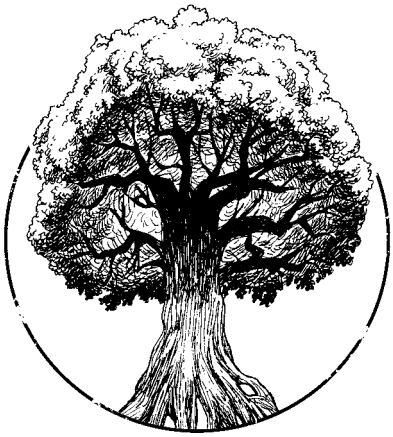
Book II



The Wider World and Other Wonders

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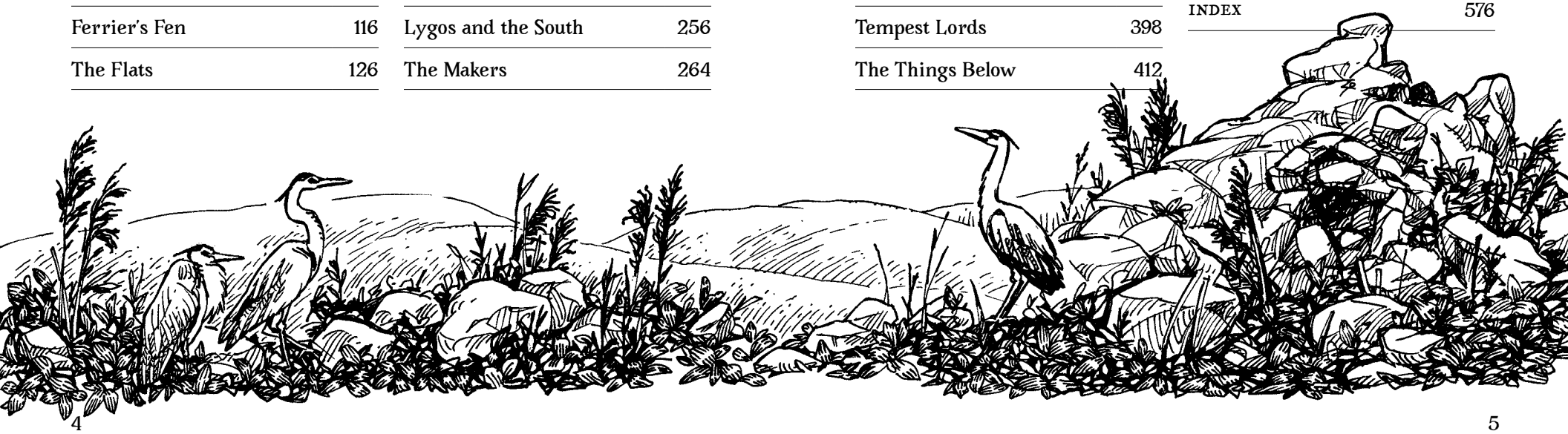
POWERED BY THE APOCALYPSE

Contents

Welcome to the World's End	6
Map · The Vicinity	8
Map · The World's End	10
The village of Stonetop	12
Aratis, the Lawkeeper	22
Barrier Pass	26
Barrow Builders	34
Blackwater Lake	48
Crinwin	58
The Crombil	62
Danu, the Earth Mother	64
Death and the undying	68
The Dread River	86
Fae	94
Ferrier's Fen	116
The Flats	126
Fomoraij	136
The Foothills	144
Forest Folk	150
Forge Lords	156
The Frozen Wastes	172
Gods and religion	178
The Golden Oak	186
Gordin's Delve	190
The Great Wood	200
Green Lords	210
Helior, the Daybringer	224
Hillfolk	228
Huffel Peaks	236
The Labyrinth	242
Lygos and the South	256
The Makers	264
The Makers' Roads	270
Marshedge	274
The Maw	281
North Manmarch	282
The Pale Hunter	292
Primordial powers	298
Red Groves	314
Rime Lords	316
The Ruined Tower	332
South Manmarch	350
Spirits of the Wild	356
The Steplands	372
Stone Lords	382
The Stream	396
Tempest Lords	398
The Things Below	412
Three Coven Lake	438
Titan Bones	448
Tor, the Rain-maker	452
Useful or valuable flora	458
Ustrina	464
Vor Svetelik	468
Waystones	478
The Whitefang Mountains	480
APPENDIX A: AGES OF THE WORLD	496
APPENDIX B: ARTIFACT CREATION	498
APPENDIX C: MINOR ARCANA	508
APPENDIX D: MAJOR ARCANA	540
INDEX	576



Welcome to the World's End

This is the setting guide for *Stonetop*, a hearth fantasy roleplaying game set in an iron age that never was. It describes the PCs' home—the village of Stonetop—and the World's End, the region in which Stonetop sits. It's a gazetteer of the places, peoples, and powers that make up or shape the region.

This is *Book II*; for the rules of the game and guidance on how to play or run it, see *Book I: Stonetop*.

How to use this book

If you're the GM, or thinking about running a game of Stonetop, then this book is for you.

Before your first session, browse this book to familiarize yourself with the setting and to get excited for play. Start with the **maps** (pages 8-11) to get a sense of place.

Skim the **village of Stonetop** entry (page 12). When it mentions a topic that catches your interest, jump to that topic and read it, too.

Topics are cross-referenced. If you're reading this as a physical book, use a bookmark or two to keep track of where you came from. If you're reading this as a PDF, all the page references are hyperlinked and the "back" button (or ALT + left arrow in most PDF readers) is your friend.

Between sessions, review topics that you think will be relevant soon. Use the details and resources therein to help you prep.

During play, refer to this book to help you describe the environment, to ask questions, and to make GM moves. Use it to introduce dangers and discoveries, or to improvise sites for the PCs to explore.

Exploit the setting guide

This book is a resource, not a bible. It asserts many truths about the setting, but it also poses many questions for you and your group to answer during play. When you establish some truth that contradicts what's written in the book, your group's truths take precedence.

Use whatever appeals to you and makes sense for your game. Ignore or change the rest. If you think the **Golden Oak** (page 186) would be better as a sacred place out of time, where past and present and future all meet, then by all means make it so in your game.

Should the players read this?

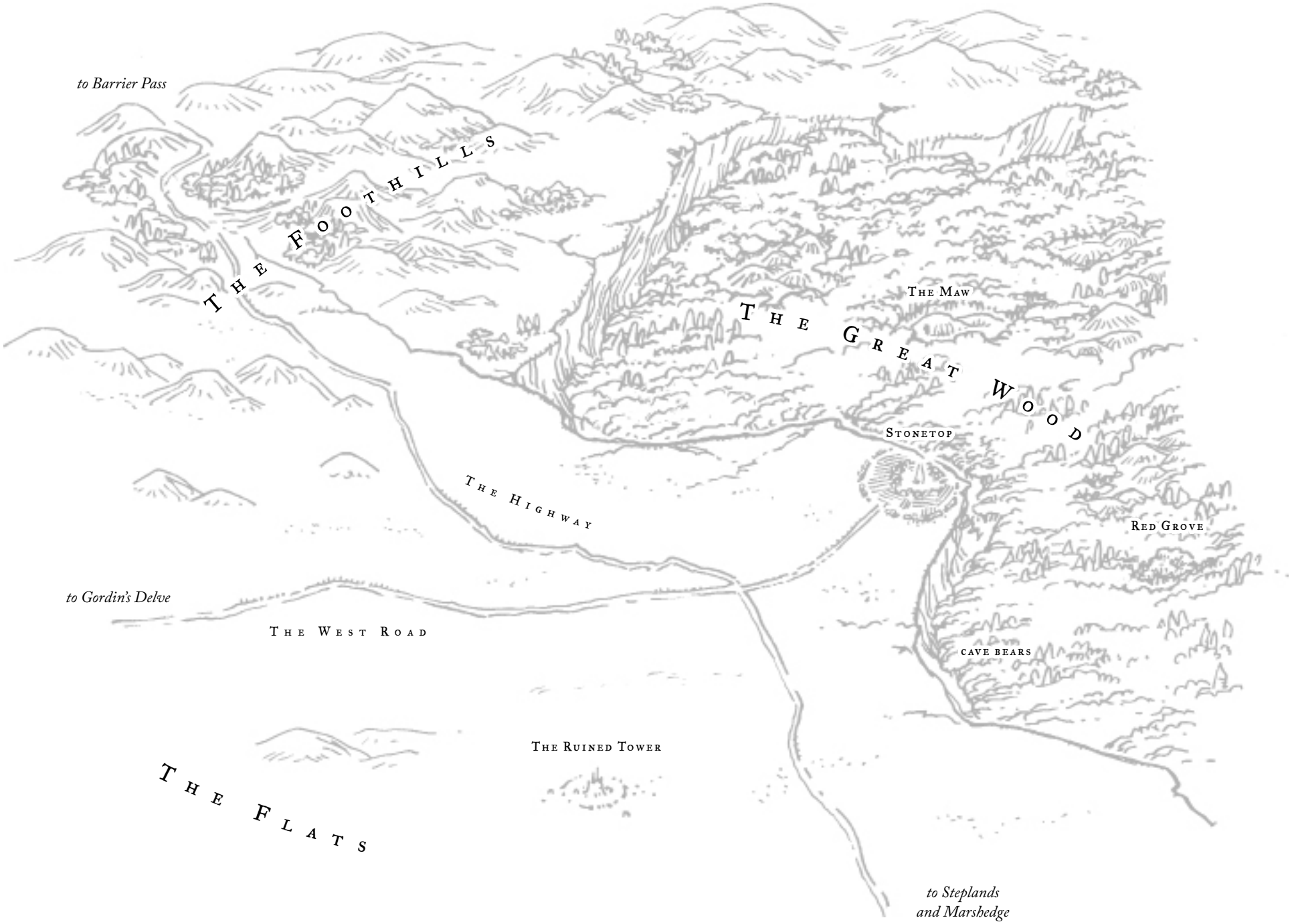
Players aren't expected to read this book. There's a Setting Overview in the game's digital files (also downloadable from lampblackandbrimstone.com). Players should definitely read that.

It's okay for players to read this book if they want to. Some players like to better understand the setting, to help shape their play or inform their answers to GM questions. Some enjoy that feeling of dread when they recognize what monster the GM is hinting at, or that feeling of awe when the GM introduces an arcanum that they've read about.

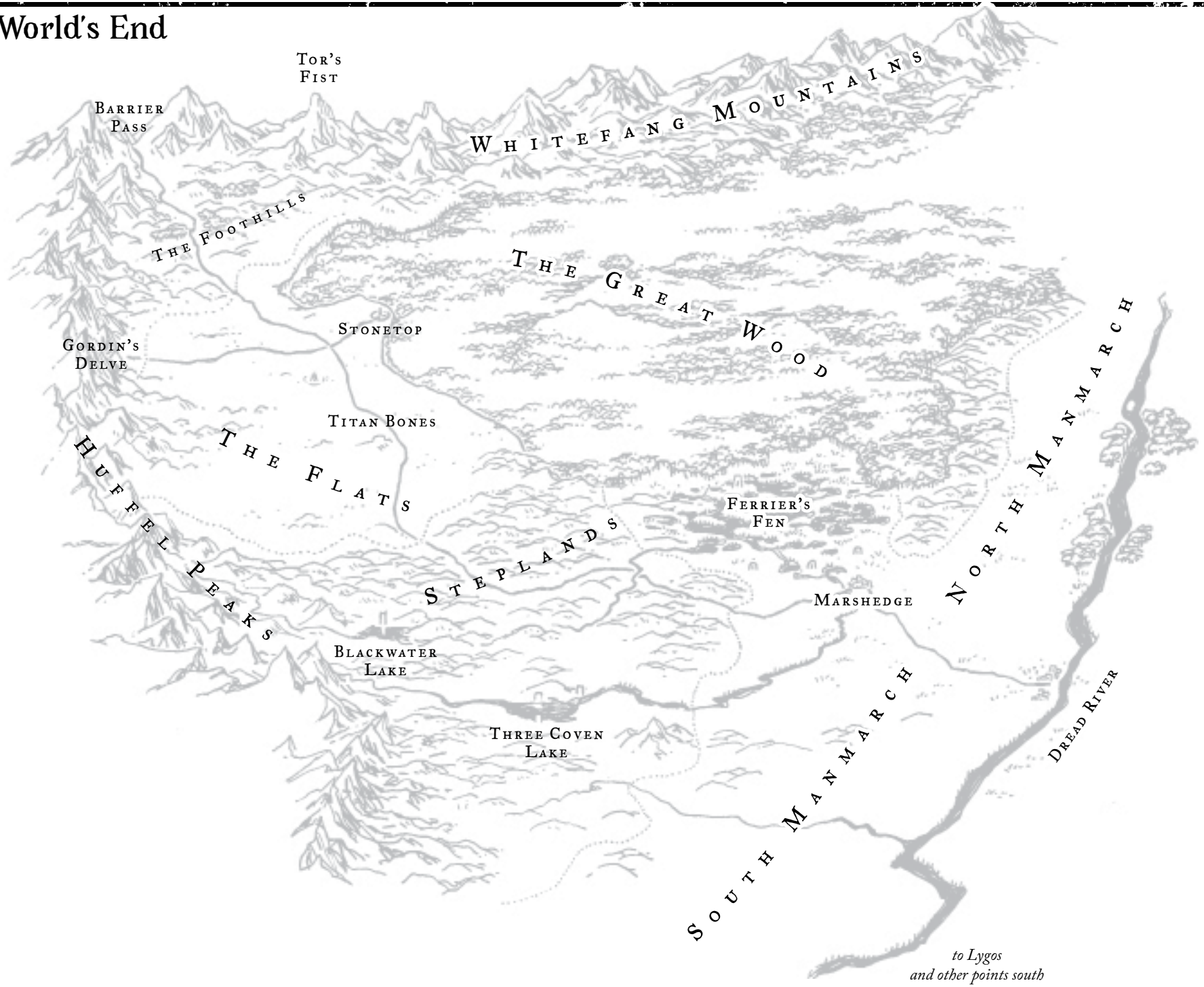
Just remember that every group's version of *Stonetop* is different. If you're playing in a game and you've read this book, don't be a snob about it. The lore that you and your group establish in play is what's important.

And to be clear: if you're the kind of player who prefers to discover a game's world through play, to experience it like your character would, then don't read this book. You're certainly not expected to!

The Vicinity



The World's End



The village of Stonetop

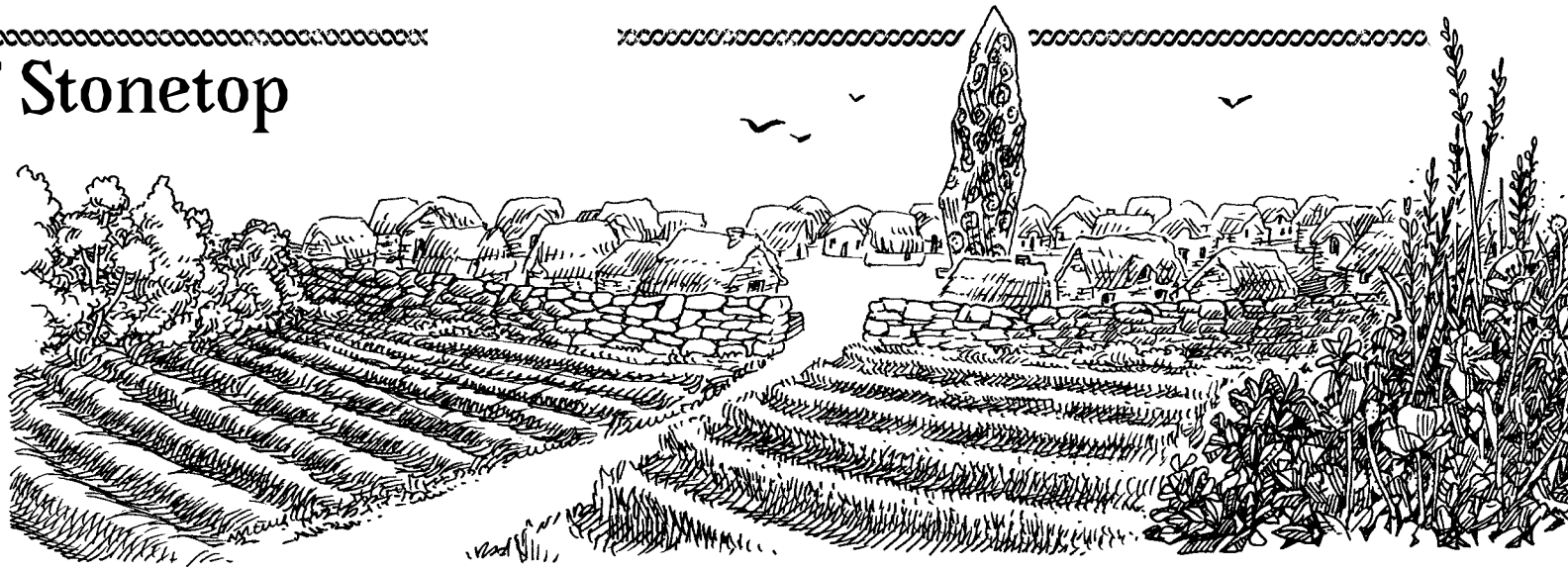
Size village (~300 souls)
Population +0
Prosperity +0
- Trade with...
  ... Gordin's Delve (metal, tools)
  ... Marshedge (textiles, herbs, glass)

Resources
- Farming (beans, potatoes, oats, barley)
- Hunting/trapping (fur, meat, hides)
- Distilling (whisky)
- Stone (taken from the Old Wall)
- Cistern (filled with rain, snow)
- Tradesfolk (midwife, potter, publican, smith, tanner)
- Two draft horses, two iron plows, two carts, a wagon

Defenses +0
- Village militia
- The Ringwall (low, stone)
- Three watchtowers
- Spears & shields in every home
- Some bows

A farming village on the eastern edge of the **Flats** (page 126), on a bluff overlooking the **Great Wood** (page 200). A great, rune-etched megalith stands amidst a cluster of squat stone homes, surrounded by an arc of farmland.

The PCs call this village home. It's a tight-knit community, poor but a good place to live. Everyone is expected to pull their weight, but few think badly of those who suffer misfortune. The town pulls together; its community is its strength.



Places

- The **Stone** is well over 50 feet tall and etched in faded runes. It seems older than even the **Maker**-ruins (page 264) upon which the village was founded. When storms roll in, lightning strikes the Stone repeatedly.
- The **Cistern** is an underground vault, clearly an artifact of the Makers. Locals fill it with rain, snow, and water from the **Stream** (page 396).
- The **public house** is a large hall, where folks meet after sundown to drink and socialize. It offers floor space to travelers and a small stable under the same roof. The town's horses are kept here.
- The **granary** is a warehouse built on a Maker-ruin foundation. Foodstuffs are stored here. Everyone contributes, everyone shares.
- The **pavilion of the gods** is an open-air structure with shrines to **Aratis** (page 22), **Danu** (page 64), **Helior** (page 224), **Tor** (page 452), and maybe others (page 178). As close as Stonetop gets to a temple.
- The **Ringwall** is a waist-high fence of fieldstones, 2-3 feet thick. It won't keep out serious raiders, but provides a little cover if needed. Homes beyond it are newer, built by immigrants or younger families.
- **Watchtowers** stand along the Ringwall, a dozen feet tall or so. One to the north, one to the southeast, one to the southwest. Villagers rotate through watch duty at night.
- A **switchback path** leads down the bluff to the **Stream** (page 396) and the **Great Wood** (page 200). Climbing it takes 10-15 minutes, longer with a heavy load.
- The **fields** stretch out around the town, about 1,000 acres total. A third of the land sits fallow each year, with the rest growing barley, oats, beans, and potatoes. Farmers work the fields communally, rather than as familial plots.
- The **Old Wall** wraps around the fields, about a mile from the Stone itself and at the end of the **West Road** (page 270). Clearly once a mighty rampart, it has tumbled and been buried by the ages. When the villagers need stone for construction, they dig it out of the old wall and haul it back to town.

Questions

- What's your favorite tale about how the Stone came to be?
- In what little way do locals interact with the Stone day-to-day?
- What do the runes on the Stone make you think of?
- What do scholars of the South claim of the Stone's origin? Why do you think that's nonsense?
- What's the opening to the Cistern like? A low stone wall? A building over an open shaft? A crack in the earth? Or what?
- Has anyone been down in the Cistern, that you know of? What did they supposedly find?
- How is the public house laid out? What's the most notable furnishing?
- Where do children most like to play?
- Where do teens sneak off to for romance?

Impressions

Always

- The air: tingling, slight smell of ozone
- People and beasts: unfazed by loud noises
- Voices: always a little bit raised
- Chickens, goats, sheep, pigs, cats, dogs: all about, underfoot, bleating, barking, clucking
- Children: playing, crying, yelling, running errands, doing chores
- Folks around the Cistern: gossiping and chatting
- The public house: music, singing, dancing, chatting

Activities

- Cooking, grinding grain, baking
- Spinning, weaving, sewing, hand-crafts
- Rendering fat, making oil & rushlights
- Cleaning pens, coops, homes, clothes
- Collecting & hauling water, to and from the Cistern
- Smithing, tanning, pottery, midwifery
- Maintenance (buildings, clothes, tools, etc.)
- Manning the watchtowers at night
- Drilling with spear and shield

Spring

- Drip drip drip of snow melting from roofs, collecting in jugs and puddles
- Petrichor smell on a southerly breeze
- Hopeful green poking through dead-brown grass and soil
- Bare skin reveling in the still-chilly sun; cheerful voices; smiles and songs

Activities

- Harvesting winter potatoes
- Spreading seed, planting beans/potatoes
- Harrowing soil (to cover seeds, plantings)
- Chasing birds from the fields (child's work)
- Spreading manure & plowing fallow fields
- Kidding goats, sheep
- Picking spring vegetables
- Clearing and planting gardens
- Harvesting/cutting deadfall for firewood
- Fur trapping, light hunting (for meat)

Questions

- What do you most look forward to each spring?
- What rites precede the planting of the fields?

Summer

- Blinding sun outside, cave-like dark inside
- Crops swaying and rippling in the breeze
- Fireflies like galaxies over the fields at dusk
- Dark storm clouds looming in the south, rumbling, flashing
- CRACKOOM of thunder, blinding flash as lightning touches the Stone

Activities

- Haymaking (from Flats-grass, fallow fields)
- Weeding crops/gardens
- Spreading manure and replowing fallow fields
- Weaning goat kids and lambs
- Milking goats, shearing sheep
- Picking summer vegetables
- Berry-picking from gardens and the Wood
- Light hunting/trapping (for meat, not fur)

Questions

- What project have you been putting off that you hope to get done this summer?
- How does the village observe midsummer?

Autumn

- Crops bobbing heavy with seed, the Great Wood aflame with color
- Work-song, shouts and laughter, grunts of effort
- Rosy cheeks, breath visible in the morning air
- Cold, steady rain

Activities

- Harvesting beans, barley, oats, potatoes
- Gleaning fallen seed from fields (child's work)
- Threshing, winnowing, sieving, storing crops
- Plowing fallows and planting winter potatoes
- Picking and preserving autumn vegetables
- Breeding goats, sheep
- Foraging for nuts, fruits in the Wood
- Heavy hunting/trapping (fur & meat)
- (If able): harvesting timber from the **Foothills** (page 144)

Questions

- What is your favorite autumn food or drink?
- How does the village celebrate the harvest?

Winter

- Roofs covered in thick white blankets
- Trodden-down paths in the snow, brown and gray
- Cloaks drawn tight against a bitter wind
- Families gathered 'round the hearth, hands busy with inside chores
- Yeasty smell of fermenting barley

Activities

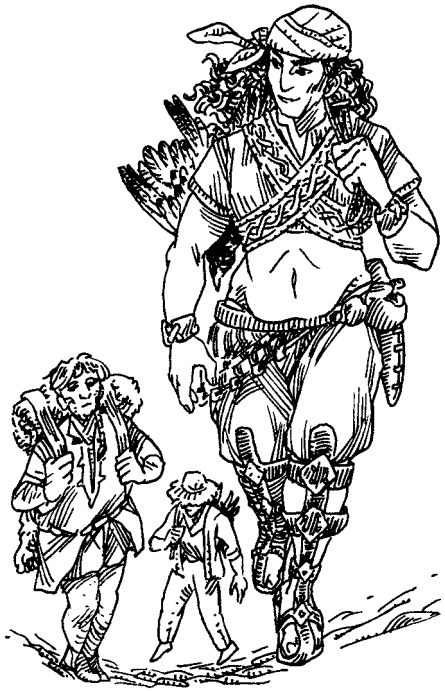
- Collecting snow for the Cistern
- Distilling & aging whisky
- Tending to livestock, stockpiling manure
- Heavy trapping (for fur)
- Hunting as able (for meat)
- Slaughtering/butchering livestock as needed

Questions

- What's the worst/best part of these long cold nights?
- How do locals mark midwinter/the new year?

Names

Welsh and Welsh-inspired: Aderyn, Aeronwen, Afanen, Afon, Alun, Andras, Aneirin, Awstin, Bedwyr, Berwyn, Betrys, Braith, Briallen, Bronwen, Bryn, Cadi, Cadoc, Cadwygan, Caron, Cefin, Ceinwen, Ceridwyn, Cerys, Colwyn, Deiniol, Dilwen, Dylis, Eifion, Eirlys, Eluned, Emrys, Enfys, Eurwen, Gaenor, Garet, Gethin, Glyndir, Heledd, Hywel, Ifan, Iorwerth, Iwan, Leuca, Lewela, Linos, Mado, Maldwyn, Malon, Mared, Marged, Martyn, Meirion, Menwen, Mererid, Neirin, Nia, Ofydd, Olwyn, Owain, Padrig, Parry, Pryce, Pryder, Rheinal, Rhisiart, Rhosyn, Rydderch, Sawyl, Siana, Sioned, Talfryn, Tegid, Tiwlip, Tomos, Tudyr, Winifred, Yorath.



People

Around 300 souls live in Stonetop, or about 50 families. Everyone knows everyone else, at least by name and reputation. Most families have been here for many generations, tied together by kinship and marriage.

The village supports only a few full-time **tradesfolk**: a smith, a tanner, a potter, a midwife, and a publican. (5 souls, plus 5-10 assistants/apprentices)

Hunters and trappers ply the wood for meat and fur, and also forage for fruits, vegetables, mushrooms, and useable wood. Trappers produce much of the village's wealth, but hunters range farther and have more prestige. (10-20 souls)

Farmers work the fields, producing the village's staple foods. Hard, physical work. Most practice "minor" trades on the side, like carpentry, stonecutting, thatching, husbandry, distilling, etc. (~75 souls)

Homemakers keep the village running. They cook, clean, tend gardens, spin, weave, sow, mind children, practice a dozen minor trades, and otherwise manage a household. Families might have 2 or 3 homemakers each, from across generations. (~100 souls)

Elders have retired from the fields or the rigors of homemaking, but still help as they can. Many still serve the village as keepers of lore and wisdom. (~25 souls)

Children play and learn and grow. They also help with chores, tend livestock, chase birds from the fields, forage near the Stream, haul water, mind younger children, and so forth, gaining more and more responsibilities as they grow. (~100 souls)

Home & hearth

Homes are low, squat, made of stone from the Old Wall. Roofs are thatched with barley straw. Each is heated by a central hearth. Most have small cellars, a standing loom, a small vegetable garden, and pens for livestock (inside and out).

Families pass homes down between generations. Larger families might occupy two or even three adjacent buildings. New homes are occasionally built just outside the Ringwall.

Homemakers grind grain with quernstones (as the village has no mill), to make flatbread, porridge, stew, ale, and whisky mash. They catch rainwater in clay vessels or draw water from the Cistern. Washing happens down at the **Stream** (page 396), but folks rarely go alone.

Clothes are mostly leather, fur, and handspun wool. Belts, pouches, torcs, and brooches are common. Shoes are cut from single pieces of leather, with tabs that wrap up and around the feet, laced together into a simple sandal or pump. To make "boots," folks add thick wool socks, maybe lined with fur.

Timber is relatively scarce. Because of the **Compact** (page 201), villagers won't fell a living tree from the Great Wood. Folks scavenge deadfall for firewood and smaller projects, and grow saplings around the fields and Old Wall for spears, bows, and arrows. Large-scale construction requires trading for timber or a logging trip to the **Foothills** (page 144).

- Where does ___ live?
- What task or chore are you working on?
- What's the best/worst thing about this chore?
- What's cooking on the hearth?
- What here makes the place feel like home?
- What about your home would you change if you could?

Trade & commerce

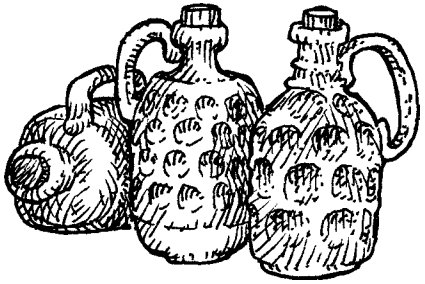
Stonetop's economy is based on cooperation and sharing, trade and barter, gifts and favors, debts and honor. "Shops" aren't a thing and prices aren't fixed. Coins are rarely used between neighbors; that stuff's for outsiders and passing merchants. Crops from the fields go to the granary, to be rationed out to households.

Each family tends its own gardens (vegetables, gourds, fruits, and herbs) and livestock (chickens, goats, sheep, some pigs). Folks practice trades part-time (spinning, weaving, sewing, leatherwork, thatching, carpentry, distilling whisky, stonecutting, husbandry, etc.). Neighbors swap goods and favors freely, with little worry about trades being "fair." If you need a thing that someone isn't using, they'll probably let you borrow or even take it. Maybe you help them fix their roof next month, or your husband sends over a jug of his next batch of whisky.

Hunters, trappers, foragers, and full-time tradesfolk tend to freely share their skills and goods, just as the farmers share their crops. Still, they are often awash in gifts of gratitude from other households, and these positions all carry respect and status in town.

Merchants come through at least once each season (except winter). Those coming from **Marshedge** (page 274) bring textiles, rope, salt, herbs, glass, and finer goods from **Lygos and the South** (page 256). Merchants coming from **Gordin's Delve** (page 190) bring metals, tools, and sometimes timber. Both are keen to acquire whisky and furs. Merchants heading to Gordin's Delve are always interested in grain and livestock.

- What sorts of livestock does your household keep?
- What from your (family's) garden are you (they) most proud of?
- Who taught you how to ___?
- Who in the village is the best weaver/carpenter/___?
- Who in town has a reputation as a layabout?
- Who tends to handle trade with outsiders?



Whisky

Distilling whisky is a local tradition. Most households have a basic still and make a batch or two each year. Ferment some barley mash, distill it into moonshine, age it for a few weeks in a ceramic jug with toasted wood chips. Repeat. A handful of locals (like the publican, perhaps?) have larger operations with charred wooden firkins or barrels.

Stonetop whisky is a much-valued trade good, one of the village's chief exports. The secrets of making it are poorly understood outside the village, and even emigrants have struggled to reproduce it in other locales.

- Who in town makes the best whisky?
- According to local lore, where did the art of distilling whisky come from?
- Why do you think outsiders have failed to reproduce this process?
- What secret ingredient/step sets your (family's) whisky apart?

Governance

Stonetop has no government, just leaders. Everyone knows who they are: the wise, the cunning, the brave. It's not a formal thing.

- When big decisions need to be made, how does the village make them? (A big meeting? A council of elders? Or what?)
- Who rations out crops from the granary?
- Whose lead do the farmers follow?
- To whom do the homemakers listen?
- Whom do the hunters/trappers respect?
- To whom do folks look to settle disputes/break up fights/deal with trouble?
- What consequences are traditional for lying/theft/assault/murder/etc.?

Defense

Able-bodied adults are expected to know how to fight and protect the village when needed. Everyone keeps a spear, a round wooden shield, and maybe a bow.

Folks rotate through guard duty, manning the watchtowers each night. The chief concerns are monsters from the **Great Wood** (page 200), especially **crinwin** (page 58), and **bandits** (page 131) or **Hillfolk** (page 228) raiding from the **Flats** (page 126). Most nights, though, the worst things you have to deal with are boredom, nerves, and bad weather.

- Who runs drills for the militia? Where do they typically drill?
- Have the watchtowers always been there, or are they a recent thing?
- How are watchtower shifts assigned?
- What's the worst part of watch duty?
- What's the best part?
- How do you keep yourself awake?
- How do those on watch signal trouble?

Culture and lore

Stonetop shares a tongue with **Marshedge** (page 274), though the accents are quite distinct. Much lore is passed on verbally, through stories, songs, and poems.

Local decorations are reminiscent of the runes etched in the Stone itself, and of the designs found on the Maker-ruins from which the village was built.

Tor (Rain-maker, Thunderhead, Slayer-of-Beasts, page 452) is the most popular god, and associated with the Stone itself. The pavilion of the gods also holds shrines to **Aratis** (page 22), **Danu** (page 64), **Helior** (page 224), and perhaps to other local **gods or spirits** (page 178).

- What clothing/markings/traits are distinctive to the people of Stonetop?
- What game/pastime/tradition is unique to Stonetop?
- What's your favorite tale of Stonetop's history?
- What's the scariest story that the elders tell?
- What's the most obvious way in which the locals honor Tor?
- How do folks mark or celebrate a birth?
- How do folks mark one's coming of age?
- What do folks do with their dead?
- Do folks revere/recognize any local spirits (of house or hearth, of field or stream, of their ancestors, etc.)? How so?

Hooks

- Two youths wish to wed, despite objections from (one of?) their parents
- Tools left out have gone missing; now things start to vanish from inside homes
- One villager kills another when a heated argument gets out of hand
- A flock of starlings and a **grwgnach** (page 370) make spring planting impossible
- **Drought** (page 455) strikes the land, threatening ruin and disaster
- A merchant that the PCs were counting on fails to arrive
- **Bandits** (page 131) threaten to burn the crops unless paid tribute

Mysteries

The following are for you and your table to decide.

The Stone

Where did the Stone come from? Why does it draw lightning from the sky? Who carved the ancient runes upon it, and what do they mean? What other secrets does it hold? Perhaps the Stone…

… is a shard of **primordial power** (page 298), once revered by the Makers;
… marks **Tor**'s (page 452) own grave;
… was carved from **Tor's Fist** (page 481) and placed here by the god himself;
… is the petrified remains of **Stormcatcher** (page 332);
… binds an **emanation** of the Things Below (page 436);
… channels lightning to power an artifact deep beneath the village;
… was brought here by the **Tempest Lords** (page 398) from far across land and sea;
… is some combination of the above; or
… something else entirely.

The Cistern

What's down there, really? What did **the Makers** (page 264) build it for? Perhaps…

… it connects to a complex of chambers and tunnels;
… some evil thing slumbers in the water;
… it hides an arcanum, like a variant of the **Preserving Runes** (page 518) or the **Ward of Still Waters** (page 514);
… it's just a big vault for storing water (the Makers needed to drink, too);
… some combination of the above; or
… something else entirely.

Ruins of the past

What was this place, in the time of the Makers? Perhaps it was…

… a border-fort of the **Stone Lords** (page 382);
… a trading post of the **Green Lords** (page 210), from before the **Fae** (page 94) rebelled, where they would truck with other Makers;
… an outpost of the **Tempest Lords** (page 398), watched over by **Stormcatcher** (page 332) and her tower before it fell into ruin;
… a free city and market, where the various Makers came to trade and learn;
… a place of pilgrimage for the Makers, a temple to whatever gods or powers they revered;
… some combination of the above, perhaps changing over time; or
… something else entirely.

The answer should reflect and be reflected in other details. If this was a Stone Lord border-fort, then chunks of the Old Wall could be found at the base of the bluff, down in the Great Wood. If this was a Tempest Lord outpost, then stones from the Old Wall would bear carvings like those in the **Ruined Tower** (page 332).

Origins

The village has been here for a dozen generations at least, but the true origins of its people are shrouded in mystery and conflicting folktales.

Whence came the people of Stonetop? What led them to settle here? Perhaps they were…

… subjects of **Stormcatcher** (page 332), who fled here when her tower fell;
… freed servants of the **Stone Lords** (page 382) and refugees from the **Barrow Builders** (page 34);
… migrants from east of the **Dread River** (page 86), distant kin to the **Manmarchers** (page 282 and page 350)
… migrants from across the **Huffel Peaks** (page 236), who fled the boiling seas and found succor here;
… a people out of time and space, emerging from the portal beneath the **Ruined Tower** (page 332);
… some combination of the above; or
… something else entirely.

Aratis, the Lawkeeper

Aratis is one of the four main **gods** (page 178) of Stonetop, the patron god of civilization and records, of laws and wisdom, of order over chaos. Her disciples say that she has been with us since people first stacked stone upon stone and called it home.

If one of your initial PCs has the Judge playbook, they will answer many of the questions in this section via their presence, their background, and the decisions they make during character creation and introductions. Defer to that PC as the expert on Aratis in your game, but don't forget to ask other PCs for their opinions and experiences, too.

Themes

Choose or roll 1 or 2, and combine.

1d12	THEME
1-2	Civilization/society/settlements
3-4	Laws/rules/traditions
5-6	Chronicles/record-keeping/writing
7	Judgement/arbitration/wisdom
8	Cooperation/organization/peace
9	Authority/responsibility/duty
10	Truth/promises/oaths/honor
11	Hospitality/sanctity/generosity
12	Defense/resolve/punishment

Questions

According to the tales…

- How did Aratis come to be (a god)? What's her origin story?
- Among which people did the worship of Aratis originate?
- Which god is her rival/ally/lover/kin?
- What god or demon did she personally defeat/cast out/seal away?
- What constellation is tied to Aratis? How so?
- Who was the first Judge? What great deed is attributed to them?
- What is said to be contained in the Tower Eternal?

Use the answers to help decide what Aratis's **true nature** is (page 180).

Hooks

- The Judge makes an unpopular ruling; an influential NPC wants them gone.
- A Judge from another settlement arrives and finds things in Stonetop lacking.
- A true disciple has a vision of a powerful agent of chaos breaking its bonds.
- While digging stones or excavating a new foundation, folks in Stonetop discover a long-lost Chronicle of Aratis, sealed and mostly intact.
- Legend tells of the Tower Eternal, made of **black iron** (page 307), with doors so heavy only a team of horses can open them. Three hermits, all true disciples of Aratis, guard it and whatever it contains.

Shrines & temples

Aratis has a shrine in Stonetop's pavilion of the gods. Outside of Stonetop: consider whether this community hosts a shrine or temple to Aratis. Small shrines to Aratis might also be found at **waysides** along the Makers' Roads (page 271), or perhaps at spots where different groups of **Hillfolk** (page 228) gather and meet.

For any given shrine or temple:

- Where is it located?
- Who tends this place?
- How is Aratis herself represented?
- What symbols/trappings adorn it?
- Which of her **themes** (previous page) are emphasized?
- What high holidays are celebrated here, and how?
- What is this shrine or temple like? Perhaps it is… (pick 1)

  … a hub of the community, a place of frequent rites, petitions, and celebrations;
  … used only on high holidays, for each home keeps its own shrine above the hearth;
  … neglected by most, tended only by a handful of true disciples;
  … a grim place of judgement and punishment, shunned by all but her chosen;
  … newly established, cramped and spare;
  … some variation of the above; or
  … something else entirely.

Judges

Some communities are home to a Judge of Aratis, who settles disputes, keeps records, and stands guard against agents of chaos. For any given community, consider/ask:

- Does a Judge of Aratis reside here?
- Who are they? What are they like? What sets them apart?
- Has there always been a Judge here? Or is this a recent thing?
- How much influence do they hold?
- Do they have any apprentices?
- How much contact do they have with Judges from other communities?
- What is their greatest strength as a Judge? What is their greatest flaw? Maybe pick or roll a THEME (previous page) for each.

Judges are charged with maintaining a Chronicle, a history of the community they serve, its people, their knowledge, and their traditions. If a community has (or had) a Judge, consider/ask:

- How are the records kept?
- Where are they? In the Judge's home, a temple, a vault, or what?
- How far back do they go?
- How well organized are they?

Should an NPC Judge (or a community-spanning order of Judges) oppose or cause trouble for the PCs, write them up as a threat (an *institution*).

Remember: NPCs don't have playbooks. An NPC Judge might have tags or moves reminiscent of a PC Judge, or not. See page 25 for some potential NPC Judges.

True disciples

True disciples are those who pledge themselves to Aratis, her principles, and her observances. For any given community, consider/ask:

- How many true disciples of Aratis reside here?
- Who is most notable among them?
- How devout are they, really?
- How much influence do they have, as a group?
- What contact do they have with disciples from other settlements?
- How are they typically chosen? (By birth, by calling, by invitation, etc.)
- What rites do they lead/perform, both publicly and in secret?

What does Aratis require of her true disciples? The answer might vary from community to community. Perhaps she demands… (pick up to 3)

… truth, honesty, and forthrightness;
… hospitality, freely given to all who ask for it;
… the punishment of thieves & oathbreakers;
… adherence to strict rules of diet and dress; and/or
… respect for authority, property, and rank.

Should the true disciples of a community oppose or cause trouble for the PCs, write them up as a threat (an *institution*).

Artifacts

Various treasures

- A blanket woven in the knot-language of a long-dead sect of Aratis's (*fragile*, Value 0, or 2 to the right buyer)
- A ◇◇ maul of **black iron** (page 307), utterly immune to magic (*close*, *forceful*, *awkward*, +1 damage, Value 2)
- A ◇◇ shield of **makerglass** (page 388), etched with Aratis's symbol (*indestructible*, +1 armor, +1 Readiness of a Defend 7+, Value 2)
- A ◇ helm set with a "jewel" of **dark ice** (page 322), grants advantage to resist mind-affecting magic (*magical*, Value 2)
- An old ◇ book (*fragile*, Value 2), the Chronicle of a failed settlement, ending mid-sentence
- A very large sapphire, perfectly cut and polished, a symbol of Aratis floating in its depths (Value 4)

Minor arcana

Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1	**A grim peat mound** (page 511)
2	**A sealed cave** (page 519)
3	**A timeless vault** (page 518)
4	**A crumbling arch** (page 520)
5	**A silvery signet ring** (page 535)
6	Some other dangerous minor arcanum, with potential to spread chaos, locked away for safekeeping.

Major arcana

The **Rune-laden Scales** (page 562) might be associated with Aratis, or at least revered by her followers.

