby on the ground, another five people lay sprawled, all members of the dark army. The enemies are deep asleep and will only wake up if someone injures them. The Dreadaxyr holds the key, which unlocks the iron cage.

During her imprisonment, Linn has several times used the Imaginining spell on her jailer (the Dreadaxyr) to make him track the Child of Light and lead her where she wants to go. She has also searched Wildland using the Detect Being spell to localize the Child of Light, as she had seen his real name in a prophecy. Linn's search has lasted three months, but now she has finally found the Child of Light. Using the Telepathy spell, she has reached out to him in his dreams and, using the Ecstasy spell ("tired" effect) put her captors to sleep allowing the player characters to free her without bloodshed. In order to make the player characters more comfortable, she has also warmed the air ("Warmth" spell) around them, to a distance of 90 meters.

Linn is in an extremely weakened state, as she has lost her entire book of spells and is starting to forget some of them. In the past, she could cast all of her spells using just her eyes, without the need for words or other movements. Even just starting to recover has taken several months, now that her eyes have been plucked out and she has been restrained. She casts spells by whispering quietly to herself, a very complicated technique. As she has not been able to study her spellbooks in a long time, her power is somehow enfeebled, although always strong. She has a copy in Jaarnkihl, where she plans to travel to for a different reason; the Iron Elves who live there have a copperplate of Norna's entire prophecy.

As mentioned, Linn's eyes have been removed, so she is blind and has to rely on her hearing and intuition. Due to her long imprisonment, she is withered and, in her current state, very weak. When the player characters finally free her, they will soon notice just how fragile she is. Linn has repeatedly been denied food and looks emaciated, which is painful to see. Her first request is that they spare the life of her jailors. She says that they have been tricked by evil, and do not know what they have done. Linn does not believe that anyone deserves to die, regardless of what they have done. She does not show the slightest hint of either bitterness or disdain despite what she has been through. She seems to know a lot more than she previously let on, if the player characters had the chance to meet her in Vretgaard. Harried, she explains that the Shepherd (the Child of Light), who she keeps addressing, must find the Stone Flute under the kingdom of the Buratja dwarves. The Stone Flute is the only thing that can rouse Maria from her deathly slumber.

Linn, for her part, must immediately travel to Jaarnkihl, but will join the player characters as soon as she can. The player characters will, obviously, not understand any of this, but Linn is a very convincing storyteller.

Linn tells them that she is planning to help the player characters get to the gate of the kingdom of the Buratja dwarves. She has very little time to give them clues. Her answer to a lot of questions is:

"In the Shepherd's dreams, the truth dwells – follow your fate, save us all, I only know what I must, you are more important than I".

Alternatively she will answer simply:

"In time… Do what you must, and we will discuss this in Jaarnkihl".

Then she concludes:

"Find my daughter and love her, but do not forget, hers is the choice in love and fate, the threads do not fall apart".

The player characters will obviously not know whether to trust her. They question whether she is telling the truth, and if they should help her. Meanwhile, Linn adopts a pleading position and whispers a few words quietly to herself. When she is done, the ground quakes, and Linn begins to transform before their very eyes. Once the transformation is complete, Linn stands before them, a fully-grown Hrimwurm. As Linn was blinded in her original form, so too is her dragon self. Even in this form, Linn looks fairly harmless.

She speaks to the player characters again, using the same sweet voice, which is somewhat jarring, coming from the dragon's mouth. She says that she can bring eight of them on her back to the gate of the Buratja dwarves' realm (in a pinch, twelve could fit). The warmth that she herself has created to save the characters from the cold will not last long with Linn in her dragon shape, and she quickly, but kindly, tries to convince the player characters to get onto her. The player characters realize that it is very easy to hold on to the thick fur, which spurs among the scales of the wurm's back and it also nicely protects against the chill. Linn's transformed form as a Hrimwurm lack the magical "Hrim Body" power, therefore the players are not harmed by being seated on the dragon's back.

When all the player characters who are leaving are seated on her back, they take off into the sky. On the ground beneath them they see how the horde of Orkhir that had been following them rides into the space they just left. If any of the player characters were left behind they will be forced to fight the thirty battle-hardened Orkhir. All the player characters will most likely have chosen to join Linn, other than any who refused. If there were any refusers, Linn can choose to hover above the enemy forces in order to frighten off the Orkhir and pick up with here claws the stubborn player characters who chose to remain. It is important to note that Linn never hurts anyone during her diatribe, not even the Orkhir. However, it does obviously cause a bit of drama. None of the player characters (nor any important Game Master character) should be left behind to die. Linn flies the player characters roughly 800 kilometers west- northwest. The player characters' journey with Linn takes three days, and is divided into three stages. While Linn flies, the player characters do not experience either fatigue or hunger. After each flight, Linn stops so that the player characters can sleep under her fur

near a bountiful source of food. As the player characters are so alert during the journey, they will end up soaking in a lot of impressions. It is quite likely that this is the most fun trip they have ever been on. The Game Master can therefore choose to add interesting impressions for them to reflect upon from the journey. Linn drops the player characters off (during the day) on the edges of the mire, which holds the gate to the Buratja Kingdom. She then wishes them good luck and promises to return when she is done with her mission, waiting at the same place where she left them. Linn asks to have the Stone of Sagas, as they will need it to find Snowsaga. If she does not get the stone, the player characters' stay in Jaarnkihl later in the campaign will quadruple in length. During this wasted time that they will spend there, more of the Stormlands will be lost, as both Ejdland and Fynnheim will succumb to the forces of darkness.

This concludes Act I - The Time of Wrath in the Snowsaga campaign..

Act I: Adventure Points

Below you will find a list of resources to help the Game Master allocate adventure points:

Player characters:	**Adventure Points:**
Finished Act I:	+100
Were rude to Oktar:	-10
Were mean to Huld during the wedding:	-5
Made friends in Storhavn:	+5 to +15
Made enemies in Storhavn:	-5 to -15
Were cruel to Sote:	-15
Made friends in Vretgaard:	+5 to +15
Solved the murder of Miri:	+15
Were rude to Maria:	-30
Became enemies with Tomus Hagtorn:	-10
Saved most of the children kidnapped by Siris:	+15
Left the children to be killed by the brotbeast:	-30
Murdered Siris:	-15
Found Siris' letter:	+5
Killed the knights of the Tenet of Nid:	-30
Found the letter at the Hunting Estate:	+10
Set the alarms off in Ysetur:	-5
Found the battleplans in Ysetur:	+15
Rescued the prisoners in Ysetur:	+15
Made the connection that Njordung and Ise are one and the same:	+5
Warned the Wildlanders of the war:	+5 to +15
Did not bother to warn the Wildlanders of the war:	-30
Solved Oktar's disappearance:	+15
Helped as much as they could during the war:	+50
Were only out for themselves during the war:	-50
Discovered the ship blockade and saved many of the Uvail family:	+15
Were rude to Linn:	-15
Gameplay:	**Adventure Points:**
How well the player showed their character's personality:	-5 to +15
How well the player showed their character's profession:	-5 to +15
That you as Game Master had fun and the player character respected your rules	+5
The player wasted time arguing about rules instead of playing:	-15



ACT II

Act II

TIME OF BETRAYAL

During this part of the campaign, the player characters must find their way down to the Buratja kingdom in search of the mystical Stone Flute. This task that Linn has bestowed upon them is not a simple one. After truly terrible hardships, they will hopefully manage to obtain the Stone Flute.

Then, the player characters will be betrayed and end up forced into a long imprisonment. This act will not offer any more hope than the great defeat in Wildland did in the previous one. The player characters must still keep their spirits up, as the fate of the world rests upon their shoulders.



The Road to the Buratja Kingdom

As long as anyone can remember, a part of the deep forest has been hidden in a strange mist. It is especially noticeable on cold autumn nights after heavy rains, or in the winter when the rest of the forest is blanketed in thick layers of snow.

Linn told the player characters,

"Seek the mire in the depth of the forest".

"Find the place known to the trolls as the Dragon Mire. There, somewhere, you will find the entry to the kingdom which once was known as Eldgnist/ Firespark, but today is called Sootfire".

Sootbrand is hidden deep underground. The way the player characters will end up using is nothing more than a vent in the middle of the Darkwoods expelling warm air. The air that wafts up from the forges has thawed the otherwise iced ground in the area, creating a sharp contrast in the middle of the winter landscape. As the ground is constantly thawing in the steam, a mire or swampy marshland has grown in the forest, covering the land above most of the Buratja dwarves' kingdom. The

dwarves' logi furnaces burn so vigorously and hot that the ground heats up, and all the moisture in the earth is forced to rise. This has come to create a swampy landscape, which lies, bubbling, awash in a mist, even in the middle of winter. Adding to the strange humid landscape are two waterfalls, which flow down along the vertical cliff wall of the mountain, Einvigh. Linn will explain to the player characters which way they should take and how to find it. The road, or, more precisely, the forest trail, leads up to the Hunting Lodges (see below). After that, the player characters need to find one of the entrances to Sootbrand on their own.

The Hunting Lodges

The Hunting Lodges are a group of decrepit timbered cabins which, more than fifty years ago, were used as overnight dwellings for a group of wolfkin hunters. Two of the houses have collapsed completely, with the roofs caved in. The third cabin is in terrible shape, but has been patched up with interwoven branches and animal hides. The cabin is currently used by the fowler Vidr Tranfolli, who is out in the forest, hunting pheasants (use the "Ranger, Beginner" stats in GM Guide page 118). He is, however, rarely by the cabins as they attract both forest trolls and other beasts that dwell in the forest. When the player characters enter the forest, the chance of Vidr being near the cabin is only 20% (1-4 on 1d20). If Vidr is not by the cabin, he will return in five days.

It is clear to see that someone has been using the house recently. Firewood has recently been stacked along one of the walls, and an iron pot inside the house still contains the remains of food, and outside, the offal and waste from the pheasants is scattered on the ground.

Regardless of whether Vidr is in the cabin or if the player characters have to wait for him to return, he will want to head further south. He has been very successful in his hunt and now just wants to return to his family. Vidr will not accompany the player characters into the forest. He knows the following things about this part of the forest:

By the ruins, situated a couple of hours' march eastward, you can find a game trail which leads to the mire. Vidr is not sure, but he believes that there are Lyktgubbe living out in the swamp. He has himself never dared enter the swamp, but he has seen mystical lights in there. He also claims to have seen the same lights by the forest trolls' little burrow.

Oh yes, the forest trolls live nearby. Vidr has kept away from the trolls, which he has seen disappear off into the swamp a few times.

An ancient and cracked paved road leads through the forest and up to the swamp. Two impressive statues stand along the road. The road appears to be old, and Vidr is sure that it must have been built by dwarves very long ago. There is a smaller path, which branches off from the main trail and crosses the paved road. The narrow path also leads to the forest trolls.

Vidr explains that the water in the western waterfall is delicious. The water in the eastern waterfall on the other hand, does not taste anywhere near as good.

Vidr also knows that there are dwarves living in the forest and can explain to the player characters how to get to Soothome. However, Vidr does warn them about the dwarves, whom he claims to be very ill-natured and pig-headed.

Soothome

Soothome is located just southwest of the mire. It is a dwarven outpost out of Sootbrand.

Soothome is the home and smithy of the Burjokko brotherhood. Since time immemorial, a curse has lain over the Burjokko, and then, fifty-five years ago, the dwarves in Sootbrand had had enough. They blamed the Burjokko for the fact that a small, inconsiderable vein of Mitraka had run dry, causing the gold to stop flowing, and insisted that the family's curse was one of the reasons that the logi furnaces of Sootbrand did not burn as eagerly as they should.

The Burjokko brotherhood was cast out of Sootbrand and have lived near its gates ever since.

The family consists of Sergovei, the leader and thuul, two "older" brothers, Olgorv and Evalnjor, and five other dwarves who, even if mature, are still considered youngsters: Hrukve, Novlija, Skuurdi, Porgij, and Gorka. All of them are blacksmiths, just like their leader Sergovei (use the Generic "Buratja" and "Buratja Thuul" stats)

Novilja and Skuurdi, have had to retrain themselves as hunters, and now spend their days hunting for the family. Behind Soothome, there is a small subterranean burrow where Olgorv grows the highly nutritious glork mushroom. The glork is a large, black mushroom, reminiscent of a potato. It flourishes in the moist soil and grows large and impressive in the little earth cellar. The entire brotherhood is very suspicious of all strangers. The dwarves are constantly feuding with the forest trolls, but the brotherhood has been able to keep the trolls at bay by building their smithy and house like a small fort.

The head of the brotherhood and only thuul is Sergovei, and he is the only one that the player characters speak to, regardless of which dwarf they meet if they come near the house. The dwarves have dug a deep moat, which runs around the smithy, roughly a hundred meters from the house. The bottom of the moat is covered in sharp spears. The only way over the moat is by a wooden bridge, which the dwarves can raise. The bridge is always kept up, and to cross it, you have to summon the attention of the dwarves by yelling loudly. After a few minutes, one of the dwarves will approach the bridge. It is very rare that they let anyone in past the moat, and the player characters themselves will not be granted entry unless they succeed with a Knowledge skill roll with the Language discipline (preferably with the Silver Tongue specialty) modified by -5. The dwarf leader speaks Vrok, albeit with very strong accent, due to a habit of speaking only the dwarven futhark language. Sergovei is very secretive and will not reveal where the gates are nor the location of any other entrances. The truth is that Sergovei will try to neutralize anyone who attempts to descend into the dwarven kingdom. He is scared that the dwarves down in Sootbrand would blame the Burjokkos if strangers were to enter the kingdom. Sergovei will, however, not attempt to slay anyone in open battle. He



will instead send Novlija and Skuurdi to kill anyone who mentions going down into the dwarven kingdom. This attack takes place sometimes during the following night.

The only thing that would change Sergovei's mind would be if the player characters promise to help him to, once and for all, kill the forest trolls, or at least run them out of the forest. If they do, he will tell them that it is possible to enter the dwarven kingdom through the ventilation hole which is located just outside the entrance to the forest trolls' lair. If any new visitors are very courteous, friendly, and humble despite the dwarves' unpleasant attitude, the dwarves will first demand that the forest trolls are taken care of (either killed or run out). After that, they will explain about the Vent.

In the house, or the "smithy" as the Burjokkos themselves prefer to call the house in which they live, there are lots of beautifully forged items. Amongst other things, there are two masterfully forged broadswords (+2 cp locked to the sword, WA 3, IM -4, PV/BV 9/90); a masterfully forged large metal-reinforced shield (+2 CP locked to the shield, PV/BV 10/100), a suit of Mitraka double chain mail (PV/BV 10/100, Heft 6, MM -2 m, IM -1) which unfortunately fits only someone who is short like a dwarf, and an open metal helmet with a number of jewels set into it (the helmet is worth between 1,000 and 2,000 gold coins).

There are three large charcoal pits behind the house, which the dwarves care for meticulously. During the day, at least two dwarves are there at any given time taking care of the charcoal pits.

The Old Road

The Old Road was built by dwarves a very long time ago. Today, it is essentially unserviceable and overgrown. Following the road south will lead out of the forest, and following it north leads to the swamp. It is worth noting that anyone who manages to keep heading in the same direction will eventually reach the dwarven gate.

Halfway to the gate, there are two stonehinjes standing guard. The stonehinjes will only attack if someone attempts to injure or damage them. Around the foundations upon which they stand, there are skeletal remains, primarily of forest trolls.

The Mire

The mire mainly consists of moss-covered forest floor, which is very wet. It is actually not really a mire. It is only in a few isolated areas that the floor turns into real swamplands, and that is mainly near the two ponds located in the forest. Near these ponds, you can find blue mud, a sludge that is highly coveted by the forest trolls.

There is a 50 % chance (1-10 on 1d20) that there are 1d6 forest trolls gathered near the ponds, collecting blue mud.

A group of fairies live in the forest, not Lyktgubbe, like Vidr thought. They are, however, very shy, and the Game Master should only ever use them in an emergency (if the player characters do not find any other entrance, they may get help from the fairies, or, if they, against the odds, are about to die in battle with the stonehinjes).



The Dwarven Gate

The dwarves built an entrance which protects the way down into their kingdom against intruders. The entrance is located in the vertical cliff face of the Einvigh mountain, in the very depths of the swamp. The actual gate, which is made of stone, is covered in an entwined pattern, with cryptic runes adorning the top. The double gate, standing more than 20 meters tall, is flanked by two gigantic statues of dwarves with two-handed battleaxes. The statues are actually stonehinjes, who currently are deep in slumber, placed there by the Buratja dwarves to guard the entrance.

If anyone in the party knows the futhark writing system (Read and Writing: Futhark specialty of the Knowledge skill), they will be able to read the runes saying the following message.

"Long did I wander; far did I seek. I journeyed through forests and over plains, through valleys and over seas. Gone are the days of youth but hope still remains. Halls of gold await me, as I have always known. The cords which bind us to our blood are strong, but the road is long, hard, and full of murky offshoots. All its secrets are obscured by steaming streams of lava. Resting in the realms of dreams, the Gyrd awaits, so near and yet so far. Crushing eternity becomes my victory parade, marching to the side of Borjorn."

The first letter of each sentence forms the word "lightarc" which is the password that grants passage through the gates, something which should be a tough nut to crack for the player characters. If after having translated the text no player think about using the initials, a generous GM may allow the characters to make a situation roll with SV 8 (Intelligence modifiers apply) to come up with the idea. Alternatively, a Knowledge skill roll with the Customs & Law (Dwarves) specialty may help too.

"Gyrd" is the mythical kingdom said to be more beautiful than Trilheim itself, which was lost thousands of years ago. According to legend, this kingdom is supposed to be located somewhere in the West, and its halls are made of gold, not stone.

In order to pass through the gates, each person must whisper the password, "lightarc" pronounced in the Buratja dwarves' own special dialect. Success can come from a Knowledge skill roll with the Foreign Tongue (Futhark) or Mother Tongue (Futhark), in both cases modified by -2. The success is automatic for Buratja dwarves. The slightest little mistake in pronunciation could turn out to be catastrophic. When a person has whispered the word by the gate, they will be granted entry into the dwarven kingdom. The gates lead to a long, steep staircase down into the city of Logr in Sootbrand. If anyone pronounces the password incorrectly, or tries to enter using force, the two stonehinjes which guard the gate will attack, attempting to slay the intruders. The stonehinjes fight to the death and are armed with two-handed axes made of stone.

It is very likely that the player characters will think that they are supposed to enter through the enormous gate and will spend a lot of time attempting to solve the riddle. What they do not know is that there are two other entrances to the dwarven kingdom. One is the vent in the middle of the troll village. The other is the Exhaust located not far from the gates. Both paths lead to The Hall of Chimneys.

The Exhaust

At night ghostly lights rise from the ground near the Exhaust. Even during the day, there are warm vapors coming from it, but the spectacle is nowhere near as impressive as it is at night. The forest trolls believe that there is an enormous dragon living under the earth and that this is one of its blowholes.

The Exhaust is located three hundred meters south of the gates. If anyone drops a stone down the Exhaust hole, it will fall for a long time before making impact because the bottom is more than four hundred meters down.

The Exhaust is considerably larger than the Vent, but it is almost completely overgrown with moss. The Exhaust has a diameter of around eight meters. Removing rotten branches, moss, and other undergrowth will reveal a narrow, serpentine stone staircase, which spirals down into the dark.

Around the Exhaust itself there are four stonehinjes, which are completely covered in moss. It is difficult to discern that they are statues, and whoever views them will at first think that they are trees, or just large, moss-covered rocks which have been placed around the hole. If anyone removes the moss it will become very clear that they are actually statues of powerful dwarven warriors of the same kind found by the large gates not far from here.

The stonehinjes will mercilessly attack all who attempt to enter through the hole. They will attack as soon as the first person's foot hits the top step. An observant eye will notice that there are piles of bones (primarily of forest trolls) in the area.

The journey down takes roughly ten minutes for a dwarf climbing at a brisk pace. It will take a human roughly thirty minutes, being far too big and clumsy for the small steps. Player characters with a skill value of 12 or higher in the Agility skill (including the SV bonuses of the Body Control discipline and the Jumping, Climbing, and Balancing specialty) will not have to attempt a skill roll to descend, while those with a lower skill value may need to manage one (SV 10 or 11), two (SV 7-9), or three (SV 7 or less) successful rolls, depending on how low is their Agility total SV. Rope can be used as an additional security feature (SV +2), saving lives. The stairs end in The Hall of Chimneys.

The Lair of the Forest Trolls

The Forest trolls live in a tribe of roughly 30 individuals, just southeast of the swamp. The tribe is led by the noaj Murkor, a very spiritual and powerful follower of Haminges. Five out of six forest trolls are battle worthy and, just like other forest trolls, they all lack fear, which makes them into violent enemies. The trolls are at their most active at night, when they hunt or gather supplies. At night, the player characters might be forced into a confrontation with up to thirty forest trolls. During the day, the little village is only guarded by five to eight forests trolls. The others are resting or sleeping. The forest trolls will attack regardless of the time of day or the size of the player character group.

The forest troll's little community is carved into the earth, like a little cave system, reminiscent of an oversized fox den. There is no map depicting the den, but should the player characters choose to enter it, the Game Master can describe it as a long corridor, ending in a larger burrow. The player characters can find lots of valuables in the den. The Game Master gets to decide exactly what they find, depending on how much help they deem the player characters to need. Some suggestions include the following options.

There are several lengths of rope in the cave, which, when tied together, form a five hundred meter long rope. The rope pulls up to approximately 120 kg.

In the room where the forest trolls keep the blue mud, there are also six cans of processed snowboar fat. Each can contains enough for 1-2 people to cover themselves in.

The mire has become a holy place for the forest trolls who live nearby, and they will not readily let other creatures enter their grounds. This is also one of the places from which the forest trolls gather the rare blue mud, which they use to paint their bodies.

The Vent is half covered in moss and does not at first appear to hide anything other than a source of heat.

The hole itself is large enough to fit exactly one person. If anyone squeezes their way through, they must succeed with a situation roll with Situation Value 10 (Dexterity modifiers apply). Anyone who has covered themselves with frost boar fat, or any other kind of oil or fat, will, however, get through without problems. Bigger characters are either unable to or face great difficulty when attempting to get down through the hole. The steam wafting up is as hot as a sauna, and anyone wishing to crawl down finds that they cannot do so carrying too much gear. Anyone who does enter the hole will also sustain 1d5 in damage from the heat every tenth minute they spend in the hole. However, anyone who has applied the frost boar fat will not be subject to any damage at all during the descent. Anyone who gets more than an 8 in damage must succeed with a situation roll with Situation Value 8 (Psyche modifiers apply) in order to not be compelled to climb up out of the hole. Vapors and gases are constantly seeping from the Vent, which is what causes the forest trolls'noaj to believe that a dragon lives under the ground in the swamp, and that the air vent is the dragon's airhole. The noaj has decided that the forest trolls should live here in order to absorb and benefit from the powers that the dragon possesses. The other forest trolls clearly agree.

The descent to the Hall of Chimneys takes roughly half an hour and requires a successful Agility skill (preferably with the Body Control discipline and the Jumping, Climbing and Balancing specialty) modified by -4. There is very little space to move around, and the climb down is anything but pleasant. Hot steam presses up from underneath the whole time. The only efficient protection against the steam is frost boar fat.

The Hall of Chimneys

The hall at the end of the rusted iron staircase is called the "Hall of Chimneys" by the Buratja dwarves. The chimneys are actually thousands of small, rust red pipes sticking out of the floor in various places, and which are then further directed towards the Exhaust. The height of the hall's ceiling is around 30 meters, as is the height of the part of the staircase that is made out of iron. Iron chains of varying thicknesses span the hall like a spiderweb, as if the actual rock itself is being held together by the chains. Two logi have made the area near the chimneys their home, but they will only attack if provoked.

A steep, sloping tunnel runs from the Hall of Chimneys and down into the darkness. It takes one day and one night to walk the path, which appears to curl around the Hall of Chimneys somewhat.

The Subterranean Lake

After a day and night of walking, a subterranean lake is revealed in front of the player characters. On their side of the water there is a small, moss-covered landing on which is a wooden rack. A small silver signal horn is strapped to it. Ominous black water surrounds the landing.

The slightest dim light can be seen from the other side of the lake.

The lake is pitch-black and it seems to be bottomless at its center. To make everything worse, its surface is veiled in a thin layer of gray mist, which never seems to dissipate. The lake is six kilometers across, and its guardians are roughly twenty giant snakes of the "lake serpent" variety which survive off of the "delicacies" that live within, a type of bioluminescent fish.

The dwarves are fully aware of the dangers that lurk in the water, and always exercise extreme caution when they head out to fish. Even when they pan for gold, or do the washing on the beach, it is all done with guards in full battle gear.

None of the Buratja dwarves can swim, and the thought of learning how to would never even cross their minds.

The Signal Horn

The Buratja dwarves will not notice that the player characters have arrived unless they sound the signal horn.

If any of the player characters blow into the horn, a strong, armoured boat will approach within minutes. Twelve battle-ready Buratja dwarves wait in the boat. One of them sticks the head out of a small hatch, watching the player characters (use the "Generic Zvordorkûm" stats with Buratja changes). Arbalests can be seen through the portholes that run along the sides of the boat. The dwarf who is watching the player characters will first speak in Futhark, but if none of the player characters appear to understand he will switch to a halting Vrok (SV 7). The Game Master can choose to adapt the text below depending on which language the dwarf speaks.

"I am Smidir Tungyxr, a great warrior of the Buratja sons. You are on our land. Who are you and what are you doing here"

If the player characters act threateningly, the boat will drift away again and the player characters will have lost their chance to enter the Buratja Kingdom with the dwarves' permission.

If, on the other hand, the player characters behave respectfully, Smidir will immediately take a liking to them. It has been a very long time since anyone last visited the Buratja dwarves, and most of them are curious about what has been happening up there in the world above them:

"You are hereby granted entrance to the Buratja Kingdom. But to show your good intentions, we ask that you first leave your weapons and other battle gear behind. If you trust that we will protect you throughout your stay, you will be welcomed as our guests."

If pushed, Smidir would allow for the player characters to bring their armor and weapons to the kingdom, but only if they are carried and kept by the dwarves.

If the player characters refuse to leave their weapons and other battle gear behind, the boat will drift away again, and leave the player characters on the beach. Smidir wants straight answers, and if the player characters dawdle they risk losing their chance.

If the player characters follow Smidir's instructions they will be allowed aboard the armoured boat. The whole journey across the lake will be nerve wracking, considering the creatures lurking under the water's surface. An open boat would not stand a chance against the sea serpents. If anyone falls into the water, they will perish.

The armoured boat brings the player characters to the opposite shore. At least three times during the journey, the boat is attacked by the sea serpents, but there is no real risk that anything bad happens since the armoured boat protects the passengers.

The Far Shore

The far shore is lit by some torches and, just visible through the dim light, a substantial stone pier on thick pillars stretches out into the water. Some Buratja dwarves are panning for gold near a subterranean waterfall roughly thirty meters from the stone pier.

The dwarves who live in the Buratja Kingdom consider the bioluminescent fish to be an exceptional delicacy, and will lay out large nets of silken, silver threads, which are very effective at snaring their catch. The nets are attached to chains, which are then dragged behind large boats.

When the player characters have disembarked, Smidir shows them along a narrow passage where tall characters have to duck in order get by. The passage is constructed for dwarves, not humans. The entire time, they are watched by the gold panning dwarves down by the water.

Smidir brings the player characters through a sophisticated system of defense corridors, staircases, and thick iron doors. He tells them to stay together, and explains that anyone who loses their way here will face a very difficult time trying to find the way out again. Eventually they reach Logr, the largest city in Sootbrand.

The most powerful dwarf in Sootbrand is Master Smelter Beldor of the Angor clan. His brother, Dunkillja, is the dwarf who leases the Mitraka mines from the Arks in the Northwest, who, in turn require weapons and armor made of iron. Just as the player characters arrive in Sootbrand, Dunkillja and his dwarven army arrive in Beldor's kingdom. That is how the player characters, due to the actions of Beldor, Dunkillja, and Istunga, end up in Arkland.

"Sootbrand" is the name of this Buratja kingdom, and it contains five so-called "smith cities", of which Logr is the largest, with its three master smiths and seven hundred blacksmiths.

Sootbrand is completely separate from other dwarf kingdoms. There are, of course, still some completely forgotten or abandoned tunnels which link it to other kingdoms. The smithies and their flaming kilns are the heart of the Buratja dwarf kingdoms. At the mention of the word "smithy", most people will think of a small forge and an anvil or two. The Buratja smithies can fit hundreds of furnaces and thousands of anvils, and are the places in which the dwarves have devoted themselves to the great art of metalworking. Many of the furnaces contain a captured logi who, with its heat and flames, serves the dark blacksmiths. A Buratja kingdom is divided into smithies, and each smithy is headed by a master. It is these masters who carry on the ancient traditions, and only those considered worthy are rewarded with the secrets of how to forge the Mitraka.

The final product, the Mitraka, has great strength and beauty, but it is hard to forge, and the process to do so is long and difficult. The secret techniques are only taught by the masters, and when a master dies, a new master is chosen from the elite that rules over each city. There is a vault at every logi furnace, protected by a thick, round door, completely made out of Mitraka, which is locked using a rune known only by the owner of the forge. No one is admitted to the vault, other than the master and the owner of the logi furnace. They keep all their most precious objects in these subterranean vaults. The vaults contain both chainmail armors and swords, drinking vessels and shields. Most of them are beautified with Mitraka, detailed with silver and gold threads, and bejewelled with gemstones which gleam green and red. Some of the vaults contain black armors that has been handed down for thousands upon thousands of years. Very few of the Buratja dwarves own an ancient suit of black armor, but those who do value it more highly than all other objects and treasures they have. The armor is considered to be some of the first things ever created by the dwarves, in a time when none of them had yet seen the light of the sun. There is also an oath linked to the armor, sworn thousands of years ago. Anyone who owns a suit of the ancient black armor should devote their lives as much to the art of war as they do to the craft of metalwork. When the greater kingdom is threatened, and the great king sends his summons, those with the ancient armor must rise from their dark hollows and step up in service of the kingdom. Then, in utter secrecy, those with a suit of armor will gather, and, with a lot of ceremonious pomp, put on the black war garb. They are made of black Mitraka, a special type of Mitraka obtained using a secret technique, nowdays only known by a few masters in all of Trudvang.

The black Mitraka has come to be known as "Zvordorka", and the armor is known as "Zvordorkûm-maki", the Armor of the Black Mitraka. Those who don the armor are called the "Zvordorkûm", the Black Warriors. Most of these fierce Zvordorkûm are expert warriors but otherwise normal dwarves. However, a few Zvordorkûm belong to the legendary Zvorda race, the large dwarves which are told to have troll blood in their veins.

Some of the Zvordorkûm-maki armors takes an entire day to put on, and small bolts are welded in place to hold it together. These suits protect against both weapons and fire, as they were forged in the second age, primarily as a defense against the flames of the greatly feared iron dragon. Large, black masks called "murgles" cover and protect the warriors' faces against flames.

Buratja dwarves are tough and resilient. They persevere in front of the hot ovens for long stretches of time, hammering



relentlessly at their anvils, in order to shape the mystical Mitraka.

Their tunnels and halls are not as ornate or treasure-filled as the Gray dwarves. Their kingdoms do not consist of great halls and armories, and they do not have bejewelled thrones, echoing ballrooms, arrow-straight tunnels, or endless cliff grottos with polished walls. Instead, the Burtaja Kingdoms are centerd around their smithies, which stretch deep into the earth where the lava rivers flow and the Mitraka hides. Their tunnels bend, just as their backs arch. The walls in the smithies are crude, chiselled, and unpolished. These people keep all their treasures hidden in the vaults of their smithies, stowed away and hidden forever. These dwarves guard their treasures with the same zeal and brute force as the dragons.

The Buratja dwarves are black haired, and their eyes gleam like translucent silver. Their complexion is pale, but they are almost always covered in soot and dirt. They rarely wear clothes, other than a loincloth that they use when working in the smithies.

Sootbrand

When Saukka the Conqueror had overpowered his feeble father and seized the kingship, he waged a war against both the elves and people of the Stormlands. He punished his enemies with sharpened axes and tempered iron shields at every turn. He made an abundance of mighty things; subdued many a rich homestead in Wildland; captured and conquered the Hrim Trolls with their whips and black tongs. Saukka's sons were Jorvin, Jutka, and Molov. Many strong warriors gathered under their crimson banners during the war, which lasted as long as Saukka lived.

And so it happened that Saukka gathered all his warriors out on the plains, as these dwarves did not fear to fight in the domains of man. The dwarves of Saukka's doomed family all gathered by the hills north of Wolfswood and set up camp. Saukka mustered all his soldiers, two thousand Zvordorkûmplus ten thousand other dwarves he had summoned from Trilheim's dark hollows.

The dwarves stood on one side of the dark forest, and the humans' armies waited on the other. Late one night, as night once more conquered day, Saukka attacked in full force with his ironclad warriors, and captured Fylkjarl Olvin Segerhuva. He ordered all others to be killed.

The armies gathered under Olvin's banners were beaten to the ground, and Saukka was hailed as the king that he was.

At the same time as Saukka was using his axe in the dance of death on the battlefield by the Wolfswood, a tall man, carrying a heavy sword wrapped in a wolf skin, disembarked on the rickety piers in Storhavn. Little did the dwarves know that their victory parade would turn into a stinging defeat, and that the satisfaction in the winds of victory would slowly pull Saukka and his dark warriors to the depths of defeat. The story of how Fylkjarl Njal Hagtorn achieved peace and unity by defeating Saukka is often told in the Skalds' songs and stories. It is far less common to hear tell of Saukka's fate, and the dwarves who then were forced back to Sootbrand, filled with hate and bitterness against the human race. Ever since that day, the Buratja dwarves have been gone from

the wilderness of the Stormlands. They closed themselves off in the dark hollows of Sootbrand. In a dreamless slumber, they hunted more logis than ever, and their mystical furnaces burnt with a vengeance and vindictiveness. Saukka's descendants knew that in the burning wombs of the forges lay the final reckoning of Wildland. Today Sootbrand is ruled by Master Smelter Beldor, who belongs to a brotherhood named after Angor, the master who forged Koraljon's ruling blade once upon a time. Master Smelter Beldor is also the spiritual heir of Saukka the Conqueror, who ruled the same clan, so long before. Beldor Angor is in charge of the daily Mitraka production in Logr, but will travel to the four other smith cities in Sootbrand from time to time. He is a strong, resourceful man who wears an apron made of silver plates with a matching mask and gloves. He dresses this way because the spatter from the smelted Mitraka cuts through most materials as though they were butter. He has to reinforce his protective gear after almost every draught. Silver is especially resistant to Mitraka.

The Mitraka melt flows like the cinder, as light as water, and will often splash. It also cuts through other materials as though it was paper. All of this is an unfortunate combination for anyone who taps the smelted Mitraka from the logi furnace.

Beldor Angor is in charge of the Mitraka production in Sootbrand: a complicated process during which the Mitraka first has to be separated from both the matte and slag through a eutectic reaction. After that, the tapping of the almost pure Mitraka occurs during a state between slag and matte. The state is in constant fluctuation, depending on the temperature, the combination of ore concentrates, and the amount of oxygen that is added to the smelt bath in the logi furnace. The slightest mistake or miscalculation risks causing the Mitraka to curdle and become useless due to impurities, or that the alloy denatures into "mitrakait", a very brittle form of Mitraka, and the form that humans are usually able to produce.

Around three thousand dwarves live in Logr. The city is located in a gigantic cavern carved from the rock. The city is, just like the logi furnaces, built in stacks, with several levels. The architecture is unlike anything else known by the inhabitants of the surface. The houses are built on top of each other, and the city grows as one single, immense multi-layered building, as the society gets richer. To the uninitiated, it is essentially impossible to navigate the city, which consists of countless corridors, tunnels, stairs, and rooms which lead deeper and deeper into the city center. In order to prevent Logr from collapsing, the dwarves have stretched enormous chains from the rock walls into the city. At the heart of the city are the 16 logi furnaces, located in Logr. A river of boiling lava, which the dwarves simply call "Zvordo", runs through the city.

The only open route from Logr, other than the one the player characters arrived by, would be to travel by railway, using a vehicle similar to a trolley, or climb the steep staircase which leads to the main gate, a two days journey. A dozen freight cars can be connected to the trolley vehicle. The slaves running the trollies are fifty or so goblins. In turn, the slaves supervize a group of hardened dwarves. Aside from these two ways out of the city there are an endless number of hidden passages and crevices in the rock, and where they lead to is known only to a select number of dwarves.

Smidir leads the player characters to Master Smelter Beldor in the city by making them climb roughly 50 meters up a chain ladder, which runs along one of the larger logi furnaces. After the climb they can walk along a long ledge until they reach a larger platform, where a group of dwarves is working on burning a hole into the logi furnace. They use a very long metal pipe, which seems to be on fire on one end, and is connected to a silver colored container at the other. There is a rune on the container, which creates oxygen and makes the metal burn as the oxygen is released. As the player characters enter the room, a hole opens in the furnace, and high-pressured smelt spurts from the hole.

Aside from Master Smelter Beldor Angor and the six assistant dwarves working on the tapping, there are also twenty Zvordorkûm in full armor guarding the area. About half of the Zvordorkûm are at least twice as large as normal Buratja dwarves, and with much more threatening appearances. This is possibly the first time for player characters to meet the legendary Dwarfs-Trolls, which should provoke them a sense of mysterious uneasiness.

After that, Beldor and other dwarves work with tapping smelted Mitraka along a small copper chute which is suspended from chains half a meter above the platform and connected to the logi furnace. The smelted Mitraka is tapped into a small chest, which can hold a hundred kilos.

When the chest is filled, which only takes a minute or two, Master Smelter Beldor closes the mortise using a long pole similar to a lance, with a clay plug at the end. Closing the tap hole fails, and the plug explodes, splattering smelted Mitraka on the player characters and others standing nearby. Those who are hit (let the players roll a luck roll with 1d10 where 1-2 means that the person is hit) will suffer burns inflicting 1d10 damage, representing the splatter.

The second attempt at closing it is successful, but it is already too late. The Mitraka has been tainted, and will become mitrakait.

The player characters are probably unaware that there is almost 80 kg of pure Mitraka hanging right by them in the chest, Mitraka which is only one step in the refinement process away from going to the smithy. The Buratja dwarves produce 500-600 kg of Mitraka every year using this process. The planning stage between each Mitraka tapping is the lion's share of the work. Three out of four tappings fail for various reasons, even for someone as experienced as Beldor.

Beldor's Interrogation

Despite Master Smelter Beldor being irritated over the fact that he failed with the tapping, he is able to hide it from the player characters. He laments that Smidir so readily admitted humans into Sootbrand. He questions the player characters' identities and motives in an interrogation-like fashion. Unlike Smidir, Beldor is fluent in Vrok. In the shadows

behind Beldor, a human-shaped figure can be glimpsed, but stays well concealed in the darkness. The friend of Oktar (if still alive) will feel a sense of deja-vu looking at the figure, even if the exact identity cannot be identified. Beldor does not explain who it is, even if questioned directly by the player characters. The Game Master should, however, be aware that it is Rendre Haugskalp (now called "Istunga"), who has traveled to Sootbrand to try to get the dwarves to join him in the war against the Wildlanders.

When Beldor realizes that they have come to Sootbrand to look for the mythical Stone Flute, he just laughs and tells them to forget about the flute and the old tales about it being here. He also points out that no one but the dwarves would be granted access to the ancient lower portions of the kingdom.

He wants the player characters to pay tribute for invading his territory. He will have one of the player characters imprisoned because, as he says:

"I see that you have brought the Ruling Blade with you, the mighty sword crafted by Master Smelter Angor, the first of my brotherhood, so many centuries ago The same blade borne by Hagtorn, son of man, when he overthrew Saukka the Conqueror, an ancient brother of my clan, or what you would call an "ancestor", to use human words. How ironic a twist of fate, that I now should find the blade like a gift from above. The same fate of Saukka shall not befall me. This is a sign... Heh, heh, heh… "

The sword has recently been sought by Beldor's brother's Arken allies, who would gladly pay for it with gold. Beldor can see the beginning of a new era for Sootbrand. If the player characters refuse to give him the sword, they will all be condemned to death.

They have no chance of getting out of here alive. Master Smelter Beldor's guard consisting of twenty Zvordorkûm, including ten impressive Zvorda warriors, should give the player characters cold feet before they do anything foolish. If the players are about to do anything foolish remind them that they are at the centre of Belgor's kingdom, and these warriors are certainly not the only ones to be fought in order to get out of Sootbrand.

After the sword is given to the dwarves, Beldor continues:

"Not only will I keep the blade as a tribute, but I will not allow you to leave my kingdom. The way through the lake is now forbidden to you all until you prove your worth to me. I demand that you go, capture the giant logi that has been sighted near Zvordo, and return with it within a week. If not, I shall throw the cursed Koraljon to the snakes of the lake, and order all my subjects to kill you on sight".

Beldor turns to Smidir:

"Smidir, as punishment for your carelessness, I would strongly advise that you accompany and assist them. If the intruders do not return according to my demands, then neither should you."

Smidir leads the player characters away (aside from the one who stays with Beldor as his prisoner). He tells them that there is to be a large feast tonight in honor of a young Buratja dwarf of his brotherhood who is under his tutelage, and who has just been granted the position of rune smith.

Smidir tells the player characters to forget about the giant logi for the moment and just enjoy the party. There is nothing they could do tonight anyway. He promises to try to help them in their quest. The player characters notice that Smidir appears to be very nervous about undertaking such a task.

The Dispute between Hunrur and Aldak

Smidir will hold a big party, which the player characters are invited to attend. About twenty or so other Buratja dwarves join the party. There are also Hunrur Dogordin and Aldak Agordo, the leaders of two clans competing for the second position of power below the Angor clan (use "Generic Buratja" stats with Care SV 10 and Silvertongue 3). The Dogordin and Agordo brotherhoods got their names from legendary predecessors, of which the characters will learn soon.

Early on at the party, Hunrur Dogordin (Vrok SV 7), will seek the player characters out and tell them that he has heard of their troubles with the Master Smelter, but adds that they should not worry. Hunrur has contacts that he can use to take Koraljon back from Belgor and make them pass the snake-infested lake, if the PCs help him with a problem. He explains that he belongs to one of the ruling brotherhoods in Sootbrand, and that he is currently facing a moral dilemma. He has heard through the grapevine that the player characters are looking for the Stone Flute. If they nod in agreement, he will begin to tell them about his "ancient brother" (the dwarf rough equivalent of an ancestor), Dogordin:

"Dogordin the master smith had three younger brothers he took as apprentices: Maki, Thorvikun, and Thoor. With the fire's flames licking his skin, Dogordin forged his brotherhood's greatest treasure and heirloom – A miner's mattock nicer than any other, with magical runes engraved into its surface with a power so great that even the hardest rock crumbles under its mighty blows. Dogordin's deepest desire was, after all, to find the innermost core of the purest Mitraka, which is why he forged the mattock that he named "Sohrsmule".

He used Sohrsmule to mine precious metals for forming many beautiful things, but the mattock was also known as a slayer to all who got in its way. So strong were the two runes engraved into its smooth surface that they could crumble mountains, armor, shield, and dragon plating. In Spaarklur's deepest vaults and tunnels, an ancient beeing awoke, a mighty dragon given the name Unghorvin. For a long time, he spread fear amongst the brotherhood of Buratja dwarves that lived in the warmest smithies of the greater kingdoms.

When the master smith Agordo, one of Dogordin's friends, sought out Dogordin to borrow Sohrsmule in order to kill the ghastly beast, Dogordin swore on his master smithy that none other than Dogordin and his brothers would ever get to feel the power of the mighty mattock.

Anyone else who did so would be chased and hunted by Dogordin's brotherhood for all eternity. But Dogordin realized that the beast had to be killed in order to give his friend Agordo some peace in his vassal kingdom. If peace could not be achieved, the supply of Mitraka would peter out, and Dogordin and his brothers would have to replace it with hard iron. Instead of giving to Agordo the mattock so that he could defeat Unghorvin, Dogordin instead offered to accompany him to the deep, endless, shafts to face the draug on one of the many bridges that crossed the enormous lava river known as Logadril.

Before he left, his youngest brother, Thoor, who was the brotherhood's Thuul, said that the winds from the eastern tunnels blew alarmingly strongly, and that this likely was a sign that Dogordin should not leave on this slaying mission. Dogordin, who knew Thoor well and often listened to his counsel, hesitated for a long time, but chose not to break his promise to his friend Agordo, and left, promising to be back before the mines closed.

Agordo, who heard these brave words, swore that if Dogordin and his mattock had not returned before the mines closed, then Maki, Dogordin's eldest apprentice and brother would get to have anything he wished from Agordo's treasure, which was known throughout kingdom.

Dogordin never returned, and with him the Sohrsmule mattock was lost. As Thoor's premonition had come true, Maki, his heart broken, stormed furiously into Agordo's smithy.

"There is nothing in your hidden vault that I would want, nothing that can cure the fact that both Sohrsmule and my brother Dogordin have been swallowed by flames by the Orgor Bridge. But you have one treasure that I want. This treasure is something that you hold dear, and its powers are praised throughout the land. In payment I want the hammer which you use to forge all your beautiful things; the hammer you call Hraku."

This Hraku hammer was as legendary as the Sohrsmule mattock, and the smith using it had the power to shape metal into amazing, precious marvels and jewels whose beauty was praised through the whole Trudvang. One of Agordo's younger brothers, Migil, then grasped a hold of his two-handed axe, known far and wide, and was just about to kill Maki, Dogordin's brother, for demanding the hammer. Agordo calmed Migil down by placing a hand on his shoulder. "It is true that in a moment of weakness, I said that no treasure was too great a price for my friend's life, and I am well aware that Sohrsmule was your family's most prized possession, and that you sang its praises remembering old times. But, can I not tempt you with anything in my hfidden vaufIt Not even fiff I flet you pfick two thfings" Agordo asked.

Maki, not known to be either a weakling or a coward, had not moved an inch from where he stood, despite the fact that Migil had been poised to swing his axe at him. Instead, he repeated his claim as to what payment he considered worthy of his brother's death and the disappearance of Sohrsmule. "I want that which is most dear to you, and even though I realize that what you offer me from your vault is more than anyone could ask for, I will exert my right to take what I am owed."

"Oh well, then take the hammer that I have created with my own two hands and consider it your own," Agordo said in a dark tone. "But watch as its smooth surface changes from the shiny glittering Mitraka to the dullest black of coal as you remove it from my warming logi furnace. And so, with that black color, a curse follows, one that I recite here and now."

"Anything that you wish to forge with this hammer, which I once called my friend, which I now rename "Sotehjärta" ("Sootheart"), will forevermore have the darkness of coal within it, and the things you forge will grant you great sorrow and despair." Maki saw how the large hammer changed colors as he took it from the logi furnace, but did not let himself be dissuaded, and instead lifted the hammer and carried it up the endless staircases towards his own family's smithy and workshop.

And so it was that Maki headed towards home with Sootheart, but Migil, furious and unable to let go of his anger, caught up with him halfway. The two dwarves began to duel each other and, when it was over, they both lay dead. Maki had been decapitated, and his spear had been forced through Migil's heart. Unghorvin the jarnwurm had seen the entire spectacle and found great pleasure in the dwarves' deadly dance. It was the very last time the Sootheart hammer was seen by any of dwarven blood, and it is said that Unghorvin brought Sootheart back to his horrible hollow deep beneath the kingdom."

Hunrur Dogordin explains that the Stone Flute is said to be located in the same chamber as Sootheart, and suggests that maybe now the player characters understand his interest in their intentions to try and find the Stone Flute. Truth be told, he knows the way there, and has the key which could admit them down to the kingdom's ancient and forgotten parts where the draug is said to dwell. If the player characters swear on their honor to return with his hammer, Hunrur Dogordin promises to help them get there. Everything must obviously happen in the utmost secrecy, without Beldor's knowledge, and preferably before the player character's time is up (to catch the giant Logi). Hunrur is sure that if the player characters are able to return the hammer and a lot of other lost objects, then Beldor would soften, and free the captive player character. He also explains that Beldor has a weakness for presents, and that a gift or two would be very likely to change his mind.

Later during the party, Aldak Agordo will seek the player characters out. He says that he happened to eavesdrop on their conversations with Hunrur Dogordin. He continues to say that the player characters still have not heard the whole truth, but rather a modified version of the truth. He also tells the player characters that Hunrur is in league with Beldor, and will betray them upon their return.

If they ask which parts were untrue, Aldak can retell the story exactly, with the differences being that Sohrsmule was never lost, and that Maki, Dogordin's brother, instead stole Sootheart from Agordo when he rejected that which was offered to him for his Dogordin's death. According to Aldak, other than those details, the rest of the story was true.

Aldak says that if the player characters tell him what time they are to descend down into the abandoned parts of the kingdom, he can lay in wait with his men until Hunrur unlocks the gate, and then kill Hunrur and his brothers before they get the chance to warn Beldor.

The truth is that both Aldak Agordo and Hunrur Dogordin will contact Beldor and betray the player characters. Beldor, for his part, has his own interest in Sootheart, and plans to let one rival defeat the other before stepping in himself to seize Sootbrand with an iron hand.

Master Smelter Beldor wants to be at the top, without any rivals to the throne, and his sights are not only set on Sootbrand. Beldor wants the Wildlands, too. When Istunga came with his message of Wildland being at war, Beldor immediately realised that the dwarves' opportunity for revenge had come. Beldor has already had time to summon more than 4,000 Buratja dwarves, 700 of which are Zvordorkûm from other Buratja colonies. They are expected to arrive within a month.

As soon as the player characters return (if they do), Beldor will imprison them for their crime of entering the ancient section of Sootbrand. It is mere subterfuge, but Rendre Haugkalp's (Icetongue or Istunga) whispers and gleaming coins convince Beldor to send the player characters to Arkland, escorted by his brother Dunkillja, to face a long, bitter captivity.

Sparklur – the Ancient Halls

In its glory days, Sparklur, known as "Lovlinjikka" in the dwarven tongue, was one of the few kingdoms that could gather large numbers of Buratja's sons. Considered to be the mightiest stronghold in the East, and the only great kingdom built by the Buratja race. Far from the winding tunnels, rough-hewn surfaces, and low ceilings that usually signifies the Buratja kingdoms. The Sun Hall, the enormous throne room, was, of all the dwarves' many caverns and halls, one of the most famous of its time. Few outsiders ever got to step foot inside the great hall, the arched vault of which reached higher than anything the dwarves ever built. The ceiling was held aloft by a forest of pillars, each forged from Mitraka by the master smiths. There were exactly 585 pillars supporting the ceiling, all covered in runes and inscriptions describing the heroes and heroic deeds of the dwarven traditions. Each pillar was raised in honor of one of the 585 clans; a pillar for each tribe, to cover with their own heroes and stories.

Set into the floor of the great hall, there was a diamond, larger than any witnessed before. The dwarves call it "Borjorn's sun", after the dwarves' creator and god. When the sun's rays reach the diamond through a long shaft in the rock ceiling, it reflects a light so beautiful that even the hardened dwarves' eyes water.

A staircase made of gold leads up to a throne, the creation of which truly was an amazing feat of craftsmanship. Four statues support a large shield upon which the tall silver throne stands. The backrest of the throne is so tall that it reaches halfway to the ceiling.

The construction of the great hall is so sophisticated that if someone sat upon the throne and spoke in a powerful voice, they would be heard by even those at the very back of the hall.

And that is the history of the hall that Unghorvin the iron dragon took for his own.

Many other halls were built in Sparklur, but none as impressive as the Sun Hall. The kingdom beneath Sootbrand echoes in its emptiness and has not been used for thousands of years. According to their ancient beliefs, the beautiful kingdom under Sootbrand is not to be recovered until a new Great King of the Buratja arises. A wait that appears to be long.

Every time that the dwarves hear of intruders entering the halls, they have called upon their Zvordorkûm and cleared the halls before locking the gates once more. They have not dared to proceed all the way to the Sun Hall in two thousand years, and rumor now has it that the floor of the great hall is covered in a sea of gold treasures and magical objects. The Sun Hall, the hall that Unghorvin claimed as his own after stealing Sootheart.

Once, more than 1,200 years ago, a party of dwarves, led by the warrior Bhewolk from Trilheim, arrived to drive the mighty beast from the dwarves' halls. It was from this raid that the legend of the Stone Flute's location sprung forth. Bhewolk is believed to have carried this powerful object, which held the ability to awaken the dead. After the gates slammed shut behind Bhewolk, neither he nor his band of warriors were ever seen again. The dwarves assumed that Bhewolk and his following had been killed by the terrifying dragon and that it would be pointless to make any further attempt to drive Unghorvin out.

If the bearer of the Stone Flute could not survive, then no one could, according to the dwarves.

Bhewolk died sitting on the great throne with a mortal wound from the dragon. Surprised, he watched the steady flow of his own blood run down onto the throne. He was shocked that the Stone Flute had not, in fact, protected him. Little did he know of what had happened. Everyone who had loved him had been lost in a great landslide the same moment that Bhewolk first entered Sparklur's enchanted halls, and his fate had been sealed, unbeknownst to him.

Towards Sparklur

The player characters are led away (assuming that they got along with Hunrur Dogordin) during the early hours of the morning, when most in the kingdom are still asleep. Hunrur and two other brothers of the Dogordin clan are all dressed in pitch-black hoods, which thoroughly hide their faces. He tells the player characters that they must go and get a rope, a long rope – almost two hundred meters. He brings them to a little storeroom where the player characters can gather as much rope as they need. They are also given water and food, as well as a huge number of torches and oil lamps, in order to help them through the underground journey they are about to start. After that, Hunrur and his brothers bring them along the flowing river of lava, and further down into the bedrock. They are brought deeper and deeper into the Underworld. Along narrow, winding staircases, past grand halls, through iron gates, and over seemingly endless ravines.

At one point, as they are standing on a wide bridge which stretches across a river of lava, Hunrur halts the group. He tells the player characters that this is the bridge upon which his "ancient brother" Dogordin had died, and that the river of lava below them is the mythical Logadril. An observant person can see how the logis play in the lava stream far below.

The group walks for almost half a day, and they are very tired when they finally find themselves inside a huge hall. Hunrur raises his lantern, and the player characters can see an enormous double gate made of black iron in the far wall. A wide stone staircase leads up to the double gate, and two thick iron pillars adorn the gate on either side. If the player characters have agreed with Aldak Agordo that he is to lay in ambush for Hunrur Dogordin and his brothers, he will be hiding behind the pillars with several of his men.

As soon as Hunrur reaches the gate, Aldak and his following of six will attack.

Hunrur turns to the player character and asks them if they are ready to enter Sparklur. If the answer is affirmative, he will take out a large key from his hood and approach the gate. Hunrur tells the player characters that they should knock on the gate when they wish to come back out – Hunrur and his two brothers will be waiting outside the gate.

If the player characters did not enter into an alliance with the Agrodo clan, Hunrur will ask the player characters once more to promise to bring Sootheart from the Sun Hall. Then he opens the door.

If, however, the player characters have entered into an alliance with Aldak Agordo, his men will attack Hunrur's escort with the aim of killing them. It is very likely that Hunrur and his two brothers are killed, especially if the player characters help. Aldak then takes the key from Hunrur and opens the gates for the player characters. First, he will however want them to promise to retrieve Sootheart for the Agordo clan.

Regardless of whether it is Aldak or Hunrur that opens the gate to Sparklur, they will join the player characters on their way through the grandiose halls and passages of Sparklur. It is a journey through a desolate kingdom, a realm with architecture and design more beautiful than anything the player characters have seen before (unless they have). They are brought through rooms with walls covered in gold and gemstone mosaic floors. It is a kingdom which has been left essentially untouched since it was built. Pillars, doors, alcoves, balconies, staircases – all seem to have been built with great craftsmanship and a penchant for abundance. In one hall, they see an enormous statue, which appears to be made entirely of Mitraka. Hunrur directs their attention to the statue and tells them that it depicts the first and only king of Sparklur, the Master Smith. Even though the kingdom is seemingly endless, the player characters are still led very carefully and precisely along the wide main corridor. Hunrur explains that the player characters have to keep following the main corridor if they ever want to get back. If they wander off from the main thoroughfare, it would be very likely that they never find their way out again.

As the day starts to wane, the group finally reaches an enormous cavern, with walls and ceiling veiled in shadow. Everything is completely still. In front of the player characters there is a forest, silent and motionless. The forest is made entirely of stone.

Hunrur (or Aldak, if Hunrur is dead) appears to grow very nervous as the group reaches the forest. He keeps pointing away, looking over his shoulder, and his eyes dart around nervously. He seems very frightened, and almost stutters, as he proclaims that the player characters are on their own from now on. He explains that there is an immense gate on the other side of the forest, known among the dwarves as "Lobvoliká", The Giants' Gate. It cannot be opened. Hunrur, at least, does not have keys for it, but he explains that there is a grating-covered hole next to the gate, which needs to be reached by climbing. It is supposed to be possible to enter an antechamber to the great throne room known as the Sun Hall by passing through the hole and proceeding down on the other side.

Sootbrand and Ysetur have both been very impressive and awed the group, but what really takes their breath away is the Stone Forest. The forest covers an area with a radius of sixty kilometers and there are more than 300 meters up to the cavern ceiling. The walls are covered in billowing tree canopies or impenetrable forest, so naturally rendered that it is almost impossible to see where the forest begins or ends. The player characters will think that the forest stretches on endlessly. Before them stands an ingenious labyrinth, which has taken the life of countless creatures. Some claim that this is the most beautiful and complete creation ever built in Trudvang. Others think that it is a gift from the Gods. Legend states that the forest has stood since time immemorial, and that it was crafted by the dark energies as a mockery of the elves' lush trees, which billow in the wind. The forest grows and spreads like a normal forest, but unfathomably slowly. The forest is sprung from dread and will, with dread, reign as an important place in the time that comes once the world has fallen. Some say that the forest once stood in one of the kingdoms of Dimhall.

A sea of variation, the trees stand still and quiet, as dark and dreary as the actual Darkwoods. The dwarves call the forest "Vordian", the Heart of Dread, while the few humans who have seen it call it "Kehl'Satwald", The Stone Forest (in Rona). The details are so incredible that even the veins on the leaves are discernible. In many ways, the forest symbolizes a long tradition of stonework and exceptional skills in the art of rock-cutting, and should unquestionably be the most astonishing artwork any of the player characters have ever seen. The tree trunks, leaves, branches, even the grass that stick up between the roots of the trees, seem to be naturally grown from the rock, instead of being carved in it.

A narrow path leads through the forest to the western wall, a sixty kilometer walk, which requires three days of walking through the thick, stone vegetation.

The journey through the forest occurs in total darkness, the only source of light being the player characters' oil lamps or torches. Shivers run down their spines, and they feel lost inside this enormous, silent forest. Sometimes, the dread is so great that the

Game Master can choose to give 1d10 Fear Points, because of a danger or threat that the player characters are unable to name.

On the other side of the forest, the player characters reach a double gate made of iron so tall and wide that it is hard to grasp its true size, which is twenty-five meters in width and sixty meters in height. The gate's enormous doors are covered in an endless stream of runes, patterns, and figures.

An observant person can see a square, black hole, roughly fifty meters up the wall next to the gate.

Climbing the wall is easier than it first appears. There are many steps carved on the walls in certain spots which cannot be seen from below. Furthermore the wall can be scaled using the inscriptions, deeply-carved symbols, and figures as grips. Using all these features adds +8 to the Agility skill value. Reaching the hole will require two successful skill rolls. Each roll lets the person climb 25 meters. Read Falling under "Other types of damage" in the "Damage and Fear" chapter on page 57 in the Game Master's Guide to learn about injures from falls.

The hole is 1 meter by 1 meter and the grating covering it can be easily removed. A narrow tunnel leads to the other side of the wall, and a rectangular room, which functions as an antechamber to the Sun Hall. The walls of the room are ornate and decorated with riches. The floor is a mosaic of jewels, depicting a dwarf sitting on a throne. By the furthest wall there is a gate, similar to the one the player characters first entered through. A small but hefty iron door is located next to the gate. The door is unlocked and opens into the Sun Hall.



The Sun Hall

The Sun Hall is truly as impressive and fantastic as legends promised. Endless rows of pillars, all with a diameter of almost 5 meters, stand roughly 20 meters apart, giving the impression of continuing on into infinity.

There are 585 pillars in the room in total, 15 by 39.

The hall is almost a thousand meters long, four hundred meters wide, and three hundred meters floor-to-ceiling. The pillars create a seemingly endless number of vaults. The pillars are made of Mitraka, and if the player characters are carrying a light source, they will see the pillars gleam in its glow.

Even with this glowing effect, the room feels like an engulfing black hole framed by what seems a never ending series of pillars covered in inscriptions and runes. Dwarves will oddly feel the glowing effect to mystically augment their natural low-light vision (Player's Handbook page 23), and they will therefore notice a tiny dot on the far side of the room, which only later on they will discover to be an immense throne.

In the middle of the ceiling, there is a 2000-meter-long shaft that runs up to the surface. The idea, when the hall was first built, was that the sun would shine into the hall through the shaft and hit the enormous

diamond fitted into the floor below. Today, the Darkwoods block all light, and the hall rests in darkness.

Unless you are very observant, even looking up at the ceiling right where the shaft is, trying to discern the shaft itself is very difficult.

The floor is covered in coins of all denominations, currencies, and sizes. It is impossible to even fathom the enormity of the fortune hidden down here.

Over on the far side of the hall, the heroes can see the skeleton of a dragon (Unghorvin's), lying over the treasure next to the immense throne. Here still lies the skeleton of Bhewolk of Trilheim, killed by the dragon who left his remains there, as a mockery to the dwarves.

It has now been almost five hundred years since Unghorvin died of old age. The Stone Flute, which still hangs from Bhewolk's skeleton, lights up the area around the throne and part of the skeleton.

The treasure is immense, and it is impossible to describe how many coins of various denominations are to be found inside the hall. Unghorvin has not only gathered the dwarves' riches, when he was young he also terrorized communities far from the forest. It is entirely up to the Game Master to decide what is found in the sea of treasure, but one thing that is sure is that there are a great number of magical artifacts, items, weapons, suits of armor, shields, and other equipment that would make any adventurer jump for joy. The only limit to the treasure is the Game Master's imagination, but do not forget that on their return, the dwarves will take from them whatever they bring. Preparing too many objects may therefore not be recommended.

Truth is, that Bhewolk died of his wounds, but turned into a draugr set to guard the Stone Flute. He will immediately hear or sense the player characters, despite being so far from the door when they enter. After the player characters have entered the hall and taken in their first impressions, they will be able to see how the skeleton of Bhewolk slowly rises up from his throne. Bhewolk will fight till he is defeated, so the player characters better be properly prepared for a battle with the mighty guardian.

The Game Master should not let the player characters enter the Sun Hall unless there is a chance that they can slay Bhewolk.

Among all the objects buried in the treasure trove are the items that the player characters are here to find.

The Stone Flute hangs like a necklace from a chain around Bhewolk's neck. The flute is small and unremarkable, shaped like a shell with a hole in it. The flute is no bigger than a coin, an inch or two in diameter, white and brown speckled, but possesses the most fantastic magical properties. No one has ever really been able to figure out how it works, ever since it was first created by the elves, during the Age of Dreams. It seems as though the flute has a life of its own, and it is said to get its powers from a serguront who let itself be turned into a shell. It is unknown how Bhewolk's ancestors acquired the shell, but it was the family's most prized possession for generations

An unremarkable leather strap is attached to two small silver clasps on the shell, making it possible to wear the flute as a necklace.

It is said that the one who carries the flute is invulnerable, as long as the wearer is loved by someone. That same fateful night, 1,200 years ago, when Bhewolk stepped into the dragon's chamber, his whole family and all his relatives died in an awful earthquake which shocked Trilheim to its core.

The flute will rouse Maria from her death sleep in Helgardh. None of the player characters nor anyone that they meet will be able to figure out how the Stone Flute works. The Game Master should make sure that the player characters eventually lose the shell somehow. It is a powerful magical item, which creates and grants life, and the player characters are not meant to keep carrying it after Maria has been saved from the grasp of death.

Sootheart, or Hraku as it was once called, is a large and heavy hammer. It is completely black, and its surface is covered in a type of dwarven futhark that none of the player characters recognize. The hammer stands atop a pile of jewels near the throne. It seems sinister, and anyone who looks at it immediately experiences both melancholy and sorrow.

Aside from these two prized possessions there is also an abundance of other objects, which the player characters can take with them. For example, the Sohrsmule mattock lost by Dogordin may be there, although his destructive power may be too much to be given to the player characters. In any case, all the objects aside from the Stone Flute will be taken from them by Beldor before they are sent into captivity, and therefore there's no need to create exact stats for them.

Feel free to let the player characters (assuming that they survive) plan what they should bring with them from the great hall. The gates cannot be opened, so they must leave the same way they got in. The more they bring, the richer Beldor will become. The Game Master can certainly make a big deal of all the treasures that they manage to take, and convince them that they now are incredibly rich and carrying lots of magical items in their sacks. Little do they know what is coming – only Beldor does. Under no circumstances should the player characters manage to leave via the enormous shaft in the ceiling. In the worst case scenario, the Game Master must prevent this using a thick iron hatch covered in magical runes that only Unghorvin can open. The player characters have to go back the same way they came. If the player characters choose not to take the main thoroughfare back, they will quickly get lost. If so, give them a chance to find their way back. If they are dumb enough to explore Sparklur on their own, they will soon get lost and lose all hope. The adventure will then end. When they reach the gates to leave Sparklur, they have to knock loudly on the door to make Hunrur (or possibly Aldak) open it. Once on the other side, Hunrur will quickly check whether the player characters have brought the hammer. If they are carrying it, he will ask for it. If Hunrur gets the hammer, his two brothers will take it and bring it with them via another route back to Sootbrand. Hunrur himself will lead the player characters straight into Beldor's trap.

Betrayed

Regardless of whether the player characters were helped by Hunrur Dogordin or Aldak Agordo, and whether they kept their promises, they will find a large force of Beldor's soldiers waiting by the exit of the big cavern in which Logr is located. The player characters have been betrayed. Beldor has twenty Zvordorkûm (of both Zvorda and Buratja lineages) and twenty other dwarven warriors with him, along with a large group of smiths and other craftsmen. The player characters have nowhere to run, and must either give up in the face of a quantitatively superior army, or die here in this place.

The player characters' arms and feet are shackled, and all their equipment is taken from them other than the Stone Flute, which the dwarves think is completely useless. The dwarves plan to sell the player characters off as slaves to the Arks.

Dimwalkers and vitner weavers are forced to wear locked collars of a black, unknown type of metal, but which are clearly of ancient dwarven craftmanship. They see how the jailers use small black keys with engraved runes. A sense of inevitable doom and frustration feels the wearers' hearts. As long as the collars are worn it is impossible to cast spells or invoke the power of the gods, since the collars block the weaerers' ability to use vitner or divinity points.

The Executions

To ensure that the player characters understand the gravity of the situation, the Game Master can have them witness the executions of Hunrur and Aldak (if both have survived this far), alongside any of their living relatives. The whole Dogordi and Agordo clans are slaughtered now, ending their centuries-old histories ended. The Hraku hammer (and possibly the Sohrsmule mattock) are taken by Beldor, in order to augment the prestige of his own clan.

Master Smelter Beldor has imprisoned his last rivals in Sootbrand in order to execute them all at the same time, by burning them in a logi furnace. Bone-chilling screams fill the air, as the smelted Mitraka runs down into the logi furnace, but die out quickly with a gurgling and hiss. Soon thereafter, the smell of burnt flesh assaults the player characters' senses. The player characters see a hooded human-sized figure next to Beldor, who seems to function as some sort of advisor. The Advisor now makes himself known, and points at the player characters. He slides his finger across his throat from left to right, indicating how he wishes for them to die. Beldor just shakes his head and says something, after which they share a good long, loud chuckle, which should make the player characters very concerned about their fate.

The Journey to Arkland

The player characters are immediately thrown into slave work onboard a trolley, heading towards Arkland. There are eleven freight cars attached to the trolley, loaded to capacity with weapons, as well as a passenger coach. Beldor's brother, Dunkillja, Rendre (alternatively Raak Wulfr if Rendre has been previously killed), three Zvordorkûm, and seven Buratja dwarves from Dunkillja's group all ride inside the passenger coach. The player characters can catch a glimpse of Koraljon, the Ruling Blade, in the hands of Rendre (or Raak) as he steps aboard the passenger coach. If the friend of Oktar is still alive, make tension and frustration run free, as the character sees Rendre everyday, for such a long time, but cannot harm him.

The player characters work alongside 42 goblins on the trolley. The player characters and the goblins are all shackled to the trolley, where they are forced to work while being constantly whipped with an Arkan whip (a twined bundle of chains covered in barbs). The player characters only get food and water every third day and are barely allowed to sleep at all throughout the whole journey to Arkland, which takes about three months. When they arrive the player characters are exhausted, hungry, thirsty, and some are even injured after getting in trouble with the dwarves. The Game Master decides what the player characters have had to endure on the journey.

After the first month of travel, the player characters have devolved from people to base creatures, ruled entirely by instincts, not entirely unlike the goblins. Surviving each moment is the only priority, an instinct which will serve them very well during the coming imprisonment in Arkland.

The long captivity

The captivity with the Arks becomes one long torture. An entire year elapses with hardships and awful days filled with heavy work. All the previous wounds are healed during the travel to Arkland by the dwarves who do not want to sell unworthy slaves. However, from now onwards, due to the bad life conditions, the recovery of Body Points or the recovery of Fear Points are limited, as described in the time schedule below.

Furthermore during the long captivity a couple of times the GM can award "Captivity Adventure Points" which can be spent only for skills related to their captivity. For example the Wild Vrok language specialty of the Knowledge skill, the Handicraft discipline of the Care skill, etc. The GM is the final judge on such matters. Any unspent captivity adventure point will be lost.

The Arrival

The group arrives in Arkland after weeks of being transported underground on the trolley-like-vehicle. Arkland – the bitter and feared kingdom in the Northwest, which sends shivers down the backs of the kings and nobility of the West. The journey ends at the Mitraka caves, and they are quickly brought up to the surface and onwards to Trangkejp to be sold to Thrunkol the slave trader.

The goblins stops the trolley after it rolls into an enormous arrival hall cut out of the rock.

The Arrival Hall is located under the Mitraka caves that the Buratja dwarves lease from the Arks.

The Arks are paid for their part in the trade with both slaves and iron weapons.

Twenty or so railroad tracks lead into the corridor from the east, and it is easy to see that this is the last stop. A hundred Buratja



dwarves and five hundred enslaved goblins are all in the hall, preparing to load or unload the wagons. The player characters see how freight wagons filled with Mitraka, gold, and silver are unloaded, and sent east towards Sootbrand or its vassal countries. There is constant movement in the hall, and it is all very reminiscent of the activity in an anthill.

The player characters are forced to carry large wooden boxes filled with weapons brought here by Istunga and his bodyguards (three Zvordorkûm of the Zvorda race and seven Buratja warriors).

The player characters eventually get to see the light of day after long days underground. At first, the player characters do not know where they have been taken. They find themselves in the mouth of a cave halfway up a mountain, beyond which are plains lined by the Darkwoods. The nightmarish winter has yet to release its grip on the player character's beloved Trudvang, and the isolated feeling of the caves is quickly exchanged for the bitter winds endlessly whipping at their faces.

Halfway down the mountain, the player characters' group is met by a group of thirty or so Arks. The Arks have been sent by Thrunkol (one of the "Bloodsworn" of Arkland) to meet the Buratja dwarves, and protect the precious cargo they have transported.

When the player characters meet people for the first time in this new land, there is, however, no doubt where they are. They have been taken to Arkland, populated by primitive tribes, a people far more bloodthirsty and cruel than even the gray trolls. A people who have always lived in the darkness, harnessed only by evil. A people who have mastered the taming of the most terrifying beasts, reminiscent of dragons. The Arks are a people that live for nothing but warfare.

The player characters' primary task during the journey is to carry the wooden boxes of goods for the Arks.

The cold never lets up, with the constant wind and freezing iron shackles encircling their wrists and ankles. The biting hunger and overwhelming exhaustion wears at their very souls and withered bodies. The situation is intolerable. The Arks drive them hard, whipping or hitting the player characters relentlessly. The shackles soon begin to wear through the skin, and blood trickles from the deep abrasions.

The journey with the Arks is like something from a nightmare, where the player characters soon lose sense of what is real. They know that they have wandered through Arkland for several days, and the only food or drink they have been given is a sort of soup that the Arks make (thornroot soup). During the long journey, they have been repeatedly humiliated, abused, and tortured by their bloodthirsty jailers. The abuse takes place under the mockery and ridicule of the Buratja dwarves. Despite the rough treatment, the player characters feel numb, deadened, and detached, as though they were lost in a daze – as if they were someplace else. Nothing means anything anymore. Time starts to lose its meaning, life begins to lose its meaning, death begins to lose its meaning. Pain, exhaustion, and fear do not exist anymore, only the emptiness remains. At times, the player characters daydream of better days, when they played together as children: laughing, happy. The days and nights that they spent together with their loved ones recur like painful reflections of the past. Life passes in review before their eyes. Missed opportunities, lost love, suppressed words, all come back to haunt them. All the events that molded their personalities burst forth from their subconscious without warning, without mercy. The warm or painful

memories all distort back into the cold, harsh, reality, a nightmarish suffering. But it does not matter, the player characters do not miss what has been lost – all the angst, all the sorrow, it is all gone, there is nothing left, because nothing means anything. The player characters live only for their next meal, the next bowl of soup that the Arks give them, the next time they get to feel the sweetness of intoxication.

What the player characters do not know is that they are already on the path to an addiction to the thornroot. The soup has made them stronger and more physically resilient to the cold winter and the terrible hardships that they are being put through.

The journey to the slave market in Thangkejp takes five days on steep paths running along treacherous cliffs. Once they reach the city, they are met by tough slave drivers who work for Thrunkol. They are told to set the wood boxes on the ground. By this point, after the tremendous travel, the player characters are so emaciated that their Body Points cannot be recovered at a level higher than "Injured" (-1 modifier).

An Arken woman in full battle gear receives the dwarves, and tells her men to take the boxes. The beautiful and seductive woman is Malu (use Dreadaxyr stats but with Charisma +4). She works for Thrunkol directly. The transactions are quick, routine, and efficient. Istunga/Rendre and the dwarves sell many items and, among these, the player characters can see Koraljon, which Istunga gives to Malu, whispering words in her ear. The ancient sword has been given as a gift to a specific Arken lord, in order to win his favour.

After the dwarves receive their payment, Malu looks over their emaciated slaves one-by-one with distaste.

One of the dwarves steps forward and, in very bad Vrok , says:

"Find more interesting, more slaves... Heh, heh, heh. Maybe I can offer my own servfices"

Malu looks even more disgusted as she harshly replies,

"Maybe I should throw you to the thorn beasts. But your greasy beard would probably just get stuck inside their stomachs. And we wouldn't want that, rfight"

The dwarf points to the player characters and, with a slightly insulted tone, continues,

"Slaves have now served purpose. You keep as food or kill. I leave for you, Gorgeous.... Gift from me. He, he, he..."

Malu turns back to him,

"Oh well, you can take a few sacks of coal, and I will see if I can find some use for them. Our beasts have just eaten, but I think I know exactly where to send them."

The dwarf smiles crookedly,

"Coal for cowards. You be all too generous, Gorgeous. You also then can keep some goblins too. There you get real workers."

Malu replies,

"Always a pleasure doing business with you."

The dwarf trails off,

"As always, Gorgeous, as always..."

The dwarves leave the player characters and head for home. Istunga personally say farewell to the friend of Oktar (if he still alive) with a grim, cruel smile. The Arks remove any clothes and gear that the player characters potentially still have on, including the Stone of Sagas. Be sure that the player character who usually bears the stone, feels a sense of doom as the magic stone is taken from him. In a moment he realizes that the world is a much colder place than he used to believe. The only thing that they do not take is the Stone Flute, as they deem it to be worthless. Thrunkol waits to sell his new slaves until they look a bit more able-bodied. The player characters are therefore locked up in his caves. Their hair is cut, and they are given prison garments so that the Arks easily can identify them. The clothes protect from the cold, so none of the prisoners discard them unnecessarily.

They are kept imprisoned in Thrunkol's cold, damp caves for three weeks before they are finally brought out onto the courtyard in front of Thranghall. Thranghall – the market place where many slavery transactions go down. The snow dwindles, but an icy wind make the player characters who aren't wearing their clothes suffer from the cold and feel dispirited in the caves. Even here, the winter has refused to relinquish its grasp on Trudvang, and it takes the player characters' injuries twice the usual time to heal. There is no sense of time passing in the caves, and the Arks do not feed their slaves at regular intervals. As Game Master, you should purposely distort time for the various player characters so that they, when finally let out into the courtyard, do not agree on how long they have been in the caves.

It is one of the other Bloodsworn, Lokir, the greatly feared Ark, currently visiting Thrunkol to purchase slaves, who has come to inspect his potential purchases. Lokir has recently begun to prepare himself for war against Asmundi, one of the Warsworn rulers of Arkland. Together with his half-sister Tuva Sothi, Lokir plans to take over Asmundi's position as Arkland's premier breeder of thorn beasts.

Lokir and his right-hand-man Bobhakk will purchase 70 slaves of varying sizes and quality. The slaves being sold are prisoners of war, primarily Westmarkians from Bysent, but also Mittlanders from Runewiik and Majnjord. Just like these slaves, the player characters will end up under Lokir's rule, functioning as labor slaves to build fortifications and outposts for a coming war. The truth is that Lokir knows the player characters' true identities, as he was the one who sent some of his most loyal men to Wildland, in Blodughadda's service – the so-called Dreadaxyrs. Through Beldor's Wildlander "advisor" Istunga (Rendre Haugskalp), Lokir made the promise to give the player characters the treatment they deserve. Lokir has also got Koraljon from Malu, who acts as a contact for Istunga/Rendre.

The player characters are unceremoniously shackled. The journey to Lokir's stronghold, Grapinir, takes almost two weeks along narrow paths high in the mountains. Each and every day is a torment and the thin clothes they have been given cause five slaves to perish. The cold is intense and biting. The player characters remember the cold winter in Wildland. From once being so close to their goal, they now instead find themselves imprisoned by a people known to work their slaves to death.

Everything seems to have gone according to the giant's plans. All hurdles that could thwart the Snow Queen's awakening have been eliminated.

When they finally reach Grapinir, they become better acquainted with Bobhakk, who will also come to be their tormentor during the coming year (use Generic Dreadxyr stats). Bobhakk is a tall, heavy-set slave driver in Lokir's service. His thorn beast, Astand, stays by his side(use Thorn beast stats with 180 BP). Bobhakk, the chief, is a melancholy Ark who has sought refuge in the dark world of the thornroot. Nothing amuses him anymore, and the torture has just become a way for him to pass the time. Bobhakk loves to torture his victims with white-hot pliers, knives, and barbs, and he does everything short of killing his victims.

During the coming year, Astand will end up eating several of the thralls that Lokir bought, once the Arks realize that they are good for nothing besides being food for the terrifying thorn beast. Slowly, but surely, the group of thralls shrinks, as the weakest are consumed by the thorn beast. Toward the end of the imprisonment, Astand eats one thrall a day, enthusiastically cheered on by Bobhakk and his men.

The player characters are also plagued by an inner conflict during their captivity. It is the allure of the thornroot, with its numbing powers and rushing intoxication. Ever since their first taste of the drug on their arrival in Arkland, the player characters will forevermore be haunted by the pull of its tempting rush. The allure will be at its worst during times of great physical exertion, and in times that require more of the psyche than usual. The thornroot is their only solace and release, as they struggle to survive the terrible treatment they are forced to endure. They are aware that it is a drug, and know that it is addictive. And yet, the temptation is always there. Whenever the Arks offer their slaves thornroot, it means that there is hard labor ahead. The thornroot can then be the difference between who lives and who dies. The Arks only want hard-working slaves. Slaves that cannot cope with work are useless, and put aside as meals for Astand. Dread overpowers reason, the thornroot boils the blood, and the way back is lost. Several of the player characters get to try the mythical thornroot, and, if the Game Master wishes, one of them could develop an addiction toward the end of their imprisonment. It is up to the Game Master to roleplay how a potential addiction develops and how difficult the rough road there is. Let the player characters be tricked into thinking that the thornroot is their only hope. Trick and tempt them with its positive effects. Let them, on rare occasions, experience the side effects of the addictive root. Only the player characters' own smarts should save them, not the Game Master.

The group of thralls that the player characters belong to have been put to work building fortifications and watchtowers for Lokir and his half-sister Tuva in the most inaccessible and exposed areas around the stronghold Grapinir. It is heavy, gruelling work, which slowly but relentlessly wears the player characters down, both physically and mentally. Accidents are commonplace at the worksites. An injured slave who is unable to work is a dead slave. A slave who is unable to recuperate from an injury within a week is therefore condemned to death.

The thralls are kept shackled with heavy chains, which are fastened to thick fetters around their ankles. The chain also link several of the slaves together, and they must move together in groups of ten. The player characters are divided into different groups so they are no longer together. Avoiding work is very difficult, and trying to escape even more so. They are constantly whipped by the ten men who watch the thralls during the day. At night, they are locked into a dark cave and chained to the wall as if they were animals, with only rats for company. The player characters are helpless, chained to the walls, allowing the rats to gnaw on their open wounds, a truly shocking experience which may even merit a Fear Point roll (up to the Game Master to decide). If any of the player characters make noise at night, Bobhakk will come and introduce them to his torture equipment.

The food they are fed is simple and bland. The player characters are not offered any food whatsoever when they are working on a project. However, when they are done they are rewarded with sustenance, primarily thornroot and offal in order to at least keep them alive. At all other times, the slaves live off a diet consisting of melted snow, grass, or tree bark. Not particularly nutritious fare.

The player characters are gradually broken down. Some of them get sick, others lose their will to live, and the only thing they hope for is death or that the thornroot will free them for their prison.

The Game Master can choose to let some of the player characters flee once or twice, together with a group of other thralls. They are obviously caught, and are punished by Bobhakk's evil men. The player characters are tossed between hope and despair.

When the player characters later escape, the only weapons they will be able to grab are heavy hammers.

The Game Master can choose to use the following course of events to describe their imprisonment.

The First Week

The player characters and the other slaves are put in shackles and are divided into groups of ten. They are each given a heavy, bulky sledgehammer to break stones with. Bobhakk's men teach them how to break big rocks with a single powerful strike, while simultaneously jeering at them. One of the thralls is devoured by Astand the thorn beast in ghastly fashion to serve as an example of what will happen to anyone who attempts to flee or refuses to follow orders.

The Second Week

The player characters are completely unaware of the fact that a group of the slaves have already had time to plan an

escape attempt. Turmoil breaks out, and one of the slaves cracks open the skull of a jailer with a well-aimed whack on the head. Astand remains seated nearby, watching over the player characters. At the slightest sign of an escape attempt, he will attack. If the player characters are dumb enough to attack Astand, 20 more jailors will arrive within a few action rounds. Some of the captives will manage to escape. The player characters are no match for Astand, and they should quickly realize the impossible odds stacked against them.

The Third Week

The player character with the lowest level of the Strength trait is told that they are working too slowly by two jailors. Instead of whipping the player character, the guards advise them to immediately speed up before they are forced to take drastic measures. One of the jailors passes the player character a piece of thornroot and says,

"Don't disappoint us now, or we will have to report you to Bobhakk."

The player character gets the rest of the week to improve. The only way to improve their efficiency is a successful situation roll with Situation Value 7 (Strength modifiers apply) or to eat the thornroot. The guards will remember the player character and will keep a close eye on their efforts. If the player character for some reason does not improve their efficiency, they will be reported to Bobhakk, who will not hesitate to make an example out of them.

The Fourth Week

The prisoners who managed to escape in the second week are brought back. In punishment, all the slaves are forced to watch as Astand eats one of the escapees. The others are either whipped or tortured in front of everyone by Bobhakk, before being left, bloody and beaten, in the slave cave.

The Fifth Week

One of the player characters who is a good climber is led away in the middle of the night. They are picked up by a group of prison guards who says that their time here is up. Let the other player characters believe that their friend is about to be killed.

The player character has been identified as being a good climber. Lokir and his men have recently been visiting the limestone caves in search of the slogrikk bat to capture in order to try to breed a vicious, bloodthirsty version of the thorn beast. The player character will be brought to the caves and lowered down into the treacherous chasm. However, to catch the bat the player character has to free climb the last part, and thereby risk falling. The Game Master gets to decide how far the player character has to climb and how far they potentially fall. Let this depend on how good a climber the player character is and how resilient they are. The player character should not perish, but falling will mean not having to collect more bats as the character then is deemed incompetent and brought back to the slave caves. Managing to climb down the first time means that the player character has to climb several times and thus risks eventually falling and getting injured. It is easy to collect the bats while they sleep at the bottom of the great chasm.

If the player character fails the first climb, they will be back in the slave cave within a week.

In any case when "Captivity Adventure Points" are distributed, the character can use them also to buy levels in the Jumping, Climbing and Balancing specialty.

The Seventh Week

For the very first time, the Arks offer additional thornroot and offal before a project. Most of the slaves suspect something, but still eagerly devour the offering. Just as everyone feared, Bobhakk then announces that they now plan to reinforce Lokir's fortifications. The slaves have to cut out ten thousand identical stone blocks in the coming ten weeks. Bobhakk promises more feed every week until the work is done.

The Ninth Week

Some of the player characters and another slave get the opportunity to escape when they discover one night that the guards have forgotten to chain them to the wall. They all carry chains around their feet, which means that their movement is down to a fourth of their usual speed. If the player characters who are not fettered attempt to free any of the other prisoners, the guards will notice. If they do not interact with the other prisoners, they can sneak out into the night. Let the player characters be on the run for a couple of days, chased by Bobhakk's men and Astand the thorn beast, before being captured by a large group of jailors. They are trapped between a steep precipice and the slave hunters.

When the player characters return their companion NPC slave is killed in front of them as an example. When everybody thinks that this is enough as a punishment, Lokir will turn to a randomly chosen character ordering the other Arks to block him. The victim gets one eye gouged out by Lokir himself who takes pleasure in inflicting such a pain. The Perception trait is permanently diminished by -1. They will also suffer a -3 to all skill rolls requiring sight for the next six months, until the victim get used to live with just one eye. The GM may allow a monthly situation roll with a Situation value of 7, modified by the (new) Perception trait to diminish the penalty from -3 to -1 and, later on, from -1 to 0.

At this point the characters' minds are in a continous state of psychological stress. They will always have at least 11 Fear Points, which mean the "Frightened" level (-1 modifier).

The Seventeenth Week

One of the player characters is identified as a strong and rugged individual who is good at fighting. One dark, cold night, they are taken away from the jail caves and will not return until toward the end of the captivity. They may never return. The player character is taken to Einhink's legendary training halls outside Torngalp to face other champions. By winning a fight they earn money for their master, and get to continue to fight more and more skilled warriors and gladiators. If they lose, the player character will die, missed only by their friends, who are far from there. The Game Master should let the player

character first face easy opponents, and then gradually make the opponents more and more difficult to defeat. If the player character survives and remains in captivity as their master's gladiator, the GM should give him the opportunity to spend captivity adventure points also for the Fighting skill and the related disciplines and specialties.

The Twentieth Week

At this point the GM should award the players about 20-30 "captivity adventure points", depending on how things went thus far. Remember the limitations on spending them on selected skill.

This week the slaves work on building a simple guard tower. The tower collapses and kills several slaves. At least one of the player characters should be seriously injured in the accident. However, give the player character a chance to attempt to get away somehow. If the player character is so seriously injured that the Arks believe them to be unable to partake in manual labor, Bobhakk will instead get the player character to chew thornroot for the Arks. Bobhakk's previous thornroot processor, a young blind man named Hrung, has recently died. The player character will inevitably become addicted to the thornroot and risks getting stuck in Arkland forever. After three months, Bobhakk will believe that the thornroot has sunk its claws into the player character and removes their shackles. The player character will now be allowed to offer water to their fellow prisoners when not masticating thornroot. The guards are not all that vigilant about locking the player character up at night either. The player character has become a heavy abuser of the thornroot and only their friends can help them now. Let the other player characters see their drugged-up friend, and attempt to talk some sense into them. They will, however, fail.

The Twenty-Second Week

One of the other slaves who has been consuming too much thornroot recently approaches one of the player characters and steals their food ration. A fight could break out, depending on the player character's reaction. If the player character or the other player characters start fighting, the thornroot-eater's friends will join the fight. The only one who will fight to the death is the thornroot-eater.

The Twenty-Eighth Week

A rock avalanche in the quarry that the player characters are working in kills two of the prison guards. Some of the player characters are suddenly unguarded. Astand the thorn beast is sitting nearby but has its back turned to the group. For a moment, they have the opportunity to escape by breaking the chains using their heavy sledgehammers. If they wait too long and attempt to free too many they will be caught.

Let the player characters who got away be free for a while, wandering around the narrow paths near Arkland's steep precipices. They will eventually be betrayed or captured again. They are dragged back to Grapinir and thrown in front of Lokir's throne. One of the captives will be eaten alive. It is up to the Game Master to decide whether this is one of the player characters or another slave who escaped with them. An alternative to the player characters being recaptured (especially if the Game Master wishes for the player characters' own actions to determine whether or not they are captured) would be if they, through good role playing and applying their skills, manage to stay away. If so the "Captivity" takes a different turn and the player characters who managed to escape must instead try to save their friends. This will take time and require detailed planning. The background information about Arkland may be of use if the Game Master opts for this alternative.

The Thirty-Second Week

Any player character who were led away for other tasks earlier in the imprisonment will now return.

The Thirty-Eighth Week

The player characters work hard. The hard work and terrible diet gradually break them down. From now onwards they will always have at least 21 Fear Points, which means the "Horrified" level (-3 modifier).

One day, Blodughadda is suddenly standing outside the caves, talking to Lokir. Next to him is a large group of Orkhir and their subservient forest trolls. Blodughadda appears both exhilarated and exalted. He points, using his big hands (eastwards, if anyone with the Geography discipline of the Wilderness skill is there to see it) and laughs loudly. He summons a cart pulled by the forest trolls, from which he pulls a piece of fabric. A pile of weapons, armor, and shields is hidden under the cart. The Arks seem agitated. The player characters are whipped and forced to move, and do not see Blodughadda until later in the evening when he is seated in the big courtyard outside the jail caves, talking to Lokir. On the ground next to them there is a severely beaten Borjornikka dwarf. The dwarf is seriously injured and seems close to death. Unbeknownst to the player characters, the dwarf is actually Grum Druvik, the warrior who promised to take Blodughadda's head back to Glitthamn, the dwarven city where the giant was held prisoner. Later during the captivity, Grum will escape with the player characters' group. Grum is, at first, a Game Master character, but one of the players can choose to adopt Grum as player character in connection with the escape. The player can then choose to recreate Grum as their own player character.

Later that night, the player characters are awoken and unceremoniously brought out to the courtyard. They are thrown down by Blodughadda's feet, next to the mangled dwarf on the frozen ground. They all feel the biting cold of the dreaded Hrim Body quality of the giant. Blodughadda looks down at the player characters, and in terrible Vrok, he bellows,

"So we are face-to-face! Little creeps, now you understand how foolish you were to disturb the Snow Queen's plans in Wildland. Now you have been broken down, animals, starved creatures, doomed to death. Did you believe to ever have been reafl threats agafinst me All enemy BLODUGHADDA crush, put under his foot. Grovelling worm squishes so easily."

Blodughadda's thrunderous laugh echoes between the mountains before he continues,

"Good to see tramps, now Stormlander and simple wildling kingdoms conquered. Mittland lies open to the Orkhir. Before Blodughadda reaches Majnjord your skins will be removed, your heads chopped, your bodies broken into pieces and the bones thrown away chopped off. That Lokir promised I."

Blodughadda turns to Lokir and says,

"Make every day the worst they lived. The death they welcome when time is here."

Lokir then turns to the player character and says,

"The time you have lived here has been one of luxury and abundance. That time is passed. I promise, on the names of my ancestors, that when death comes, you will beg for it. The Snow Queen has asked for your pain, and that she shall have. Bobhakk is really looking forward to your special treatments. The slightest misstep from you and you will be flayed alive, torn limb from limb, crushed and cut to pieces. Whatever is left of your bodies will be ground down and served to the thralls. When you are dead, your souls will burn in an eternal flame in the halls of Blotheim, where you belong. Cursed are you who dare defy the Snow Queen, cursed are you who sullied Arkland with your putrid presence, cursed are you born to Trudvang, infecting everything around you. The bitterness and hatred that I feel for you cannot be conveyed in the language of this world. May you die a painful death after a life of fear and suffering…"

Lokir spits in each of the player characters' faces, and storms away.

Blodughadda's face lights up and he gleefully rubs his hands together. Lokir's reaction may seem exaggerated, but the Game Master should remember that the Arks are a people who often use the threat of a cruel and painful death in everyday speech. Lokir mainly wants to impress Blodughadda but also relishes scaring the player characters. He was, however, being honest earlier – the player characters' lives hang in the balance. From now on, the guards will treat the player characters exceptionally badly, and only feed them half rations, if at all.

The player characters are led away together with the dwarf and are shackled once more. They can hear how the giant and his horde feast with the Arks throughout the night. It is as if an alliance has just been forged.

The Thirty-Ninth Week

The prisoners' conditions are now worsened, the punishments are even more frequent, the work is harder and they are given even less food than before. At this point their body points cannot improve at a better level than "Seriously Injured" (-3 modifier).

The player characters are not forgotten. In Jaarnkihl, where Linn is, there is a flurry of activity with the plan for rescuing the player characters and finding the Stone Flute. A small but brave group of elves, led by Juhkalla, is sent to Arkland to free them. This mission fails, and everyone but Juhkalla is killed by the very experienced Arken warriors on the border of Arkland. Juhkalla is captured and brought to Lokir's fortress, where he is imprisoned with the player characters. The player characters have never seen an elf like this one. It is not just about the strange mixture of Ilmalaini traits (pale, white skin) and Korpikalli traits (long raven hair, and dark eyes) but rather it's about the nobility that this elf seems to emanate. The elf also looks more "civilized" than normal elves and there's something about Juhkalla that remind the characters of Maria Norim, although they cannot say what it is.

Juhkalla tells the player characters about the failed rescue attempt, but still tries to urge them to flee from this field of death. If the player characters are ready, and manage to find a good opportunity, Juhkalla will offer to help them in their escape attempt. Time is short, and despite not knowing what role the player characters are to play, he does realize that it is of utmost importance that they successfully escape.

The Fortieth Week

A heavy snow falls, covering the entire landscape in a thick blanket of snow. The whole week, the player characters have to shovel snow around Lokir's fort instead on working on the defensive structures. The player characters see Lokir's Arks arm themselves, preparing for war. Some of the Dreadaxyrs from Ysetur have joined Lokir's armies again. The player characters could potentially recognize someone in the group.

Throughout the week, more and more warriors arrive at the fort, among them Tuva, Lokir's half sister, who also brings her dreaded thorn beast.

Blodughadda has promised to help Lokir crush all his Arken rivals if only Lokir helps the giant and Snow Queen's forces to seize the mythic, robust city of Majnjord. This is the conquering expedition Lokir is preparing for.

The Penultimate Week in Captivity

A snowstorm moves down from the North, heading south. It is the same kind of wild, awful snowstorm that the player characters encountered for the first time on their way to the Copper Mines in Wildland. Most of the Arks stay indoors, and the prisoners are not put to work while the snowstorm rages outside. The caves offer little protection, and the player characters suffer from the cold, on top of the regular hunger and exhaustion. Several of the other slaves die during the storm.

The Last Week in Captivity

This is another chance for the GM to award the players about 20-30 "captivity adventure points" to be spent according to the previously described limitations.

During this week the Arken army starts marching out, led by Lokir's half-sister Tuva. Lokir himself waits until the very last moment before he leaves.

The player characters estimate that the army consists of 5,000–10,000 men.

The storm subsides, and the player characters are put to work again outdoors in the cold. New prison guards have been put in charge. All the player characters (including the one who may have been occupied with the thornroot) are now put in one group, along

with both the elf Juhkalla and the dwarf Grum Druvik, and are chained together in thick shackles. A terrible, unexpected avalanche of snow causes many jailors to turn their backs to help unearth some of the slave drivers that have been trapped. In the turmoil only one single Ark is left guarding them. He is young and unexperienced (use "Generic Ark" stats but with Shadow Arts SV 4), armed with a hunting spear and a medium shield. A sheathed Krum Sword and the locks' keys hang from his belt. The guard is also not actively looking at the prisoners, concerned as he is about the avalanche. This unexperienced warrior is in the perfect position to be the victim of a "Surprise Attack" (Game Master's Guide page 49). If they manage to defeat him the player characters now have the opportunity to escape, as well as to collect his weapons. The avalanche situation is too chaotic for other Arks to hear the young warrior's voice. If they handle the getaway well (and if they hide the body of the guard under the snow), none of the new guards will notice that the player characters are missing until late in the evening. The hunt for them will not begin until the following morning. If any of the player characters have developed an addiction to thornroot, then the other player characters will have to threaten them with violence to get them to join the escape attempt. These thornroot-eaters may need to be left behind. This time, the player characters manage to get away, albeit malnourished and haggard, mere shadows of their former selves.

The Following Day

The exaltation of running free again make the character somehow recover, at least psychologically. They lose enough Fear points to go back to the "Frigthened" fear level (modifier -1). On the other hand, their healths remain lowered. The player characters are lacking proper equipment and they have been in captivity for a long time; they are worn down, beaten and, more urgently – hunted.

By mere chance, or some strange twist of fate, they encounter Lokir's little band, who have made camp for the night. The player characters discover Lokir and his men early the next morning, when many of them are still fast asleep. The group consists of Lokir, two Dreadaxyrs, three Arken warriors, and Lokir's thorn beast, which is chained up to a thick tree trunk.

This is a good opportunity (probably the best the group will ever get) to overpower Lokir's little group. By so doing, they can acquire disguises which they can use to escape Arkland, and, more importantly, get back some of the items and equipment that Lokir confiscated from them when they were captured.

It is up to the Game Master to decide which of the player characters' old items Lokir and his men carry at this point in time, aside from Koraljon the Ruling Blade and the Stone of Sagas (if they have not previously given it to Linn). The player who used to bear the stone (if he still alive) will feel some spark of hope, as he takes back the stone.

If any dimwalker or vitner weaver received the black dwarven collar, they will also find the small black keys. As their necks are finally freed after a long-year without connections to the cosmic powers, a sense of freedom will invade their hearts, as the ability to use vitner and divinity points is given back to them.

If the player character bearing the Stone Flute died during the captivity and his companions did not retrieve it, they will find it among Lokir's things. It is recommended that the player characters get at least some of their possessions back, because the next part of the adventure will require a lot out of them if they are to have any hope of survival. Another idea would be to include some of the items that the player characters found in the Sun Hall, but they have yet to inspect them properly, to discover any secret quality.

The only people awake when/if the player characters attack are Lokir and (if the GM consider the PCs not too weak) one of the Dreadaxyrs . All others are still asleep in their leather tents. The heavy, cold wind is blowing strongly, so that the other Arks will have difficulties in hearing the combat sounds. Surprise Attacks (GM guide p.48) or Sneak Attacks (Player's Handbook p.65) may be fundamental in defeating the Arks. Unless the player characters step within the reach of Lokir's thorn beast (which is leashed with a five-meter long chain), it will not participate in the combat.

The Escape and the Hiding Place

If the player characters' group manages to defeat Lokir and his men, the elf Juhkalla will very skilfully lead the company out of Arkland and down into the deep shadows of the Darkwoods east of the Great Iron Tooth. The Game Master gets to determine what happens in Arkland and the Darkwoods. Arkland is described in detail in the first part of this book, and the Game Master can use that information to keep the journey interesting.

Either way, the player characters are now free after a long imprisonment and, for the first time in a very long time, the sun's rays break through the heavy cloud cover. They will lose all the Fear points that they got, and they can now recover body points without the limitations they had in captivity.

Juhkalla tells the player characters that they have to quickly head down into the protective darkness of the Darkwoods. He also tells them that he has a hiding place in the forest, which they must go to in order to collect a specific item. Juhkalla hid the object in the forest before they ventured into Arkland to try to save the player characters. He says that he has been tasked with bringing the player characters to where Maria is now. Juhkalla constantly spurs the player characters on, warning them that time is scarce.

How long it takes the player characters to get to the Darkwoods depends on how long the Game Master wants them to stay in Arkland, and how good they are at hiding from Arken slave hunters. After a few days under the protective shelter of the trees, they finally reach Juhkalla's hiding place. The hiding spot is a little pond in the middle of the forest. The water's surface is glassy and as reflective as a mirror, and there is not a ripple to be seen.

Juhkalla collects some mysterious mushrooms from around the pond and give one to each player to eat. There is only one dose per player character. These strange, elvish mushrooms heal 2d10 (OR 10) Body Points when consumed. If asked what is it, Juhkalla will answer with just a "gift from the Gods, forgotten by most people".

Juhkalla tells the player characters to wait, and not to worry. He finishes by saying that he may be gone for a little while. Juhkalla then quickly undresses and dives into the water, disappearing below the surface, and within seconds, the lake is as calm as it ever was.

Hours pass before Juhkalla re-emerges. The player characters will repeatedly wonder where the strange elf has gone. One of the player characters may want to dive down into the pond to try to find Juhkalla. Let them do so, and they will learn that the little lake is 5 meters deep at its deepest point. Juhkalla is nowhere to be found. The water is ice cold.

Suddenly, the mirrored surface of the pond breaks, and Juhkalla's head appears above the water. He spits and hisses before swimming towards the water's edge. In his hand he holds a small iron object. Juhkalla climbs out of the water and gets dressed. If any of the player characters ask him what he was doing in the water for so long or where he had been, he will just shrug his shoulders and state,

"Secrets are meant to be kept secret" or something like,"that known to two people is soon known to all".

Juhkalla reveals a small nondescript pendulum made of rough iron. He holds it up in front of the player characters and says:

"Pendl Helgr is the name of this mighty thing in the Eastern lands. We call it 'Pendilla Mortaitikka', and they say that there are only two pieces left in the whole world. It is the pendulum of death, forged from lost energies, and their powers are so mighty that not even the wisest among the Norim Elves know its full potential. With the pendulum's help, you will be sent into the backwater of time, to a realm that only exists in dreams."