Dangers

Associated entities

- **Ancestral spirits** or other **little gods** (page 182) of home, hearth, and civilization
- The **tomb-bog spirit** (page 85), sent to execute a criminal
- An **archon** (page 302), called up to smite some agent of chaos
- Perhaps even the **Pale Hunter** (page 292) or his hounds

Judge of Aratis

Group, *leader*, *organized*

HP 8; **Armor** 2 (shield, leather cuirass)
Damage mallet d8 (*hand*) or maul d8+2 (*close*, *forceful*, *awkward*)
Special qualities bound by the requirements of a **true disciple** (previous page), at least publicly
Stalwart instinct to see things as black and white (+*tough*, +4 HP)
- Decry someone/thing, publicly
- Enforce a law/tradition/contract, even despite good sense
- Inspire others with their resolve

Ambitious instinct to advance their own agenda (+*cunning*)
- Make a reasonable-sounding ruling, to their own advantage
- Suss out someone's motives
- Keep calm under pressure or scrutiny

Circumspect instinct to try to make everyone happy (+*friendly*, +*cautious*, deals damage with disadvantage)
- Stall, delay, make excuses
- See both sides of an issue
- Find a different way

Oathbreaker's curse

When you ***swear a proper oath before a shrine of Aratis***, in full view of witnesses and with an appropriate offering, you are oathbound. Make note of what you promised, and the nature of the curse you invite should you forswear yourself.

When you ***forswear your oath***, hold 3 Ruin. While you hold Ruin, you have disadvantage whenever you or a companion rolls the Die of Fate.

When you ***roll a 10+ on a move***, you can spend 1 Ruin to turn the 10+ into a 6- instead. The GM can refuse; if they do, you retain your Ruin. If they accept, the results should reflect the nature of the curse you invited upon yourself.

Chaos

A PC Judge can use their Censure move to denounce another as "an agent of chaos." When they do, the move works regardless of what you think. You can ask questions about their motivations or their thinking, but they're the Judge, not you.

With the Hound of Aratis move, the Judge can easily identify things "tainted by chaos," and The Hammer and the Book lets them smite things "of supernatural chaos." The **Things Below** (page 412) count, as does anything corrupted by them or infused with their power.

Beyond that, consider what the Judge has Censured and the doctrine of Aratis that's been established in play. Ask the Judge what they think counts. Consider what you know about the entity in question, and make a ruling. If in doubt, defer to the Die of Fate or the results of a relevant move.

Barrier Pass

Size *village* (~200 souls)
Population +0
Prosperity +0
- Trade with...
  ... mammoth herders (ivory, wool, meat)
  ... other fortress-monasteries

Resources
- Taxes from nearby farm valleys
- Farming (terraced gardens, barley)
- Livestock (goats, sheep, milk, fine wool, meat)
- Timber (from Foothills)
- Parchment, vellum, ink
- Trades: smithing, weaving, tanning, scribing

Defenses +2
- A score of guardians
- A handful of **adepts** (page 328)
- A number of **tulpas** (page 324)
- Blunt weapons, nets, bolas, bronze shields and mail
- Exceptional fortifications

Five days north of Stonetop via the **Highway** (page 270), after winding through the **Foothills** (page 144) and climbing into the **Whitefang Mountains** (page 480), you'll come to a pass between two rocky slopes. The pass is blocked by a mighty wall, with dwellings and grander structures on the cliffs above.

Long ago, this was the southernmost outpost of the **Rime Lords** (page 316). Today, it is home to descendants of their disciples. They are a stoic, unfriendly people who want little to do with those from the south. In Stonetop, they tell tales of folk coming down from Barrier Pass to trade ancient wonders for goats or grain, but none alive remember such a visit.

Questions

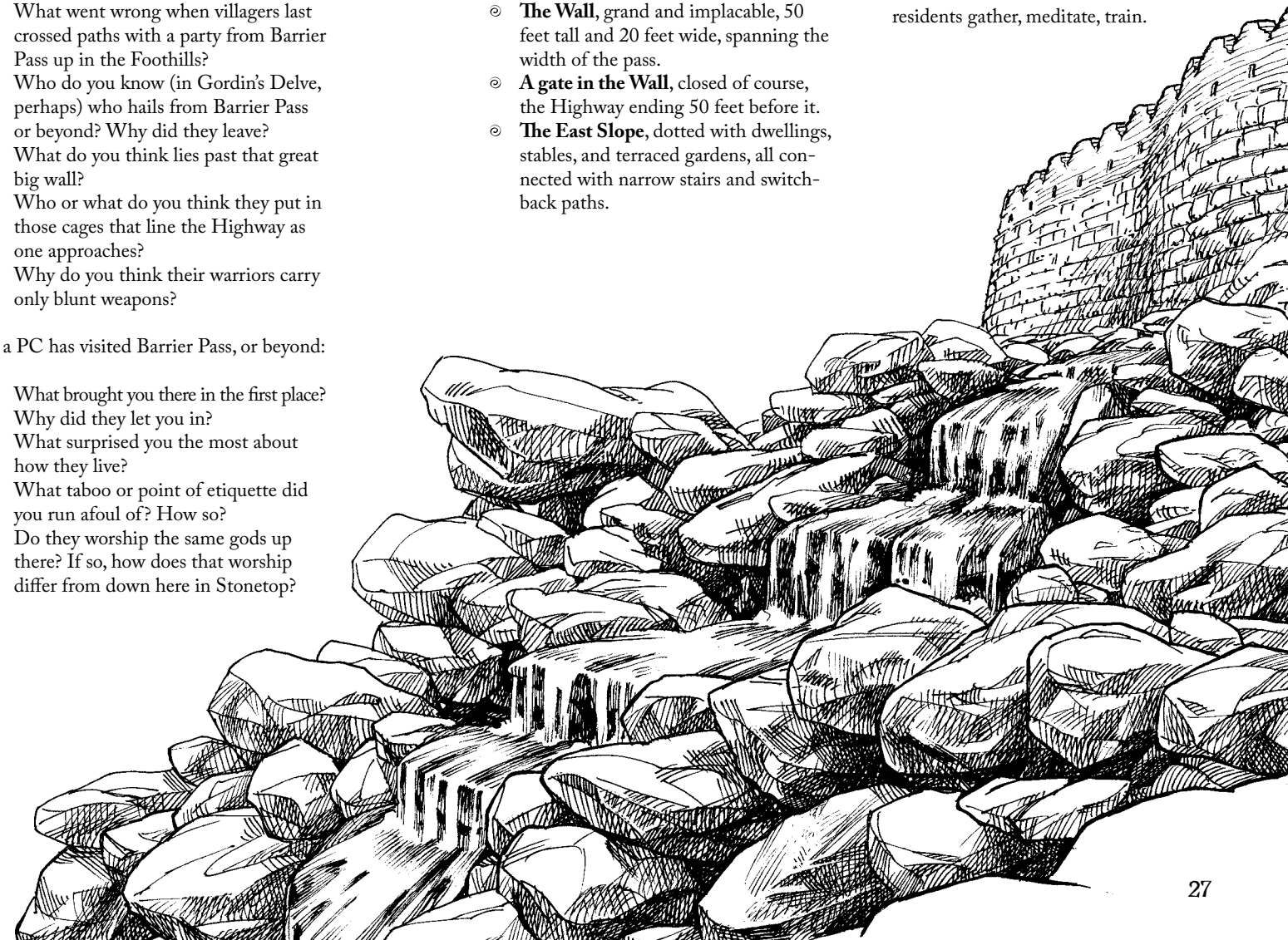
- According to the tales, what did the last visitors from Barrier Pass bring to trade, all those years ago?
- When was the last time anyone from Stonetop tried to trade with Barrier Pass? Were they ignored? Chased off? Or what?
- What went wrong when villagers last crossed paths with a party from Barrier Pass up in the Foothills?
- Who do you know (in Gordin's Delve, perhaps) who hails from Barrier Pass or beyond? Why did they leave?
- What do you think lies past that great big wall?
- Who or what do you think they put in those cages that line the Highway as one approaches?
- Why do you think their warriors carry only blunt weapons?

If a PC has visited Barrier Pass, or beyond:

- What brought you there in the first place?
- Why did they let you in?
- What surprised you the most about how they live?
- What taboo or point of etiquette did you run afoul of? How so?
- Do they worship the same gods up there? If so, how does that worship differ from down here in Stonetop?

Places

- **The approach**: after winding up switchbacks, the Highway straightens and enters a wide pass with steep rocky slopes on either side.
- **Large cages line the slopes**, swinging in the wind, filled with human (?) bones or starved, raving prisoners.
- **The Wall**, grand and implacable, 50 feet tall and 20 feet wide, spanning the width of the pass.
- **A gate in the Wall**, closed of course, the Highway ending 50 feet before it.
- **The East Slope**, dotted with dwellings, stables, and terraced gardens, all connected with narrow stairs and switchback paths.
- **A waterfall** pours down the east slope, north of the wall. Diverted to gardens and cisterns.
- **The West Slope**, featuring old giant-scale structures, now used as dormitories, kitchens, and so forth for monks and guardians.
- **The Great Hall**, its façade elaborately decorated, leading into a vast chamber carved from a mountain cavern. Where residents gather, meditate, train.



People

The people of Barrier Pass descend from the **Rime Lords**' (page 316) mortal disciples. Their names are Nepalese- and Tibetan-inspired (see page 483).

The Three Honorable Sages are powerful **adepts** (page 328) who preside over Barrier Pass. Each leads one of the three sects.

The Empty Sky sect values preservation and stillness; its monks spend much time in meditative stasis. Led by **Gar Torjeng** (**Instinct** to avoid disruption and distraction).

The Unmoved Mountain sect teaches extreme ascetic disciplines, pushing adherents to continually test themselves. Led by **Preshi Kav** (**Instinct** to drive her students towards perfection).

The White Crystal sect is devoted to order. The majority of guardians and layfolk follow this sect. Its few monks often lead patrols, mete out justice in nearby farms, and hunt monsters. Led by **Oparma Div** (**Instinct** to tame chaos).

Monks from each sect dwell in the fortress, ranging wildly in experience and aptitude. (~40 total, including novices)

The **Guardians** are sworn to defend Barrier Pass. Many are failed monks. They bear ancient bronze shields and armor, but wield no edged weapons. (~20 total)

The rest of the inhabitants are lay folk: families and individuals who garden, herd, cook, clean, and otherwise keep the fortress-monastery running. (~140 souls total)

Stoic and unfriendly

Why are the people of Barrier Pass so unwelcoming or even hostile to southerners? That's for you and your table to decide, but perhaps…

… **Aratis** herself (page 22) charged them to preserve the Rime Lords' teachings, and eschew the debased peoples of the south;
… their ancestors fought off the **Barrow Builders** (page 34) and they still hold a grudge;
… one of the thirteen surviving **Rime Lords** (page 316) is hidden in their mountain chambers;
… a prophecy foretells doom coming from the south;
… the fortress is tainted by **Y'aaw'kara** (page 421), and any who dwell here must guard against the **Howling Curse** (page 492);
… some combination of the above; or
… something completely different.

· STEADING IMPROVEMENT ·

☐ **TRADE WITH BARRIER PASS**

Surely it would benefit both communities were we to trade with each other!

Requires getting them to talk to you in the first place, which requires 1 of these:

☐ Bringing them a valuable artifact of the Rime Lords, as a gift or to trade
☐ A resident in good standing, vouching for you

And then, all of the following:

☐ Making a compelling offer
☐☐ Convincing at least two of the Honored Sages to accept
☐☐ Two successful trade missions, each in a different season

When you ***mark all the requirements***, increase Fortunes by 1 and add "Trade with Barrier Pass (timber, ivory, parchment, fine wool, goats, sheep)".

Henceforth, when ***spring bursts forth and Stonetop has at least 1 Surplus***, Stonetop gains +1 Surplus from trade. Also, when you ***Trade & Barter for timber, ivory, fine wool, goats, sheep, parchment, vellum, or ink***, you have advantage.

Trade & Barter

The PCs must convince the folks of Barrier Pass to deal with them before any of the following matters.

Commonly available

The following are special items in Stonetop, but commonly available in Barrier Pass—PCs can acquire them here without having to roll. They do need to trade something of equal Value. Crops and produce are usually in demand.

ARMS AND ARMOR	VALUE
◇ Cudgel, bronze (*close*)	0
Bola (*thrown*, *grabby*, *awkward*, -1 die size)	0
◇ Mace or flail, bronze (*close*, *forceful*)	1
◇◇ Mancatcher (*reach*, *grabby*, -1 die size)	1
◇◇ Shield, bronze (*clumsy*, +1 Armor, +1 Readiness on a 7+ to Defend)	1

GOODS	VALUE
Fine wool	
garment	0*
◇◇ bolt	1*
cartload (*immobile*)	2*
Parchment, a few sheets	1
Ink, vial, and quills	1
◇ Empty book, parchment	1

* +1 if sold/traded outside the Whitefangs

LIVESTOCK	VALUE
Whitefang goat (*sure-footed*, *curious*, *wooly*); **HP** 3; **Damage** d4 (*hand*) **Instinct** to explore; can butcher for ◇ provisions (6 uses); produces fine wool; sickly in warmer climes	2
Sheep (*timid*, *hardy*, *wooly*); **HP** 3; **Damage** d4 (*hand*); **Instinct** to follow the herd; can butcher for ◇ provisions (6 uses)	1
Sheep hound, follower (*keen-nosed*, *herder*, *fierce*); **HP** 6; **Damage** d6 (*hand*, *grabby*); **Instinct** to bully, threaten; Cost: care & grooming	1

Special items

The following might be acquired in Barrier Pass, in addition to special items from the Moves & Gear handout. PCs must roll Trade & Barter to acquire them.

When PCs ***Trade & Barter in Barrier Pass***, they use the local Prosperity (+0 by default). If they wish to acquire or sell a bladed weapon, they have disadvantage. **On a 6-**, they don't mark XP, and it's just not available/no one is interested—they might have better luck with a nearby farm or band of mammoth herders.

GOODS	VALUE
Robe/shawl, fine wool, intricately patterned (*warm*, *beautiful*)	1*
Ivory	
a bit of finery	1
◇ a substantial piece	2
a mammoth tusk (*immobile*)	3
cartload of mammoth tusks	4
Dark ice (*magical*, see page 322)	
a small piece (*magical*)	1
◇ a large chunk (*magical)*	2
with special characteristics	+1
a functional tool or weapon	+2
An object of **black iron** (page 307)	+2

* +1 if sold/traded outside the Whitefangs

Services and favors

PCs don't need to roll Trade & Barter for the following, but they might need to Persuade people—even if they offer something of suitable Value. If the PCs are well-regarded by locals, they might get these boons for free, or without needing to Persuade anyone, or at a reduced price.

SERVICE/FAVOR	VALUE
A few nights of austere food and shelter	0
A layfolk's labor for a day	0
A crew of layfolk, working for 1 week	1
Consultation with a monk	1
Audience with an Honorable Sage	2
Weeks of guided study with a monk	2
A guide into the mountains, to...	
... a nearby farm valley	0
... another known, nearby spot	1
... a dangerous/unknown spot	2
... a secret/deadly place	3

· TRADE OPPORTUNITIES ·

If the PCs get a trade opportunity (from the Seasons Change move), Barrier Pass might offer the following:

- A fair exchange of goods, plus someone to vouch for them should they wish for future trade (see **Trade with Barrier Pass**, page 29).
- A good exchange rate, two or even three Value 2 items for 1 Surplus.
- Two or three ivory mammoth tusks (Value 3), in exchange for help with a problem.
- A Value 3 mundane item, in exchange for some less-valuable artifact of the Rime Lords
- **Dark ice** (page 322) in substantial quantities
- An arcanum from the **Rime Lords** (page 322), the **spirits of the wild** (page 364), or **death and the undying** (page 74).

Secrets

- Secret paths/doors lead in and out of the compound. Outsiders are blindfolded when taken through them, or condemned to death if they learn of their existence.
- There is a hidden vault deep in the mountainside, protected by all manner of magics and **tulpas** (page 324). Only a few inhabitants know it exists; fewer know what it contains.
- One of the monks has started down the path of becoming a **false adept** (page 329). She is popular and (apparently) quite talented. Only Preshi Kav (Honored Sage of the Unmoved Mountain) suspects anything.

Hooks

- The PCs acquire an artifact of the Rime Lords; maybe they can leverage it into opening trade negotiations?
- A party from Barrier Pass comes to Stonetop, offering ivory/gold/arcana for food/livestock; they are tight-lipped, haunted, on edge.
- A condemned criminal escapes from Barrier Pass and seeks refuge; a **shantyara** (page 495) pursues them.

Dangers

Surroundings

- Steep, treacherous, rocky slopes
- **Harsh mountain weather** (page 488)
- **Hypothermia & frostbite** (page 489), if you stay out in the cold
- **Rockslides** (page 376) or **avalanches** (page 489) in winter

Fortifications

- Minor **tulpas** (page 324) watching the approach, warning the fortress of visitors
- A wall of smooth stone, 50 feet tall and 20 feet wide
- Walkways and crenelations atop the wall
- A final approach, 50 feet or so with no protection from the Makers' Roads
- A massive gate of wood and bronze
- Beyond the gate, a barbican lined with murder holes
- Cleverly concealed doors that open only from the inside
- A pair of **khyagseng** (page 326) guarding the entrance to the Great Hall

Folk from elsewhere

- **Mammoth herders** (page 177) or **valley farmers** (page 484), here to trade, pay tribute, or seek redress
- An **adept** (page 328), visiting from another fortress-monastery or some cave in the wilds
- A **mkhalang** (page 327), claiming to bring tidings but really just stirring up trouble
- A **bandit** (page 131) or criminal from one of the nearby farm valleys, condemned to death, pleading for mercy
- A **spirit of the wild** (page 356), come to visit or debate with the Honored Sages
- A **thrall** of the Things Below (page 435), here under false pretense, urged to spread chaos and woe

Guardian

Group, organized, skilled

HP 6; **Armor** 3 (bronze shields, mail)

Damage bronze mace d8 (*close*, *forceful*) or mancatcher d6 (*reach*, *grabby*) or bola d6 (*thrown*, *grabby*, *awkward*)

Instinct to subdue or drive off threats
- Deftly execute a group maneuver
- Ensnare a foe
- Club someone senseless
- Resort to deadly force in the heat of the moment

Monk

Group, cautious, disciplined, hardy

HP 10; **Armor** 0

Damage staff d8 with disadvantage (*close*)

Special qualities spirit sight; inured to hunger, cold, deprivation

Empty Sky instinct to ignore the suffering or needs of others
- Remain unperturbed
- Send their mind forth into the spirit world, their bodies insensate
- Calm the elements around them

Unmoved Mountain instinct to push and test themselves
- Perform a feat of extreme athleticism or endurance
- Endure or absorb raw elemental power
- Refuse to adapt or change

White Crystal instinct to impose order
- Take charge
- Do their duty
- Suppress the emotions of others

Novice

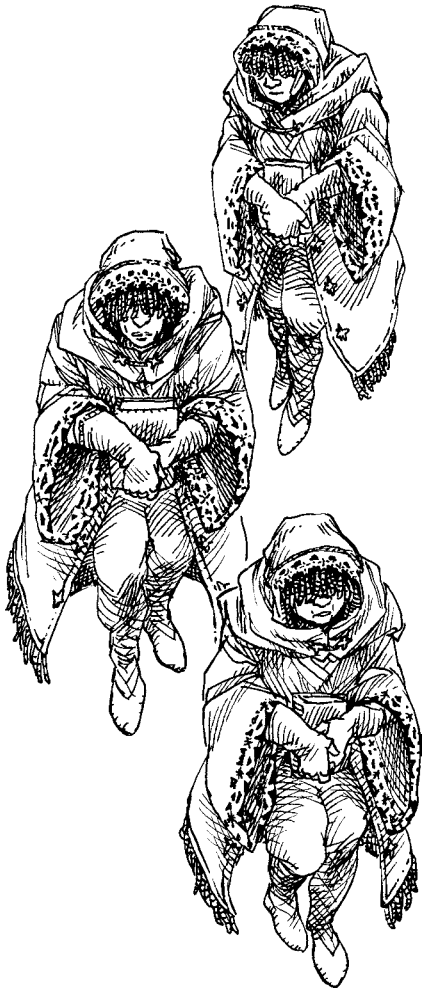
Group, cautious, disciplined, meek

HP 6, **Armor** 0

Damage staff d8 with disadvantage (*close*)

Special qualities unreliable spirit sight

Instinct to veer between their masters' teachings and their base needs
- Do what their superiors ask
- Hesitate, balk, flinch
- Show great promise, or great weakness



Barrow Builders

When the servants of the **Stone Lords** (page 382) rebelled, slaying their masters and unleashing the **Things Below** (page 412), those who died in the uprising were hailed as martyrs. The survivors raised mounds of earth and stone to honor them, simple barrows built with human hands and human arts.

Society collapsed. Horror swept the land. Petty tyrants and sorcerer-kings rose to power. They had barrows built to honor loyal vassals or to seal away the ghosts of those they had betrayed.

Fleeting kingdoms rose and fell. Rulers raised grand barrows and had themselves interred with riches, slaves, and followers in tow. Fueled by dark magic and the power of the Things Below, some of these tyrants reigned on even after death.

In time, the power of the Things Below diminished. Subjects rose up and overthrew their masters. Tyrants began to fall. Those who could not be killed were sealed away in barrows. The **current age** (page 414) arrived.

Many barrows still remain. A few are simple graves. Many are haunted or cursed. Some imprison ancient evil. They dot the World's End, especially in the **Steplands** (page 372). The **Hillfolk** (page 228) shun them, and warn all travelers away. For they descended from the Barrow Builders, and those who cast them off. They know what horrors those earthen mounds contain.

Names

Breton- or Cornish-inspired, similar to **Hillfolk names** (page 228) but with more vowels: Alana, Arzhel, Brandan, Corent, Deniel, Enora, Gwenael, Herve, Judikael, Karenza, Katell, Maben, Margh, Nolwenn, Piran, Ronan, Winoc, Yanick, Yezekael.

Hooks

- An artifact that the PCs want lies in a haunted barrow mound
- Some fool unseals a barrow and lets **phantom riders** (page 45) loose
- Someone acquires the tether of a **deathless one** (page 46)
- Hillfolk are furious that one of the barrows was looted

Themes

Pick 1 or 2, or roll 1d12.

1d12	THEME
1	Revolution: hunting down the Stone Lords, upending the status quo
2	The works of the Makers: torn down, vandalized, repurposed, lost
3	Societal collapse: famine, shortage, hoarding, violence
4	Sorcerers and necromancers: recklessly wielding power they can't control
5	Human sacrifice, blood magic, the courting and open worship of the Things Below
6	The horrors of war: pillaging, looting, slaughter, dislocation
7	Refugees, desperate and afraid, seeking safety, settling for survival
8	Sorcerer-kings and petty warlords with their grand, bloody ambitions
9	Conquest/oppression/enslavement
10	Intrigue/betrayal/civil war
11	Rulers clinging to power, even from the grave
12	Heroism and hope and perseverance, the casting off of tyrants, the slaying of monsters; the forging of a new age

Questions

- Where is the nearest barrow-mound that you know of?
- What strange sign marks it?
- What tall tale have you heard of it?
- What story do you recall, from the terrible days after the Makers fell?

Lore

Everyone knows:
- That old barrows dot the region
- That they're smaller and cruder than Maker-ruins
- That Hillfolk shun them
- That they supposedly contain great treasure and great danger

One might know:
- Where a few barrows can be found
- That they were built by the Hillfolk's (reviled) ancestors
- Of a particularly (in)famous figure among them
- The horrors from those times
- A tale about a specific barrow

Very few know:
- What a given barrow contains
- Where a specific figure is buried
- The true story behind a barrow

Sites

Barrow Builder sites are most common in the **Steplands** (page 372), especially around **Blackwater Lake** (page 48) and **Three Coven Lake** (page 438). Plenty can also be found in the **Flats** (page 126), the **South Manmarch** (page 350), and along the **Dread River** (page 86). A few can be found in the **Huffel Peaks** (page 236) and as far north as the **Foothills** (page 144).

To create a Barrow Builder site, pick one or have someone roll the Die of Fate.

1d6	SITE
1	A **cave** (page 380), in which they or their victims lived/hid/died/were interred (combine with 1 or 2 THEMES, page 35)
2	An old battlefield or mass grave, likely **haunted** (page 72)
3-4	A **reclaimed Maker-ruin** (see below)
5-6	A **barrow** (page 39)

Reclaimed Maker-ruin

Choose or roll for its ORIGIN. Create the ruin from the appropriate tables, rolling with advantage for its condition at the time the Barrow Builders claimed it.

1d12	ORIGIN
1	A **Green Lord ruin** (page 214)
2	A **Rime Lord ruin** (page 320)
3-4	A **Tempest Lord ruin** (page 402)
5-6	A **Forge Lord ruin** (page 160)
7-10	A **Stone Lord ruin** (page 386)
11-12	A ruin of multiple groups (roll 1d10 twice)

Then pick or roll for a THEME (page 35) to reflect how the Barrow Builders used it, 1-3 SIGNS of their presence, and its CURRENT CONDITION. Populate the site with artifacts and dangers of the Barrow Builders, as well as those of its original owners.

1d12	SIGNS
1-2	**Ghosts** (page 76)/psychic imprints
3-4	Remains/bones/graves/memorials
5-6	Damage/plunder/vandalism/graffiti
7-8	Distinctive material culture: refuse/pottery/tools/art/statuary/textiles/etc.
9-10	Crude, human-sized additions/adaptations/repairs
11	Altars/idols/offerings/arcane symbols
12	Maker artifacts, repurposed

1d12	CURRENT CONDITION
1-4	Shattered and laid waste by time, disaster, or vandalism; mostly buried, overgrown, collapsed; its purpose unrecognizable
5-8	Crumbling, largely buried, overgrown, or hidden away
9-10	Buried, overgrown, or hidden, but mostly intact
11-12	Fully visible and strangely well-preserved

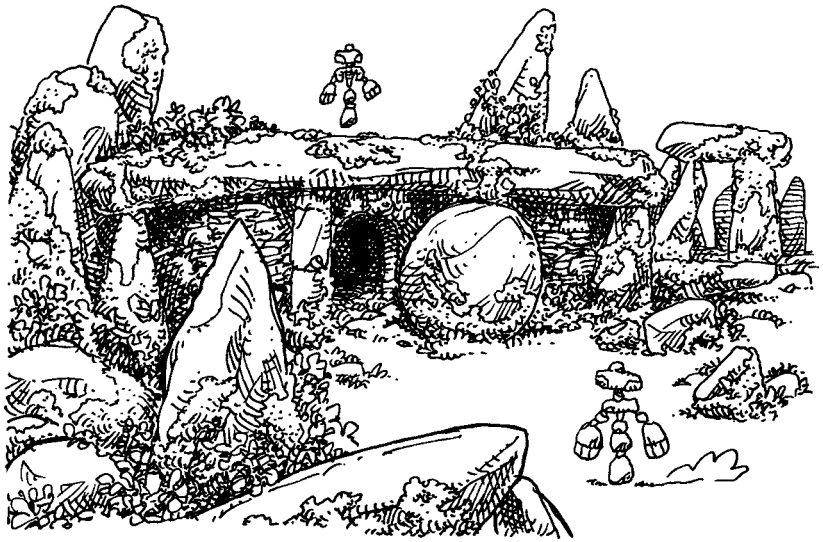
For more examples, see **Blackwater Lake** (page 51) and **Three Coven Lake** (page 442).

*The PCs are searching for the fiery heart of the **Mindgem** (page 548). I think it's in a Stone Lord ruin that the Barrow Builders reclaimed. Looking at the tables on page 386, I end up with a warren of multi-storied, brutalist apartments—housing for laborers—built around a single, giant-sized manor where the overseers dwelt. Maybe this was a plantation, with a small army of **lithic servants*** (page 393) *maintaining the complex?*

For the Barrow Builders' theme, I roll an 11 ("rulers clinging to power, even from the grave"). For signs, I roll a 5 ("damage/plunder/vandalism/graffiti") and 10 ("crude, human-sized" modifications). For the current condition, I roll a 9 ("buried, overgrown… mostly intact"). I ponder a bit, and come up with this:

A sorcerer led the humans here to rise up against their overseers. The sorcerer then claimed the manor as his own, along with the device that charged and controlled the lithic servants—a device powered by the Mindgem's makerglass heart! He turned the manor into a crude palace and sent "his" people back to work the fields. When they eventually rebelled, he was mortally wounded but transferred his soul into the device that ran the lithic servants. With his mind now spread among the many constructs, he squashed the uprising. His rule grew increasingly erratic, brutal, and ineffective. The tenements became more squalid and desperate. Folks fled. The sorcerer didn't care.

Now, the complex lies empty: overgrown, half-buried, stripped of anything of value, and home only to a dwindling army of lithic servants and the fractured mind of a paranoid sorcerer.



The PCs are following the River Sruth out of ***Marshedge*** (page 274) *and through the South Manmarch when they encounter a barrow. I roll a 10 for terrain ("tree(s), savannah, thickets"), a 9 for a theme ("conquest/oppression/enslavement"), a 12 for size ("man-made hill"), a 1 for purpose ("to honor the interred"), a 3 for architectural elements ("obvious entrance"), an 11 for condition ("strangely intact, fully visible"), and a 12 for features ("roll twice"). I then get a 4 ("corrupted by the Things Below") and a 10 ("treasure," with a 2 for the amount remaining). For the corruption, I turn to page 422 and come up with a poisonous place, with themes of death and broken bones, first caused by a blood-offering and then by a seal being broken. I ponder a little, and come up with this:*

A lone hill rising from sparse woods on the river's south bank. The daughter of a warlord commissioned it. Hundreds of slaves built it. When it was done, she had the slave's skulls caved in, to be interred with her father and his riches. After the daughter's brief reign ended, some fools pried open the stone doors to loot the warlord's tomb. They found chambers full of death, madness, and cursed gold. Those few who made it out were never the same. The barrow still lies open and treasure still remains, but no one with a lick of sense goes near it.

Barrow

They are the most obvious remnants of these bloody times: dome shaped earthen mounds. Most folks assume they were all tombs, but that's hardly the case.

Pick or roll for THEMES (page 35), its SIZE, its PURPOSE, 1 or 2 ARCHITECTURAL ELEMENTS, its CONDITION, and a FEATURE. Place the barrow in an appropriate terrain for its region. Fill it with **artifacts** (page 40) and **dangers** (page 42) of the Barrow Builders or the appropriate region.

1d12	SIZE
1-4	Small: just a few paces across, no chambers to speak of
5-8	Medium: big as a house, a few cramped halls/chambers
9-12	Large: a manmade hill, riddled with chambers/passages

1d12	PURPOSE
1-3	To honor the interred
4-6	To bind/torment the interred
7	To protect the interred
8-9	To hide something away
10	To leverage/maintain fell magic
11-12	Roll 1d10, twice

1d12	ARCHITECTURAL ELEMENTS
1-2	Megalith(s)/cairn(s)/dolmen(s)
3-4	Obvious entrance (likely sealed)
5-6	Irregular/elaborate/oval shape
7-8	Works of the Makers, recycled
9-10	Walls of dry-stacked stones
11-12	Built around a spring: water bubbling up/pooling/flowing out

Even in large barrows, chambers and passages are cramped and claustrophobic, often with packed-dirt floors and lined with large slabs of stone.

1d12	CONDITION
1-4	Collapsed, torn open, only hints remaining
5-6	Partially collapsed or torn open, but largely intact
7-10	Mostly intact, but overgrown or partly buried; easy to miss
11-12	Strangely intact, fully visible

1d12	FEATURE
1-2	**Haunted** (page 72), marked by dool trees
3-4	Corrupted by the **Things Below** (page 412)
5	Protective spirit(s)/construct(s)/demon(s)/spell(s)/trap(s)
6	Connects to **caves** (page 380)
7	Inhabited by local beasts/bandits
8	**Useful or valuable flora** (page 458) growing on/in/near it
9-10	Treasure (roll 1d6 to inform how much remains)
11-12	Roll again, twice

For more examples, see **Blackwater Lake** (page 51).

Artifacts

The Barrow Builders gladly looted and repurposed whatever treasures they could, and often dabbled with dangerous powers. Their sites often contain artifacts related to:

- **Death and the undying** (page 74)
- The **Things Below** (page 412)
- The **Stone Lords** (page 382)
- Other **Makers** (page 264), especially the **Forge Lords** (page 156) or the **Tempest Lords** (page 398)

Various treasures

- A rusty Y-shaped pendant (Value 0), symbol of the cult who fed the **Voice of the Eternal Maw** (page 437)
- A bronze blade from a **metal construct**'s (page 167) limb, remade into a brutal axe (*close*, *messy*, *awkward*, +1 damage, Value 1)
- A map (*fragile*) to the barrow of a famously rich warlord
- Ancient grains in wax-sealed jugs, still good and worth 1 Surplus (*immobile*)
- A Maker-era gold coin (Value 2), found in a mass grave, the tether for a **ghost** (page 76)
- A fine torc of **aetherium** (page 404) around a skeleton's neck; shocks its wearer if they try to remove it or engage in any sort of violence
- A ◇ spear (*close*, *thrown*, *beautiful*, *indestructible*, 2 piercing, Value 3) made of **makerglass** (page 388), shaft and all, found in a hero's tomb
- A ◇◇ Stone Lord's cleft skull, coated in gold and studded with gems (*cumbersome*, Value 4)

An old bronze dagger

hand, *magical*

Tinged green, but sharp and sturdy. In the chaotic days after the Makers fell, it was the weapon of a desperate father. He killed his own brother with it, to protect his children's food. He killed others, too, to make sure his family had enough. So many, many others.

The dagger holds a shard of that father's desperate will. When you ***Seek Insight about someone while carrying the dagger***, add the following to the list of questions you can ask. If ***your hand is on the hilt***, you can ask one of these questions for free, even on a 6-.

- What of mine do they most want?
- How am I most vulnerable to them?
- What do they carry that is useful to me?

If a PC keeps the dagger, treat it as a threat (a *MacGuffin*; **Instinct** to cause paranoia).

The Three-star Crown

◇ *magical*, *beautiful*, Value 4

A circlet of whitest gold, set with three black sapphires that shine like stars. It was made by a renowned smith, an apprentice of the **Forge Lords** (page 156), at the command of a petty warlord. The warlord was so pleased, he maimed the smith's hands so that she could never make its rival. The smith killed herself in despair, cursing the crown to steal the hopes of all who wore it.

When you ***wear the crown and interact with someone who fears or respects you***, you roll +CHA with advantage. Alas, ***each time you don the crown***, roll +WIS: **on a 10+**, tell the GM one of your hopes and why you doubt it can be achieved; **on a 7-9**, tell them a hope you have abandoned; **on a 6-**, you fall into a deep despair that lasts until you rouse yourself to face a mortal danger.

If ***the crown is destroyed***—the gems shattered, the metal reduced to slag—then the despair is lifted and all lost hopes are restored.

A lead bracelet

magical, Value 1

This heavy, black metal torc is set with a red gem. It feels good upon your wrist. Makes you feel important.

When you ***wear the torc and threaten someone that you consider beneath you***, lose HP equal to the torc's current Cost (1d4 to start). They are filled with fear; the craven will flee, cower, or grovel, and even the brave will flinch and hesitate. Each time you use the torc, the Cost increases by 1 die size (max 1d10).

When you ***wear the torc for a week without anyone questioning your authority***, decrease the Cost by one step (min 1d4).

Minor arcana

Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1	**An old scroll case** (page 508)
2	**A tattered mantle** (page 512)
3	**A disturbing mask** (page 529)
4	**A vellum scroll** (page 530)
5	**A silvery signet ring** (page 535)
6	**A mummified hand** (page 536)

Major arcana

The following are particularly likely to be associated with the Barrow Builders:

- The **Blood-quenched Sword** (page 552)
- The **Hec'tumel Codex** (page 556)
- The **Blackwood Fetishes** (page 564)

Dangers

Hazards

- **Unstable construction** (page 390)
- **Perilous stone** (page 391)
- **Cursed objects** (page 90)
- Darkness, deep in a barrow
- Low ceilings, cramped quarters, poor lines of sight

Banefire

Curtains or pillars of heatless flame, blue or green or purple, with no obvious source of fuel. Banefire features in many tales of the barrows: to repel, to imprison, or just as an uncanny feature of the mounds.

- Spring forth with little/no warning
- Blind them with sudden light
- Block a path or a line of sight
- Burn spirits, the undead, and living souls (d8 damage, ignores armor)

Something interesting: Ghosts and other spirits fear banefire as much as mortals, but the inhabitants of some barrows can control it.

Something useful: Banefire burns only where it's meant to; it never spreads. Each banefire is anchored to a blackened bone, all that remains of the mortal whose body and soul were sacrificed to fuel the flames.

Traps

They put all that effort into building barrows. They weren't going to leave them unguarded.

To create a trap, consider the barrow's purpose and what it contains, and where the trap is found. Then pick or roll for the trap's INTENT, its TRIGGER, its TELL, and as many ELEMENTS as makes sense. Imagine how it works. If you like, prep GM moves and/or an impending doom for the trap, and maybe a custom player move.

1d12	INTENT
1-2	To kill/maim/injure
3-4	To repel/separate/deny/isolate
5-6	To weaken/hinder/delay
7-8	To capture/punish/torment
9-10	To alert/awaken/prepare
11-12	Roll d10 twice

1d12	TRIGGER
1-2	Stepping/entering/being/staying somewhere
3-4	Touching something
5-6	Moving something/picking it up
7-8	Breaking/disturbing something
9-10	Opening/closing something
11-12	Perceiving/examining/tinkering with something

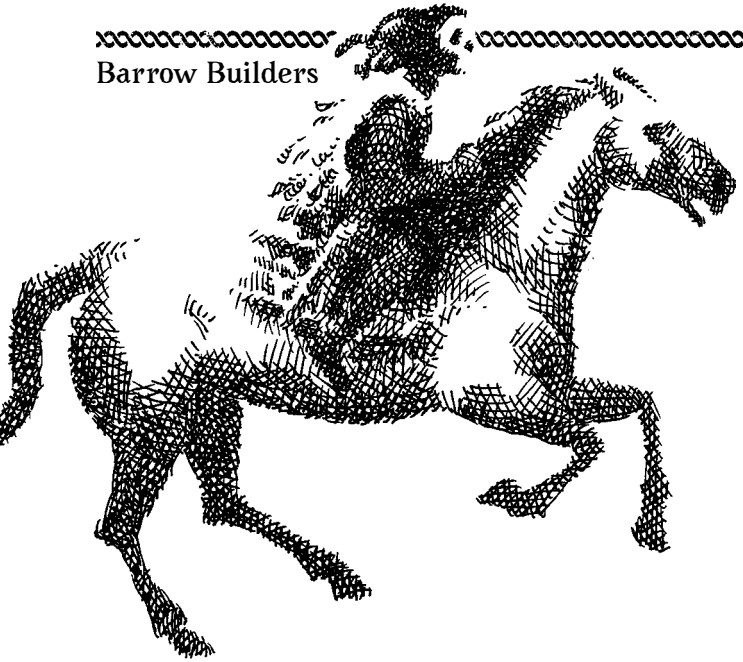
1d12	TELL
1	A brief warning before it goes off
2-4	A tiny detail, easy to miss
5-7	Unusual construction/decor
8-10	Bait
11-12	Clear signs—it's obviously a trap

1d12	ELEMENTS
1	Camouflage/illusion/deception
2	Gravity/weight/mass/hardness
3	Blades/spikes/needles/pointy bits
4	Wire/rope/pulleys/contraptions
5	Tension/pressure/springs/balance
6	Chemics/poison/acid/gas/fire
7	Special materials (see below)
8	Runes/glyphs/sigils/marks/spells
9	Light/dark/heat/cold/noise/quiet
10	Thoughts/emotions/mind games
11	Spirits/constructs/undead/vermin
12	Previously triggered/disarmed

Special materials might include **hazardous growths** (page 219), **orichalcum** (page 162), **black iron** (page 307), **dark ice** (page 322), **makerglass** (page 388), **aetherium** (page 404), **red crystal** (page 424), and/or other things of your devising.

Examples:

- A pit, 15-feet deep, the bottom lined with rusty spikes; covered by taut fabric, pebbles, and dust
- A gap runs down the ceiling of a low tunnel; stepping on a flagstone releases a swinging axe
- A puzzle-box on a decoy coffin; futzing with it releases stabby little constructs from the coffin
- A corpse's sword; moving it pulls a wire, which upends an urn full of salt and releases a trapped wraith
- A rune-etched doorway; any who try to enter stop, turn around, and forget the last few minutes
- Opening the door to the final vault requires removing a keystone; the whole barrow will collapse
- Sconces of glowing makerglass; break the rune-seal on the sarcophagus, get fried by lightning
- A dead-end, the word VIGILANCE carved on the far wall, the room full of colorless, odorless gas; causes headaches, irritability, fainting, death



People

- **Hillfolk** (page 228), warning away explorers or chasing them off
- A **hdour** (page 234), **antiquarian** (page 260), or **sorcerer** (page 435), seeking knowledge/artifacts
- **Adventurers** (page 260), hunting treasure
- A **necromancer** (page 84), consulting with those long-dead

Monsters

- **Ghosts** (page 76) and **revenants** (page 80), haunting barrows, reclaimed ruins, old battlegrounds mass graves
- **Constructs** (page 392), stolen from the Stone Lords or made using their arts
- **Corrupted beings** (page 432), ancient pets of ancient sorcerers, or local fauna affected by lingering evil
- **Spirits of the wild** (page 356), bound by old spells

Barrow wight

Group, *undead*, *corrupted*, *terrifying*, *hardy*, *hoarder*

HP 14; **Armor** 4 (resilience), 2 vs. bronze or fire (mail)

Damage rusty sword d8+2 (*close*, *forceful*) or crushing grip d8+2 (*hand*, *grabby*, *forceful*)

Special qualities bound to their barrow

Instinct to protect their hoard

- Utter an echoing warning
- Block an exit
- Stand fast, refusing to be moved
- Keep fighting with or reattach a severed limb

As you might expect, grave robbing was always a problem for the Barrow Builders. But a clever sorcerer had a solution! So many hateful spirits roamed the world in those days. Why not bind some to the corpses of the deceased, and let the dead guard their own treasure?

Phantom rider

Group, *large*, *spirit*, *undead*, *organized*

HP 14; **Armor** 2 (lacks organs, shield)

Damage spear 1d8 (*close*, *thrown*) or trample d8+2 (*hand*, *forceful*) or bow d8 (*near*)

Special qualities bound to their bones; can travel far and wide; can't manifest in daylight; takes +1d4 damage from silver

Instinct to seek tribute, to lord over others

- Speed across the landscape like the wind itself
- Form a body of soil, dust, and mist
- Flank and harry their foes

For a time, it was common for warriors to pledge both their lives and their deaths to their lieges, and to be interred with their horses and their fellows in their master's tomb. Thus, they could live on in death, still basking in a grim and joyless glory.