The pendulum is actually the so-called "Pendulum of Death", an artifact that lets anyone who uses it journey in and out of one of Dimhall's many realms. Juhkalla asks the player characters if they are ready to go bring Maria back from death, as only her life means the victory over the Snow Queen. He advise them to look for the "White Dragon" which lies hidden in Helgardh, in order to retrieve Maria. He also tells them that as soon as he has helped the player characters, he will travel to the elves of Jaarnkihl to inform them all that there is hope yet.

He holds up the pendulum in front of the player characters and explains to them that one of them will be wearing it when they arrive in Helgardh, which is a realm in Dimhall. He then says that, in order to go back in Trudvang, they will only have to hold the pendulum out in front of them and wait for a short while. When they feel tired they should all think of him and soon thereafter they will all be together once again. Juhkalla extends the pendulum in front of them and lets it swing back and forth. The player characters immediately feel very weak and tired. They fall into a light sleep, and are whisked away from the pond and into the realm of the mists.

When they awake, they find themselves in front of a large iron gate. They are entirely surrounded by a thick fog, and everything is still and silent. The gate is open and leads to the bridge known as "Lifslocke" (see below).

If the player characters later use the pendulum to leave Helgardh, they will find themselves in a similar place in the forest as the one they are in right now. The main difference is that this place is located further east, only ten days from the elvish city of Jaarnkihl.

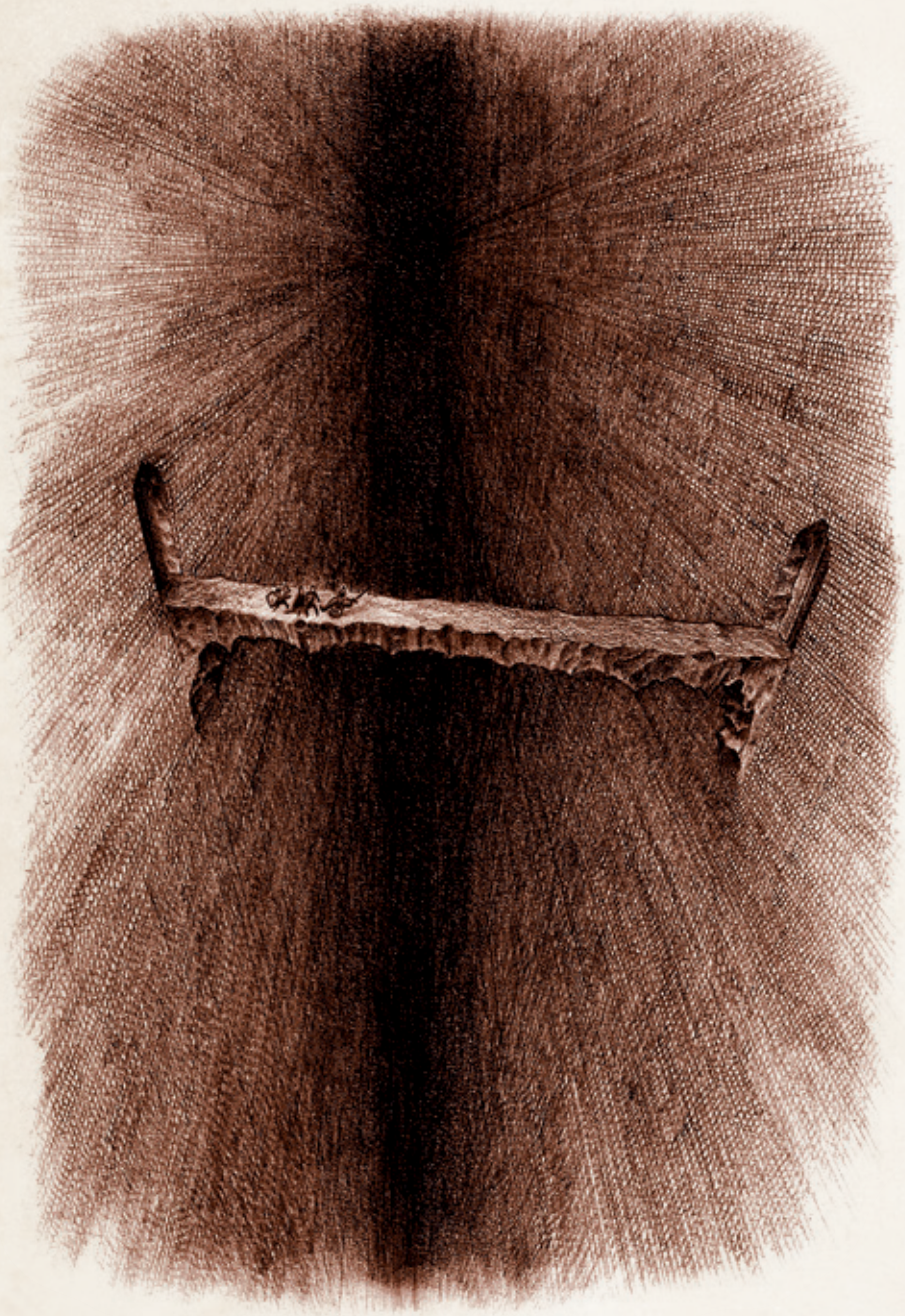
Helgardh

This might be the part of the Snowsaga campaign that is the key to deciding whether the player characters succeed in their attempt to save Trudvang from a large-scale war. Failing now means that it is very likely that the player characters will also ail in their mission. In this part of the campaign, the player characters must face off with guards and creatures that already live under the shroud of decay and, using guile and cunning, they must attempt to survive their stay in the Kingdom of Death.

Helgardh is one of the many realms of Dimhall. It is a cold and barren place, built from the bones and skulls of the dead. To enter Helgardh, one must first find Helgrindh, the gate through which one can enter this realm of death. Helgrindh is guarded by Mogunda, whose sword, Nailbite, lets few leave Helgardh alive.

There are five different ways into Helgardh. All roads pass over a large bridge, each of which is overseen by a guard. The five guards of Helgardh are all siblings, and their names are Modgun, Mogunda, Moga, Mogrand, and Modgil. Taking the road guarded by Mogunda is the easiest, but it is also the one that most limits the freedom of movement once in Helgardh. Mogunda has nine dimensional keys, which means that he only has access to nine out of the thousands of halls of Helgardh. Any who takes this path into Helgardh will never experience its full size, nor will they meet all the horrors it holds. Helgardh does not have any physical logic binding it together, but instead consists of dimensional rips and loopholes, which can be accessed only with the right keys. Certain creatures in Helgardh can travel between all the regions of the realm without keys.

There is no one who really knows if Helgardh, one of the kingdoms of Dimhall, exists. Some believe that it is a dream formed from the dreams of people, and that it only exists as long as the dreams remain. It is important that the Game Master knows that one of the main themes of Helgardh is 'infinite'. Anyone who arrives here is "eternally" doomed, or "endlessly" tested. Helgardh expands as the bodies of the dead arrive. The remains of the dead are "stored" here for all eternity and the piles of skulls and bones is always growing. The blood dries, and creates new "ground", which is used to store these skeletal remains. Helgardh is one huge storage area, built from the material it stores. Most of Helgardh is built from skulls and bones. Aside from phantoms and spirits, Helgardh is also inhabited by chaos creatures that are a unique combination of "Ioi" (demons) and "Dimhla" (half-demon gods). Bodvildur and Mogunda are two such chaos creatures. They live by their own laws, in a realm that only they themselves understand. They call their bloodline "Morghi" and are a sort of cross between gods and demons.



Helgardh is devoid of life force and energy, which also means that a vitner weaver is unable to properly manage the vitner energies for casting spells. In game terms, this means that the cost in vitner points of all spells is doubled in Helgardh. A vitner weaver who steps into Helgardh will sense that, and the Game Master should make the vitner weaver aware of the fact that things won't feel right here. The surroundings have been drained of energy and life force, and a vitner weaver will feel weak as soon as they enter Helgardh. The player characters cannot enter Helgardh until they have passed through Helgrindh, which is guarded by Mogunda.

The gate in front of the player characters leads to the Lifslocke bridge.

Many of the encounters that occur in this chapter are with gods and other incredibly powerful creatures, none of which the player characters are meant to fight. If the player characters for some reason decide to battle them, then the Game Master must end their lives in a spectacular fashion.

Lifslocke

Lifslocke stretches across Yngerblodd a river of blood, and is the actual portal which links Trudvang to Helgardh at this point. Yngerblodd and Lifslocke are not a part of Helgardh, or Trudvang. They instead exist in a dimension which connects the two worlds. The bridge is almost 60 meters in length, and the river of blood, Yngerblodd, rushes by almost two hundred meters below. The bridge is entirely made of iron and is extremely rusty. Lifslocke also reaches across an enormous chasm, the walls of which seem to be built of human skulls. Mogunda stands at the far end of the bridge, guarding Helgrindh, the gate to Helgardh.

Helgrindh

Wildland's cold and windswept plains seem very distant at this moment. An emptiness fills the player characters' senses, and it is as though they are in a daze, a dream, but yet not really. The bridge ends on a little platform built of yellowed human skulls,



where a tall, narrow iron gate rests upon robust hinges. A creature as tall as the gate stands before it, observing the company with a piercing, vigilant stare. His hand rests on a large sword, and he speaks to them in an unusual language that the player characters, for some reason, understand somewhat.

"Im, Mogunda. Im Nailbitur. Draugur and keyman. Helgraardhs eyr."

What he says is:

"I am Mogunda, I am Nailbite. The guard of Draug and the keys. Helgardh's eyes."

As Game Master, when you first read Mogunda's initial speech to the player characters, do so with a slow, powerful voice. They should sense that they are dealing with a dignified guardian of Helgrindh.

Helgrindh is the gate to Helgardh, which is guarded by Mogunda and his sword, Nailbite. Mogunda speaks the language of the dead and the PCs can mysteriously understand it. On the wall behind him hangs a large keyring with the dimension keys that Mogunda guards. The keys are made from twined, braided human hair.

Mogunda speaks slowly and stoically and will deny the player characters entry into Helgardh unless one of them pays with a part of their life. He explains that the person must pay with the other part of their life when they wish to leave Helgardh. Let Mogunda say something along the lines of:

"yvouv, lifermen, seekears fro laytwurld. Stepp upp to Helgrindhr, atone to Nilbitur wif half liif now, and half liif lat'r."

Which roughly means:

"You who are alive, seekers of the dead world. To step up into Helgrimdh you must give to the Nageilbite sword half of your life now, and half later."

The player characters really only have two options. They must either fight Mogunda, or one of the player characters must let Nailbite absorb half of their Body Points. Mogunda will demand another half when the player character wants to leave Helgardh, which means that the person will die and remain in Helgardh. In alternative Vitner is another form of life for Mogunda, since this energy is so rare in Helgardh. Letting Mogunda draw all of one character's Vitner Points equals to having given Mogunda half of one's Body Points.

Note that Mogunda can be persuaded to take half a life from one individual and half a life from another. In order to succeed with this, the player characters must succeed with a Knowledge Skill roll (preferably with the Language discipline and the Silver Tongue specialty) modified by -7. However, only let the player characters roll one skill roll for the entire group.

If the players want to fight, just remind them that this is a Stormlander Death God. If they insist, each round one character will be killed, only to return as a Draugr in Lifdrippur. No roll is needed: only a fool attacks a god.

If any of the player characters choose to give Nailbite half their Body Points, Mogunda will admit them into Helgardh, by taking the keyring and leading them to the dimensional lock located in the Keyroom behind Halgrindh. There, he will let the player characters select keys. Mogunda will not tell them where the keys lead but explains that it is not possible to turn back until you have a similar key which is located somewhere on the other side. Mogunda has nine keys, each of which lead to different parts of Helgardh.

Keyroom- The Lockhall

The lockhall is the enormous room which opens behind Helgrindh. The lockhall is completely empty. All the walls, other than that with the dimensional lock, are made of skulls. The floor is covered with mounds of human nails, and the roof is braided from human hair. The room is dimly lit with a yellowish light.

The dimensional lock is an entire wall full of keyholes of various kinds. The wall itself is made of iron and is completely brown with rust. Blood trickles from the roof and down onto the walls, after which it is gathers in a trench in the floor. There are more than a thousand keyholes in the wall, but Mogunda knows exactly which nine his keys fit into. The walls of the room are 10 meters tall.

Keys 1, 2, and 3 fit into keyholes near the roof.
Keys 4, 5, and 6 fit into keyholes located three meters above the ground.
Keys 7, 8, and 9 fit into keyholes located at floor level.

As Mogunda can change his height at will, he has no problem reaching the keyholes that are at the very top of the wall. If Mogunda does not help the player characters to reach these keyholes, they much instead climb the bloody wall, and open the lock themselves. It is possible to climb the wall using Agility skill. Anyone who wants to attempt the climb will have their skill roll modified by -4.

If the correct key is used in the right lock, the contours of a door will emerge around the key itself. The door is three meters tall and a meter wide. It opens outward, and behind it there is a three meter long passage that ends in another door. This door leads to the place that matches the key. As the wall is covered in locks, roughly the same area can be used for numerous doors. This is because the wall does not follow any laws of physics or physical logic. The wall is a part of Helgardh, and a lot of things lose their logic here, something which, for the Game Master, could be a fun thing to play around with.

Key 1: Lifdrippur

Behind the door there is a path that leads into infinity and beyond. This is where the doomed denied a place in Helgardh get to wander the path of Lifdrippur for all eternity. When walking Lifdrippur, one encounters 1d5 draugrs every hundred meters (Jorgi's Bestiary p.55-58 or the "Undead" in GM Guide p.109-110). If the draugrs sense a living creature, they attack immediately. The draugrs' only chance to get a new verdict is to kill a living creature, who can then take their place.

There is a key hanging on the wall where the player characters enter. The player characters need the key in order to return to the Keyroom through the door.

The path is three meters wide, and the walls, ceiling, and floor are all made of human bones.

Key 2: Draupihall

A long, narrow staircase leads down to a room filled with bones, skulls, and bodies. Four large skulls and bone pillars support the ceiling of a room that is entrenched in darkness. Two red eyes stare at the player characters from the shadows, and a movement in the dark enlightens them to the enormous size of the creature.

Draupihall is the hall in Helgardh that no light reaches. This is where the dragon Nifelfang lays, sucking the blood out of the bodies of the dead. Nifelfang is an entirely white, undead logiwurm, with red, sick eyes, who has dwelled in Helgardh since the Age of Dreams.

The room has lain in darkness for thousands of years. Neither Night's Sight or the special sight of the dwarves work here. Torches and oil lamps only illuminate half as well as usual. It feels as though the darkness is slowly but surely devouring the light. The walls are made of human hair, which has been bleached and is now almost entirely white.

Anyone who steps off of the staircase takes 1d10 (OR 10) Fear Points when they see that the floor is covered in bloody, dismembered bodies, bones, and skulls.

The room contains two huge piles of skulls, bones, and other remains. There is a small lake of blood between the mounds that can only be crossed by walking across a narrow strip of remains.

Nifelfang is the dragon that the player characters must defeat, through words or actions, in order to see Maria again. It is, however, not an easy task, as Nifelfang would rather gnaw on their bones than let them take his things. Read more about Nifelfang below.

In exchange for his help Nifelfang will demand that one of the player characters to swear a oath to follow a command at some point in the future, and that they leave the Stone Flute in Helgardh when they leave. After eliciting these promises from the player characters, Nifelfang will be willing to return Maria's body from the realm of death.

The player characters will likely not get the chance to use the Stone Flute themselves. Only a Vitner Weaver with more than 100 Vitner Points who has studied magic for at least a thousand years has a chance of understanding how to use it. Realistically, none of the player characters will fulfil these qualifications.

Nifelfang begins the ritual by having the player characters slice their palms and drip blood on the floor, forming the shape of a circle. During an hour-long séance, Nifelfang speaks the dragon's ancient language into the silence in a mighty, echoing tone. The player characters do not understand anything that he says, but one chant seems to be repeated again and again.

If one of the player characters is a vitner weaver, they will understand that Nifelfang is reciting a powerful incantation.

After an hour, things start to change in the room. The bone piles in the room begin to move. Within a few moments, hundreds of skeletons have risen from the mounds. Slowly but steadily, the undead move toward the circle of blood, completely unfazed by Nifelfang and the player characters. The skeletons stop by the edge of the circle as if not allowed to enter it, and point, beseechingly, at its center. The hall is filled with the shrill, pained wail of the hundreds of souls that have risen once more.

Suddenly, one of the skeletons forces its way into the circle, and hurriedly picks up an invisible object. It then turns to the player characters and screams an unearthly screech, so terrible and blood curling, that is has the

same effect as the death shriek of the Barrow Wight, inflicting 2d10 (OR 9-10) Fear Points on all the characters which are present. All the skeletons outside the circle collapse to the ground; piles of bone and dust – dead and still once more. The skeleton that Nifelfang conjured into the circle sits, squatting and shaking, a picture of tearful sorrow, the only thing missing being tears on its cheekbones. The player characters suspect that the ritual has failed and the Game Master can choose to let them believe that they have done something terrible.

Then Nifelfang continues the ritual by making the Stone Flute begin to play in the air above the player characters' heads. The flute floats on its own, as if suspended from an invisible thread. The notes are barely discernible, but the music is so lovely that everyone in the room is put into some sort of trance.

Gradually, the flesh on the skeleton in the middle of the circle returns, sinew by sinew, muscle by muscle. The player characters are suddenly made aware of secrets of the human anatomy not known even to learned men. A person is built in front of their very eyes, piece by piece, part by part, and that person is Maria. Nifelfang has roused her from her death sleep.

When the transformation is complete, she opens her eyes. They are mournful, brimming with tears. Maria does not seem to understand who or where she is. Then, when she suddenly catches a glimpse of the Child of Light (if he still alive), her face lights up lovingly. All sorrow disappears, and the Daughter of Fate and the Child of Light are finally reunited.

A lot has transpired, and the player characters surely have a lot to discuss with Maria. There is actually nothing left to keep the player characters in Helgardh, but if they wish to, they can continue exploring the other keyhalls.

Nifelfang has the key to go back to Mogunda's lockhall and will give it to the player character who made the oath, reminding that, when time will come, the call must be obeyed.

If the player characters end up fighting Nifelfang, and one of them is killed, then Bodvildur, the Queen of Helgardh, will appear in the staircase. Bodvildur interrupts the battle by commanding that Nifelfang crawl back into the darkness. Nifelfang immediately obeys.

Bodvildur wants to know what the player characters are doing in Helgardh, and if it was Mogunda who admitted them. If the player characters had forced their way in using violence, Bodvildur will already be aware of that, and demands that one of the player characters pays with their life. If, however, Mogunda let them in, then she will only demand that one of them pay with half their life (half their Body Points) to appease Nifelfang. She then proclaims a prophecy:

"Those who choose love choose perdition."

Bodvildur is clearly alluding to that which occurs at the end of the whole campaign, when the Child of Light and Maria must choose between love and getting away, or death and saving the world.

If you, as Game Master, wish to amp up the dramatics, and frighten the player characters further, you can choose to have Bodvildur point directly at one of the player characters and say:

"You and I shall meet again soon, for so my sisters tell me."

The idea is for the player character to believe that they are marked for death, and that they soon will perish.

Nifelfang

Nifelfang was born during the Age of Dreams. It is one of the mythical Illijnaka "the translucent", a sort of albino logiwurm, all of which were born without wings, white as snow, with piercing red eyes. After being defeated by the Gods and elves during the Age of Dreams, Nifelfang fled to the only place that never asked any question or demanded any answer – Helgardh. Life gradually left the mighty dragon, but the realm of death rebuilt him once more. Through the blood of the deceased, these constant arrivals to Helgardh, the dragon slowly morphed into a being worthy of this place, a being of death.

Nifelfang is cruel and evil; his malice surpasses most. If the player characters have fought Nifelfang and he survives, they will have made a mighty foe, who allies with Mogunda to leave Helgardh and seek revenge on the player characters. This opens up a new campaign, which the Game Master can choose to use after the Snowsaga campaign. In this current campaign, however, the player characters are not meant to encounter Nifelfang again.

Nifelfang abhors all living creatures, as they remind him of the Age of Dreams, a time when he himself was alive. Using his guile and cunning, Nifelfang will attempt to trick the player characters into the clutches of death.

Each time that the player characters demand something of Nifelfang, he will say that every favor requires a promise in return. The promise he wants is that one player character will submit to Nifelfang's command when he asks for it. What the player characters do not know, is that Nifelfang has more power than what is on show in Draupihall. He will ensure that any player character that does not follow his command within twenty-four hours will be doomed to wander Lifdrippur for eternity.

As Game Master, you can choose to wait with issuing these commands until later in the campaign, or keep them for future campaigns. What is important is that these commands must be phrased in a way so that they appear cruel and malicious. It is rare that Nifelfang ask for a player character to commit suicide or something in that vein, preferring instead to see them betray their best friend, or go back on a promise to those that trust them blindly. When Nifelfang wants his promise to be honored, he will appear as a young boy with completely white skin and red eyes. No one, other than the player character, can see the boy, and time will halt for everyone else while he is present, apparent only to the player character and Nifelfang.

Key 3: Draugklyfte

An awful stench of carcasses and decay overwhelms the player characters. They gaze out over a capacious hall, the end of which can only be imagined. A massive bridge constructed from human rib bones



spans more than ten fathoms above the hall's floor. A dim light seeps from the hall's ceiling, casting long, foggy rays that cut down into the darkness like spears, straight onto an immense pile of corpses in the middle of the hall. A crowd of sickly, pale, red-eyed beinbaiters (Jorgi's Bestiary p.40-41 or the "Undead" in GM Guide p.109-110) slowly drag the naked human corpses away, gnawing the flesh off the bones. Near the pile of human remains stands an enormous vat of yellow liquid.

This is the ghastly Draugklyfte hall. This is where all the bodies are taken, where their skin and flesh is gnawed off by the beinbaiters. The bones are then dipped into the vat containing the corrosive blood of the logiwurm Nifelfang, stripping them entirely of meat and sinew. The bones are then transported through a door to Sorthild, the Sorting Halls.

The bridge, which stretches over the seemingly endless hall, is called "The Bridge of the Lost Bones". The bridge is almost a kilometer long and two meters wide. It has no railings, and leads to a large iron door. The bridge covers Draugklyfte in its entirety, and the height of the drop is sixty meters. The door leads to The Room of the Keys.

The Room of the Keys

The room is completely empty and is constructed out of black iron. It is round, with a diameter of six meters. A big iron ring hangs three meters up the wall on the far side of the room; an iron key in the ring. The key leads to Mogunda's lockhall.

There is a trap in the room that will be activated if anyone takes the key ring without speaking the magic word, "hrungurid", which, in the language of the dead, means "guard". The trap consists of many sharp iron spears, which shoot from the walls towards to the middle of the room. Anyone standing in the room is hit by 1d5 spears. Each spear is ejected with immense force, and results in 1d10 (OR 9-10) damage.

Key 4: Mogunda's Chamber

The door leads to a small chamber, which is sparsely furnished with a bed, table, and chair. The walls are covered in worm-eaten wooden planks, held in place by big, black iron nails. A single ray of light makes its way down from a small gap in the wall, illuminating a small fountain in the middle of the chamber. The floor is covered in a thick layer of yellowing fingernails.

This is Mogunda's chamber. Mogunda is rarely here, because he is tasked with standing guard. However, twice a year he comes here to drink from the small fountain. The water in the fountain removes his need to sleep, eat, or drink for another six months. The water is salty and lukewarm. It is not regular water, but the fluid of life, drained from the dead bodies in Draugklyfte. Anyone who drinks of the water will suddenly be very alert and wide awake, and will not need to either drink or eat for two months. The water will make the drinker pale, and their eyes will take on a sickly gleam. Two months later, the drinker needs a successful situation roll with a Situations Value of 6 (Psyche modifiers apply). If the roll fails, the person will have to drink the same liquid within two weeks or lose two levels of the Psyche character trait.

In a chest under Mogunda's bed, there is a dagger which seem to be made of the same material of Nailbite, Mogunda' sword. This dagger gives +2 in damage and protects the bearer against the undead. The bearer of this weapon now only takes half normal damage (rounded down) from all types of attacks from the undead. For the rest it has the same stats of a normal Seax, although with no PV or BV, since it cannot be broken.

Key 5: The Well of Tears

One lonesome drop breaks free from the darkness above. With an echoing "plop" it falls into a well, spreading large ripples across the water. Barely audible, somewhere far away, there is the sound of someone crying. Four deathly pale creatures with empty eyes sit around the well, staring at a small opening in the side of the well.

The room is small, only four by four meters. However, the distance to the ceiling is almost thirty meters, and the roof consists of a strong iron grating, with thick, indestructible bars. The walls and floor are all made of iron, and completely even, but are, however, covered in brown rust. In the middle of the room, there is a small well that collects all the tears from those who have come to Helgardh for the wrong reason. The key to go back to the lockhall hangs from a rusted nail on a wall on the other side of the room.

Anyone who drinks from the well can walk out of Helgardh without having to meet Mogunda's demands of offering up half their life.The tears are salty, and the liquid is cloudy.

Every day the collected tears in the well transform into a gold ring with magical abilities. The draugr are currently waiting for the ring to come out of a small hole located in the side of the well. Just as the player characters step into the room, the ring rolls out, but the unexpected visit causes the draugrs all to turn to the player characters.

As a result, the ring falls out of the hole and rolls across the floor between the draugrs and player characters. The draugrs try to grab the ring, and then they gradually disappear after 1d6 action rounds. If any of the player characters attack during the disappearance, the three draugrs not holding the ring will choose to return to the room and fight. The one with the ring will continue to fade away. When the draugrs disappear, their physical bodies slowly dissipate, until they have completely entered another room elsewhere in Helgardh. The draugrs take damage for each action round it takes them to disappear.

> The ring that was formed from the tears today has the following *qualities*: The wearer of *the* ring is up to 25% (1–5 on 1d20) immune against Vitner spells which are thrown or used against the ringbearer.

Key 6: The Field of the Eternal Battle

The door opens to a small path, that after six meters leads out onto an open field veiled in mist. As soon as the player characters open the door, they are able to hear the sounds of battle. Blades hitting shields, men crying out in pain,

feet in constant motion, and shattering armor. The sixth key leads to the Field of the Eternal Battle. This is where the doomed warriors gather, cursed to wage a battle without end. Each day, thousands upon thousands of warriors come here. They fight to escape the realm of death, and each day one of these soldiers, chosen by the servants of Helgardh, is granted their freedom, brought back to life once more, and released from the clutches of death. The field is filled with warriors, and they fight both individually and in small, temporary groups. The earth is covered in twisted dead bodies. Decapitated heads are sprinkled across the entire field, and the mist shrouds the ground in a ghostly glow. In the middle of the field (roughly one hundred meters from the door that the player characters exit), a gigantic iron pillar looms, disappearing off into the mist. The pillar is covered in rusty iron nails, splattered with blood and excrement. The pillar is 50 meters tall, and Skogla sits at its very top.

Skogla has the key required to get back to the Lockhall.

Skogla is a warrior, cursed by the Gods to participate in battle after battle, until the end of time, when even the Gods have died. What he has done to deserve the wrath of the Gods is known to him alone, and he refuses to tell. If anyone climbs up to Skogla, he will offer this person the position of his student and follower. Skogla promises traits that warriors have always dreamt of, invulnerability and a soul devoid of fear. Only the Child of Light is denied the possibility of becoming Skogla's student.

Skogla sits atop the pillar at night. During the day, he wanders through the countries of Trudvang, participating in all the wars that he can. If one of the player characters decides to become his student, they will be doomed to forever face the same fate as Skogla, and they will both be enveloped in mist and disappear. The campaign is ended for such characters and the GM decides about their fate.

There is a 50% (1-10 on 1d20) chance that Skogla is sitting on the pillar when the player characters arrive. If he is not there, the key will be, together with two thick leather bracelets. Anyone who puts on the bracelets increases the Strength character trait by one level. The bracelets are magical, and Skogla used to have them back when he still was a living creature. Now they are the only things he has to remind him of the time before he was punished by the Gods. The bracelets do, however, have one major disadvantage- they will only work if the wearer does not carry or wear any other magical objects.

In order to reach the pillar, the player characters must cut through a sea of warriors, who are all fighting for survival. How many there are, and just how mighty these warriors are, is completely up to the Game Master to decide. The one who wears the Stone Flute can walk the whole stretch to the pillar untouched, without so much as needing to fight.

Key 7: The Hall of the Death Wraiths

The door swings open easily, despite its considerable weight. Time stands still. A group of armor clad people sit on large thrones in a circular room. Their armor and weapons are all grotesque. They appear to be large, powerful people, but are all seated completely still in their seats of honor. Death feels noticeably close.

This is the Hall of the Barrow Wights. The room is completely round, with a diameter of 10 meters. Roughly a meter from the wall stands a circle of ten impressive thrones, made of solid iron. Four of them are empty, the rest each holds a barrow wight (Jorgi's Bestiary p.36-39 or the "Undead" in GM Guide p.109-110). All of the wights in the room wear full suits of black armor. The suits are all different, and richly decorated with symbols and figures. The barrow wights carry either two-handed axes or two-handed swords.

Bodvildur's barrow wights gather in the hall when they wish to discard their bodies, and let their spirits move freely through Helgardh. The barrow wights here are in a deep slumber because their evil souls have temporarily left them. None of the barrow wights will act without their spirit, because they are lost in some sort of hibernation. If anyone touches them, the spirit, elsewhere in Helgardh, will sense this, and immediately return to the hall. This will take a moment, and the one that "wakes" the wight by touching it or its armor will see how it flinches as the spirit re-enters the empty shell.

If the barrow wight wakes up, it will try to kill everyone in the room. Only the wight that is touched wakes up, the others remain in their high seats without spirits, but if any of them are touched, they too will awake.

The barrow wights in this hall are Bodvildur's special bodyguards.

The player characters will most likely die if they wake any of the barrow wights, because the wights are unusually powerful creatures who are in their own element. Try to describe how impressive it is to see these armored creatures sit on their enormous thrones, and how they seem to emanate evil.

Greedy player characters, or those with sticky fingers, will meet their match in this hall, or even their death, showing others that Helgardh truly is a domain of death. There is no place here for talk or riddles, excuses or attempts at wheedling. The slightest mistake here is a death sentence.

The key which is required to leave this hall hangs on a small hook on the wall behind one of the thrones.

Key 8: Ulgridshall- The Endless Hall

The player characters enter an endless hall, the ceiling of which can't even be seen, and the walls continue on for all eternity. Every tenth meter in all directions there is a large iron pillar covered in rust. Enormous piles of the clothing, armor, weapons, and other belongings of the dead cover every inch of the infinite floor. This hall is where all the belongings of those that arrive in Helgardh are kept, and all manner of gear, such as weapons, clothing, shields, etc. can be found here. It is entirely up to the Game Master to determine what the player characters find. Do, however, keep in mind that it is exceptionally easy to get lost here simply by stepping away from the wall that the player characters enter through.

On the wall next to the door hangs a key that will take the player characters back to the Keyroom.

If the player characters remain in Ulgridshall for more than five action rounds, they will be discovered by 1d10 "guards", who immediately demand that the player characters leave all their possessions in the hall, or face their wrath.

The guards are all large barrow wights of sorts, who patrol the hall (Jorgi's Bestiary p.36-39 or the "Undead" in GM Guide p.109-110). If a battle breaks out between these "guards" and the player characters, 1d10 new 'guards' arrive every tenth action round.

Key 9: The Naarshores

Behind the door lays a dark, kilometer-long path. The path ends by an endless stone beach, the shores of which stretch off into the mist. The player characters see a vast, cold, and dark sea, which rests, still and calm. Small beams of light, like torches in the night, twinkle on the horizon, and the entire shore is covered in the charred, beached remains of old shipwrecks.

These are the Naarshores, the cadaver beaches to which the people who have been cremated in a sea burial are sent. Along the shore, and pretty far out into the water, the burnt corpses of ships of various sizes are scattered. Some still have masts, while others are essentially burnt to bits. The spots of light out on the sea are the ships that are still in the divide between Helgardh and Trudvang. The beach is desolate and empty, aside from the burnt ships. A lonesome woman stands by the beach, gazing out over the water.

The woman is Hliva, and she is the one who receives the spirits of those burnt in the boats. Hliva wears black clothing, and a long, hooded cape as black as coal. The hood hides her face well, and all that can be seen is a pair of bright red lips on a ghostly pale face. Her nails are long, white, and have grown into big spirals.

If there are any non-human player characters in the group, Hliva will ask what they are doing there, and whether they know that this realm is only for humans.

Hliva knows everything about all the dead who arrive from the sea, and therefore knows everything about Ask Wulfr and his wife Silgra, whose bodies were set out to sea on a burning boat at the beginning of the campaign, just after the wedding. If any of the player characters mention their name to Hliva, Silgra will immediately hear it (as she now is a part of Hliva). Hliva's actions now depend on how a certain player character acted earlier in the campaign, when Silgra asked one of the player characters to kill her during Ask's funeral. If the player character helped to kill Silgra, she will now thank them for it, and reward them with Soulwell (see below).

If the player character refused to help kill Silgra, she will now, through Hliva, take her revenge for being denied her last request. Hliva will place a curse on the player character, a curse that makes it so that this person never again will be affected by magic or religious powers. This means that the player character can never use a magical object, be affected (either positively or negatively) by weaving vitner or invoking the Gods, and will not be able to themselves conjure anything or pray. Simply put, Silgra will make the player character completely lose all forms of vitner, and therefore they aren't affected by them. It can be a big blow for the player character to be the victim of such a curse, but a skilled Game Master can develop this into a further campaign to follow Snowsaga. Perhaps the player character must travel to the Nars Beaches once more to lift the curse, something that can only happen with Silgra's permission, for which she would likely want something in return.

Soulwell is a small red gemstone, which gives the user the answer to any one question that they ask, whenever the user wishes to use it. The answer should be short and, preferably, poetic. After the player character gets their answer, the stone crumbles to bits.

The Return to the Lands of Mortals

When the player characters have brought Maria back to life, they can choose to continue exploring Helgardh. However, it is far more likely that they use the Pendulum of Death to return to Trudvang.

This concludes Act II – The Time of Betrayal of the Snowsaga campaign. .

Below is a list of resources to help the Game Master allocate adventure points:

Act II: Adventure Points

Below is a list of resources to help the Game Master allocate adventure points:

Player character:	**Adventure Points:**
Finished Act II:	+100
Made friends with Vidr by the Hunting Cabins:	+5
Pressed Vidr for information using threats by the Hunting Cabins:	-10
Helped Sergovei and the other dwarves fight the forest trolls:	+15
Murdered Sergovei and the other dwarves:	-15
Solved the riddle by the dwarven gates:	+15
Found a way down to the Buratja Kingdom:	+15
Made friends in Logr:	+5 to +15
Made enemies in Logr:	-5 to -15
Made their way down to Sparklur:	+15
Defeated Unghorvin:	+30
Retrieved the Stone Flute:	+30
Realized that the Buratja dwarves intended to betray them:	+10
Recognized Beldor's advisor:	+15
Were hostile to Brask the troll:	-5
Made allies during the captivity:	+5 to +15
Became a slave to the torn root:	-30
Each time the player character was able to flee the Arks:	+10
Were rude to Grum Druvik:	-15
Acted spitefully to Juhkalla:	-15
Survived a year in captivity:	+50
Made it to Helgardh:	+15
Roused Maria from her sleep of death:	+50
Defeated Nifelfang:	+30
Explored all nine keys in Helgardh:	+30
Gameplay	
How well the player showed the player character's personality:	-5 to +15
How well the player showed the player character's profession:	-5 to +15
That you as Game Master had fun and the players respected your rules:	+5
The player wasted time arguing about rules instead of playing:	-15



ACT III

Act III

TIME OF THE PROPHECY

If the player characters have survived Helgardh and used the pendulum of death to return, they will arrive in a place that in many ways is similar to the one they left before stepping down into the realm of shadows. They find themselves by a small pond in a forest. It is night, and stars twinkle from the velvet sky.

Juhkalla is sitting by the pond looking up at the stars. He watches, as the player characters are gradually released from the mists, and step back into the mortal world.

Juhkalla welcomes them back. If the player characters have Maria with them, he will look at them and say,

"So, the prophecy is true, after all".

If Maria is not with them, he will say:

"You have failed; our star is extinguished and now, hope is gone".

The rest of the adventure presumes that the player characters have Maria with them. If they do not, the Game Master must adjust the adventure from here on out. One suggestion would be to let the Child of Light (if still alive) take on Maria's role.

Juhkalla asks the player characters if they are ready to leave. He then brings them on a fast-paced, tiring journey towards Jaarnkihl.

Ever since the player characters decided to follow Juhkalla to the forbidden elf city, he has been leading them on small animal paths, twisting back and forth through the Darkwoods. During the last two days, the paths have been replaced with almost indiscernible tracks, only apparent by the shallowness of the snow. Juhkalla appears to know exactly where he is going, and he always seems to avoid the areas with too much snow, in order to not leave any tracks behind. The Darkwoods offers good cover and its big trees protect against most of the snow, but not the cold. He stops suddenly and asks the others to duck down. Half a minute passes, and then he suddenly chirps like a black grouse. Juhkalla waits a beat, and then repeats the sound. Soon thereafter, ten tall elves step out of the trees just a meter or so away from the player characters. They have been impossible to spot. The player characters are surrounded by elves, all of whom are similar to Juhkalla.

The elves are tall, have long raven hair, and dark eyes, and they point their powerful black iron bows at the player characters. Juhkalla says something in an elven dialect that none of the player characters recognize, even if they have the Foreign Tongue Eika specialty, (or have it as their Mother Tongue). He quickly converses with one of the elves, who instead of a bow carries a long, thin broadsword. They exchange a few words, after which Juhkalla tells any player characters brandishing weapons to put them down. The same elf that Juhkalla spoke to then commands the group to move, and the company is quickly marched through the forest. As they walk, Juhkalla speaks to the leader, and he seems worried. He tells the player characters that there are Orkhir in the area. Hopefully, they will be able to get to safety without being discovered. Soon thereafter, the elven leader orders five of the elves to head north, while he urges the others on, trying to make them pick up speed. The journey goes faster and faster, and eventually the entire group, tall elves and player characters alike, are all jogging along. The player characters must roll a successful Situation roll with Situation Value 8 (Strength modifiers apply) in order to cope. If anyone fails, the group must slow down, and risk an encounter with a pack of Orkhir. This is, however, up to the Game Master to determine. The player characters should feel hunted.

Roughly half an hour later, three of the elves that were sent away return. They are all bloody and covered in wounds. Their weapons appear to have been thoroughly used, and their quivers are empty. The

leader asks them something that the player characters do not understand. One of the returned elves speaks a few words, jerks his head, and points at his weapon. The group then slows down, moving at a calmer pace. After a little while Juhkalla explains that the elves had been able to neutralize ten Orkhir that had been hot on their heels for the last few days, but that there appears to be more out there. After roughly two days of relentless marching with only short breaks, the group reaches Jaarnkihl. It is an impressive structure, far overshadowing everything the player characters had ever believed to have known about the elves. In the middle of the forest, among the tree's tall trunks and sheltering canopies, a city rises, with an iron tower at its core. The city is located on a small hill, and the black tower at its center dominates the cityscape.

Being imprisoned by the ferocious Arks who glamorize violence has really taken a toll on the player characters. Those who are not physically or mentally completely wrecked, are either dependant on the awful torn root, or have themselves adopted the dark faith. Helgardh has left deep scars and awful memories deeply imprinted on their souls. Jaarnkihl will offer them some well-deserved rest, and time for both mental and physical recreation.

The campaign has really worn the player characters down in many ways. Those the player characters believed to be friends turned out to be foes, and horrible things have happened to them and those they met on their long journey. That which was myth has become reality, and the prophecy no longer feels all that far off. The winter is approaching its third year, and many are worried. The prophecy speaks of the world ending when the winter reaches the end of its third year.

In Jaarnkihl, the Child of Light will, for the first time, learn that he is, without any doubt, the chosen one, known in the prophecy as "The Shepherd". It is in this elven city that many pieces will fall into place, as the player characters come to learn many things. They are told everything about Blodughadda's string of conquests in the East, the Orkhir's dreadful background, Valsinka and the Snow Queen's bloodthirsty Ice Worshippers.

Jaarnkihl

In the wild heart of the Darkwoods there is a secret place commonly known by its inhabitants as "Jaarnkihl". It is a small city built by the elves from Valtoris, and it differs greatly from any other elven buildings in all of Trudvang. Architecturally, it is similar to other elven cities in all respects bar one, the large iron tower at its center. Iron, the metal that the elves have abhorred and shunned since time immemorial. The city is home to an unusual community of elves. They are considered renegades, and shunners of traditions. The entire elven world has turned its back on them. There it stands, like a dark wedge against the sky, and no one dares approach it. The elves are traditionally a backward people, firm in their endeavor to preserve their golden age. By preserving and adapting their history, they believe themselves able to get closer to the Gods who once abandoned them. This endeavor holds a dream, a dream to one day be reunited with the Gods and lift their once grand civilization from the ruins once more. And so it has been, ever since "Savenpaha", the betrayal of the Gods, when the elves were left alone in Trudvang like abandoned children. They fight to keep their traditions strong and alive, to appease the Gods, and show themselves worthy of this mighty alliance.

But when a small fraction of Norim Elves turned to Valtoris from the Great Ice Plains after their escape from Valsinka's purge, they broke an ancient tradition. They went against laws not to be broken, they denounced a custom that had stood since the time when the elves dwelt among the Gods. They built an iron tower. Some claim that they have become worshippers of the black ice. Only they themselves knew the truth. The answer was written in the stars, and the elves built an instrument which could help them decipher and interpret the ancient prophecy.

It was Valsinka who had whispered to them; it was she who had tried to lure them into her control. But things did no go as she wanted them to, the whispers did not make it all the way through. She opened their minds but was not able to fill them with her own truths. They did seem to absorb some things, while others were dismissed as swiftly as the wind ruffles the autumn leaves. One thing that they did know, however, was that the price they would have to pay to decipher the prophecy was being cast aside by all other elves. The Norim Elves had been split into two camps: "Falillia", the "Star Elves, and "Jaarnkillia", the Iron Elves. The Iron Elves eventually intermingled with other elves in the Darkwoods, and the Norim Elf blood was diluted.

How Jaarnkihl was created is still veiled in mystery. Nothing has ever been written about the construction of this strange tower, made entirely of iron. According to folklore, it involved both black magic and dark rituals. There are whispers of collaborations with demons and the powers of evil. The elves in Jaarnkihl avoid all contact with the outside world, especially other elves. No strangers are admitted into the iron city.

It is well known that the elves in Jaarnkihl have an impressive grasp of the art of astrology. Their entire city is like a great squeaking and creaking machine. Those who have visited the city claim that the technology appears to serve an almost cult-like, or religious purpose. It is almost as if the elves in Jaarnkihl were attempting to reach their Gods using machines. But that is not the case. The iron tower was built to read the stars, and to monitor their movements across the black night sky. The slightest sign that the prophecy was being brought about, and they know to immediately leap into action.

The player characters are brought into the elven city, led by the little group of elves who had guided them the last few days. Guards, dressed in black armor with silver details, take over when the player characters reach an enormous set of iron gates in the middle of the city. The gates lead to the tower building itself. They are each allocated a small, south-facing room, and asked to wait.

Roughly an hour passes before a beautiful elf woman, who introduces herself as Yllviaan, gathers the player

characters and explains that the king and Linn will receive them in two days. Yllviaan will meanwhile try to fulfil the player characters wishes whenever possible, but also asks them to stay in this part of the tower building, as it is all too easy to get lost in the passageways.

The player characters are well taken care of for the two days that pass while they await their meeting with the king and Linn. They get to take steam baths, their clothes are washed and mended, wounds are treated, and their weapons are sharpened and maintained (they gain +1 in damage). As Game Master you should try to "surprise" the player characters as much as possible. For instance, let them go for a steam bath and return to find their weapons sharpened, clothes washed, and their gear mended. They should feel like royalty. For the first time since the wedding in Storhavn, the player characters get to eat their fill, and they are all in high spirits. Their wounds heal at twice their regular pace (2 body points/day modified by Constitution, to a minimum of 2 points). The Game Master should, however, try to maintain the mystery surrounding this mystical elf city in the murky Darkwoods. It could be interesting to let one of the player characters with the Culture Knowledge discipline (Elves) familiarize themselves with some of the kingdom's history. The kingdom is a paradox to all who know anything about elves. In many ways, they act like normal elves, but everything seems hard and rigid, like the iron tower which looms over the city.

The Council

Late in the evening on the second day after the player characters' arrival in Jaarnkihl, they are picked up by Juhkalla, who now looks noticeably more formal than the elf they met during their imprisonment. He brings the player characters further up the tower, via steep iron spiral staircases. Outside, large snowflakes fall, slowly making their way to the ground. The day is being devoured by the night, and the sky has been dyed completely red by the last rays of the sun. Juhkalla stops in front of a low set of double doors made of iron, guarded by two elves dressed in black cuirasses. Juhkalla says that they are expected, and the doors swing open. Before them lays a semi-circular room, and the player characters realize that they are in the very top of the tall iron tower. Huge windows are fitted into the walls, which are all made entirely of iron. The room is awash in red from the dying light of the sun. An elf, dressed entirely in white, stands in the middle of the room, behind a thick iron plate which seems to be some sort of measuring device or map of the stars. Linn, Maria, and three other elves stand by his side. All are dressed in black. The man in white is Kuopiva Portipaahta, King of the Iron Elves, and Johtaja's mythical son. As Game Master, it would be a good idea to highlight the contrasts present in the room: a room made entirely of iron, with a huge black iron plate at its center, the red light flooding in, and the entirely white-clad king who stares the player characters down with piercing eyes.

The iron gates close behind the player characters, and the man in white speaks up.

"One of you is known as the Light Bearer, or the Child of Light. Do you know how we elves first came to Trudvang It fis safid that we came wfith the light, which is why you should be especially dear to us, Child of Light."

The elf king turns away from the player characters, walks up to one of the big windows, and gazes out. It is silent for a while before he speaks again.

"Winter reigns out there. A cold chill and icy winds. The Child of Light shall meet the Child of Darkness. This my dreams tell me. So, who are you Child of Lfight You, who hofld our ffate fin your hands"

He falls quiet again before breaking the silence in a low voice.

"Who are you You, who hofld our ffate fin your hands"

The king turns to Maria and says,

"The Daughter of Fate, you are now tasked with guiding these brave souls. You wrote the prophecy, so, if anyone knows, it would be you".

He then turns to the player characters and introduces himself as Kuopiva, King of the Iron Elves.

The king has formed a council of his most trusted advisors, the player characters, Linn, and Maria. During the council, they learn of the Ice Worshippers and their dark past, of Ysetur's murky history, and how the Stormlands have been virtually conquered by the dark warriors who go by the name of Orkhir. For the very first time, they hear Norna's prophecy in its entirety, as told by Linn. She tells the player characters about Maria, and how she is the one person who could defeat the Snow Queen. The player characters are also told that they must head to the Great Ice Plains to find Snowsaga, the key that Kirjonti lost in Wildheart. They also learn that if they fail, the world will be swallowed in an eternal winter.

The Iron Elves have been able to determine where Snowsaga is using the Stone of Sagas. They explain that there is a kingdom in the northernmost regions of the Great Ice Plains where the black ice reigns. The king says that it will take eight to ten more days to prepare them for the arduous journey up to this kingdom.

During the days the player characters wait, they can choose to rest up and prepare for the great challenge of reclaiming Snowsaga.

Preparations

The days leading up to the player characters leaving for the Great Ice Plains to reclaim Snowsaga pass in a blur. The player characters get some well-deserved rest, and any questions they have will be answered as well as possible with the knowledge available. The Iron Elves will be completely occupied with preparing for the player characters' journey.

As the days pass, the player characters can spend their time preparing and discussing everything they have been through, and what is yet to come.

The king will try to accommodate the player characters' needs for new equipment as well as he can. Most of what the player characters need in terms of normal gear can be found in Jaarnkihl. It is up to the Game Master to decide whether the player characters' demands are realistic. Gear for ice climbing might be a good idea. On one of the days of preparation, the player characters are sought out by Hallvinphä, the King's vitner weaver, who offers them Jotunslayer.

Jotunslayer

Jotunslayer can essentially be any conceivable type of weapon. This is entirely up to the Game Master to decide. The important thing is that it is given to someone who really knows how to use it. Jotunslayer could be an axe, a sword, a spear, or any type of close-combat weapon.

The elves give the player characters Jotunsalyer because they know that they are journeying up to the Great Ice Plains. The elves have had Jotunsalyer in their possession since the Age of the Queen, and the ancestors of Hallvinphä, the vitner weaver, have been the ones carrying it.

Jotunsalyer is magical and causes 1d10 (OR 7–10) in damage or 1d10 (OR 5–10) against giants. It protects against the so-called Hrim Body quality of the hrimtursirs and Hrim Trolls, but not against any other type of cold. Jotunslayer is big and unwieldy (as it was originally crafted for a giant but has been modified and adjusted to fit a smaller creature) and can therefore only be used to make one weapon action per round, regardless of how many combat points the person has.

The Final Journey

The heroes are awakened in the middle of the eighth night. They are about to head into the unknown and untamed Great Ice Plains, the dark powers and cold nature of which few have ever seen. They are led out of the city. A light snow falls from the starlit, sky. Their path is lined by elves, all of whom carry a burning torch in one hand. The heroes are regarded with cold eyes and expressionless faces. It is impossible to tell whether they have lost faith, or if they simply do not care. One thing that is certain is that many of them probably would have preferred to see their fate rest in the hands of one of their own people, rather than these strangers from the lands of men.

Maria and the player characters are taken to a small hill just outside the city. This is where the elves have gathered the sleighs and equipment required to travel to the Great Ice Plains. There are enough sleighs to carry the entire group. Each sleigh carries three people and is pulled by four completely white reindeer. Someone explains that these are "ice reindeers", one of the few creatures that can manage the chilly climate in the Great Ice Plains.

The king gathers the player characters in front of the reindeer and says "Friends, the Children of Prophecy, hear our voice when you find yourselves in the frozen Great Ice Plains. Feel our solace when the cold wind takes hold. All hope rests with you now, the future is in your hands. With the help of the stars, Maria will lead you to where evil slumbers. Once, a long time ago, our people shackled her there. Her whispers have snaked their way into our hearts and splintered our race. It is in this ultimate action that we find hope of unity. The eye of the storm holds the truth".

The player characters will likely not even understand half of what he says, but they will probably realize that all hope for the future rests with them.

The elves from the city stand around the little hill, holding the torches high above their heads. Someone in the crowd shouts something that the player characters do not understand. Soon thereafter, someone else calls out. The king looks at the player characters and says,

"Kovianpha, riihvalia. Yes, so it is, 'receive our reverence' as it is said in our ancient tongue".

The king glances up at the night sky and takes a deep breath. He then looks over at the Child of Light and continues,

"Who are you, you who hold our fate in your hands Good fluck, my ffrfiends!"

The king picks up a small silk pouch with patterns of the forest beautifully embroidered in gold. He gives Maria and the player characters each a magic iron ring. Linn explains that the ring will protect them from the worst chill in the Great Ice Plains, but also tells them that they must still wear the mastomant clothes (PV/BV 4/40, Heft 6, MM -2 m. IM -2, immune to the "Hrim Body" ability of certain creatures) in the sleighs to avoid freezing to death. Each sleigh contains complete, full-coverage mastomant clothes for each of the player characters, including Maria. The rings protect against the so-called Farje Wind, and if they were to remove the rings at any point after reaching the Great Ice Plains, they will freeze to death within 1d6 action rounds.