Deathless ones

In the time of the Barrow Builders, many warlords and sorcerers were obsessed with immortality. A number of them found it—or something like it—through undeath.

To create a deathless one, imagine a warlord (someone similar to a **Manmarcher chief**, page 289), a **sorcerer** (page 435), a **necromancer** (page 84), or a **hdour** (page 234). Consider making them **corrupted** (page 432) by the Things Below. Add the *undead* tag, and give them +4 HP because they are animated by more than biology.

From there, pick or roll for the TETHER that sustains them, HOW IT SUSTAINS THEM, and its LIMITATION. Then pick or roll for the deathless one's CURRENT STATE. Consider where and how they (or their influence) might be encountered. Let this all inform their story, their personality, and their stat block.

1d12	TETHER
1-2	Small (needle, torc, ring, etc.)
3-4	◇ (sword, scepter, crown, scroll, mummified hand, etc.)
5-6	◇◇ (shield, standard, urn, etc.)
7-8	◇◇, *cumbersome* (bust, cauldron, coffer, tapestry, etc.)
9-10	*immobile* (hoard, tree, cave, statue, sarcophagus, etc.)
11-12	*fragile* and roll d10 again (egg, porcelain, mirror, device, etc.)

1d12	HOW IT SUSTAINS THEM
1-2	It hides their death/heart/soul
3-4	It anchors their soul to the world
5-6	It feeds/renews/recharges them
7-8	It gives them leverage over the **Lady of Crows** (page 71)
9-10	It shields them from the Lady and the **Pale Hunter** (page 292)
11-12	It suffers age/death/decrepitude in their place

Unless their tether fails or is destroyed, they cannot truly die. Their body will eventually heal or regenerate, or their spirit will possess some hapless victim.

1d12	LIMITATION
1-2	They can't leave its presence
3-4	It must be fed/charged/maintained
5-6	It must be relocated often
7-8	Its destruction results in their instant, terrible, final death
9-10	If "killed," they require outside aid to be restored
11-12	Roll 1d10 twice

1d12	CURRENT STATE
1-3	Greatly diminished, perhaps destroyed and waiting to return
4-6	Imprisoned and largely forgotten
7-9	Hidden, apathetic, self-involved
10	Trapped, but with some influence
11	Secretly active, pursuing schemes
12	Roll 1d10 twice

I've established that the Mindgem's fiery heart is in the clutches of a deathless sorcerer, whose soul inhabits an arcane device that controls a number of ***lithic servants*** (see page 393).

I start with a ***sorcerer*** (page 435), *corrupted by* ***El'rash-Orra*** (page 419). *For gifts, I give him a terrifying gaze and the ability to inflict false sensations. For marks, I give him slow-healing wounds and strange fascinations (he's a voyeur).*

*I already decided that he had "anchored his soul" to an arcane device in a Stone Lord manor (*immobile, fragile*). For a limitation, I think the device "must be fed/charged/maintained," and that "its destruction results in his final death." For a current state, I think he's "trapped, but with some influence" via the lithic servants he can possess.*

I picture him in his oversized manor, seated on a makeshift throne, permanently wounded, unable to move on his own. A dozen faceless stone servants attend him, moving him like a puppet when needed. Behind the throne is a contraption of rune-carved stone and crystal, the makerglass heart burning at its core. His mind is spread among his servants, some of whom scour Three Coven Lake for artifacts, gossip, and materials to maintain his device. Should the device fail, his consciousness will splinter and his body will finally die. The servants, each containing a splinter of his soul, will fight each other for primacy. None will succeed.

I write up his stat block like this:

MYGHAL, DEATHLESS SORCERER
Solitary, undead, corrupted, paranoid, magical, hoarder, terrifying
HP 16; ARMOR 4 (wards)
DAMAGE word of false pain d8 (near, area, ignores armor)
SPECIAL QUALITIES tethered to the device; broken body; aware of all that his servants perceive
INSTINCT to jealously hoard secrets
> Inflict false sensations on others
> Fix someone with his terrible gaze
> Reveal a plan or a horrid truth
> Control his lithic servants like they were extensions of himself
> Recover from any wound, slowly and never fully

Blackwater Lake

In the west of the **Steplands** (page 372), in the shadow of the **Huffel Peaks** (page 236), there is a large and placid lake. A low ridge surrounds it, and a wide, rocky shore. The Aberzh River flows in from the west. No rivers or streams flow out.

The water is dark, and very deep, and very, very still. It is always cold but never freezes. There are no waves. The wind shuns the surface. No birds dare alight.

This was once great Dulenn, city of Dark Waters, the slow-beating heart of the **Stone Lords**' vast domain (page 382). Whereas **Teirstered** (page 438) was a city of towers and splendor, Dulenn was a solemn place. A quiet warren, carved and sung from bedrock with the beauty of a limestone cave.

There was no lake, then. Not above the ground. But it was called "Dark Waters" for a reason. For seven deep tunnels led to seven mighty seals, each guarded by Stone Lord sentinels who sang a ceaseless lulling song. Behind those doors was a vast and lightless lake. A hole in the earth. A **Mouth of Daagon** (page 55).

When the **Green Lords** (page 210) roused the Things Below to help them quell the **Fae** (page 94), the seals below Dulenn cracked. Daagon began to whisper. Began to sing. Resentment grew among the Stone Lords' human servants. Leaders rose among them: cunning, confident, and eloquent, knowing things they oughtn't, awash in uncanny power. Cults of liberation formed. A conspiracy grew.

Seven sorcerers infiltrated Dulenn. They found the tunnels. They slew the sentinels. They broke the seals.

And Daagon, Who Waits in Deep Water, waited no more. It thrashed. It opened its yawning dark wet jaws. Dulenn fell into the earth. And the Dark Water, the Blackwater, surged in to flood the hole.

Impressions

- Striations in nearby outcrops, tilted towards the lake
- The damp, mineral smell of wet stone
- Clouds, stars, shoreline—all reflected in the lake
- Stillness, quiet, echoes of the slightest sound
- At times: thick banks of fog, wet, cloying, isolating

Tip: lower your voice; speak slowly, softly, make them lean in to hear you.

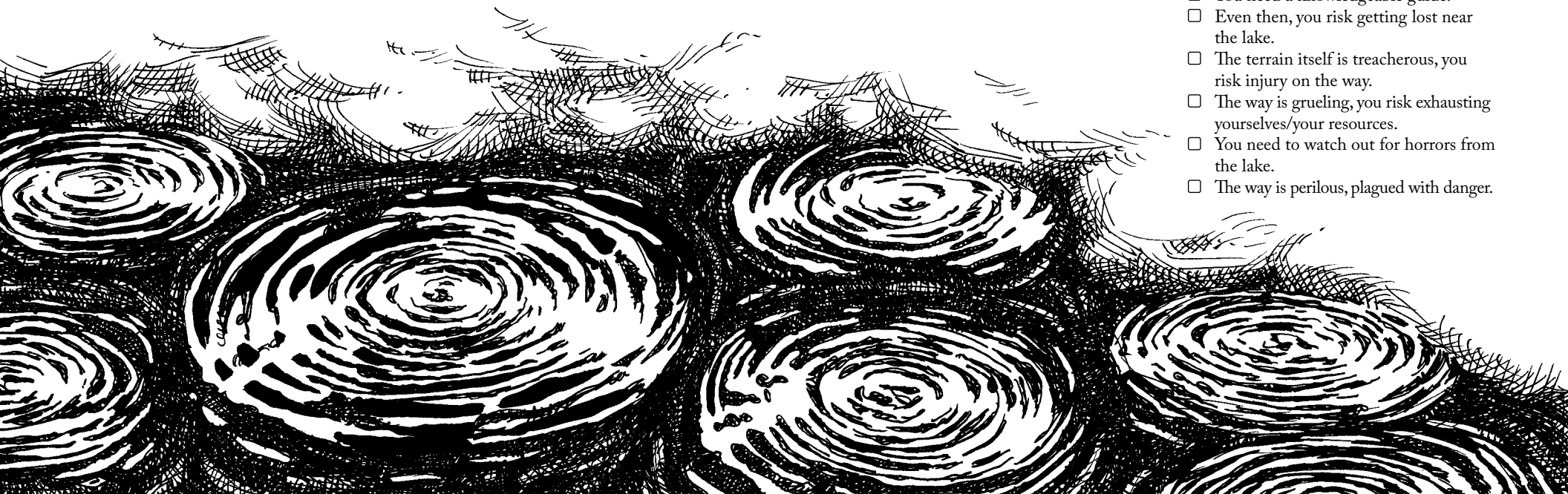
Hooks

- **Servants of Daagon** (page 56) are roaming further from the lake than usual.
- A **thrall** (page 435) of Daagon drags a victim here to sacrifice.
- A **deathless one**'s (page 46) tether is hidden near the lake.
- Hillfolk **spirit-talkers** (page 235) sing a certain song here every 7 years to keep the lake subdued.
- A dangerous artifact needs to be cast into the Mouth of Daagon.
- Certain NPCs hear a silent song, calling them to Blackwater Lake.

Getting there

To reach Blackwater Lake from Stonetop:

- ☐ First you must travel to the Steplands, which will take at least 4 days.
- ☐ From there, it will take at least 2 days and corresponding amount of supplies
- ☐ You need a knowledgeable guide.
- ☐ Even then, you risk getting lost near the lake.
- ☐ The terrain itself is treacherous, you risk injury on the way.
- ☐ The way is grueling, you risk exhausting yourselves/your resources.
- ☐ You need to watch out for horrors from the lake.
- ☐ The way is perilous, plagued with danger.



Areas

- **Nearby hills:** A soft place, where paths might change in the fog, full of ruins, **barrow mounds** (page 39), and **caves** (page 380). Bedrock and ruins all tilt towards the lake.
- **Outer ridge:** An escarpment that rings the lake, dropping 50-100' to the shores. Lightly wooded up top. Holds a number of ruins, buried at odd angles, some poking out.
- **Shore:** Extends 100-200' from the outer ridge. Lots of rubble, much of it ancient masonry. Thick lichen, grass that leans away from the lake.
- **The Aberzh River:** Cuts through the western ridge, then widens and flows lazily to the lake. Muddy, shallow, rocky. Lots of dark algae.
- **The Pillar:** On the north shore, 40' wide and over 100' tall. Made of salvaged masonry stones, crudely stacked. No obvious entrance. A precarious climb. Feels cursed.
- **The lake:** About 2 x 3 miles. Impossibly still, dark, reflective. Always cold, never freezes. Hundreds of feet deep near the center.

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12). If you like, roll 1d6 for size/scope/intensity.

1d12	TERRAIN
1	Trees/shrubs/succulents/tall grass
2-3	Ridge wall/prominence/overhang
4-5	Scree/rubble/rocks/boulders
6-7	RUIN OR BARROW (next page)
8	Very large boulder(s)
9	Pool/pond/spring/rivulet
10	Peninsula/cove/inlet
11	Mud/mire/shingle/shallows
12	Drop-off/deep water

1d12	RUIN OR BARROW
1	Partly collapsed mound of earth and stones, each carved with fear-runes. Holds bones, clay vessels full of rotted grain.
2	Warehouse-sized bunker of massive blocks, buried at a severe angle. Bay doors visible, heavily marred, but still intact.
3	Warren of human-sized rooms, dug into outer ridge. Confusing layout, odd angles, unstable, lit by glowing crystals.
4	Door into the ridge, leading to a crude, vaulted room. Holds a 12' statue of a squat, fishy beast. Its mouth opens to a deep shaft.
5	Dozens of makerglass tubes, each smaller than the last, lined up in ranks and fused together. Chime hauntingly when struck.
6	Walls of a cubical stone room with many niches. Tilted ~30°. Crystalline fixture in one wall. Words spoken here blare from somewhere across the lake.
7	Series of dissimilar rooms and tunnels, leading to a massive underground amphitheater, like a cyst in the earth. Largely flooded.
8	Stone head, bigger than a house, barely recognizable. Eye sockets open to a chamber. Interior walls covered in runes, useless levers.
9	Barrow on the ridge, hidden by trees, brush. An open doorway. Inside: a withered corpse bound by bronze, a pile of offerings.
10	Small hill of stacked stones; one slab hides a door. Inside, an icy crystal lures in wraiths, binds them; scores are trapped already.
11	Cavernous, buried room, tilted but mostly whole. Full of chisels and **warded pavestones** (page 271): mostly smashed, a few in progress, some buried but intact.
12	Onion-shaped dome of stone, ~30' across. Hollow, an opening facing down, water pooling impossibly on the ceiling inside.

The above are just examples. To create more Stone Lord ruins, see page 386 but roll for CONDITION with disadvantage. Those that are at all intact will be tilted and askew, and are likely to have been **reclaimed** (page 36) by the Barrow Builders at some point.

To create more barrows, see page 39.

Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	A change of TERRAIN (page 50) and roll again
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	An UNNERVING TABLEAU (see below)
4	An ENCOUNTER (see below)
5	An ARTIFACT OF... (see below)
6	An OPPORTUNITY (see below)

1d6	UNNERVING TABLEAU
1	An altar, trappings of ceremony, blood stains, slimy trails
2	Wards/bindings on an open entrance, marred and broken
3	A slowly rotting pile of skin, like it was sloughed off
4	Skeleton(s), dry and brittle, tiny little bite marks (?) all over the bones
5	Partial skeleton(s); some of the bones are missing, others seem… melted
6	A large mammal, like a horse or aurochs; staggers out into the lake, gets yanked below water

1d6	ENCOUNTER
1	A **thrall** (page 435) of Daagon, heavily marked, full of shame
2	A lone **servant of Daagon** (page 56), dragging something of value to the lake
3	A **hdour** (page 234), come to bargain with Daagon or its servants
4	A **spirit of the wild** (page 356), likely **corrupted** (page 430) but still curious or indifferent
5	A confused wanderer, following a voice in their head
6	**Hillfolk** (page 228): exiled, on the hunt, checking wards, etc.

1d6	ARTIFACT OF...
1-2	… the **Things Below** (page 412)
3-4	… the **Stone Lords** (page 382)
5	… Some other group of **Makers** (page 264)
6	… the **Barrow Builders** (page 34)

1d6	OPPORTUNITY
1	A boat/raft (roll 1d6 for condition)
2	Large game (aurochs, deer, boar, etc.); confused, strangely docile
3	A treasure, left in shallow waters or set on a rock not far out from shore
4	**Hillfolk** (page 228) in trouble and wary but grateful for help
5	A good place to rest/restock/lay an ambush
6	A **sacred site** (page 362), somehow uncorrupted

Dangers

Hazards

- A stretch of water and reason to brave it
- Rocks to climb and a reason to try it
- Poor footing (mud, unstable rubble, scree, slick wet stone, etc.)
- **Rockslides** (page 376) on the outer ridge
- **Unstable construction** (page 390) or **perilous stone** (page 391)
- **Disquiet and unease** (page 428), **whispers and visions** (page 428), **unnatural phenomena** (page 429), and **corruption** (page 430)

Fog

Fog forms often, especially on breezy, warm days or during still, chilly nights. Sometimes it comes with no warning. And sometimes, reality becomes… malleable… in the fog.

- Have mist start to gather, thicken
- Obscure their surroundings, make them struggle to navigate
- Separate them, perhaps inexplicably
- Hint at/reveal the presence of **servants of Daagon** (page 56)
- Have them end up far from where they should be
- Reveal that the landscape has changed, rearranged itself

The Blackwater

The lake is always frigid but never freezes over. It is weirdly dark and still, smooth like glass. Any disturbance ripples out and out and out. It feels like it is sleeping. Like it's lying in wait.

Hazards include:

- Instinctive dread, from a generational fear of water
- The fact that they probably can't swim
- Shivering cold, the threat of debilities or even **hypothermia** (page 489)
- Poor footing (slick rocks, mud, algae)
- Steep, unexpected drop-offs
- Getting dragged down by their gear

Drowning

When you ***plunge beneath the water***, hold Breath equal to 1 + your CON. If you first took a deep breath, hold 2 extra Breath.

When you ***make a move while under the Blackwater***, and that move involves a roll, choose 1 of the following after the move is resolved:

- Spend 1 Breath
- Mark a debility
- Lose yourself in the Blackwater

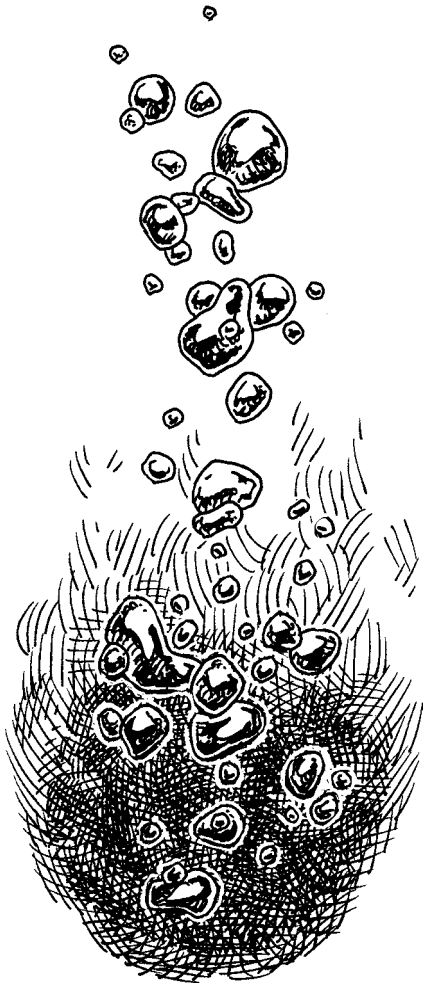
When you ***lose yourself in the Blackwater***, time seems to stop and you find yourself adrift in a watery, hungry void. Roll +WIS: **on a 7+**, you snap back to reality, somehow holding 2 Breath. But also, **on a 10+**, choose 1; on a 7-9, choose 2:

- Gain a MARK (page 432) of Daagon; you are now *corrupted*
- Name something you possess that you love or treasure; it's gone
- Choose something about yourself that you value (a move, your instinct, something about your appearance); lose it

On a 6-, either embrace Daagon as your master (gain the Thrall insert), or else make one last move before you are swallowed by the **Mouth of Daagon** (next page).

Call of Daagon

Daagon (page 419) still sings its silent song. It calls out to the weak-willed, and to those who nurse jealousy or greed in their souls. It whispers to them from afar, and compels them towards Blackwater Lake. It urges the weak-willed to enter the water and be devoured. To the jealous and the greedy, it offers power, wealth, or immortality. For a price, of course.



Mouth of Daagon

At the bottom of the lake, hundreds of feet down, is a Mouth of Daagon. Anything dropped into the deep water will make its way there in time. Valuables left on the shore or cast into the shallows will likely be found by the **servants** (page 56) and delivered to the Mouth on your behalf. Dangerous artifacts left for the servants might be delivered and consumed, or not.

When ***the Mouth swallows something***, Daagon consumes it utterly. When ***the Mouth swallows someone***, they are gone, body and soul.

When you ***feed the Mouth with something or someone beloved*** (by anyone, not just you), Daagon rewards you.

1d6	REWARD
1	A physical change (scales, rubbery flesh, gills, a tentacle, etc.) and perhaps a GIFT (page 432) to go with it
2	An item of luxury or status (Value 2)
3	A precious item (Value 3)
4	A "priceless" item (Value 4)
5	A way to best your rivals or defeat your enemies
6	A way to acquire great power or long life

Whatever the reward, it arrives soon: while you sleep, in your dreams, or via vision or coincidence or happy accident.

Monsters

- **Pypeds** (page 82) or unbound **wraiths** (page 79), desperate and ever-hungry, drawn here by Daagon's call
- A **deathless one** (page 46), dwelling in or bound to a nearby barrow
- Cultists, sorcerers, or **thralls** (page 435), bearing many GIFTS and many MARKS (page 432)
- **Hillfolk** (page 228), ready to assume the worst about the PCs
- Stone Lord **constructs** (page 392) in long-buried ruins, probably damaged, behaving erratically, and/or **corrupted** (page 430)
- **Hdours** (page 234), **adventurers** or **antiquarians** (page 260), answering Daagon's call
- Any number of **corrupted beings** (page 432) or **emanations** (page 436), such as the **Hand of Daagon** (page 437)

Blackwater Lake

Servants of Daagon

Terrifying, *violent*, *wretched*, either *corrupted* or *emanation*, see below
HP variable; **Armor** variable
Damage see below
Special qualities amphibious (or close enough)
Instinct to devour, then to steal
- Emerge from deep water or thick fog
- Snatch up something valued/treasured
- See below

Horrid things, wet and wriggling. Maybe they're **emanations** (page 436) of Daagon, or mortal beings so thoroughly corrupted as to seem utterly alien to this world. They crawl forth. They feast on flesh and bone. They drag home wealth and beauty and treasured things to feed their master's hunger.

Choose or roll for their NUMBER APPEARING and their SIZE. Then pick or roll for 1d4 TRAITS and 1d4 ADDITIONAL MOVES. Think about things that live in the water. Imagine the creatures implied by the results.

1d12	NUMBER APPEARING
1-3	Many, at least half a dozen (*horde*; HP 3; Damage d6)
4-9	A few, like 2-5 (*group*; HP 6; Damage d8)
10-12	Just one (*solitary*; HP 12; damage d10)

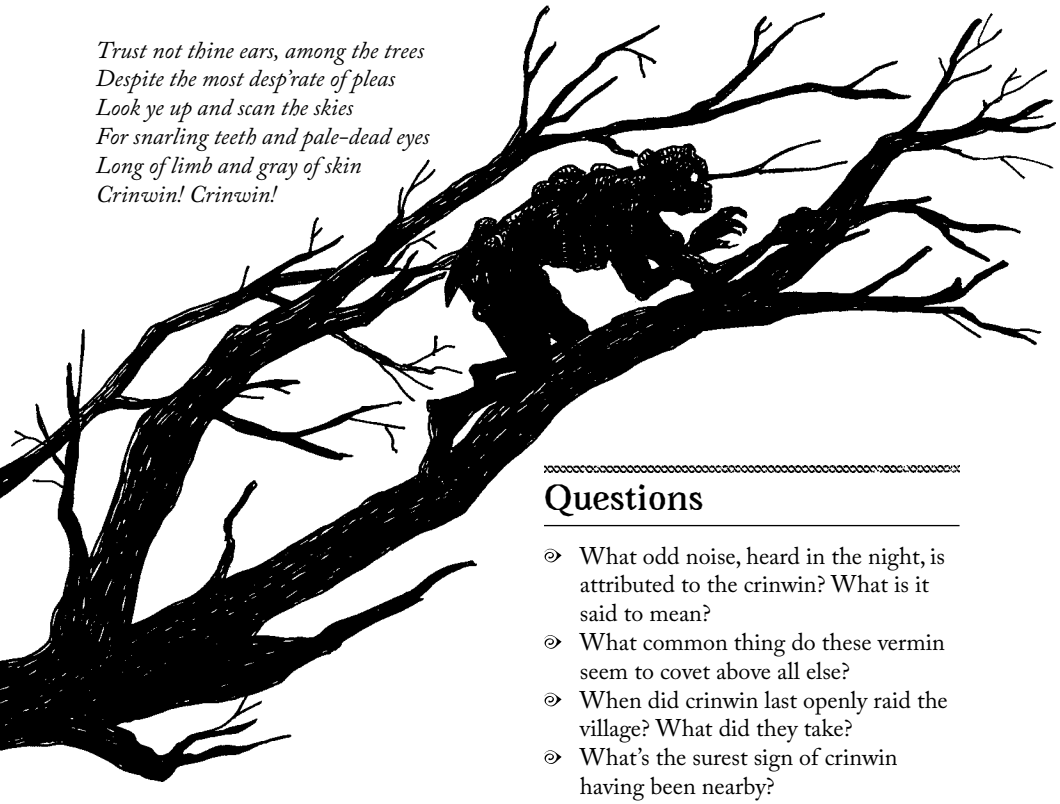
1d12	SIZE
1-3	Child-sized (*small*; reduce damage die one size, *hand*)
4-9	Person-sized, wolf-sized, boar-sized, etc. (*close*)
10-12	Horse-sized (*large*; +4 HP, +2 damage, *close*, *reach*)

1d12	TRAIT
1-2	Cowardly, hesitant (*craven*)
3-4	Overwhelmed by hunger (*ravenous*; instinct is just "to devour")
5	Surprisingly intelligent (*cunning*)
6	Aggressive (*fierce*; +2 HP, rolls damage with advantage)
7	Blubbery/scaly hide (2 armor)
8	Powerful (*forceful*; +2 damage)
9	Big claws/fangs (*messy*; 1 piercing)
10	*Stealthy* and *cautious*
11	Tentacles/pincers/etc. (*reach*, *grabby*)
12	Projectiles (*near*)

1d12	ADDITIONAL MOVE
1-2	➤ Wriggle free of danger/restraint
3-4	➤ Smother/constrict/engulf prey
5-6	➤ Mesmerize the weak-willed
7-8	➤ Heal at a prodigious rate
9-10	➤ Dissolve organic material
11-12	➤ Paralyze with venom/poison

Crinwin

Trust not thine ears, among the trees
Despite the most desp'rate of pleas
Look ye up and scan the skies
For snarling teeth and pale-dead eyes
Long of limb and gray of skin
Crinwin! Crinwin!



They've always been there, in the Wood, lurking in the trees. For generations, the Forest Folk hunted them and kept their numbers in check. No longer.

- Out-of-place noises: partial bird calls, off-season insect buzz, a bear's growl from the treetops, snippets of nonsense speech
- Figures scurrying, leaping, swinging through the branches
- Sinewy strong fingers around your throat
- Clammy, blackish blood; too cold and putrid to be natural

Tip: pick a sound or word that the PCs have made, and repeat it over and over at different volumes and tones.

Questions

- What odd noise, heard in the night, is attributed to the crinwin? What is it said to mean?
- What common thing do these vermin seem to covet above all else?
- When did crinwin last openly raid the village? What did they take?
- What's the surest sign of crinwin having been nearby?
- Who among you hates those things, more than anyone else does? Why?
- What makes you think they might be more than simple beasts, despite what everyone else says?

Lore

Something interesting: There's something that everyone agrees will keep crinwin at bay (a smell, a charm, a sound, a little ritual, etc.). What is it, and why are you sure that it's next to worthless?

Something useful: There really is something that keeps crinwin at bay, but it involves something uncommon, impractical, or both. What is it, and why isn't it common knowledge (or at least commonly accepted)?

Hooks

- The crinwin have dug something up, something evil and powerful, and it's… changing them.
- A hunter stumbles on a colony of nests, 5 or 6 in one place.
- Crinwin numbers near Stonetop are steadily growing. Is something leading them? Compelling them? Or scaring them closer to the village?
- Crinwin start boldly raiding homes at night. They soon steal something precious (an heirloom, an arcana, an infant).
- A trapper's child has secretly befriended a crinwin, meeting it in secret, playing and trading gifts.

Origins

What are they, and where did they come from? That's for you and your group to decide, but possibilities include:

- They were made by the **Fomoraij** (page 136), as warriors to fight the **Fae** (page 94).
- They were a failed experiment of the **Green Lords** (page 210), escaped into the wild when the Fae rebelled.
- They were once **Forest Folk** (page 150), who were cursed or corrupted by some witch or sorcerer.
- They came through the cracked portal of **Vor Svetelik** (page 468), from some distant place (or even another world).
- They crawled out of some lake, vile spawn of the **Things Below** (page 412).

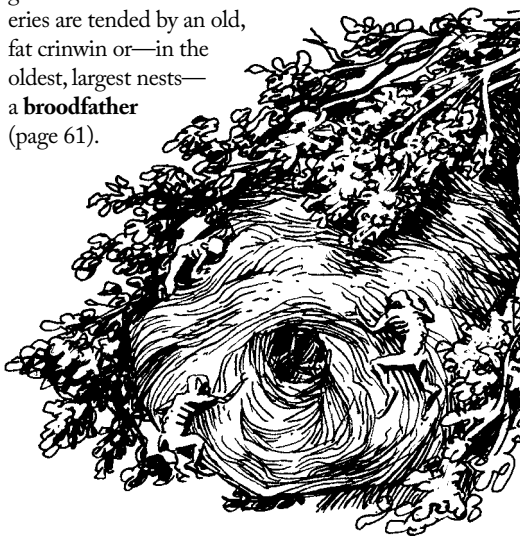
Nests

Big papery structures, like giant wasp nests, high up in the boughs of trees. The bigger the trees, the better. The mightiest trees might have two or three nests in them.

A small, light person who dares the climb could squeeze inside. It's pitch black inside, with platforms and walls of hexagonal paper cells. Cramped chambers are connected by vertical shafts. The outer walls are surprisingly damp and resistant to fire, but the insides will go right up if exposed to open flame.

Around a dozen full-grown crinwin live in each nest. They store food (rotten, decaying) in the hexagonal cells, and maintain tableaux showcasing **flawed trappings of civilization** (next page).

The largest chamber in each nest is a nursery: warm, moist, and carved out of the living wood. Hexagonal tubes line the chamber, each stuffed with goo and larval crinwin. Pupae squirm about the chamber, feeding on goo and even each other. The nurseries are tended by an old, fat crinwin or—in the oldest, largest nests—a **broodfather** (page 61).



Discoveries

Flawed trappings of civilization
They imitate whatever people(s) they observe, but always get it wrong.

- A line of stones, stacked two or three high, surrounding the tree(s) that hold the nest(s).
- Crudely tilled "fields," planted with nonsense: bits of bone or teeth, pot shards or broken tools, dead wasps, shiny stones, etc.
- A deer carcass, tethered to a nearby tree with a vine around its neck
- A hole, dug like a well, but far too shallow
- A chamber in the nest, filled with old cups, potsherds, scraps of cloth
- "Children" made of sticks and papery mass, clothed in filthy stolen fabric, tucked safely away in a nest or carried about
- Graves or cairns, empty yet revered or else housing still-living, sickly crinwin
- A crude shrine to… something?
- A mundane item or random **artifact** (page 498), misused or cast aside.

Something long thought lost
- Something shiny, a family heirloom perhaps, gone missing in the crinwin's last raid
- A keepsake, given by a loved one, but lost in the Wood years ago
- Something owned by a hunter or trapper who never came home

Strange growths
Enormous pustules, found on some of the crinwin that are a little larger, less agile, and less aggressive. Pop them and they ooze goo, maybe with a small, pale grub, squirming and hissing pitifully as it dies in the open air.

Outcast
An albino crinwin, more curious than hostile towards outsiders, living apart from the others in a landbound nest of stone and paper. Watching the PCs intently, or trying to perform a craft in some painfully wrong way, or getting harassed or beaten by its peers.

Prisoner
A crinwin (beaten, cut, bruised), either being dragged into the area right now by others, or already lashed on a high-up tree branch for who-knows-how-long.

- How can you tell, just by looking at it, that this one comes from different stock than the ones who live here?

Midden heaps
A short ways off from the nest.

- Signs of crinwin biology (remains of what they eat/won't eat, or excrement, or the utter lack thereof)
- Cast-off possessions, giving hints to what they value and what they don't
- Evidence of contact with the **Forest Folk** (page 150), over a decade old and buried deep

Dangers

Crinwin
Horde, *small*, *hoarder*, *cautious*, *stealthy*
HP 3; **Armor** 1 (reflexes)
Damage claws, rocks, choking d6 (*hand*)
Special quality climbs and jumps like a squirrel
Instinct to covet
- Mimic noises, words, cries for help
- Hide or vanish into the trees
- Snatch something and dart away

Broodfather
Solitary, *stealthy*, *terrifying*
HP 12; **Armor** 0
Damage spindly choking fingers d8 (*close*), maw full of teeth d10+2 (*hand*, *messy*, 1 piercing)
Special qualities blind, tremorsense
Instinct to feed the younglings
- Unfurl from its hiding place in shocking glory
- Lash out with a choking tongue (d6+2, *reach*, *forceful*, *grabby*)
- Drag a grabbed foe closer

Unstable nest
When you ***roll +any stat while in a crinwin nest and the dice come up doubles***, pick 1 (in addition to the move's normal outcome):

- You crash through the floor or wall, your limb(s) dangling or stuck
- The nest lurches and twists, teetering
- Wasps living in the nest begin to swarm

Wasps
Wasps often colonize crinwin nests, living symbiotically among them. Such nests thrum and buzz ominously.

When you ***are stung by a single wasp***, it hurts like the dickens and takes some effort not to cry out.

When ***the wasps swarm around you***, take 1d4 damage (ignores armor) and you're wracked with pain. Doing anything other than curling up and writhing means that you're Defying Danger (likely with CON). Each subsequent time you take damage from the swarm, increase the die one step (max d10).

When you ***flee a wasp swarm***, roll +CON: **on a 7+**, you escape the swarm but pick 1 (on a 10+) or 2 (on a 7-9):

- Suffer damage from the swarm
- Mark a debility from the venom
- Run straight into another danger

The Crombil

A great scaly wurm, hundreds of feet long. It sleeps somewhere beneath the **Great Wood** (page 200), waking every few decades to chew and burn a swath of destruction.

What is it, exactly?

That's for you to decide. Maybe…

… it's a primordial **titan** (page 303), a remnant of the first age;
… the **Green Lords** (page 210) made it, as a weapon, or just because they could;
… it's the first and oldest **draventao** (page 170), a mighty Forge Lord who succumbed to the fire within;
… it's a manifestation of the **Things Below** (page 412), all gluttony and fire and nightmare; or
… it's just a big, dumb beast.

Hooks

- The PCs wish to destroy some fell, indestructible artifact, and learn that feeding it to the Crombil might work.
- The Crombil will soon wake, and an important site—like a ruin of the Green Lords or a **Red Grove** (page 314)—lies in its path. The PCs must act soon to explore or preserve the site before it's destroyed.
- It's been almost fifty years since the Crombil woke, and its last rampage ended maybe a day or two from Stonetop. Elders remember the smoke and the sounds of destruction, but few ever knew the cause. But now the Crombil stirs, and this time it might head towards Stonetop.
- The Crombil's periodic rampages have been drawing it towards **Vor Svetelik** (page 468). This next time, it will plow into the ruined city and release any number of terrors from stasis and imprisonment, perhaps even the **Fomoraij** (page 136) themselves. Perhaps this was their plan all along.
- **Cultists** (page 435) of the Things Below seek to turn the Crombil into a vessel for their master, breaking the cycle of sleep and rampage and ushering in an age of lasting destruction.

Signs & portents

- Tremors and earthquakes, of increasing frequency and intensity
- Dreams of shifting earth, hunger, fire, and doom
- A small hill, covered in trees and brush but strangely warm and venting smoke
- Beasts and spirits giving wider and wider berth to the Crombil's lair
- Strangers arrive in town and talk of "the Awakening"
- Dreamers wake from troubling dreams, "the Crombil" on their lips
- Some suggest offering sacrifice to appease the Crombil, others feel compelled to go and worship as it wakes
- Vast flocks of birds fleeing to the west
- A terrible grinding and cracking of earth and trees; a pillar of smoke; a deep and bellowing cry

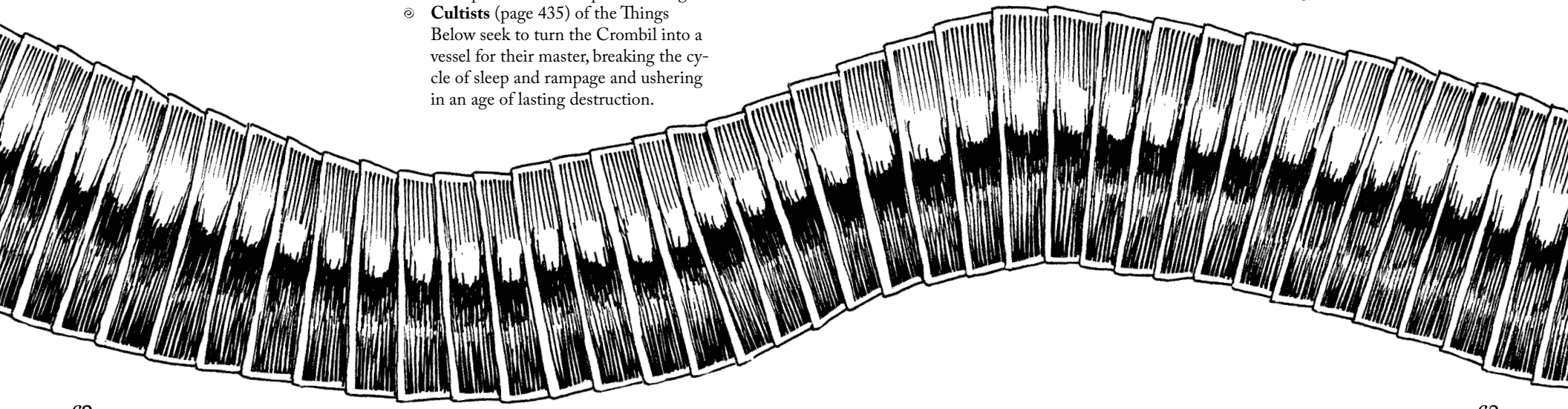
The Crombil, Awakened

Solitary, huge, terrifying, fearless, fireproof

HP 26; **Armor** 3 (scales, boney ridges)
Damage jaws like a cave d12+7 (*reach*, *forceful*, *messy*, 3 piercing), thrashing coils d12+5 (*close*, *area*, *forceful*)
Special qualities fiery heat, stomach like a furnace, too big to hurt with most weapons
Instinct to devour
- Chomp right through anything
- Swallow up someone whole
- Upend the terrain around it
- Belch cinders, start fires

When someone's been swallowed by the Crombil, start using these moves against them:

- Batter them with debris, cinders (d6 damage)
- Make them fight for any sort of purchase or bearings
- Shove them further towards its furnace-like stomach
- Blister skin, burn lungs, singe hair (d8 damage)



Danu, the Earth Mother

Danu—the Great Mother, the Goddess, She-Who-Provides—is one of the four main **gods** (page 178) of Stonetop. She is the deity of the earth and the wild places, of beasts and birds, of green growing things. She has long been revered by all peoples, though not always worshipped, nor served by priests.

If one of your initial PCs has the Blessed playbook, then they will answer many of the questions in this section via their presence, their background, and the decisions they make during character creation and introductions. Defer to that PC as the expert on Danu in your game, but don't forget to ask other PCs for their opinions and experiences, too.

Themes

Pick, or roll 1d12.

1d12	THEME
1-2	The earth itself/soil/stone
3-4	Beasts of the land/birds of the air
5-6	Growing things (plants, fungus, agriculture, etc.)
7	**Spirits of the wild** (page 356)
8	Wild, untamed places
9	Fertility/reproduction/(re)birth
10	Secrets/mysteries/bindings
11	The natural order/seasons/cycles
12	Healing/purging/protection

Questions

According to the tales…

- How did Danu come to be (a god)? What's her origin story?
- Why are white elder trees traditionally associated with Danu?
- Which god is her child/lover/rival/ally?
- What feature of the landscape is said to have been shaped by her hand?
- What humble beast or bird does she hold to be most sacred?
- How exactly are the **brennauwed** (page 366) said to be related to Danu?
- How did the **Forest Folk**'s (page 150) view of her differ most strikingly from Stonetop's?

Use the answers to help decide what Danu's **true nature** is (page 180).

Hooks

- An offering to Danu goes missing, just before an important rite.
- Stunted crops/sickly livestock/earthquakes/etc. point to Danu's displeasure.
- One of Danu's blessed is accused of sorcery and blamed for bad luck/illness.
- The priest(s)/initiate(s) of Danu oppose some project the PCs wish to undertake.
- A natural site has been corrupted by the **Things Below** (page 412); Danu sends a warning via dreams.

Holy places

Danu has a shrine in Stonetop's pavilion of the gods. Outside of Stonetop, consider whether any given community maintains a holy place to Danu.

For any given holy place:

- What is it? A shrine, a temple, a **sacred site** (page 362), or what?
- Where is it? In the center of town, on the outskirts, in the nearby wilds, etc.?
- How is Danu represented, if at all?
- What symbols/trappings adorn it?
- Which of her **themes** (previous page) are emphasized?
- Who, if anyone, maintains it?
- What is this holy place like? It might be… (pick 1)

  … loved, well-used, dripping with offerings and petitions;
  … little more than a token of respect, her true holy places being elsewhere;
  … given wide berth, approached only with care and propitiation;
  … neglected and all but forgotten, except by a few;
  … some variation on the above; or
  … something else entirely.

Likewise, ask or consider what offerings are typically left there. These might include… (pick up to 3)

- blood and/or burnt flesh
- figurines and/or effigies
- fruits of the harvest
- incense and sage bark
- pure rain water
- metal nails and/or tools
- salt and crystals
- whisky or other alcohol

Think about what the answers say about how this community sees Danu, and why? Do they see her as a nurturing mother? As an inscrutable natural force? As a hungry mother-of-monsters, a deity to appease and avoid? Or what?

Her blessed

In any given community, there are those who learn some of Danu's secrets, who bear some of her gifts, who make offerings to her and perform her most important rites. For any given community, these folk might be…

… initiates of a formal order/cult/priesthood;
… the practitioner(s) of a particular trade (the midwife, herbalists, hunters, etc.);
… a respected elder, and their apprentice(s);
… an outsider, set apart from the community;
… some combination of the above; or
… someone else entirely.

Whoever they are, ask or consider:

- Who are they? What are they like?
- Where do they live? What sets them apart?
- How much influence do they have?
- What about them puts others ill at ease?
- What contact (if any) do they have with their peers in other communities?
- What rites do they lead/perform, both publicly and in secret?
- What special gifts/skills do they possess?

If one of your PCs has the Blessed playbook, they almost certainly fill this role for Stonetop (though there may be others who do so, too).

Should a blessed NPC (or group of NPCs) oppose or cause trouble for the PCs, write them up as a threat (likely an *institution* or maybe a *wildcard*).

Remember: NPCs don't have playbooks. A blessed NPC might have tags or moves reminiscent of a PC Blessed, or not. See the Hillfolk **spirit-talker** (page 235) and the Initiates of Danu insert for examples.

Artifacts

Various treasures

- A few menhirs atop a high place, with carvings that map the movements of certain auspicious stars (*immobile*)
- Dried, hallucinogenic mushrooms (2d4 uses, Value 1)
- A ◇ pouch of bendis root (~10 uses, burnt fumes repel perversions of nature; each use lasts ~1 hour, *reach*, *area*, Value 1)
- A bezoar (swallow to cure any poison, Value 1)
- A ◇ pouch of pink salt, good for cooking/preserving and bane to *corrupted* creatures (Value 1)
- A ◇ sacred pouch of rune-stitched drakeskin; when sealed, nothing within can be detected or found by magic, nor can anything within escape or affect the outside world (*magical*, Value 2)
- A silver-alloy dagger, useful against undead spirits (*hand*, Value 2)
- A 6-foot tall statue of Danu, carved from a geode, the torso open and filled with amethyst crystals (*immobile*, Value 3)
- A ◇ scroll (*fragile*, Value 4 to the right buyer) with cryptic instructions on how to create a **Redwood Effigy** (page 570)

Minor arcana

Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1	**A folktale** (page 508)
2	**A giant oak leaf** (page 517)
3	**A crumbling arch** (page 520)
4	**A path in the woods** (page 516)
5	**A patch of rainbow moss** (page 521)
6	**A beaded satchel** (page 522)

Major arcana

The following might be associated with Danu, or at least revered by her followers:

- The **Twisted Spear** (page 542)
- The **Shield of the Wisent Witch** (page 554)
- The **Redwood Effigy** (page 570)

Perversions of nature

The Danu's Grasp move from the Blessed playbook affects "perversions of nature," as does the Ranger's move, Warden of the Wild. This includes the **Things Below** (page 412) and anything corrupted by them or infused with their power. Undead probably count, too, as well as some of the **Green Lords'** (page 210) more extreme creations.

Ask the Blessed or Ranger what they'd consider a perversion of nature. Consider what you know about the entity in question, and make a ruling. When in doubt, defer to the Die of Fate or the result of an appropriate move.

Dangers

Associated entities

- Any sort of natural beast or **spirit of the wild** (page 356), who acknowledge Danu's authority
- The **brennauwed** (page 366) in particular, who claim kinship with her
- Many of the **Fae** (page 94), who honor her as a respected elder
- **Fen-walkers** (page 117), who know better than to offend her
- **Hdour** (page 234), who know many of her secrets
- **Spirit-talkers** (page 235) and **gouzadn** (page 378), who hear her voice and bear her gifts
- Perhaps the **Pale Hunter** (page 292), the **Willow Witches** (page 120), the **other gods** (page 184), or the **great spirits** (page 300), any of whom might share a bond of kinship, familiarity, or common cause

Signs of her displeasure

- The **Forest's Wrath** (page 315)
- **Disease** (page 122)
- Volcanic activity and **earthquakes** (page 240), and what they let loose
- **Mudslides** or **rockslides** (page 376), out of the blue
- Perhaps the stirring of the **Crombil** (page 62), decades before its time
- The ire of various natural beasts or **spirits of the wild** (page 356)
- Blighted crops/gardens, sickly livestock, scarce game (disadvantage to generate Surplus in summer and autumn)
- Some manner of curse, upon an individual or a community (threat type *affliction*; **Instinct** to punish)

Death and the undying

Everyone who lives, dies.

When you succumb to injury or illness, or just reach the end of your allotted days, then the Last Door will swing open for you. You will see it. The Lady of Crows will beckon you through. And there on the other side, your soul will join those who have gone before: the honored ancestors, the countless multitudes of the quiet dead.

At least, that's how it's meant to go—the natural order of things. But not every soul passes through the Last Door when their time has come. Some linger, others are bound. Some are called back to this world.

Everyone who lives, dies. But not everyone dies the same.

Themes

Choose or roll 1, or 2 and combine.

1d12	THEME
1	Death personified: the Lady of Crows, the **Pale Hunter** (page 292), other gods/spirits of death
2	The Last Door/brushes with death/the afterlife/things from beyond
3	Graves/funeral rites/grief/mourning
4	Death foretold: prophecies, omens, visions, harbingers
5	Good death: peaceful, dignified, bravely met, an end of suffering
6	Ignoble death: traumatic, desperate, torturous, terrifying
7	Untimely death: sudden, surprising, things left unsaid or undone
8	Violent death: murder, assassination, execution, battle, suicide
9	Mass death: famine, plague, war, cataclysm, collapse
10	The fear of death: denial, bargaining, panic, cheating
11	The curse of undeath: respite denied, eternal hunger/pain/loneliness/regret
12	Necromancy and death-magic, likely with aid from the **Things Below** (page 412)

Hooks

- An abandoned house, out near the **Old Wall** (page 12), is said to be haunted.
- A shade gets called up at the **Crossroads** (page 270) and refuses to go back.
- A haunted grove near the **West Road** (page 270) is said to hide buried treasure.
- A **necromancer** (page 84) comes to town, offering a chance to speak with the dearly departed.

Lore

Everyone knows:
- About the Lady of the Crows, the Last Door, and what is said to lie beyond
- A ghost story or two
- That **dool trees** (page 73) are creepy and often haunted
- That most undead come out only at night

One might know:
- That undead can't cross an unbroken circle of salt (a ◇ pouch full, Value 1)
- That a handful of salt will burn most ghosts (1d8 damage, *hand*, *close*)
- That ghosts are bound to a **tether** (page 77), and what that entails
- That silver can harm most undead
- The tale of a prominent haunted site
- What a given entity is capable of
- What necromancers are capable of

Very few know:
- The details of an obscure haunting
- The true nature of the Lady of Crows, the Last Door, the afterlife
- How necromancy works, exactly

Questions

- Have you seen the Last Door and the Lady of Crows? What do you recall?
- What do folks in Stonetop say awaits us, beyond the Last Door? What do they say in/among the __?
- What do you think awaits us? Why?
- Who among the dead do you miss most?
- What ghost story scared you the most as a child?
- When did you first see someone die?
- Who was the first person you murdered?

Death's Door

When the PCs are dying and they make the **Death's Door** move (*Book I,* page 245), they see the Last Door and the Lady of Crows. The move prompts them to describe it, but feel free to ask questions.

- What does the Door look like? Big and grand, small and humble, or what?
- Is it flung open, or just ajar?
- What appears to lie beyond?
- Where does the Lady stand? What does she wear? What adorns her brow?
- What is she like? Imperious? Friendly? Sad? Smug? Inscrutable? Or what?
- Does she speak? What is her voice like? What does she say?
- What detail catches your attention, that you'd never have expected?
- How much of this will you remember?

As for the afterlife—the land beyond the Last Door—its true nature is a mystery. But it is home to **dool spirits** (page 83), **gwyllgi** (page 84), and the **shades** (page 85) of the dead. Some of those shades, when called, are eager to stay in the land of the living. So for some, it would seem, the afterlife is not a pleasant place at all.

The Lady of Crows

She has many titles. Carrion Queen and Black-Feather Woman. The Kindly One. The Keeper of Secrets. She Who Dances on the Field of Battle. None know her true name, if she even has one. Most call her simply: the Lady of Crows.

Her nature and demeanor are for you and your table to decide, but ask/consider:

- What is her role? Psychopomp? Judge? Ruler of the afterlife? Or what?
- What does she want? What pleases her?
- Is she worshipped as a god? If so, what are her OBSERVANCES (page 184)?
- What is her origin said to be?
- What is her relationship to the **Pale Hunter** (page 292)?
- How do tales of her differ among __? What is notably the same?

Haunted sites

These are places where the undead linger, or where the Last Door stands ajar. If the site itself has yet to be established, combine the terrain in which it's located with a FEATURE.

1d12	FEATURE
1-3	A creepy (un)natural landmark (a dool tree, a skull-shaped rock, etc.)
4-5	A liminal place (a pass, a bridge, a tunnel, a gate, a crossroad, etc.)
6-8	A tomb/barrow/cemetery, left by the locals or their ancestors
9-10	An abandoned home/fort/steading
11-12	A ruin of the **Makers** (page 264) or the **Barrow Builders** (page 34), or a lingering sign of their presence

Once the site's physical nature is established, pick or roll a THEME (page 68), HOW LONG it's been haunted, and the ORIGINS of the haunting.

1d12	HOW LONG
1	Since the days of the **Makers** (page 264), at least
2-3	Since the **Time of Cataclysm** (page 413), when the Makers fell
4-5	Since the **Barrow Builders** (page 34), after the Makers' fall
6-7	For generations, longer than the living remember
8-9	For decades, within living memory
10-11	For the past decade at most
12	Not long at all, a recent change

*The PCs are exploring **Three Coven Lake*** (page 438). *They've found an ancient **Stone Lord*** (page 382) *workshop carved into a bluff above the lake. I think it's haunted! The nature of the site is established, so I don't roll for a feature. I roll a 6 for theme ("ignoble death"), a 6 for how long ("for generations"), and a 4 for origins ("the death of a few, intimate and intense"). Because deaths were involved, I roll another 5 for the cause of death ("exposure/cold/thirst/starvation"). I ponder a bit, and come up with this:*

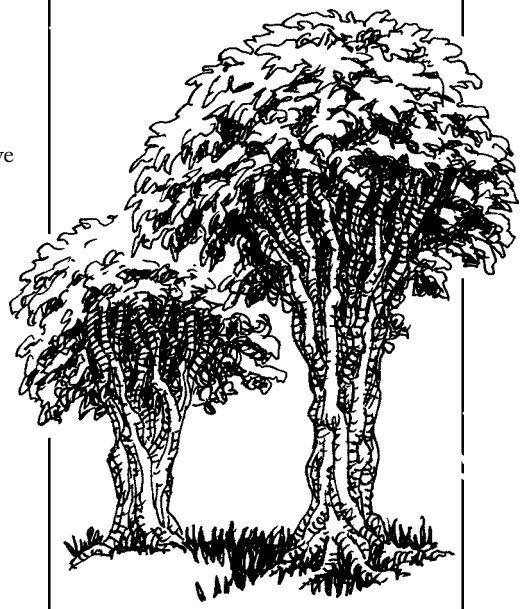
*A century ago, some adventurers explored these chambers. A great slab of stone fell into place, trapping them in a side chamber. A grate in the ceiling (far out of reach) provided enough fresh air and rainwater to sustain them for several grueling weeks, but one of them murdered and ate his fellows before slowly wasting away. His soul lingers as a **wraith*** (page 79), *tethered to his bones.*

1d12	ORIGINS
1-2	The death of many, all at once
3	The death of many, over time
4	The death of a few, intimate and intense
5-6	The death of one, a singular event
7	The desecration/violation of a grave
8	The arrival of an artifact or tether
9	Something about the place itself, attracting/ensnaring dark entities
10	A ritual, magic, or artifice: failed or run amok
11	A ritual, magic, or artifice: working as intended
12	The loss or failure of an artifact/ward/binding that kept the dead in check

If the origins involved a death or deaths, pick or roll for the CAUSE OF DEATH.

1d12	CAUSE OF DEATH
1	Old age/infirmity/malady/disease
2-3	Suicide/despair/apathy/upset
4-5	Exposure/cold/thirst/starvation
6-7	Injury/trauma/wounds/poison
8-9	Burning/drowning/suffocation
10	Falling/accident/weather/disaster
11	Exertion/exhaustion/shock/fright
12	Magic/an entity/a curse

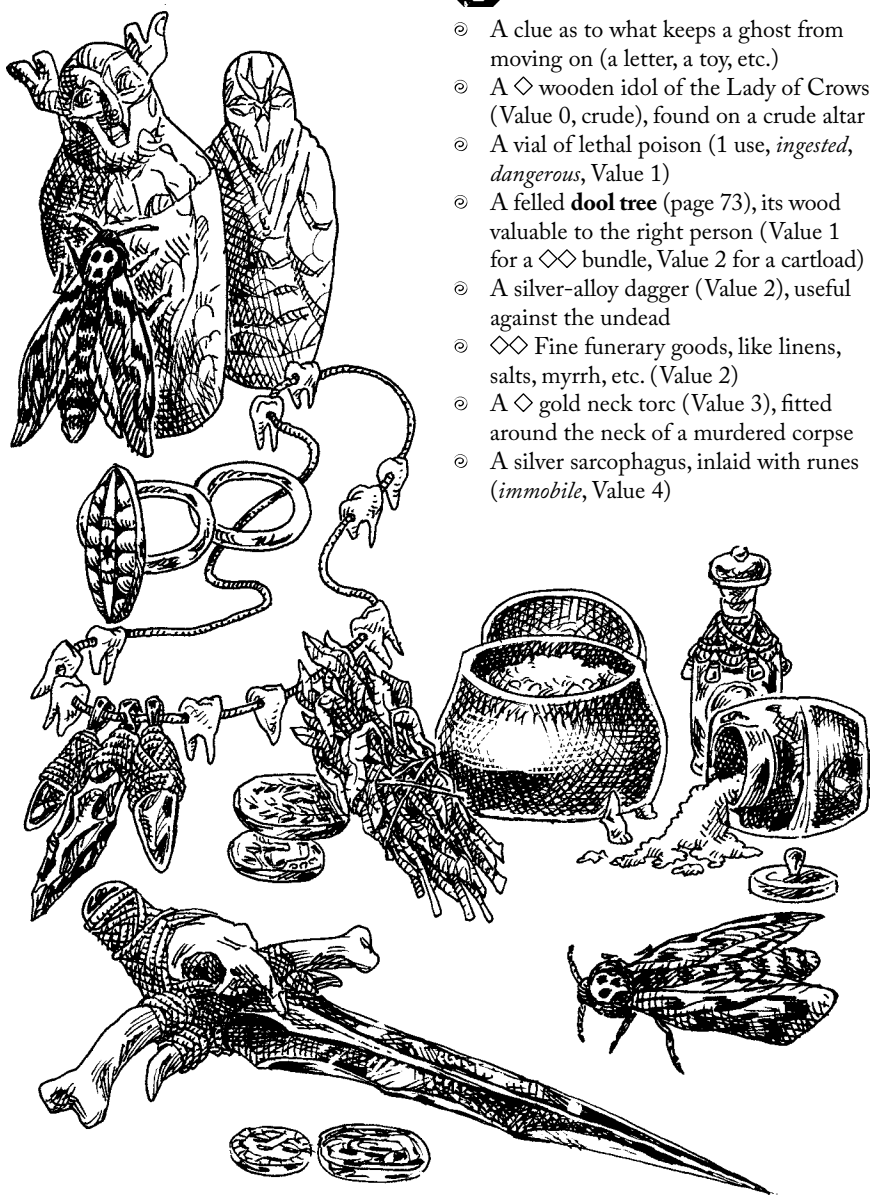
From there, choose the **ghosts** (page 76), **revenants** (page 80), or other **dangers** (page 83) that haunt the place, and their **tether**(s) (page 77) if appropriate. Populate it with **artifacts** (page 74) tied to death and the undying, and dangers or discoveries appropriate to the surrounding area and/or whoever dwelt here in the past.



Dool trees

Dool trees often grow in or near haunted sites. A grove stands near the **Crossroads** (page 270), and lone dool trees are often found near **Barrow Builder** tombs (page 34). They are thick and knobby and multi-stemmed. The bark is papery, the color of bleached bone. The **Pale Hunter** (page 292) shuns them, and they are often home to **dool spirits** (page 83) if nothing else.

The leaves of a dool tree are deep purple, almost black, shot through with pale white veins. Dried leaves can be steeped to make a bitter tea, which brings on a death-like sleep from which some folk never wake.



Artifacts

Various treasures

- A clue as to what keeps a ghost from moving on (a letter, a toy, etc.)
- A ◇ wooden idol of the Lady of Crows (Value 0, crude), found on a crude altar
- A vial of lethal poison (1 use, *ingested*, *dangerous*, Value 1)
- A felled **dool tree** (page 73), its wood valuable to the right person (Value 1 for a ◇◇ bundle, Value 2 for a cartload)
- A silver-alloy dagger (Value 2), useful against the undead
- ◇◇ Fine funerary goods, like linens, salts, myrrh, etc. (Value 2)
- A ◇ gold neck torc (Value 3), fitted around the neck of a murdered corpse
- A silver sarcophagus, inlaid with runes (*immobile*, Value 4)

A blackened splinter
crude, *magical*, *fireproof*

Undead who see it are drawn to it, or else deeply agitated by its presence. When you ***touch the splinter to an undead entity,*** they see the Last Door yawning open before them. Roll 4d6. If the total is greater than the entity's current HP, they are drawn through the Last Door and leave this world for good. Otherwise, they are transfixed for a few moments before the Door slams shut. Regardless, the splinter vanishes.

A spindle of fine thread
magical

A length of fiber, maybe 50 feet long, spun by a ghost from all the hair that ever fell from her daughters' heads. The thread is light, and fine, and almost unbreakably strong, but it can be handled only by one who has seen the Last Door. Only the edge of a silver blade can cut it. It can be used to bind a ghost fast, if you're clever and can handle the thread yourself.

A pale wooden sword
◇, *close*, *crude*, *magical*

Carved from a dool tree with a silver knife, and polished with oils infused with moonlight. The grip is worn smooth but the "blade" is chipped and notched, unlikely to stand up to iron or bronze.

When you ***wield the sword against a manifest undead spirit***, you can hurt it (deal damage normally). If you reduce it to 0 HP, the manifest form dissipates but the spirit can reform at its tether normally.

A tattered standard
◇◇, *magical*

Threadbare, ancient, but remarkably well-preserved. Embroidered with a stylized aurochs whose horns encompass the sun. It fills you with hope and pride to look upon it, as well it should. For this was the standard of the Heol-Tarv, a heroic band who gave their lives in hopeless battle against the **Anan Gllo** (page 81), securing their people's escape.

When you ***unfurl the tattered standard and hold it aloft for all to see***, you and your allies are immune to supernatural fear and unshaken by undead or otherwise unnatural foes.

Minor arcana
Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1	**Carvings in a cave** (page 510)
2	**A grim peat mound** (page 511)
3	**A tattered mantle** (page 512)
4	**A scroll & bone flute** (page 514)
5	**A chain of rusty locks** (page 515)
6	**A vein of milky crystal** (page 536)

Major arcana
The following are associated with death and the undying:

- The **Demonhide Cloak** (page 544)
- The **Hec'tumel Codex** (page 556)
- The **Blackwood Fetishes** (page 564)
- The **Twisted Spear** (page 542)

Ghosts

Ghosts are the souls of the dead, those who linger in this world. They vary wildly in personality, motives, and capabilities, but all have the *undead* and *spirit* tags, and a move that reflects them manifesting a presence in the world. They are animated by more than biology (+4 HP) and lack vital organs (+3 HP, +1 armor).

Consider the context in which they are encountered. If not already established, pick or roll for their CAUSE OF DEATH (page 73). Then pick or roll for WHAT THEY NEED to move on, their MANIFESTATION, and 1-6 ABILITIES and/or WEAKNESSES. Establish their **tether** (page 77). Let all these elements inform their story and their stat block.

1d12	WHAT THEY NEED
1-2	Kindness/patience/persuasion, a guide to the Last Door
3-4	Justice (or vengeance) served
5-6	A proper burial
7	A reunion with a loved one
8	The truth, unearthed/acknowledged
9	A task completed; an oath fulfilled
10-11	Their tether, destroyed or unmade
12	To be put down, like a rabid dog

1d12	MANIFESTATION
1	Just a whisper/wind/mote of light*
2-3	A form of shadow/cold/mist/etc*
4-6	A spectral form, ethereal and eerie, but much as they looked in life*
7-9	A spectral form, horrible, clearly dead*
10	A body made of soil/straw/rags/etc.
11	A solid body, horrific and terrifying
12	A solid body, seemingly alive but for a few telltale signs

* Harmed only by silver or salt, or some other thematically appropriate substances

1d12	ABILITY
1-2	Causes eerie, unnatural phenomena
3	Feels (feeds on?) emotions/vitality/sensations of the living
4	Can possess certain hosts/vessels
5	Unearthly moan/wail/shriek
6	Inflicts its pain/feelings on others
7-8	Telekinesis (roll 1d6 for scope)
9	Nasty/vicious/ghostly attack
10	Mind games/phantasms/compulsions
11-12	Can manifest in multiple forms

1d12	WEAKNESS
1	Afraid of some mundane thing
2	Inarticulate, or unable to speak
3	Obsessive/predictable behavior
4	Easily frustrated/angered/enraged
5	Can't form new memories
6	Driven off by singing/prayer/etc.
7-12	Shuns/powerless in daylight

Tethers

Ghosts are bound to an object or place. Pick or roll for the TETHER itself, and HOW TIGHTLY BOUND the ghost is.

1d12	TETHER
1-4	Their corpse/remains/bones/hair
5-6	The place where they died
7	(Part of) their grave/pyre/altar/etc.
8	The weapon that killed them
9	An item they once cherished
10	A prominent place from their life
11-12	The focus/source of whatever magic binds them

1d12	HOW TIGHTLY BOUND
1-2	Can't leave its immediate presence
3-6	Must stay on the premises/site
7-10	Can roam a few miles; returns daily
11-12	Can wander far and wide, but must return periodically

If a ghost's manifest form is reduced to 0 HP, they dissipate and return to their tether. They usually won't manifest before the next sunset; if they do, their max HP are halved.

If a tether is destroyed, then the ghost might… (pick 1)

… fade away, utterly destroyed;
… pass through the Last Door (now, or after some final act);
… devolve into a **wraith** (page 79);
… possess a corpse, as a **pyped** (page 82); or
… cling to their current host/form, but fade utterly if it is destroyed.

Decide based on the ghost's history, power, and relationship to their tether.

The Gwraig Wen

Solitary, *spirit*, *undead*, *forlorn*

HP 19; **Armor** 1 (lacks organs)

Damage bare hands d6 w/disadvantage (*hand*)

Special qualities bound to within a few miles of her bones; can't form new memories; leaves no footprints

Instinct to drag others into her search

- Manifest in moonlight as a pale, bedraggled woman
- Ask for help, insist on it
- Grow ever more agitated, flickering and vibrating as she does
- Vent her rage with a deafening wail, d10 damage (*near*, *area*, *loud*, *reload*, ignores armor)
- Vanish when no one's looking

Those who ply the **Great Wood** (page 200) tell an old tale of a bride, newly married to a handsome trapper. He failed to come home one night, and she unwisely entered the forest to find him, falling into a deep pond and drowning. Ever since, her ghost has roamed the woods on moonlit nights: wet and shivering, desperate and pleading, certain that her husband is still out there.

The Ghostly Legion

Horde, *spirit*, *undead*, *organized*, *terrifying*, *hoarder*, *violent*

HP 10; **Armor** 1 (lacks organs)

Damage ghostly short sword or spear d6 w/advantage (*hand*, *close*)

Special qualities roams far and wide, but tethered to the cave; shuns daylight; can only touch the world through violence; upsetting to/afraid of dogs

Instinct to lift their curse

- Manifest a spectral form (harmed only by silver, salt, or a loyal dog)
- Ogle a mortal as they eat or drink
- Threaten violence, carry through
- Force a mortal to carry their treasure

They were a band of southern mercenaries, come north in search of treasure. They heard tell of a **hdour** (page 234) and his hoard, trapped him in his cave, and slew him. Then they divvied up the loot and left.

Only later did they learn why the Hillfolk fear to kill a hdour. For he had cursed them all. Cursed their souls to linger after death, doomed to endless hunger and endless thirst. Doomed to fear the sun, to be hounded like the dogs they were. Cursed, indeed, until every piece of the far-flung loot they stole is returned to the hdour's cave.

Specter

Solitary, *spirit*, *undead*, *stealthy*, *terrifying*, *cruel*

HP 23; **Armor** 1 (lacks vitals)

Damage telekinesis d10+2 (*hand*, *close*, *near*, *grabby*, *forceful*)

Special qualities bound to its tether; one or more WEAKNESSES (page 76)

Instinct to torment the living

- Create eerie environmental effects (bleeding walls, green flames, etc.)
- Manifest a form of flitting shadow (harmed only by silver or salt)
- Manifest a nightmarish physical form
- Speak through an unconscious or catatonic victim

A specter is a soul consumed by hatred and envy, cruelty and rage. Maybe they were a sadistic murderer in life, or a victim whose death was so traumatic that they lash out at any living thing. Maybe they were a pining ghost whose loved ones rejected them, or a fettered soul long- and cruelly-bound, now set free. Regardless: they are now a thing of spite and vengeance, wanting only to punish those with the temerity to live.

Wraith

Solitary, *spirit*, *undead*, *stealthy*, *terrifying*

HP 19; **Armor** 1 (lacks organs)

Damage life drain d10 (*hand*, ignores armor)

Special qualities bound to its tether (usually), powerless in daylight

Instinct to feast upon living souls

- Manifest a form of shadow and cold (harmed only by silver and salt)
- Hurl itself at the living
- Suck vitality from its prey

Wraiths are cursed with endless hunger. They are damaged souls, wounded by dark magic, another wraith, or the dehumanizing effects of starvation or addiction. They are little more than beasts, driven by the emptiness within, with only the vaguest sense of who they once were.

Other ghosts might become wraiths when their tethers are destroyed. If they linger in the world, they find themselves filled with gnawing need, and must sustain themselves on the living. These unbound wraiths are weaker, but often form packs with others of their kind (*group*, *vicious* instead of *stealthy*, 13 HP each, d8 damage, afraid of firelight).

When ***a wraith reduces you to 0 HP and you survive***, your soul is wounded. Reduce your max HP by 4. Until your soul is healed, your instinct becomes "Hunger: to fill the emptiness inside you with excess," and should you roll a 6- on Death's Door, you die and become a wraith (a monster in the GM's control).

Other ghosts

- A **cinderwraith** (page 166)
- **The Quiet Twins** (page 396)
- **Phantom riders** (page 45)
- **Ferocedes Ogran** (page 347)

Revenants

Revenants are the living dead, corpses animated by a soul, a demon, or foul magic. They vary wildly in personality, motives, and capabilities. They are *undead*, animated by more than biology (+4 HP).

Consider the context in which a revenant is encountered. If not yet established, pick or roll for their CAUSE OF DEATH (page 73). Then pick or roll for what they were BROUGHT BACK BY, their VISAGE, and 1-6 ABILITIES and/or WEAKNESSES. Let all these elements inform their story and their stat block.

1d12	BROUGHT BACK BY
1-3	A thirst for vengeance
4	A longing that transcends death
5	Stubbornness/habit/will
6	Guilt, like heavy chains
7-8	An oath/vow, stronger than iron
9	A curse, well-deserved or not
10	Their own designs, some dark ritual/deal/preparation
11-12	The will or working of another (and maybe roll 1d10 for why/how)

1d12	VISAGE
1-2	Naught but bone, a grinning skull
3-5	Tattered, rotting, horrible
6-8	Dried out, gaunt, clearly dead; but can pass for living at a distance
9-10	Seemingly alive, but clearly dead and horrible in sun/moonlight
11-12	Seemingly alive, except for a few telltale signs

1d12	ABILITY
1	Uncanny speed/grace/prowess
2	Unholy strength (*forceful*, +2 damage)
3-4	Unnatural resilience (+4 HP, +4 armor except vs. silver or fire)
5-6	Can regenerate/reform/rise again
7	Limbs that can keep acting and reattach even if severed
8	Minions (bugs, its own severed hand or floating eye, a crow, etc.)
9	Mesmerizing/terrifying gaze
10	Aura of cold/heat/smoke/rot/etc.
11	Magic, related to how they died
12	Shapeshifting (mist/beasts/etc.)

1d12	WEAKNESS
1	Daylight (blinded/burned/fears it)
2	Fire (fears it/takes +1d4 damage/etc.)
3	Bound to a **tether** (page 77)
4	Hungers for blood/flesh/life/fear/etc.
5	Unmistakable odor/aura
6	Compulsively counts/cleans/sorts/etc.
7	Easily frustrated/confused/provoked
8	Burned by salt/rain/moonlight/__
9	Repelled by a certain plant/animal/symbol/etc.
10	A taboo (can't show its face, can't cross running water, etc.)
11	Can't abide singing/music/laughter
12	Burns HP over time/to use its powers

Anan Gllo

Horde, *undead*, *corrupted*, *tireless*, *fearless*, *terrifying*

HP 11; **Armor** 5 (resilience, armor), 1 vs. bronze or fire

Damage weapon d6 (tags by weapon) or crushing grip d4 (*hand*, *grabby*)

Special qualities weaken over time (see below)

Instinct to follow orders

- Advance implacably
- Unnerve foes with their silence, their empty eyes
- Fight on despite crippling injury

The **Hillfolk** (page 228) speak of dark times, when the **Things Below** (page 412) gave a gift to a petty chief. Depending on who tells the tale, it was a patch of loose soil or a deep pool of water, the hollow of a dool tree or a great cauldron of rusted iron. Regardless: a corpse placed within this vessel would rise as one of the Anan Gllo, the Empty Dead. The chief raised an undead army, and set out to make themselves king.

Something interesting: The chief's power was broken when a hero entered the vessel while still alive, giving their life to destroy it. A number of Anan Gllo linger, though, inert and waiting.

Something useful: An Anan Gllo regains all its HP when it either drinks fresh blood or re-enters the vessel; it cannot otherwise regain HP. And every dawn, an Anan Gllo loses 1 HP. At 0 HP, it becomes inert until its HP are restored.

Dialeddwr

Solitary, *undead*, *terrifying*, *implacable*

HP 20; **Armor** 4 (resilience), 0 vs. silver or fire

Damage choking grip or powerful blows d8+2 w/advantage (*hand*, *grabby*, *forceful*)

Special qualities cannot open doors, eat, or drink

Instinct to avenge

- Pass for alive, except in sunlight
- Unerringly track a target
- Lock eyes with someone, show them the meaning of fear
- Bask in moonlight to regenerate even terrible wounds

Sometimes, when a great wrong is done, when a good person is cruelly slain, when the killers go unpunished… well, sometimes they come back. Called back by a prayer or perhaps a spell. Or sent back by their fellow victims. Or guided back by one of the Lady's own crows. They dig themselves free of their graves, reborn and whole. And vengeance shall be theirs.

Pyped
Solitary, *undead*, *terrifying*, *craven*
HP 16; **Armor** 1 (speed)
Damage bone-snapping grip d8+2 (*hand*, *grabby*, *forceful*)
Special qualities burned by silver (+1d4 damage); harmed by salt (1d8 damage, *hand*, *close*); foul stench; sustained by bone marrow
Instinct to avoid the Last Door
- Move with a surprising, jerky speed
- Jumble up its memories with those of its host & those whose bones it's eaten
- Possess a new corpse, if it can/must

When an untethered **ghost** (page 76) or a **shade** (page 85) possesses an empty corpse, it becomes a pyped. They are wretched things, all rotting flesh and lurching movements, hungering for sweet marrow, scavenging on carrion and graves. But hunger can make them bold. Bold enough to hunt the weak and sick at the edge of a village, or a lone traveler caught unawares.

Pypeds rise only from corpses that are relatively intact, and which have not undergone proper funeral rites. If a pyped is destroyed, the spirit within will seek a new, viable corpse. A shade must find one before the sun banishes it. An untethered ghost must find one before its memories fade and it becomes a **wraith** (page 79).

Ulliam Unlucky
Solitary, *undead*, *stealthy*, *terrifying*, *loyal*
HP 16; **Armor** 0
Damage whatever's at hand d8 w/disadvantage (tags vary)
Special qualities burned/blinded by daylight; chill aura
Instinct to pine for his family
- Keep out of sight, or try to
- Get frustrated, agitated, angry
- Lose his temper and drain heat from someone, d10 damage w/advantage (*hand*, *close*, *reach*, ignores armor)

Ulliam Unlucky dragged his family from **Marshedge** (page 274) up to **Gordin's Delve** (page 190), in search of a better life. But things never did work out. Last time he went out prospecting, he got lost. Then the blizzard rolled in. And that's how Ulliam died.

But say what you will about Ulliam, he loved his wife and kids. Still does. Dragged his frozen self home to see 'em again. He knows they can't see him like this, but he can't keep himself from lurking. And when some lech comes sniffing around his wife, or some fool notices him and makes a fuss… well, there's only so much a man can take. And that little spark of warmth he draws out of them? Well, he's starting to acquire a taste.

Other revenants
- **Mummified Green Lords** and their **servants** (page 221)
- **Thralls** (page 435) of the Things Below
- **Nemurvojak** (page 476)
- **Barrow wights** (page 44)
- **Deathless ones** (page 46)

Dangers

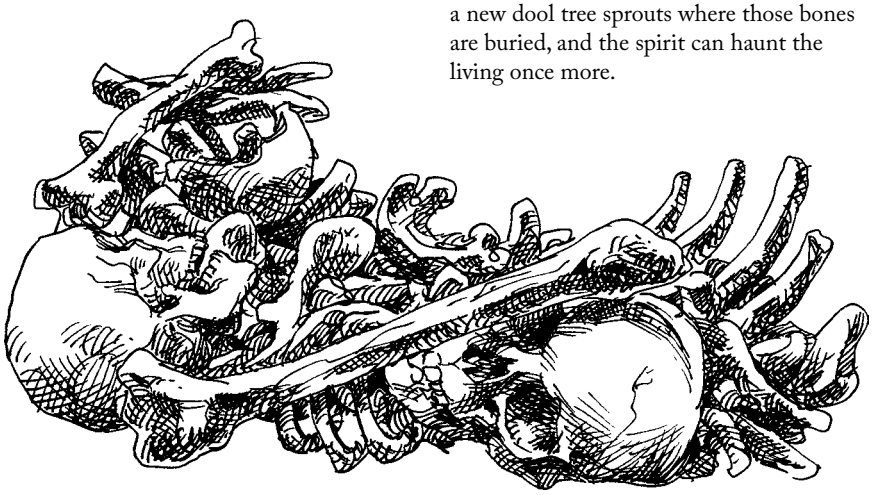
Hazards
- Creepy effects: flickering torches, cold spots, things going bump in the night
- Superstition and fear, affecting the behavior of NPCs
- Rising dread and **terror** (page 429), affecting even PCs
- **Traps** (page 42) placed in old tombs
- **Curses** (page 90) on tombs or tomb-goods
- **Disease** (page 122), transmitted from fresh or rotting corpses

Other undead
- **Iron hounds** (page 169)
- **Hollow Fae** (page 114)
- **A false adept** (page 329)

Dool spirit
Group, *spirit*, *terrifying*, *stealthy*, *devious*
HP 13; **Armor** 1 (lacks organs)
Damage feast on fears d6 w/disadvantage (*hand*, *close*, ignores armor)
Special qualities powerless in bright light; bound to its tree or a victim's bones
Instinct to taste sweet, delicious fears
- Sense a victim's doubt and worries
- Shape sound and shadow to unnerve and frighten
- Manifest as its victim's fears (harmed only by one who masters their fear)
- Bind itself to a victim's bones

Dool spirits hail from beyond the Last Door. They are not undead, for they never lived, but are native to the afterlife. They sometimes slip into this world, haunting the **dool trees** (page 73) from which they get their name.

When a dool spirit takes a liking to a victim's fears, it leaves its tree and binds itself to that victim's very bones. It proceeds to haunt them, and only them, driving them mad with fear. The spirit remains bound to that victim's bones even in death, until a new dool tree sprouts where those bones are buried, and the spirit can haunt the living once more.



Gwyllgi
Solitary, *spirit*, *cautious*, *stealthy*, *terrifying*
HP 16; **Armor** 4 (resilience, 0 vs. silver)
Damage claws d8 (*close*) or bite d8+2 (*hand*, *grabby*, *forceful*)
Special qualities hates daylight, must be manifest to feed
Instinct to feed on fear and despair
- Manifest as a black wolf with blazing red eyes
- Appear to someone out alone at night and lay a **death curse** on them (see below)
- Breathe forth a baleful cloud, d6 damage (*reach*, *area*, ignores armor)

A gwyllgi is a harbinger of death, a being from beyond. A necromancer might call one forth to send against their foes. Or, one might slip through the Last Door when dark magic or the death of many cause it to swing wide open.

Death curse
Threat (*affliction*)
Instinct to crank up tension and dread
- Cause an accident or coincidence
- Drive them to anxiety, desperation
- Push them towards a bad decision
- Get them, in the end

When ***a gwyllgi curses a victim***, they know they will die before the next full moon.

Something interesting: A gwyllgi can curse only one victim at a time, and it manifests each night to feed on its victim's emotions.

Something useful: You can lift the curse by destroying the gwyllgi's form, banishing it back through the Last Door.

Necromancer
Solitary, *cautious*, *cunning*, *magical*, *death-wise*
HP 12; **Armor** 0 (or by worn armor)
Damage silver-alloy knife d8 (*hand*)
Special qualities can sense active spirits
Instinct to hoard secrets/knowledge
- Call up, speak with, bind, or lose control of an undead entity
- Reveal or act on knowledge they should not possess
- Send the undead against a foe
- Cast a death-related spell (*reload*)

'Tis an odd sort, who would have truck with spirits of the dead. But some are born with the Sight, and a morbid curiosity. If they can avoid getting themselves killed by hungry ghosts or outraged locals… well, the dead have all manner of secrets to teach.

Necromancers often find themselves consorting with entities even darker than the dead, and are prone to **corruption** (page 430) by the Things Below. They are likely to possess one or more **arcana** (page 508), which they do not hesitate to use. And they are often attended by one or more bound entities.

Shade
Solitary, *spirit*, *undead*, *cautious*
HP 19; **Armor** 1 (lacks organs)
Damage none
Special qualities banished by daylight
Instinct (pick 1 or roll 1d6) 1: to refuse to go back, 2: to fulfill its longings, 3-4: to bemoan its fate, 5-6: to return to its rest
- Manifest as a whisper and a dim image, unable to affect the physical world
- Share what it knew in life
- Reveal a secret learned in death
- "Ride" a willing/prepared host
- Possess an intact and uninterred corpse, creating a **pyped** (page 82)

Shades are the souls of the quiet dead, called back through the Last Door. Or perhaps they are merely echoes of a dead person's personality, given shape by magic. Either way, they might be called up at the **Crossroads** (page 270), via an arcanum like **a strange skull and antlers** (page 520), or by some other form of necromancy.

A shade can ride a living, willing host, or one who has been properly prepared (with arcane markings, by bearing an appropriate object, via a potion, etc.). It can withstand daylight while doing so, but only with great effort. It experiences what its host experiences, and can communicate with its host via only impulse and desire.

When ***a shade rides you and compels you to act against your will,*** mark XP if you do as it wants. If you resist, you are Defying Danger.

Tomb-bog spirit
Solitary, *spirit*, *terrifying*, *implacable*
HP 19; **Armor** 1 (lacks organs)
Damage smothering grip d10+2 (*hand*, *forceful*, *grabby*)
Special qualities harms only those whose life is forfeit
Instinct to consume the dying breaths of the condemned
- Track down one whose life is forfeit
- Wait until they are alone
- Shape a hulking form from peat, soil, and mud (takes half damage from stabbing, slashing, or fire)
- Whisper its victim's crimes, freezing them with fear

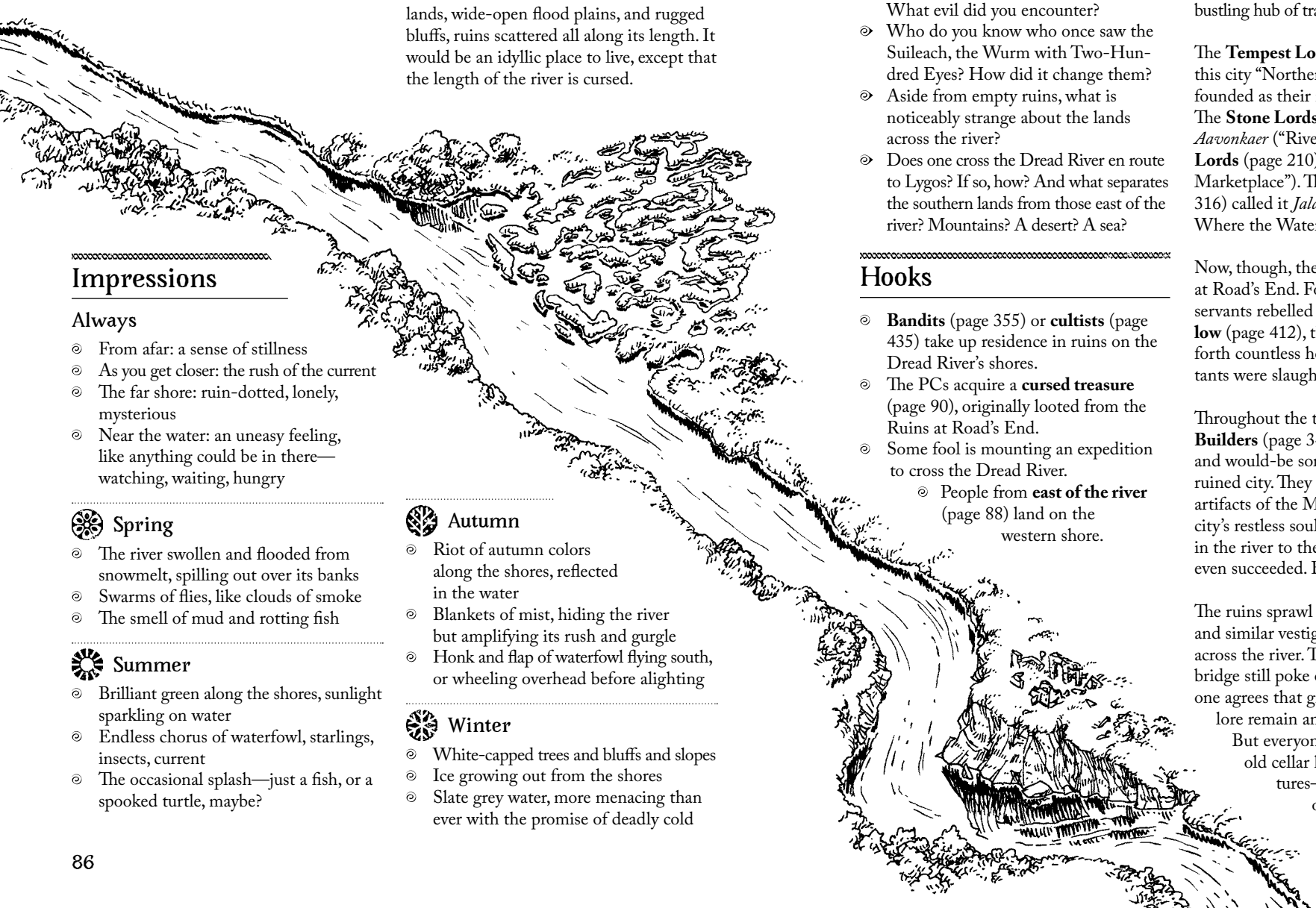
In **Ferrier's Fen** (page 116), not far from **Marshedge** (page 274), there lies a peat mound where the town buries criminals alive. Over the years, the place has given birth to a spirit of death and punishment. The spirit is young and eager, and can be set to work upon criminals; see the **grim peat mound** (page 511) minor arcanum for details.

The Dread River

The Dread River is the eastern border of the World's End. It flows down from the **Whitefang Mountains** (page 480), through the **North and South Manmarch** (pages 282 and 350), fed by numerous creeks and streams along the way.

In its lower reach, the river itself is wide and deep, never less than a quarter-mile across and dozens—if not hundreds—of feet deep. From afar, it appears placid and still. But it flows with a terrible and relentless current.