Aside from the gear that the player characters themselves have chosen, and the mastomant clothes, there are also two weeks' worth of food rations for each of them. The elves have also included five rations each of the highly unusual special plant known as the "night thistle". Anyone who eats a ration of the night thistle does not need to eat anything else for three days. Therefore, the rations can replace food for fifteen days for each person.

The heroes leave, and the elves and their burning torches gathered around the small hill are engulfed in darkness once more. From afar, they can hear the elves still shouting "receive our reverence" in Elvish. This is the heroes' last journey before they reach their final destination.

Led by Maria, the group will make their way out of the Darkwoods, through the Great Iron Mountains' steep passes, and out onto the dreaded Great Ice Plains. Within a few weeks, the player characters will find themselves in a howling inferno of snow and freezing winds. When they

actually reach the Great Ice Plains, each of them must attempt a situation roll with Situation Value 12 (Psyche modifiers apply). If the player character fails the roll, the horror of being in the Great Ice Plains will be too great, and they find themself unable to go on, choosing instead to turn back. It will require a lot of role playing and convincing from the other player characters to stop the player character from turning back home.

After they have finally reached the Great Ice Plains, the journey to the black ice will take an additional month and a half. What awaits them is something that few people have ever survived.

The journey out of the Darkwoods and through the passes of the Great Iron Tooth should be characterized by the overwhelming forces of nature, rather than meetings with other creatures. Look at the cover image, and describe how the Great Iron Mountains' snow-capped peaks seem to rise endlessly. Use descriptive language to paint an image of how they cross wild, rapid streams, and how mighty waterfalls burst forth from the cliff faces. Try to find pictures of nature in books, magazines, or online, which describes the landscape that you, as Game Master, want to create. Let the player characters revel in nature's enormous power and grandeur. Maria skillfully guides them up to the Great Ice Plains, despite not really being able to explain how she knows the way. She claims to be able to see the answers in the stars.

After almost two weeks, they finally reach the Great Ice Plains' southern border.

The Great Ice Plains

Tall ice mountains, endless horizons, and cold, icy winds which cut into the soul are the first things that meet anyone who dares venture up into this, the darkest of all Trudvang's regions. the Great Ice Plains is the epitome of hardship and condemnation. The eternal cold and hostile climate means that only the most hardened and resilient creatures can survive here. The Great Ice Plains is the domain of the hrimtursir, and they live in harmony with this wild landscape, with the frost as their constant companion. Most creatures that wander up into the Great Ice Plains from Trudvang's southern regions rarely get further than half-a-day's march into this fortress of cold. It is so cold up here that not even the mastomants would survive for any longer period of time. The cold never relinquishes its death grip on this lost land, and the biting wind draws tears from anyone who has not burrowed their head down toward their chest.

The realm of the black ice lies just beyond the Great Ice Plains. Few living creatures know of it, and in the countries south of the Great Iron Mountains, this land has no name. In the legends of the hrimtursirs, it is known as "Dunroggha", the Murky Land. It is a black, murky land, never touched by the sun's warming rays. As long as the player characters wear the mastomant clothes and iron rings, they will not take damage from the cold. However, the cold will be cutting, like sharp blades against their bodies, chilling them to the core, which means that, as long as they are outdoor, the player characters will get -5 SV in everything they do.

The journey up to the black ice should be as uneventful as the one from Jaarnkihl to the Great Ice Plains. The main difference is that the player characters are no longer enjoying an impressive landscape. Instead, they hide under fur hides, and burrow their heads down toward their chests to get a respite from the bitter cold.

When they finally reach the Great Ice Plains, they notice that the amount of wild game lessens greatly. Anyone attempting to hunt will get a modifier of -7 on their skill rolls. Very few creatures are able to survive up here. The whole time, Maria will try to avoid contact or confrontations with other creatures. In order to raise the tension, the Game Master can chose to have the player characters flee from a group of hrimtursir. During the first few days in the Great Ice Plains, the Game Master can also choose to let the player characters see enormous herds of mastomants, and an hrim troll or two. The further north they get, the fewer creatures they see.

The Black Ice

The landscape is veiled in a murky darkness, and the black shadows of the ice mountains stretch across the barren land. Despite the player characters' rings, the cold will penetrate their souls and bodies so much that they will find it difficult to think clearly. They have no idea where they are, but Maria seems unaffected by the weather, and will resolutely lead the player characters toward their final goal. A sharp line separates the white ice from the black ice, and the player characters realize that they are near their ultimate destination.

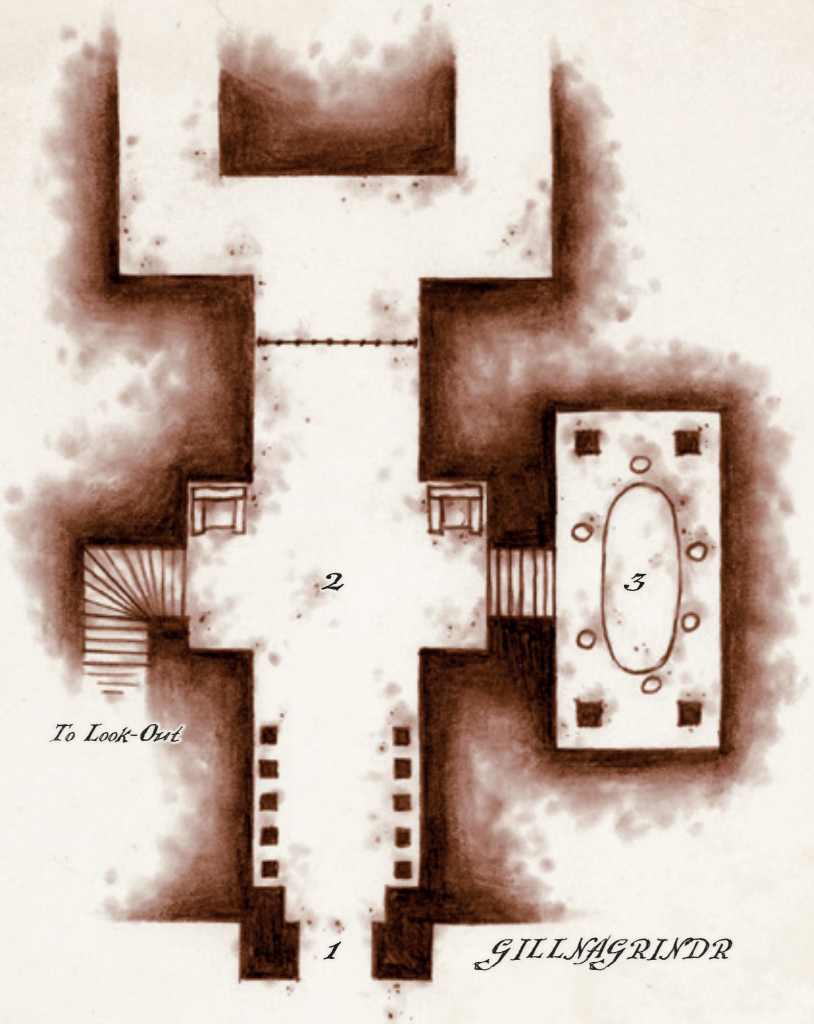
The black ice crunches like gravel underfoot, and all who step upon its hard surface are filled with a sense of melancholy and dread. The black ice is solid and compact, and snow crystals, as large as copper coins, rest upon the matte surface. Within minutes, the snow crystals cover everyone and everything in the landscape. It is so cold that you could break your beard off after only a few minutes, and the chill stabs like knives in your nose and eyes. Iron items become brittle, and will easily break when used. The wind increases every day of their journey, and eventually hit 45–50 m/s.

The BV of all metal objects is halved (and therefore the PV is consequently diminished). The same is also true for Mitraka items.

Maria explains that they must be extra wary from now on. They enter a dark realm which is stirring to life. The stars tell that they shall reach two places they cannot avoid. The first of these is Gillnagrindr, which is a two-weeks journey from here. The second is "Järnvida", also known as the "Blackwood", a dark forest which they have to pass through to reach their goal.

Gillnagrindr

It is said that one of the old Gods loved the giants. His name was Ghroddattur and he was a great warrior, vitner weaver, and bard, but above all he was the God of the frost giants. According to the hrimtursirs' own myths and legends, he was the one who built



Gillnagrindr, using his incredible strength. This strange outpost and gate are constructed entirely of iron, stone, and enormous blocks of ice, and is said to be the only way to the Great Ice Plains northernmost regions.

To get to the great rift where Snowsaga is kept, the player characters first have to make their way through Gillnagrindr. A task that is not at all easy.

Gillnagrindr lies embedded in a deep rift between two enormous ice-covered mountains. From time to time, the fortified gate has stood empty and abandoned, but the level of activity has gradually increased since Blodughadda roused the Snow Queen. Endless rows of Orkhir have passed through the enormous iron gates, to ravage and conquer the countries in the East. Today, the gate is guarded by five hrimtursir, all members of Blodughadda's own tribe.

1. The Entrance

The actual entrance is so large that the player characters have a hard time discerning its true size. On either side of the entrance stands a mighty pillar of black ice. The snow lies in deep drifts around their bases. A passage leads straight into the large building, which appears to be entirely covered in ice and snow. In the snow outside the gate, the footprints of a gigantic creature can be seen.

2. Guard Post

The actual gatehouse only consists of two rooms, one larger and one smaller. If you walk through the entrance, you immediately arrive in the larger guardroom. Ten pillars in total line the eastern and western walls. In the north section of the room there are two staircases, one to the west that leads up to a small look-out post, and another that is also on the western side and leads into the smaller guardroom.

In the northern parts of the room are two enormous thrones made of ice, one on either side of the corridor. A hrimtursir is always seated on the western throne, acting as guard. This is usually Nugghoggo, an aged giant, who is generally an outcast (use Hrimtursir stats with 208 BP). Nugghoggo will often fall asleep at his post, and it is very likely that he will be sleeping on his throne when the player characters enter Gillnagrindr, while the rest of the giants are all in the smaller guardroom eating.

An enormous iron grate with bars as thick as barrels blocks the northern exit.

The space between the bars is so large that anyone can get through with ease, even those of large build. The gate is locked, and the player characters will not be able to open it by themselves. In order to get to the other side, the player characters will have to pass through the iron grate.

It will obviously be easier if the player characters attempt to sneak out through Gillnagrindr without waking the sleeping giant or attracting the attention of his friends in the smaller guardroom. In order to raise the tension, the Game Master can choose to have Nugghoggo wake up just as the player characters are sneaking out. They may have to hide behind the pillars in order to avoid detection. Getting into a fight with five fierce hrimtursir this near to the goal is not reccomended.

3. Smaller Guardroom

The other four giants not standing guard are all in the smaller guardroom. A large table is wedged in between four thick ice pillars, which support the roof.

Järnvida (Blackwood)

Despite the fact that it really should not be possible for a forest to grow in this northernmost and coldest region of Trudvang, there is a forest up here, so dark and shadowy that the Darkwoods feel light and airy in comparison. It is not the beasts nor the creatures that make the giants avoid these trees; the Darkwoods are actually far scarier in that respect. No, it is the darkness and the black trees and their twisted shapes that make the hrimtursir believe that the forest is haunted by the powers of death.



Stepping under its canopy is like stepping into the night. The trees are gnarled and twisted, and are large enough to conceal a giant. Their bark and needles are black and murky, as if never touched by the sun. The trunks are so close to each other that it is difficult to tell them apart. The branches have woven together over thousands of years to eventually form a compact roof that does not let any light through whatsoever.

The trees are actually very tall. Their trunks break through the ice several hundred meters up and it is only the twisted tree tops which make up the actual forest.

The only pleasant thing about the forest is that it shuts the howling winds out for a while. Maria leads them, resolutely, into the forest, in the hope of quickly being able to traverse this ominous place. All who enter the forest take 1d10 Fear Points. Maria will speak soothingly to them, so that they get -2 on their results about Fear Points.

The walk through the forest will take at least five days, assuming that the group sleeps less than usual and walks most of the day.

The forest is so dark and impenetrable that few creatures live here. The Jarngarm, however, dwells in the shadows of the trees, chasing what little prey there is. While the player characters are in the forest, they will likely attract the attention of the Jangarm, who will attack in the hope of a feast. If (and how often) they encounter the garm is entirely up to the Game Master.

The Crevice

Three days after the player characters pass through the forest, they will reach their ultimate destination. Despite their rings, the cold grabs a hold of them, body and soul, making it difficult for the player characters to think clearly (-3 on all skills which imply the use of Intelligence). They have no idea where they are, but Maria explains that they are only a few hundred meters from the place she has seen in her dreams. She continues to say that they will have to descend into a deep crevice, and that Snowsaga is to be found somewhere down there.

The crevice is the rift where Blodughadda has placed Snowsaga. A small path leads down into the rift, ending in a labyrinth of ice passages and rooms that the frost giant created while looking for a place to hide Snowsaga.

Not far from here, there is another big rift, exposing the destroyed and distorted city far beneath the black ice, which the Orkhir crawled out of. The player characters are not meant to travel to the twisted city because it is overrun with evil Orkhir. If any of the player characters try to use the Hunting Experience discipline of the Wilderness skill, preferably with the Tracker specialty, they will find plenty of tracks, all leading North. If the player characters decide to follow the tracks, they will most likely succumb to the cold, or find the way to the Orkhir's kingdom, where they would quickly be overpowered and killed.

The black ice and the Snow Queen are one and the same being. She has dwelled up here in the North since the dawn of time, but her dark powers have never been able to fully flourish. Using her whispers and godlike abilities, she has woken the dead, and called upon ancient powers. However, without the ferocious giant Blodughadda, her dark elemental powers would not have been evoked, nor would her evil have gotten a face. By placing Snowsaga in the heart of the black ice, it slowly thawed a prehistoric evil and darkness, and that which should never be roused now awakes from its slumber to fling Trudvang into an endless winter.

If the giant had only gotten the love he so needed, or the care he always desired from his own people, the Snow Queen would never have come back to life, and her servants would have remained frozen in the cradle of time. Lost love and newly acquired infatuation are the things that link the Child of Darkness to the Child of Light, and both act by virtue of their passion.

Getting down to the black ice and meeting the Snow Queen's various servants is not an easy task. The player characters will be put through a difficult ordeal and must overcome tough resistance if they try to reclaim Snowsaga and bring it back from the Great Ice Plains.

As long as they stay within the black ice, the Snow Queen's whispers will gnaw at the group's unity and ability to succeed. If they fail, Trudvang will soon be thrown into a deadly winter that requires divine intervention (or a very creative Game Master) to end.

During this part of the adventure, the Snow Queen's powers will make themselves known. She will first try to splinter and weaken the group of adventurers. If this does not work, she will send her servants, the black hrimtursirs Yggadabaden and Hrisuddira, after them.

The black ice is full of vitner that has not been discharged yet and putting incantations on the landscape and caves will surprise potential vitner weavers. Placing an incantation here will mean that each vitner point spent counts double for the sake of both spellcasting and adding levels of power. However, practising magic here is something like sitting on an untamed horse. The effect is enormous, but the consequences of failure can be devastating. All spell casting rolls with a result of 17-20, whether they are successful or not, force to roll on the Fatal Failures table (Player's Handbook pages 84-85) using not twice the vitner points which are spent.

Here are a few of the whispers that some of the player characters experience while they find themselves down in the big ice crevice.

To one of the player characters:

You hear a smooth, whispering voice. At first, it is difficult to tell who it is, or what the voice says. It whispers your name, and you realize that it is your mother. She says:

"[name], [name], you have to watch out. You are in grave danger, and I can only tell you this once, there are too many listening. In your company there is a man called [another player character's name], he is set to betray you. The further down you travel in the ice caves, the more dangerous it gets. You or someone else in your group will only get one chance to kill him. When you reach the place the wolf guards, you will have to try to kill [other player character's name]. Someone is listening, I must go now. Take care of yourself, my child. Remember, there are those on your side."

To another player character:

"[Name], my name is unknown to you mortals, but among the ancient Gods I went by the name "Isian", the Bringer of Light. A few of us have decided to help you. Some who rest in the depths only wish you harm. Listen closely, my friend, you must turn back. Maria is leading you straight into a trap."

To one of the player characters who is a dimwalker:

"[Name], it is I, your God, [name of the god]. Listen to me, my child. You are in a dangerous land, and this is the last you will hear of me for a while. Do not try to summon me with your invocations, as doing so will cost you your life. That which rests in the depths will try to turn them against you, and the slightest attempt to use the gifts that your faith bestows upon you could cost you your life. Do not fear, my friends will guide you."

To one of the player characters:

"[Name]... fis fit you... I have flooked ffor you in my dreams. Listen to me! Do not let yourself be tricked – removing Snowsaga from this place will mean that you all will have to surrender. The stone's powers are the only thing that work on this entity. Imagine! You will understand when you see the enchanting light of the stone. The stone is the only thing that can keep the evil at bay. Do not remove it from here. It was not the wild giant that brought the stone here, it was I, a messenger of the Gods. The giant wanted to destroy it… but I knew better. Please… please do not take the stone away from here… if you do, all will be lost."

The large rifts are treacherous, and contain both Blodughadda and the Snow Queen's most loyal guards. The crevice in the ice consists of multiple smaller rifts. Each time the player characters leave the main rift that leads from point 1 to point 6, they risk encountering an avalanche of big blocks of black ice crashing from the steep ice walls. The chance of an avalanche is 1–5 on 1d20 each time the player characters leave the main rift. If an avalanche occurs, all in the rift must succeed with a situation roll with a Situation Value of 8 (Dexterity modifiers apply) in order to not be hit by 1d3 big blocks of ice, each causing 1d10 (OR 9–10) in damage.



Map of the Crevice

1. Ice Stairs

More than a hundred meters down into the crevice, a roughly cut staircase leads out of the black ice. The ice walls are entirely black and covered in ice crystals. The walls are so cold that anyone who touches them takes 1d3 in damage. Armor protects as per usual.

2. The Crossing

Blodughadda has placed a group of ten very competent and large Orkhir (Svorgha) at the first big crossing. They stand, gathered in a large circle, around a thick pillar of ice. The pillar is covered in runes and other symbols, all of which are engraved on its surface. The symbols are reminiscent of the inscriptions and signs that Orkhir wear on their bodies. Despite watching the pillar closely, the group is very vigilant, and only someone who succeeds with a Shadow Arts skill roll (preferably with the Shadowing discipline, the Camouflage and Hiding specialty, and

the Walking in Shadows specialty, albeit at different times) can get by the group unseen. If the group of Orkhir discover any intruder, they will mercilessly attack and fight to the death.

3. Blodughadda's Throne

Blodughadda has had an immense throne cut from the black ice in the large crevice. The throne is more than 10 meters tall, and its backrest is decorated with two enormous mastomant tusks, one on either side of the backboard. Blodughadda sits upon this throne as often as he can, because he can hear the Snow Queen's words more clearly there than anywhere else. Anyone who sits upon the throne will immediately succumb to the Snow Queen's whispers and must make a situation roll Situation Value of 8 (Psyche modifiers apply) to not turn into a bloodthirsty Ice Worshipper.

4. Cave Passage

The passage leads into the heart of the black ice, the end of Blodughadda's searching, and the place where he has placed the mythical and mystical stone – Snowsaga. The passage is guarded by one of Blodughadda's dragon wargs, Gryms (the brother of Rimklove, who was in Wildheart) who will not admit anyone other than Blodughadda himself, or the two black hrimtursir, Yggadabaden and Hrisuddira.

5. Guard Post

Blodughadda's two most steadfast and hardy servants, Yggadabaden and Hrisuddira, guard the depths of the tunnel in the black ice, which forms the symbol of the Ice Cult. Both of them are of the rare black hrimtursir tribe. It is a tribe of frost giants that has lived near the black ice for so long that they have themselves become as black and evil as the ice itself. They only serve one power, and that is the entity of the black ice, the queen, or Valsinka, which is what they call her. The two hrimtursir brothers, Yggadabaden and Hrisuddira, will not let anyone other than Blodughadda into the heart of the black ice. Yggadabaden fights using a large spear, and Hrisuddira uses an enormous warhammer.

6. The Heart

The tunnel ends on a large plateau with a view out over a great cavern, which is almost a hundred meters wide. The large cave is illuminated by a brilliant white glow, coming from a small, unassuming stone, which rests on the black, snow covered floor in the middle of the cave. Getting down to the cavern from the plateau requires climbing down a steep, 300 meters precipice, followed by a treacherous and slippery slope lined with stalagmites.

Before the player characters are able to begin the life-threatening descent, they will hear an ear-piercing scream behind them. It is Blodughadda and his forest trolls who have gathered for a final battle with weapons drawn. Blodughadda brings with him as many forest trolls or wolves as there are people in the player characters' company, so that they are "evenly matched". Blodughadda's troops are both very healthy and of high spirits. The player characters are battered and injured.

Blodughadda howls with anger as he and his forest trolls rush toward the player characters:

"My Queen, my Beloved. I shall break the backs of these weak humans. Forgive me, forgive that the great Blodughadda did not find humans earlier. I thought their heads were severed, their bodies crushed, shredded. Now, he of bloody hair shall do that which should have been done, once and for all!"

The Child of Light is now no longer protected. He is just as mortal as any other. The Child of Light, who was able to rouse Maria from her slumber of death, must, with his friends, conquer the Child of Darkness – the ferocious giant, Blodughadda.

The battle against Blodughadda is a tough one. Blodughadda uses all his powers to first attempt to crush the Child of Light. He fights so frantically that he never notices Grum Druvik (assuming that Grum is still a part of the group, the Game Master should now adopt the role of Grum, or give the player character who plays him clear directions) who rushes at Blodughadda in a wild rage. This should occur just as the Child of Light is in a vulnerable position, exposed and about to take a mortal blow from Blodughadda. Grum Druvik and Blodughadda are both flung off the edge of the plateau, locked in a final embrace. The player characters can see how Grum Druvik meets a cruel fate, as his body is broken from the fall (alternatively, he takes immense damage, but potentially survives if the player who has played Grum is so attached to the character that the player wishes to have the option of continuing to use the character). Blodughadda, who has also fallen, manages to grab onto a small shelf, despite being injured and bloody. The shelf seems slippery and difficult to hold onto to, so he clings on for dear life. The player characters hear as Blodughadda desperately pleads with the Snow Queen for help, for her love, for mercy:

"My Queen! Help me! Answer me! Don't leave me!"

Ice crumbles from the shelf, and Blodughadda's fingers begin to slip across the smooth surface.

"I thought you loved me. I believed your promises. I believed in our love. Please, help me…"

The shelf suddenly cracks into thousands of tiny shards. Blodughadda falls and screams:

"Valsinkaaaaaaaaaa……"

Blodughadda lands with a thud, and his body slides lifelessly down the razor-sharp ice toward where Snowsaga rests.

The only way of getting down is to first climb down the 300-metres precipice, with a -2 modifier on the Agility skill roll. Anyone who falls risks being impaled by one of the razor-sharp stalagmites which line the slope below. After the precipice, the slope requires

another Agility skill roll, if one has the right climbing equipment. To make it down the slope without tools will require a successful situation roll with Situation Value of 6 (Dexterity modifiers apply) to avoid slipping and stumbling. Anyone who does slip will slide the entire way down (roughly 150 meters) to the cavern floor, cut themselves on the black ice, and take 1d10 (OR 8–10) in damage.

When the player characters have made their way down the slope and begin the descent to Snowsaga, the black ice itself begins to quake with hatred. Reality tears, and the player characters are swept into an immense, whirling blackness, where time and space seem to lack any meaning. They are trapped with Valsinka in the black ice. Snowsaga still glows like a beacon, and now seems impossibly far away, in the infinite darkness. A powerful ice wind rages suddenly, hailing against the player characters like needles, trying to keep them away from the light. Only with Maria's bravery can the player character find the strength to carry on. They are lead hand-in-hand through the darkness towards that source of light. The journey feels more like a dream.

At the same time, the player characters can see how an icy blue light materializes next to Snowsaga. The light gathers into a human-like form. It is an elf woman, painfully similar to Maria. Before they have made it the whole way, the light manages to take physical form and the woman, Valsinka, the Snow Queen, begins to speak to them:

"You have come so far, and yet you have accomplished nothing.

Sadly, I must inform you that you are too late.

You have survived defeats, betrayal and captivity during your search. You guide has ventured blindly – wasted his love on a woman who lacks a heart. Now he has led you all to your doom.

Meanwhile, I have bided my time. Every second I have been preparing myself for this very moment. I, Valsinka, have arisen. The shackles of ice are broken. Doom is upon you!"

Valsinka takes a firm grip of Snowsaga and holds it aloft in both hands. The player characters are now almost within reach, and Valsinka continues:

"Before I end your miserable lives, I ask of you, Maria, my granddaughter, my own flesh and blood – do not sacrifice yourself again. This time choose love. Choose it and I will spare him. Then I will spare your love.

Turn against me and the consequences will cost you your life, your soul, and your love."

Maria stops. Now, she must decide:

If Maria is no longer a virgin, or if the Child of Light has blinded her with love, she will make a selfish decision, and save herself. If so, then the two lovers will awaken together, as if from a dream, in a place not entirely unlike Helgardh. Trudvang, on the other hand, will struggle to defend itself against the evil of the Snow Queen. This is not really an intended end for the campaign and should be avoided at all costs. This is, however, completely up to the Game Master to determine.

In all other scenarios, Maria chooses to sacrifice herself, and save the world. Maria cries out to the Child of Light,

"My Love. You are my everything. Never forget that I love you!"

Then she rushes at Valsinka. The player characters find it very difficult to get nearer to Valsinka, and take 1d6 in damage every action rounds from the chaos and ice winds that whirl around her. It takes three action rounds to get to Valsinka and battling her will prove to be disastrous. On this plane, Valsinka is invulnerable. With Snowsaga in hand, nothing can harm her. Describe her physical form as that of a incredibly beautiful female elf whose body seems made of compact granite, which shatters everything that touches her. Neither invoking the Gods nor vitner seems to have any effect whatsoever either.

Maria is thrown to the ground by a great blow and Valsinka continues as if nothing had happened:

"The Daughter of Fate is dying. She has made her choice. Now, she will see her shepherd be annihilated."

The Child of Light feels how Valsinka starts draining his body of energy, He loses 1d10 vitner points and body points every action round. Then, just as all seems lost, a dark giant rises behind Valsinka. It is Blodughadda who has gotten up and now takes his revenge on the Snow Queen because she abandoned him when she didn't need him anymore.

Blodughadda howls:

"I thought Queen loved Blodughadda. I believed promises… but all was lies. Raargh!"

Blodughadda knocks Valsinka to the ground so she loses her focus on the Child of Light. Snowsaga tumbles from her hand and comes to rest next to Maria. The player characters must now, together with Blodughadda, stall Valsinka for two action rounds so that Maria has time to fulfil her prophecy. Now that Valsinka is without Snowsaga, they can harm, but not kill, her. Valsinka uses her first action round to vanquish Blodughadda who burns up from the inside until all that remains of him are ashes. Valsinka then uses the Wind Blast spell to keep the player characters at a distance. Hopefully, she does not get the chance to retrieve Snowsaga, because if she does, all is lost.

The warmth from Snowsaga lying next to her rouses Maria. She grasps the stone in both hands and, using all of her strength, forces it into her chest. Norna is then completely reborn within Maria's body. The incarnation is complete. Maria lights up with a blinding bright light that seems to emanate from her eyes and heart. She throws herself at Valsinka. The player characters will, during subsequent rounds, see bright flames of the purest vitner shoot out from the battle. They realize that this is a fight of life and death.

Without any warning, the darkness suddenly ceases, and Maria is visible again. They are back in the cavern once

more. Maria is standing with her back to the player characters. Her hair, which previously was entirely raven black, is now pure white. She falls to her knees, before toppling to the side.

The player characters see that Snowsaga is clutched in her hands again. But the stone no longer emits its blinding white light. Now it is as black and dark as a forest lake instead. Maria's chest is completely burnt, with a deep, charred hole where her heart should be. She breathes heavily.

The Snow Queen is defeated and shackled in a prison from which she can never escape. Maria is dying and is beyond all help. She is pale. In a last burst of effort, she passes Snowsaga to the Child of Light (assuming he is still alive, otherwise she gives it to someone else) and says the following:

"My Love/ My friend, my time here has past. The world is full of hope once more. Do not mourn, you will find happiness elsewhere. Take the stone with you, I have opened a path for you."

Maria points off in one direction and the player characters can see Jaarnkihl like a mirage softly wavering in the wind.

Maria dies.

The reflection is a portal that she has opened, which brings the player characters back to Jaarnkihl.

Valsinka and Norna, reincarnated as Maria, together ascend to the heavens forming a double star, which shines brightly in the sky above. The king shows the player characters the star the following night, and says that now, mother and daughter are reunited once again. The elves sing a song of farewell to all the fallen. Many cry.

The world has been saved. The sun rises, and the darkness disappears. The Light has triumphed, and those who survived are now heroes, to be immortalized in songs for all time.

Linn looks at the player characters and says, cryptically:

"The sun rises once more,
Bright and warming,
Brought forth from the life of the beloved,
Snowsaga in safe harbor anew"

This concludes Act III- The Time of the Prophecy in the Snowsaga campaign. The player characters can now take a long, well-deserved rest.

Below is a list of resources to help the Game Master allocate adventure points:

Act III: Adventure Points

Below is a list of resources to help the Game Master allocate adventure points:

Player character:	**Adventure Points:**
Finished the Act III and the campaign:	+100
Made friends in Jaarnkihl:	+5 to +15
For each player character that fell victim to the black ice's whispers:	-15
The group did not cooperate with each other or get along:	-15
The group stayed united despite the Snow Queen's whispers:	+30
The Child of Light died:	-30
Valsinka was defeated:	+50
Gameplay	
How well the player showed the player character's personality:	-5 to +15
How well the player showed the player character's profession:	-5 to +15
That you as Game Master had fun and the players respected your rules:	+5
The players wasted time arguing about rules instead of playing:	-15



Chapter 3

EPILOGUE

Many of the lands of Trudvang have struggled through a tough, merciless winter. Hopefully, the heroes' deeds have triggered the onset of a warming spring, which thaws the evil and heralds the start of a new age.

Despite these heroic feats, one major task remains: crushing the last of the Snow Queen's underlings, who have really sunk their claws into the Stormlands. Thus, the war will continue for a while, before passing into memory.

A short while after the player characters have restored Snowsaga, the Iron Elves will gradually begin to disassemble their iron tower. Someone now tells the player characters the truth about the Iron Elves, and how they built the tower using all their various iron measuring devices to find Snowsaga. The truth was written in the stars, but they were only able to interpret it using very complicated instruments. For part of their history, some had caught a glimpse of the true face of evil, but were never able to explain it to anyone else in Valtoris. The price they had to pay for being the guardians and guides of the Prophecy was that they were cast out and disavowed by their own. Many thought it was dearly bought but, eventually, the side of Good won. Without the Iron Elves, the heroes would never have been able to finish their mission.

The player characters have now completed the entire campaign, and new challenges lie before them. Maybe the player characters wish to try finding the answers to questions they didn't solve earlier. The campaign opened many doors, and some of the mysteries that they encountered are still unresolved:

What is happening in the Stormlands What is going on with the friends that the player characters made early in the campaign Is the war still being waged at full force If so, who leads the armies How is the post-war rebuilding of Wildland going What interest do the player characters have in returning as lords

Did Hrangadoorm, the ancient demon, awaken in Ysetur Did any of the player characters steal Hrangadoorm's ancient weapon Are they now hunted by this primeval shadow demon What happened to the Ice Worshippers Are they gathering their strengths to rise up once more Will the Ice Worshippers come together again as a cult following a lost god, despite the fact that the Snow Queen won't ever return

What happens in Arkland after Lokir passes Will his half-sister Tuva take power Is there a new threat of war in the West

The Snow Queen was an emanation of the Black Sun. However metaphorical that may seem, there is a dreadful truth lurking behind the words. What kind of Entity was it that put such dark forces in motion How could such a force have fit into our world Where would such a place be, in that case Where is Oskopnir, the realm of the Entity

What happened to Nifelfang Will he demand payment for his services Do the player characters have more unfinished business in Helgardh

Will Tvagrid's son, the rightful owner of Koraljon, demand the ruling blade back Might it even be that Tvagrid's unknown brothers try to reclaim the sword, as they now consider themselves its stewards

Finally, what happened to all the foes that slipped between the player characters' fingers Which enemies survived If they were not killed through this campaign, will the likes of Hakka Norim, Haldur Ouvar, and Rendre Haugskalp go on to become the player characters' archenemies Will these foes haunt them for a long time to come

Who was the little black-haired girl Was that Valsinka as a child Why did she turn up time and again Was she trying to say something If so, what

Regardless of whether you choose to continue playing in order to unravel the unsolved mysteries or find answers to the questions that you encountered, it is a good idea to try to digest the campaign's magnitude and range. Lean back, take a load off, put the Game Master's screen down, and close the books. Try to remember the beginning of the adventure, and all the events that transpired along the way. Sometimes, this can be the best part of the whole campaign. Talk the adventure through and recall old player characters who may not have survived, or possibly chose another path. As Game Master, you can now choose to show some of the maps and explain what is hidden behind some of the concealed doors that the player characters did not discover. Let the player characters describe which parts of the campaign that they remember the most, and what they found to be the most fun. Simply put, enliven the memory of Snowsaga to secure its place deep in your heart!





CAMPAIGN MATERIALS

Snowsaga

CAMPAIGN MATERIALS

Concept and Design
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Chronology

The aim of the following chronology is to help the GM to understand the historical background of the campaign.

All that regards the Norim Elves is well registered in the archives of the Iron Elves of Jaarnkihl, although it is clear that the PCs will not know these facts when the Snowsaga campaign starts. On the other hand, everything which regards the Wildlanders and, in general terms, all the Stormlanders, cannot be accurately dated. Unfortunately, the Stormlanders do not keep accurate records of the years, but everything is remembered only in reference to certain events or the variable lengths of some rulers' dominions. Even the range of some important phases, like the "Copper Kingdom", are difficult to date. This means that it is impossible to find the exact chronological relationship between some early facts of Wildlander history and everything as recorded by the Iron Elves of Jaarnkihl. This messy situation should also give the GM some insight about the poverty of historical knowledge among the PCs at the beginning of the campaign.

The following chronologies are also organized in relationship to the start of the campaign ("Year 0" for the sake of this campaign). Everything after is just the supposed course of events, as planned in the campaign. Off course this may be bound to change according to GM and players' decisions and actions.

ANCIENT CHRONOLOGY AS RECORDED BY THE IRON ELVES

Years	Event
Millions of years ago	The Entity appeared in the Void. The Black Sun is born.
Many millenia ago	In an age forgotten even by most elves of today, after centuries of wandering exploring the world, the Norim Elves become sedentary. Their civilization flourishes in the kingdom of Palliolanta, thriving for thousands of years.
3,333 years ago	Norna the Wise, the queen of the Norim Elves, unexpectedly gave birth to a daughter (Valsinka) due to the Black Sun's influence. The "Big Quake", a powerful earthquake, is felt across all of Trudvang.
3,300 years ago	As she grows up, Valsinka's link to the Black Sun strengthens. Norna foresees the coming of the "Daughter of Fate". She summons Kirjonti and performs the ritual. Kirjonti runs away with "Snowsaga", the heart of Norna. Norna writes the prophecy. Valsinka kills Norna and cannot assume her complete powers since the Snowsaga is missing. Valsinka start hunting Kirjonti.
3,300 -3,000 years ago	Valsinka destroys Palliolanta with hordes of Bastjurs. Many Norim elves run southwards in exile, while others are killed or kept prisoners by the Snow Queen under the cursed Black Ice. After many wanderings, the now-immortal Kirjonti found refuge in the mystic forest of Wildheart, far from the Snow Queen's eyes.
From 3,000 to 300 years ago	Valsinka's power increased during the following millennia, although at a slower pace since Snowsaga was missing.
2,000 years ago	Valsinka starts re-awakening the dead Norim Elves and experimenting on their remains within the Black Ice. The first Orkhirs are born.

WILDLANDER AND MORE RECENT CHRONOLOGY

Years	Event
Unprecise time periods between the fabled "Age of the Iron Dragon" and 300 years ago.	Unknown people build Ysetur over the Iron Shaft of Hrangadoorm. Wild human tribes wander around Eastern Trudvang. One of these peoples, the Agroths, try to enter the Stormlands. "Bloedis'Dunn", the Day of the Red Snow. Grimur Moonfriend of the Agroths defeats the Kremors and Broths but decides to move his people to Wildland. Beginning of the human colonization of Wildland. Many years later Haakon Hagtorn (descendant of Grimur) invites the Wildbrons to intermix with the Agroths. The Wildanders are born. On his deathbed Haakon is made King. The line of the Hagtorn kings is born. Gerbanian faith becomes to be spread and at some point "Jarnrytti" is built by Paater Vjal Avlotsbarn in his dream of a "East Vammel" kingdom, only to fall afterwards. Wulfr and Hunndair wars. Roughtongue is in Ysetur.
350 to 300 years ago	Copper is started to be mined in Wildland, bearing prosperity along the Copper Trail, but also greed. The Snow Queen in the north awakens, and her whispers are heard by all those whose desires and dreams are focused on the new-found wealth. Some people believe think that the "Copper Kingdom" started in this time. What is more certain is that the Ice Cult secretly started to take roots. The Hagtorn kings (or "Great Fylkjarls") ruled while Ouvar the Beheader was their main executioner. Valsinka met Ouvar and conceived a child: birth of Hakka Norim. Ouvar cursed to be a werewarg. Gaul Grimme adopts Hakka. The Norim elves from Jaarnkihl look for Hakka, knowing than in his blood runs the possibility of conceiving the "Daughter of Fate", but miss him. As a young fugitive, the "Last King" or Hakka misses the possibility to become a new hope. Valsinka curses Gaul and his offspring, but he adopts a son in secrecy.
300 years ago	The "Times of the Untamed". For years the Snow Queen have secretly spread her whispers, converting Wildlanders into her "Ice Cult", including many members of the Uvail clan. Some stories say that up to half the Wildlanders venerate the Snow Queen, forgetting Stormi. In the North, Valsinka's hordes have reached huge numbers. The Orkhir armies are unleashed on the South, with wolfkin, giant and troll allies. The Dwarves closed their ancient gates while the Hagtorn Brothers (the Great Fylkjarl Vurmahj Hagtorn and the bearer of the mighty sword Koraljon, Sajgfrund Hagtorn, the Loved One) look for allies. The immortal Norim elf Kirjonti comes out from Wildland to them, using the power of Snowsaga to enfeeble the Snow Queen. The alliance with the Hrim Trolls is bought at a dire price. "Naginolika" (The Last Stand): all the Wildlander Fylkjarls faced the Ice Army on the plains of Eidlunn.. On his deathbed, Sajgfrund passed the Ruling Blade to his youngest son, one of only two human survivors of that awful battle. The Snow Queen is defeated but the Hagtorns are impoverished. The Wildlander monarchy ends, as more power is passed to the Fylk-Thing.
Between 300 and 30 years ago	In about two centuries all the remaining Orkhir are hunted in the forests, disappearing from Wildland. The Ice Cult is exterminated by the Knights of the Iron Hand under the command of the Brycker, a position which starts to be hereditary in the Bhalgor family. Many Gerbanians flock to Jordek, where the faith is strengthened. The memory of the Ice Cult fades. Huge copper resources are found again in Wildland. Wealth, trade and colonists augment. This period certainly can be defined as the "Copper Kingdom", whose center became Vretgaard, the old capitol of the Hagtorn. Storhavn increases its wealth, as the main port from where copper is exported. Even the Hagtorns, now simple Fylkjarls, regain part of their resources while all the other great families prosper. The Saatigia, in particular, acquire many lands and wealth. Ancient memories begin to blur, as people start remembering Ouvar the Beheader as a king of old time.
About 200 years ago	Hakka, as an immortal adult, finally comes to Vretgaard, living in the woods and starting a family, outliving all his wives and sons. During the years those in Vretgaard become used to the "Norim" and the legendary "Old Norim Man" which nobody sees.
150 years ago	After a whole century the Saatigia complete their mighty stronghold: Hallwind.
30 to 20 years ago	Intensive mining in the north brought gradual diminishing of the copper resources. The end of the "Copper Kingdom". Economic crises and desperation spread among the Wildlanders, as well as robbing and violence. Many families decay. The Hagtorns in particular, now suffer, decaying in their wealth. Some Wildlander start to lose hope in Stormi and memories of the Snow Queen are spread in secret in certain remote places.
20 to 15 years ago	Linn, one of the last living pure Norim elves, finally reaches Vretgaard where she finds Hakka, the "Last King" and marry him. One year later Linn gives birth to Maria Norim. The Wulfr and the Uvail start their feud due to economic matters linked with the fall of the Copper Kingdom. Great famine in Vretgaard, many families are extinguished and buried in their houses by Remi Sorva. The Brotbeast comes into the copper mines and is imprisoned in hibernation under a collapse.
15 to 10 years ago	Blodughadda is exiled from his clan, ends up prisoner of the dwarves in Glitthamn. He then escapes and is attracted by the Snow Queen in the North. Blodughadda then starts looking for Snowsaga.

Years	Event
10 years ago to now	The Ice Cult is secretly spreading again in Wildland, now exploiting the desperation following the end of the Copper Kingdom. Old families revive their ancient corruption in secret.
About 2 to 1 years ago	Blodughadda finally finds Kirjonti in Wildheart and kill him. Snowsaga is brought to the Snow Queen. Blodughadda sends his agents to awaken the Ice Cultists in Wildland. In Vretgaard Hakka Norim is contacted, as well as Haldur Ouvar. Njordung is corrupted by the Black Ice, becoming "Ise". Through him Raak Wulfr is also corrupted. Rendre Haugskalp starts listening to the Snow Queen's whispers. An Ice Cult cell starts in Storhavn. The Black Ice is brought to the mines and the hibernated Brotbeast starts feeling its influence.
Today	The marriage in Storhavn. The PCs travel to Vretgaard and then Ysetur. The Fimbulwinter starts. The invasion of Wildland begins. The siege of Hallwind starts while the Uvail resist in Ailburg.
+1 year	Fall of both Hallwind and Ailburg. The PCs meet Linn while escaping. They visit Sootbrand and are betrayed and imprisoned. They end up as slaves of the Arks. The Fimbulwinter enters his second year.
+2 years	The imprisonment ends. The PCs travel to Hellgardh and then to Jaarnkihl. The Fimbulwinter is about to enter a third year. The final confrontation with the Snow Queen in the Great Ice Plains.

The Ice Cult

As the spawn of the Entity or the Black Sun, the Snow Queen is in many ways equivalent to a goddess to her worshippers. She personally takes deep interest and an active role in whispering into people's ears, feeding from the fears and particular frustrations, in order to turn poor victims into fanatic cultists. This process is eased by the Black Ice blocks, as previously described in the "Emanation" section of this book (pages 13 and 14).

Attracting more worshippers is to the Snow Queen's interest and therefore quite often she gives special gifts. These must be analyzed by the GM on a case-by-case basis since all gifts are personal and, therefore no specific, generic mechanics can be here proposed. Usually she gives chances to get revenge or to attain social status, love, prestige, glory and wealth. However, in a few, very specific cases sometimes she gives supernatural abilities such as in the following, few examples. The GM is encouraged to create more of them.

Permanent or temporary resistance to cold.
Occasional ability to invoke blizzards and storms.
Wolves or trolls acting as protectors.
Training in Shadow Arts or Fighting.
Training in Vitner Crafting of the Darkhwitalja type (usually the Dimvitner, Witchcraft or Wind Craft tablets).
Etc.

In any case, it is worth reminding that all the Snow Queen's promises are lies, and all her gifts are bound to lead to tragedy. The Snow Queen can give power as much as she can take it back, and promises are fulfilled only as far as the cultists' actions favour the Snow Queen's plans.

All cultists are required to sacrifice in honor of their goddesses on a weekly basis. It does not matter whether they sacrifice animals or humans, as far as they spread blood in the Snow Queen's name. However, many cultists become so fanatic to kill on even on a daily basis or to perform only human sacrifices. It is totally up to the GM to decide the effects of these sacrifices.

The Ice Blopriests

The clergy of the Ice Cult use mechanics which are similar to those of Stormkelts in many ways, although with some differences.

The "Ice Blotpriest" specialty of the Faith skill can be mimicked with the mechanics connected to the Stormkelt specialty, including the ability to perform sacrifices and blood gifting.

Unlike the Stormkelts, the fanatic Ice Blotpriests frequently make human sacrifices. These will give a number of DP equal to half (rounded down) of the victim's highest stat among Body Points or Divinity Capacity or ¼ of the Vitner Capacity.

Ice Blotpriest must make at least one sacrifice (either human or animal) per week. If a week passes without a sacrifice to be made, their Divine Capacity diminishes by 1 DP per day, until they can make a new sacrifice to refill their powers.

Since they make so many frequent sacrifices Ice Blotpriests end up with a huge number of DP. However, they have two limitations. First of all they cannot host more than three times their Divine Capacity in Divine Points. Secondly, unused DP over their Divine Capacity disappear at the rate of 5 DP per day, instead of the usual rate of 1 DP per day.

Ice Blotpriests do not use Gerbanian holy tablets but the following vitner tablets to be considered as divine tablets: Dimvitner, Wind Craft and Witchcraft. Furthermore, they have also access to the new Frostcraft tablet, described below.

New Holy Tablet: Frostcraft

"Cold" is an element feared throughout Trudvang as everyone knows that a dire Winter can cause even more deaths than the sword on a battlefield. This tablet gives power to cold phenomena, giving the ability of dealing with frost and ice as elements of power.

Frostcraft as a Vitner Tablet

The powers below described are used to represent the blessings of the Snow Queen to her Ice Blotpriests. However, if the GM allows it, the same powers can be used to represent spells of a new "Frostcraft" vitner tablet. Given how much the peoples of Trudvang fear the cold winters, it is not unsurprising that very few vitner weavers decide to dedicate their skills to mastering frost and ice. Nevertheless, some cold-focused vitner traditions exist, therefore the following mechanics can be used.

Possible Frostcraft negations often include sudden raising of the temperature happening elsewhere. The formation of ice may lead sudden appearance of fire: for example huge trees may be destroyed by fire in a few seconds, if a large ice storm is summoned by Frostcraft vitner. On the other hand, the protection from cold may lead to direst effects for someone else trying to protect himself from the frost weather.

Levels of power have these costs for the vitner types: +1 for White Vitner, -1 for both Vaagrivitner and Dark Vitner (although not less than 1 per level).

Frostcraft Powers

LV	Frostcraft
1:	Cold Skin
1:	Create Ice
2:	Freezing the blood
2:	Frost Hand
3:	Ice Burst
3:	Lesser Hrim Body
3:	Protection from Cold
4:	Freezing the Air
4:	Greater Protection from Cold
5:	Hrim Body
5:	Ice Storm

1. Cold Skin

Cost/Modifier: 2/-2
Type: Lasting
Duration: 1 Hour
Range: Personal
Invocation time: 1 minute

The caster becomes completely immune to all damaging effects of normal (not magical) cold. As a side effect the skin magically becomes as cold as ice, acquiring a slightly bluish hue.

LEVELS OF POWER: COLD SKIN

Cost	Effects
1	Increase the duration by 1 hour

1. Create Ice

Cost/Modifier: 2/-2
Type: Lasting
Duration: Until the ice is melted (depending on local temperature)
Range: contact
Invocation time: 2 action rounds

The caster may create ice from water, influencing no more than 5 liters of water for the basic effect. The power is not meant to harm creatures but the icy effect may do so in its own way. A creature blocked in the ice suffer 1d3 points of damage (not diminished by armors) per action round spent in the ice. A roll against SV 10 (modified by Strength) is required to get free, although the SV is diminished by 1 per 10 litres of iced water in addition to those required. To block a 1t-sized creature one needs about 100 litres of water. The GM may judge as much water is needed to block a certain creature, although the victim must off course be submerged in the water, during the invocation.

An alternative effect is to condensate the moisture present in the air to create an icy, slippery surface. An area of about 5 m2 can be iced in this way, although the GM may restrict or widen this area for moister or drier climates. All those who walk on it are forced to make a -3 Agility skill roll in order not to fall (usually suffering 1d6 damage and requiring the Stand Up maneuver to recover from the situation).

In the same way the spell can be used to block doors, chests or coffers. A situation roll against a SV of 10 (modified by the Strength) is required to open a door locked with ice, although the GM may analyse the particular situation to evaluate the SV or suggest other means of opening.

LEVELS OF POWER: CREATE ICE

Cost	Effects
1	Increase the range by 5 m (contact is no longer necessary).
1	+1 liter to become ice or + 1 m2 of surface to be iced
5	+5 liters to become ice or + 5 m2 of surface to be iced
15	+100 liters to become ice or + 500 m2 of surface to be iced
1	SV to be freed from ice is diminished by -1

2. Freezing the Blood

Cost/Modifier: 4/-4
Type: Lasting
Duration: 1 hour
Range: 10 meters
Invocation time: 2 action rounds

By pointing the finger the caster may dramatically lower the victim's inner temperature. As long as the duration lasts the victim suffer a -d1d3 SV on all its rolls. Furthermore the victim must make a Situation Roll against SV 8 (modified by Constitution) to avoid suffering 1d10 damage.

LEVELS OF POWER: FREEZING THE BLOOD

Cost	Effects
2	Increase the range by 5 m.
2	Decrease the victim's SV to avoid damage by -1
3	Increase the duration by1 hour
8	Increase the duration by 1 day
4	Increase the power's effects by making the victim suffering another -1 SV (on top of the rolled 1d3).
5	Increase the damage by one step: 1d10 → 1d10 (OR10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) +1

2. Frost Hand

Cost/Modifier: 4/-4
Type: Lasting
Duration: 4 Action rounds
Range: Personal
Invocation time: 1 action round

One of the caster's hands assumes a bluish, icy color, becoming as cold as the darkness which exists in some of the icy realms beyond the mist, far from Trudvang and from normal living beings. Those who are touched by the hand suffer 1d10 points of damage, although the caster is immune to this damage. During combat the caster is required to make a successful unarmed attack, in which case the 1d10 damage can be added to the normal 1d5 of unarmed attacks.

Armors usually protect from this damage, however in the case of continuous contact (e.g. during a grapple), non-magical armors stop protecting from the second round since the magic cold has been transmitted through it.

LEVELS OF POWER: FROST HAND

Cost	Effects
1	Increase the duration by 1 action round.
3	Both hands become Frost Hands (with basic damage)
5	Increase the damage by one step: 1d10 → 1d10 (OR10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) +1

3. Ice Burst

Cost/Modifier: 6/-6
Type: Lasting/Preserving
Duration: 1 action round
Range: 10 meters
Invocation time: 1 action round

The caster is able to project a violent burst of ice, snow and unnaturally cold-air affecting all those who are in front of him. The effects is a 10m-long cylinder with about 1 m of diameter. All those who are in this area suffer 1d10 damage. Non-magical armors do not protect from this damage.

A potential victim with the Evade specialty may attempt to avoid the damage, although the skill value is diminished by -1 per point of initiative that the character's own initiative falls behind the current moment.

Unless augmented with levels of power, the effect disappears when the duration ends. By choosing to extend the duration the caster can also move the burst to a new direction up to 90° different, affecting also those who are caught in the turning of the burst.

LEVELS OF POWER: ICE BURST

Cost	Effects
2	Increase the range by 5 meters
5	Increase the bursts diameter by 1 meter
5	Increase the damage by one step: 1d10 → 1d10 (OR10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) +1
5	Increase the duration by 1 action round so the Ice Bust continue in the coming round.

3. Lesser Hrim Body

Cost/Modifier: 6/-6
Type: Lasting
Duration: 1 minute
Range: 1 meter
Invocation time: 2 action rounds

The body of the caster acquires a lesser version of the Hrim Body quality, common to many dragons, giants and trolls linked with frost. The caster emanates an unnaturally cold aura which is painful to bear. All those who are within range must make a situation roll with a SV of 10 (modified by Psyche) to keep from fleeing and remain inside the range. Each action round the aura inflicts 1 point of damage to those within range. Armor do not protect. Those who wear winter clothes receive only half damage (rounded up) while those wearing mastomant furs do not receive damage at all.

LEVELS OF POWER: LESSER HRIM BODY

Cost	Effects
1	Increase the duration by 1 minute
2	Reduce the opponent's SV by -1
2	Increase the range by 1 meter (maximum 3 meters)
3	Increase the damage +1 (maximum +3).
10	Increase the duration by 1 hour

3. Protection from cold

Cost/Modifier: 6/-6
Type: Lasting
Duration: 5 minutes
Range: Contact
Invocation time: 3 action rounds

This power create a bluish aura completely protecting the caster or a selected creature from normal cold. Magical cold (for example spells or the breath of a Hrimwurm) is not affected by this power and it inflicts full damage.

LEVELS OF POWER: PROTECTION FROM COLD

Cost	Effects
1	Increase the duration by 1 minute
2	Increase the range by 5 meters (Contact is no longer necessary)
3	Affects an extra being (with the spells basic version)
6	Increase the duration by 1 hour
15	Increase the duration by 1 day

4. Freezing the air

Cost/Modifier: 8/-8
Type: Preserving
Duration: 5 hours
Range: 3 meters
Invocation time: 3 action rounds

The caster can lower the temperature by up to 10° C. within a 3-meters radius sphere around a fixed point. The resulting temperature will depend on the current temperature in the area, but they will inflict damage to those inside the area according to the reached temperature. Note that this damage cannot be used for normal cold temperatures, this is just to refer to the magical effects of condensed cold inside the sphere.

FREEZING THE AIR: TEMPERATURES AND DAMAGE.

Temperature	Damage in Body Points
10°	1d6 +BP per day
0°	1 BP per hour
-10°	1d6 + 1 BP per hour
-20°	1 BP per minute
-30 °	1 BP per action round
-40 °	1d6 BP per action round

LEVELS OF POWER: FREEZING THE AIR

Cost	Effects
1	Increase the duration by 1 hours
2	Increase the radius of the sphere by 1 meter
6	Increase the radius of the sphere by 10 meters
2	Anchor the spell to an object, which makes the sphere portable with the object as its center
4	Decrease the temperature by another -10° C
5	Increase the duration by 1 day
6	Change the type of the power to Lasting

4. Greater protection from cold

Cost/Modifier: 8/-8
Type: Lasting
Duration: 5 minutes
Range: Contact
Invocation time: 3 action rounds

This power create a deep aura completely protecting the caster or a selected creature from normal, non-magical cold. The aura also gives a protection of 5 points from Magical cold (for example spells inflicting cold effects or the breath of a Hrimwurm).

LEVELS OF POWER: PROTECTION FROM COLD

Cost	Effects
1	Increase the duration by 1 minute
2	Increase the range by 5 meters (Contact is no longer necessary)
3	Affects an extra being (with the spell's basic version)
3	+1 points of protections (maximum +12).
6	Increase the duration by 1 hour
15	Increase the duration by 1 day

5. Hrim Body

Cost/Modifier: 10/-10
Type: Lasting
Duration: 1 hour
Range: 1 meter
Invocation time: 2 action rounds

The body of the caster acquires a kind of Hrim Body quality, somehow similar to what can be seen in dragons, giants and trolls linked with frost. The caster emanates an unnaturally cold aura which is painful to bear. All those who are within range must make a situation roll with a SV of 8 (modified by Psyche) to keep from fleeing and remain inside the range. Each action round the aura inflicts 1 point of damage to those within range. Armors do not protect. Those who wear winter clothes receive only half damage (rounded up) while those wearing mastomant furs do not receive damage at all.

LEVELS OF POWER: LESSER HRIM BODY

Cost	Effects
2	Reduce the opponent's SV by -1
2	Increase the range by 1 meter (maximum 3 meters)
3	Increase the damage +1 (maximum +4).
5	Increase the duration by 1 hour

5. Ice Storm

Cost/Modifier: 10/-10
Type: Instant/Preserving
Duration: 1 action round
Range: 20 meters
Invocation time: 2 action rounds

A magical ice storm breaks inside a small area pointed by the caster within the range of the power. The area is a circle of 2 m of diameter. The ice storm disappears as quickly as it came if the duration is not extended.

All those who are inside the affected area suffer 1d10 points of damage. Normal armors do not protect, although magical armors work as usual. A potential victim with the Evade specialty may attempt to avoid the damage jumping out of the affected area, although the skill value is diminished by -1 per point of initiative that the character's own initiative falls behind the current moment.

It is difficult to see through the thick storm, therefore all those within the area suffer a -5 SV to all their actions. Also those who try to attack people inside the storm suffer -5 SV due to the low visibility.

LEVELS OF POWER: ICE STORM

Cost	Effects
2	Increase the range by 5 meters
5	Increase the ice storm's radius by 1 meter
5	Increase the damage by one step: 1d10 → 1d10 (OR10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) +1
10	Increase the duration by 1 action round so that the ice storm continues into the coming round

NEW MONSTERS



Brotbeast

Old Dwarves use to warn the youngsters of their race by murmuring about the unknown horrors which lie hidden in the underground, just awaiting for unlucky miners, blinded by their greed, to dig too deeply into the earth's womb. One of these nightmares is the so-called "Brotbeast", a primitive creature whose origin lies in the mysterious times when Trudvang was young.

Brotbeasts are enormous monsters living deep in the underground, forever bound to dig titanic tunnels, looking for the nourishments that they long for. In fact, a Brotbeast feeds on the ore that it extracts from the stone crunched by its powerful jaws. Iron, copper or even gold and exotic minerals: it does not matter as far as the stones have ore inside. When the vein extinguishes, the Brotbeast looks for more, continuing digging its infinite tunnels. However, to supplement this diet, the Brotbeast occasionally seeks out living beings, both large and small, in order to get the energy needed to keep on digging and chewing stone and earth. This is the reason why Brotbeasts are scourges and nightmares for miners of every kind. More than one dwarven community has been destroyed by these beasts, and this is the reason why the dwarves always carefully keep records of Brotbeast sightings to prepare adequate defences. This is unfortunately less true for the human miners, who tend to be less prepared to fight such beasts.

The Brotbeast is a titanic creature, close to twelve-arms high and twenty-arms long with a thick skin resembling stone. Its four legs end up in mighty hoofs that the beast uses to both crush its enemies as well as stones. Its mouth is filled with an incredible number of hard, shiny and metallic-looking teeth, meant to crush the heaviest rocks. Despise being able to break stone, the Brotbeasts' teeth are not eternal and many are broken, dropped and lost in the continuous process of stone-chewing, only to be substituted by new ones. The many teeth and the skeleton are made of a special substance that could almost resemble metal, in terms of both hardness and appearance. The creature continuously regenerate this substance, as long as it feeds on the required ore. This teeth regeneration is so fast that all teeth are replaced every three months. In practice, this means that every day an old tooth is replaced by a new one, but also each day more ore is required, keeping the Brotbeast in a never-ending cycle of ore-searching and stone-crushing.

Nobody knows how long a Brotbeasts can live but their number is, fortunately, kept low by both their feeding requirements and their reproduction type. Each Brotbeast is genderless and, once every hundred years, it gives birth to three identical calves through virgin birth. These newborn are immediately abandoned to survive, which is extremely rare, since usually there is usually not enough ore for all the three to get properly nourished, although some dwarves report stories of hungry Brotbeast calves feeding on each other. After giving birth to the three calves, the adult leaves the area looking for food and

it is usually in this period that the Brotbeast prefer feeding on meat, often looking for colonies of underground creatures, like trolls and dwarves.

In its original, underground habitat the Brotbeast has no natural enemies and therefore they do not know what fear is like. This means that all Brotbeast fight to death, driven by their neverending hunger for both ore and meat. However, the underground may be a hard place to live even for the Brotbeasts, and sometimes these creatures may even dig too deep or be blocked in places where both meat and ore are lacking, and their strength is therefore diminishing. To solve the problem, during their millennia-long evolution, the Brotbeasts have developed a hibernation mechanic which help them to slowly recover their forces. They can sleep for years or even centuries, according to some loremasters, effectively becoming hidden threats for unaware miners. In fact, even if nobody knows how long a Brotbeast can remain in hibernation, it is certain that when the creature is disturbed, it tends to wake up violently, immediately looking for victims to slay among the invaders.

BROTBEAST

Type: quadruped creature **BP:** 300; **Movement:** 2 CP per 24 m (Max 48 m).
Fear Factor: 1d10 (OR 8-10); **Size:** 12t, **Natural Armor:** 4 (tough skin). **Damage levels:** 1-75 (0) / 76-150 (-1) / 151-225 (-3) / 226-300 (-7) / > 300 (Dying).
Character Traits: Constitution +10, Strength +10, Intelligence -4.
Feats: Dark Night Sight, Brotbeast Metal, Granite Skin, Hibernation.
Weapons: Bite (damage 3d10 OR 8-10 +8), Hoof (damage 3d10 OR 9-10 +8).
Initiative: -4
Number of Rounds to spend CP: 4
Combat points: Free 8 / Bite 14, Hoofs 16.
Samples of Attacks (each to be spread in 4 rounds):
(IM -4) Bite SV 11, SV 11, Hoof SV 8, SV 8
(IM -4) Bite SV 16, SV 6, Hoof SV 11, SV 5

Brotbeast Feats

Dark Night Sight

Brotbeasts can see up to 100 meters as if it were bright daylight. Beyond that range the sight gradually decreases to completely disappear at about 300 m.

Brotbeast Metal

Dwarven craftsmen know how precious Brotbeast teeth and bones are, since they are as hard as steel, albeit weighing only half as much.

A single bone or a long dropped tooth can be used to craft a single metal weapon with half its weight an IM modifier bettered by +1.

To craft a whole armor of Brotbeast metal one needs a large number of bones and teeth, and usually the skeleton of an adult Brotbeast cannot be used for more than two armor sets. These armors are identical to normal metal armors but their heft is diminished by 3. It is worth remembering that to have this effect only armors mostly made of metal can be crafted with Brotbeast Metal. For example applying Brotbeast metal to a metal-reinforced leather armor will not have any sensible effect, while a banded armor will definitively get the benefit.

Granite Skin

A Brotbeast' skin is so thick to resemble stone. Everytime the creature is hit a weapon of quality less than "capital" the GM rolls 1d10. On a "1" the weapon suffers 1d10 (OR 8-10) damage to its BV, to be diminished by PV as usual.

Hibernation

Brotbeasts never run away from combats but sometimes they find themselves alone, hungry and feeble in desperate situations. In cases like these the Brotbeast enter an hibernation to slowly regenerate itself. It is up to the GM to establish how long it takes, but at least one year is required. When awakened from this status (e.g. if disturbed by intruders) it will attack on sight. A Brotbeast waking up from hibernation will have only 1/3 of its total BP (e.g. 100 BP for a standard 300 BP Brotbeast) but if it eats enough, the beast will recover its full BP in a few days.

Note on the Brotbeast in Snowsaga.

The beast in the mine can easily kill many characters, therefore it is important to remember some limits which the Brotbeast suffers.

It has only 100 BP (there he suffers -3 SV) since it just woke up from hibernation.

The Brotbeast is not just torpid after such a long hibernation, but it is also not used to the ice which fills the chamber. Make it suffer a -3 SV to all rolls since its hoofs do not properly grip on the ice.

Orkhir

The ancestors of the Orkhirs were Norim elves who perished in the Black Ice, to be magically re-awakened centuries after, by Valsika's dark sorcery, or old immortal prisoners, tortured by the Snow Queen and transformed into monsters. Using both the power of the black ice and drops of demonic blood from Blotheim, the old Norim elves were stripped of anything related to their old gods, re-shaping their bodies as well as their souls. They were reborn into this new, evil race which live only to serve their evil mistress, spreading death and destruction.

They have been permanently infected by a demonic touch which allows them to live even in the dreaded Great Ice Plains. The Orkhirs are in fact highly resilient and can ignore both pain and cold. Their hard and tough skins bear the black and blue shades of frostbite which permanently marked their bodies, as well as terrifying carvings and tattoos depicting mentions to their cursed past. Their limbs are sinewy, strong and muscular, their mouths are filled with menacing tusks and their yellow eyes can pierce through the darkness.

When they are met, the Orkhir are usually almost naked, since even the direst cold of Wildland is for them too warm. For the same reason they tend not to wear armors, since they trust the hardness of their skins.

Their elvish ancestors were skillful forest hunters, but that heritage has been corrupted, making the Orkhirs predators

who rejoice in tracking and killing any kind of prey. The Orkhir tend to craft and use many different weapons whose aspects is always twisted, recalling dreaded demonic designs. However, it is not unheard for an Orkhir to kill a victim using its own hands, using the scary nails which are so sharp to resemble claws.

There are basically three types of Orkhir, of three different sizes. The following stats represent basic, standard Orkhir, although the GM is encouraged to personalize them, if need arises to have specific individuals.

Orkhir feats

The stats belows refer to the following special feats.

Night' Sight

The Orkhir can see with a weak light source (stars, moonlight, torchlight and so on) as if it were a day.

Durable

The Orkhir ignore pain. Damage levels are not recorded for them, since they completely ignore penalties from wounds.

Cold Immunity

The Orkhir ignore damage caused by any kind of cold, natural or even magical, including any "Hrim Body" effect.

Controlled frenzy

Orkhirs are able to enter and exit at will a kind of "controlled" state of frenzy. When they are in such a status they get +2 SV on each of their melee attacks but also suffer a -2 SV to each of their parries.

Arukha

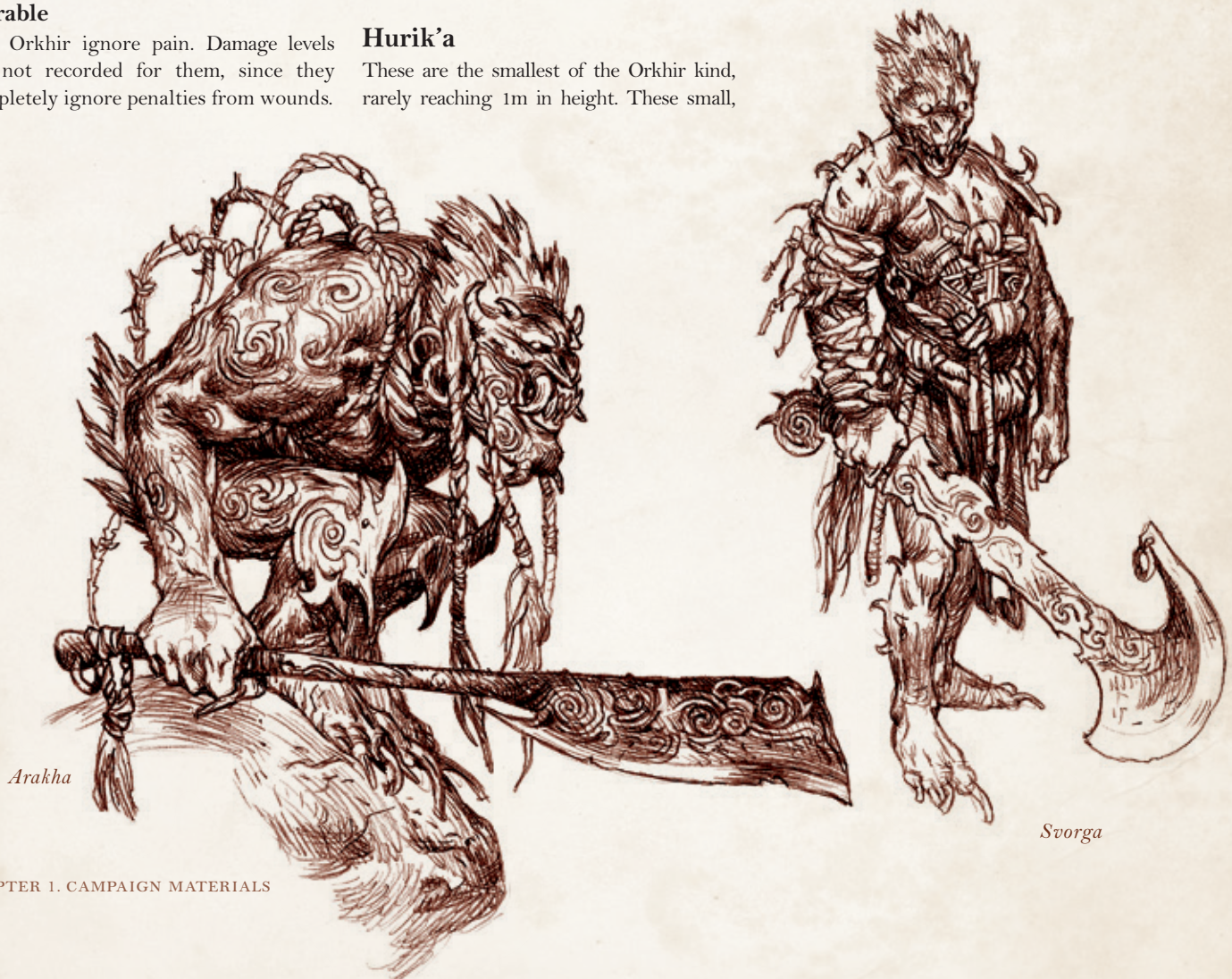
Among the Orkhirs these are the largest but also the rarest, since there is only one or two Arukha every twenty Orkhirs. Bred to destroy enemies too tough to be defeated by other Orkhirs, the Arukha do not stop for any reason to complete their tasks, even if this means the death of other Orkhirs. The Arukha are treated by their leaders like living war machines, meant to destroy any opponent with their enormous axes and spears.

Hurik'a

These are the smallest of the Orkhir kind, rarely reaching 1m in height. These small, savage warriors tend to overuse their frenzy ability, especially when carrying twisted broadswords which seem too large to be wield by somebody of their size. Hurik'a are often employed as scouts for the Orkhir armies due to their abilities in tracking preys.

Svorgha

The bulk of Orkhir armies is composed by Svorgha which, by dimensions and appearances, really look like a cross between a troll and a human, with no resemblance to the original elvish roots of the Orkhir. Svorgha are the original type of Orkhir and, unlike the other two types, Svorghas are fit for many roles, from rank-and-file soldier to high general, from assault infantry troops to nighttime ambushers, from hunting parties to cavalry units (since horses seem to be not scared by them). The following stats are just basic, trying to encompass more than one field of expertise, but the GM is encouraged to personalize them, in case of need.



Arakha

Svorga

ARUKHA

Type: humanoid **BP:** 100; **Movement:** 2 CP per 3 m (Max 30 m).
Fear Factor: 1d5; **Size:** 3t, **Natural Armor:** 3 (tough skin).
Character Traits: Constitution +4, Strength +6, Intelligence -2.
Feats: Night' Sight, Durable, Cold Immunity, Controlled Frenzy
Skills: Agility SV 7, Care SV 2, Entertainment SV 2, Faith SV 1, Knowledge SV 7, Shadow Arts SV 4, Vitner Craft SV 1.

Fighting SV 10	Armed Fighting 3 (2H Weapons 4), Battle Experience 1 (Fighter 3), Unarmed Fighting 3 (Brawling 3).
Wilderness SV 7	Hunting Experience 1 (Tracker 2).

Weapons: Twisted 2H Axe (WA 3, IM -6, PV/BV 9/90, Dmg 2d10 OR 7-10 +6 strength) or Twisted broad-bladed spear (WA 3, IM -5, PV/BV 7/70, Dmg 2d10 OR 7-10 +6 strength), Claws (Dmg 2d10 OR 10 +6 Strength).
Initiative: +1 (Battle Experience) -6 (2H Axe) -5 (Broad-bladed Spear). Rounds to spread **Combat points:** 2
Other Combat Details: +6 Melee damage (Strength), WA +1 to 2H weapons (2H weapons 4).
Combat points: Free 11 / Attacks & Parries 6 / Armed 6 (2H Weapons 8) / Unarmed 6 (Brawling 6).
Samples of Attacks (one of these)**:**
2H Axe (IM -5) or Spear (IM -4) SV 16, SV 15.
(IM +1) Claws or Unarmed Brawl SV 15, SV 14

HURIK'A

Type: humanoid **BP:** 15; **Movement:** 2 CP per 1 m (Max 14 m).
Fear Factor: 1d10 (OR 8-10), **Size:** 1/2t, **Natural Armor:** 3 (tough skin).
Character Traits: Dexterity +2, Perception +2.
Feats: Night' Sight, Durable, Cold Immunity, Controlled Frenzy
Skills: Care SV 2, Entertainment SV 2, Faith SV 1, Knowledge SV 7, Vitner Craft SV 1.

Agility SV 9	Battle maneuver 1 (Evade 3), Body Control 2 (Jump, Climbing & Balancing 3).
Fighting SV 8	Armed Fighting 1 (Right 1H Heavy Weapons 2, Bows & Slings 2), Battle Experience 1 (Combat Reaction 2, Fighter 2), Unarmed Fighting 1 (Brawling 2).
Shadow Arts SV 7	Shadowing 1 (Camouflage & Hiding 2, Finding & Spotting 3, Sneak Attack 3, Walking in Shadows 2).
Wilderness SV 8	Hunting Experience 1 (Hunting & Fishing 3, Tracker 3, Wilderness Signs 3).

Weapons: Twisted Broadsword (WA 3, IM -4, PV/BV 8/80, Dmg 1d10 OR 9-10), Hunting Bow (WA 3, IM -2, PV/BV 2/20, range 2-30/31-80, Dmg 1d10 OR 10) and arrows, Claws (Dmg 1d5).
Initiative: +2 (Dexterity) +1 (Battle Experience) +4 (Combat Reaction) -4 (sword) -2 (bow).
Other Combat Details: +6 damage Sneak Attack.
Combat points: Free 9 / Attacks & Parries 4 / Armed 2 (Right 1H Weapons 4, Bows & Slings 4) / Unarmed 2 (Brawling 4).
Samples of Attacks (one of these)**:**
(IM +3) Twisted Broadsword SV 14, SV 5.
(IM +7) Claws or Unarmed Brawl SV 14, SV 5
(IM +7) Evade SV 16

SVORGHA

Type: humanoid **BP:** 34; **Movement:** 2 CP per 1 m (Max 14 m).
Fear Factor: 1d10, **Size:** 1t, **Natural Armor:** 3 (tough skin).
Character Traits: Dexterity +2, Strength +2
Feats: Night' Sight, Durable, Cold Immunity, Controlled Frenzy
Skills: Care SV 5, Entertainment SV 2, Faith SV 1, Knowledge SV 7, Vitner Craft SV 1.

Agility SV 7	Battle maneuver 1 (Evade 2), Body Control 1, Horsemanship 1 (Riding 3).
Fighting SV 9	Armed Fighting 2 (Right 1H Heavy Weapons 2, Bows & Slings 2, Shield Bearer 2), Battle Experience 1 (Combat Reaction 2, Fighter 2), Unarmed Fighting 1 (Brawling 2).
Shadow Arts SV 7	Shadowing 1 (Finding & Spotting 1, Sneak Attack 1, Walking in Shadows 1).
Wilderness SV 8	Hunting Experience 1 (Hunting & Fishing 3, Tracker 3, Wilderness Signs 3), Survival 1 (Pathwalker 3).

Weapons: Twisted Spear (WA 3, IM -3, 4/40, dmg 1d10 OR 9-10 +2 Strength, it can be thrown) or Twisted Broadsword (WA 3, IM -4, PV/BV 8/80, Dmg 1d10 OR 9-10 +2 Strength), Longbow (WA 2, IM -3, PV/BV 3/30, range 2-50/51-110, Dmg 1d10 OR 9-10) and arrows, medium metal-reinforced Shield (WA 2, IM -2, PV/BV 7/70), claws (Dmg 1d10 +2 Strength).
Initiative: +2 (Dexterity) +1 (Battle Experience) +4 (Combat Reaction) -3 (spear) -4 (sword) -2 (shield) -3 (longbow).
Other Combat Details: +2 Melee damage (Strength), mounted combat costs only 6 CP (Riding 3), no shield penalty (Shield Bearer 2), +2 damage Sneak Attack.
Combat points: Free 10 / Attacks & Parries 6 / Armed 4 (Right 1H Weapons 4, Bows & Slings 4, Shields 4) / Unarmed 2 (Brawling 4).
Samples of Attacks (one of these)**:**
(IM +2) Spear SV 14, SV 10, Shield SV 14.
(IM+1) Sword SV 14, SV 10, Shield SV 14.
(IM +4) Longbow SV 14, SV 10.
(IM +7) Claws or Unarmed Brawl SV 14, SV 8.
(IM +7) Evade SV 12.



Hurik'a

New Animals

Name	BP	Armor	M per 2 CP (Max Movement)	CP Free/attacks	Attacks	Damage	Size	Fear Factor
Hagtorn Bull	95	2	Land 10 m (20 m)	8/Horn 18	Horn SV 14, SV 10	2d10 (OR 8-10)	5t	1d10
Frostboar	65	2	Land 4 m (12 m)	8/Tusk 16	Tusk SV 14, SV 10	2d10 (OR 10)	2t	1d6

Legends speak about the mighty cattle that the Hagtorn kings once used to breed. Those wonderful herds are mostly gone, although the Hagtorn and few other Wildlanders families still possess some Hagtorn Bulls. These hardy oxen are gigantic and have long, black coats which allow them to stay outdoors all year. Only the cows are kept indoor, to facilitate the milking, although they produce it in much less quantities than the other breeds. On the other hand the Hagtorn bulls are enormous, and even the cows can be up to one and a half times the size of other cattle, so they yield more meat. Hagtorn bulls are breed only in Wildland, although their meat is a delicacy whose quality is praised throughout the Stormlands. The owners of Hagtorn bulls are quite jealous of their animals and, if somebody ever manage to export the breed elsewhere, a certain amount of money could be made.

Wildland is also famous also for the "frostboar", which is larger than a normal snowboar, with a thicker white coat. Unlike the snowboars, most frostboars are not wild but raised in the farms, although when they occasionally run away breed with wild snowboars, producing wilder, large offspring. Frostboars are more aggressive than other swine but will usually not attack anyone who feeds them.

Wolfhounds are a breed of large, powerful dogs which are very diffused in the Wildland as both guarding animals and to pull sleighs, especially during the hard winters in the northernmost, frozen lands. In terms of ancestry they are nearer to wolves than most other dogs. Use the normal wolves' stats for representing wolfhounds, although they are domesticated and obedient to their masters.

NPCs

Alrik, Brynjulv and Veurd Ouvar

The other Ouvar brothers are all faithful to their eldest kin, Haldur, to the point of being fanatical. They are all hirdmen and executioners, acting as their brother' assistants. They do not have the werewarg curse, but they share the same murderous, violent nature of Haldur. Play them as enthusiastic Ice cultists whose sadism is hidden only by decency, only to be openly revealed at the Snow Queen's command.

Like Haldur, these three brothers are also often in company of wolfhounds, to be represented with wolves' stats.

ALRIK, BRYNJULV AND VEURD OUVAR

Age: various; **BP:** 34; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).
Character Traits: Charisma -2, Strength +2.
Skills: Care SV 4, Entertainment SV 4, Faith SV 1, Vitner Craft SV 1.

Agility SV 7	Battle Maneuver 1 (Ironclad 3)
Fighting SV 8	Armed Fighting 1 (Right 1H Heavy Weapons 3, Shield Bearer 2), Battle Experience 1 (Armor Bearer 1, Fighter 2), Unarmed Fighting 1 (Brawling 2).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3, Silvertongue 1).
Shadow Arts SV 6	Shadowing 1 (Walking in Shadows 1, Sneak Attack 1).
Wilderness SV 7	Hunting Experience 1 (Tracker 2, Wilderness Signs 2), Nature Knowledge 1 (Animal Friend 3).

Equipment: Bearded Axe (WA 3, IM -5, PV/BV 8/80, Dmg 1d10 OR 9-10 +2), Hunting Spear (WA 3, IM -3, PV/BV 4/40, range 2-10/11-15, Dmg 1d10 OR 9-10 +2), medium shield (WA 2, IM -2, PV/BV 5/50), Metal-reinforced Leather (PV/BV 4/40, Heft 4 reduced to 1 due to Ironclad: MM 0 m, IM 0).
Initiative: +1 (Battle Experience) -5 (Bearded Axe) -3 (Spear) -2 (Shield).
Other Combat Details: +2 Melee damage (Strength), armors up to Heft 2 (Armor Bearer 1), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 2), Sneak Attack +2 damage.
Combat points: Free 9 / Attacks & Parries 4 / Armed 1 (Right 1H Heavy Weapons 6, Shields 4) / Unarmed 1 (Brawling 4).
Samples of Attacks (one of these)**:**
(IM -6) Bearded Axe SV 15, SV 5, Shield SV 13
(IM -4) Hunting Spear SV 10, SV 10, Shield SV 8, SV 5
(IM +1) Brawling SV 18

Beldor, Master Smelter of the Angor Clan

As both the most skillful mitraka-smith and the most powerful Buratja dwarf in Sootbrand, Beldor is an arrogant leader. The only threats to his power are the leaders of the Dogordin and Agordo clans, although they seem to be busier to fight each other, than to threat the Angor clan's position. Beldor knows that this situation cannot last, and he has put his own spies to keep an eye on the two enemy factions. The Master Smelter knows very well how to use intimidation, treachery and lies to reach his own objectives. When the player characters arrive in Sootbrand, Beldor knows that things are bound to evolve. He has heard about the characters from the new friends of his brother Dunkilja, the Ice Cultists, and the Master Smelter will do everything in his power to exploit the situation. Like all the Buratja smiths, Beldor prefers to wear less clothes as possible, although he will occasionally display symbols of his authority like golden necklaces or even a crown.

BELDOR, MASTER SMELTER OF THE ANGOR CLAN

Age: 85; **BP:** 32; **Movement:** 2 CP per 1 m (Max 8 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Constitution +4, Intelligence +2.
Skills: Faith SV 1, Vitner Craft SV 1, Wilderness SV 6.

Agility SV 5	Battle Maneuver 1 (Evade 1)
Care SV 10	Handicraft 3 (Hard Materials 5, Soft Materials 2); Handler 1 (Commander 2, Sage 4), Tradesman 1.
Entertainment SV 7	Storytelling 1 (Acting 3, Libel 3).
Fighting SV 7	Armed Fighting 1 (Right 1H Heavy Weapons 2, Shield Bearer 2), Battle Experience 1.
Knowledge SV 8	Culture Knowledge – Dwarves 3, Language 1 (Bribery 3, Calculate 1, Mother Tongue Futhark 3, Foreign Tongue: Vrok 3, Reading & Writing: Futhark 3, Silvertongue 3), Monster Lore 1.
Shadow Arts SV 8	Shadowing 1 (Finding & Spotting 3), Thieving 1 (Locks &Traps 3).

Equipment: Mitraka Masterful-quality Battle Hammer (WA 3, IM -3, PV/BV 9/90, Dmg 1d10 OR 8-10, +1 SV, +2 CP locked to this weapon), medium mitraka-reinforced Shield (WA 2, IM -1, PV/BV 9/90).
Initiative: -3 (mitraka Battle Hammer) -1 (mitraka-reinforced Shield)
Other Combat Details: Can clearly see up to 10 m with dim light as if it were under the sun, no shield penalty (Shield Bearer 2).
Combat points: Free 9 / Armed 1 (Right 1H Heavy Weapons 4, Shields 4), mitraka battle hammer 2.
Samples of Attacks (one of these, all SV bonuses calculated):
(IM -4) Mitraka Battle Hammer SV 17, Shield SV 13.
(IM 0) Brawling SV 9.
(IM 0) Evade SV 8.
Note: the same stats can be used for Dunkillja (Beldor's brother), including also similar mitraka weapons (gifts from his brother) but with the following changes in Skills:

Care SV 8	Handicraft 1 (Hard Materials 2, Soft Materials 2); Tradesman 1 (Trader 3).
Knowledge SV 7	Culture Knowledge – Dwarves 3, Language 1 (Bribery 3, Calculate 3, Mother Tongue Futhark 3, Foreign Tongue: Vrok 3, Foreign Tongue: Wild Vrok 3, Reading & Writing: Futhark 3, Silvertongue 3).
Wilderness SV 8	Geography 1, Survival 1 (Camper 3, Pathwalker 3, Weathered 3).

Bhewolk, the Ancient Dwarven Draugr

During life he was a legendary warrior from Trillheim, the Kingdom of Mitraka, but 1,200 years ago he dared to enter Sparklur and met his doom fighting the dragon Unghorvin. Mortally wounded, covered in his own blood Bhewolk died while seated on a throne, with the Stone Flute on his neck, only to raise again as a Draugr. He died on the same day when all his relatives perished in an earthquake in Trillheim, doom having cursed all his family. Bhewolk is now the unwilling guardian of Sparklur, waiting for victims to come and be deprived of their blood.

BHEWOLK, THE ANCIENT DWARVEN DRAUGR

Age: various; **BP:** 120; **Movement:** 2 CP per 1 m (Max 8 m) + 3 m for free.
Character Traits: Psyche +3, Constitution +4, Strength +4.
Fear Factor: 1d10 (OR 9-10).
Skills: Care SV 9, Entertainment SV 5, Faith SV 1, Vitner Craft SV 1, Wilderness SV 10

Agility SV 8	Battle Maneuver 1 (Combat Movement 3, Evade 3, Ironclad 3).
Fighting SV 10	Armed Fighting 3 (Two-handed Weapons 4), Battle Experience 2 (Armor Bearer 3, Combat Reaction 3, Fighter 3), Unarmed 1 (Brawling 3, Wrestling 3).
Knowledge SV 8	Culture Knowledge – Dwarves 1, Language 1 (Mother Tongue Futhark 3, Reading & Writing: Futhark 3), Race Knowledge 1 (Monster Lore 1).
Shadow Arts SV 9	Shadowing 1 (Camouflage & Hiding 3, Finding & Spotting 3, Walking in Shadows 1), Thieving 1 (Locks &Traps 1).

Equipment: Masterful-quality Mitraka Two-Handed Axe (WA 2 turned to 3, IM -5, PV/BV 12/1200, Dmg 1d10 OR 7-10 +4 Strength, +1 SV, 2 CP locked to this axe), Masterful-quality mitraka Chain Mail armor (PV/BV 8/80, Heft 2 reduced to 0 due to Ironclad, MM0, IM0), Shell (Stone Flute) hanging from a necklace.
Initiative: +2 (Battle Experience) +6 (Combat Reaction) -5 (Mitraka 2H Axe).
Other Combat Details: Can clearly see up to 10 m with dim light as if it were under the sun, +4 melee damage (Strength) armors up to Heft 6 (Armor Bearer 3), Heft -3 (Ironclad 3), +1 WA with 2H weapons (2H Weapons 4).
Combat points: Free 12 / Attacks & Parries 6 / Armed 3 (2H Weapons 8), Masterful-quality 2H Axe 2 / Unarmed 1 (Brawling 6, Wrestling 6).
Samples of Attacks (one of these) (SV bonus already calculated):
(IM -3) 2H Axe SV 17, SV 9, SV 8.
(IM +8) Brawling SV 15, SV 10.
(IM +8) Evade SV 15.
Note: For more information on the Draugr see Jorgi's Bestiary pages 55-58. A summary of the feats is here proposed:
Feats: Shapeshifter and Life Sacrifice. Bhewolk may shapeshift into a wolf to travel and drink blood to extend is life out of Sparklur. These feats are not meaningful here since Bhewolk is not willing to leave Sparklur.
Smoke Body. Bhewolk can transform into smoke to heal 10 BP per day. The shifting takes 3 rounds during which Bhewolk cannot defend himself, therefore he will not do it while fighting the characters.
Night' Sight. Bhewolk can see even in pitch darkness
Durable. Tracking Damage levels is worthless, since Bhewolk does not suffer wound modifiers.

Blodughadda

The chosen of the Snow Queen, the leader of the mighty army of the Ice Cult, the scourge of Wildland: Blodughadda is all these things and more. So many giants, dwarves, elves and men have made Blodughadda suffer and he has repaid them all, with even greater damage. After so many travels, sufferings and adventures he is ready to make his queen to rule the world. She has been the only one to give to the mighty Blodughadda, what he deserves: glory, power and, most than anything else, unending love…or at least that what Blodughadda believes.



BLODUGHADDA

Type: humanoid **BP:** 255; **Movement:** 2 CP per 8 m (Max 64 m).
Fear Factor: 1d10 (OR 7-10); **Size:** 8t, **Natural Armor:** 6 (tough skin blessed by the Snow Queen).
Damage levels: (for 232 BP): 1-64 (0) / 65-128 (-1) / 129-192 (-3) / 193-255 (-7) / > 255 (Dying).
Character Traits: Charisma +4, Strength +8, Intelligence +1.
Skills: Blodughadda needs to survive until the end of the campaign, therefore give him whatever skill he needs. He certainly has level 4 of Commander specialty of Care and level 4 of the Battle Experience discipline of Fighting. The rest can be created according to specific needs.
Feats (see Generic Hrimtursir): Fire Weakness, Frenzy, Grip, Horn Throw, Hrim Body.
Weapons: Unarmed (damage 2d10 OR 8-10 +8), Great Masterful-quality Battle Sword (WA 3, IM -5, PV/BV 10/100, dmg 3d10 OR 7-10+8, 2 CP locked to this sword).
Initiative: -4 (base) -5 (Great Battle Sword).
Number of Rounds to spend CP: 3
Combat points: Free 15 / Attacks & Parries 20 / Great Battle Sword 2.
Samples of Attacks (each to be spread in 3 rounds):
(IM -9) Great Battle Sword SV 17, SV 10, SV 10.
(IM -4) Unarmed SV 15, SV 10, SV 10.
Note: Blodughadda is the chosen of the Snow Queen. The GM is encouraged to give him any skill or maybe even occasional special powers to make him survive. Off course these powers must be cold-related (for example invoking a large storm and cover his own traces while traveling).

Captain Bjarn

As an experienced, weather-beaten captain, Bjarn disdains anybody who has no experiences with the sea and will be ready to mock and insult any player character who is clearly not comfortable with his knarr and the life on the sea. Bjarn is constantly arrogant, but he is also a skillful sailor and navigator. Bjarn is been serving Oktar Grimme for many years, leading his knarr for the Swordjarl's many trade travels.

CAPTAIN BJARN

Age: 52; **BP:** 34; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).
Character Traits: Constitution +2, Psyche +1.
Skills: Care SV 8, Entertainment SV 5, Faith SV 1, Shadow Arts SV 6, Vitner Craft SV 1.

Agility SV 7	Body Control 1 (Jumping, Climbing & Balancing 2, Swimming 3).
Fighting SV 7	Armed Fighting 1 (Right 1H Heavy Weapons 3, Shield Bearer 2), Battle Experience 1 (Armor Bearer 1, Fighter 1), Unarmed Fighting 1 (Brawling 2, Wrestling 1).
Knowledge SV 8	Culture Knowledge -Stormlander 1, Language 1 (Mother Tongue Vrok 3, Read & Write: Vrok 2, Foreign Tongue: Rona).
Wilderness SV 10	Geography 1 (Sea Knowledge: Grim Sea 3, Oster Ocean 3), Nature Knowledge 1 (Weatherman 1), Seafarer 2 (Navigation 5, Seaman 4)

Equipment: Battle Sword (WA 3, IM -5, PV/BV 9/90, Dmg 1d10 OR 9-10), medium Shield (WA 2, IM -2, PV/BV 5/50).
Initiative: +1 (Battle Experience) -5 (Battle Sword), -2 (Shield).
Other Combat Details: armors up to Heft 2 (Armor Bearer 1), no shield penalty (Shield Bearer 2).
Combat points: Free 8 / Attacks & Parries 2 / Armed 1 (Right 1H Heavy Weapons 6, Shields 4) / Unarmed 1 (Brawling 4, Wrestling 2).
Samples of Attacks (one of these), off-hand modifiers already calculated:
(IM -6) Battle Sword SV 15, Shield SV 14.
(IM -6) Battle Sword SV 8, SV 7, Shield SV 14
(IM +1) Unarmed Brawl SV 13.

Dragon Warg

When Blodughadda slew Stofeng, the great warg beast, he adopted the puppies which were in the beast's lair. However, these were not normal wolfkin, since only three days after their birth, the puppies ate a dragon hatchling. This fact completely changed them: they developed scales mixed with dire fur, sharpened senses, elongated fangs and the ability of breathing fire. Of the original litter of five one died young and the white-maned Rimklove was met during the Wildheart adventure. Three dragon wargs remain: the gray-furred Tovmane and the black Gryms and Grafte. These dragon wargs are faithful to Blodughadda and would die to protect him.

DRAGON WARG

Type: quadruped **BP:**72; **Movement:** 2 CP per 12 m (Max 48 m).
Fear Factor: 1d10 (OR 9-10); **Size:** 3t, **Natural Armor:** 4
Damage levels: (for 232 BP): 1-18 (0) / 19-36 (-1) / 37-54 (-3) / 55-72 (-7) / > 72 (Dying).
Feats: Fast, Dragon Warg Skin, Fire Breath, Jump Attack.
Weapons: Bite (dmg 2d10 OR 9-10), Claws (dmg 2d10 OR 10), Fire Breath 1d10 (OR 8-10).
Initiative: 0.
Number of Rounds to spend CP: 2
Combat points: Free 12 / Bite 15, Claws 12.
Samples of Attacks (each to be spread in 2 rounds):
(IM 0) Bite SV 16, SV 11; Claws SV 12.
(IM 0) Bite SV 14, SV 13; Claws SV 8, SV 4.
Feats: Fast. This is already calculated in the movement stats.
Dragon Warg Skin. The beast is immune to all magical and non-magical cold.
Fire Breath. Two times per day the Dragon Warg can breath a cone of cold.
Jump Attack. To start a combat (usually only the first round) the beast can jump on his victim getting a bonus claw attack (SV 12) using the hind legs and without spending further CP.

Emeldur Swine-Neck

As short, hunched, fat, fifty-years old man, Emeldur is far more dangerous than a first look may reveal. He never had the talents or the physique for warrior activities or for working as a metalsmith, therefore he always found himself unaccepted in Vretgaard, his original hometown. His family managed to sent him elsewhere to get an education in Storhavn, coming back to Vretgaard with administration and notary skills. The impoverished Hagtorn lords did not have use for Emeldur, and this fuelled the short man's frustration.

However, nobody knows that when he was young, Emeldur met an old man in the forest and he was initiated to the bloody Haminges religion. And when he was out of Vretgaard he also developed murderous habits that fitted well with his secret beliefs. The Snow Queen whispers perfectly worked on Emeldur's frustrations and degenerations, and he just added a new evil goddess to the dark Haminges pantheon that he worships. In Ysetur he is still the unoffensive, short notary, helping with the administration of the fort. He is just a low-ranking cultist, helping with records. However, a look to the macabre trophies inside his storeroom will reveal the real degree of the darkness which is harbouring inside Emeldur' soul.

EMELDUR SWINE-NECK

Age: 50; **BP:** 30; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-23 (-3) / 24-30 (-7) / > 30 (Dying).
Character Traits: Constitution -2, Charisma -1, Intelligence +2, Dexterity +1.
Skills: Agility SV 6, Entertainment SV 5, Fighting SV 7, Vitner Craft SV 1, Wilderness SV 8

Care SV 9	Handler 1 (Sage 3).
Faith SV 8	Divine Power 1 (Faithful 2, Powerful 2), God Focus 1 (Composed 2, Lighting-quick

	Invocation 3), Invoke 3 (Noaj 2, Holy Tablets: Power of Men 3, Power of Trolls 2).
Knowledge SV 8	Culture Knowledge -Stormlander 1 (Customs & Law 3), Culture Knowledge - Wildfolk 1, (Religion: Haminges 3), Language 1 (Bribery 3, Calculate 3, Mother Tongue Vrok 3, Reading & Writing Vrok 3, Silvertongue 3).
Shadow Arts SV 8	Shadowing 2 (Camouflage & Hiding 3, Sneak Attack 3, Walking in Shadows 3), Thievery 1.

Divine Capacity: 39 Basic SV for Divine Powers: 16.
Details of divine powers: +5 SV to remain focused, -5 on the Fatal Failure table (God Focus 1, Composed 2), +6 IM on divine powers (Lighting-quick Invocations 3), +2 SV on stealing victims' spirits (Noaj 2).
Equipment: Seax Dagger (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10), two dried Haminges relics (a man's finger and a forest troll's nose which hang from Emeldur's neck, hidden among the robes) linked to the two holy tablets and to be hit in case Emeldur received 5+ damage (to be it on 1-2 on 1d20).
Initiative: +1 (Dexterity), -1 (Dagger).
Other Combat Details: +6 Sneak Attack.
Combat points: Free 7
Samples of Attacks (one of these)**:**
(IM -1) Seax Dagger SV 7.
(IM +1) Brawling SV 7.

Fairies

These beautiful, tiny creatures resemble miniature girls or children with fragile, dragonfly wings. They are somehow linked to both elves and yggdras, as they all care for the wilderness and the mysteries of the forests. They speak a secret language which resemble birds' songs and bumblebees' buzzing. Their main interests are in protecting the forests and healing wounded creatures in need. Many people have a superstitious fear of fairies, although they are rather good in nature. Fairies live in the "mire" nearby Soothome, although the fowler Vidr Tranfolli believes them to be much more dangerous Lyktgubbe. More information on the Fairies can be found in Jorgi's bestiary p. 72-73.

FAIRIES

Type: winged humanoid **BP:**3-5; **Movement:** land up to 3 m, flying up to 10.
Fear Factor: none; **Size:** 1/3 t.
Damage levels: (for 4 BP): 1 (0) / 2 (-1) / 3 (-3) / 4 (-7) / > 4 (Dying).
Character Traits: Dexterity +4, Intelligence +2
Feats: Fairy dance, Fairy dust, Healing Dance, Night' Sight, Song of Guidance.
Weapons: one.
Initiative: +4 (Dex).
Combat points: -
Feats: Fairy Dust. Each fairy has 1d3+1 doses of this dust. Throwing it in the air give +1d3+1 SV to all actions for 1d5 hours. Collecting seven doses grants a wish, but only good wishes are fulfilled.
Healing Dance. Each Fairy which dance above a wounded person heals 1d3 points of the person.
Night' Sight. The fairy see with weak light sources, as it if were day.
Song of Guidance. Fairies can sing to lead lost travellers closer to an exit or a path. Enemies may be led astray, although they can resist with a situation roll (SV 8 with Psyche modifiers and -1 per additional 5 fairies).

First Mate Hanse and the Other Seamen

Hanse obeys any command which is uttered by Bjarn's mouths and harass the player characters only if Bjarn does so. He is way more silent than his captain, whom he deeply respect.

The same stats can also be used for he five seamen who assist Hanse with the slave oarsmen.

FIRST MATE HANSE AND THE OTHER SEAMEN

Age: 30; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: -
Skills: Care SV 8, Entertainment SV 5, Faith SV 1, Shadow Arts SV 6, Vitner Craft SV 1.

Agility SV 7	Body Control 1 (Jumping, Climbing & Balancing 2, Swimming 3).
Fighting SV 6	Armed Fighting 1 (Bows & Slings 1, Right 1H Light Weapons 1, Shield Bearer 1), Unarmed Fighting 1 (Brawling 1, Wrestling 1).
Knowledge SV 7	Culture Knowledge -Stormlander 1, Language 1 (Mother Tongue Vrok 3).
Wilderness SV 7	Geography 1, Nature Knowledge 1, Seafarer 2 (Navigation 2, Seaman 3)

Equipment: Hand Axe (WA 4, IM -3, PV/BV 6/60, Dmg 1d10 OR 10), medium Shield (WA 2, IM -2, PV/BV 5/50), Longbow (WA 2, IM -3, PV/BV 3/30, range 2-50/51-110, Dmg 1d10 OR 9-10) and arrows.
Initiative: -3 (Hand Axe), -2 (Shield), -3 (Longbow).
Other Combat Details: no shield penalty (Shield Bearer 1).
Combat points: Free 6 / Armed 1 (Bows & Slings 2, Right 1H Light Weapons 2, Shields 2) / Unarmed 1 (Brawling 2, Wrestling 2).
Samples of Attacks (one of these), off-hand modifiers already calculated:
(IM -5) Hand Axe SV 9, Shield SV 8.
(IM -3) Longbow SV 9
(IM 0) Unarmed Brawl SV 9.

Fylkjarl Raak Wulfr

Raak is a huge, rough veteran who has been leading his clan with an iron fist for more than twenty years. All his forces are focused on fighting the Uvail family. The Wulfr are known for taming wild warg beast and for having been enemies of the Ice Cult in the past due to their deep faith in Gerbanis. However, Raak's heart has been darkened by the influence of his friend Njordung

who approached him with a promise of vengeance against the Uvail, but made him touch a piece of the cursed black ice. Now the Wulfr clan is secretly devoted to the Ice Cult and very few people can make sense of the new spiral-like tattoo that Raak displays on this neck. Raak also despises his son Rendre, but is more than willing to exploit their communal link to the Ice Cult. The Wulfr Fylkjarl does not lead his troops with refined strategy, he is more a kind of wild berserker and the Wulfr blindly obey him out of the fear of Raak's rage. Even if he is getting old, Raak is still a formidable fighter. He likes to cleave enemies with his large sword and does not like wearing heavy armors, preferring to move like a quick wolf in combat. In the battlefields he is often accompanied by trained warg beasts, as in the tradition of the Wulfr clan.



Raak Wulfr

FYLKJARL RAAK WULLFR

Age: 54; **BP:** 34; **Movement:** 2 CP per 1 m (Max 10 m) + 3 m.
Damage levels: 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).
Character Traits: Dexterity +2, Strength +2.
Skills: Care SV 7, Entertainment SV 4, Faith SV 1, Shadow Arts SV 7, Vitner Craft SV 1

Agility SV 8	Battle Maneuver 1 (Combat Movement 3, Ironclad 1, Evade 3), Horsemanship 1.
Fighting SV 9	Armed Fighting 2 (2H Weapons 3), Battle Experience 1 (Armor Bearer 2, Combat Reaction 3, Fighter 3) Unarmed Fighting 2 (Brawling 3, Wrestling 3).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3, Reading & Writing; Vrok 3), Monster Lore 1.
Wilderness SV 10	Geography 1 (Land Knowledge: Wildland 3), Hunting Experience 2 (Hunting & Fishing 2, Tracker 3, Wilderness Signs 3), Nature Knowledge 1 (Animal Friend 3, Zoology 3), Survival 1 (Weathered 3).