The western shore alternates between wetlands, wide-open flood plains, and rugged bluffs, ruins scattered all along its length. It would be an idyllic place to live, except that the length of the river is cursed.



Impressions

Always

- From afar: a sense of stillness
- As you get closer: the rush of the current
- The far shore: ruin-dotted, lonely, mysterious
- Near the water: an uneasy feeling, like anything could be in there—watching, waiting, hungry

Spring

- The river swollen and flooded from snowmelt, spilling out over its banks
- Swarms of flies, like clouds of smoke
- The smell of mud and rotting fish

Summer

- Brilliant green along the shores, sunlight sparkling on water
- Endless chorus of waterfowl, starlings, insects, current
- The occasional splash—just a fish, or a spooked turtle, maybe?

Autumn

- Riot of autumn colors along the shores, reflected in the water
- Blankets of mist, hiding the river but amplifying its rush and gurgle
- Honk and flap of waterfowl flying south, or wheeling overhead before alighting

Winter

- White-capped trees and bluffs and slopes
- Ice growing out from the shores
- Slate grey water, more menacing than ever with the promise of deadly cold

Questions

- What famous treasure is said to lie in the Ruins at Road's End?
- What once drove you to spend a night encamped along the Dread River? What evil did you encounter?
- Who do you know who once saw the Suileach, the Wurm with Two-Hundred Eyes? How did it change them?
- Aside from empty ruins, what is noticeably strange about the lands across the river?
- Does one cross the Dread River en route to Lygos? If so, how? And what separates the southern lands from those east of the river? Mountains? A desert? A sea?

Hooks

- **Bandits** (page 355) or **cultists** (page 435) take up residence in ruins on the Dread River's shores.
- The PCs acquire a **cursed treasure** (page 90), originally looted from the Ruins at Road's End.
- Some fool is mounting an expedition to cross the Dread River.
  - People from **east of the river** (page 88) land on the western shore.

The Ruins at Road's End

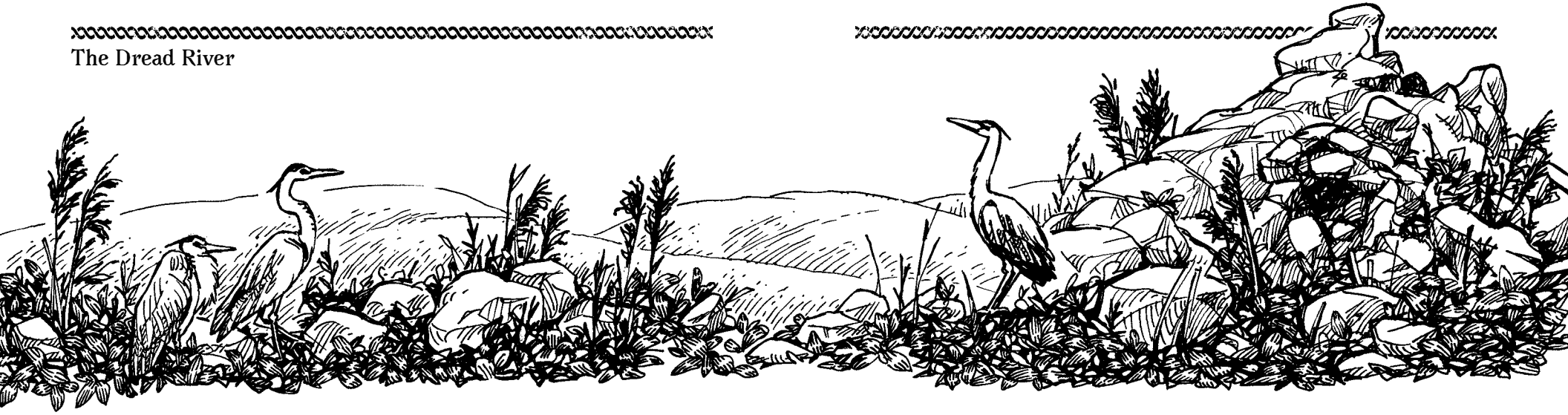
The Highway (page 270) runs from **Barrier Pass** (page 26) through **Marshedge** (page 274) and ends at the Dread River. Where the road ends, there was once a sizeable city, a bustling hub of trade and learning.

The **Tempest Lords** (page 398) called this city "Northernmost," for it was founded as their most far-flung outpost. The **Stone Lords** (page 382) called it *Aavonkaer* ("River City"). To the **Green Lords** (page 210) it was *Pazara* ("The Marketplace"). The **Rime Lords** (page 316) called it *Jalampravahati* ("Through Where the Waters Flow").

Now, though, the city is called the Ruins at Road's End. For when the Stone Lords' servants rebelled and woke the **Things Below** (page 412), the Dread River belched forth countless horrors. The city's inhabitants were slaughtered in a single night.

Throughout the time of the **Barrow-Builders** (page 34), various warlords and would-be sorcerer-kings claimed the ruined city. They sought to recover the lost artifacts of the Makers, or to harness the city's restless souls, or to bend the horrors in the river to their will. Sometimes, they even succeeded. But never for very long.

The ruins sprawl for miles along the shore, and similar vestiges of the past are visible across the river. The legs of a once-mighty bridge still poke out from the water. Everyone agrees that great wealth and troves of lore remain among the crumbling walls. But everyone also agrees that those old cellar holes and skeletal structures—along with anything dug out of them—are **cursed** (page 90).



East of the River

Beyond the Dread River lie more ruins, bluffs and woods, and gently sloping plains. The **Manmarchers** (page 282) migrated from east of the Dread River sometime before the **Time of Cataclysm** (page 413). But if people dwell there still, they keep well away from the shore. And if any have ventured across the river and returned, they're keeping quiet about it.

Who or what lies east of the Dread River? That's for you and your group to decide, but perhaps one might find…

… the husk of a sprawling empire, home now to only jackals and wolves;
… nomadic raiders, bloody-handed even by the Manmarchers' standards;
… descendants of the **Makers** (page 264), greatly diminished, in isolated fiefs
… a people in thrall to an undying sorcerer-king;
… a land of horrors, thoroughly tainted by the **Things Below** (page 412);
… a barren land, dead and still, bereft of spirits and magic;
… the **Forest Folk** (page 150);
… some combination of the above; or
… something else entirely.

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12).

1d12	TERRAIN
1	Open water, who knows how deep?
2	Rocks/eddies/rapids
3	Waterfall/smaller stream feeding the river
4	Swamp/drowned trees/logjam
5-6	Shallows/marsh/mud/reeds
7-8	Sandbar/beach/shingle/floodplain
9	Slope/hill
10	Bluff/promontory/rocky outcrop
11	Caves
12	Island

If you like, roll 1d6 for size/scope/intensity.

Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	Change of TERRAIN (previous page) and roll again
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	**Useful or valuable flora** (page 458)
4	ENCOUNTER (see below)
5-6	POINT OF INTEREST (next column)

1d6	ENCOUNTER
1-2	Big and dangerous beast, easily provoked: **aurochs** (page 131), **boar** (page 204), a **cave bear** (page 205), a **thunder drake** (page 135), a **horned drake** (page 354), etc.
3-4	Game, mostly harmless and prone to bolt: deer, water fowl, rabbits, etc.
5	**People** (page 90), exploring, in trouble, or hiding out
6	**Spirit of the wild** (page 356), curious or indifferent

1d6	POINT OF INTEREST
1	A tomb, site, or artifact of the **Barrow Builders** (page 34)
2	A site sacred to the **spirits of the wild** (page 356)
3-4	A ruin or fortification of the **Stone Lords** (page 382)
5	A ruin, site, or artifact of the **Tempest Lords** (page 398)
6	A ruin or artifact of some other group of **Makers** (page 264)

For any point of interest, decide or roll to see WHAT TAINTS IT (if anything).

1d6	WHAT TAINTS IT
1-2	The **Things Below** (page 412)
3-4	**Death and the undying** (page 68)
5	Both of the above
6	Nothing, strangely

Dangers

Hazards

- A stretch of water, and reason to brave it
- A bluff to climb and a reason to climb it
- **Rockslides** or **mudslides** (page 376)
- The river's current, surprisingly strong
- Poor footing (mud, silt, branches, drop-offs) hidden by water/reeds
- Winter ice, thinner than it looks
- Swarms of midges or mosquitos—annoying, distracting, painful, diseased
- Starlings—obscuring, drowning out sound, buffeting, possibly host to a **grwgnach** (page 370)

People

- **Bandits** (page 355), hiding among the ruins, possibly cursed/corrupted
- **Cultists**, led by a **sorcerer** (page 435)
- **Manmarchers** (page 282): outcasts or foolhardy explorers
- **Adventurers** or **antiquarians** (page 260)
- A **hdour** (page 234) or **necromancer** (page 84), trawling the ruins for power

Monsters

- Beasts: **aurochs** (page 131), a **thunder drake** (page 135), **boars** (page 204), a **cave bear** (page 205), a **horned drake** (page 354), **wild horses** (page 135), etc.
- Predators: a **cougar** (page 206), **wolves** (page 209), a **grochslon** (page 379), a **kleztigr** (page 379), **spitting drakes** (page 379), etc.
- A **llamudwr** (page 220), lurking in wetlands or flooded forests
- **Spirits of the wild** (page 356)
- The **ghosts** (page 76) or **revenants** (page 80) of those who died here
- **Emanations** (page 436) of or creatures **corrupted** by the Things Below (page 432), lurking in the river or the ruins

Cursed object

When you ***remove something valuable from the ruins that dot the Dread River***, roll (+nothing, just roll). If you have warded yourself from the evil of this place, roll with advantage. **On a 10+**, your theft goes unnoticed, or at least unpunished; **on a 7-9**, the GM will choose (or ask you to roll for) a lesser curse; **on a 6-**, the GM will choose (or ask you to roll for) a greater curse.

1d6	LESSER CURSE
1	Food and drink become bland, then off-putting, then vile (yet you must still eat and drink)
2	Nightmares plague you and those with whom you share a roof; restful sleep is fleeting
3	Wild beasts attack you with unnatural frequency and focus; domestic beasts are agitated in your presence
4	You age quickly, a year for every month
5	You cannot abide the sound of singing/the touch of loved ones/food cooked by another/any gift freely given/some other thing that ties you to other people
6	You hear **whispers and visions** (page 428), urging you to do things

1d6	GREATER CURSE
1	Horrors pursue you, intent on dragging you and the item back to the ruins, killing any who cross their path. Destroy or bind them, and more will come.
2	You contract a **disease** (page 122); it merely makes you miserable, but infects those nearby with a deadly sickness.
3	Those around you find themselves on edge, their emotions running raw, and are subject to **whispers and visions** (page 428). Unstable folk quickly succumb.
4	You grow thin, haggard, and unwell. Mark a debility each week, which you cannot clear. Should you die, you become a **revenant** (*Book I*, page 150), tethered to the item, obsessed with either protecting it or returning it to where it was found (your choice).
5	Wherever you go, plants wither, food spoils, crops fail, beasts grow barren and sickly.
6	Those who die in your presence are unable to pass through the Last Door. They linger as **revenants** (page 80) or **ghosts** (page 76).

Tailor a curse's specifics to the item, to where and with what it was it found. Incorporate the themes and aspects of any relevant entities. And feel free to create entirely new curses, riffing on the options above.

How does one free oneself of a curse? Possibilities include…

… returning the item to where it was originally found;
… destroying the item utterly: burning it, melting it, tossing it into lava, etc.;
… packing it in salt and burying it at a crossroads;
… driving a bronze spike through it, into an ancient elder tree;
… ritually cleansing the item, binding the curse to an appropriate vessel, and burying/hiding the vessel somewhere; or perhaps
… passing ownership of the item (and thus the curse) on to another willing party; they need not know it is cursed, but must claim the item as theirs.

Luglfsk
Horde, *small*, *amphibious*, *corrupted*
HP 3; **Armor** 1 (hide)
Damage electric shock d6 (*hand*, *reload*), or chew d4 (*hand*)
Special qualities lightning-proof
Instinct to feed
- Sense a creature's electrical field
- Stun or paralyze with a touch, bzzzt
- Swarm a stunned creature

Each one is a few feet long, like a cuttlefish crossed with a giant maggot, squirming wet and gray, a face full of feelers whose touch stings like lightning.

They spend most of their lives in the water, congregating near **power-crystals** (page 389) and **aetherium** artifacts (page 404) that have been claimed by the river. They seem entranced by the passive energy, almost lulled to sleep. But when they sense something more dynamic, something meatier, they wriggle out of the water fast enough.

Some Hillfolk claim that luglfsk are just tadpoles, and tell stories of larger, many-legged terrors that fling lightning from face-feelers that stretch as long as a man grows tall. But those are probably just spook-stories to scare travelers. Probably.

Jellied horror
Solitary, *large*, *stealthy*, *amorphous*, *mindless*
HP 19; **Armor** 1 (lacks organs)
Damage pseudopod d10+1 (*reach*, *hand*, *grabby*, *messy*, 1 piercing)
Special qualities immune to stabbing; takes half damage from weapons unless they're *forceful*; acid-proof; harmed by chalk/quicklime/similar chemics
Instinct to seep, to consume, to grow
- Lurk in water, moving slowly, seeking or waiting for food
- Dissolve organic material—weapons, clothes, flesh, etc.
- Engulf, d10+3 damage with advantage (*hand*, *messy*, ignores armor)

Sometimes, the waters of the Dread River overflow their banks and flood the cursed ruins and tainted places. And sometimes, when the floodwaters recede, they leave behind… something. Something that just isn't right.

The Suileach
Solitary, *huge*, *magical*, *terrifying*, *aquatic*, *corrupted*
HP 26; **Armor** 2 (scales)
Damage jaws like a cave d10+7 (*reach*, *forceful*, *messy*, 3 piercing) or thrashing coils d10+5 (*close*, *area*, *forceful*)
Special qualities many-eyed; impossible to surprise
Instinct to dominate the Dread River
- Sense an intruder upon its domain
- Transfix someone with one of its myriad eyes (see below)
- Drag intruders to their doom

It's a thing of legend. A great scaly wurm, they say, hundreds of feet long, festooned with eyes along its bulk. Hundreds of eyes, so very many. They say it sees all that happens along the river. They say it brooks no tresspass, that it drowns or devours all who encroach on its domain.

But that's not entirely true. Some folks have met the Suileach and lived to tell the tale, haunted by what they saw reflected in its eyes.

When you ***stare transfixed into one of the Suileach's eyes***, mark *dazed* and pick 1:

- You see yourself, unburdened. Name an NPC whom you love; your heart grows cold to them. Then, gain a new move from your playbook.
- You see yourself as you might have been. Change your instinct and swap one of your playbook moves for another.
- You see your death, as it will occur. The next time you would roll for Death's Door, don't—you get a 10+. The second time you would roll for Death's Door, don't—you get a 6-.
- You see the truth reflected, darkly. The GM will tell you something interesting and useful, yet thoroughly disturbing.

Totnatter
Solitary, *large*, *stealthy*, *terrifying*
HP 16; **Armor** 2
Damage venomous bite d10+1 (*reach*, *close*, *hand*, 1 piercing)
Special qualities thermal vision; extraordinary sense of smell
Instinct to toy with its food
- Scent prey, track it down
- Rattle its tail, paralyzing prey with fear
- Pump them full of venom, then retreat
- Follow, waiting for its prey to collapse

These grey-white rattlesnakes grow to absurd size, big enough to eat a boar, a deer, or even a person. Manmarchers say that they haunt the bluffs and ruins along the river, waiting months, years, or even decades between meals.

While most rattlesnakes rattle to warn off threats or predators, totnatter use their rattles to hunt. They delight in the terror their rattle causes, and use it even when they could just bite their prey unawares.

When ***a totnatter pumps its prey full of venom***, start the following countdown:

Their hands shake, their bodies shiver (mark *weakened*)
They grow confused, thinking things that aren't true (mark *dazed*)
They struggle to breathe, to keep going (mark *miserable*)
They are dying (roll for Death's Door)

Fae

Strange folk live in the **Great Wood** (page 200) and **Ferrier's Fen** (page 116). Wondrous and dangerous, beings out of legend. The **Forest Folk** (page 150) called them "Good Neighbors" and "Hidden Ones," and took pains to avoid insulting them. They cautioned Stonetop to do the same. And while the Forest Folk are gone, the Fae remain.

The **Green Lords** (page 210) bred the Fae long ago, to herd spirits and to weave wondrous realms. They relied on the Fae to manage their estates, to build the **way-stones** (page 478), and, later, to create the Green Lord's idyllic afterlives.

Some Fae resented their servitude. Some found loopholes in the promises and oaths that bound them. Ringleaders arose, creating webs of debt and obligation that undermined their masters' hold.

An uprising began. Rebels gutted tombs, burned plantations, put their masters to the spear. Gangs of free Fae roved the Great Wood, burning, liberating, recruiting. Gangs became armies.

The Green Lords grew desperate. They called on the **Things Below** (page 412), corrupted themselves with unholy power. They bred living weapons, hunted down the rebels, and took terrible vengeance.

The uprising nearly failed, but the Green Lords had drawn the ire of their fellow Makers. The **Stone Lords** (page 382), in particular, were horrified by the Green Lords' corruption. They worked a terrible spell to shatter the heart of the Green Lord's domain, turning it into the ruined bog that today we call Ferrier's Fen. Then they allied with the Fae, and waged war against the Green Lords who survived.

After the siege of **Vor Svetelik** (page 468), the Fae found themselves adrift and bereft of purpose. Many were no longer bound by oath or obligation. Ringleaders bickered and squabbled. Factions formed. Armies disbanded. And the Fae became the fractured people they are today.

The good neighbors

Fae and mortals cross paths, of course. The Forest Folk descended from the Green Lord's mortal servants, and dwelt in the Great Wood for centuries. Fae fought side-by-side with the Stone Lords' human slaves. And some Fae, certainly, know of the humans living on their borders: Stonetop, **Marshedge** (page 274), the **Manmarchers** (page 282), even some **Whitefang villages** (page 483). There have always been dealings between them and us.

But Fae are not like us. They breathe magic. Time means little to them. They have no base needs. They are driven by pride, boredom, and obsession. They are shaped by their debts, their obligations, and the ancient scars of servitude and war.

Fae are *dangerous* to mortals. Maybe not hostile (though some are), but alien. Some admire our spark of life, our creativity and passion. Some find our memories and our emotions rich and heady. Some delight in our dignity or our short-lived antics. Some might even care about us. But they also think no more of stealing an infant from the crib than we would at picking a pup out of a litter.

Themes

Choose or roll 1 (or 2 and combine).

1d12	THEME
1	Fluidity of time and space: stasis, distortion, dilation, things where (and when) they oughtn't be
2	Enchantment, dreams and dream-logic, the odd accepted as normal
3	Illusion/glamour, often hiding a base or even sordid reality
4	The intangible made real; metaphor made literal
5	Promises, deals, and loopholes; debts and insults weighing heavy as iron chains
6	Opaque etiquette, strange norms, values upended, seeming amorality
7	Passions, whims, and excess; the autonomy of others ignored
8	Extremes of beauty/ugliness, blurred lines between them
9	Malleability of one's looks, one's identity, one's true and secret heart
10	Liminality: neither spirit nor flesh, here nor there, this nor that, real nor unreal
11	Deep ties to the natural world and **spirits of the wild** (page 356)
12	Enslavement by the **Green Lords** (page 210), the war against them, the lasting scars left by both

Hooks

- A local family claims their infant has been replaced with a Fae changeling.
- A widower wants a Fae to take away the memories of his lost love.
- A hunter naively offers Stonetop's hospitality to a mischievous Fae.
- A **zrajedak** (page 223) is released from stasis; terrified Fae seek help.
- An NPC is indebted to a Fae; it wants what they cannot bear to give (a child, their love, a marriage, etc.).
- A Fae falls in love with a villager, and tries to live a mortal life.

Questions

In general:

- Who among you has lost a sibling or a child, stolen from the crib?
- Who in the village is said to have Fae blood?
- Who in town once made a deal with a Fae? What did they lose? What did they get in return?
- What Fae being did you once meet in the Wood? How did you get away unscathed?

About any given Fae they meet:

- What about their presence fills you with awe/longing/sadness/joy/__?
- What forgotten memory do they stir?
- What detail about them will you struggle to remember later?
- What detail could you never forget?

Lore

Everyone in Stonetop knows that:

- Strange, magical folk dwell in the Great Wood
- They vary greatly in appearance, ability, and disposition
- That they are strange, dreamlike, fickle, wondrous, dangerous

One might know:

- Details of a given Fae: behaviors, demeanor, abilities, limits, names, etc.
- The specifics of **Fae nature** (page 98)
- That iron is anathema to them
- Proper etiquette for dealing with one
- Ways to protect yourself from them
- About domains: their entrances, the dangers they pose, specific examples
- Tales of the Wandering Market
- That they served the Green Lords

Very few know:

- The specifics of their history, their origin, their rebellion
- The nuances of their politics, debts, relationships, obligations
- How to find the Wandering Market
- The metaphysics of their existence

Names

Fae "names" tend to be titles, nouns, or descriptive phrases or borrowed from those they've met—simple, whimsical, ominous, or grandiose as befits their nature.

Mix, match, and riff on words related to plants and beasts and rocks, features of the landscape, natural phenomena, colors, mundane objects, emotions or emotional activities, titles, relations, and local names.

Some simple names: Acorn, Cobweb, Hob, Jackdaw, Kettle, Lark, Moth, Quills, Rill, Robin, Stewpot, Trillium, Uncle Whiskers, Whistler, Wobbles, Yellowtail

Some whimsical names: Bellweather, Bitterlips, Moonbeam, Peasebottom, Poppy o'Twilight, Rainpetal, Stagthorn, Thistledust, Whiteoak, Yellow Britches

Some ominous names: Bonekettle, Father Longfingers, Grinning Nel, the Hangman, the King of Dirges, Old Sorrows, the Pale Sisters, Stonetooth, the Weeping Rose

Some grandiose names: Dawnwhisper, Fireblossom, Breath of Thunder, Hare Starblade, the Midnight Mare, Rain Upon the Valley, Silverstag, the Storm King

Some Fae might go by many names, or change their names over time. If a given Fae is known to the locals, consider what they call it in their local tongue. A Fae named Moonbeam, for example, might be called "Pelydrlloer" in Stonetop or "Mond-strohl" by the Manmarchers.

Perhaps each Fae has a true and secret name, by which they can be commanded and bound. If so, it must be their most treasured and precious secret.

Fae nature

The Fae are living beings made of spirit-stuff. They aren't quite spirits, but interact with spirits as if they were. They're made of flesh and bone, or close enough, but it is strange, malleable, and resilient. They…

… need not eat or drink, but can enjoy such fare;
… need not sleep, but often choose to;
… can suffocate or drown, but usually recover when they can breathe again;
… feel no drive to reproduce, but might enjoy sex, fall in love, sire or bear children, steal them from mortals;
… do not grow feeble with age, but can grow bored, deeply set in their ways;
… cannot break a promise or an oath, but are keen at finding loopholes; and
… feel the weight of debts and insults as though they were heavy chains.

Injury

Fae are unnaturally tough (Armor 4) and can heal any wound not caused by iron. A Fae who suffers a "mortal" wound might pass through the Last Door. But they might also change their mind and come back later, for Fae are fickle things.

Iron

Iron (including steel) is offensive to Fae. Its presence insults them. It disrupts their magic. It burns their skin, ignores their Armor, leaves scars that never fade. Iron can kill a Fae, truly kill them dead.

Black iron (page 307) is even worse. Its presence unravels their magic. Its touch doesn't just burn, it suppurates their flesh (+1d6 damage, ignores armor, messy). It leaves vicious, gaping wounds that never heal and that eventually turn them into **Hollow Fae** (page 114).

Magic and the Fae

Fae are Fae, neither spirit nor mortal. As a rule, magic that specifically affects "spirits" or "mortals" does not apply to the Fae. They are their own thing.

With that said, magic is fuzzy and each Fae is unique. When in doubt, consider what feels right in this particular case. A ploy that would work in a fairy tale should probably work against the Fae!

Illusions and glamours

Illusions are lies. They have no substance. An illusionary chair bears no weight; the illusion of a sword does not cut. A skillful Fae might create the illusion of pain and blood when you are cut with an illusionary sword, but the wound has no lasting effect.

Glamour is more profound. It changes a thing and how it interacts with the world, at least until the glamour fades. Glamour a rock into a chair and sit comfortably. Glamour a stick into a sword and it will cut, make you bleed real blood. When the glamour ends, the wound remains.

Glamours are like poetry. One might glamour an acorn into a gem, or fluttering leaves into butterflies, or a braying mortal's head into that of a donkey. But one does not just, say, glamour a spear into a puddle of water. These things must rhyme!

Fae can see through each other's illusions and glamours, but as a rule they play along. Doing otherwise can be insulting.

Glamour affects neither iron nor steel, and the touch of either causes illusions to flicker and fade. The touch of **black iron** (page 307) dispels both illusions and glamours, like soap dropped in oily water.

Language

Fae understand anyone they meet, and can always make themselves understood. Many speak in an affected manner (accented, in verse, with odd sentence construction, etc.) to amuse themselves, to annoy others, or because that's just how they think.

Debts and promises

Fae are bound by debts, obligations, and promises. This applies to mortals who treat with them, too. A Fae might:

- Make an offer (fair or lopsided)
- Politely decline or dissemble
- Insist, ask for more, offer less
- Call in a debt, use it as leverage
- Make or demand a promise
- Find/exploit a loophole
- Trade a debt to another Fae

When a ***Fae is beholden to you***, you have advantage on any roll to resist or defend yourself against it. When you ***leverage a debt that they owe you or a promise they've made***, gain advantage to Persuade or otherwise influence it.

When you ***are beholden to a Fae***, you have disadvantage on any roll made directly against them (including damage rolls). When you ***fail to uphold a promise you've made to a Fae***, for any reason, either you are beholden to that Fae or they take it as an insult (their choice).

When you ***pass through the Last Door***, all debts you owe and promises you have made are null and void.

Insults and etiquette

Fae are also bound by insults, pride, and etiquette. An insulted Fae feels the need for satisfaction like a mortal feels hunger, as a gnawing and physical thing. Their culture is full of little rules and points of etiquette that mortals often stumble over.

One might insult a Fae by…

… rudely refusing an offer;
… failing to honor a debt or promise;
… taking what they think they own;
… making demands or threats without the proper leverage;
… sneaking iron into their presence;
… failing to play along with their games;
… disparaging their honor/their power/their cunning/whatever they value about themselves; or
… accusing them of any of the above.

When the PCs deal with a Fae, that Fae might:

- Set the PCs up for a faux pas
- Make an accusation
- Act affronted, genuinely or as a ploy
- Truly take insult

And if insulted, they might:

- Demand satisfaction
- Storm/scamper off
- Offer their forgiveness, as a gift
- Ignore all other rules of etiquette
- Spread tales or rumors
- Hold a grudge, lay plans for revenge
- Resort to violence or magic

Creating Fae

To create a Fae or a group thereof, think about what you already know, and the context in which they'll appear. Decide what they're like: pick or roll for their PREOCCUPATION, their SIZE, and 1-3 ASPECTS.

1d12	PREOCCUPATION
1-2	Playing/reveling/tricking/subverting
3-4	Ruling/enforcing/bullying/hurting
5-6	Striving/making/toiling/growing
7-8	Collecting/hoarding/obsessing
9-10	Preening/politicking/gossiping
11-12	Guarding/watching/sulking/hiding

1d12	SIZE
1	*tiny* (bug- or bird-sized)
2-3	*tiny* (like a cat or smaller)
4-6	*small* (like a human child)
7-9	Human-sized
10-11	*large* (like a horse)
12	*huge* (elephant-sized, or bigger)

1d12	ASPECTS
1	Predatory/clawed/fanged/powerful
2	Horned/antlered/hooved/prancing
3	Furry/tailed/plump/scampering
4	Winged/beaked/feathered/spindly
5	Scaly/squamous/slimy/sinuous
6	Iridescent/chitinous/bug-like/alien
7	Treeish/weedish/prickly/stoic/stiff
8	Leafy/flowering/winding/delicate
9	Ethereal/fluid/frosty/graceful/aloof
10	Earthy/rocky/craggy/dirty/stolid
11	Glittery/starry/luminous/fiery
12	Puppet-like/artificial/made/hollow

Consider rolling 1d6 to see how person-like and humanoid they are.

Next, pick or roll for 1-3 TALENTS.

1d12	TALENT
1	Illusion/glamour
2	Shapechanging/transformations
3	Feats of strength/stamina/labor/skill
4	Influencing the inanimate/the elements/beasts or birds or bugs
5	Flying/burrowing/phasing/etc.
6	Messing with time, space, causality
7	Well-versed in powerful, old magic
8	Enchanting visage/voice/music/touch
9	Invisibility/camouflage/stealth
10	Cursing/blessing/giving/taking
11	Fae domains: creating/changing them, ensnaring others in them
12	Insight/prophecy/dreams and memories laid bare

The PCs are heading to a Green Lord's tomb, and I'd like them to meet a Fae who was squatting there until recently.

*From the list of preoccupations, I pick "collecting/hoarding/obsessing." I bet he left a hoard back in the tomb! I get a 6 for size ("*small*"), and a 7 and 12 for its aspects ("treeish/weedish/prickly…" and "puppet-like…hollow"). I get a 4 on a d6 for how humanoid it is. I'm picturing a living puppet made of lashed-together, still-growing branches.*

For talents, he seems tricksy, so I pick "camouflage/stealth." And "influencing the inanimate" seems right; I think he can control plants and trees a bit?

Now, pick or roll for what they were BRED TO do. If it's unclear, decide what manner of spirit they were bred from; pick or roll a theme from the **spirits of the wild** (page 356). Pick or roll for their ROLE IN THE WAR against the Green Lords and for a LASTING MARK of their past.

1d12	BRED TO...
1-2	…create/maintain a false afterlife
3-4	…command/compel/enforce/punish
5-6	…deceive/obscure/protect
7-8	…entertain/enliven/beautify
9-10	…nurture/protect/cultivate
11-12	…work/labor/toil/produce/build

1d12	ROLE IN THE WAR
1-3	Victim/casualty/refugee/prisoner
4-5	Uninvolved/dissident/loyalist
6-8	Conscript/recruit/soldier
9-10	Scout/saboteur/spy/traitor
11	Marshal/chief/overseer/enforcer
12	Hero/ringleader/mastermind

1d12	LASTING MARK
1	Arrogance/defiance/anger/cruelty
2	Shame/doubt/dread/fussiness
3	Fame/infamy/enmity/rivals
4	Nostalgia/denial/delusion/fixation
5	Patience/exactness/caution/cunning
6	Quick temper/fierce protectiveness
7	Duties/obligations/debts
8	Emptiness/loneliness/grief/ennui
9-10	Scars/impairments/visible wounds
11-12	Roll 1d10 twice, combine

Also: are they **corrupted** (page 430) by the Things Below? Roll 1d6; on a 1, they are.

Pick or create a **name** (page 97), and write up their stat block. All Fae have the *fae* tag; many are also *magical*. They have unnatural resilience (4 Armor, 0 vs. iron), being neither fully flesh nor fully spirit.

My little wicker-man clearly descends from a plant-spirit. I get an 11 for what he was bred to do ("work/labor/toil…"), a 2 for his role in the war ("victim…"), and a 12 for his lasting mark, followed by a 6 ("fierce protectiveness") and 3 ("enmity"). He's not corrupted.

I see him tending to some Green Lord's garden, all the while collecting trinkets and plants and rocks from the soil. He was fiercely protective of his collection and cared little for his fellow Fae. His plot burned and his hoard was lost, and he became a loner and outcast, eschewing the war. A few centuries ago, he found the tomb, called it home, and started to rebuild his hoard of trinkets. But a ***swyn*** (page 222) *has forced him out, and he desperately wants his stuff back.*

I call him "Thornthumb," for the prickly gardener he is. I write him up like so:

THORNTHUMB
Solitary, small, fae, stealthy, magical, devious
HP 12; ARMOR 5 (resilience, lacks vitals), 1 vs. iron
DAMAGE raking fingers d8 (hand, grabby)
SPECIAL QUALITIES: Fae nature, hollow
INSTINCT: to acquire
> Blend into the terrain
> Filch something
> Get help from nearby plants/trees
> Hide something in his body

Fae domains

Fae domains are hidden realities, existing between the physical and spirit worlds, touching and overlapping both but part of neither. Some are tiny, intimate, cozy. Others are vast and grand.

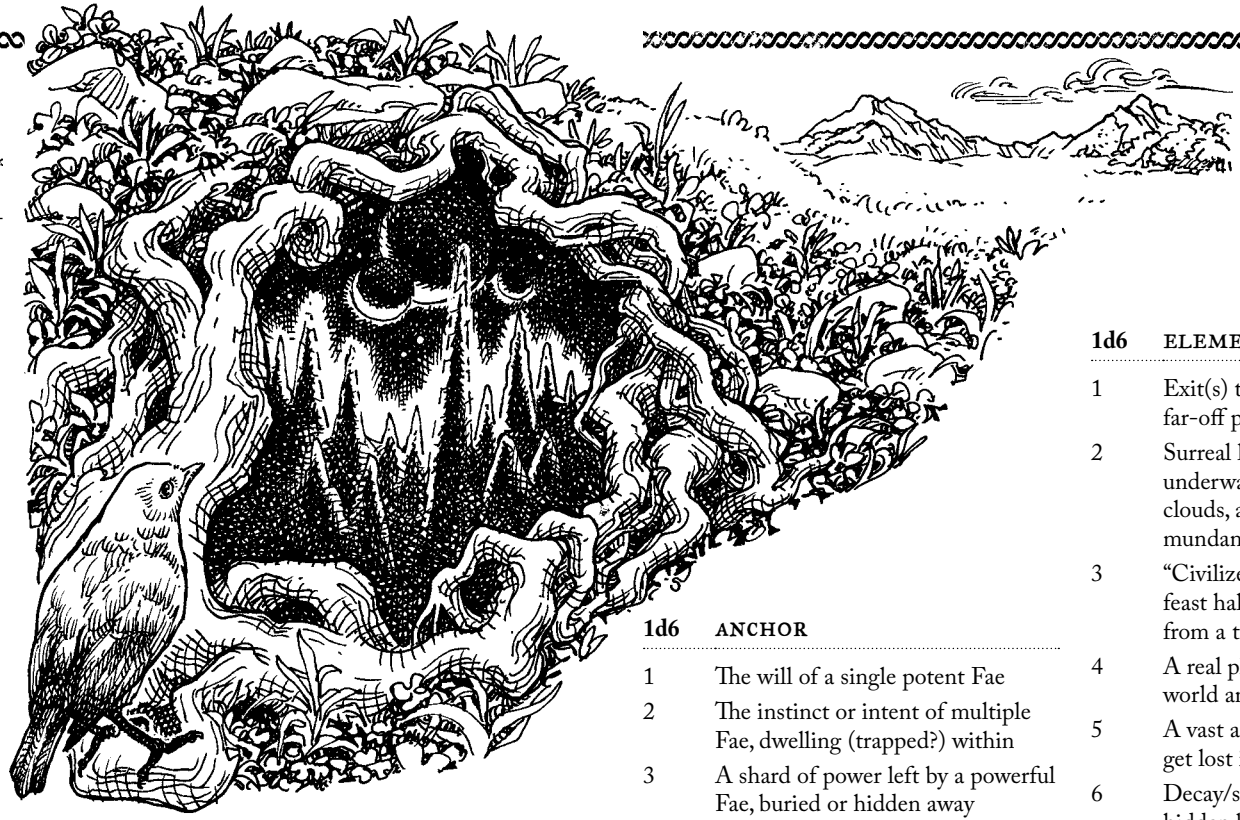
Not every place where a Fae dwells is truly a domain. Plenty of Fae squat in ruins or caves or hollow trees, perhaps spruced up with glamour but fully in this world. Domains are different, set apart.

To create a Fae domain, start with the real-world terrain it borders or overlaps with. Most are found in the **Great Wood** (page 200), in the **Foothills** (page 144), or in **Ferrier's Fen** (page 116); those in the Fen are often **corrupted** (page 430). Many are part of **Green Lord ruins** (page 214).

Once the real-world terrain is established, pick or roll for its ENTRANCE. Interpret the result in light of where it's found.

1d6	ENTRANCE
1	A shimmer, a feeling, little more
2	Megalith(s)/a **waystone** (page 478)
3	A door/gate/opening, natural or made, literal or just an impression
4	A ring of toadstools or some other distinctive pattern of flora (perhaps **useful or valuable**, page 458)
5	A path/a climb/a descent/a fall
6	Only active at certain times (in moonlight, at sunset, in winter, etc.) and roll again

If an entrance in the Great Wood is at least 10 years old, it's likely to be marked by Forest Folk **glyphs** (page 152).



For the domain itself, pick or roll for a THEME (page 95), the domain's original PURPOSE, the ANCHOR that maintains it, and 1-2 ELEMENTS. Maybe roll 1d6 to inform its size and scale.

1d6	PURPOSE
1	Containment: to imprison/preserve
2	Habitat: where Fae live/work/play
3	Community: a place to gather, trade, gossip, show off, travel
4	Status: a monument, a place to impose, someone showing off
5	Creativity: an expression, an exploration, a work of art
6	Pleasure: a paradise, a retreat, a false afterlife, a playground

1d6	ANCHOR
1	The will of a single potent Fae
2	The instinct or intent of multiple Fae, dwelling (trapped?) within
3	A shard of power left by a powerful Fae, buried or hidden away
4	One or more Fae, bound/inert, their essence sunk into the domain
5	Rune-carved stone infused with Fae power, a work of the Green Lords
6	Roll again, but it's failing, fickle, unstable, possibly abandoned

1d6	ELEMENT
1	Exit(s) to **Fae paths** (page 478) or far-off place(s) in the world
2	Surreal landscapes: a forest cave, an underwater kingdom, a castle in the clouds, a tiny place made large, a mundane place made giant, etc.
3	"Civilized" things, out of place: a feast hall in a mire, a house carved from a tree, a library in a cave, etc.
4	A real place, plucked from the world and the passing of time
5	A vast and shifting place, easy to get lost in, always something new
6	Decay/squalor/disorder, perhaps hidden by glamour or illusion

Populate the domain with Fae and other inhabitants that make sense. Also fill it with **artifacts** (page 108), and any domain **hazards** (page 110) that make sense. **Time dilation** (page 105) is a particular concern to mortal visitors!

The PCs are exploring a Green Lord's tomb, approaching the burial vault in which the mummified Maker lies. Its spirit lingers on in a Fae domain.

The terrain is established (the inside of the tomb). I choose a "door/gate/opening" for the entrance and the purpose is clearly "pleasure… a false afterlife." I roll a 5 for theme ("promises, deals, and loopholes…") and a 5 for the anchor ("rune-covered stone"). For elements, I get 6 ("decay/squalor/disorder") and 5 ("a vast and shifting place").

The theme and elements prompt me to rethink the anchor. The domain is barely maintained by despondent Fae servants, bound by ancient oaths. An endless series of dusty halls, rooms and feral gardens, full of discarded wealth and surly Fae avoiding their master. The Green Lord's soul swings from boredom to manic fits, during which whatever Fae is at hand conjures threadbare glamours of the Green Lord's half-remembered deeds. An eternal paradise, indeed.

Entering domains

Some entrances work only at particular times: under a full moon, during winter, at sunrise or sunset, etc. This holds true for both Fae and mortal alike.

Otherwise, Fae can freely use the entrance of most domains, like you or I might open a door. For mortals, it's more involved.

Something interesting: A mortal might blunder into a Fae domain by accident, or follow a guide, or be drawn into one by a mischievous or malevolent Fae. Or they might fall asleep near an entrance and visit the domain in their dreams. Iron or steel might protect you, or not; you might just find that all your iron was left behind in the world.

Something useful: To enter a Fae domain on purpose, you must leave behind all iron and steel, plus one of the following:

- Follow the footsteps of a Fae guide
- Addle (open?) your mind with drugs/alcohol/madness/intense emotion/etc.
- Have Fae blood in your veins
- Be able to see through Fae magic and glamours, via **Old Mother's Wine** (page 509) or a similar effect

Locked entrances

Some entrances have special requirements to open them, for both Fae and mortal alike. These requirements might involve…

… singing/reciting/inscribing the proper words;
… doing something dangerous, without flinching (like running at the wall);
… doing something daft (like spinning 'til you fall);
… paying the toll (a secret, a story, a thing of beauty, a promise, etc.);
… convincing the guardians to let you in;
… some variation or combination of the above; or
… something else entirely.

The residents of a domain might ignore the requirements of a locked entrance; the creator of a domain almost certainly can.

I think my Green Lord's afterlife must certainly be locked. I imagine a grand archway with a pair of powerful Fae guardians watching over it, demanding a toll: none can enter without giving an oath of good behavior.

Fae domain hazards

- Enchanting, entrancing beauty
- Time passing unnoticed
- Dramatic, rugged, strange landscapes
- Things changing when they look away
- Getting lost
- Capricious weather
- **Elemental spirits** (page 360), awake and active and full of opinions
- **Illusions and glamours** (page 98)
- Not being able or allowed to leave

Fluid time

Time passes strangely in Fae domains, when it passes at all. Upon returning to the world, one might find that no time has passed, or that time has passed normally, or that they've lost days, weeks, months, or years. Tales tell of folk returning to the world centuries later and crumbling into dust, but those are just tales. Right?

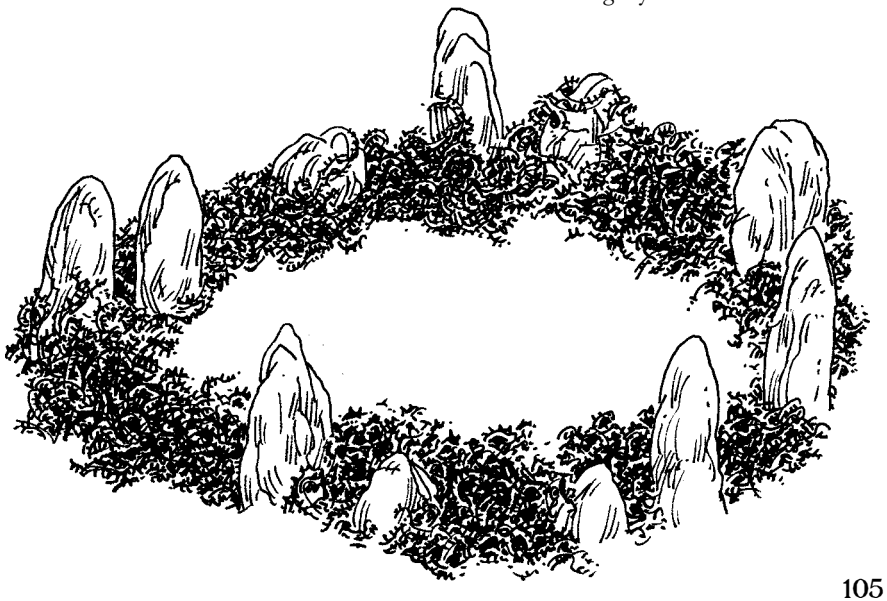
Lost time most often afflicts those who:

- Eat Fae food or drink Fae drink
- Fall asleep
- Lose themselves to revels, work, etc.
- Insult/become indebted to the locals
- Disrupt a place held in stasis

Threaten PCs with lost time, for sure. Use it to explain the absence of PCs whose players have to miss some sessions. But don't have the PCs lose years or decades unless you—and your players—really want to shake up your game.