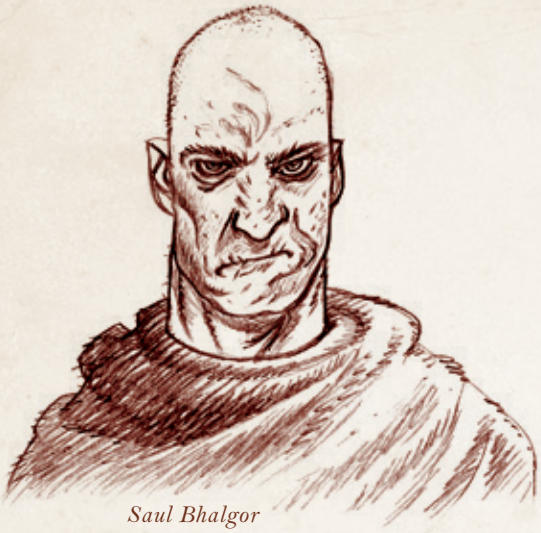
Equipment: "Skoll's Fang" (Masterful-Quality Two-Handed Sword, WA 2 turned to 3, IM -6, PV/BV 11/110, Damage 1d10 OR 8-10 +4, +2 CP locked to its use), Masterful-Quality Leather Armor (PV/BV 3/30, Heft 2 reduced to 1 due to Ironclad: MM 0, IM 0).
Initiative: +2 (Dexterity) +1 (Battle Experience) +6 (Combat Reaction) - 6 (2H Sword).
Other Combat Details: + 3 m for free (Combat Movement 3), +2 Melee damage (Special Wildbron feature), +2 Melee damage (Strength), Heft -1 (Ironclad 1), armors up to Heft 4 (Armor Bearer 2), +1 WA with 2H weapons (2H Weapons 3).
Combat points: Free 10 / Attacks & Parries 6 / Armed 2 (2H Weapons 6), 2H Sword 2 / Unarmed 2 (Brawling 6, Wrestling 6).
Samples of Attacks (one of these)**:**
(IM +3) Skoll's Fang SV 14, SV 10.
(IM +9) Brawling SV 14, SV 10.
(IM +9) Evade SV 15.
Note: If the "Stormlands" sourcebook is available, Raak Wulfr can use the berserker abilities. Furthermore Raak is of pure Wildbron blood, a fact which gives him a +2 bonus to melee damage.

Fylkjarl Saul Bhalgor, the Brycker of Wildland

A deep, masculine voice, a shaven head in the Gerbanian style, a martial demeanor and a fierce gaze which seems to pierce your soul. This is Saul Bhalgor, the Brycker of Wildland and a living legend. There are countless stories about how Saul's eyes are like those of Windinna, blessed with the power of understanding what is hidden in one man's heart, while Saul's wrath is like the fury of Tyrd, destroying all the enemies of Stormi.

Saul Bhalgor is the leader of his clan, but also the higher Gerbanian authority in Wildland, mastering not less than five hundred expert Knights of the Iron Hand. Saul is not just a skillful dimwalker but also a mighty warrior completely focused on defending Gerbanis among the Wildlanders. The Bhalgor family of Jordek is not just one of the most important Wildlander clans, but also the main supporters of the faith.

Saul is a tough man and despises women, as well as he hates the weaklings. Nevertheless, his real hate is focused towards the followers of the Ice Cult. The Brycker has been spotting the clues about the resurgence of this cult, and he is actively preparing his warriors for the worst. Nevertheless, Saul's preparation is bound to fail. This time the Snow Queen has gathered too many forces in a place too far from Jordek and from Saul Bhalgor's eyes to be properly spot in advance. When doom will come, be sure that the brycker will sacrifice himself for fighting the evil.



Saul Bhalgor

FYLKJARL SAUL BHALGOR, THE BRYCKER OF WILDLAND

Age: 55; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m, 8 m if in armor)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma +4, Psyche +4.
Skills: Shadow Arts SV 3, Vitner Craft SV 1

Agility SV 7	Battle Maneuver 1 (Ironclad 3), Horsemanship 1 (Riding 3).
Care SV 8	Handler 1 (Commander 3, Sage 2).
Entertainment SV 8	Storytelling 3 (Acting 3).
Faith SV 10	Divine Power 2 (Faithful 3, Powerful 3), God Focus 2 (Composed 3, Lighting-quick Invocation 3, Potent 3), Invoke 3 (Stormkelt 5, Holy Tablets: Influence of Jorn 2, Strength of Stormi 3, Warmth of Sunvei 4, Wisdom of Windinna 4, Wrath of Tyrd 5).
Fighting SV 10	Armed Fighting 1 (Right 1H Heavy Weapons 4, Shield Bearer 4), Battle Experience 1 (Armor Bearer 5, Combat Reactions 3, Fighter 4), Unarmed Fighting 1 (Brawling 3).
Knowledge SV 10	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 3, Lore & Legends: Stormlanders 3, Religion: Gerbanis 5), Language 1 (Mother Tongue Vrok 4, Reading & Writing; Vrok 4, Silvertongue 2).
Wilderness SV 7	Geography 1 (Land Knowledge: Wildland 3).

Divine Capacity: 58 Basic SV for Divine Powers: 23.
Details of divine powers: +8 SV to remain focused, -8 on the Fatal Failure table (God Focus 2, Composed 3), +6 IM on divine powers (Lighting-quick Invocations 3), targets suffer -6 SV to resist the powers (Potent 3), +10 to bloodgifting rolls (Stormkelt 5).
Equipment: Capital-quality Battle Sword (WA 3, IM -5, PV/BV 9/90, Dmg 1d10 OR 9-10. It grants a bonus of +1CP locked to this sword), medium iron-reinforced Shield (WA 2, IM -2, PV/BV 7/70), Masterful-quality plate armor (PV/BV 11/110 Heft 9 reduced to 6 due to Ironclad: MM-2 m, IM -2), skilled combat-trained large horse (while mounted +4 SV to the rider and -4 SV to enemies, +8 SV Kick Attacks).
Initiative: +1 (Battle Experience) +6 (Combat Reaction) -2 (armor) - 5 (Battle Sword) -2 (Shield).
Other Combat Details: Heft -3 (Ironclad 3), armors up to Heft 10 (Armor Bearer 5), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 4), mounted combat costs only 6 CP (Riding 3).
Combat points: Free 11 / Attacks & Parries 8 /Armed 1 (Right 1H Heavy Weapons 8, Shields 8), Capital-quality Battle Sword 1 / Unarmed 1 (Brawling 6).
Samples of Attacks (one of these)**:**
(IM 0 or -2 with armor) Battle Sword SV 15, SV 14, Shield SV 19
(IM 0 or -2 with armor) Battle Sword SV 12, SV 10, SV 7, Shield SV 10, SV 9
(IM +7 or +5 with armor) Brawling SV 16, SV 10.

Fylkjarl Thorbjörn Staark

As the first born of an old, pure-blooded Agroth family, Thorbjörn Staark has always been considered the ideal incarnation of the Wildlander heroic model. Large, powerfully-built, boastful, ready to drink huge amount of ale, as he is ready to wield his axe to face his enemies. He is the man you will always admire, both in a meadhall as well on a battlefield. He always wears long, berserker-style hair and beard, while his charismatic eyes can pierce your heart, if you are his friend, or make you tremble, if you are his enemy.

The Staark are close allies of the Saatigia, since they were leased the fertile Agmundvida plains, saving them from the economic collapse, following the end of the Copper Kingdom. Thorbjörn is well-aware of this fact and therefore he is always ready to lead his twelve brothers and all his Staark berserkers to support the Saatigia. This will eventually lead to Thorbjörn's death during the siege of Hallwind, but the huge warrior will face his fate with nothing but pure courage.



Thorbjörn Staark

FYLKJARL THORBJÖRN STAARK

Age: 46; **BP:** 36; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / > 36 (Dying).
Character Traits: Charisma +2, Strength +4.
Skills: Faith SV 1, Shadow Arts SV 5, Vitner Craft SV 1

Agility SV 8	Battle Maneuver 2 (Ironclad 2, Evade 3), Horsemanship 1.
Care SV 7	Handler 1 (Commander 1).
Entertainment SV 6	Music & Dancing 2 (Singing & Playing Instruments 1).
Fighting SV 10	Armed Fighting 2 (2H Weapons 5), Battle Experience 1 (Armor Bearer 2, Combat Reaction 3, Fighter 3) Unarmed Fighting 2 (Brawling 3, Wrestling 3).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3, Reading & Writing; Vrok 3).
Wilderness SV 8	Geography 1 (Land Knowledge: Wildland 3), Hunting Experience 1 (Hunting & Fishing 3, Tracker 3), Nature Knowledge 1 (Animal Friend 2), Survival 1 (Weathered 3).

Equipment: "Staark' Song" (Masterful-Quality Two-Handed Axe, WA 2 turned to 4, IM -6, PV/BV 10/100, Damage 1d10 OR 8-10 +4 Strength, +2 CP locked to its use), Masterful-Quality Metal-Reinforced Leather Armor (PV/BV 5/50, Heft 3 reduced to 1 due to Ironclad: MM 0, IM 0).
Initiative: +1 (Battle Experience) +6 (Combat Reaction) - 6 (2H Axe).
Other Combat Details: +4 Melee damage (Strength), armors up to Heft 4 (Armor Bearer 2), Heft -2 (Ironclad 2), +2 WA with 2H weapons (2H Weapons 5).
Combat points: Free 11 / Attacks & Parries 6 /Armed 2 (2H Weapons 10), 2H Axe 2 / Unarmed 2 (Brawling 6, Wrestling 6).
Samples of Attacks (one of these)**:**
(IM +3) Staark' Song SV 16, SV 8, SV 7.
(IM +7) Brawling SV 15, SV 10.
(IM +7) Evade SV 16.
Note: If the "Stormlands" sourcebook is available, Thorbjörn Staark can use the berserker abilities.
Special: Agroth blood. Thorbjörn Staark can ignore the first 4 points every time he is inflicted Fear Points.

Fylkjarl Tomus Hagtorn

Tomus is a large man with light-coloured hair and beard, a trait typical of the Hagtorns, setting them apart from many Stormlanders. He is a rough man which definitively has both charisma and strength. However, he is also boisterous, brash and somehow blind, unconsciously refusing the failure that his son Huld is. Even if far from being perfect, Fylkjarl Tomus is not a bad man, as demonstrated by the fact that he rarely beats his thralls needlessly, unlike many other Wildlander slave owners. However it is difficult to work with him, since Tomus will never do anything for free, as he feels that making his family to survive is the only purpose of his life. Everything else comes second.

Tomus is the rightful bearer of the Ruling Blade and his veins bear the ancient blood of the kings of Wildland. Nevertheless, he is happier to spend time working hard in his smithy in Vretgaard, not wasting too much time complaining about the lost prestige of his family. Nevertheless, Tomus is also consumed by his greed, therefore when he managed to arrange Huld's marriage with the only daughter of the incredibly rich Swordjarl Oktar Grimme, it looked like a dream finally came true, after all the difficulties that the Hagtorns faced.

Tomus is first and foremost a smith and a warrior, but also the last Fylkjarl of the Hagtorn line. He will not realize the conspiracies happening around him until it will be too late. Treat him as a blunt, rough man but also someone whose tragic, dramatic end will give sense to the whole story, basically transmitting the Hagtorn heritage, the Ruling Blade, to the PCs.



Tomus Hagtorn

FYLKJARL TOMUS HAGTORN

Age: 51; **BP:** 38; **Movement:** 2 CP per 1 m (Max 10 m, 9 m if in armor)
Damage levels: 1-10 (0) / 11-20 (-1) / 21-29 (-3) / 30-38 (-7) / > 38 (Dying).
Character Traits: Constitution +2, Strength +4, Charisma +2, Intelligence -1, Perception -2.
Skills: Entertainment SV 5, Faith SV 1, Shadow Arts SV 4, Vitner Craft SV 1

Agility SV 7	Battle Maneuver 1 (Ironclad 3, Evade 3), Horsemanship 1 (Riding 3).
Care SV 9	Handler 1 (Commander 2), Handicraft 1 (Hard materials 3).
Fighting SV 9	Armed Fighting 2 (Right 1H Heavy Weapons 3, Shield Bearer 3), Battle Experience 2 (Armor Bearer 3, Combat Reaction 3, Fighter 3) Unarmed Fighting 1 (Brawling 2).

Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3, Reading & Writing; Vrok 3).
Wilderness SV 8	Geography 1 (Land Knowledge: Wildland 3), Hunting Experience 1 (Tracker 2, Wilderness Signs 2), Nature Knowledge 1 (Animal Friend 2), Survival 1 (Weathered 2).

Equipment: Koraljon, the Ruling Blade (Mitraka Masterful-quality broadsword, WA 3, IM -3, PV/BV 11/110, Damage 1d10 OR 8-10 +4 Strength, +2 CP locked to its use, +1 SV to each weapon action with this sword), medium iron-reinforced Shield (WA 2, IM -2, PV/BV 7/70), Chain Mail (PV/BV 5/50, Heft 5 reduced to 2 due to Ironclad: MM -1 m, IM -1), excellent combat-trained large horse (while mounted +3 SV to the rider and -3 SV to enemies, +6 SV Kick Attacks).

Initiative: +2 (Battle Experience) +6 (Combat Reaction) -1 (Chain mail armor) - 3 (Koraljon) -2 (Shield).

Other Combat Details: +4 Melee damage (Strength), Heft -3 (Ironclad 3), armors up to Heft 6 (Armor Bearer 3), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 3), mounted combat costs only 6 CP (Riding 3).

Combat points: Free 11 / Attacks & Parries 6 /Armed 2 (Right 1H Heavy Weapons 6, Shields 6), Koraljon 2 / Unarmed 1 (Brawling 4).

Samples of Attacks (one of these), Sword SV bonus already calculated:
(IM +3 or +2 with armor) Koraljon SV 17, SV 12, Shield SV 17
(IM +3 or +2 with armor) Koraljon SV 12, SV 11, SV 7, Shield SV 10, SV 7
(IM +8 or +7 with armor) Brawling SV 16.
(IM +8 or +7 with armor) Evade SV 14.

Fylkjarl Vilgar Saatigia

Vilgar is a sixty-years old veteran, always well dressed and surrounded by his numerous family, looking at him with doubtless loyalty. Vilgar has survived many conflicts, having defeated many enemies on both real battlefields and political arenas. He knows how to parry a blade, as well as he knows how to avoid a well-laid intrigue. His experience is huge and leadership is undisputed.

The fierce Wildlanders have no king since the fall of the Hagtorns, but the powerful Vilgar Saatigia is the man whose power is nearest to the concept of a monarch. The Saatigia clan is the most powerful entity in Wildland, and for long years they have spent huge resources building a large army and the mighty fortresses of Hallwind. Banners bearing the Saatigia's crest, the black eagle over a blue shield, can be seen over many important settlements and fortified farms in Wildland. Vilgar is well aware of the important heritage left by his ancestors and he is also resolute in defending the prestige of his family.

Strong and charismatic, Vilgar leads his family as a general leads his army. He knows that the past of Wildland was forged under blood and warfare, and he also aware that the country's future will be no different. Sooner or later war will come, but the Saatigia will be ready. Unfortunately the future seems even darker than Vilgar may foresee, although his courage will not fail when doom will fall over Wildland.



Vilgar Saatigia

FYLKJARL VILGAR SAATIGIA

Age: 60; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m, 8 m if in armor)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma +2, Intelligence +2, Psyche +2.
Skills: Entertainment SV 7, Faith SV 3, Shadow Arts SV 4, Vitner Craft SV 1.

Agility SV 7	Battle Maneuver 1 (Ironclad 3), Horsemanship 1 (Riding 3).
Care SV 10	Handler 2 (Commander 4, Sage 3).
Fighting SV 10	Armed Fighting 1 (Right 1H Heavy Weapons 5, Shield Bearer 4), Battle Experience 3 (Armor Bearer 5, Combat Actions 2, Combat Reactions 4, Fighter 4), Unarmed Fighting 1 (Brawling 3).
Knowledge SV 8	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 3, Lore & Legends: Stormlanders 1), Language 1 (Mother Tongue Vrok 3, Reading & Writing; Vrok 2, Silvertongue 3).
Wilderness SV 7	Geography 1 (City Knowledge: Hallwind 3, Land Knowledge: Wildland 3).

Equipment: Masterful-quality Battle Sword (WA 3, IM -5, PV/BV 10/100, Dmg 1d10 OR 9-10. It grants a bonus of +2 CP locked to this sword), medium iron-reinforced Shield (WA 2, IM -2, PV/BV 7/70), Masterful-quality plate armor (PV/BV 11/110 Heft 9 reduced to 6 due to Ironclad: MM-2 m, IM -2), skilled combat-trained large horse (while mounted +4 SV to the rider and -4 SV to enemies, +8 SV Kick Attacks) with metal-reinforced leather barding (4/40).

Initiative: +3 (Battle Experience) +8 (Combat Reaction) -2 (armor) - 5 (Battle Sword) -2 (Shield).

Other Combat Details: Heft -3 (Ironclad 3), armors up to Heft 10 (Armor Bearer 5), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 4), mounted combat costs only 6 CP (Riding 3).

Combat points: Free 13 / Attacks & Parries 8; Other Actions 4 / Armed 1 (Right 1H Heavy Weapons 10, Shields 8), Masterful-quality Battle Sword 2 / Unarmed 1 (Brawling 6).

Samples of Attacks (one of these)**:**
(IM +4 or +2 with armor) Battle Sword SV 17, SV 17, Shield SV 14, SV 7
(IM +4 or +2 with armor) Battle Sword SV 13, SV 11, SV 10, Shield SV 11, SV 10
(IM +11 or +9 with armor) Brawling SV 15, SV 13.

Fylkjarl Vret Uvail

Nobody trusts the Uvail. The Agrothian blood rounds pure in their veins but, while in other clans like the Staark it produced renowned heroes, in the Uvail this heritage is reflected in the dark mood which all of them always display. Furthermore, during the Times of the Untamed, so many Uvail men became servants of the darkness, and the stories about their cruelties are known to all the Wildlanders. Fylkjarl Vret is the perfect heir of such a terrible heritage and family history. During the last twenty years he has also waged a terrible conflict with the Wulfr clan, whose reputation is so much better than what the Uvail have. The Wulfr claims that the Uvail should repay an old debt, which Vret off course defines as a lie.

Vret Uvail is a dark, humorless lord, whose cold eyes always seem to hide so many vicious intentions, since he is always ready to perform even bad deeds to defend his own family. Everyone in Wildland knows it, and therefore they all fear the Uvail. Vret is also the most isolated Fylkjarl in the Fylk-Thing, with not clear, well-established ally but with a constant enemy (Raak Wulfr) and a series of occasional antipathies with all the other Fylkjarls. However, he is also a powerful man and a talentful organizer and administrator. Under his rule Ailgaard flourished and Ailburg is filled with mighty armored knights. However his subjects also know that Vret is a hard ruler, and he repress any crime with swift violence. Fylkjarl Vret Uvail has organized his dominions as one big, well-oiled machine, ready to be defended and fight against any attack. He is a hard man, with whom is difficult to be friend. However, even if politically and militarily isolated, his family will perform quite well during the fight against Blodughadda's troops and Vret will be the most efficient enemy of the Ice Cult. The Uvail family is bound to be smashed, like all the other great families of Wildland, but its dark-mooded warriors will make the Orkhirs and Ice Cultists pay a high price for their victory.



Vret Uvail

FYLKJARL VRET UVAIL

Age: 46; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m, 9m if in armor)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma -1, Intelligence +2, Psyche +2.
Skills: Entertainment SV 3, Faith SV 1, Vitner Craft SV 1, Wilderness SV 7.

Agility SV 8	Battle Maneuver 1 (Ironclad 3, Evade 3), Horsemanship 2 (Riding 3).
Care SV 9	Handler 3 (Commander 2, Sage 2).
Fighting SV 8	Armed Fighting 3 (Right 1H Heavy Weapons 3, Shield Bearer 3), Battle Experience 2 (Armor Bearer 3, Combat Reaction 3, Fighter 3) Unarmed Fighting 1.
Knowledge SV 8	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 3), Language 1 (Mother Tongue Vrok 3, Reading & Writing; Vrok 3).
Shadow Arts SV 7	Shadowing 1 (Finding & Spotting 3).

Equipment: "Tyrd's Kiss" (Masterful-Quality Hunting Spear WA 3, IM -3, PV/BV 5/50, range 2-10/11-15, Dmg 1d10 OR 9-10, 2 CP locked to it), Capital-quality Battle Sword (WA 3, IM -5, PV/BV 9/90, Dmg 1d10 OR 9-10, 1CP locked to its use), medium iron-reinforced Shield (WA 2, IM -2, PV/BV 7/70), Masterful-Quality Double Chainmail armor (PV/BV 9/90, Heft 7 reduced to 4 due to Ironclad: MM -1 m, IM -1), skilled combat-trained large horse (while mounted +4 SV to the rider and -4 SV to enemies, +8 SV Kick Attacks) with metal-reinforced leather barding (4/40).
Initiative: +2 (Battle Experience) +6 (Combat Reaction) -1 (armor) -3 (Spear) -5 (Battle Sword) -2 (Shield).
Other Combat Details: mounted combat costs only 6 CP (Riding 3), Heft -3 (Ironclad 3), armors up to Heft 6 (Armor Bearer 3), No shield penalty (Shield Bearer 3).
Combat points: Free 10 / Attacks & Parries 6 /Armed 3 (Right 1H Weapons 6, Shields 6), Spear 2, Battle Sword 1 / Unarmed 1.
Samples of Attacks (one of these)**:**
(IM +3 or +2 if in armor) Tyrd's Kiss SV 17, SV 10, Shield SV 16.
(IM +1 or 0 if in armor) Sword SV 14, SV 12, Shield SV 10, SV 6.
(IM +8 or +7 if in armor) Brawling SV 17.
(IM +8 or +7 if in armor) Evade SV 15.
Special: Agroth blood. Vret Uvail can ignore the first 4 points every time he is inflicted Fear Points.

Galve Blueax

Younger than Njordung, Galve was never meant to lead the Blueax clan. He spent his youth learning how to trade the mastomant furs and the wulterfish oils that the Blueax harvested, and never showed any attitude towards fighting or leading troops. During the wedding he will just play his role, representing his clan as best as he can. Galve is very concerned about the disappearance of both his brother Njordung and his half-brother Ulgar, but he also knows about the Ice Cult. When Njordung will come back, Galve will lose his power, but maybe his trading affairs in Hrefing will also be improved by the new power brought by the Ice Cult to his clan. Galve accepts his elder brother's decisions, but only as far as the Ice Cult will not bear his demise.



Galve Blueax

GALVE BLUEAX

Age: 47; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Dexterity -1, Psyche +2.
Skills: Agility SV 5, Entertainment SV 5, Faith SV 1, Fighting SV 6, Vitner Craft SV 1.

Care SV 8	Handler 1 (Sage 2), Tradesman 2 (Trader 3).
Entertainment SV 8	Storytelling 1 (Acting 2, Libel 2).
Knowledge SV 9	Culture Knowledge -Stormlander 1, Language 1 (Calculate 3, Mother Tongue Vrok 3, Bribery 3, Reading & Writing: Vrok 3, Silvertongue 3).
Shadow Arts SV 7	Thievery 1 (Shadow World 3).
Wilderness SV 8	Geography 1, Seafarer 1, Survival 1.

Equipment: Seax Dagger (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10).
Initiative: -1 (Dex) -1 (Seax Dagger).
Combat points: Free 6
Samples of Attacks (one of these)**:**
(IM -2) Seax Dagger SV 6
(IM -1) Brawling SV 6

Generic NPCs

Generic Ark Warrior

Fighting and killing is like a second nature for all the Arks of all ages. These stats represent standard Ark individuals, although the GM is encouraged to personalize them, in case of need. Arks like to go around half-naked or at least bare-chested, even in cold climates. They rarely dress more than furs and it is very rare for them to wear armors. Many Arks use traditional bows, axes and spears, but they are happy to steal, buy and use even more complicated weapons, like the occasional crossbows. Many Ark warriors consume Thornroot or spend their time with Thorn Beasts. To sell their services as mercenaries out of Arkland is common for the Arks, although most Ark clans spend time waging war against each other. The typical Arks are not very religious, although the cruel faith of Haminges is the only kind of cult which seems to be spread among these cruel Wildfolk. The Arks seem not to be interested in the cult of the Snow Queen, but they help the Ice Cultists for the respect that they feel for the pure, violent force of Blodughadda, as well as for the rich prices that the Ice Cult is capable to pay.

ARK WARRIOR

Age: various; **BP:** 32; **Movement:** 2 CP per 1 m (Max 12 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma -1, Dexterity +2
Skills: Care SV 4, Entertainment SV 1, Faith SV 1, Vitner Craft SV 1.

Agility SV 7	Battle Maneuver 1 (Evade 2), Body Control 2 (Ambidexterity 3, Jumping, Climbing & Balancing 1).
Fighting SV 7	Armed Fighting 1 (Right 1H Heavy Weapons 2, Right 1H Light Weapons 2, Left 1H Light Weapons 2, Two Handed weapons 2, Bows & Slings 2, Shield Bearer 2), Battle Experience 1 (Combat Reaction 2, Fighter 2), Unarmed 1 (Brawling 2).
Knowledge SV 7	Culture Knowledge – Wildfolk Ark 1, Language 1 (Mother Tongue Wild Vrok 3), Race Knowledge 1.
Shadow Arts SV 7	Shadowing 1 (Finding & Spotting 1, Sneak attack 1, Walking in Shadows 1).
Wilderness SV 7	Hunting Experience 1 (Carve & Butcher 1, Hunting & Fishing 1, Tracker 2, Wilderness Signs 2), Nature Knowledge 1 (Animal friend 1), Survival 1.

Equipment (a few examples): Long Spear (WA 2, IM -5, PV/BV 5/100, Dmg 1d10 OR 8-10), Battle Axe (WA 3, IM -4, PV/BV 7/70, Dmg 1d10 OR 9-10 +2 strength), Hunting Spear (WA 3, IM -3, PV/BV 4/40, range 2-10/11-15, Dmg 1d10 OR 9-10 +2 strength), Knife (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10), Krum Sword (WA 4, IM -3, PV/BV 7/70, Dmg 1d10 OR 10 +2 strength), medium shield (WA 2, IM -2, PV/BV 5/50), Hunting Bow (WA 3, IM -2, PV/BV 2/20, range 2-30/31-80, Dmg 1d10 OR 10) and arrows.
Initiative: +2 (Dexterity) +1 (Battle Experience) +4 (combat reaction) -5 (Long Spear) - 4 (Battle Axe) -3 (Hunting Spear) -1(Knife) -3 (Krum Sword) -2 (Shield) -2 (Hunting Bow).
Other Combat Details: no shield penalty (Shield Bearer 2), Sneak Attack +2 damage, penalty to shield hand reduced to -7 (Body Control 2, Ambidexterity 3).
Combat points: Free 8 / Attacks & Parries 4 / Armed 1 (Right 1H Heavy Weapons 4, Right 1H Light Weapons 4, Left 1H Light Weapons 4, 2H Weapons 4, Bows & Slings 4, Shields 4) / Unarmed 1 (Brawling 4).

Samples of Attacks (one of these)**:**
(IM +2) Long Spear SV 10, SV 7.
(IM +1) Battle Axe SV 17, Shield SV 12.
(IM +2) Hunting Spear SV 10, SV 7, Shield SV 12.
(IM +3) Krum Sword SV 9, SV 4, Knife SV 8
(IM +5) Hunting Bow SV 8, SV 8
(IM +7) Brawling SV 17.
(IM +7) Evade SV 12

Generic Buratja Dwarf

These stats can be used for most dwarves which are met in the mighty Buratja city of Sootbrand, as well as for the exiled Burjokko brothers of Soothome. They represent typical Buratja dwarves, well-versed in craftsmanship, with also some basic training for defend themselves, even if the bulk of defensive duties rest not with these artisans but with the Zvordorkûm. The Buratja dwarves venerate crafting skills as the peaks of what is best in life and worship their forges as if they were gods.

Their skins are pale but covered with sooth and dirt, while their eyes are like gems of translucent silver. Their heads are protected by bushy, long black hair, hanging to their bellies. They rarely wear more than just a loincloth, unless when they leave their underground colony and must face the dire winter of Trudvang' surfaces, something which is very rare. Indeed, most of the Buratja dwarves have never seen the sun, having spent all their lives as ironsmiths in their underground fortresses. The GM is encouraged to personalize these stats to better tune them, in case of buratja dwarves with other, more specific duties.

BURATJA DWARF
Age: various; **BP:** 32; **Movement:** 2 CP per 1 m (Max 8 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Constitution +4.
Skills: Agility SV 4, Entertainment SV 6, Faith SV 1, Vitner Craft SV 1, Wilderness SV 6.

Care SV 8	Handicraft 3 (Hard Materials 3, Soft Materials 2).
Fighting SV 7	Armed Fighting 1 (Shield Bearer 1).
Knowledge SV 7	Culture Knowledge – Dwarves 1, Language 1 (Mother Tongue Futhark 3, Reading & Writing: Futhark 3).
Shadow Arts SV 7	Shadowing 1 (Finding & Spotting 1, Walking in Shadows 1), Thieving 1 (Locks &Traps 1).

Equipment: Battle Hammer (WA 3, IM -4, PV/BV 7/70, Dmg 1d10 OR 9-10), Crossbow (WA 1/6, IM -5, PV/BV 5/50, Dmg 1d10 OR 8-10, Range 1-80, 81-160), medium metal-reinforced Shield (WA 2, IM -2, PV/BV 7/70).
Initiative: -4 (Battle Hammer) -2 (Shield)
Other Combat Details: Can clearly see up to 10 m with dim light as if it were under the sun, no shield penalty (Shield Bearer 1).
Combat points: Free 7 / Armed 1 (Shields 2).
Samples of Attacks (one of these)**:**
(IM -6) Battle Hammer SV 8, Shield SV 9.
(IM -5) Crossbow SV 8.
(IM 0) Brawling SV 7.

Generic Buratja Thuul

Even among the Buratja dwarves the Thuuls have both a religious and social importance. The following stats represent one of these special dwarves, who is both a skillful craftsman and a dimwalker of the Thuuldom tradition.

BURATJA THUUL
Age: various; **BP:** 32; **Movement:** 2 CP per 1 m (Max 8 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Constitution +4, Psyche +2.
Skills: Agility SV 4, Vitner Craft SV 1, Wilderness SV 7

Care SV 8	Handicraft 3 (Hard Materials 3, Soft Materials 2).
Entertainment SV 7	Storytelling 1.
Faith SV 8	Divine Power 1 (Faithful 2, Powerful 2), Invoke 2 (Thuul Forging 3, Holy Tablets (Runes): Anvil Shock 3, Borjorn Hand 3, Healing Rune 3, Power of Repair 2, Stoneshape 2).
Fighting SV 7	Armed Fighting 1, Battle Experience 1.
Knowledge SV 9	Culture Knowledge – Dwarves 1 (Religion: Dwarves 3), Language 1 (Mother Tongue Futhark 3, Reading & Writing: Futhark 3), Race Knowledge 1 (Monster Lore 1).
Shadow Arts SV 7	Shadowing 1 (Finding & Spotting 1, Walking in Shadows 1), Thieving 1 (Locks &Traps 1).

Divine Capacity: 39 (all inserted in objects) Basic SV for creating sacred objects: 16.
Details of divine powers: +6 to create items and insert DP (Thuul Forging 3).
Equipment: Sacred Masterful-quality Maul (WA 2, IM -7, PV/BV 11/110, Dmg 1d10 OR 8-10, It grants a bonus of +2 CP locked to this maul, Anvil Shock 3 rune, 3 DP stored), Sacred Amulet (Borjorn Hand 3 rune, DP 12 stored), Sacred Amulet (Healing Rune 3, DP 12 stored), sacred crafting tools (small hammer, Power of Repair 2, DP 8 stored), sacred bronze armband (Stoneshape 2 rune, DP 4 stored).
Initiative: +1 (Battle Experience) -7 (sacred maul).
Other Combat Details: Can clearly see up to 10 m with dim light as if it were under the sun.
Combat points: Free 8 / Armed 1 / Sacred Masterful-quality Maul 2
Samples of Attacks (one of these)**:**
(IM -6) Sacred Masterful Maul SV 11.
(IM +1) Brawling SV 8

Generic Dreadaxyr

The Dreadxyrs are elite Ark warriors which have been hired by Blodughadda to help with the invasion of Wildland. They tend to be stronger and wear more armor than normal Arks. If possible a Dreadxyr venerate warfare even more than normal Arks do. The following stats must be used just as a basic template to show standard Dreadxyr stats. The GM is encouraged to modify these basic stats according to their needs.

DREADAXYR

Age: various; **BP:** 34; **Movement:** 2 CP per 1 m (Max 12 m, 11 m if in armor)

Damage levels: 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).

Character Traits: Charisma -1, Strength +2, Dexterity +2

Skills: Entertainment SV 3, Faith SV 1, Vitner Craft SV 1.

Agility SV 10	Battle Maneuver 1 (Evade 3, Ironclad 3), Body Control 5 (Ambidexterity 5), Horsemanship 1 (Riding 2).
Care SV 6	Handler 1 (Commander 1), Healing & Drugs 1 (First Aid & Nursing 1)
Fighting SV 9	Armed Fighting 1 (four different Weapons Specialties 3, Shield Bearer 3), Battle Experience 2 (Armor Bearer 2, Combat Reaction 3, Fighter 3), Unarmed Fighting 1 (Brawling 3).
Knowledge SV 7	Culture Knowledge – Wildfolk Ark 1, Language 1 (Mother Tongue Wild Vrok 3, Foreign Tongue Vrok 2), Race Knowledge 1 (Monster Lore 3).
Shadow Arts SV 8	Shadowing 1 (Finding & Spotting 2, Walking in Shadows 2, Sneak Attack 2).
Wilderness SV 8	Hunting Experience 1 (Carve & Butcher 2, Hunting & Fishing 2, Tracker 2, Wilderness Signs 2), Nature Knowledge 1 (Animal friend 3), Survival 1.

Equipment (a few examples): Maul (WA 2 turned to 3, IM -7, PV/BV 10/100, Dmg 1d10 OR 8-10 +2 strength), Battle Axe (WA 3, IM -4, PV/BV 7/70, Dmg 1d10 OR 9-10 +2 strength), Hunting Spear (WA 3, IM -3, PV/BV 4/40, range 2-10/11-15, Dmg 1d10 OR 9-10 +2 strength), Krum Sword (WA 4, IM -3, PV/BV 7/70, Dmg 1d10 OR 10 +2 strength), medium shield (WA 2, IM -2, PV/BV 5/50), Chain mail armor (PV/BV 5/50, Heft 5 reduced to 2 due to Ironclad: MM -1 m, IM -1), Longbow (WA 2, IM -3, PV/BV 3/30, range 2-50/51-110, Dmg 1d10 OR 9-10) and arrows.

Initiative: +2 (Dexterity) +1 (Battle Experience) +6 (combat reaction) -1 (armor) -7 (maul) - 4 (Battle Axe) -3 (Spear) -3 (Krum Sword) -2 (Shield) -3 (Longbow).

Other Combat Details: +2 Melee damage (Strength), armors up to Heft 4 (Armor Bearer 2), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 3), Sneak Attack +4 damage, mounted combat costs only 9 CP (Riding 2), no penalty to shield hand (Body Control 5, Ambidexterity 5), +1 WA with 2H weapons (2H Weapons 3).

Combat points: Free 11 / Attacks & Parries 6 / Armed 1 (Four weapons types each 6, Shields 6) / Unarmed 1 (Brawling 6).

Samples of Attacks (one of these)**:**

(IM +2 or +1 if in armor) Maul SV 14, SV 10.

(IM +3 or +2 if in armor) Battle Axe SV 14, SV 10, Shield SV 17.

(IM +4 or +3 if in armor) Hunting Spear SV 16, SV 8, Shield SV 12, SV 5.

(IM +3 or +2 if in armor) Krum Sword SV 13, SV 11, Krum Sword SV 10, SV 7

(IM +6 or +5 if in armor) Longbow SV 14, SV 10.

(IM +9 or +8 if in armor) Brawling SV 12, SV 12.

(IM +9 or +8 if in armor) Evade SV 17.

Generic Hird Leader

These stats may be used for experienced or elite warriors, usually in charge of leading the armies of one of the Wildlander clans. These stats can be used, for example for:

Ilvin (Snowsaga p.97), the deluded hird leader still serving Njordung in Ysetur, even if he despises the Ice Cult;

Dran Hvitetand (Snowsaga p.131), the experienced warrior leading the Saatigia armies and which the PCs will meet during their return to Storhavn;

Hloe Saatigia (Snowsaga p. 46, 133, 135), the young but experienced and well-trained nephew of Vilgar Saatigia, bound to inherit the Saatigia's leadership (if he survives).

HIRD LEADER

Age: various; **BP:** 34; **Movement:** 2 CP per 1 m (Max 10 m, 9m if in armor)

Damage levels: 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).

Character Traits: Constitution +2, Intelligence +2

Skills: Entertainment SV 5, Faith SV 1, Vitner Craft SV 1, Shadow Arts SV 7, Wilderness SV 8.

Agility SV 7	Battle Maneuver 1 (Ironclad 3), Horsemanship 1 (Riding 2)
Care SV 7	Handler 1 (Commander 3)
Fighting SV 7	Armed Fighting 1 (Right 1H Heavy Weapons 3, Shield Bearer 3, Bows & Sling 2), Battle Experience 3 (Armor Bearer 3, Combat Reaction 2, Fighter 3), Unarmed Fighting 1 (Brawling 3).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3).

Equipment: Battle Sword (WA 3, IM -5, PV/BV 9/90, Dmg 1d10 OR 9-10), metal-reinforced medium shield (WA 2, IM -2, PV/BV 7/70), Chain mail armor (PV/BV 5/50, Heft 5 reduced to 2 due to Ironclad: MM -1 m, IM -1), Capable combat-trained large horse (while mounted +2 SV to the rider and -2 SV to enemies, +4 SV Kick Attacks) with metal-reinforced leather barding (4/40).

Initiative: +3 (Battle Experience) +4 (Combat reaction) - 5 (Battle Sword) -2 (Shield) -1 (armor).

Other Combat Details: armors up to Heft 6 (Armor Bearer 3), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 3), mounted combat costs only 9 CP (Riding 2).

Combat points: Free 10 / Attacks & Parries 6 / Armed 1 (Right 1H Heavy Weapons 6, Shields 6, Bows & Sling 4) / Unarmed 1 (Brawling 6).

Samples of Attacks (one of these)**:**

(IM 0 or -1 if in armor) Battle Sword SV 14, SV 9, Shield SV 16

(IM + 7 or +6 if in armor) Brawling SV 12, SV 11

Generic Hirdmen

These stats may be used for all basic hirdmen serving the various Wildlander clans. The following stats include basic equipments and medium/high levels of training. The GM is encouraged to personalize these stats, in case he wants to underline differences between different clans.

HIRDMEN

Age: various; **BP:** 34; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).
Character Traits: Strength +2
Skills: Care SV 4, Entertainment SV 5, Faith SV 1, Vitner Craft SV 1, Shadow Arts SV 5, Wilderness SV 7.

Agility SV 6	Battle Maneuver 1 (Ironclad 1)
Fighting SV 7	Armed Fighting 1 (Right 1H Heavy Weapons 2, Shield Bearer 2, Bows & Sling 2), Battle Experience 1 (Armor Bearer 2, Fighter 2), Unarmed Fighting 1 (Brawling 2).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3).

Equipment: Bearded Axe (WA 3, IM -5, PV/BV 8/80, Dmg 1d10 OR 9-10 +2), Hunting Spear (WA 3, IM -3, PV/BV 4/40, range 2-10/11-15, Dmg 1d10 OR 9-10 +2), medium shield (WA 2, IM -2, PV/BV 5/50), Leather Armor (PV/BV 2/20, Heft 2 reduced to 1 due to Ironclad: MM0, IM0), Longbow (WA 2, IM -3, PV/BV 3/30, range 2-50/51-110, Dmg 1d10 OR 9-10) and arrows.
Initiative: +1 (Battle Experience) - 5 (Bearded Axe) -3 (Spear) -2 (Shield) -3 (Longbow).
Other Combat Details: +2 Melee damage (Strength), armors up to Heft 4 (Armor Bearer 2), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 2).
Combat points: Free 8 / Attacks & Parries 4 / Armed 1 (Right 1H Heavy Weapons 4, Shields 4, Bows & Sling 4) / Unarmed 1 (Brawling 4).
Samples of Attacks (one of these)**:**
(IM -2) Longbow SV 16
(IM -6) Bearded Axe SV 10, SV 7, Shield SV 12
(IM -4) Hunting Spear SV 12, SV 5, Shield SV 7, SV 5
(IM +1) Brawling SV 13, SV 4
Note: If these stats are used for the Blueax Hirdmen in the village outside Ysetur, consider them as having suffered 20 points of damage (and therefore suffering a -3 SV) due to the parasites. They cannot improve their health unless the parasites are magically removed.

Generic Hrimtursir

The Hrimtursir are legendary giants living in the northernmost parts of Trudvang. It is very rare to meet one and the notice of their presence will spread terror in large areas. The Hrimtursir display long beards and horns springs from their heads. These giants have no fear of death and most of them are followers of the bloody religion called "Haminges", which means that many Hrimtursir ornate their lairs and bodies with the skulls of defeated enemies. These giants are reputed to have a rare kind of white gold in their bellies. This "Hrim gold" is highly sought since to retrieve, one must slay such a dangerous opponent. Use these stats for all those hrimtursirs in the campaign, like the old Nugghoggo or the black hrimtursirs Yggadabaden and Hrisuddira. More information on the Hrimtursir can be found in Jorgi's bestiary p. 132-134.

HRIMTURSIR

Type: humanoid **BP:** 208-255; **Movement:** 2 CP per 8 m (Max 64 m).
Fear Factor: 1d10 (OR 7-10); **Size:** 8t, **Natural Armor:** 2 (tough skin).
Damage levels: (for 232 BP): 1-58 (0) / 59-116 (-1) / 117-174 (-3) / 174-232 (-7) / > 232 (Dying).
Character Traits: Strength +8
Feats: Fire Weakness, Frenzy, Grip, Horn Throw, Hrim Body.
Weapons: Unarmed (damage 2d10 OR 8-10 +8), Great 2H Spear (WA 2, IM -5, PV/BV 7/70, damage 4d10 OR 7-10 +8), Great Battle Hammer (WA 3, IM -4, PV/BV 7/70, dmg 3d10 OR 7-10+8).
Initiative: -4 (base) -5 (Great Spear) -4 (Great Battle Hammer)
Number of Rounds to spend CP: 3
Combat points: Free 10 / Attacks & Parries 15.
Samples of Attacks (each to be spread in 3 rounds):
(IM -9) Great Spear SV 15, SV 10.
(IM -8) Great Battle Hammer SV 10, SV 8, SV 7.
(IM -4) Unarmed SV 15, SV 10.
Feats: Fire Weakness. The Hrimtursir suffers double damage from any sort of fire
Frenzy. When reduced to half BP, a frenzy takes possession of the giant who benefits from +4 SV to all attacks, but cannot make any parry.
Grip. After a successful unarmed attack against a ½t to 3 t sized creature the giant can make one SV roll for free to crush the target. The crushing damage and the SV depend on size of the victim.

CRUSHING DAMAGE

Size	SV	Crushing Damage
½ t	4	1d10 (OR 9-10)
1 t	6	1d10 (OR 9-10)
1.5 t	7	1d10 (OR 10)
2 t	8	1d10 (OR 10)
3 t	9	1d10

After the crush the victim can be left fallen, suffering between 4d10 (OR 10) and 5d10 (OR 10), according to the giant's height (14 or 15 m).
Horn Throw. If not using his weapons, a Hrimtursir can sweep his mighty horns, throwing the enemies on the ground. Each victim suffer 1d10 from the sweep, plus falling damage (to be considered by the GM according to the circumstances and the rules on GM guide p.57). "Evade" can be used to avoid this attack.
Hrim Body. The body of the giant emanates a unnatural cold in a sphere of about 10 m of diameter. All those who are inside must make a Situation Roll (SV 6, modified by Psyche) in order not to flee from the sphere. Those inside the sphere suffer damage according to how long they stay there: 1st round no damage, 2nd round 1d6, 3rd round 2d6, 4th round 3d6, etc. Those in winter clothes halve the damage for the first three rounds. Targets wearing mastomant furs can ignore the Hrim Body effects.

Generic Ice Blotpriest

These stats represent the majority of the priests dedicated to the cult of the Snow Queen. At the beginning of the campaign

they can be found in the inner parts of Ysetur and it is very rare to find priests more experienced than the low-level ones here represented. Later on, after the invasion of Wildland, they can be found also elsewhere and it will be also more frequent to meet more experienced priests, which the GM can create powering up the skills below presented by few points.

ICE BLOTPRIEST

Age: Various; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m, 9m if in armor)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma +1
Skills: Care SV 6, Entertainment SV 3, Shadow Arts SV 7, Vitner Craft SV 1, Wilderness SV 7

Faith SV 7	Divine Power 1 (Faithful 2, Powerful 1), God Focus 1 (Composed 2, Lighting-quick Invocation 2, Rigorous 2), Invoke 1 (Ice Blotpriest 3, Holy Tablets: Frostcraft 3, Windcraft 2).
Fighting SV 7	Armed Fighting 1 (Right 1H Light weapons 2, Shield Bearer 1), Battle Experience 1 (Armor Bearer 2).
Knowledge SV 7	Culture Knowledge - Stormlander 1 (Religion: Ice Cult 3), Language 1 (Mother Tongue: Vrok 3, Silvertongue 2).

Divine Capacity: 31 Basic SV for Divine Powers: 14.
Details of divine powers: +5 SV to remain focused, -5 on the Fatal Failure table (God Focus 1, Composed 2), +4 IM on divine powers (Lighting-quick Invocations 3), each 2 DP = +1 SV to divine powers to a maximum of 4 DP (Rigorous 2), +6 to bloodgifting rolls (Ice Blotpriest 3).
Equipment: Short Sword (WA 4, IM -3, PV/BV 7/70, Dmg 1d10 OR 10), medium metal-reinforced Shield (WA 2, IM -2, PV/BV 7/70), metal-reinforced leather (PV/BV 4/40 Heft 4, MM -1 m, IM -1).
Initiative: +1 (Battle Experience) – 1 (armor) -3 (Short Sword) -2 (Shield).
Other Combat Details: armors up to Heft 4 (Armor Bearer 2), no shield penalty (Shield Bearer 1).
Combat points: Free 8 / Armed 1 (Right 1H Light Weapons 4, Shields 2).
Samples of Attacks (one of these)**:**
(IM -4 or -5 if in armor) Short Sword SV 13, Shield SV 10.
(IM +1 or 0 if in armor) Brawling SV 8
Note: These priests make frequent sacrifices, so their DP when met can be considered to be up to their maximum (93 DP).

Generic Ice Cultist (Peasant)

The following stats represent simple peasants, for example in Vretgaard or Storhavn, whose sorrows and frustrations have been exploited by the Snow Queen, brainwashing the poor people, and making them cultists. These cultists have the "Silvertongue" specialty of Knowledge and higher stats in Shadow Arts than normal peasants due to the habit of telling lies and performing secret activities. With a few changes (e.g. in the Care specialties) they can be used also for common traders, craftsmen, etc.

ICE CULTIST (PEASANT)

Age: various; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: -
Skills: Agility SV 4, Entertainment SV 5, Fighting SV 6, Vitner Craft SV 1, Wilderness SV 7.

Care SV 7	Tradesman 1 (Peasant 2).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3, Silvertongue 1).
Shadow Arts SV 7	Shadowing 1 (Walking in Shadows 1).

Equipment: Seax Knife (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10) or Club (WA 4, IM -2, PV/BV 4/40, Dmg OR 10).
Initiative: -1 (Seax Knife) -2 (Club).
Combat points: Free 6
Samples of Attacks (one of these)**:**
(IM -1) Seax Knife SV 6.
(IM -2) Club SV 6.
(IM 0) Brawling SV 6.

Generic Ice Cultist (Warrior, Hirdman)

The following stats represent simple warriors serving the Ice Cult and therefore corrupted by the Snow Queen's influence. They are normal hirdsmen, reavers, guards and mercenaries which joined the secret cult. These cultists have the "Silvertongue" specialty of Knowledge and higher stats in Shadow Arts than most other warriors due to the habit of telling lies and performing secret activities.

ICE CULTIST (WARRIOR, HIRDMAN)

Age: various; **BP:** 34; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).
Character Traits: Strength +2
Skills: Care SV 4, Entertainment SV 5, Faith SV 1, Vitner Craft SV 1, Wilderness SV 7.

Agility SV 5	Battle Maneuver 1 (Ironclad 1)
Fighting SV 7	Armed Fighting 1 (Right 1H Heavy Weapons 2, Shield Bearer 2, Bows & Sling 2), Battle Experience 1 (Armor Bearer 2, Fighter 1), Unarmed Fighting 1 (Brawling 2).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3, Silvertongue 1).
Shadow Arts SV 7	Shadowing 1 (Walking in Shadows 2, Sneak Attack 2).

Equipment: Bearded Axe (WA 3, IM -5, PV/BV 8/80, Dmg 1d10 OR 9-10 +2), Hunting Spear (WA 3, IM -3, PV/BV 4/40, range 2-10/11-15, Dmg 1d10 OR 9-10 +2), medium shield (WA 2, IM -2, PV/BV 5/50), Leather Armor (PV/BV 2/20, Heft 2 reduced to 1 due to Ironclad: MM0, IM0), Longbow (WA 2, IM -3, PV/BV 3/30, range 2-50/51-110, Dmg 1d10 OR 9-10) and arrows.
Initiative: +1 (Battle Experience) - 5 (Bearded Axe) -3 (Spear) -2 (Shield) -3 (Longbow).

Other Combat Details: +2 Melee damage (Strength), armors up to Heft 4 (Armor Bearer 2), Heft -1 (Ironclad 1), no shield penalty (Shield Bearer 2), Sneak Attack +4 damage.
Combat points: Free 8 / Attacks & Parries 2 / Armed 1 (Right 1H Heavy Weapons 4, Shields 4, Bows & Sling 4) / Unarmed 1 (Brawling 4).
Samples of Attacks (one of these)**:**
(IM -2) Longbow SV 15
(IM -6) Bearded Axe SV 15, Shield SV 12
(IM -6) Bearded Axe SV 10, SV 5, Shield SV 8, SV 4
(IM -4) Hunting Spear SV 9, SV 6, Shield SV 12
(IM +1) Brawling SV 15

Generic Njordung's Elite Warriors (Horsemen, Bodyguards)

These stats represent hirdmen who have succumbed to the fascination of the Ice Cult and are ready to die for both Njordung/Ise and the Snow Queen. Many of them are chosen as horsemen or as bodyguards for Njordung, in case the GM needs to power up the difficulty of the meeting with the Ice Cult leader.

NJORDUNG'S ELITE WARRIORS (HORSEMEN, BODYGUARDS)

Age: various; **BP:** 34; **Movement:** 2 CP per 1 m (Max 11 m, 10 m if in armor)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).
Character Traits: Strength +2, Dexterity +1
Skills: Care SV 4, Entertainment SV 4, Faith SV 1, Vitner Craft SV 1, Wilderness SV 7.

Agility SV 7	Battle Maneuver 1 (Ironclad 3), Horsemanship 1 (Riding 2)
Fighting SV 8	Armed Fighting 1 (Right 1H Heavy Weapons 3, Shield Bearer 3, Bows & Sling 3), Battle Experience 1 (Armor Bearer 2, Fighter 3), Unarmed Fighting 1 (Brawling 3).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3, Silvertongue 1).
Shadow Arts SV 7	Shadowing 1 (Walking in Shadows 2, Sneak Attack 2).

Equipment: Bearded Axe (WA 3, IM -5, PV/BV 8/80, Dmg 1d10 OR 9-10 +2), Hunting Spear (WA 3, IM -3, PV/BV 4/40, range 2-10/11-15, Dmg 1d10 OR 9-10 +2), medium shield (WA 2, IM -2, PV/BV 5/50), Chain mail armor (PV/BV 5/50, Heft 5 reduced to 2 due to Ironclad: MM -1 m, IM -1), Longbow (WA 2, IM -3, PV/BV 3/30, range 2-50/51-110, Dmg 1d10 OR 9-10) and arrows.
Initiative: +1 (Dexterity) +1 (Battle Experience) -1 (armor) - 5 (Bearded Axe) -3 (Spear) -2 (Shield) -3 (Longbow).
Other Combat Details: +2 Melee damage (Strength), armors up to Heft 4 (Armor Bearer 2), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 2), Sneak Attack +4 damage, mounted combat costs only 9 CP (Riding 2).
Combat points: Free 9 / Attacks & Parries 6 / Armed 1 (Right 1H Heavy Weapons 6, Shields 6, Bows & Sling 6) / Unarmed 1 (Brawling 6).
Samples of Attacks (one of these)**:**
(IM -1 or -2 if in armor) Longbow SV 12, SV 10.
(IM -5 or -6 if in armor) Bearded Axe SV 12, SV 10, Shield SV 15.
(IM -3 or -4 if in armor) Hunting Spear SV 15, SV 7, Shield SV 8, SV 7.
(IM +2 or +1 if in armor) Brawling SV 11, SV 11.
Note: The armory of the Western Wing (Snowsaga p. 98) hosts special armors for five elite soldiers which can be worn instead of the chainmail armors. The warriors do not wear the special armors during normal service in the fort, unless the GM rules otherwise.

Generic Zvordorkûm.

The "Black Warriors" are the chosen dwarves who are tasked to keep the sacred "Zvordorkûm-maki". These ancient and legendary Black Mitraka armors include the famous Murgles masks which, according to the old sagas, can protect even from dragon fire. The Zvordorkûm warriors are feared among all the enemies of the dwarves, since they live only to annihilate any threat to dwarven communities. It does not matter whether they are dragons or trolls: the Zvordorkûm will face them with iron will and courage. Many Zvordorkûm are enormous Zvorda, half-troll dwarves, but there are also normal Buratja Zvordorkûm, which are among the few Buratja not accustomed to wander around almost naked.

ZVORDORKÛM

Age: various; **BP:** 40; **Movement:** 2 CP per 1 m (Max 6 m, 5m if in armor) + 3 m for free.
Damage levels: 1-10 (0) / 11-20 (-1) / 21-30 (-3) / 31-40 (-7) / > 40 (Dying).
Character Traits: Charisma -2, Constitution +4, Strength +4.
Skills: Care SV 7, Entertainment SV 5, Faith SV 1, Vitner Craft SV 1, Wilderness SV 7

Agility SV 7	Battle Maneuver 1 (Combat Movement 3, Evade 3, Ironclad 3).
Fighting SV 8	Armed Fighting 1 (Two-handed Weapons 3), Battle Experience 2 (Armor Bearer 3, Combat Reaction 2, Fighter 3), Unarmed 1 (Brawling 2, Wrestling 2).
Knowledge SV 7	Culture Knowledge – Dwarves 1, Language 1 (Mother Tongue Futhark 3, Reading & Writing: Futhark 3), Race Knowledge 1 (Monster Lore 1).
Shadow Arts SV 7	Shadowing 1 (Finding & Spotting 3, Walking in Shadows 1), Thieving 1 (Locks &Traps 1).

Equipment: Masterful-quality Maul (WA 2 turned to 3, IM -7, PV/BV 11/110, Dmg 1d10 OR 8-10 +4 Strength), Zvordorkûm-maki (Black-mitraka legendary banded armor (PV/BV 13/1300, Heft 5 reduced to 2 due to Ironclad, MM -1 m, IM -1. The PV is considered to be augmented by +11 against normal fire and magma (up to PV 24), and +7 against magic fire or magma (up to PV 20), like dragon fire. The BV remain the same).
Initiative: +2 (Battle Experience) +4 (Combat Reaction) -1 (armor) -7 (maul).
Other Combat Details: Can clearly see up to 10 m with dim light as if it were under the sun, +4 melee damage (Strength) armors up to Heft 6 (Armor Bearer 3), Heft -3 (Ironclad 3), +1 WA with 2H weapons (2H Weapons 3).

Combat points: Free 10 / Attacks & Parries 6 / Armed 1 (2H Weapons 6), Masterful-quality Maul 2 / Unarmed 1 (Brawling 4, Wrestling 4).
Samples of Attacks (one of these)**:**
(IM -1 or -2 if in armor) Maul SV 15, SV 10.
(IM +6 or +5 if in armor) Brawling SV 13, SV 8.
(IM +6 or +5 if in armor) Evade SV 14.
Note: The above stats refer to Zvorda Zvordorkûm. To make Buratja Zvordorkûm change the following.
Character Traits: Constitution +4, Strength +2, Dexterity +2.
Movement: 2 CP per 1 m (Max 10 m)
BP: 34, **Damage levels:** 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).
Initiative: +2 (Dexterity)
Other Combat Details: +2 to melee damage (Strength).

Graath, the juvenile Thorn beast

This is a young, not-yet fully grown Thorn Beast. Nevertheless, even if smaller than usual, it is still an incredibly dangerous creature which spread terrors among those who frequent the Fried Hg Inn in the Valsinka village. The beast is faithful to Ungor Aziir and will listen only to the Ark's commands.

GRAATH, THE JUVENILE THORN BEAST

Type: winged creature **BP:** 80; **Movement:**
Land 2 CP per 3 m (Max 18 m), Flying 2 CP per 6 m (Max 36 m).
Fear Factor: 1d10 (OR 10); **Size:** 3t, **Natural Armor:** 3 (tough skin).
Damage levels: 1-20 (0) / 21-40 (-1) / 41-60 (-3) / 61-80 (-7) / > 80 (Dying).
Character Traits: Dexterity +4, Strength +4
Feats: Attack from above, Night' Sight, Terrifying Stench.
Weapons: Bite (damage 2d10 OR 9-10 +4), Claw (damage 2d10 OR 10 +4).
Initiative: +4
Number of Rounds to spend CP: 2
Combat points: Free 7 / Bite 6, Claws 14.
Samples of Attacks (each to be spread in 2 rounds):
(IM +4) Bite SV 13, Claw SV 14
(IM +4) Bite SV 13, Claws SV 7, SV 7.
Note: See the Thorn Beasts stats (here or in Jorgi's bestiary p.25-27) but with these changes:
"Attack from above" just raises the damage as follows: Bite (2d10 OR 8-10+4), Claws (2d10 OR 9-10+4).
"Terrifying stench" works at 10 m instead of 50 and those who approach the beast closer than 2 m get 1d10 Fear Points for the stench.

Gralj

Nobody knows where Gralj is from. He fluently speaks both Vrok and Rona, although nobody can guess whether he is a Stormlander, Mittlander or a Virann. He is short, with dark hair and dark complexion, but he is also too refined to be a Wildfolk. Gralj is a silent man and a professional assassin. He knows everything about setting traps, ambushes and preparing poisons. He is completely loyal to Njordung for reasons that nobody knows. Gralj despises Morkhan and his vitner-powered killing techniques. Nevertheless, Gralj knows that collaboration is the key to success and therefore he started to share with the vitner weaver the poisons that he creates. Gralj knows how to swiftly kill, but he prefers to do it from the shadows, rather than facing an opponent in a fair duel. If given the possibility, Gralj will run away to take revenge in the future.

GRALJ

Age: 39; **BP:** 32; **Movement:** 2 CP per 1 m (Max 14 m) +5 m.
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Dexterity +4.
Skills: Entertainment SV 7, Faith SV 1, Vitner Craft SV 1.

Agility SV 10	Battle Maneuver 1 (Combat Movement 5, Evade 3, Ironclad 3), Body Control 5 (Ambidexterity 5, Jestering 3, Jumping, Climbing & Balancing 3).
Care SV 7	Handicraft 1 (Counterfeiting 2), Healing & Drugs 3 (Extracts & Potions 3).
Fighting SV 7	Armed Fighting 1 (Right 1H Light weapons 3, Left 1H Light Weapons 3, Crossbow 3), Battle Experience 2 (Armor Bearer 1, Combat Reaction 3, Crossbow Loader 3), Unarmed Fighting 1 (Brawling 1).
Knowledge SV 7	Culture Knowledge - Stormlander 1, Language 1 (Bribery 3, Foreign Tongue: Rona 3, Foreign Tongue: Wild Vrok 3, Mother Tongue: Vrok 3, Silvertongue 3).
Shadow Arts SV 10	Shadowing 2 (Camouflage & Hiding 3, Finding & Spotting 3, Sneak Attack 4, Walking in Shadows 3), Thievery 1 (Disguise 3, Locks & Traps 5, Shadow World 3, Stealing 3).
Wilderness SV 7	Hunting Experience 1 (Tracking 3, Wilderness Signs 3)

Equipment: 2 Short Swords (WA 4, IM -3, PV/BV 7/70, Dmg 1d10 OR 10), Metal-reinforced Leather (PV/BV 4/40, Heft 4 reduced to 1 due to Ironclad: MM 0 m, IM 0), Light Crossbow (WA ¼ reduced to WA 1 by Crossbow Loader, IM -5, PB/BV 5/50, Dmg 1d10 OR 9-10, Range 1-50 m, 51-100 m) .
Initiative: +4 (Dexterity) +2 (Battle Experience) +6 (Combat Reaction) -3 (Short Sword) -3 (Short Sword) -5 (Light Crossbow).
Other Combat Details: Crossbow -3 loading time (Crossbow Loader 3), armors up to Heft 2 (Armor Bearer 1), Heft -4 (Ironclad 4), +5 m per round for free (Combat Movement 5), Shield-hand penalty reduced to 0 (Body Control 5, Ambidexterity 5), Sneak Attack +8 damage.
Combat points: Free 9 / Armed 1 (Right 1H Light Weapons 6, Left 1H Light Weapons 6, Crossbows 6) / Unarmed 1 (Brawling 2).
Samples of Attacks (one of these)**:**
(IM +6) Short Sword SV 10, SV 6, Short Sword SV 15
(IM +7) Light Crossbow SV 16
(IM +12) Brawling SV 12.
(IM +12) Evade SV 17
Note: All Gralj's weapons are coated in the poison described in the main text (see Snowsaga page 105, Gralj's Room). He often bears with him a range of other poisonous extracts including Black Heather, Breathbaccy, Manetter or others (see GM guide p.90-93).

Grum Druvik

The dwarves of Glitthamn were furious when their giant slave, Blodughadda, managed to escape. They sent a group of expert warriors, lead by Grum Druvik, to find the fugitive Hrimtursir and bring him back in chains…or kill him if enslavement is impossible. However, Grum could not predict how much Blodughadda's forces augmented, with the flourishing of the Ice Cult and the alliance with the Arks. The player characters will meet Grum in their thirty-eighth week of captivity. The Borjornikka dwarf is a wounded prisoner of Blodughadda, but he will do everything in his power to turn the situation and fight the giant. Maybe the meeting with the player characters would be providential for the Grum, as fate has reserved a role for everybody in this story whose conclusion is yet to be written.

GRUM DRUVIK

Age: 58; **BP:** 36; **Movement:** 2 CP per 1 m (Max 8 m, 7 m if in armor) + 3 m for free.
Damage levels: 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / > 36 (Dying).
Character Traits: Constitution +4, Strength +2.
Skills: Entertainment SV 5, Faith SV 1, Vitner Craft SV 1.

Agility SV 7	Battle Maneuver 1 (Combat Movement 3, Evade 3, Ironclad 3), Body Control 1.
Care SV 7	Handler 1 (Commander 1), Handicraft 1
Fighting SV 9	Armed Fighting 1 (Two-handed Weapons 3, Right 1H Weapons 2, Shield Bearer 2), Battle Experience 2 (Armor Bearer 3, Combat Reaction 3, Fighter 3), Unarmed 1 (Brawling 2, Wrestling 2).
Knowledge SV 7	Culture Knowledge – Dwarves 1, Language 1 (Mother Tongue Futhark 3, Reading & Writing: Futhark 3), Race Knowledge 1 (Monster Lore 1).
Shadow Arts SV 8	Shadowing 1 (Camouflage & Hiding 2, Finding & Spotting 3, Sneak Attack 1, Walking in Shadows 1), Thieving 1 (Locks &Traps 1).
Wilderness SV 9	Geography 1, Hunting Experience 1 (Tracking 1, Wilderness Signs 1), Survival 1 (Pathwalker 1, Weathered 1).

Equipment: "Dragon's Bite" (Capital-Quality Mitraka Two-Handed Axe, WA 3 turned to 2, IM -5, PV/BV 11/110, Dmg 1d10 OR 7-10 +4 Strength, +1 SV, 1 CP locked to this axe), thick clothes in mastomant furs (PV/BV 4/40, Heft 6 reduced to 3 due to Ironclad: MM -1 m. IM -1, immune to the "Hrim body" ability).
Initiative: +2 (Battle Experience) +6 (Combat Reaction) -1 (armor) -5 (axe).
Other Combat Details: Can clearly see up to 10 m with dim light as if it were under the sun, +4 melee damage (Strength) armors up to Heft 6 (Armor Bearer 3), Heft -3 (Ironclad 3), +1 WA with 2H weapons (2H Weapons 3), no shield penalty (Shield Bearer 2), Sneak Attack +2.
Combat points: Free 11 / Attacks & Parries 6 / Armed 1 (2H Weapons 6, Right 1 H Weapons 4, Shields 4), Capital-quality 2H Axe 1 / Unarmed 1 (Brawling 4, Wrestling 4).
Samples of Attacks (one of these, Axe SV bonus already counted):
(IM +3 or +2 if in armor) 2H Axe SV 16, SV 11.
(IM +8 or +7 if in armor) Brawling SV 12, SV 10.
(IM +8 or +7 if in armor) Evade SV 14.
Note: when the PCs meet Grum, the dwarf has suffered 30 points of damage and he is considered to be "Critically Injured" (-7) and he has off course no equipment since the Arks robbed him of everything. The stats above represent Grum having found his axe after the fight with Lokir and his men (after the escape) and having got mastomant furs (either from looting Lokir or in Jaarnkihl.

Grumve and Grymvilt, the Wildbrons.

These two savage wildbrons have been hired to act as Ulgar's henchmen. They are tall, strong and merciless, trained to fight with two weapons, in order to deal the maximum, possible damage. However, what started as a normal job became a life obsession for these two warriors. The Snow Queen exploited their murderous nature, transforming them into zealous ice cultists, ready to die for defending Ulgar the Ice Blotpriest.

GRUMVE AND GRYMVILT, THE WILDBRONS.

Age: 27 and 28; **BP:** 36; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / > 36 (Dying).
Character Traits: Charisma -2, Constitution +2, Strength +2
Skills: Care SV 4, Entertainment SV 4, Faith SV 1, Shadow Arts SV 7, Vitner Craft SV 1, Wilderness SV 7.

Agility SV 10	Battle Maneuver 1 (Ironclad 2, Evade 3), Body Control 4 (Ambidexterity 4).
Fighting SV 9	Armed Fighting 1 (Right 1H Heavy Weapons 3, Left 1H Light Weapons 3), Battle Experience 1 (Armor Bearer 2, Combat Reaction 3, Fighter 3), Unarmed Fighting 1 (Brawling 3).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3, Silvertongue 1).

Equipment: Bearded Axe (WA 3, IM -5, PV/BV 8/80, Dmg 1d10 OR 9-10 +4), Seax Knife (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10 +4), Hardened Leather Armor (PV/BV 3/30, Heft 4 reduced to 1, MM 0, IM 0).
Initiative: +1 (Battle Experience) +6 (Combat Reaction 3) - 5 (Bearded Axe) -1 (Seax).
Other Combat Details: +2 Melee damage (Special Wildbron feature), +2 Melee damage (Strength), armors up to Heft 4 (Armor Bearer 2), Heft -2 (Ironclad 2), shield-hand penalty reduced to -3 (Body Control 4, Ambidexterity 4).
Combat points: Free 10 / Attacks & Parries 6 / Armed 1 (Right 1H Heavy Weapons 6, Left 1H Light Weapons 6) / Unarmed 1 (Brawling 6).
Samples of Attacks (one of these)**:**
(IM +1) Bearded Axe SV 15, SV 8, Seax Knife SV 13
(IM +7) Brawling SV 15, SV 8
(IM +7) Evade SV 18

Hagtorn Brothers

Froe, Urber, Bjarke, Tor, Dager, and Bodvar are the brothers of Fylkjarl Tomus and, like him, their interests are all in metalsmithing, warfare and cattle husbandry. They are all large men with light-coloured hairs and beards. The Hagtorn brothers seem all to have been crafted with the same mould, sharing their strong, blunt natures, a love for hard work, but also greed and suspicion towards strangers. This is particularly true about Tor and Bodvar, which became Ice Cultists and led the poor, deluded Huld into their ranks too.

HAGTORN BROTHERS

Age: various; **BP:** 35; **Movement:** 2 CP per 1 m (Max 10 m, 9 m if in armor)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / > 36 (Dying).
Character Traits: Constitution +2, Strength +2, Intelligence -1.
Skills: Entertainment SV 3, Faith SV 1, Shadow Arts SV 6, Vitner Craft SV 1

Agility SV 7	Battle Maneuver 1 (Ironclad 3, Evade 3), Horsemanship 1 (Riding 1).
Care SV 8	Handicraft 1 (Hard materials 3).
Fighting SV 9	Armed Fighting 1 (Right 1H Heavy Weapons 2, Shield Bearer 2), Battle Experience 1 (Armor Bearer 3, Fighter 3) Unarmed Fighting 1 (Brawling 2).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3).
Wilderness SV 7	Geography 1 (Land Knowledge: Wildland 2), Hunting Experience 1 (Tracker 2), Nature Knowledge 1 (Animal Friend 2), Survival 1 (Weathered 2).

Equipment: Battle Sword (WA 3, IM -5, PV/BV 9/90, Dmg 1d10 OR 9-10 +2 Strength), Hunting Spear (WA 3, IM -3, PV/BV 4/40, range 2-10/11-15, Dmg 1d10 OR 9-10 +2), medium iron-reinforced Shield (WA 2, IM -2, PV/BV 7/70), Chain Mail (PV/BV 5/50, Heft 5 reduced to 2 due to Ironclad: MM -1 m, IM -1).
Initiative: +1 (Battle Experience) -1 (Chain mail armor) - 5 (Battle Sword) -3 (Spear) -2 (Shield).
Other Combat Details: +2 Melee damage (Strength), Heft -3 (Ironclad 3), armors up to Heft 6 (Armor Bearer 3), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 2), mounted combat costs only 12 CP (Riding 1).
Combat points: Free 10 / Attacks & Parries 6 /Armed 1 (Right 1H Heavy Weapons 4, Shields 4) / Unarmed 1 (Brawling 4).
Samples of Attacks (one of these)**:**
(IM -6 or -7 with armor) Battle Sword SV 13, SV 8, Shield SV 13
(IM -4 or -5 with armor) Hunting Spear SV 11, SV 10, Shield SV 8, SV 5
(IM +1) Brawling SV 15.
(IM +1) Evade SV 14

Hakka Norim

The son of Ouvar and Valsinka, Hakka is nowadays unnaturally older than any other inhabitant of Vretgaard. The Norim blood in his veins can keep him alive for centuries, even beyond the lifespans of normal elves. This Half-Norim elf lives in his cabin in the forest, separated from all the inhabitants of Vretgaard who just refer to him as "the Norim old man". It has been so since time immemorial and, odd as it may seem, nobody in Vretgaard has ever questioned anything about the leadership of the Norim family. The Norim are unlike the other citizens of Vretgaard, part of them work as fishermen in Vretgaard but many other live off the forest like nomads and woodmen.

Hakka is slippery and insidious, well aware of his heritage. Haldur Ouvar is his best ally and Hakka knows also that they have blood relationships. Together the two lead the secret Ice cult in Vretgaard.

Hakka's eyes are deeply dark and his long hair are steel gray. He tends to stare scornfully at people around him instead of talking to them.



Hakka Norim

HAKKA NORIM

Age: more than 300 years; **BP:** 32; **Movement:** 2 CP per 1 m (Max 14 m) + 3 m for free.
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma +2, Dexterity +4, Intelligence +2
Skills: Care SV 7, Entertainment SV 5, Faith SV 7, Vitner Craft SV 1

Agility SV 10	Body Control 2 (Ambidexterity 5, Jumping, Climbing & Balancing 4, Swimming 4), Battle Maneuver 1 (Combat Movement 3, Evade 4).
Fighting SV 10	Armed Fighting 1 (Right 1H Light Weapons 3, Left 1H Light Weapons 3, Bows & Sling 5), Battle Experience 1 (Combat Reaction 4), Unarmed Fighting 1 (Brawling 3).
Knowledge SV 7	Culture Knowledge -Stormlander 1 (Religion-Ice Cult 3), Language 2 (Mother Tongue Vrok 3, Silvertongue 3).

Shadow Arts SV 10	Shadowing 1 (Camouflage & Hiding 4, Sneak Attack 4, Walking in Shadows 4).
Wilderness SV 9	Geography 1 (Land Knowledge: Wildland 3, Orienteering & Cartography 1), Hunting Experience 1 (Carve & Butcher 3, Hunting & Fishing 3, Tracker 3, Wilderness Signs 3), Nature Knowledge 1 (Animal Friend 3), Survival 1 (Camper 3, Pathwalker 3, Terrain Experience: Forest 3, Weathered 3).

Equipment: two Seax Knives (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10), Hunting Bow (WA 3, IM -2, PV/BV 2/20, range 2-30/31-80, Dmg 1d10 OR 10) and arrows.
Initiative: +4 (Dexterity)+1 (Battle Experience) +8 (Combat Reaction) -1 (Seax Knife) -1 (Seax Knife) -2 (Hunting Bow).
Other Combat Details: + 3 m for free (Combat Movement 3), shield-hand penalty reduced to -3 (Body Control 2, Ambidexterity 5), Sneak Attack +8 damage.
Combat points: Free 11 / Armed 1 (Right 1H Light Weapons 6, Left 1H Light Weapons 6, Bows & Slings 10), Unarmed 1 (Brawling 6).
Samples of Attacks (one of these), off-hand modifiers already calculated:
(IM +11) Right Seax Knife SV 10, SV 8, Left Seax Knife SV 14
(IM +11) Hunting Bow SV 13, SV 8.
(IM +13) Brawling SV 13, SV 6
(IM +13) Evade SV 19

Haldur Ouvar

Large, loud and charismatic, Haldur perfectly fits the image of the rightful judge, under the Hagtorn rule. However, he is also violent and perverse, like a perfect reincarnation of his ancestor Ouvar the Beheader, the famous executioner and bailif of the Hagtorn kings, but also secretly a murderer and a raper. Everybody in Vretgaard respects Haldur, but none seems to be aware of his crimes.

As the judge and lead hirdman of the Hagtorns, Haldur exploits his family past prestige to travel throughout northern Wildland, dispensing justice in villages and farms, as his ancestors used to do during the Kingdom of Copper. However, Ouvar inherited Valsinka's curse and therefore, like his father before him used to do, he exploits his travels to satisfy the bestial urges of his werewarg nature. A large parts of the "criminals" executed by Ouvar are just innocent scapegoats for the hirdman' secret crimes. When the Snow Queen's whispers started spreading again in Wildland, Haldur Ouvar was ready to listen. His corrupted nature and cursed heritage naturally made him one of the secret leaders of the cult, together with Hakka Norim.

When in human form there are always at least three wolfhounds following Haldur. Use the wolves' stats to represent these beasts. Haldur bears a large two-handed axe with runic dragons engraved on its blade. This weapon ("Ouvar' Justice") has been used by his ancestors to punish criminals since the time of Ouvar the Beheader.



Haldur Ouvar

HALDUR OUVAR
Age: 43; **BP:** 36; **Movement:** 2 CP per 1 m (Max 12 m)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / > 36 (Dying).
Character Traits: Charisma +1, Constitution +2, Strength +2, Dexterity +2.
Skills: Faith SV 1, Vitner Craft SV 1

Agility SV 7	Battle Maneuver 1 (Ironclad 3, Evade 3), Horsemanship 1 (Driving Wagon 1, Riding 3),
Care SV SV 7	Handler 1 (Commander 1)
Entertainment SV 7	Storytelling 1 (Libel 3).
Fighting SV 10	Armed Fighting 1 (Right 1H Heavy Weapons 3, Shield Bearer 3, 2H Weapons 3), Battle Experience 3 (Armor Bearer 1, Combat Reaction 3, Fighter 3), Unarmed Fighting 1 (Brawling 3, Wrestling 2).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 3), Language 1 (Mother Tongue Vrok 3, Reading & Writing; Vrok 3, Silvertongue 3).
Shadow Arts SV 7	Shadowing 1 (Camouflage & Hiding 2, Sneak Attack 2, Walking in Shadows 2), Thievery 1 (Disguise 1).
Wilderness SV 8	Geography 1 (Land Knowledge: Wildland 3, Orienteering & Cartography 1), Hunting Experience 1 (Hunting & Fishing 2, Tracker 3, Wilderness Signs 3), Nature Knowledge 1 (Animal Friend 3), Survival 1 (Camper 2, Pathwalker 2, Weathered 3).

Equipment: "Ouvar's Justice" Capital-Quality Two-Handed Axe (WA 2 turned to 3, IM -6, PV/BV 9/90, Damage 1d10 OR 8-10 +2 Strength. It grants a bonus of +1CP locked to this axe), Bearded Axe (WA 3, IM -5, PV/BV 8/80, Damage 1d10 OR 9-10 +2 Strength), medium iron-reinforced Shield (WA 2, IM -2, PV/BV 7/70), Metal-reinforced Leather (PV/BV 4/40, Heft 4 reduced to 1 due to Ironclad: MM 0 m, IM 0), normal horse.

Initiative: +2 (Dexterity), +3 (Battle Experience) +6 (Combat Reaction) - 6 (2H Axe) -5 (Bearded Axe) -2 (Shield).
Other Combat Details: +2 Melee damage (Strength), Heft -3 (Ironclad 3), armors up to Heft 2 (Armor Bearer 1), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 3), +1 WA with 2H weapons (2H Weapons 3), Sneak Attack +4 damage, mounted combat costs only 6 CP (Riding 3).
Combat points: Free 13 / Attacks & Parries 6 /Armed 1 (Right 1H Heavy Weapons 6, Shields 6, 2H Weapons 6), Ouvar's Justice 1 / Unarmed 1 (Brawling 6, Wrestling 4).
Samples of Attacks (one of these), 2H Axe SV bonus already calculated:
(IM +5) 2H Axe SV 16, SV 11
(IM +4) Bearded Axe SV 15, SV 11, Shield SV 14, SV 5
(IM +11) Brawling SV 15, SV 11.
(IM +11) Evade SV 14

Haldur Ouvar (in Werewarg Shape)

Ouvar is an odd werewarg, since he inherited the curse from his father and the nature of such a sickness came straightly from the Snow Queen's magic, not from a "normal" werewarg bite. This is the reason why the stats below are different from those of other werewargs. Furthermore Haldur can shift into the beastial shape at will, retaining the ability to use tools and weapons. On the other hand Haldur is also deeply affected by the different phases of the moon, which monthly amplify his evil urges during full moons. During the siege of Hallwind the transformed Haldur will wield the famous two-handed axe of his ancestors. This detail will possibly suggest the beast' identity if the characters will have not understood it by that time.

HALDUR OUVAR (IN WEREWARG SHAPE)

Age: 43; **BP:** 48; **Movement:** 2 CP per 1 m (Max 16 m); **Size:** 1,5 t.
Damage levels: 1-12 (0) / 13-24 (-1) / 25-36 (-3) / 37-48 (-7) / > 48 (Dying).
Character Traits: Charisma +1, Constitution +10, Strength +6, Dexterity +6, Psyche -2, Intelligence -4.
Skills: as above but: Agility SV 10 (Battle Maneuver 1 – Evade 4), Shadow Arts SV 10 (Shadowing 2 - Camouflage & Hiding 5, Sneak Attack 5, Walking in Shadows 5), Wilderness SV 10 (Hunting Experience 3 - Hunting & Fishing 5, Tracker 5, Wilderness Signs 5).
Attacks: Bite (WA 1, Dmg 1d10 OR 8-10 +6), Claws (WA 2, Dmg 1d10 OR 9-10 +6), "Ouvar's Justice" Capital-Quality Two-Handed Axe (WA 3, IM -6, PV/BV 9/90, Damage 1d10 OR 8-10 +6 Strength).
Initiative: +6 (Dexterity) +3 (Battle Experience) +6 (Combat Reaction) - 6 (2H Axe).
Other Details: Fear Factor 1d10 (OR 9-10), Natural Armor 2 (Skin), Night Sight, Sneak Attack +10 damage.
Combat points: Free 13 / Bite 16, Claws 20 / Attacks & Parries 6 /Armed 1 (Right 1H Heavy Weapons 6, Shields 6, 2H Weapons 6), Ouvar's Justice 1 / Unarmed 1 (Brawling 6, Wrestling 4).
Samples of Attacks (one of these).
(IM +9) 2H Axe SV 16, SV 13
(IM +15) Bite SV 17, SV 17, Claws SV 11, SV 11.
(IM +15) Evade SV 19

Hallak & Strang

These two men of pure Agroth blood are thralls to the house of Grimme, but also among the finest warriors serving Oktar. Their father lost them in a game of chance when they were children, and Hallak and Strang do not remember much of their past, excepting few scant memories of a lost sister.

They are always silent, waiting for Oktar's or Rendre's orders, and seldom give their opinions to anybody. Their black beards and hair are kept long, framing their broad, dirty faces. They dress in tar-coated bovine leathers, held in place with thick belts. Strang, the older brother, also carries a worn mantle of wolf fur. The two brothers are always bearing their battle axes and bronze-reinforced shields.

HALLAK & STRANG

Age: 22 ad 26; **BP:** 36; **Movement:** 2 CP per 1 m (Max 12 m)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / > 36 (Dying).
Character Traits: Strength +4, Dexterity +2, Intelligence -2, Charisma -1.
Skills: Care SV 4, Entertainment SV 2, Faith SV 1, Shadow Arts SV 5,Vitner Craft SV 1, Wilderness SV 7.

Agility SV 7	Body Control 1 (Ambidexterity 3, Swimming 1), Battle Maneuver 1 (Evade 3, Ironclad 2), Horsemanship 1.
Fighting SV 10	Armed Fighting 2 (Right 1H Heavy Weapons 4, Shield Bearer 3), Battle Experience 1 (Armor Bearer 1, Combat Reaction 3, Fighter 3), Unarmed Fighting 1 (Brawling 3, Wrestling 2).
Knowledge SV 10	Culture Knowledge -Stormlander 1, Language 1 (Mother Tongue Vrok 3).

Equipment: Bearded Axe (WA 3, IM -5, PV/BV 8/80, Dmg 1d10 OR 9-10 +4 strength), medium metal-reinforced Shield (WA 2, IM -2, PV/BV 7/70), Hardened Leather Armor (PV/BV 3/30, Heft 3 reduced to 1 due to Ironclad: MM0, IM0).
Initiative: +2 (Dexterity)+1 (Battle Experience) +6 (Combat Reaction) -5 (Bearded Axe) -2 (Shield).
Other Combat Details: +4 Melee damage (Strength), Heft -2 (Ironclad 2), armors up to Heft 2 (Armor Bearer 1), Heft -2 (Ironclad 2), no shield penalty (Shield Bearer 3).
Combat points: Free 12 / Attacks & Parries 6 / Armed 2 (Right 1H Heavy Weapons 8, Shields 6) / Unarmed 1 (Brawling 6, Wrestling 4).
Samples of Attacks (one of these), off-hand modifiers already calculated:
(IM +2) Bearded Axe SV 15, SV 13, Shield SV 18.
(IM +2) Bearded Axe SV 18, SV 8, Shield SV 12, SV 8.
(IM +9) Unarmed Brawl SV 15, SV 10.
(IM +9) Evade SV 14
Special: Agroth blood. They can ignore the first 4 points every time they are inflicted Fear Points.

Huld Hagtorn

"Frustration" seems to be the key-word when speaking about Huld. He is tall with light-coloured hairs, like all the Hagtorns, but also slight of build and his general behaviors and body posture show the signs of stress and unhappiness. The only son of Fylkjarl Tomus, Huld does like to be part of such a heritage, feeling to be so different from all his relatives, and especially from his father, the mighty warrior and leader of Vretgaard. Not a day goes by without Huld being on the receiving end of taunts and ridicule from his uncles, father, or the servants. Huld is overcome with jealousy and hate towards all those who surrounds him. All of them, but Maria Norim, the girl that Huld has fallen in love with since he was a child. However, Maria does not seem to share the same feelings, and this situation has just fuelled the darkness inside Huld' soul. If to this one adds the arranged wedding with Swordjarl Grimme's daughter, Huld Hagtorn's unhappiness seems complete. When his two uncles, Tor and Bodvar, forced him into the Snow Queen's cult, Huld could not help but listening to the dark whispers.



Huld Hagtorn

HULD HAGTORN

Age: 19; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Psyche -2, Charisma -1.
Skills: Entertainment SV 5, Faith SV 1, Shadow Arts SV 6, Vitner Craft SV 1, Wilderness SV 7.

Agility SV 5	Horsemanship 1 (Riding 1).
Care SV 4	Handicraft 1 (Hard materials 1).
Fighting SV 8	Armed Fighting 1 (Right 1H Heavy Weapons 2, Shield Bearer 1), Unarmed Fighting 1 (Brawling 2).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3, Reading & Writing; Vrok 1).

Equipment: Battle Sword (WA 3, IM -5, PV/BV 9/90, Dmg 1d10 OR 9-10), medium Shield (WA 2, IM -2, PV/BV 5/50).
Initiative: -5 (Battle Sword), -2 (Shield).
Other Combat Details: no shield penalty (Shield Bearer 1), mounted combat costs only 12 CP (Riding 1).
Combat points: Free 8 / Armed 1 (Right 1H Heavy Weapons 4, Shields 2)/ Unarmed 1 (Brawling 4).
Samples of Attacks (one of these)**:**
(IM -7) Battle Sword SV 13, Shield SV 10.
(IM 0) Brawling SV 13.

Huld Hagtorn (in Werewarg shape)

After the attack by Haldur Ouvar, Huld Hagtorn becomes a werewarg, although this is not the usual warg curse, but something which stemmed from the Snow Queen's magic applied. The combination of this odd origin with the poor psyche of Huld allowed for important differences from other werewargs, as represented in the stats below. Furthermore, after the transformation, Huld is permanently blocked into the wolfish form. He is also an unusual werewarg since he is not able to transmit the curse to anybody.

HULD HAGTORN (IN WEREWARG SHAPE)

Age: 19; **BP:** 42; **Movement:** 2 CP per 1 m (Max 14 m); **Size:** 1,5 t.
Damage levels: 1-11 (0) / 12-22 (-1) / 23-32 (-3) / 33-42 (-7) / > 42 (Dying).
Character Traits: Constitution +6, Strength +4, Dexterity +4, Psyche -4, Intelligence -4.
Skills: Agility SV 9, Shadow Arts SV 9, Wilderness SV 9.
Attacks: Bite (WA 1, Dmg 1d10 OR 8-10 +4), Claws (WA 2, Dmg 1d10 OR 9-10 +4).
Initiative: +4 (Dexterity)
Other Details: Fear Factor 1d10 (OR 9-10), Natural Armor 2 (Skin), Night Sight.
Combat points: Free 10 / Natural Weapons (Bite 14, Claws 18).
Samples of Attacks (one of these) SV modifiers already calculated:
(IM +4) Bite SV 14, SV 10, Claws SV 9, SV 9.
(IM +4) Bite SV 19, SV 5, Claws SV 12, SV 6.

Juhkalla

As an elf from the secret city of Jaarnkihl, Juhkalla looks like no elf that the characters have ever met. He displays a strange mixture of Ilmalaini traits (pale, white skin) and Korpikalli traits (long raven hair, and dark eyes), coupled with a kind of unnatural kind of nobility which seems to emanate from him. The Norim blood runs into Juhkalla veins, although he is just a Jaarnkillia, an "Iron Elf" (as described in Act III). He has been tasked to save the PCs and will do everything in his power to achieve his goal.
Note: As an Iron Elf with strong Norim heritage, Juhkalla has powers not described in the above stats, as described in the story

(for example the ritual which will lead the PCs to Helgardh). He is not as powerful as the pure-Norim Linn, but the GM is encouraged to help him surviving to perform his tasks in the story, maybe even through the use of previously unknown skills and capabilities. The below-described stats assume that Juhkalla took a spear, bow and mastomant furs from the Arks.

JUHKALLA

Age: 100 years; **BP:** 32; **Movement:** 2 CP per 1 m (Max 16 m, 15 m with mastomant furs) + 3 m for free.

Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).

Character Traits: Charisma +2, Dexterity +4, Psyche +2

Skills: Care SV 7, Entertainment SV 5, Faith SV 7, Vitner Craft SV 9

Agility SV 9	Body Control 2 (Ambidexterity 3, Jumping, Climbing & Balancing 3, Swimming 3), Battle Maneuver 1 (Combat Movement 3, Evade 3, Ironclad 3).
Fighting SV 8	Armed Fighting 1 (Right 1H Heavy Weapons 3, Right 1H Light Weapons 3, Left 1H Light Weapons 3, Bows & Sling 3), Battle Experience 1 (Armor Bearer 3, Combat Reaction 3, Fighter 3), Unarmed Fighting 1.
Knowledge SV 7	Culture Knowledge-Elf 1 (Religion-Ice Cult 3), Language 2 (Mother Tongue Eika 3, Foreign Tongue: Eika 3, Reading & Writing: Eika 3, Reading & Writing: Vrok 3).
Shadow Arts SV 7	Shadowing 1 (Camouflage & Hiding 3, Sneak Attack 3, Walking in Shadows 3).
Wilderness SV 9	Geography 1 (Land Knowledge: Darkwoods 3, Orienteering & Cartography 3), Hunting Experience 1 (Carve & Butcher 3, Hunting & Fishing 3, Tracker 3, Wilderness Signs 3), Nature Knowledge 1 (Animal Friend 3), Survival 1 (Camper 3, Pathwalker 3, Terrain Experience: Forest 3, Weathered 3).

Equipment: Hunting Spear (WA 3, IM -3, PV 4/40, Dmg 1d10 OR 9-10), Hunting Bow (WA 3, IM -2, PV/BV 2/20, range 2-30/31-80, Dmg 1d10 OR 10) and arrows, thick clothes in mastomant furs (PV/BV 4/40, Heft 6 reduced to 3 due to Ironclad: MM -1 m. IM -1, immune to the "Hrim body" ability).

Initiative: +4 (Dexterity) +1 (Battle Experience) +6 (Combat Reaction) -1 (Mastomant Furs) -3 (Spear) -2 (Bow).

Other Combat Details: + 3 m for free (Combat Movement 3), shield-hand penalty reduced to -7 (Body Control 2, Ambidexterity 5), Sneak Attack +6 damage, Heft -3 (Ironclad 3), can wear Heft 6 armors (Armor Bearer 3).

Combat points: Free 9 / Attacks & Parries 6 / Armed 1 (Right 1H Heavy Weapons 6, Right 1H Light Weapons 6, Left 1H Light Weapons 6, Bows & Slings 6), Unarmed 1.

Samples of Attacks (one of these)**:**

(IM +8 or +7 if in mastomant furs) Hunting Spear SV 12, SV 10.

(IM +9 or +5 if in mastomant furs) Hunting Bow SV 14, SV 8.

(IM +11 or +10 if in mastomant furs) Brawling SV 16.

(IM +11 or +10 if in mastomant furs) Evade SV 17

Linn Norim

As one of the few, remaining Norim elves of old, Linn is an exceptional creature. She has dark red hair, and deep-brown eyes, accentuating her elven features. She is almost as beautiful as her daughter Mariam but her joyful, loving nature seem to influence everybody who is nearby in an almost unnatural way. She knows a huge range of vitner spells and here knowledge and wisdom are legendary. Nevertheless, she is happy to live submitted as Hakka's wife: Linn is a calm, pure pacifist who will never hurt anybody. She only waits for her fate to be fulfilled, being aware that the Gods are preparing the way for great things, both good and bad. Linn accepts her destiny, as she has done centuries ago, although it does not mean that she has no concern. In fact, Linn's thoughts mostly revolve around her daughter and how she is to save her husband Hakka from completely succumbing to the dark side. Hakka despises Linn for not having joined the Ice Cult, but he also cannot get rid of this amazing woman with whom he fell in love so long ago. Nevertheless, as time has passed, the situation has made Linn more and more desperate, and now, she does not know what to do without hurting someone she loves.

There is no need to prepare stats for Linn. As one of the few surviving Norim elves, she has enormous powers, although not big enough to openly defeat the Snow Queen. During the campaign she will accept to suffer, be imprisoned and be blinded. But later on she will also be freed and will help the characters in the most desperate of the situations. Treat Linn as a "Deus Ex Machina" in selected moments (as described in the campaign) although without directly fighting all the PCs' battles.



Linn Norim

Lokir Sothim, the Bloodsworn

Lokir is one of the three Bloodsworn chieftains whose aim is to overthrow the Warsworns' power in Arkland. He is particularly interested in waging war against Asmundi and, to reach his goal, he has intertwined good relationships with a previously unknown ally: the Ice Cult. Lokir, as a pure-blooded Ark, does not care about any kind of religion, but the Snow Queen's followers seem to have both the power and the wealth that he is looking for. When the Snow Queen will start the invasion of the whole Trudvang, Lokir will be there, ready to take his share of plunder. He is a man with plans, having fortified Grappnir, his stronghold, and augmented the number of Thorn beasts that his followers command. After the coming of the prisoners Lokir will also have Koraljon, which he uses to wear as a trophy. He does not know the whole history of the blade, but the Ark leader can understand the value of such a sword.

LOKIR SOTHIM, THE BLOODSWORN

Age: 46; **BP:** 34; **Movement:** 2 CP per 1 m (Max 12 m, 11 m if in mastomant furs)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).
Character Traits: Strength +2, Dexterity +2, Charisma +2
Skills: Entertainment SV 6, Faith SV 1, Vitner Craft SV 1.

Agility SV 10	Battle Maneuver 1 (Evade 3, Ironclad 3), Body Control 5 (Ambidexterity 5), Horsemanship 1 (Riding 5).
Care SV 7	Handler 1 (Commander 3), Healing & Drugs 1 (First Aid & Nursing 1)
Fighting SV 10	Armed Fighting 1 (Right 1H Weapons 4, Right 1H Light Weapons 4, Left 1H Light Weapons 4, Shield Bearer 3), Battle Experience 2 (Armor Bearer 3, Combat Reaction 3, Fighter 3), Unarmed Fighting 1 (Brawling 4).
Knowledge SV 7	Culture Knowledge – Wildfolk Ark 1, Language 1 (Mother Tongue Wild Vrok 3, Foreign Tongue Vrok 3), Race Knowledge 1 (Monster Lore 3).
Shadow Arts SV 7	Shadowing 1 (Finding & Spotting 2, Walking in Shadows 2, Sneak Attack 2).
Wilderness SV 9	Hunting Experience 1 (Carve & Butcher 3, Hunting & Fishing 3, Tracker 3, Wilderness Signs 3), Nature Knowledge 1 (Animal friend 3), Survival 1.

Equipment: Koraljon, the Ruling Blade (Mitraka Masterful-quality broadsword, WA 3, IM -3, PV/BV 11/110, Damage 1d10 OR 8-10 +2 Strength, +2 CP locked to its use, +1 SV to each weapon action with this sword), medium iron-reinforced Shield (WA 2, IM -2, PV/BV 7/70), two Capital-Quality Krum Swords (WA 4, IM -3, PV/BV 7/70, Dmg 1d10 OR 10 +2 Strength, +1 CP locked to these swords), Masterful-quality Chain Mail armor (PV/BV 6/60, Heft 4 reduced to 1 due to Ironclad: MM 0, IM 0) (or in alternative thick clothes in mastomant furs (PV/BV 4/40, Heft 6 reduced to 3 due to Ironclad: MM -1 m. IM -1, immune to the "Hrim body" ability. It cannot be combined with the armor).
Initiative: +2 (Dexterity) +2 (Battle Experience) +6 (combat reaction) -1 (mastomant furs) -3 (Koraljon) - 2 (Shield) -3 (Spear) -3 (Krum Sword) -3 (Krum Sword).
Other Combat Details: +2 Melee damage (Strength), armors up to Heft 6 (Armor Bearer 3), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 3), Sneak Attack +4 damage, no cost for mounted combat (Riding 5), no penalty to shield hand (Body Control 5, Ambidexterity 5).
Combat points: Free 12 / Attacks & Parries 6 / Armed 1 (Right 1H Weapons 8, Right 1H Light Weapons 8, Left 1H Light Weapons 8, Shield Bearer 6), Koraljon 2, Right Krum Sword 1, Left Krum Sword 1/ Unarmed 1 (Brawling 8).
Samples of Attacks (one of these), Koraljon's SV bonus already calculated:
(IM +5 or +4 if in mastomant furs) Koraljon SV 16, SV 15, Shield SV 10, SV 8.
(IM +4 or +3 if in mastomant furs) Right Krum Sword SV 14, SV 14, Left Krum Sword SV 14, SV 14.
(IM +10 or +9 if in mastomant furs) Brawling SV 15, SV 12.
(IM +10 or +9 if in mastomant furs) Evade SV 17.

Maku, the Slaughterhouse's Arukha

An enormous beast, Maku is tasked with guarding and administering the slaughterhouse of the village outside Ysetur. Maku leads two Svorgha Orkhir. The three of them scare the passerbyers by openly consuming the human flesh of recent sacrifices. The Arukha is in charge of distributing food to the cultists. He has been chosen for this takes since he is expert and smarter than other Arukha, although he is bored by this task. Maku would prefer to wander the lands to hunt and fight, consequently his patience is limited and temper is often lost: more than one overly bothering cultist has been devoured by this Orkhir. This is why most people tend to obey to Maku and leave the slaughterhouse as soon as possible.

MAKU, THE SLAUGHTERHOUSE'S ARUKHA

Type: humanoid **BP:** 110; **Movement:** 2 CP per 3 m (Max 30 m).
Fear Factor: 1d5; **Size:** 3t, **Natural Armor:** 3 (tough skin).
Character Traits: Constitution +6, Strength +6.
Feats: Night' Sight, Durable, Cold Immunity, Controlled Frenzy
Skills: Agility SV 7, Care SV 8, Entertainment SV 2, Faith SV 1, Knowledge SV 7, Shadow Arts SV 6, Vitner Craft SV 1.

Fighting SV 10	Armed Fighting 3 (2H Weapons 4), Battle Experience 3 (Fighter 5), Unarmed Fighting 3 (Brawling 3).
Wilderness SV 8	Hunting Experience 2 (Tracker 3).

Weapons: Twisted 2H Axe (WA 3, IM -6, PV/BV 9/90, Dmg 2d10 OR 7-10 +6 strength), Claws (Dmg 2d10 OR 10 +6 Strength).
Initiative: +3 (Battle Experience) -6 (2H Axe).
Rounds to spread **Combat points:** 2
Other Combat Details: +6 Melee damage (Strength), WA +1 to 2H weapons (2H weapons 4).
Combat points: Free 13 / Attacks & Parries 10 / Armed 6 (2H Weapons 8) / Unarmed 6 (Brawling 6).

Samples of Attacks (one of these):
(IM -3) 2H Axe SV 16, SV 15, SV 6.
(IM +3) Claws or Unarmed Brawl SV 15, SV 14, SV 6.

Maria Norim

The word "Pure Grace" seems to be a perfect fit for Maria Norim. She has long, dark, curly hair and, even though she is always modestly dressed, barefoot in a white shift, there is something majestic about her, her movements, her poise, her speech, and her gaze. Maria speaks with a soft, calming voice. There is something elvish in her nature, although those meet her cannot exactly explain what it is. Even if she is clearly human, Maria bears the noble blood of the Norim elves, whose nature was nearer to the old elvish gods than what every Korpikalli or Ilmalaini today living in Trudvang will ever be. In reality Maria is the perfect incarnation of the divine Norna the Wise, lacking only Snowsaga to make her a complete Norna.

Maria is well aware of the Snow Queen cult and the role which her father Hakka has. Nevertheless, shes will never betray her family, neither she will join the Ice cultists. Like her mother, Maria knows that the gods are moving the threads of fate and time will come for proper actions to be performed. Play Maria as somebody with immense charisma and wisdom, a mysterious aura of harmony with the nature and a general disregard for violence.

The following stats represent Maria as the young priestess of Vretgaard, but the GM is encouraged to ignore these stats to make Maria survive until the proper time comes or to give her different abilities not listed below. There is something divine inside Maria, after all, and it only awaits to be awaken.

MARIA NORIM
Age: 19; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma +4, Psyche +4.
Skills: Agility SV 7, Fighting SV 5, Shadow Arts SV 4, Vitner Craft SV 1.

Care SV 10	Healing & Drugs 1 (Extracts & Potions 3, First Aid & Nursing 5).
Entertainment SV 7	Storytelling 1 (Acting 2), Music & Dancing 1 (Dance 3, Singing & Playing Instruments 3).
Faith SV 9	Divine Power 1 (Faithful 2, Powerful 2), God Focus 1 (Composed 3), Invoke 3 (Stormkelt 3, Holy Tablets: Warmth of Sunvei 3, Wisdom of Windinna 3).
Knowledge SV 8	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 3, Lore & Legends: Stormlanders 3, Religion: Gerbanis 3, Religion: Ice Cult 3), Language 1 (Mother Tongue Vrok 3, Reading & Writing; Vrok 3).
Wilderness SV 7	Nature Knowledge 1 (Animal Friend 3, Botany 3).

Divine Capacity: 40 Basic SV for Divine Powers: 18.
Details of divine powers: +7 SV to remain focused, -7 on the Fatal Failure table (God Focus 1, Composed 3), +6 to bloodgifting rolls (Stormkelt 3).



Maria Norim

Equipment: Staff (WA 4, IM -3, PV/BV 6/60).
Initiative: -3 (staff).
Combat points: Free 5.
Samples of Attacks (one of these):
(IM -3) Staff SV 5.
(IM 0) Brawling SV 5.

Miri Grimme

This 16-years old girl is way more intelligent than most of her friends of here age, and she has a deep knowledge of history and heraldry. She has a stubborn nature, disliking the wedding that her father has planned with the miserable Huld Hagtorn. For the moment she knows that she must obey Oktar, but Miri hopes to find a way out of this situation, even an escape, maybe later on when she will leave Storhavn.

MIRI GRIMME
Age: 16; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-23 (-3) / 24-30 (-7) / > 30 (Dying).
Character Traits: Constitution -2, Intelligence +2, Psyche +2
Skills: Agility SV 6, Care SV 4, Entertainment SV 6, Faith SV 1, Fighting SV 3, Shadow Arts SV 3, Vitner Craft SV 1, Wilderness SV 4.

Knowledge SV 8	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 3, Lore & Legends: Stormlands 3, Religion-Gerbanis 3), Learning 1 (Insight: Heraldry 3), Language 1 (Mother Tongue Vrok 4, Read&Write: Vrok 3).