Some Fae domains

- A little door in a rocky outcrop, leading to a dying crystal city of tiny Fae and their talking vole subjects.
- A natural arch of hawthorne trees. Beyond: a tree-lined hall, a rune-carved hearth, endless drink & dance.
- A knot in a large dead tree. One must recite a certain poem to enter. Inside is a crowded theater, where callous Fae call up long-dead shades to play out their mortal dramas.
- A **waystone** (page 478) in the mire. A crossroad of many Fae paths, oft-used but one must pay a toll of beauty to the wretched troll who guards it.
- A wide stream. Fall face-first into it and enter a watery, dreamlike realm. A catfish-like Fae arranges stones, treasures, and lost memories into a beautiful, ever-shifting mosaic.
- A circle of menhirs, entwined in thorns. Can only be entered in moonlight. Inside, all the stones but one are revealed to be **Forest Folk** (page 150), bound in agony.



The Wandering Market

Little ties the Fae together, except for a desire to show off. And for that, they need an audience. A place to meet and gather. A place to trade stories and wonders and lies. They need the Wandering Market.

Questions

- According to tales, when does the Wandering Market convene?
- If you could purchase any treasure from the Fae, one wondrous thing, what would it be?
- What is your single most treasured possession? Why do you value it so?
- Who among you is most beautiful? Has the best singing voice? Dances the finest? Makes the best food?

Getting there

The Wandering Market is a **Fae domain** (page 102), made anew by a different host each time it convenes.

To find the market, one must know when it is happening and find an entrance. The entrances are many, but different each time. Any Fae knows where the nearest entrance lies—pick or roll for the TERRAIN near which it is found (page 202 for the **Great Wood**, page 118 for **Ferrier's Fen**), and pick some whimsical requirement such as:

- Climb the seventh alder tree you find; it's up there
- Blindfold yourself; follow the bird who calls your name
- Lay a path of stones into the hollow of a tree; walk the path at sundown
- Go to sleep in a patch of bluebells, and visit the market in your dreams

Impressions

- Sensory overload: crowds and barkers, silks and spices, perfumes, feathers and flowers, leering inhuman faces
- Wonders for sale: distilled friendship, liquid silence, crystalline sorrow, etc.
- Snide comments about how this Market pales to previous ones
- Squeals of delight at your smile, your wry comment, your whistled tune
- How long have you been here, again?

Chance encounters

Pick or have someone roll the Die of Fate.

1d12	ENCOUNTER
1	A Fae in mismatched finery, selling stolen wares; rejects all offers
2	One Fae savagely beating a servant; not a single eyebrow raised
3	A kindly green fruit-seller implores the PCs to "sample" his wares
4	A troupe's bedazzling performance: fireworks, illusions, bored onlookers
5	A crone selling fine futures, fates altered, prophecies (re)written
6	A hand (paw?) on your purse, deftly attempting to "trade"
7	A tiny sub-market, in a beehive or a stump; astir with bug-sized Fae
8	A scandalous, sensual revel in the street; stepped around by most
9	Talking beasts, glum Fae, hollow-eyed children, collared and chained
10	An insult; a challenge shouted; a crowd gathering to watch
11	Whispers and fuss as one of the **Four Chieftains** (page 111) pass by
12	The host's pavilion, thematic and grand, teeming with politics

Moves

TREASURE HUNT

When you ***scour the Wandering Market for a solution***, say what problem you're hoping to solve and roll +CHA: **on a 7+**, you find someone offering just the thing, and can Haggle for it. But before you do, **on a 10+**, you must first pick 1; **on a 7-9**, you must first pick 3:

- Someone else is trying to buy it (or pretending to); you must Haggle with disadvantage
- It's not actually a solution itself, but rather a way to acquire one
- It's cursed, stolen, or otherwise dangerous to use or possess
- To even find it, you've put yourself in some Fae's debt

HAGGLE

When you ***dicker with a Fae*** (anywhere, not just in the Wandering Market), roll +WIS. Roll with advantage if they like you, and disadvantage if they wish you ill. **On a 12+**, it costs but a pittance; **on a 10-11**, pick 1; **on a 7-9**, pick 2; **on a 6-**, pick 3:

- The price is Value 2, at least
- The price is irreplaceable, cherished, heartbreaking to lose
- The price is not truly yours to pay
- It involves a promise, condition, or obligation, sure to cause trouble
- You end up beholden to them

Whatever the price, you've either agreed to it or you've insulted the Fae and the deal is off. Work together to figure out exactly what happened. Reneging on the deal is certain to insult the Fae and/or put you in their **debt** (page 99).

· TRADE OPPORTUNITIES ·

If the PCs get a trade opportunity (from the Seasons Change move), the Fae might offer the following. The PCs still need to Haggle for it, though!

- An impossible task, like a whole season's worth of work done in a night
- A secret, a memory, an answer to a mystery, help with a sticky problem, etc.
- Fantastical trade goods (Value 2 or 3): cloth-of-clouds, mead brewed from dreams, dyes of glamour, etc.
- A **Fae artifact** (page 108)
- An artifact of the **Green Lords** (page 216), the **Forest Folk** (page 154), the **spirits of the wild** (page 364), or perhaps the **Things Below** (page 424).

Artifacts

Various treasures

- ◇◇ A spinning wheel from your youth (how do you know?) that was lost in a fire (*cumbersome*, Value 0)
- ◇ 2d4 vials of misty liquid, each filled with a poignant memory (*fragile*, Value 1 to the right buyer)
- A little jar of honeyed words; grants advantage to your next roll that relies on eloquence (*fragile*, Value 1)
- ◇ 12 beeswax candles, their scent pleasing to the spirits of plants, trees, and bugs (~1 hour, *close*, Value 1)
- A ◇ silver mirror (*beautiful*, Value 2); reflects how you see yourself
- A necklace of broken promises (*fragile*, Value 2 to the right buyer)
- A few bolts of linen, dyed the color of rain (*immobile*, *beautiful*, Value 2)
- A ◇ glass orb, full of swirling mists and infinite depth; fills the heart with cathartic, yearning sorrow (*fragile*, *beautiful*, Value 3)
- A bronze ring with an emerald the size of an acorn; its wearer ages not, but the years catch up all at once if removed (*beautiful*, *magical*, Value 4)

Moonlight raiment

magical, *beautiful*, *fragile*

A gossamer robe, a joy against your skin. When you ***wear the raiment in dim light***, you become more pleasing to the eye. If normally ugly, you become plain. If plain, you become beautiful. If beautiful, you become luminous, breathtaking, magnificent.

Alas, when ***the moonlight raiment is soiled or torn while you wear it***, mark a debility. The debility cannot be cleared until the raiment is cleaned or repaired using Fae magic, or you burn it away into silvery ash.

A pot of "gold"

◇◇, *magical*

A small bronze cauldron, full of glittering coins. At least, that's what it seems.

When you ***fill the pot with small, natural items (leaves, stones, acorns, etc.) and hide it from light for a season***, the contents are glamoured to become a ◇ purse of gold (Value 4).

Any "coins" removed from the pot revert to their true form when…

… an honest merchant touches them;
… their current owner tells a lie;
… someone sees through the glamour;
… something dispels the glamour; or
… the new moon comes and goes

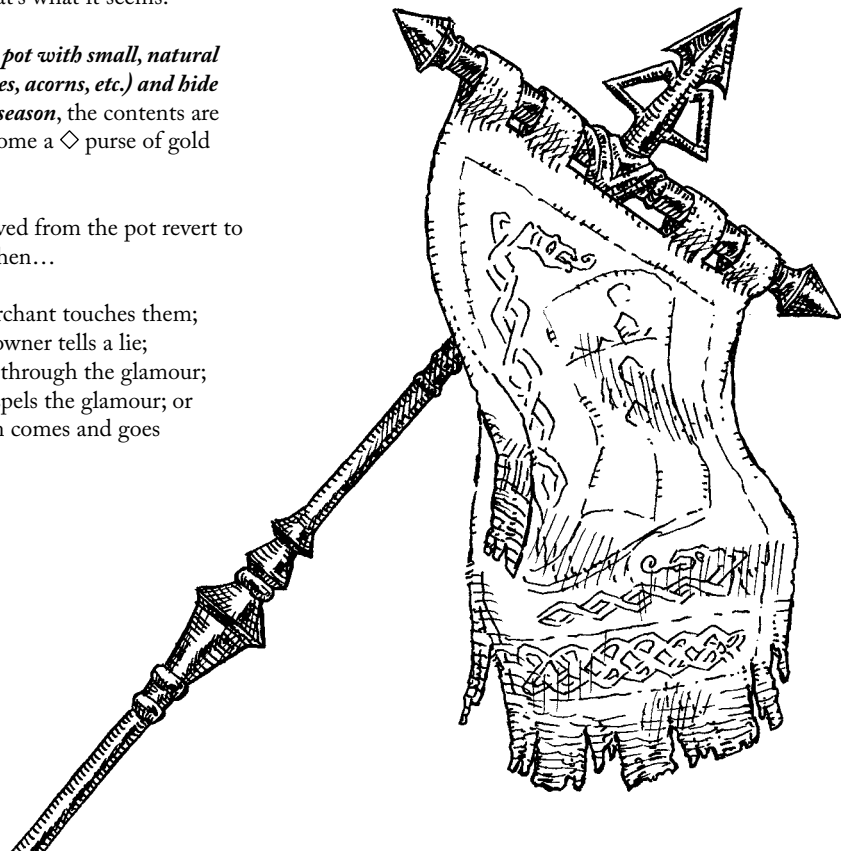
The Red Pennant

◇◇, *magical*, Blood

A woolen flag hanging from a crossbar at the end of a sturdy long spear. It's tattered, crimson, with a crudely embroidered boot for a device. It hangs heavy. Like it's wet.

When you ***fly the Red Pennant in battle***, all who fight on your side feel bloodlust boil within them. Hold 3 Blood. While the battle rages, you can spend Blood 1-for-1 to will your allies to:

- Rush forward, driving back their foes
- Hold fast, making their foes pay for every inch
- Fight savagely, giving no quarter



If spending Blood results in you Ordering Followers or Deploying, or another PC Clashing, the roll has advantage. Each time you spend Blood, those affected gain some small, animalistic or stony trait (little horns, weird eyes, crag-like wrinkles, etc.).

When you ***spend the last Blood or the battle ends***, the Red Pennant's color fades and a few (~1 in 6) of those manifested traits will linger, especially in those who fought hardest. It will not function again until you soak it in the blood of fallen foes.

This is the battle standard of the **Bloody Boots** (page 112), their most sacred relic. Don't expect them to just let it go.

A sturdy, banded box

◇, *magical*

6" by 4" by 3", made of thick rowan wood and banded with bronze. It's not much to look at. It slips easily from one's mind.

When you ***let a drop of your blood fall into the empty chest***, name a promise you have made, an oath you have given, or a debt that you owe. Your blood becomes a bead of lead as it falls into the chest, and the promise, oath, or debt holds no power over you as long as the chest is sealed.

Minor arcana

Pick 1 or roll the Die of Fate.

1d6	MINOR ARCANUM
1	**A small, strange book** (page 509)
2	**A giant oak leaf** (page 517)
3	**A redwood basin** (page 537)
4	**A humble broom** (page 537)
5	**A stone idol** (page 538)
6	**A treasure map** (page 538)

Dangers

Hazards

- Offending/insulting a Fae
- Ending up in their debt
- Making a promise, honestly or not
- Drawing their attention, becoming an object of their obsessions
- Stumbling into a Fae domain

Related entities

- **Spirits of the wild** (page 356), quite possibly at some Fae's beck and call
- Any of the dangerous beasts who dwell in the **Great Wood** (page 200)
- **Crinwin** (page 58), enchanted or manipulated or deceived
- Perhaps the **Pale Hunter** (page 292), who might be a Fae himself
- **Stone Lord constructs** (page 392), left over from the war
- **Ghosts** (page 76) of mortals who died in their thrall
- **Shades** (page 85) of Green Lords that they've called up to torment
- **Danu's blessed** (page 66), some of whom will gladly deal with the Fae

Auntie Sallow

Solitary, *large*, *fae*, *magical*, *stealthy*, *corrupted*, *terrifying*

HP 16; **Armor** 4 (resilience), 1 vs. iron (bark)

Damage choking fingers/tendrils d10+1 (*hand*, *close*, *reach*, *grabby*)

Special qualities Fae nature (page 98); takes +1d4 damage from bronze; leaches color from surroundings; knows whatever her moths know

Instinct to "protect" beauty and innocence

- Disperse into an eclipse of moths
- Find someone needing her "help"
- Show them their fears/nightmares
- Lure/drag them back to her home
- Bury them in the cool safe mud, forever

She appears out of the shadows, when the fear rises up to take you. Tall and grim and looming, draped in willow branches, moths flitting all about. She reaches out a bony hand. "Hush dear," she whispers. "Hush. Auntie Sallow is here to help."

She was beautiful, once. The minder of a sacred grove. A place of clean water, butterflies, and bees. But then came war. Fire and poison and the sundering of earth. Schemes and lies. Grief and endless pain.

'Twas in grief that **L'bin'bozia** (page 421) found her. Gave her the strength to help. To find the innocent who suffered, the beautiful in despair. To offer succor, and the safety of her master's cool embrace.

The Bear of Winter

Solitary, *huge*, *fae*, *magical*, *hoarder*, *devious*, *fierce*, *terrifying*

HP 26; **Armor** 5 (resilience, ice), 2 vs. iron (hide, ice)

Damage bite or maul d12+5 (*close*, *hand*, *reach*, *forceful*, *grabby*, *messy*, 1 piercing)

Special qualities Fae nature (page 98); immune to cold; aura of wintry weather, matching his mood

Instinct to protect his status and holdings

- Weave ice and snow, glamours and illusions, entire Fae domains
- Send a minion (spirit, beast, or indebted Fae) to do his bidding
- Wield the wintry elements
- Take the form of a scarred old man or a storm of sleet and snow
- Make use of a forgotten artifact

When winter snows blanket the Great Wood, the Bear roams the land. He's most often met as a great and snuffling beast, big as a house, icicles clinging to his fur. His retinue follows: nervously, discretely, waiting upon his call. He visits the many Fae who owe him favors and those who have pledged him their support. None are happy to see him. None dare turn him away.

The Bear, you see, is among the most powerful of the Fae. Snapped his own master's neck. Gobbled down its corpse. He freed hundreds of Fae from servitude. He leveraged the debts they owed him to become something of a feudal lord.

The Bear's domain is a great cave, full of hoarded riches and slinking servants. It has many entrances and exits, each leading to a different cave mouth in the world, but only when that cave mouth is surrounded by drifts of snow.

The Four Chieftains

The chieftains are among the most powerful of the Fae, personally and politically. The Bear of Winter is one of them. The others might include:

- **The Warbler**, who dwells in the springtime canopy and fills the world with song. An incorrigible gossip, who pretends to be a fool. Often goes incognito. Extremely well-informed.
- **The Crowned Stag**, who troops through deep summer woods with their court and hangers-on. Beautiful, proud, dashing, and noble. Lusty, too, and prone to fall in love.
- **Longshadow**, a stately old tree-wife, bare of leaves. Found brooding in the autumn forest, attended by skittish minions. Speaks prophecy, lays subtle plans. Knows that the war isn't over.

Blush-of-Dawn

Solitary, *fae*, *magical*, *beautiful*, *passionate*

HP 12; **Armor** 4 (resilience), 0 vs. iron

Damage fiery touch d8 w/disadvantage (*hand*)

Special qualities Fae nature (page 98); radiant

Instinct to be adored

- Sing a song to stir the blood
- Inspire passion/jealousy/devotion
- Steal away into their Fae domain, perhaps with a new prize in tow
- Set devotees to a task/challenge
- Blaze brightly, blind onlookers

They were the shining jewel in some Green Lord's paradise, the bright beauty of a rising sun made flesh. They were happy and in love. (Or so they thought, for can a being bred to love truly do so?)

Then their master's tomb was plundered by the rebels. Their world was upended. They were bereft, vulnerable, alone and unloved. They had no interest in freedom, only the safe warm surety of other beings' full regard. Fortunately, for them, such adoration was easy to find.

Their domain is a stately pavilion in a summer glade, forever in that moment just before the dawn. It's filled with fawning victims of their charms: lovers and would-be lovers, abducted children, devotees. And on the outskirts: the cast-out wretches, those who've lost favor but whose jealous adoration still feeds the Blush-of-Dawn.

The Bloody Boots

Group, *small*, *fae*, *ugly*, *violent*

HP 12; **Armor** 4 (resilience), 2 vs. iron

Damage oversized club d8 w/advantage (*close*, *crude*) or iron-shod boots d8+2 w/advantage (*hand*, *forceful*)

Special qualities Fae nature (page 98); tolerates iron; can't start violence

Instinct to brawl, the nastier the better

- Insult, mock, heap abuse
- Get in your face, dare you
- Leverage their unlikely strength
- Stomp someone who's down (*messy*)

A gang of hoodlums, with names like Hobnail, Spitkicker, Big Thunk, Tusk, and Grub. Short, squat, brutes with lopsided limbs, mismatched parts, and craggy skin. They stomp about in oversized, iron-shod boots, delighting in the disgust of other Fae.

Back in the day, they quarried stone for their masters. Didn't even mind it much. But given the chance to fight and brawl and spill all the blood they could, well, no need to ask them twice. The Bloody Boots were among the most feared and storied troops of the war. First into the fray and dyeing their **Red Pennant** (page 109) in the blood of trodden foes.

And after the war? Well, you can't have thugs like them just rampaging about. Some little schemer bought and traded for every debt they ever had, then extracted a promise from each: no starting fights. They can finish a fight that someone else starts, and, oh, will they enjoy it. But just about every Fae still living knows better than to give them that chance.

Grimstew

Solitary, *small*, *fae*, *magical*, *tough*, *stealthy*, *cautious*, *ugly*

HP 16; **Armor** 4 (resilience), 1 vs. iron (thick fur)

Damage crushing grip d10+2 (*hand*, *grabby*, *forceful*)

Special qualities Fae nature (page 98)

Instinct to fill the emptiness inside

- Stalk a mortal, curious and lonely
- Offer aid, in exchange for company
- Perform an impossible labor
- Grow when angered: +*large*, +4 HP, +3 damage, +*close*, +*reach*
- Get hungry, eat a companion

He dwells in a cave full of smoke and bones, tending his stew pot and stewing. He might venture out to fetch firewood, water, or meat. And when he's out, he might cross paths with a mortal. In his loneliness, he might forget just how poorly things went last time.

When you **Haggle** with Grimstew (page 107), you can't pick either of the first two options. He wants company, not things.

Hollow Fae

Solitary, *fae*, *undead*, *confused*, *terrifying*, see below

HP 19; **Armor** 5 (resilience, lacks vitals), 1 vs. black iron

Damage life-drain d10 (*hand*, *close*, *area*, ignores armor)

Special qualities senses life; surrounded by inert death and ash; can be truly destroyed only by black iron

Instinct to consume life-force

- Moan, filling all with dread
- Tear apart Fae magic
- Pause in confusion when confronted with who it once was
- Open wide, drink in the vitality of the living (inflicting debilities)

A Fae wounded by **black iron** (page 307) will pray for death. For to survive such a wound is a curse. They grow weak, then confused, then hungry. Soon, they become a walking husk, surrounded by death, inhaling any source of life they find.

Hollow Fae are no longer vulnerable to mere iron or steel. Debts and promises no longer bind them. They will tear their way free of any Fae domain. Only black iron can destroy them, and what living Fae would be fool enough to try?

When faced with such a terror, most Fae choose to flee. A few might be so clever as to trap it in some forgotten tomb. But the cleverest, oh, the cleverest… they find some fool mortal to handle the problem for them.

A *large* Hollow Fae is tougher than shown above: 23 HP and +1 damage, +*reach*. A *huge* one is tougher still, with 27 HP, +3 damage, and +*reach*.

Wee folk

Horde, *tiny*, *fae*, *magical*, *stealthy*, *organized*

HP 1; **Armor** 6 (resilience, size, speed), 2 vs. iron

Damage stings/darts d6-2 (*hand* or *reach*)

Special qualities Fae nature (page 98)

- Dart about on agile wings
- Blend in, watch unseen
- Weave illusions to dissuade, distract, or confound

Guardian instinct to guard against old evil

- Cause slumber with their darts
- Make a brave, defiant stand

Worker instinct to prepare for lean times

- Accomplish great feats, together
- Swarm a threat

Hooligan instinct to amuse themselves at the expense of others

- Rile up beasts or spirits
- Play pranks

Tiny little things, winged and fluttering, the size of mice or dragonflies. Weird little things, too: mishmashes of fur and feather, scales and chitin, gossamer and wings. Beautiful, cute, or grotesque.

Some lived together under the Green Lords' rule, others came together after the war. A surprising number were born into freedom, unburdened by their elders' scars.

You might find them keeping watch over some corrupted site or crumbling Green Lord ruin. Or you might come across one of their teeming cities, hidden in a burrow or a hollowed-out ancient tree. Or, if you're unlucky, you might encounter a gang of them out roaming the woods or fen, bored and cruel and looking for sport, and you'd be just the thing.

The White Billies

Horde, *fae*, *athletic*, *raucous*

HP 7; **Armor** 4 (resilience), 0 vs. iron

Damage headbutt d6+2 (*hand*, *forceful*)

Special qualities Fae nature (page 98)

Instinct to suppress their grief

- Drag someone into their revels
- Get huffy if refused
- Lash out if forced to face the past

Muscular folk with cloven hooves, birch-white fur, and horns in every size and shape. They seem so happy, their endless days spent dancing and singing, drinking and rutting, indulging in good-natured brawls.

But when you look closer, you see the scars. You see the missing limbs, the broken horns. You see, briefly, the eyes so full of pain. But, no, no, it's gone. Another dance! Another round! Another bawdy song!

When you ***join the White Billies in their revels***, lose 1d6 HP, mark a debility, and roll +CON: **on a 10+**, you keep your wits about you and learn something useful; **on a 7-9**, you regain your wits later, drunk and exhausted (mark another debility), with some new excess about to start; **on a 6-**, mark another debility and pick 1:

- You've upset them; real violence is imminent
- You come to later, alone, and who knows how long it's been
- You're enthralled, reveling endlessly until someone rescues you

Ferrier's Fen

Ferrier's Fen lies between the **Great Wood** (page 200), the **Steplands** (page 372), and the **North Manmarch** (page 282). It's a huge wetland, 100 miles wide, 50 miles north to south, fed by the **Stream** (page 396) the Sruth near **Marshedge** (page 274), and many smaller creeks. It's a maze of firm ground, stagnant pools, shallow streams, and plunging drops into deep deep water. And mud. So much mud.

Long ago, this area was the cradle of **the Green Lords'** civilization (page 210). But when their servants rebelled and the Green Lords embraced the **Things Below** (page 412), the other **Makers** (page 264) collapsed the region and shattered the Green Lords' civilization. It's still a broken place, oozing with old magic and corruption.

Impressions

Always

- Willow trees leaning over water
- Chunks of stone ruins, jutting from the mud
- Wobble and shake of peat bogs underfoot
- Sulphur smell of stagnant water and rot
- Some mundane thing but shockingly wrong: a tree with weeping eyes, a three-faced rabbit, a snake with stumpy legs, a deer with a fawn growing from its side, etc.

Spring

- Dead brown mixed with pale green mixed with bright-colored flowers
- Squelch of mud, the shocking wet-cold, its jealous grip on your feet
- Boisterous, rhythmic calls of frogs and toads
- Thick fog, muffling everything, shrinking the world

Summer

- Flies and midges, buzzing at your ears, nose, eyes, mouth
- Press and rustle and scrape of grass, sedge, and rush
- Butterflies and moths in every hue and shape; fireflies like the stars at night
- Baking heat, cloying air, sweat rolling off of you

Autumn

- Yellow, brown, and gold of dying plants below; dead slate of skies above
- That smell of rot, just overwhelming now
- Flocks of water fowl, their harsh honking, flying in great Vs overhead

Winter

- Dead grass poking through a blanket of snow
- A quiet calm
- Gurgle and trickle of unseen water
- Crack and lurch as you put your weight on thin ice

Exploring the Fen

Ferrier's Fen holds much of value, but it's a shifting, treacherous place.

Chart a Course

On any expedition into Ferrier's Fen:

- ☐ Choose 1:
  - You need to bring a ◇ pouch of bendis root (Value 1 in Marshedge) per day, burnt constantly
  - The way will be perilous, filled with dangers
- ☐ You need a knowledgeable guide, like a **fen-walker** (next column)
- ☐ You risk getting lost nonetheless
- ☐ The terrain itself is treacherous; you risk injury along the way
- ☐ The way will be grueling; you risk exhausting yourselves/your resources
- ☐ You risk contracting **fen blight** (page 123)
- ☐ You risk drawing the attention of the suarachan (except in winter)

Fen-walker

Fen-wise, *cautious*, *stealthy*, *observant* (and see below)
HP 8; **Armor** 1 (leather cuirass)
Damage knife d8 (*hand*), sling d6 (*near*, *reload*)

- ➤ Spot/avoid a hidden hazard
- ➤ Berate outsiders for carelessness
- ➤ Do something gross or unpleasant without flinching

Alastar

exceptional, *old*, *devious*; **Instinct** to feel no remorse; **Cost** payment in hand.

Fiadh

curious, *kind*, *fen-blighted*; **Instinct** to hide his affliction; **Cost** secrets of the Fen.

Riona

prepared, *agile*, *stubborn*; **Instinct** to assume the worst; **Cost** competence shown.

See also: **People** of Marshedge (page 276).

Questions

- What foul beast is said to lurk in the Fen, and why do fools seek it out?
- Who do you know who was lost to the Fen? What led them out there in the first place?
- What ritual is said to keep the fen-blight at bay?
- What do you think that the suarachan—those horrid frog-people—do with folks they capture?

Hooks

- A rare orchid can cure a sickness, but it grows only deep in the Fen
- Waters recede in a drought, revealing previously unknown ruins
- Suarachan raid the fields of Marshedge, dragging off multiple captives
- The PCs seek something that only the Willow Witches can give them
- Bendis root is growing poorly; if this continues it could ruin Marshedge

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12). In winter, water and mud might be frozen.

1d12	TERRAIN
1	Open water, who knows how deep?
2	Shallow pool, pond, or stream
3-4	Mud, muck, sodden soil, standing water
5-6	Peat, sphagnum moss, floating mats
7-8	Grass, reeds, sedges, wildflowers
9	Shrubs and scattered pines
10	Thicket of trees, or one big tree
11	Dead tree(s), fallen log(s)
12	Hummock, hill, rocky outcrop

If you like, roll 1d6 for size/scope/intensity.

Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	Change of TERRAIN (previous page) and roll again
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	An ENCOUNTER (next column)
4	Site or artifact of the **Green Lords** (page 210) likely tainted by the **Things Below** (page 412), at least partially buried or submerged
5	Some other POINT OF INTEREST (next column)
6	**Useful or valuable flora** (page 458)

1d6	ENCOUNTER
1	A lone **suarachan** (page 124), hoping to avoid notice
2	A mutated beast, like a deer with eight legs and five eyes, or a two-headed hare
3	One or more **spirits of the wild** (page 356) or **Fae** (page 94), curious, indifferent, or forlorn
4	Ample game, but unappetizing—crawfish, snails, turtles, frogs, fish, etc.
5	Good game, but prone to bolt—deer, hare, water fowl, etc.
6	A **fen-walker** (page 117), possibly in dire straits

1d6	POINT OF INTEREST
1-2	A place corrupted by **the Things Below** (page 412)
3	A place **haunted** by death or the undying (page 72)
4	**Fae domain** (page 102) or **waystone** (page 478)
5	Site sacred to the **spirits of the wild** (page 356)
6	The abode of the **Willow Witches** (next page)

The Willow Witches

Many tales are told of the weird sisters of the Fen. There are always three, but they might be old, young, or middling aged. They might be tall and regal or twisted and gnarled, dignified and poised or feral things rooting through the mud. Sometimes, the tale's hero seeks them out. Other times, they stumble upon the Witch's abode.

All stories agree that the Willow Witches have what you seek. An answer. An artifact (or knowledge of where to find it). A way to accomplish some impossible deed. Everyone knows that Sianna Ferrier learned the secrets of the Fen from the Witches, allowing Marshedge to be settled.

What the tales often fail to mention is: there's always a price. For Sianna Ferrier, the Witches' gifts were costly indeed: a child of her blood, or the blood of those she settled with, to be delivered every seven years.

The witches are, in truth, a single entity, the inscrutable **incarnation** (page 300) of a primordial being of knowledge, fate, costs and consequences, greatly diminished and dwelling in this broken land.

The Witches' abode

The Willow Witches' abode is rarely found in the same place twice, and in every tale, the details are different. Sometimes they dwell in the hollow of a willow tree, the space inside impossibly big. In other tales, it's a crude shack leaning against a tree. In still others, they huddle around a cookfire in a willow's shade, no real shelter to speak of.

The surest way to find the Witches is to seek out a **fen-troll** (page 123) and convince them to guide you. They all know the way, though one should expect mischief.

Mind your manners

The Willow Witches observe the old ways of hospitality. Any who approach peaceably and invoke the guest-right are welcome to eat their food and shelter under their roof (such that it is). The Witches will do no true harm unless the guest first violates the rules of hospitality by…

… initiating violence;
… threatening the Witches or their guests;
… stealing; or
… insulting the Witches' hospitality.

The Witches delight in provoking guests: speaking in riddles, asking about shameful secrets, offering disgusting victuals or shabby accommodations, showing glimpses of horrors that are gone when one looks again. The humble, patient, and wise do well. Hot-headed, prideful fools do not.

The price

Whatever one asks of the Willow Witches, they require something of similar value. Tailor the price to the character. It's not about what the Willow Witches want or what they'll do with it. It's about sacrifice. It's about what the seeker is asking for, and what it's worth to them.

The Witches might ask for…

… **a promise, to be fulfilled now or later**. Renege, and calamity follows. "The axiom of local contagion? Such fancy words for so simple a thing. We can teach you, yes, but you must swear to never again open a door without its owner's permission."

… **a possession, worth at least as much to the asker as that which they ask for**. "You seek a weapon against the demon? Ah, yes, the Twisted Spear! We can show you where it lies, take you to it. But what will you give us in return? That mantle you wear, the one with teeth and the hungry ghosts? Give us that."

… **something strange, fraught with potential consequence**. "You seek to appease the anger of the forest? Tsk tsk, its anger cannot be quelled. But you can throw off the scent. Merely chew off your own shadow and let us dispose of it. Hmm? No, of course you can, here, let us show you…"

… **a personal sacrifice, bloody and visceral**. "You wish to know what the old runes say? Surely your right eye is a bargain for such wisdom. Or the left. We are not picky."

… **a personal sacrifice, something intangible**. Work with the player to change their instinct, swap their stats, or lose one of their moves as a result. "You seek a way to defeat the King of the North? We can tell you, yes. But it will cost the memories of your father, and the kindness he showed you."

… **a sacrifice, but of something not truly theirs to give.** "You want your eye for beauty back? Hm. You choose the price: your tall friend's kind heart, which you treasure so. Or your parents' love. It's beauty you seek, and like must pay for like, after all."

Whatever the PCs ask for, it should be a meaningful decision whether they pay the price. Don't ask for something you know they'll never give up, and don't ask for something they won't miss anyhow.

If the Witches like someone—if they've been humble, well-mannered, and wise—then they'll be clear and upfront about the costs and what they're offering, and maybe suggest another course of action. Otherwise, the Witches will be cagey about the costs and all too willing to let them have something for cheap if they know that it will lead to ruin.

Willow Witch

Group, *primordial*, *cautious*, *devious*, *organized*, *magical*, *all-wise*

HP 16; **Armor** 4 (wards, resilience), 0 vs. black iron

Damage gnarled fists and fingers d10+2 w/ disadvantage (*hand*, *forceful*, *grabby*)

Special Qualities impossible to deceive or surprise; divide damage taken equally between the three witches (round down)

Instinct to enforce the old ways, the old rules

- Frustrate, annoy, or provoke someone
- Twist someone's perceptions
- Vanish, be elsewhere
- Turn someone into a swamp creature

Tip: use a different voice and different physical position (left, center, right) for each witch, and shift between them as you talk, sometimes mid-sentence.

When you ***press or entice the Willow Witches into changing their price or altering their deal***, don't roll. They will not be budged; the price is what it is.

Dangers

Treacherous terrain

- Quaking bog: wobbly footing, sometimes thin enough to fall through
- Deep, sucking mud
- Slippery footing
- Thin ice cracking open
- Fallen logs or furrows hidden by grass or mud
- Thorns, spines, brambles
- Venomous snakes, underfoot or hiding in hollows
- Poisonous plants that cause rashes, blisters
- Fog and mist, or blanketing snow, obscuring all of the above and worse

Swarms

- Midges or mosquitos—annoying, distracting, painful, diseased
- Leeches—clinging to anything that gets in water
- Starlings—obscuring, drowning out sound, buffeting, possibly possessed by a **grwgnach** (page 370)

Disease

Sickness can come from bad water, bad air, tainted food, and blood-sucking vermin. It's especially risky to have open wounds—in these conditions, it's all too easy for them to go rotten.

- Show that they've been exposed/infected
- Hit them with minor symptoms (mark *miserable*)
- Have symptoms worsen (mark another debility)
- Deny them rest

The best treatment for disease is rest, clean food, water, and air, and treatment with the proper herbs. Someone who pushes on through serious symptoms is likely Defying Danger (the danger that being that they get worse, or suffer complications).

To name a disease, or describe its symptoms, mix and match 2-3 of the following:

> ague, angry, black, blisters, blood, blue, boils, breath, burning, chills, cold, cough, cramps, crows, dry, eye(s), festering, fever, fingers, fluttering, flux, foot, itching, lung, midge, milky, mouth, muddy, oozing, phlegm, pickled, pink, pox, rash, retching, rot, running, runs, scalp, shakes, shivers, skin, snot, sores, spit, spots, sweats, tears, tick, toad, toes, tongue, tremor, trots, warts, weed, weeping, welts, wet, wheezing, wound, yellow

Consider rolling the Die of Fate to see how serious the symptoms are and how hard the disease is to treat.

Something interesting: You know what this disease is called, its symptoms and typical course, maybe even what causes it. **Something useful:** You know how best to treat it, what herbs to use and where they might be found.

Fen blight

Threat (*affliction*)
Instinct to strip away its victim's humanity

Those who spend significant time in Ferrier's Fen might find themselves… changed. Marshedgers tell many tales about what causes the blight, and what will protect from it, but even the most careful fen-walker will sometimes start to feel the changes.

> Little things, easy enough to hide, like warty skin, thinning hair, fetid odor, a lengthening tongue, a taste for bugs and snails
> More pronounced changes, growing appetite, jealousy, a fear of being discovered
> Growth spurts, increased strength, more obvious mutations, resentment towards the unafflicted
> Difficulty with language, unending hunger, paranoia, urge to hide from sight
> **Impending doom:** Transformation into a **fen-troll** (right)

Monsters

- Beasts from the **Great Wood** (page 200), often mutated
- **Fae** (page 94), especially those who delight in ugliness and misfortune
- **Spirits of the wild** (page 356)
- **Green Lord** remnants (page 210), especially chimerae and hazardous growth
- **Llamudwr** (page 220)
- Spirits or beasts **corrupted** by the Things Below (page 432)
- **Ghosts** (page 76) of those who died here, lost and alone
- A rotting **pyped** (page 82), living on carrion and bog-bodies

Fen-troll

Solitary, *large*, *corrupted*, *hoarder*, *gluttonous*, *stealthy*
HP 16; **Armor** 1 (thick hide)
Damage bone-snapping grip d10+3 (*hand*, *close*, *grabby*, *forceful*), rending maw d10+3 (*hand*, *messy*, 1 piercing)
Special qualities sharp senses, horrid odor, ashamed of its visage
Instinct to fill its belly and jealously guard its hoard

- Approach a victim from cover of dark, or fog, or murky water
- Demand treasure to let them pass unharmed
- Probably try to eat them anyway

They were human once, corrupted by the Fen and the foul forces flowing through it. Little remains of that humanity, though: a rough shape, half-forgotten words, a terrible anger at what it has lost.

They prize finery and mundane goods, anything that reminds them of their former life. Even more, they long for human connection. But hunger, shame, and greed usually lead them to lash out at any who show them kindness.

The Gliomor

Solitary, *large*, *cautious*, *terrifying*, *ancient*

HP 22; **Armor** 3 (carapace)

Damage smaller claw d12+3 (*reach*, *grabby*), bigger claw d12+5 with advantage (*reach*, *forceful*, *messy*, 3 piercing)

Special qualities heals injuries in a few hours, regenerates limbs in a few days

Instinct to eat pretty much anything

- Poke its eyestalks out of the water or above grass
- Burst into view, making the mind reel with horror
- Scuttle back quickly, to escape danger or to drag off prey
- Spew forth a cloud of sickening, blinding, corrosive goo: d8 damage (*area*, *close*)

An enormous albino crayfish, older than the Fen itself. If you encounter it, pray it's not hungry. But fat chance of that.

Snaplilies

Damage snapping "jaws" 1d4 (*hand*, *grabby*)

Instinct to latch on and drag down

- Blend in with a field of lily pads
- Snap shut on a frog or bird, disappearing before anyone sees
- Snap tight on a limb, yank down
- SNAP SNAP SNAP on someone who trips and falls among them: 1d8 damage w/advantage (*grabby*, *messy*)

They blend right in, really. But when anything bigger'n a bug lands on one, SNAP, just like a bear trap, the vine contracting and pulling prey underwater. It's a lethal trap for a small creature. For a human? Just a painful mistake. Unless you panic, of course, or flail, or trip. So just, you know, stay calm.

Suarachan hunters

Group, *stealthy*, *cautious*, *organized*, *amphibious*

HP 6; **Armor** 1 (scaly hide)

Damage cudgel d8 (*close*, *crude*), snapping tongue d6 (*reach*), poison blowgun needles d6 (*near*)

Special qualities excellent night vision, salt burns their skin

Instinct to bring home captives for sacrifice

- Surround their quarry unnoticed
- Leap a shocking distance
- Club someone senseless on the head
- Tie a fast knot

They're tall as a short man, hunched on too-long legs and too-long arms. A toad-like head juts forward from broad shoulders, the eyes entirely too big, the mouth entirely too wide. They're covered in moist scales and horn-like growths, and draped in belts and bandoliers of woven grass.

These are the suarachan most often encountered, the ones that raid Marshedge and the ones that fen-walkers most fear. Truly, they spend more time fishing and hunting than seeking sacrifices, and they're just as happy to claim a deer as a man. But deer are harder to catch, on the whole.

Suarachan singers

Horde, *amphibious*

HP 3; **Armor** 0

Damage fists and bite d6 w/ disadvantage (*hand*), snapping tongue d4 w/ disadvantage (*reach*)

Special qualities excellent night vision, salt burns their skin, mutations

Instinct to sing the eternal lullaby

- Drown out all other noises with their song
- Raise a shrill call of alarm
- Scuttle away and hide
- Keep a prisoner living, long enough

There are places in Ferrier's Fen where horrors sleep, where the Things Below dream unquiet. The air in these places thrums with frog-song, so deep and so loud you can barely hear yourself think. But it's not frogs singing. It's the suarachan.

The suarachan believe that their songs keep the Things Below quiet. And they hope that their sacrifices—given in bulk in late autumn—will keep their dark gods satiated while the suarachan sleep through winter.

Most suarachan bear mutations: extra legs (often twisted and useless), overgrown or atrophied limbs, missing or extra eyes, strange growths, etc. The most mobile become hunters, but the chorus welcomes any suarachan that can sing.

Suarachan soothsayer

Solitary, *corrupted*, *cunning*, *magical*, *amphibious*

HP 12; **Armor** 0

Damage poisonous skin d10 (*hand*), snapping tongue d4 (*reach*)

Special qualities excellent night vision, salt burns their skin, MARKED by the Things Below (page 432)

Instinct to mollify the Things Below

- Secrete various poisons: debilitating, hallucinogenic, deadly
- Commune with outsiders via poison-induced visions
- Use a GIFT of the Things Below (page 432)

A few suarachan—one or two per chorus—have bright, colorful scales that ooze with slime. They will often ingest their own hallucinatory toxins, communing with the horrors that lay sleeping, shushing them and soothing them, and promising them meals of screaming flesh, soon, soon.

The suarachan lack language, per se. They can communicate basic concepts via their songs, but true communication requires a soothsayer's touch.

When you ***are affected by the hallucinogenic poison of a suarachan soothsayer***, you can perceive spirits around you and speak to those who are active, as well as others affected by the poison. When the poison wears off, mark a debility (*dazed* if it's available).

The Flats

Stonetop sits on the easternmost edge of the **Flats**, a rolling tallgrass prairie that stretches all the way to the **Huffel Peaks** (page 236), the **Foothills** (page 144) and the **Steplands** (page 372).

The prairie is dotted with small hills, outcrops, and the occasional copse of trees huddled against the ceaseless wind. Winding streams cut through the soil. But mostly? Just mile after mile after mile of grass.