Equipment: -
Initiative: -
Combat points: Free 3
Samples of Attacks: (IM 0) Unarmed SV 3

Morkhan

As the only Vitner Weaver in service of Njordung, Morkhan is treated with certain respect. He has no interest in the Snow Queen and the Ice Cult, but the lord of Ysetur has handsomely paid him to prepare the murder of the Paater in Vortland. Morkhan was born a Wildfolk in Thoorkaal, in western Trudvang, and he is also a member of the "Order of the Shadow Snakes": renowned assassins who exploit vitner weaving for performing their dark duties. Few in Ysetur know that Morkhan is on the run after a failed assassination Majnjord, not just from those he had attempted to assassinate, but also from his order of vitner weaving assassins.

MORKHAN

Age: 34; **BP:** 30; **Movement:** 2 CP per 1 m (Max 12 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-23 (-3) / 24-30 (-7) / > 30 (Dying).
Character Traits: Intelligence +2, Dexterity +2, Constitution -2
Skills: Entertainment SV 2, Faith SV 1.

Agility SV 7	Battle Maneuver 3 (Evade 3), Body Control 3 (Ambidexterity 3, Jumping, Climbing & Balancing 3).
Care SV 6	Healing & Drugs 1 (Extracts & Potions 1).
Fighting SV 7	Armed Fighting 1 (Right 1H Light weapons 3, Left 1H Light Weapons 3), Battle Experience 1 (Combat Actions 3, Combat Reaction 3, Fighter 3), Unarmed Fighting 1.
Knowledge SV 8	Culture Knowledge - Wildfolk 1, Language 1 (Foreign Tongue: Rona 3, Foreign Tongue: Vrok 3, Mother Tongue: Wild Vrok 3, Silvertongue 3), Race Knowledge 1.
Shadow Arts SV 8	Shadowing 1 (Camouflage & Hiding 3, Sneak Attack 3, Walking in Shadows 3), Thievery 1 (Disguise 3, Locks & Traps 3, Shadow World 2).
Vitner Craft SV 10	Call of Vitner 2 (Darkhwitalja 3, Vitner Habit 2), Vitner Focus 2 (Potency 3), Vitner Shaping 2 (Sejding 3, Vyrding 3, Vitner Runes 3, Vitner Tablets: Delusion Vitner 3, Dimvitner 2, Flame Craft 4, Witchcraft 2, Power of Vision 3, Power of Thought 3).
Wilderness SV 7	Hunting Experience 1 (Tracking 3)
Vitner Capacity: 85	Basic SV for Vitner Spells: 18 (Sejding), 18 (Vyrding).

Details of vitner spells: -2 SV to remain focused and -2 fatal failures table (Vitner Focus 2), Dark Vitner (Darkhwitalja, no perfect results, fatal failure table 1d10 OR 8-10) - 1 cost levels (Delusion Vitner, Dimvitner, Flame Craft, Witchcraft), double cost levels (power of vision), silent casting (Vyrding) requires double time, Sejding require free hands, targets of its spells suffer -6 SV for resisting (Potency 3).
Equipment: Krum Sword (WA 4, IM -3, PV/BV 7/70, Dmg 1d10 OR 10), Seax Dagger (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10).
Initiative: +2 (Dexterity) +1 (Battle Experience) +6 (Combat Reaction) -3 (Krum Sword) -1 (Seax Dagger).
Other Combat Details: Shield-hand penalty reduced to -6 (Body Control 3, Ambidexterity 3), Sneak Attack +6 damage.
Combat points: Free 8 / Attacks & Parries 6 / Other actions 6 / Armed 1 (Right 1H Light Weapons 6, Left 1H Light Weapons 6) / Unarmed 1.
Samples of Attacks (one of these, shield hand penalties already calculated):
(IM +5) Krum Sword SV 12, SV 7, Seax Dagger SV 10, 6 points for other actions.
(IM +9) Brawling SV 15, 6 points for other actions.
(IM +9) Evade SV 16
Note: if well prepared for a fight Morkhan's blades will carry the same poison used by Gralj.

Njordung / Ise

Njordung is the mighty lord of the Blueax clan. He as always been a skillful warrior and a charismatic leader of men. His family owns wide lands, and some of them once belonged to the Hagtorns, before they fell from their power. Even if the main trading routes still favour Storhavn, the Blueax family has a powerful grasp on the trade of mastomant furs from the west and wulterfish meat and oil collected in Hrefing.

Nevertheless, Njordung is an ambitious man and, like all his ancestors, he longs for the power that the Blueax never had. The Hagtorn have been kings, the Saatigia are now kings in all but the name, but soon Wildland should see a Blueax king. Njordung would like Hrefing's wealth to surpass the prosperity of Storhavn. Unfortunately the old holding of the Grimme Swordjarls kept its importance even when copper dried in the Hagtorn mines. The Bluex clan deserves more than what it has, and Njordung himself cannot endure the prosperity of the Grimme Swordjarl or the power of the Saatigia Fylkjarl.

When Hakka Norim made him seeing a piece of Black Ice, the Snow Queen's whispers entered proudly into Njordung's dreams, and the Blueax Fylkjarl realized to be made for a greater destiny, maybe even greater than the kingdom of Wildland. It did not take long for Njordung to secretly become "Ise", the unknown leader of the new Ice cult. Njordung invested the mighty resources of his clan for the cult, and even managed to corrupt the Wulfr clan leader with promise of vengeance against the Uvail.

At the start of the campaign Njordung, alongside some of his brothers and hirdmen, has now been missing for half a year and nobody knows where he is. Fylkjarl Bhalgor has heard stories about the Blueax Fylkjarl hiring men in secret, but the Brycker could not understand the size of the threat which Njordung is preparing.

In the meanwhile, blessed by the Snow Queen, Njordung has become the leader of Ysetur. Hundreds of new cultists seem to be attracted each month in his stronghold. He has started secret trade with some elements among the Buratja dwarves. The giant Blodughadda has even sent him orkhirs and the Dreadaxyrs, the elite Ark warriors, although Njordung is still uncertain whether to accept or not Blodughadda's rule. He knows that the giant is the chosen of the Snow Queen, but the goddess is a capricious entity who has already given Njordung all the power that he wanted, and she has promised even more … Soon the whole Wildland will be submitted under his armies …

NJORDUNG / ISE

Age: 49; **BP:** 38; **Movement:** 2 CP per 1 m (Max 10 m, 8m if in armor)
Damage levels: 1-10 (0) / 11-20 (-1) / 21-29 (-3) / 30-38 (-7) / > 38 (Dying).
Character Traits: Constitution +4, Strength +2, Psyche +2.
Skills: Entertainment SV 5, Faith SV 8, Shadow Arts SV 4, Vitner Craft SV 1.

Agility SV 8	Battle Maneuver 1 (Evade 3, Ironclad 3), Body Control 3 (Ambidexterity 3, Swimming 2), Horsemanship 1 (Riding 1).
Care SV 8	Handler 1 (Commander 3, Sage 1).
Fighting SV 9	Armed Fighting 1 (Right 1H Heavy Weapons 3, Left 1H Heavy Weapons 3), Battle Experience 2 (Armor Bearer 3, Combat Reactions 3, Fighter 3), Unarmed Fighting 1 (Brawling 3).
Knowledge SV 7	Culture Knowledge - Stormlander 1 (Religion: Ice Cult: 3), Language 1 (Mother Tongue: Vrok 3, Silvertongue 3).
Wilderness SV 9	Geography 1 (City Knowledge: Hrefing 3, Land Knowledge: Wildland 3), Hunting Experience 1 (Tracking 3, Hunting & Fishing 3, Wilderness Signs 3), Seafarer 1.

Equipment (if he can retrieve his objects): "Broke" and "Stuke", two sacred dwarven battleaxes in Mitraka (WA 3, IM -3, PV/ BV 9/90, dmg 1d10 OR 8-10 +2 strength. As long as the two axes are held together, each give +2 SV per hand per round), Legendary-quality full plate armor with horned helmet, silks and mastomant furs inside (PV/ BV 12/120, Heft 8 reduced to 5, MM – 2 m, IM -2).
Equipment (if the PCs stole his objects): 2 Bearded Axes (WA 3, IM -5, PV/BV 8/80, Dmg 1d10 OR 9-10 +2 strength), , Double chain mail (PV/BV 8/80, Heft 8 reduced to 5 due to Ironclad: MM -2 m, IM -2).
Initiative: +2 (Battle Experience) +6 (Combat Reaction) -2 (armor) -3 (Broke) -3 (Stuke) -5 (Bearded Axe) -5 (Bearded Axe).
Other Combat Details: +2 melee damage (Strength), armors up to Heft 6 (Armor Bearer 3), Heft -3 (Ironclad 3), Shield-hand penalty reduced to -6 (Body Control 3, Ambidexterity 3).
Combat points: Free 11 / Attacks & Parries 6 / Armed 1 (Right 1H Heavy Weapons 6, Left 1H Heavy Weapons 6) / Unarmed 1 (Brawling 6).
Samples of Attacks (one of these)**:**
(IM +2 or 0 if in armor) Broke SV 13, SV 13, Stuke SV 10, SV 10
(IM -2 or -4 if in armor) Bearded Axe SV 12, SV 12, Bearded Axe SV 11
(IM +8 r +6 if in armor) Brawling SV 12, SV 12.
(IM +8 r +6 if in armor) Evade SV 115
Note: there are two sets of equipments, in case the PCs stole the main weapons from Njordung's chamber. If the GM thinks Njordung to be too tough a fight, a possibility is to make the PCs meet him while he is without armors, maybe performing sacrifices for her queen.

Norims

The other members of the Norim family are all Hakka' sons and nephews, although not from Linn. They bear some trace of elvish blood in their facial features, although they are all rough and insidious as animal predators or lesser versions of Hakka. All the Norims, even those who work as fishermen in Vretgaard, are well adapted to an isolated life as woodmen and hunters in the forest, meeting other people only when needed. When the Snow Queen' call came, their blood could not help but answering Valsinka's commands.

NORIMS

Age: various; **BP:** 32; **Movement:** 2 CP per 1 m (Max 12 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Dexterity +2
Skills: Care SV 6, Entertainment SV 3, Faith SV 1, Vitner Craft SV 1

Agility SV 7	Battle Maneuver 1 (Evade 2), Body Control 1 (Jumping, Climbing & Balancing 3, Swimming 3), Battle Maneuver 1 (Evade 3).
Fighting SV 7	Armed Fighting 1 (Right 1H Light Weapons 2, Bows & Sling 2), Battle Experience 1 (Combat Reaction 2), Unarmed 1 (Brawling 2).
Knowledge SV 7	Culture Knowledge -Stormlander 1 (Religion-Ice Cult 3), Language 1 (Mother Tongue Vrok 3).
Shadow Arts SV 8	Shadowing 1 (Camouflage & Hiding 3, Sneak Attack 3, Walking in Shadows 3).
Wilderness SV 9	Geography 1 (Land Knowledge: Wildland 3), Hunting Experience 1 (Carve & Butcher 3, Hunting & Fishing 3, Tracker 3, Wilderness Signs 3), Nature Knowledge 1 (Animal Friend 3), Survival 1 (Pathwalker 3, Terrain Experience: Forest 3, Weathered 3).

Equipment: Seax Knife (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10), Hunting Bow (WA 3, IM -2, PV/BV 2/20, range 2-30/31-80, Dmg 1d10 OR 10) and arrows.
Initiative: +2 (Dexterity)+1 (Battle Experience) +4 (Combat Reaction) -1 (Seax Knife) -2 (Hunting Bow).
Other Combat Details: Sneak Attack +6 damage.
Combat points: Free 8 / Armed 1 (Right 1H Light Weapons 4, Bows & Slings 4), Unarmed 1 (Brawling 4).
Samples of Attacks (one of these)**:**
(IM +6) Seax Knife SV 13
(IM +5) Hunting Bow SV 8, SV 5.
(IM +7) Brawling SV 13
(IM +7) Evade SV 12

Nymph of the Darkwoods

While traveling from North Hall to Vretgaard the PCs will be targeted by a Nymph of the Darkwoods. She looks like a naked girl with cold dead eyes which tries to remain hidden in the wood. Nymphs are usually dangerous but this one has developed a more innocuous interest towards the PCs, as well as an ability to control the victims with her songs without alluring them with desire, and for reasons other than killing them. More information about the nymphs can be found in Jorgi's Bestiary p.93-95. For the sake of this campaign there is no need for the nymph' full stats. The PCs are not meant to harm or kill the nymph, but just to spot her and advance the sense of mystery of the Darkwoods. Just use the following rules.

The nymph will try to control one of the PCs with a subtle, enchanting song. The victim must make a Situation Roll on SV 10 (modified by Psyche). On a failure the victim will be obliged to do a minor task such as gathering food or singing a song for her. When the task is completed, the victim will wake up, just getting glimpses of the nymph running away and laughing, without any real possibility to catch her.

Successful Shadow Arts skills roll with the Finding & Spotting specialty will make the PCs to spot the nymph, although the creature disappears before they can catch her. Her joyous laughter will be heard in the woods.

Remi Sorva

Remi has grown up understanding that value of his family's duty as undertakers, which is the only reason why they are not thralls like their ancestors once were. As the Sorva family leader, Remi is so obsessed with death to the point of being insane. He is always singing or even whistling old, traditional funerary dirges while he speaks only about old stories on disers, draugrs and other cursed beings of the mist. The Snow Queen could well exploit Remi's delusion and the undertaker is nowadays one of the most fervent cultists in Storhavn, like most member of his family.

The following stats represent Remi as a novice necromancer, since listening to the Snow Queen's whispers have given him some insight on death, although the undertaker has thus far developed only very basic notions of vitner magic.



Remi Sorva

REMI SORVA

Age: 50; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma -1, Psyche +4 (this is the strength of Remi's insanity!).
Skills: Agility SV 6, Care SV 6, Faith SV 1, Wilderness SV 7
Entertainment SV 5 Music & Dancing 1, Storytelling 1.

Fighting SV 7	Armed Fighting 1 (Right 1H Light Weapons 1), Unarmed 1 (Brawling 1).
Knowledge SV 8	Culture Knowledge-Stormlander 1 (Lore & Legends 3, Religion: Ice Cult 3), Language 1 (Mother Tongue Vrok 3, Silvertongue 3).
Shadow Arts SV 8	Shadowing 1 (Camouflage & Hiding 2, Sneak Attack 3, Walking in the Shadows 2)
Vitner Craft SV 8	Call of Vitner 1 (Darkhwitalja 1), Vitner Shaping 1 (Galding 2, Vitner Tablets: Dimvitner 2)

Equipment: Seax Dagger (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10).
Initiative: -1 (Seax Dagger).
Other Combat Details: Sneak Attack +6 damage.
Vitner Capacity: 31 Basic SV for Vitner Spells: 13.
Details of vitner spells: Dark Vitner (Darkhwitalja, no perfect results, fatal failure table 1d10 OR 8-10), -1 cost levels (Dimvitner), casting requires singing (Galding)
Combat points: Free 7 / Armed 1 (Right 1H Light Weapons 2) / Unarmed 1 (Brawling 2).
Samples of Attacks (one of these)**:**
(IM -1) Seax Dagger SV 10
(IM 0) Brawling SV 10

Rendre Haugskalp / Istunga / Icetongue

When Rendre was 16-years old when his father, Fylkjarl Raak Wulfr, exiled and deprived him of both title and name. Swordjarl Oktar Grimme took Rendre as his own son, educating and making him the Grimme clan foremost mouthpiece and messenger.

Rendre is always dressed in a black bear skin mantle, silver rings and red clothes embroidered with symbols of the Gerbanian faith. Around his neck, he carries a heavy golden chain with a silver and golf medallion bearing the Grimme clan crest: an eagle in front of a pointed mountain peak, enclosed by a wreath.

Talentuous and skillful, Rendre always gives impression of high nobility, speaking with a calm and charismatic tone. However, the placid appearances hide a rebellious and ambitious nature, not prone to submit to others' authority. His soul is secretly torn by inner conflicts, fractured between opposing desires. Rendre loves Oktar Grimme as a father, but the frustration of having lost his place in the Wulfr clan made him an easy prey for the Snow Queen's whispers. This will lead to Oktar' demise as Rendre secretly becomes Ylva Vrudnah's lover and also the leader of the Ice Cult in Storhavn.

Rendre is an important character which will recur in the campaign more than once. His destiny is not scripted and it will depends on the player characters' actions and the GM's decisions.



Rendre Haugskalp

RENDRE HAUGSKALP / ISTUNGA / ICETONGUE
Age: 33; **BP:** 32; **Movement:** 2 CP per 1 m (Max 12 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma +2, Dexterity +2, Intelligence +2
Skills: Faith SV 7, Vitner Craft SV 1

Agility SV 8	Body Control 2 (Ambidexterity 3, Swimming 2), Battle Maneuver 1 (Evade 3, Ironclad 2), Horsemanship 1 (Riding 3).
Care SV 10	Handicraft 1, Handler 1 (Sage 2), Tradesman 1 (Trader 4)
Entertainment SV 7	Storytelling 1 (Acting 3, Libel 3).
Fighting SV 7	Armed Fighting 1 (Right 1H Heavy Weapons 3, Left 1H Light Weapons 3), Battle Experience 1 (Armor Bearer 1, Combat Reaction 2).
Knowledge SV 10	Culture Knowledge -Stormlander 1 (Religion-Gerbanis 1, Religion-Ice Cult 2), Language 2 (Calculate 2, Mother Tongue Vrok 3, Bribery 2, Foreign Tongue: Futhark 2, Reading & Writing: Vrok 2, Silvertongue 4).
Shadow Arts SV 8	Shadowing 1 (Camouflage & Hiding 2, Sneak Attack 3, Walking in Shadows 2), Thievery 1 (Disguise 2, Shadow World 2).
Wilderness SV 7	Geography 1 (City Knowledge: Storhavn 3, Land Knowledge: Wildland 3), Seafarer 1 (Navigation 1).

Equipment: Arming Sword (WA 3, IM -4, PV/BV 6/60, Dmg 1d10 OR 9-10 +2), Seax Dagger (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10+2), Hardened Leather Armor (PV/BV 3/30, Heft 3 reduced to 1 due to Ironclad: MM0, IM0).
Initiative: +2 (Dexterity) +1 (Battle Experience) +4 (Combat Reaction) -4 (Arming Sword) -1 (Seax Dagger).
Other Combat Details: +2 Melee damage (Special Wildbron feature), Heft -2 (Ironclad 2), armors up to Heft 2 (Armor Bearer 1), shield-hand penalty reduced to -7 (Body Control 2, Ambidexterity 3), Sneak Attack +6 damage, mounted combat costs only 6 CP (Riding 3).
Combat points: Free 8 / Armed 1 (Right 1H Heavy Weapons 6, Left 1H Light Weapons 6).
Samples of Attacks (one of these), off-hand modifiers already calculated:
(IM +2) Arming Sword SV 14, Seax Dagger SV 8
(IM +2) Arming Sword SV 7, SV 7, Seax Dagger SV 8
(IM +7) Brawling SV 8.
(IM +7) Evade SV 15
Note: as the son of Raak Wulfr, Rendre is of pure Wildbron blood, giving him a bonus of +2 to melee damage. He will initially refuse such a heritage, but the bloodthirsty nature of his blood will soon make Rendre to feel its call.

Rurik, Meldor and Salak, the three knights

On the other side of Trudvang, in Westmark, a relic was found with inscriptions about Norna's Prophecy. The religious authorities of the Tenet of Nid understood the threat which was preparing in the East. Their prayers gave them insight on this darkness which, after having conquered the Stormlands, could potentially threaten even the west. Consequently three special, brave warriors devoted to the Tenet of Nid were sent to investigate and fight this evil. These three are both Knights of the Rowthguard and "shadowers" or expert infiltrators.

Rurik, Meldor and Salak are robust and tall, for Westamarkian standards, and they know how to blend with local population. They have been chosen since this is not their first mission in the Stormlands, although they do not have much experience with Wildland. They can speak Vrok and act as if they are new recruits of the Ice cult from Edjland, one of the few Stormlands where blues eyes and fair hair are so common that they do not look like stranger features. On the other hand, they are obstinate in keeping their multiple braids. Nevertheless, Stormlander hair styles can be so different among the various clans and tribes that this purely Virann style does not betray them.

Rurik, Meldor, and Salak are all dressed in Stormlander styles, although their weapons, equipment and clothes are all so brand new and of such a high quality that they could not be anything else but very successful, wealthy mercenary hirdmen. They even ride warhorses of such a quality which very few people in the Stormlands have ever seen, excluding jarls and rich men. When the characters meet them, they are wearing expensive mastomant furs, and are therefore ready to face the hardest of winters. However, their masquerade is not perfect. Their knowledge of the Ice Cult is limited, as it is also their knowledge of Edjland, their supposed motherland. Consequently they only answer yes or no to questions, in order not to be discovered. Otherwise they are extremely quiet, more focused in listening and getting information, rather than in revealing anything.

They will arrive in Storhavn at the same time as the character get there, but they will meet them only during the travel to Ysetur. The three knights are supposed to help the characters in their fight against the darkness. However, do not take such alliance for granted. Even if their purposes may be the same, the three knights do not trust strangers and antipathies can develop if among the PCs there is any fanatic Gerbanian.

RURIK, MELDOR AND SALAK, THE THREE KNIGHTS

Age: 30; **BP:** 36; **Movement:** 2 CP per 1 m (Max 10 m, 9 m with mastomant furs)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / > 36 (Dying).
Character Traits: Dexterity +2, Constitution +4.
Skills: Care SV 4, Entertainment SV 4, Vitner Craft SV 1

Agility SV 8	Battle Maneuver 1 (Evade 2, Ironclad 3), Horsemanship 3 (Riding 3).
Faith SV 7	Divine Power 1 (Faithful 2, Powerful 1), God Focus 1 (Composed 2, Lighting-quick Invocation 2), Invoke 3 (Gavlian 3, Holy Tablets: Knight 3, Grace 1, Voices 1).
Fighting SV 9	Armed Fighting 1 (Right 1H Heavy Weapons 3, Shield Bearer 3), Battle Experience 1 (Armor Bearer 3, Fighter 3, Combat Reaction 3), Unarmed Fighting 1 (Brawling 3).
Knowledge SV 7	Culture Knowledge - Viranns 1 (Religion – Tenet of Nid 3), Culture Knowledge -Stormlander 1, Language 2 (Mother Tongue Rona 3, Foreign Tongue: Vrok 3, Reading & Writing Rona 3, Reading & Writing Vrok 2, Silvertongue 2).
Shadow Arts SV 8	Shadowing 1 (Camouflage & Hiding 3, Sneak Attack 1, Walking in Shadows 3), Thievery 1 (Disguise 3, Locks & Traps 2).
Wilderness SV 7	Geography 1 (Orienteering & Cartography 1), Nature Knowledge 1 (Animal Friend 2), Survival 1 (Camper 3, Pathwalker 3, Weathered 3).

Divine Capacity: 31 Basic SV for Divine Powers: 16.
Details of divine powers: +5 SV to remain focused, -5 on the Fatal Failure table (God Focus 1, Composed 2), +4 IM on divine powers (Lighting-quick Invocations 2), +6 to prayers (Gavlian 3).
Equipment: Masterful-Quality Battle Axe (WA 3, IM -4, PV/BV 8/80, Dmg 1d10 OR 9-10, +2 CP locked to this axe), Capital-Quality medium iron-reinforced Shield (WA 2, IM -2, PV/BV 7/70, +1 CP locked to this shield), thick clothes in mastomant furs (PV/BV 4/40, Heft 6 reduced to 3 due to Ironclad: MM -1 m. IM -1, immune to the "Hrim body" ability), Excellent combat-trained large horse (while mounted +3 SV to the rider and -3 SV to enemies, +6 SV Kick Attacks), 3 doses of Gavespring potion (identical to gavespring, GM Guide page 91).
Initiative: +2 (Dexterity) +1 (Battle Experience) +6 (Combat Reaction) -4 (Battle Axe) -2 (Shield).
Other Combat Details: Heft -3 (Ironclad 3), armors up to Heft 6 (Armor Bearer 3), Heft -3 (Ironclad 3), no shield penalty (Shield Bearer 3), Sneak Attack +2 damage, mounted combat costs only 6 CP (Riding 3).
Combat points: Free 10 / Attacks & Parries 6 / Armed 1 (Right 1H Heavy Weapons 6, Shields 6), Masterful-Quality Axe 2, Capital-Quality Shield 1 / Unarmed 1 (Brawling 6).
Samples of Attacks (one of these)**:**
(IM +3) Battle Axe SV 13, SV 12, Shield SV 17.
(IM +3) Battle Axe SV 18, SV 7, Shield SV 10, SV 7.
(IM +9 or +8 if in armor) Brawling SV 15, SV 8
(IM +9 or +8 if in armor) Evade SV 13

Siris Hjelm

After so many years spent for the Hjelm family, Siris felt pure frustration when his husband Turulf ignored her for Anna, the younger wife. The Snow Queen exploited such a situation and Siris is now the most active member of the Ice Cult in Vretgaard, waiting for the moment when she will sacrifice Anna and her children for her cult. The mistress has given her a power that Siris has never felt throughout her life and all the local cultists wait for her orders. Siris openly acts as the mother of the whole village, taking care of all the children, a fact which give her the trust of all the villagers. When the right moment will come this trust will suffer heavy blow, as Siris will exploit it to commit the most heinous acts.

The following stats represent the fact that Siris mysteriously and secretly received some basic training in witchcraft due to the Snow Queen's blessing.

SIRI HJELM

Age: 50; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma +2, Psyche +2.
Skills: Agility SV 5, Faith SV 1, Wilderness SV 7

Care SV 7	Tradesman 1 (Peasant 2).
Entertainment SV 7	Storytelling 1 (Libel 1).
Fighting SV 6	Armed Fighting 1 (Right 1H Light Weapons 1).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Religion: Ice Cult 3), Language 2 (Mother Tongue Vrok 3, Silvertongue 3).
Shadow Arts SV 7	Shadowing 1 (Camouflage & Hiding 3, Sneak Attack 2, Walking in the Shadows 2)
Vitner Craft SV 8	Call of Vitner 2 (Darkhwitalja 1), Vitner Shaping 2 (Vyrding 3, Vitner Tablets: Witchcraft 2, Wind Craft 2)

Equipment: Seax Dagger (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10).
Initiative: -1 (Seax Dagger).
Other Combat Details: Sneak Attack +4 damage.
Vitner Capacity: 37 Basic SV for Vitner Spells: 16.
Details of vitner spells: Dark Vitner (Darkhwitalja, no perfect results, fatal failure table 1d10 OR 8-10), -1 cost levels (Witchcraft, Windcraft), Casting requires double time (Vyrding).
Combat points: Free 6 / Armed 1 (Right 1H Light Weapons 2).
Samples of Attacks (one of these)**:**
(IM -1) Seax Dagger SV 9
(IM 0) Brawling SV 6

Special: the Snow Queen has mystically granted Siris the ability to invoke the Great Winter Storm and to perform the High Rituals. These effects are described in the text and therefore they do not need to have proper mechanics here.

Sote, the Thrall

Sote is a short, slightly-built 19-years old thrall who serves the Hagtorn family. Fylkjarl Tomus trust him as the main messenger of Vretgaard since the young slave is the best horse rider in the village and the Fylkjarl knows Sote will never run away. Sote is respectful towards his master, Tomus, but he is also always careful to deal with free men, since he know how low if the condition of thralls in Wildland. In particular he pities Huld Hagtorn (which Sote also suspects to be his half-brother), but he also knows how dangerous the young, frustrated Hagtorn heir can be, especially toward inferiors like him. Sote knows a lot about his fellow villagers, since not many of them seem to care about the thrall observing them. Maria Norim seems to be the only one who treats Sote respectfully and the young thrall, like many others, is at least partly in love with her.



Sote

SOTE, THE THRALL

Age: 19; **BP:** 32; **Movement:** 2 CP per 1 m (Max 14 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Dexterity +4
Skills: Entertainment SV 4, Faith SV 1, Fighting SV 7, Vitner Craft SV 1

Agility SV 8	Horsemanship 1 (Driving Wagon 3, Riding 3).
Care SV 7	Tradesman 1 (Peasant 2)
Knowledge SV 7	Culture Knowledge-Stormlander 1, Language 1 (Mother Tongue Vrok 3).
Shadow Arts SV 8	Shadowing 1 (Camouflage & Hiding 3, Finding & Spotting 2)
Wilderness SV 7	Geography 1 (Land Knowledge: Wildland 2, Orienteering & Cartography 2), Nature Knowledge 1 (Animal friend 2), Survival 1 (Camper 1, Weathered 2).

Equipment: Seax Dagger (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10), capable-level sprint-trained normal horse owned by Fylkjarl Hagtorn (+40% movement).
Initiative: +4 (Dexterity) -1 (Seax Dagger).
Other Combat Details: mounted combat costs only 6 CP (Riding 3).
Combat points: Free 7
Samples of Attacks (one of these), off-hand modifiers already calculated:
(IM +3) Seax Dagger SV 7
(IM +4) Unarmed Brawl SV 7.

Stonehinje

These large humanoids are totally made of stone. Nobody knows how they are kept alive, although the sagas speak about powerful vitner or secret arts of dwarven lore. The Stonehinje can sleep for centuries among the rocks, only to wake up and fight potential threats. They are usually guarding the entry to dwarven colonies. These stats represent the various Stonehinje who guard the ways to Soothome and Soothbrand. For more information on the Stonehinjes see Jorgi's bestiary p. 98-100.

STONEHINJE

Type: humanoid **BP:** 80-100; **Movement:** 2 CP per 3 m (Max 18 m).
Fear Factor: 1d10; **Size:** 3t, **Natural Armor:** 5.
Damage levels: (for 90 BP): 1-23 (0) / 24-46 (-1) / 47-68 (-3) / 69-90 (-7) / > 90 (Dying).
Character Traits: Strength +6
Feats: Immune to Fire and Cold, Metamorph, Night' Sight.
Weapons: Unarmed (damage 1d10 OR10 +6), Two-Handed Stone Axe (WA 2, IM -6, PV/BV 9/90, dmg 2d10 OR 7-10+6).
Initiative: -6 (base) -6 (Stone Axe)
Number of Rounds to spend CP: 2
Combat points: Free 10 / Attacks & Parries 14.
Samples of Attacks (each to be spread in 2 rounds):
(IM -12) 2H Stone Axe SV 14, SV 10.
(IM -6) Unarmed SV 13, SV 11.
Feats: Immune to Fire and Cold. This work with both magic and natural versions.
Metamorph. The creature can turn into stone and blend with it. Only magical effects may discover it.
Night' Sight. The Stonehinje can see without a light source, as if it were a day.

Svhaanur

Born in a Wildfolk tribe of the west, Svhaanur does not really look like one of his people, but for his dark skin. He is a tall, thickly-built and fat man. He was enslaved as a child and his cruel master taught him a cruel art. He knew that Svhaanur was not made for the wild life of the forest, although his savage nature and depraved soul would have fueled a passion for the art of the torturer. Svhaanur is nowadays a loathing man whose only interest and talent is to make people suffering. This is the main reason why he came to serve the Ice Cult. He once used to wander Trudvang selling his skills to evil jarls and kings, but with the Snow Queen's worshippers, Svhaanur just found the level of depravity is was dreaming for. He rules above a squad of other torturers and executioners, which are all his bastards, since Svhaanur is such a degenerate person which is not above raping prisoners, although he enjoys somehow training his sons as copies of himself. When wandering around the depths of Ysetur, the fat man likes to go bare-chested, with some of instruments of sufferings always at his belt. He is not an expert fighter, since he is used to inflict pain on prisoners, but he knows how to exploit his natural strength to kill.

SVHAANUR

Age: 55; **BP:** 36; **Movement:** 2 CP per 1 m (Max 8 m)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / > 36 (Dying).
Character Traits: Charisma -4, Dexterity -2, Strength +4
Skills: Agility SV 3, Entertainment SV 5, Faith SV 1, Vitner Craft SV 1, Wilderness SV 5

Care SV 5	Healing & Drugs 1
Fighting SV 7	Armed Fighting 1 (Right 1H Light Weapons 2, Two-Handed Weapons 2), Unarmed 1 (Brawling 2, Wrestling 2).
Knowledge SV 7	Culture Knowledge - Wildfolk 1, Language 1 (Mother Tongue: Wild Vrok 3, Foreign Tongue: Vrok 3, Silvertongue 3).
Shadow Arts SV 7	Shadowing 1 (Sneak Attack 3).

Equipment: Seax Dagger (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10 +4), Maul (WA 2, IM -7, PV/BV 10/100, Dmg 1d10 OR 8-10 +4).
Initiative: -2 (dexterity) -1 (dagger) -7 (maul).
Other Combat Details: +4 melee damage (Strength), Sneak Attack +6 damage.
Combat points: Free 7 / Armed 1 (Right 1H Light Weapons 4, 2H Weapons 4) / Unarmed 1 (Brawling 4, Wrestling 4).
Samples of Attacks (one of these)**:**
(IM -8) Maul SV 12.
(IM -3) Seax Dagger SV 12
(IM -2) Brawling SV 12

Svhaanur's Men

All the executioners and torturers in Ysetur are Svhaanur's bastards and resemble him in many ways. They tend to be fat and tall. Their souls are cruel and degenerate, longing only for their victims' sufferings. They all blindly obey their father, fearing his wrath and cruelty. All of them are usually dirty and barely dressed.

SVHAANUR'S MEN

Age: various; **BP:** 34; **Movement:** 2 CP per 1 m (Max 8 m)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).
Character Traits: Charisma -2, Dexterity -2, Strength +2
Skills: Agility SV 3, Entertainment SV 5, Faith SV 1, Vitner Craft SV 1, Wilderness SV 2

Care SV 4	Healing & Drugs 1
Fighting SV 6	Armed Fighting 1 (Right 1H Light Weapons 2), Unarmed 1.
Knowledge SV 7	Culture Knowledge - Wildfolk 1, Language 1 (Mother Tongue: Vrok 3, Silvertongue 2).
Shadow Arts SV 7	Shadowing 1 (Sneak Attack 2).

Equipment: Seax Dagger (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10 +2).
Initiative: -2 (dexterity) -1 (dagger) -7 (maul).
Other Combat Details: +2 melee damage (Strength), Sneak Attack +4 damage.
Combat points: Free 6 / Armed 1 (Right 1H Light Weapons 4) / Unarmed 1.
Samples of Attacks (one of these)**:**
(IM -3) Seax Dagger SV 11
(IM -2) Brawling SV 7

Swordjarl Oktar Grimme

Oktar is the swordjarl of Storhavn, the wealthiest man in Wildland and the man that everybody wants to know and befriend. He has a talent for lightening other people's mood, especially since Oktar is the most generous jarl one can think about. However, the premature life has both given to and taken much from Oktar. The premature death of his beloved wife Madeleine somehow quickened the swordjarl's aging, well beyond his 50 years. The beauty of Ylva and Lise, his two concubines, is envied by many men but Oktar's seem only interested in the only thing that he misses: a heir. All his hope is focused on his daughter, Miri, for whom Swordjarl Grimme has arranged a marriage which will likely produce a worthy heir. Oktar also deeply trusts Rendre Haugskalp which he has come to love as a son.

Okatr Grimme is always well-dressed in white with clothes embroidered with Gerbanian symbols. He also always wears a medallion with the Grimme Clan's crest, identical to Rendre's one, although in the Oktar's medallion the eagle has a diamond between his talons, to signify his role as clan leader and swordjarl.

The following stats represent Oktar in this phase of his life: he is old, experienced but he also left active adventuring life long ago, busy as he is in administering his house. He is rarely armed and armored, since he relies on his hirdmen for protection. He nevertheless keeps an old, precious sword, although he has not used it since long ago.



Oktar Grimme

SWORDJARL OKTAR GRIMME

Age: 58; **BP:** 30; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-23 (-3) / 24-30 (-7) / > 30 (Dying).
Character Traits: Constitution -2, Charisma +4, Intelligence +2
Skills: Agility SV 5, Entertainment SV 7, Faith SV 7, Shadow Arts SV 6, Vitner Craft SV 1
Care SV 10 Handicraft 1, Handler 1 (Sage 4, Commander 2), Tradesman 1 (Trader 5)
Fighting SV 8 Armed Fighting 1 (Right 1H Heavy Weapons 3, Shield Bearer 2), Battle Experience 1 (Armor Bearer 3, Combat Reaction 3).
Knowledge SV 10 Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 3, Lore & Legends: Stormlands 3, Religion-Gerbanis 3), Language 2 (Calculate 4, Mother Tongue Vrok 5, Bribery 3, Foreign Tongue: Futhark 3, Foreign Tongue: Rona 3, Reading & Writing; Vrok 3, Silvertongue 5).
Wilderness SV 10 Geography 2 (City Knowledge: Storhavn 5, Land Knowledge: Wildland 5), Seafarer 2 (Navigation 3, Seaman 3).
Equipment: Capital-quality, old Arming Sword (WA 3, IM -4, PV/BV 6/60, Dmg 1d10 OR 9-10. It grants a bonus of +1CP locked to this sword), Seax Dagger (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10), Hardened Leather Armor (PV/BV 3/30, Heft 3 reduced to 1 due to Ironclad: MM0, IM0).
Initiative: +1 (Battle Experience) +6 (Combat Reaction) -4 (Arming Sword).
Other Combat Details: armors up to Heft 6 (Armor Bearer 3), no shield penalty (Shield Bearer 2).
Combat points: Free 8 / Armed 1 (Right 1H Heavy Weapons 6, Shields 4), Capital-quality Sword 1.
Samples of Attacks (one of these), off-hand modifiers already calculated:
(IM +3) Arming Sword SV 16
(IM +3) Arming Sword SV 8, SV 8

Thorn Beast

These flying creatures resemble gigantic crosses between reptiles and bats. The first Thorn Beasts were created by the Arks by feeding bats with Thorn Root, however the species then became widespread, and the Thorn Beasts can reproduce even without using bats. The Arks like to raise these beasts and ride them in battle. More information on the Thorn Beasts can be found in Jorgi's bestiary p. 25-27.

THORN BEAST

Type: winged creature **BP:** 153-188; **Movement:** land 2 CP per 6m (max 18m), Flying 2 CP per 12 m (Max 36 m).
Fear Factor: 1d10 (OR 7-10); **Size:** 6t, **Natural Armor:** 3.
Damage levels: (for 171 BP): 1-43 (0) / 44-86 (-1) / 47-68 (-3) / 87-129 (-7) / > 130 (Dying).
Feats: Attack from above, Night' Sight, Terrifying Stench.
Weapons: Bite (dmg 2d10 OR 8-10 +6), Claws (dmg 2d10 OR 9-10 +6).
Initiative: +4 (base).
Number of Rounds to spend CP: 3
Combat points: Free 7 / Bite 6, Claws 14.
Samples of Attacks (to be spread in 3 rounds):
(IM +4) Bite SV 12, Claws SV 8, SV 7.
Feats: Attack from Above. To start this attack the beast must succeed as SV 8 roll. In case of success the OR of the weapon damages is increased by 1 (e.g. 2d10 OR 8-10 becomes 2d10 OR 7-10). Only one attack like this every 6 rounds. Those who face this flyby attack may suffer -3 SV on attacking the beast but can get +2 SV on parries.
Night' Sight. The beast can see with a weak light, as if it were a day.
Terrifying Stench. A human can feel the beast' tremendous decaying stench at about 50 m. Those who are closer (5 m) gain 1d10 (OR 9-10) Fear Points (this does not apply to riders, tamers and those who are used to the stench).

Torulf Hjelm

The head of the Hjelm family is a large, 75-years old man who appears younger than his years. Torulf is robust, read-headed man with a bushy beard, leading a large clan of workmen, all in service of the Hagtorn as woodmen, herders and smiths. With his five brothers, four wives and the eight children, Torulf is a deeply optimistic man, loving his life, despise the hardships through which the Hjelms have been constantly been through. However, Turulf is also a deeply superstitious man, disliking to get near to the abandoned houses. He is well aware of the tragic destiny of the previous owner and those dwellings are the only things which Torulf really fears.



Torulf Hjelm



Ulgar

TORULF HJELM

Age: 75; **BP:** 34; **Movement:** 2 CP per 1 m (Max 6 m)
Damage levels: 1-9 (0) / 10-18 (-1) / 19-26 (-3) / 27-34 (-7) / > 34 (Dying).
Character Traits: Constitution +2, Dexterity -4.
Skills: Agility SV 5, Entertainment SV 7, Faith SV 1, Shadow Arts SV 6, Vitner Craft SV 1

Care SV 9	Handicraft 1 (Hard Materials 3, Soft Materials 1), Tradesman 1 (Peasant 3).
Fighting SV 7	Armed Fighting 1 (Right 1H Heavy Weapons 3, Shield Bearer 3), Battle Experience 1 (Fighter 3), Unarmed Fighting 1 (Brawling 3, Wrestling 3).
Knowledge SV 7	Culture Knowledge-Stormlander 1 (Customs & Law: Stormlands 1), Language 1 (Mother Tongue Vrok 3).
Wilderness SV 9	Geography 1 (Land Knowledge: Wildland 2), Hunting Experience 1 (Tracker 2, Wilderness Signs 2), Nature Knowledge 1 (Animal Friend 2), Survival 1 (Camper 2, Weathered 3).

Equipment: Bearded Axe (WA 3, IM -5, PV/BV 8/80, Damage 1d10 OR 9-10), medium Shield (WA 2, IM -2, PV/BV 5/50).
Initiative: -4 (Dexterity) +1 (Battle Experience) - 5 (Bearded Axe) -2 (Shield).
Other Combat Details: No shield penalty (Shield Bearer 3).
Combat points: Free 8 / Attacks & Parries 6 /Armed 1 (Right 1H Heavy Weapons 6, Shields 6) / Unarmed 1 (Brawling 6, Wrestling 6).
Samples of Attacks (one of these)**:**
(IM -10) Bearded Axe SV 13, SV 8, Shield SV 14
(IM -3) Brawling SV 15.

Ulgar Blueax, the Ice Blotpriest

As Njordung's half-brother and close confidant, Ulgar was soon ensorcelled by the Snow Queen's charms. He became so fanatically devoted that her dark mistress blessed him with her powers, something which is very rare these days. Ulgar is one of the few existing Ice Blotpriests, a class of faithful cultists whose souls are completely enthralled to the Black Ice, and whose number the Snow Queen plans to expand in the future, to act as rulers of the whole Wildland. While waiting for those blessed days, Ulgar keeps control of Ulvarsfiell, a task which he particularly enjoys, as he corrupts the Gerbanian heritage of the old complex once known as Jarnrytti. Every day Ulgar sacrifices to her queen and helps cultists which secretly travel to Ysetur preparing the invasion, although Ulgar does not know the details of Blodughadda's plans, nevertheless his faith in Ice Cult is unshakable.

ULGAR BLUEAX, THE ICE BLOTPRIEST

Age: 32; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma +1
Skills: Care SV 7, Entertainment SV 4, Shadow Arts SV 7, Vitner Craft SV 1, Wilderness SV 8

Agility SV 5	Battle Maneuver 1 (Ironclad 1).
Faith SV 8	Divine Power 2 (Faithful 2, Powerful 2), God Focus 1 (Composed 3, Lighting-quick Invocation 3, Rigorous 3), Invoke 2 (Ice Blotpriest 3, Holy Tablets: Dimvitner 1, Frostcraft 3, Wind Craft 3).
Fighting SV 7	Armed Fighting 1 (Two-handed weapons 3), Battle Experience 1 (Armor Bearer 2), Unarmed Fighting 1.
Knowledge SV 8	Culture Knowledge -Stormlander 1 (Religion: Ice Cult 3), Language 1 (Mother Tongue Vrok 3, Reading & Writing Vrok 3, Silvertongue 2).

Divine Capacity: 42 Basic SV for Divine Powers: 16.
Details of divine powers: +7 SV to remain focused, -7 on the Fatal Failure table (God Focus 1, Composed 3), +6 IM on divine powers (Lighting-quick Invocations 3), each 2 DP = +1 SV to divine powers to a maximum of 6 DP (Rigorous 3), +6 to bloodgifting rolls (Ice Blotpriest 3).
Equipment: Two-handed Axe (WA 2 turned to 3, IM -6, PV/BV 9/90, Dmg 1d10 OR 8-10), furs (PV/BV 2/20 Heft 2 turned to 1, MM 0, IM 0).
Initiative: +1 (Battle Experience) - 6 (two-handed axe).
Other Combat Details: Heft -1 (Ironclad 1), armors up to Heft 4 (Armor Bearer 2), Heft -1 (Ironclad 1), +1 WA with 2H weapons (2H Weapons 3).
Combat points: Free 8 / Armed 1 (2H Weapons 6) / Unarmed 1

Samples of Attacks (one of these)**:**
(IM -5) 2H Axe SV 15.
(IM +1) Brawling SV 9
Note: when the PCs him, Ulgar has reached its allowed maximum of stored DP (126 points) due to the high number of sacrifices that he performs. Furthermore if in the temple he will have his two-handed axe nearby, since it is used for killing sacrificial victims.

Ungor & Riika Aziir

After having accompanied Blodughadda to Ysetur these two Arks now run the Fried Hog Inn, in the middle of the Valsinka village. Both brother and sister are cold-blooded, merciless, thornroot-addicted Ark warriors and the decision of administering a inn is odd, to say the least. Nevertheless, since all newcomers are directed to the inn before a job is awarded, Ungor and Riika have developed a talent for resolving in advance problems caused by prospective troublemakers. Their yellowish-looking, murderous eyes emanate an intimidating aura which is further enhanced by the presence of Graath, a juvenile Thorn Beast. Entering this inn and seeing such a huge monster may surprise even the most courageous guests. "Hospitality" is an unknown concept in their inn and, while Ungor always keep a two-handed axe ready to be used, Riika's belt proudly display a couple of razor-sharp knives.

UNGOR & RIIKA AZIIR
Age: 29 and 32; **BP:** 33; **Movement:** 2 CP per 1 m (Max 14 m)
Damage levels: 1-9 (0) / 10-17 (-1) / 18-25 (-3) / 26-33 (-7) / > 33 (Dying).
Character Traits: Charisma -2, Constitution +1, Dexterity +4
Skills: Care SV 7, Entertainment SV 1, Faith SV 1,Vitner Craft SV 1.

Agility SV 7	Battle Maneuver 1 (Evade 2), Body Control 3 (Ambidexterity 3, Jumping, Climbing & Balancing 2).
Fighting SV 7	Armed Fighting 1 (Right 1H Light Weapons 2,Left 1H Light Weapons 2, Two Handed weapons 2), Battle Experience 1 (Combat Reaction 2, Fighter 2), Unarmed 1 (Brawling 2).
Shadow Arts SV 8	Shadowing 1 (Finding & Spotting 2, Sneak attack 2, Walking in Shadows 2).
Knowledge SV 7	Culture Knowledge – Wildfolk Ark 1, Language 1 (Mother Tongue Wild Vrok 3, Foreign Tongue Vrok 2), Race Knowledge 1 (Monster Lore 3).
Wilderness SV 9	Nature Knowledge 1 (Animal friend 3).

Equipment: Two-Handed Axe (WA 2 turned to 3, IM -6, PV/BV 9/90. Dmg 1d10 OR 8-10, Two Knives (each WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10.
Initiative: +4 (Dexterity)+1 (Battle Experience) +4 (Combat Reaction) -6 (2H Axe) -1 (Knife) -1 (Knife).
Other Combat Details: Shield-hand penalty reduced to -6 (Body Control 3, Ambidexterity 3), Sneak Attack +4 damage, +1 WA with 2H weapons (2H Weapons 3).
Combat points: Free 8 / Attacks & Parries 4 / Armed 1 (Right 1H Light Weapons 4, Left 1H Light Weapons 4, 2H weapons 4), Unarmed 1 (Brawling 4).
Samples of Attacks (one of these, shield-hand penalties already calculated):
Ungor: (IM +3) Two-Handed Axe SV 13, SV 4
Riika: (IM +7) Right Knife SV 13, Left Knife SV 10.
(IM +9) Brawling SV 12, SV 5
(IM +9) Evade SV 12
Note: the two Arks make frequent use of Thornroot. For its effects see GM guide page 92.

Valsinka (weakened)

As a goddess, Valsinka cannot be harmed by mortals. Nevertheless, in the final scene she loses Snowsaga, coming into a weakened status. She also loses something of her incorporeal nature, becoming more vulnerable to mortal weapons, although she is still far to be easy to kill. The PCs must face her for two rounds, before Maria can reach Snowsaga and complete her transformation into Norna. The number of rounds should be modified by the GM, according to the PCs' conditions. Valsinka will in theory do the following actions:

Round 1: Release a magic energy which will burn Blodughadda from inside, killing him. No roll is needed
Round 2: Use the Wind Blast vitner spell (Player's guide p.141-142 for details). She can cast it with SV 25 modified by -8 (level of the spell) = SV 17. The GM should spend up to 30 points in levels of power, but the GM should consider that the PCs should be able to contrast it somehow.

In the following rounds the struggle with Maria starts and the PCs could do less. The confrontation between Valsinka and Maria may last a few more rounds. In any case, the GM may like the PCs to have a more active role. No full stats for Valsinka are provided since she is still a kind of divine being, nevertheless when she loses Snowsaga, she is in a weakened status. Therefore, some rules are here proposed to play some combat rounds, if the GM decides so.

She can cast any kind of vitner spell with SV 25 (modified by spell modifier). She tends to use the following tablets. Frost Craft (new: see this book), Dimvitner, Wind Craft and Witchcraft. She has an infinite number of Vitner Points and each round spend up to 30 points in levels of power for the spell that she uses.
She cannot be killed by mortals but only defeated by Maria. However, Valsinka can be wounded, getting therefore wound modifiers to her rolls. Use the following:
Damage levels: 1-25 (0) / 26-50 (-1) / 51-75 (-3) / 76-100 (-7) / > 100 (no other effect).
She can make any skill roll with a SV of 25 for spells and 19 for anything else.
She has 30 free CP and can use a Ice Staff as a weapon (WA 3, IM -3, indestructible, dmg 1d10 OR 10) although she prefers to cast spells.
She has a basic initiative of +10 (modified by spells, the staff and the damage levels' modifiers).

Ylva and Lise Vrudnah

The two beautiful concubines of Okatr Grimme host a secret: their affiliation to the Ice Cult. Ylva, in particular, is the oldest and dominant of the two. She will seduce Rendre, completing his affiliation to the Ice Cult, triggering a disastrous series of events.

YLVA AND LISE VRUDNAH

Age: 30 and 31; **BP:** 32; **Movement:** 2 CP per 1 m (Max 10 m)
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / > 32 (Dying).
Character Traits: Charisma +2

Skills: Agility SV 5, Care SV 5, Faith SV 1, Fighting SV 5, Shadow Arts SV 7, Vitner Craft SV 1, Wilderness SV 4.

Entertainment SV 8 — Storytelling 1 (Acting 3, Libel 3), Music & Dancing 1 (Dance 1).

Knowledge SV 8 — Culture Knowledge-Stormlander 1, Language 1 (Mother Tongue Vrok 3, Silvertongue 3).

Equipment: Seax Dagger (WA 4, IM -1, PV/BV 5/50, Dmg 1d10 OR 10).
Initiative: -1 (Seax Dagger).
Combat points: Free 5
Samples of Attacks: (IM -1) Seax Dagger SV 5.



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