Impressions

Always

- A southerly wind, ever present
- Mountains looming on the far horizon
- A sky so big it beggars the soul
- Birds of prey, or carrion eaters, floating high above
- Clouds, always in motion: high and wispy, or big and fluffy, or massive and dark like an anvil ready to drop

Spring

- Patchworks of hopeful green, pale white, dry yellow
- Carpet of last year's grass, folded flat by wind and heavy snow
- Soft crunch and pop underfoot
- A damp chill in the wind, smell of rain and wet soil
- Chirp chirp chirp, warble

Summer

- Green and yellow stems topped with a riot of flowers, rippling and bobbing in the wind
- The itch and scratch of nettles, thistle, and stiff sandpaper stalks
- Constant noise: birdsong, insect-buzz, rustling grass
- Relentless sun, unbroken by shade
- A wall of rain, rolling towards you

Autumn

- Crinkle, snap, and rustle with every step, every movement
- Stiff stalks, gold in the low sun, nodding in the breeze
- Lonely chitter of birds, unseen
- Morning frost, or thick blankets of fog

Winter

- Snow billowing in the wind, obscuring everything
- A white expanse, still as death, poked through with grassy stubble
- The cold, wet, exhausting trudge through waist-high drifts
- The squeak of snow underfoot on a bitterly cold day

The Gwead

Villagers call the Flats-grasses **the Gwead** ("the Weave" or "the Weaving"). It's a bewildering array of species. Some are short and wispy, others thick and taller than a tall man. They bloom in a myriad of shapes and colors, and sport every manner of prickle, thorn, and seedpod.

The Gwead will not be tamed. Burn the grasses, plow the soil, tear things up by their roots—it doesn't matter. The Gwead always come back, thicker and hardier than before. And sometimes, it seems, the grasslands take their revenge.

- When was the last time anyone tried to plant crops beyond the Old Wall?
- What uncanny fate befell them?

Why can crops be managed within the **Old Wall** (page 12), but not beyond? That's for you to decide. Maybe…

… magic tied to the **Stone** (page 12) makes the land more pliable, easier to tame;
… something buried beneath the Old Wall keeps the Gwead at bay;
… something about the soil keeps the Gwead from taking root; or
… whoever built the ruins on which Stonetop was founded, they made a pact with the spirits of the Gwead.

Questions

- Who among you has ventured deep into the Flats? What did you see there that no one quite believes?
- Aside from sticking to the roads, what keeps the pack drakes at bay?
- Which of you has seen a prairie fire up close and personal?
- What flower, root, seed, or stem that can be found on the Flats is particularly useful? How so? Why is it so hard to harvest?

Places

- **The Makers' Roads** (page 270)
- **The Ruined Tower** (page 332)
- **Titan Bones** (page 448)

Hooks

- A herd of wild horses is seen north of the West Road and east of the Highway, close enough that they might be captured
- Someone is sick, and the cure requires a rare plant that grows deep in the Flats
- Gwead-grasses have started taking root inside the Old Wall, getting hard to weed out, and folks are all sorts of worried
- A traveler's companion was lured off the roads by **nosgalau** (page 272) and hasn't returned; the traveler offers a sizeable reward if the PCs can help

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12).

1d12	TERRAIN
1	Ash field, burnt stalks, recent wildfire
2	Barren ground: sand, stone, dust
3	Burrow, dugout, or warren
4	Sodden soil, mud, or standing water
5-6	Dense thicket of tall (5'-8'), stiff stalks
7-8	Open meadow, grass waist-high or shorter
9	Low ridge, embankment, rise
10	Tree(s), savanna, shrubs
11	Rocky outcropping, boulders, jagged stones
12	Gully, sinkhole, crater, fissure (maybe full of water)

If you like, roll 1d6 for size/scope/intensity.

Discoveries

For any of these, pick 1 or have someone roll the Die of Fate (d12 or d6).

1d6	DISCOVERY
1	Change of TERRAIN (previous column) and roll again
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	An **encounter** (see below)
4	A **point of interest** (next page)
5	**Useful or valuable flora** (page 458)
6	A **piece of the Ruined Tower** (next page)

1d6	ENCOUNTER
1	A **shade** (page 85), called up at the **Crossroads** (page 270), or the **pyped** (page 82) that it's become
2	A **spirit of the wild** (page 356), curious or indifferent
3	Critter(s)—fox, skunk, stoat, hares, prairie dogs, starlings, vultures, etc. —curious, annoying, maybe just cute
4	Beast(s)—ground sloth, giant ibis, **shellback drake** (page 134)—big, majestic, mostly indifferent
5	A herd: **aurochs** (page 131), deer, wild sheep, **wild horses** (page 135), etc.
6	A band of **Hillfolk** (page 228), or maybe just their camp

Pieces of the Ruined Tower

Scattered far and wide, for miles and miles from the tower itself, as if flung by some impossible force. Likely buried or at least overgrown.

1d6	PIECES
1	Metal instruments or tools, possibly giant-sized, rent asunder, twisted, or surprisingly intact
2	Worked stone, or chunks thereof
3	Stone covered in scorched runes, possibly a bit of the **Broken Roads** (page 271)
4	A jagged piece of "indestructible" **makerglass** (page 388), cracked and broken
5	**Aetherium** ingot (page 404), crackling with power
6	A **shard of the Storm Orb** (page 339)

Point of interest

1d6	POINT OF INTEREST
1	A place corrupted by the **Things Below** (page 412)
2	A tomb, ruin, or artifact of the **Barrow Builders** (page 34)
3	A BATTLEFIELD OR REMAINS (next column)
4	Enigmatic terrain: crystalline growth, sheet of smooth/broken glass, geometric patterns, unnatural colors, grass growing in strange patterns, etc.
5	A location important to the **Makers** (page 264): meeting place, fortification, shrine, etc.
6	A site sacred to the **spirits of the wild** (page 356)

Battlefield or remains

Older ones lie well-buried, so ask yourself how they might be discovered (burrowing animals, erosion, earthquakes, excavation, etc.)

1d12	BATTLEFIELD OR REMAINS
1	**Primordial** (page 298): from the very shaping of the world
2	Truly ancient: from the time of the **Makers** (page 264)
3-4	From the **Time of Cataclysm** (page 413): when humanity rebelled and woke the Things Below
5-7	From the days of the **Barrow Builders** (page 34)
8-11	Recent: Hillfolk, bandits, travelers, beasts, etc.
12	Very recent: the buzzards and crows still feasting

Picking through the remains might yield valuables or artifacts, but might rouse the ire of **ghosts** (page 76) or **revenants** (page 80).

Dangers

Hazards

- Nasty turn in the weather: lashing wind, bitter cold, blistering heat, sleet/hail/rain/snow; lightning
- Lack of shelter, water, or wood for a long-burning fire (try dried aurochs dung, if you can find it)
- Hidden holes/burrows, twisting an ankle or worse
- Getting lost (lack of landmarks, tall grass and rolling terrain, hard to keep to a straight line)

Prairie fire

The Gwead is prone to burning, sparked by lightning, an errant flame, or (if you believe the tales) Hillfolk intentionally setting the Flats ablaze. Early spring, late summer, and early autumn are particularly prone, especially after a few weeks without rain.

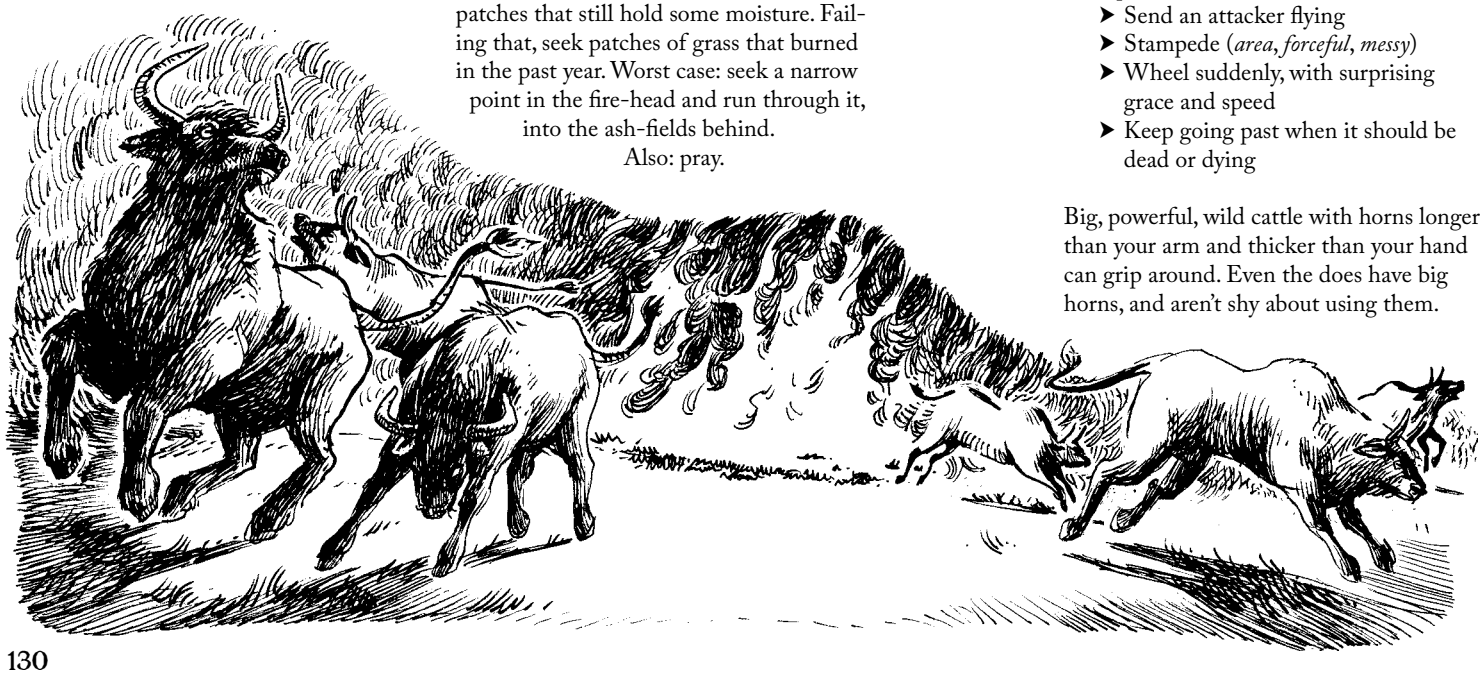
Instinct to run unchecked across the land

- Start with just a few crackling flames, a column of smoke
- Grow implacably, creeping outward
- Smother the landscape in choking smoke (debilities)
- Hit them with a wave of heat (d4 damage)
- Linger and burn for minutes or hours (d6 damage, messy)
- Tear a crimson line, faster than you can sprint, bonfire-hot (d10 damage, ignores armor, messy)
- Run out of fuel, or get smothered by rain

Something interesting: To really spread and burn hot, a prairie fire needs years of built-up fuel, dry conditions, and steady wind; even then, it can only burn at its hottest for a short period of time.

Something useful: Seek the Makers' Roads, or barren ground, or low-lying patches that still hold some moisture. Failing that, seek patches of grass that burned in the past year. Worst case: seek a narrow point in the fire-head and run through it, into the ash-fields behind.

Also: pray.



Monsters

- **Cougars** (page 206) or **wolves** (page 209), come out of the Great Wood
- **Hillfolk** (page 228), if they're of a mind to do violence
- **Spirits of the wild** (page 356)
- The **nosgalau** (page 272), whatever they are
- **Ghosts** (page 76), **revenants** (page 80), or **shades** (page 85), called up at the **Crossroads** (page 270) or lurking near old battlefields
- **Blue magpies** (page 340), messing with the PCs

Aurochs

Group, *large*, *ornery*, *powerful*

HP 14, **Armor** 2 (thick hide, tough)

Damage gore d8+5 (*close*, *forceful*, *messy*, 1 piercing), kick/trample d8+3 (*hand*, *forceful*)

Instinct to spook or to get angry, in equal measure

- Send an attacker flying
- Stampede (*area*, *forceful*, *messy*)
- Wheel suddenly, with surprising grace and speed
- Keep going past when it should be dead or dying

Big, powerful, wild cattle with horns longer than your arm and thicker than your hand can grip around. Even the does have big horns, and aren't shy about using them.

They winter in the Steplands, in small bands of 3-5 adults. In spring, though, they come down to the Flats, form up into herds of 30 or more, and graze and graze and graze. They'll break up into smaller bands by midsummer, then head back into the hills before first snow.

The Hillfolk hunt them, riding at the flanks of a herd and picking off one or two with arrows, keeping their damned distance. You do not want to get too close to one of these things, especially not after you wound it.

A full-grown aurochs carcass (*immobile*), properly butchered and transported back to town, counts as 1 Surplus. A ◇◇ pair of aurochs horns is Value 1.

Bandit

Group, *stealthy*, *cautious*, *devious*

HP 6; **Armor** up to 2 (hides, shields)

Damage spears d8 (*close*, *thrown*) or slings d6 (*near*)

Instinct to survive at the expense of others

- Prepare a deception, to lure travelers from the roads
- Spring an ambush when their prey takes the bait
- Take captives or slit throats, so that no one escapes to tell tales
- Flee into the grass if things go south

The magic of the Roads and the open terrain make a life of banditry far from easy, but somehow, they crop up every few years. Might be Hillfolk, disgraced or desperate, but more often than not, they're scoundrels who'd rather bleed their fellows than scrape by up in Gordin's Delve.

Bandit chief

Group, *leader*, *stealthy*, *cautious*, *devious*, *organized*

HP 8; **Armor** 3 (hides, shield, skill)
Damage spear d8 (*close*, *thrown*, 1 piercing) or bow d8 (*near*)
Instinct to make the best out of what they've got
- Suss out what people want or need
- Exploit a weakness, opportunity, or loophole
- Cut a deal
- Ruthlessly expand/preserve their power

Most bandit gangs struggle to find victims or shelter or both, and quickly die out or disband. The clever ones last a few seasons, but eventually folk catch wise and grow wary, and the bandits' schemes start to fail. But every generation or so, a leader crops up who's cagey enough to turn a gang of bandits into a serious threat.

What does the chief possess that makes them such a threat? (pick 2 or 3)

- Agents in Gordin's Delve and/or Marshedge
- A way to overcome the wards on the Roads
- Magic that can compel/lure/scare travelers off the Roads
- Magic that hides their crew, or changes their appearance
- Well-trained horses, or some other form of mobility
- A fortified hideout

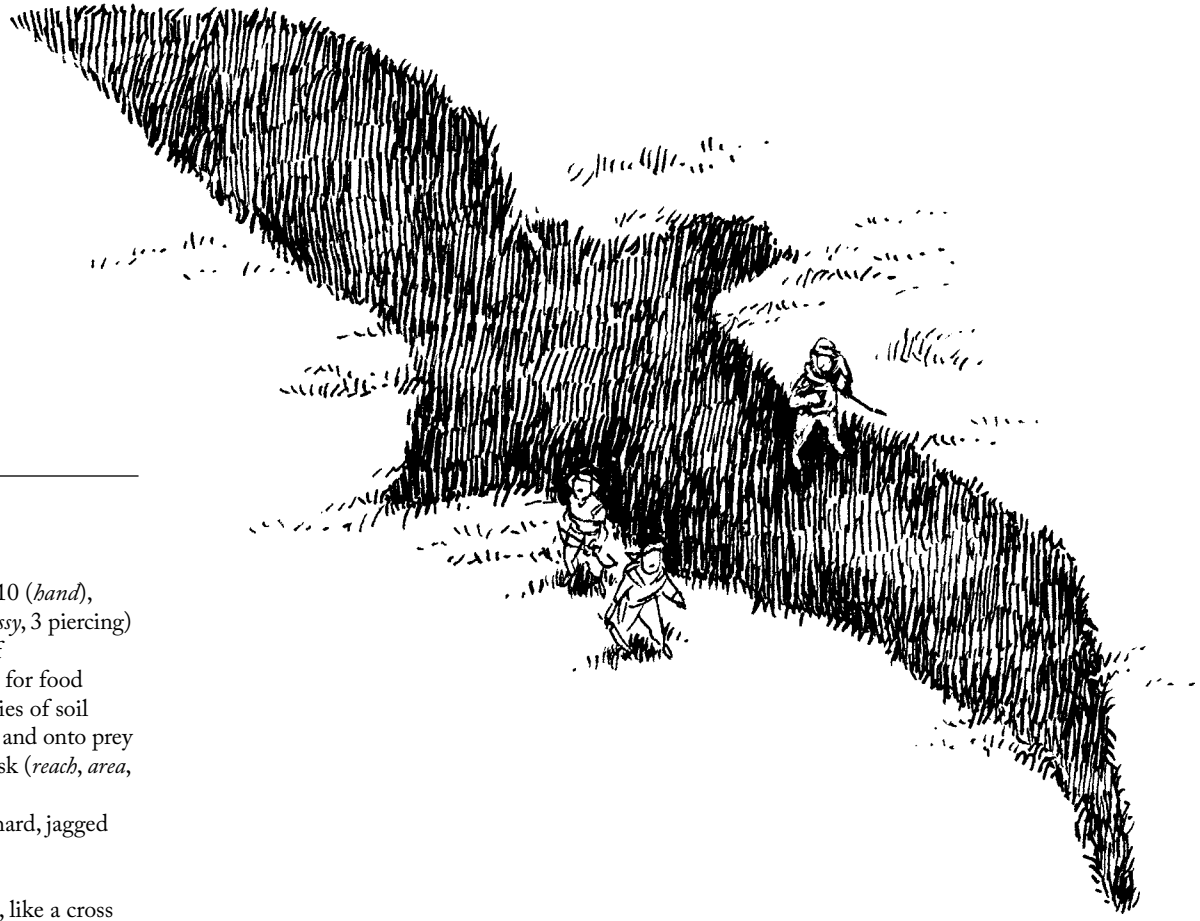
Beznpol

Solitary, *cautious*, *fierce*

HP 12; **Armor** 3
Damage burrowing talons d10 (*hand*), needle teeth d8 (*hand*, *messy*, 3 piercing)
Special Qualities acid-proof
Instinct to constantly search for food
- Dig up serious quantities of soil
- Bound out of the grass and onto prey
- Spray a stupefying musk (*reach*, *area*, debilities)
- Curl up into a ball of hard, jagged scales (4 armor)

Great big armored mustelids, like a cross between a stoat, a badger, and a pangolin, but like 6 feet long not counting the tail. They roam the Flats digging up burrows of just about anything, but they especially love to stir up a **hlomren** (page 134) nest and chomp chomp chomp. They're far from the top of the food chain, though. If startled, they'll spray musk and attempt to flee. If cornered, they'll curl up and hope the attacker grows bored.

A skilled tanner can turn a pair of hides into a magnificent ◇◇ beznpol scale coat (2 armor, *warm*, protects against acid, Value 3). Hillfolk champions are known to wear them.



Frythanc

Solitary, *large*, *stealthy*, *terrifying*

HP 16; **Armor** 0
Damage swooping talons d10+2 (*hand*, *close*, *forceful*, *grabby*), beak d10 (*reach*, disadvantage)
Special Qualities incredible eyesight, terrible hearing
Instinct to wait for the right moment
- Soar on thermals, thousands of feet up
- Swoop down like a thunderbolt, snatching up prey
- Drag prey up to 30 or 40 feet with slow, mighty flaps—then drop them

Great scaly birds, wings like 40 feet across, sky blue and white feathers on their undersides to hide in the sky. They're said to roost in the Huffel Peaks but hunt the Flats, snatching up the unwary—man, woman, deer, horse—and dropping them to the ground. The drop usually kills or cripples its prey, and then it alights to dine at its leisure.

They are, thank Tor, very rare, with only one mated pair hunting the Flats at a time. On the other side of the Huffel Peaks, though… who knows?

Hlomren
Horde, *tiny*, *organized*
HP 1; **Armor** 3 (carapace, size)
Damage acid-dripping mandibles d6-2 (*hand*, *messy*, 3 piercing), acid glob d6-2 (*reach*, *messy*, *reload*, 1 piercing)
Instinct to protect the colony
- Burrow into/out of/through loose soil
- Swarm over a threat
- Burst with acid when killed, d4 damage (*close*, *area*)

These red-shelled insects look like a cross between an ant and a beetle, but the size of a small cat. They form colonies a few-hundred large, typically on higher ground. A colony will harvest all the dead grass in a few miles, hibernate through winter, and then relocate in spring to a part of the Flats that hasn't burned or been harvested in a few years. They mostly ignore people and other large animals, but they'll swarm if threatened.

Klezln
Solitary, *large*, *stealthy*
HP 16; **Armor** 3 (carapace)
Damage pincers d10+3 (*hand*, *close*, *grabby*)
Special Qualities senses vibrations, strong burrower
Instinct to wait patiently for food
- Undermine the soil, creating a sinkhole waiting to happen
- Wait for prey to trigger its trap and get pinned in loose dirt, d6 damage (*grabby*)
- Burst forth from the loose soil to snag a victim
- Drag it beneath the soil, to be crushed and supped on at leisure

Great big beetles that live out beneath the Flats, preying on large game like horses and aurochs. The Hillfolk know what signs to watch for, but they rarely tell outsiders. What better way to keep the Flats free of fools?

Pack drake
Horde, *small*, *stealthy*, *organized*, *cautious*
HP 3; **Armor** 1 (quick reflexes)
Damage sawtooth teeth d6 (*hand*, *grabby*)
Instinct to bring down easy prey
- Dart through tall grass, unseen
- Surround their prey
- Bite down and pull in one direction while a packmate pulls in the other (+*messy*)

Sneaky little dog-sized critters that prowl the Flats. Hunt in packs ranging from six to a couple dozen. Just the worst.

Questions:
- What's the surest sign of their presence?
- What do all wise travelers do to keep them at bay?
- Which of you has seen them tear apart their prey? What haunts you about it to this day?

Shellback drake
Solitary, *cautious*, *hardy*, *patient*
HP 16; **Armor** 3 (carapace, scales)
Damage snapping, bone-crushing bite d10 (*hand*, *close*, *grabby*, *messy*, 1 piercing)
Special Qualities nearly blind, senses vibrations
Instinct to lash out at "food" in range
- Burrow into soil
- Wait for prey half-buried
- Withdraw into its shell (Armor 5)

Like a snapping turtle, but 6 feet long and 400 pounds, with big, badger-like claws. Way faster than you think. It'll dig itself under a layer of soil, and wait long enough for the gwead to start growing over it. Then, when something comes near? SNAP!

An intact shell is worth quite a bit (*immobile*, Value 2). But good luck killing one without cracking the shell.

Thunder drake
Solitary, *large*
HP 20; **Armor** 3 (scales, crest)
Damage gore, trample, swat d10+3 (*hand*, *close*, *forceful*, *messy*, 1 piercing)
Special Qualities lightning-proof, hard of hearing
Instinct to protect its turf
- Bellow (*near*, *area*, *loud*, *forceful*, *reload*)
- Burrow and gnaw through rock
- Sometimes: belch forth a bolt of lightning, d10+3 damage (*near*, *forceful*, *loud*, ignores armor)

Sometimes, out on the Flats, you'll see what looks to be small hills in the distance. I advise you to steer clear. They probably aren't hills, really, but huge piles of dirt that a thunder drake has moved as it digs. And hoo boy, you do not want to stumble into one of them on their home turf.

Something interesting: Thunder drakes eat mostly grass and shrubs, but they have a taste for certain ores. They spend their time grazing, sleeping, and digging up rocks.

Something useful: They particularly savor the taste of copper, and relish **aetherium** (page 404). If they find a source of it, they'll chew it right up and spend the next few days belching lightning bolts.

When you ***are near a thunder drake when it bellows***, roll +CON: **on a 10+**, pick 1; **on a 7-9,** pick 2; **on a 6-**, all 3.

- Drop what you're holding and cover your ears
- Stagger back a few steps
- You're deafened and disoriented for a few moments

Wild horse
Group, *large*, *cautious*, *swift*
HP 10; **Armor** 0
Damage trample d6+3 (*hand*, *close*, *forceful*)
Instinct to panic
- Sniff trouble on the wind
- Run free!
- Vault over an obstacle

They roam the flats, in herds ranging in size from a half-dozen to a couple dozen. The larger herds will give rise to a **ceffyl-wraig** (page 368).

Fomoraij

The **Green Lords** (page 210) damned themselves. Oh, they'll tell you they had no other choice. That their treacherous servants drove them to it. That they knew not the cost. That they were lied to by the **Things Below** (page 412). But, no, they knew what they were doing. They just didn't care.

And why would they have cared? Had they not lost everything? Had they not been driven from their homes and hunted like beasts, by the very servants they had created? By those who owed them *everything*?

So, yes damn you, the Green Lords made their deals. They called up the darkness and the poison. Let it flow through their minds. Their flesh. Their lands.

And when not even that was enough to turn the tides, when they were betrayed again—this time by their fellow **Makers** (page 264)—and they were corralled into one last trap… well, what did they care? What could they care? Let the traitors have the surface. For now.

And so, twisted and mad with hatred, they went below. Into the bosom of their masters. There, they wait. They spawn new horrors. They hate.

And one day, perhaps, they will return.

Names

Slavic-sounding, but with more vowels and softer consonants: Aawnaswasiya, Blaagu, Doogromil, Eleema, Loobimoor, Miwooslawa, Oolliyanaw, Rabomoor, Weelimir, Yoanaw

Hooks

- **Infected servants** (page 140) are watching villagers near the **Stream** (page 396)
- An earthquake opens a crack in a cave bear's den, exposing them to a Fomoraij's lair and influence
- Hunters/trappers go missing, then turn up weeks later horribly mutated
- A Fomoraij's minions steal children from their beds and drag them to their master
- **Forest Folk** (page 150) glyphs show people filing into a cave, laden with gifts (for the Fomoraij that secretly entranced them)

Dwellers beneath

The Fomoraij have dwelt beneath the Great Wood for centuries. Their influence can be felt, certainly, and they sometimes send forth minions, but they have not seen the surface since the fall of **Vor Svetelik** (page 468).

To create a Fomoraij, start with 2 THEMES from the **Things Below** (page 412). Combine with a CONSTRAINT that keeps it from emerging, the nature of its LAIR, and 2-3 FORMS. Give it a name and perhaps an ominous title. Write it up as a threat (a *villain*, a *beast*, or a *magical entity*). If the PCs are likely to fight it, also write it up as a monster (see example on page 142).

1d12	CONSTRAINT
1-2	Confinement: by accident, by artifice, by its own size or nature (**Instinct** to capture others, to escape)
3-4	Disdain: of the world above, of the world that betrayed them (**Instinct** to punish anything that reminds it of its past)
5-6	Decay: of its mind, its power, its sense of self (**Instinct** to lash out)
7-8	Fear: of the Fae, of the Makers, of the much-hated light (**Instinct** to see threats everywhere)
9-10	Obsession: with hoarding, experimenting, digging, etc., to the exclusion of all else (**Instinct** to pursue its obsession)
11-12	Patience: it waits, it gathers power, it makes preparations (**Instinct** to further its plans)

1d12	LAIR
1	A yawning cavern, flooded; dotted with islands and unlikely structures
2	Endless rough-hewn tunnels, like an ant hive
3	An inverted forest of roots, tubers, fungus hanging from the ceiling
4	A series of underground streams, rivers, lakes, all teeming with horrors
5	A deep, vertical shaft ending at a vault of white stone
6	Tunnels and chambers, every inch lined with bones
7	The petrified belly of a gargantuan, primordial **titan** (page 303)
8	Vaulted tunnels lined with roots of iron-infused wood, rusted and bleeding
9	Limestone caverns, the walls pulsing with **red crystal** (page 424)
10	Limestone caves and columns, wet and dripping, festooned with slimy life
11	Strangely smooth tunnels coated in warm, pulsing organic material
12	A vast chamber of white stone, a mighty dead tree growing down from the ceiling

Fomoraij lairs are always found underground and beneath the **Great Wood** (page 200), accessed via caves and **Green Lord ruins** (page 214). The sites above are often corrupted by the **Things Below** (page 412).

1d12	FORM
1	A swarm of smaller things/a hive-mind consciousness
2	Boneless/squeezing/amorphous
3	Fungal/lichenous/mossy
4	Insectoid/shelled
5	Too many limbs/eyes/mouths
6	Massive/expansive/sprawling
7	Pallid/fleshy/knobby
8	Powerful/burrowing/rending
9	Plantlike (roots, rhizomes, bulbs)
10	Slimy/oozing/mucous
11	Sporting tentacles/tendrils/feelers/antennae
12	Worm-like/slug-like/grub-like

Combine 2-3 of the above with the vaguely humanoid form it once had as a Green Lord.

The PCs have encountered some horrors in the Great Wood—some crinwin oozing silver slime and wasps with hallucinatory venom. I already decided that these things were corrupted by the Things Below, based on the themes of "insanity/chaos/ruin/quicksilver" and "corruption/disease/poison/vermin."

Now I'm thinking that a Fomoraij is behind them. I keep the two themes, and roll a CONSTRAINT *of "confinement." For its* LAIR, *I roll "a series of underground streams, rivers, lakes, all teeming with horrors." For its* FORM, *I get "too many limbs/eyes/mouths," and "a swarm of smaller things" and "slimy/oozing/mucous." I ponder, and come up with:*

Yaarowslow the Many is trapped away on an island in an underground lake, fed by tiny rivulets of groundwater. It has transformed its flesh into an oozing, silvery nest, host to an endless swarm of skittering and buzzing horrors that serve as its eyes and hands and mouths. For centuries, the vermin have burrowed through stone to reach the surface. It has recently succeeded, and its silvery spawn now taint a spring deep in the Great Wood.

Artifacts

Various treasures

- Preserved chimera corpse, mounted for display (*immobile*, Value 1)
- A ◇ pouch of shimmering powder (doses, Value 2 to the right buyer); ingest a dose and start compulsively telling secrets to those around you
- A polished slice of agate the size of a dinner table, bringing nightmares and dark thoughts to those who linger in its presence (*immobile*, Value 2)
- A pair of what seem to be rubies (Value 3) set as the eyes of a horrible statue; they're actually **red crystals** (page 424) and impart a cruel bloodlust on whoever holds them.

Bloodshot amber

◇ each, *magical*

1d4 fist-sized gems, riddled with red-black intrusions.

When you ***drip blood onto an amber***, name a manifest spirit in your presence and roll +CHA. If the spirit has an intact **tether** (page 358), roll with disadvantage. **On a 10+**, the spirit is imprisoned in the amber; **on a 7-9**, the amber starts to suck the spirit in, but it may yet fight back; **on a 6-**, the spirit wrests free and the amber shatters.

When you ***imprison a spirit in a bloodshot amber***, it is wracked with pain and cannot manifest. Only one spirit can be imprisoned at a time. When you ***touch the amber with bare skin***, you can communicate with the spirit within and release it if you want (even if you weren't the one who imprisoned it).

When a bloodshot amber is found, it likely contains a spirit that has been trapped in agony for centuries.

Dream-lily pool

A raised pool of clear water. A strange lily grows within, its tendrils pouring over the lip and coating the floor, hiding bleached bones. The tendrils rustle when living things approach, and a gentle wind promises prophecy and wisdom.

When you ***let a lily-tendril slither under your skin***, take 1d4 damage (ignores armor) and fall deeply asleep. Roll +WIS: **on a 10+**, you dream of wisdom—ask the GM any question and get a helpful, honest answer, though one cloaked in symbolism; **on a 7-9**, you dream of wisdom (as on a 10+) but also of hunger, desperation, and want—mark a debility when you wake; **on a 6-**, you are trapped in endless nightmare—mark two debilities and you shall not wake unless you find an exit or someone rescues you from without.

Regardless, your dreams are clearly visible in the waters of the pool. You get the sense that something else may be watching, too.

Minor arcana

Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1-2	**A large wooden jar** (page 525)
3-4	**A rusty cauldron** (page 524)
5-6	**A strange pendant** (page 518)

Major arcana

These might very well be associated with the Fomoraij.

- The **Staff of the Lidless Orb** (page 540)
- The **Demonhide Cloak** (page 544)

Dangers

Various creations

- **Chimerae** (page 218), bred for war or sick amusement
- **Hazardous growths** (page 219), protecting the Fomoraij's lair or extending its influence
- **Revenants** (page 80) of chimerae, possessed by dark spirits
- **Crinwin** (page 58), **llamudwr** (page 220), **rhagedn** (page 222), **swyn** (page 222), or **zrajedak** (page 223)—but somehow different, somehow worse
- Almost any of the horrors found in **Vor Svetelik** (page 468)

Attendant spirits

- **Emanations** of the Things Below (page 436)
- **Spirits of the wild** (page 356), bound into wretched servitude
- Bound **ghosts** (page 76), kept on a tight leash
- Unbound **wraiths** (page 79), like jackals sniffing around a butcher shop

Infected servant

Fomoraij sometimes ensnare beings of the world above, capturing them, luring them in with promises of power, or compelling the weak-willed to attend them. They then infect the victim, turning them into extensions of their will.

Start with a base creature, and then pick or roll for the nature of the INFECTION, the MEANS OF CONTROL, and up to 3 GIFTS. Interpret them based on what you know about its master. Update the base creature's tags, stats, qualities, instinct, and moves accordingly.

1d12	INFECTION
1-2	A bug/worm/vine, burrowed into their brain/spine
3-4	A foul substance, injected/inhaled/imbibed
5-6	A fungus/plant, growing under their skin
7-8	A spirit possessing their body, bound by intricate scars/tattoos
9-10	A mass of vermin/a single horror, eating them from the inside out
11-12	One or more shards of **red crystal** (page 424) embedded in their skull

1d12	MEANS OF CONTROL
1-2	By crushing their will
3-4	By eating away at what they once were
5-6	By filling them with euphoria/pleasure
7-8	By promising them power/immortality/revenge/a cure/etc.
9-10	By wracking them with pain
11-12	Roll 1d10 twice, or make up something new

If you like, roll 1d6 for the extent of control.

1d12	GIFT
1	A *reach*, *near*, or *far* attack (tentacles, spitting globs, flung spines, etc.)
2	A terrifying presence; an ability to spread panic/fear/horror
3	An area attack (cloud of poison, blast of nettles, psychic scream, etc.)
4	An amorphous/malleable/shapechanging form
5	An ongoing link to its master, an ability to share senses/thoughts/words/power
6	A way to spread its infection and/or its master's influence (intentionally, incidentally, or both)
7	Camouflage/stealth/ability to avoid notice
8	Exceptional strength/speed/ferocity/deadliness
9	Influence/control over the minds of others
10	Minions/servants/ability to send out extensions of itself
11	Mobility (jumping, flying, climbing, burrowing, squeezing, etc.)
12	Unnatural resilience/vigor/durability

Should a PC or an important NPC become infected by a Fomoraij (or one of their servants), write it up as a threat (an *affliction*). If a PC willingly becomes an infected servant, consider creating a playbook insert, using the **Thrall** for inspiration (see *Book I*, page 152).

*I want a big scary servant of **Yaarowslow the Many** (page 142), a **hagr** (page 208) that stumbled on the tainted spring. I roll "a foul substance, injected/inhaled/imbibed" and think of Yaarowslow's silvery slime. I get "by eating away at what they once were" as a means of control, and imagine the silver slime corrupting it from the inside, replacing its blood and organs and overwhelming its mind with voices and delusions. For gifts, I pick "unnatural resilience/vigor/durability" and "a way to spread its infection and/or its master's influence." I then roll for a third gift and get "an area attack."*

I update the hagr's stat block to reflect these changes, and end up with this:

INFECTED HAGR

Solitary, large, terrifying, hardy, magical
HP 20; ARMOR 4 (resilience), 1 vs. bronze (blubbery hide)
DAMAGE meaty hands d10+3 (hand, close, grabby, forceful) or tree trunk d10+5 (reach, area, crude, forceful) or hurled heavy thing d10+3 (thrown, forceful)
SPECIAL QUALITIES infectious blood; suffers from delusions, behaves erratically
INSTINCT to spread its master's influence
> Fix someone with its evil eye, inflicting overwhelming delusions
> Pluck things from the ground as if weightless
> Obsessively carve its master's sigils into things
> Fly into a senseless rage
> Spew forth an infectious, silvery cloud (reach, area, reload)

"Typical" Fomoraij

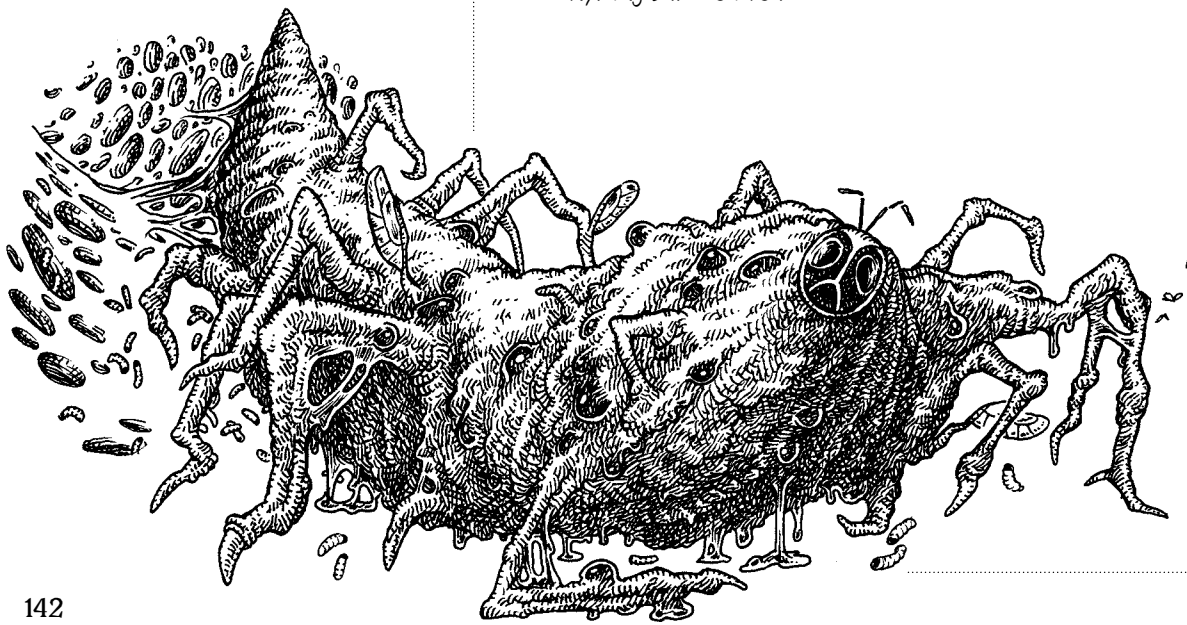
Solitary, large, magical, cunning, cautious, terrifying
HP 26; **Armor** 4 (resilience), 0 vs. bronze
Damage mighty blows d12+3 (*hand, close, forceful*)
Special qualities can sense anything that happens in its lair (but might not think to)
Instinct [Use CONSTRAINT as a guide]
- Overawe anyone in its presence
- Twist, mutate, or transform living things with a gesture
- Wield nearby plants and beasts as extensions of itself
- Regenerate wounds from anything but **orichalcum** (page 162)

No Fomoraij is truly typical; use the stats above as a starting point. A Fomoraij's CONSTRAINT (page 137) dictates its instinct. Add or change its tags, stats, special qualities, and moves based on the THEMES (page 416), CONSTRAINT, LAIR, and FORMS (page 137) that you've identified.

Yaarowslow the Many *is a mass of flesh that oozes infectious silvery slime, and the host of skittering, slithering, and buzzing horrors that serve as an extension of its will.*

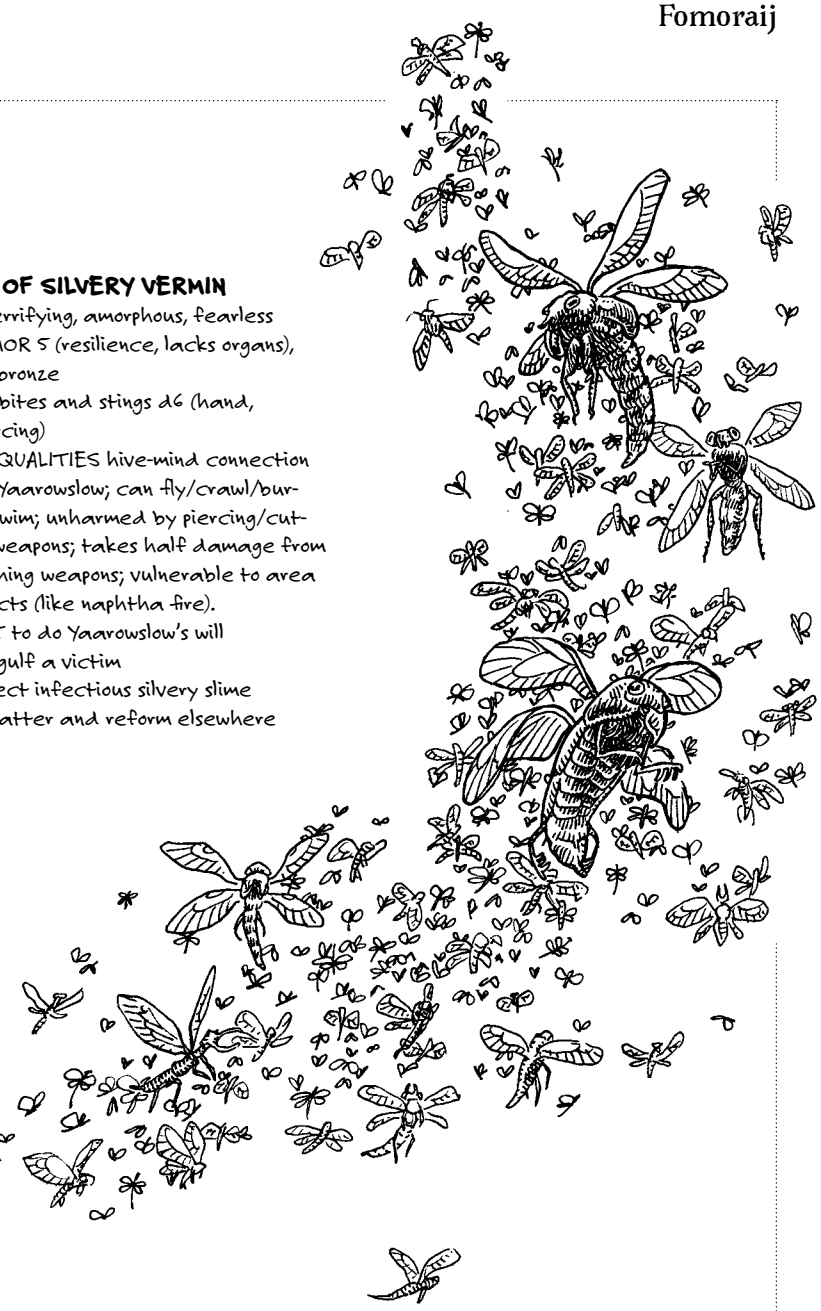
YAAROWSLOW, THE MANY

Solitary, large, magical, terrifying, amorphous
HP 24; Armor 5 (resilience, lacks organs), 2 vs. bronze (thick hide)
DAMAGE spurts of corrosive slime d10+1 (hand, close, area, messy, 1 piercing)
SPECIAL QUALITIES largely immobile, hive-mind connection with its vermin swarms; half damage from stabbing or smashing
INSTINCT to escape
> Overwhelm foes with horror and thousands of squealing voices
> Infect minds and bodies with silvery slime
> Wield its swarms and its silvery slime as an extension of itself
> Regenerate wounds from anything but orichalcum



SWARM OF SILVERY VERMIN

Horde, terrifying, amorphous, fearless
HP 6; ARMOR 5 (resilience, lacks organs), 1 vs. bronze
DAMAGE bites and stings d6 (hand, 1 piercing)
SPECIAL QUALITIES hive-mind connection with Yaarowslow; can fly/crawl/burrow/swim; unharmed by piercing/cutting weapons; takes half damage from smashing weapons; vulnerable to area affects (like naphtha fire).
INSTINCT to do Yaarowslow's will
> Engulf a victim
> Inject infectious silvery slime
> Scatter and reform elsewhere



The Foothills

Two days northwest of Stonetop, the rolling **Flats** (page 126) give way to hills, climbing up into the **Whitefang Mountains** (page 480). The **Highway** (page 270) cuts through these hills, leading to **Barrier Pass** (page 26). To the east, the hills wrap around the **Great Wood** (page 200).

The Foothills are rugged and forest-strewn, crisscrossed with streams, dotted with gorges and ponds and small lakes. In ages past, it was a borderland between the **Rime Lords** (page 316) and the **Green Lords** (page 210), and later it was the extent of the **Barrow Builders'** reach (page 34). Nowadays, it is mostly uninhabited, but both Stonetop and Barrier Pass come here to harvest timber.

Impressions

Always

- Hills rising up from the Flats, mountains looming behind them
- Young thin trees on the southernmost slopes, getting bigger and older as you press into the hills
- Echoes of birdsong, beast-bellows, tumbling rocks, raised voices

Spring

- Thin branches drooping with fresh green leaves
- Mud slipping and squishing underfoot
- Surprising chill of shadowed vales, where snow still lingers

Summer

- Muggy, humid heat
- Sweat stinging your eyes as you hump up another slope
- Cold clear water from a gurgling stream, tasting better than anything

Autumn

- Slopes turned red and orange and yellow, then black and brown and gray
- Plump squirrels and other critters, busily foraging for winter
- Cold, clammy mist lasting well into the day

Winter

- Waist-deep snow drifts in the valleys
- Frozen-over streams, water gurgling ominously from below
- Squeak of trees, swaying in the cold wind
- Short, magical twilight as the sun drops below the mountains

Questions

- What striking difference do you notice between the trees here and those in the Great Wood?
- Who typically leads Stonetop's logging trips up to the Foothills?
- What dread beast or monster is said to lurk in the Foothills?
- What is said to draw its ire?
- Who claims to have encountered it? When, and how so?
- Why do you/don't you believe them?
- What mundane dangers up there worry you more than some legendary beast?

Hooks

- A logging expedition goes missing
- Loggers stumble upon a ruin or corrupted site
- Someone went missing on a logging trip years ago, and now they reappear
- Heavy rains wash out a stretch of the Highway, blocking access to good timber
- An adventurer claims to know the location of an old barrow in the Foothills, said to be laden with gold and other treasure

Logging trips

A typical logging trip generates a wagon-load of timber (Value 2), and requires:

- ☐ A wagon and two horses;
- ☐ ~20 able-bodied workers; and
- ☐ Pulling Together over 9-12 days (for travel and work)

Trips traditionally take place in autumn, after the harvest is complete and only if there are no more-pressing needs in town.

The **Palisade** steading improvement requires ~1,000 logs of good timber (Value 3). A wagonload of timber (Value 2) contains ~40-50 logs, meaning you need ~20-25 wagonloads. To gather that much timber:

- ☐ You need ~20 able-bodied workers, a wagon, and two horses working for the course of a season
- ☐ You must talk to a few town elders, and get their support
- ☐ You risk accidents and attacks
- ☐ You must spend 1 Surplus (to feed and equip the loggers) and reduce Fortunes by 1 (because of so many people and resources being away for so long)
- ☐ The steading must Pull Together over the course of the season

· STEADING IMPROVEMENT ·

☐ **PERMANENT LOGGING CAMP**

Suppose we built a few cabins and kept loggers up there year-round?

Requires all of the following:

- ☐ Two or three permanent dwellings, just off the Highway
- ☐ Supplies, furnishings, and tools for those dwellings (Value 2)
- ☐ 5-6 capable adults, willing and able to relocate and log year-round
- ☐ An extra wagon (Value 3) and extra horse or mule (Value 3) to haul timber to and from Stonetop
- ☐☐☐☐ Four seasons of operation, each generating a wagonload of timber (Value 2)

When you ***mark all the requirements***, add "Logging: timber, wood" to the resources list and increase Fortunes by 1.

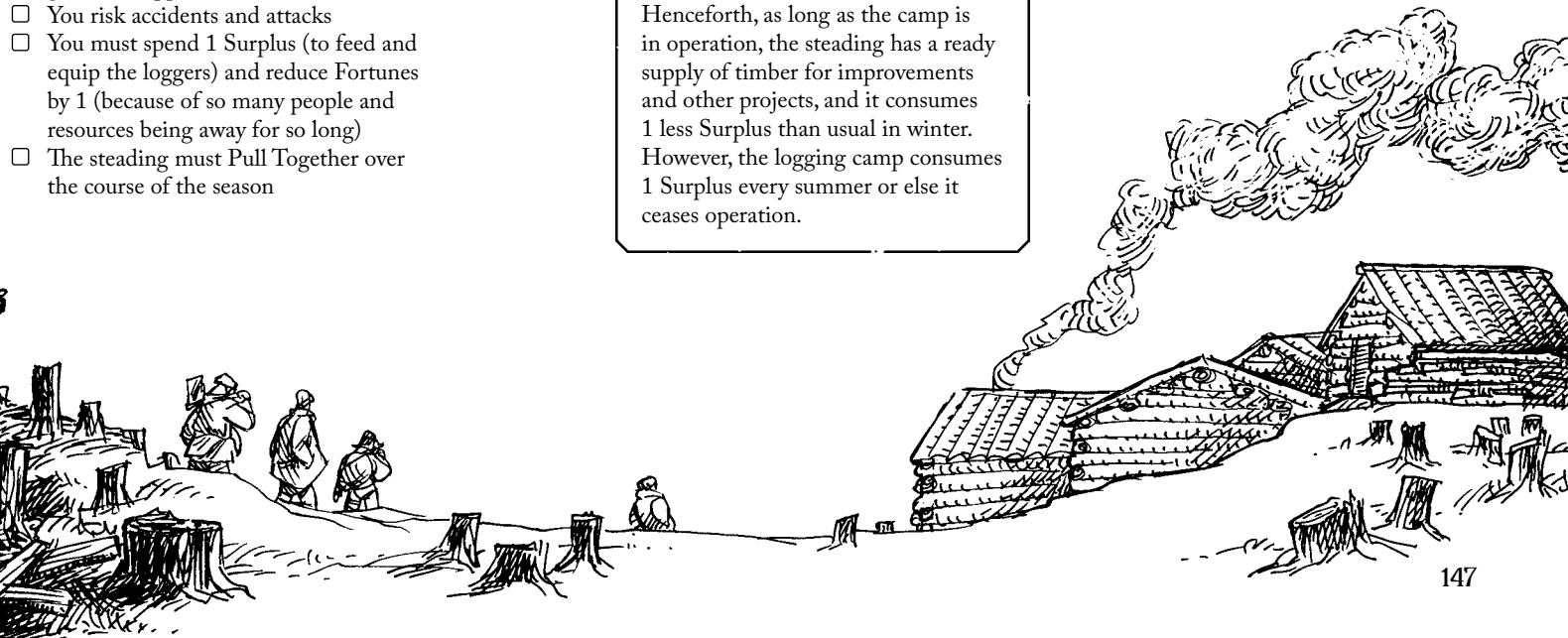
Henceforth, as long as the camp is in operation, the steading has a ready supply of timber for improvements and other projects, and it consumes 1 less Surplus than usual in winter. However, the logging camp consumes 1 Surplus every summer or else it ceases operation.

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12).

1d12	TERRAIN
1	Large pond/small lake
2	Creek, stream, gulley
3	Steep slope: barren, treacherous, unstable
4	Dense thicket/brush
5-6	Swath/copse of one type of tree
7-8	Gentle slope or valley
9	Steep slope: forested, overgrown
10	Sheer rock face, bluff, rocky outcrop
11	Clearing, meadow, burn site
12	Cave, cavern, grotto

If you like, roll 1d6 for size/scope/intensity.



Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	A change of TERRAIN (page 147), and roll again
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	FOLK FROM BARRIER PASS (next column)
4	Some other ENCOUNTER (next column)
5	A POINT OF INTEREST (see below)
6	**Useful or valuable flora** (page 458)

1d6	FOLK FROM BARRIER PASS
1	A war party of 4-8 guardians and/or monks, hunting something dangerous
2	A patrol of 2-4 guardians, led by a White Crystal monk
3	A monk and/or novice, on their own to study/practice/meditate/make pilgrimage
4	A logging crew (4-12 layfolk, plus a few guardians)
5-6	1-4 layfolk hunting or foraging

Consider having someone roll the Die of Fate for their disposition. See page 33 for guardian, monk, and novice stats.

1d6	ENCOUNTER
1	A **chimera** (page 218), wary or indifferent but not outright hostile
2	A **Fae** (page 94), curious or indifferent
3	A **tulpa** (page 324), likely tethered to a nearby Rime Lord site
4	A **spirit of the wild** (page 356), curious or indifferent
5	A dangerous beast—like a **boar** (page 204), **cave bear** (page 205), **cougar** (page 206), **ice drake** (page 491), **mountain apes** (page 494), or **wolves** (page 209)—wary or indifferent, but easily provoked
6	Game: good eating but prone to bolt (deer, rabbits, pheasant, etc.)

1d6	POINT OF INTEREST
1	A place corrupted by the **Things Below** (page 412)
2	A place **haunted** by death or the undying (page 72)
3	A site or artifact of the **Barrow Builders** (page 34)
4	A ruin or artifact of the **Green Lords** (page 210) or a **Fae domain** (page 102)
5	A ruin or artifact of the **Rime Lords** (page 316) or their human disciples
6	A place sacred to the **spirits of the wild** (page 356)

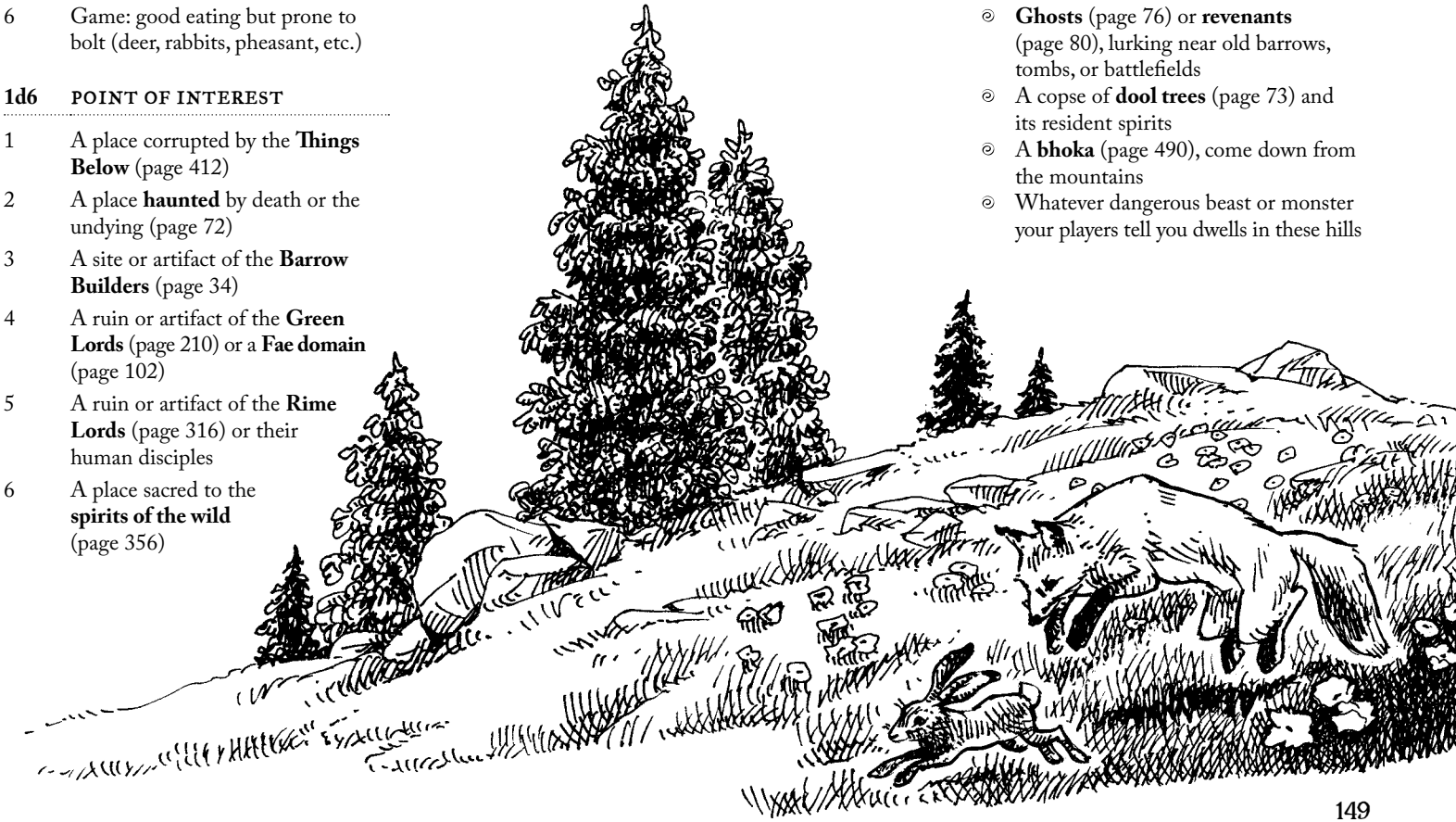
Dangers

Hazards

- Getting lost among the hills and trees
- Treacherous terrain (loose footing, scree, slippery slopes, potholes, deadfall, etc.)
- Flash flooding, especially in ravines and valleys
- Harsh weather, especially rain and snow
- Something tall to climb, and reason to climb it
- **Hazardous growth** (page 219), from the time of the Green Lords

Monsters

- Ornery beasts: **boars** (page 204), **cave bears** (page 204), **ice drakes** (page 491), **mountain apes** (page 494), **wisents** (page 209)
- Predators: **butcherbirds** (page 204), **cougars** (page 206), **feathered drakes** (page 207), or **wolves** (page 209)
- **Spirits of the wild** (page 356)
- **Fae** (page 94)
- A **hagr** (page 208) or two, come up from the Great Wood
- **Tulpas** (page 324), tied to Rime Lord sites or perhaps to Barrier Pass
- **Chimerae** (page 218) and other remnants of the Green Lords
- **Ghosts** (page 76) or **revenants** (page 80), lurking near old barrows, tombs, or battlefields
- A copse of **dool trees** (page 73) and its resident spirits
- A **bhoka** (page 490), come down from the mountains
- Whatever dangerous beast or monster your players tell you dwells in these hills



Forest Folk

All the tales agree: the Folk were in the **Great Wood** (page 200) long before Stonetop was founded. They welcomed the newcomers, or at least suffered them, but demanded that villagers never fell a living tree from the Wood.

The Forest Folk mostly kept to themselves. But over generations, contacts were made. Favors exchanged, friendships won, stories shared. And more shared, too, judging by the odd eyes that some villagers bear.

The villagers did not notice when the Forest Folk left, not right away. Encounters were never common. Then they became rare. Then there were none at all.

Their absence echoes through the Great Wood. Their crude glyphs can still be found, carved into trees and boulders. Their sacred places stand empty. And dangerous creatures—things once hunted by the Folk—now breed freely.

Names

Slavic-sounding, often diminutives: Analiya, Asya, Avo, Boyko, Danja, Dimvo, Dobri, Galya, Genko, Ivka, Inko, Kosta, Lyubo, Milada, Milko, Mincha, Mitko, Nadya, Neli, Penko, Polya, Radko, Raya, Sajka, Sasho, Tsvetanka, Valya, Vasko

Questions

- Who (among you/among your kin/that you know) bears the strange eyes of the Forest Folk? What do they look like?
- How are folk with "the forest eyes" treated in Stonetop? What about their parents?
- Did you ever meet one of the Forest Folk? Aside from their eyes, which of their inhuman features did you find most disturbing?
- It's a mystery for sure, but what do you think happened to the Forest Folk? Why?

Lore

The Forest Folk's ancestors were mortal servants of the **Green Lords** (page 210). They lived nomadic lives among the trees, traveling in small bands and living off the land.

Something interesting: The Folk would often commune with **spirits of the wild** (page 356), and sometimes had dealings with the **Fae** (page 94). Maybe they know where the Folk went?

Something useful: You know of a place where the Forest Folk used to congregate, not too far from Stonetop, or a Fae they once dealt with frequently, or a sacred site they revered—tell us about it! Also, tell us why you think it's a good place to start investigating what happened to the Folk.

Where did they go?

That's for you and your group to decide, but possibilities include...

- … they fled east, to escape the waking of the **Crombil** (page 62);
- … they went to fight the **Fomoraij** (page 136), maybe at the behest of the Fae;
- … a servant of the **Things Below** (page 412) hunted them down, chased them off;
- … a curse transformed them into living trees, though not all at once;
- … a powerful Fae whisked them off into its domain;
- … they were ravaged by sickness; the survivors left in search of a miracle; or
- … their numbers were always few, and they simply died out.

Hooks

- A hunter finds a mass grave of the Forest Folk, from, oh, about 10 years back
- A cave is covered with glyphs and pictograms that reveal valuable lore, but some of the glyphs are visible only to those with the forest eyes
- A trapper swears that they've seen one of the Forest Folk, or signs of their recent presence
- 60 years ago, Stonetop gave the Forest Folk a precious gift, which they took to one of the sacred sites; perhaps it's still there?

Forest eyes

Those who inherit the "forest eyes" see well at night. They see by mere starlight as well as most humans can see under a full moon; they see by moonlight as well as most humans can see at dusk.

Beyond that, certain plants, lichens, and rocks shine with indescribable colors that can only be seen with the forest eyes. The Folk would sometimes be seen staring rapt at a mundane grove or meadow, marveling at some unseen beauty. Humans with the forest eyes sometimes do likewise.

If a PC was born with (or develops) the forest eyes, feel free to use these GM moves on them:

- Reveal glyphs, markings, or patterns that only they can see
- Distract them with colors and patterns of impossible beauty

Glyphs and pictograms

The Forest Folk left crude marks and drawings throughout the Great Wood. When the PCs encounter a point of interest in the Great Wood, and it was around before the Folk disappeared, pick or have someone roll the Die of Fate:

1d6	MARKINGS
1-2	None to be found
3	Hidden, incomplete/marred
4	Hidden, intact
5	Obvious but incomplete/marred
6	Obvious and intact

"Hidden" glyphs might be hidden intentionally, obscured by happenstance (vines, growth, etc.), and/or made with pigments that only the forest eyes can see.

To an outsider, these glyphs and pictograms seem like nonsense—arbitrary shapes and crude, stylized drawings. But the Forest Folk had an elaborate visual vocabulary, and most of these markings are rich with meaning.

A PC can Know Things to attempt to discern the meanings of any such glyphs, with disadvantage if they are incomplete or marred. **On a 7-9**, they discern a vague concept, like "dangerous plants," "bound spirit" or "sorrow/loss". **On a 10+**, they glean the full meaning, like "these plants are dangerous to eat" or "this tree binds a spirit of darkness" or "many Forest Folk died here at the hands of a sorcerer."

Sites

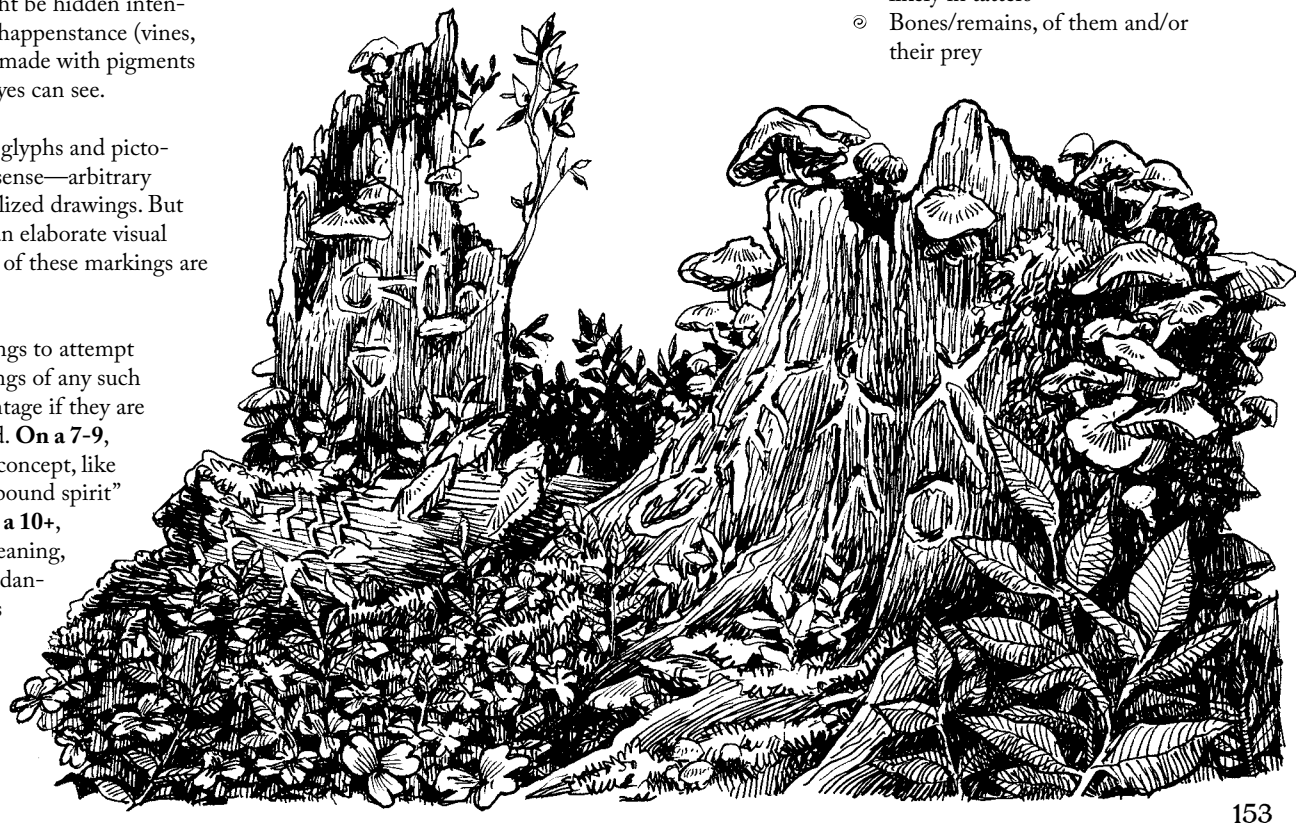
Pick 1 or combine 2, or have someone roll the Die of Fate.

1d6	A PLACE WHERE THEY...
1	… stood guard over something
2	… fought/died/interred their dead
3	… performed rituals/communed with spirits/worked magic
4	… dwelt/worked/made things/stored things
5	… gathered/congregated/held festivals
6	… left signs of what happened to them

Pick or roll for an appropriate **terrain** (page 202). Populate it with signs of their presence (below), **artifacts** (page 154), and **dangers** (page 155) of the Forest Folk or the **Great Wood** (page 200). Consider combining with another **point of interest** (page 203) from the Great Wood.

Signs of the Forest Folk's presence include:

- Elaborate glyphs and pictograms
- Strips of leather, often dyed, hanging from trees or wrapped around trunks
- Tools/weapons of stone, wood, bone: adzes, scrapers, arrowheads, spears, etc.
- Containers of carved wood, cured leather, woven plant fiber
- Clothes (leather, fur, woven plants), likely in tatters
- Bones/remains, of them and/or their prey



Artifacts

Various treasures

- A small wooden carving of some beast or chimera (Value 0)
- ◇ Oversized, exquisitely knapped flint spear head (*crude*, *awkward*, Value 1 to a collector)
- ◇◇ Big wooden bowl and lid, sealed with beeswax, filled with dried medicinal herb (Value 2)
- Mostly-buried skeleton of an elephant-sized beast, bones carved with glyphs and pictograms that tell an important story (*immobile*, Value 2)
- An acre of forest with 3d6 varieties of **useful flora** (page 458) growing in careful harmony; 1d6-1 can be harvested at the moment.

A wooden mask

fragile, *magical*

Carved from pale elder wood in the shape of a bird's head, but with small horns and fangs. The inside is chiseled with glyphs like those that the Forest Folk used to make.

Something interesting: You recognize glyphs for "beast," "spirit," "forest," and… "peace?" Or maybe "treaty."

Something useful: When you ***wear the wooden mask***, beasts of the Great Wood will do you no harm, though your compan-ions have no such protection. Perversions of nature are unaffected. If you ***harm a beast of the Great Wood while wearing the mask***, it loses all power and rapidly rots away.

Crystal knife

hand, *crude*, *magical*

A blade of knapped quartz, with the hilt wrapped in glyph-covered leather. It gleams to those with the forest eyes.

When you ***wield the crystal knife as a weapon***, you can harm the manifest form of any spirit, ignoring armor and dealing +1d4 damage. If the 1d4 comes up a 4, though, the knife shatters into useless shards.

Artifacts of others

Held in reverence, used with caution, and/or hidden where they could do no harm.

- Artifacts of the **Green Lords** (page 210)
- Items related to the **spirits of the wild** (page 356)
- Gifts of the **Fae** (page 94)
- Objects tied to **death or the undying** (page 68)
- Artifacts cursed by **the Things Below** (page 412)

Dangers

Cursed glyphs

They look like other glyphs the Forest Folk left behind, but pick or roll for both a trigger and an effect.

1d6	TRIGGER
1	Merely being in their presence
2	Seeing them, even at a glance
3	Passing a border that they define, or attempting to
4	Attempting to read or comprehend them
5	Touching whatever they're inscribed upon
6	Erasing, breaking, or marring them

1d6	EFFECT
1	Afflicts a lingering, withering disease
2	Traps/ensnares/binds
3	Sickens/weakens/harms
4	Instills a powerful emotion (fear, despair, rage, etc.)
5	Draws the attention of certain spirits
6	Befuddles/confuses/twists the senses

Opportunists

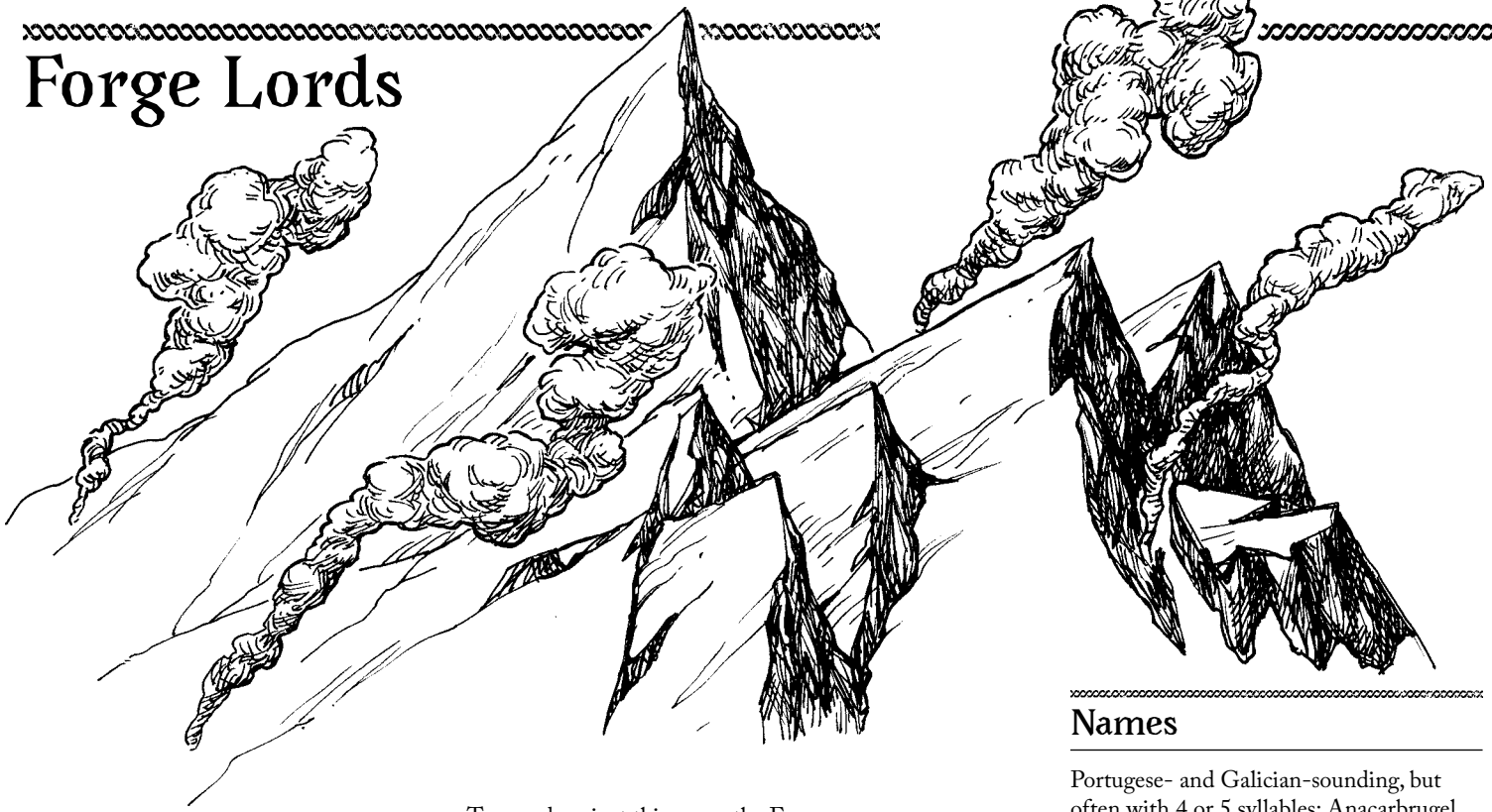
Encroaching on territory vacated by the Forest Folk, or growing now that they are no longer kept in check.

- **Crinwin** (page 58)
- **Beasts** of the Great Wood (page 204)
- **Hazardous growths** (page 219) and **chimerae** (page 218)
- **Fae** (page 94), released from old oaths and/or keen to claim new territory

Spirits

- **Ghosts** (page 76) or **revenants** (page 80) of Forest Folk who died badly, or with work unfinished
- **Spirits of the wild** (page 356) who dwelt happily alongside the Folk, or who were imprisoned by them
- **Emanations** (page 436) and spirits **corrupted** by the Things Below (page 432), trapped but straining at their bindings.

Forge Lords



Forge Lords were **Makers** (page 264) who bent fire and metal to their will. They built a sprawling civilization among the **Huffel Peaks** (page 236) and on the shores of the sea beyond. They wrought wonders and traded with other Makers, in what is now **Gordin's Delve** (page 190). They grew wealthy, proud, and strong.

A fire burned inside the Forge Lords. It fueled their magic, and also their passion and creativity, their love of beauty and craftsmanship. Their desire to do better, to be better. But this fire was also a curse. If left to burn unchecked—if they gave in to ambition, jealousy, and greed—it could consume them. Burn away their finer feelings, twist them into terrible, fire-belching beasts.

To guard against this curse, the Forge Lords lauded loyalty and generosity. They observed strict rules of hospitality and decorum. For centuries, it worked. Their lands were hotbeds of politics and betrayal, but bloody-handed murder was rare. Only the most debased citizens lost themselves to the Change.

Then came the **Time of Cataclysm** (page 413). Volcanoes belched forth lava and ash. The Forge Lord's principal city, Moratia Rubra, was destroyed. So were many of their mines, foundries, and estates. Their society plunged into chaos. And the **Things Below** (page 412) stoked the flames of vengeance, greed, and paranoia.

Rivalry gave way to murder. Murder gave way to slaughter. Only those who embraced the Change survived. And soon, soon, the Forge Lords were gone. Only **draventao** (page 170) remained.

Names

Portugese- and Galician-sounding, but often with 4 or 5 syllables: Anacarbrugel, Barximare, Cagacola, Liainlosoi, Mancaoro, Olarela, Patomecie, Ronofoxur, Toloalare, Velanbria, Xeixabrun

Often have titles like *Dominar* ("Master"), *Ogran* ("the Great").

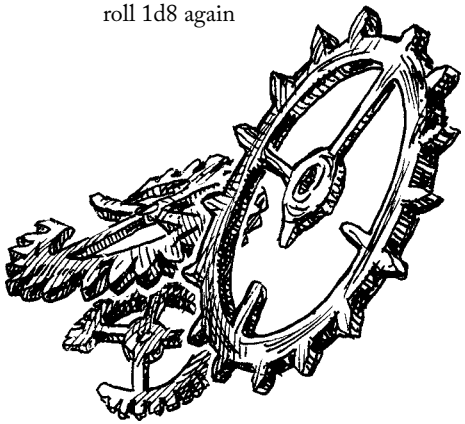
Hooks

- Miners loot and sell treasure guarded by **iron hounds** (page 169), triggering a chain of grisly deaths.
- **Ustrina** (page 464) warn the PCs away from a Forge Lord ruin, but why?
- A scoundrel finds a **draventao**'s lair (page 170), wants help looting it.
- A merchant is secretly hauling a shipment of **orichalcum** (page 162) to market.
- Prospectors find a Forge Lord settlement buried and preserved in pumice.

Themes

Pick, or roll 1d12.

1d12	THEME
1	Fire and heat, lava, smoke and embers, ash and cinders
2	Industry: forges and furnaces, crucibles and kilns, foundries and fuel, mills and mines, and all that they consume/produce
3	Artistry: inspiration, invention, the pursuit of excellence/beauty/truth
4	Metal given life: clockwork constructs, spirit-vessels, prosthetics fused to flesh
5	Weakness burnt away: to create, to transform, to destroy, to purify
6	**Ustrina** (page 464) servants/factions/rivalries/secrets/plots/loyalty/betrayal
7	Passions enflamed: hunger, lust, envy, greed, obsession, paranoia, and wrath
8	Cataclysm: eruptions, terror, slaughter, societal collapse, the descent into chaos
9-12	Sized for giants, and roll 1d8 again



Sites

Pick, or have someone roll the Die of Fate.

1d6	SITE
1-3	**Lingering signs** of their presence and influence (see below)
4-6	**Ruin** (page 160)

Lingering signs

Pick, or have someone roll the Die of Fate.

1d6	SIGN
1	**Aftermath of destruction** (next column), a scar on the world
2	**Traces of industry** (next column) from long ago
3	A **fiery spirit** (next page), bound to some useful purpose
4	A **monument or marker** (next page)
5	A stretch of the **Makers' Roads** (page 270), intact, broken, and/or buried in tuff
6	A hidden hoard, filled with **various treasures** (page 164)

Aftermath of destruction

For example:

- Chimneys and bits of wall, sticking out of rubble and tuff, charred and dusty.
- A mountainside, melted and smooth like black glass.
- A clearing above a long-burning coal-seam fire: barren, buckled, and cracked, the soil charred white, the air foul to breathe and hot even in winter.
- A mass grave of Ustrina, maybe a Forge Lord or two, buried rather than properly burned.
- The bones of a great reptilian beast, with rusted plates (armor?) fused to the ribs and spine. The skull is caved in, the teeth pried loose and missing.

Such places might very well be **haunted** (page 72) and/or corrupted by the **Things Below** (page 412).

Traces of industry

For example:

- A gouge in bedrock, like a pit or canyon with terraced walls—an open quarry from long ago.
- A lake/mire/pool: chalky shores, metallic swirls, stunted life.
- A slag-pile: pitted, fist-sized rocks (dull red and rough, or glassy blue and green), mostly barren, quite unstable.
- The top of a mountain just missing, collapsed on itself or turned into a crater.
- The caldera of a dormant volcano. Rusty, rune-carved spires dot the rim, and enormous pitted chains litter the area.
- Fragments of an aqueduct, still adorned with beautiful ceramic tiles.

A fiery spirit

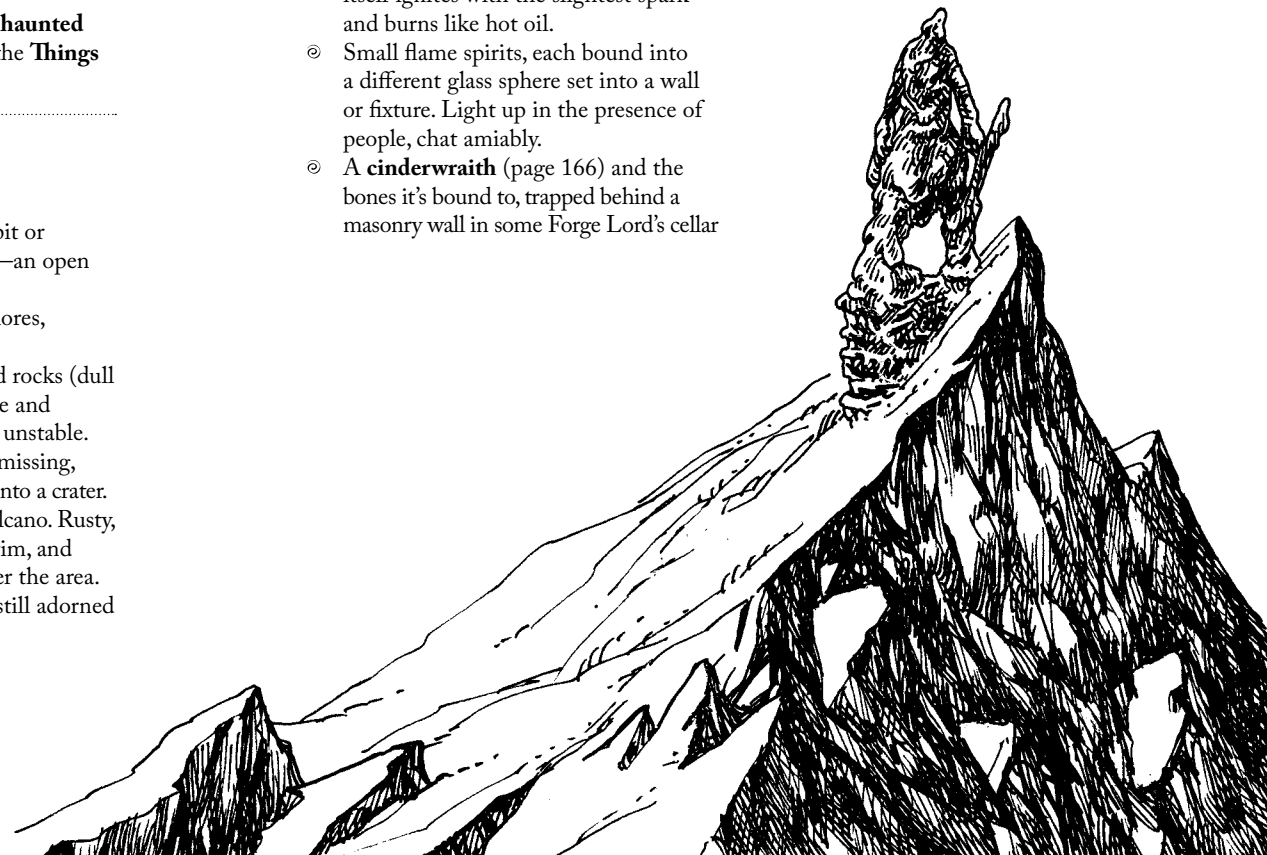
For example:

- A furnace, still warm from banked coals, kept smoldering for centuries by a groggy, mopey spirit.
- A rune-etched marble slab set before a magma pool. Binds a spirit that manifests as a figure of molten rock. Helps with metalwork in exchange for gossip.
- A crystalline matrix, home to a dozen small flames that have burnt for centuries without fuel. Opinionated blowhards, but quite clever and craving novelty.
- A huge bronze statue of a boar, its mouth agape. The spirit within consumes the flammability of objects, making them fireproof. But the statue itself ignites with the slightest spark and burns like hot oil.
- Small flame spirits, each bound into a different glass sphere set into a wall or fixture. Light up in the presence of people, chat amiably.
- A **cinderwraith** (page 166) and the bones it's bound to, trapped behind a masonry wall in some Forge Lord's cellar

Monument or marker

For example:

- A bronze statue of a regal figure, once 60 feet tall, found toppled, dented, and buried in a valley.
- Another huge bronze statue of a regal figure, still set upon its summit but half melted.
- A portrait on a mountainside, a mosaic made from millions of glass beads.
- A seamless tower of basalt, topped with an open-faced onion dome of brilliant brass, an eternal flame burning within.
- A marble slab, big as a house. One side is covered with a bronze plaque, etched with tight-packed calligraphic runes, mostly illegible under all the lichen.



Ruin

Pick or roll for THEMES (page 157), STRUCTURE, PURPOSE, ARCHITECTURAL ELEMENTS, CONDITION, and USTRINA PRESENCE. Place it in an appropriate terrain (see page 190 for Gordin's Delve, page 236 for the Huffel Peaks, or page 242 for the Labyrinth). Populate it with **lingering signs** (page 158), **artifacts** (page 164), and/or **dangers** (page 165) of the Forge Lords or the appropriate region.

1d6	STRUCTURE
1	A cluster of smaller buildings
2	A single larger building, built around an open courtyard/garden/pool
3	Large open space
4	Warren-like structure, many connected rooms/buildings
5	Tunnel(s)/vault(s) carved into mountain/bedrock
6	Fortified complex containing a number of the above

1d6	PURPOSE
1	Dwelling (home, manor, barracks, apartments, etc.)
2	Infrastructure (aqueduct, cistern, bridge, tunnel, fortification, etc.)
3	Storage (vault, warehouse, treasury, granary, etc.)
4	Production (smithy, studio, mine, etc.)
5	Civic life (baths, market, gardens, monument, governance, etc.)
6	Pleasure (gallery, restaurant, theater, arena, etc.)

1d6	ARCHITECTURAL ELEMENTS
1	Domes/arches/columns/arcades
2	Ceramics and glasswork: mosaics, tile, urns, stained glass, mirrors
3	Enamel/glaze/gilding/flowing runes
4	Bricks/marble slabs/carved porphyry
5	Statues/reliefs (bronze or marble)
6	Furnaces/crucibles/chimneys/chains/gears

Most Maker-ruins are sized for giants—people two or even three times as tall as humans—but often with smaller-scale rooms, passages, and so forth for their servants.

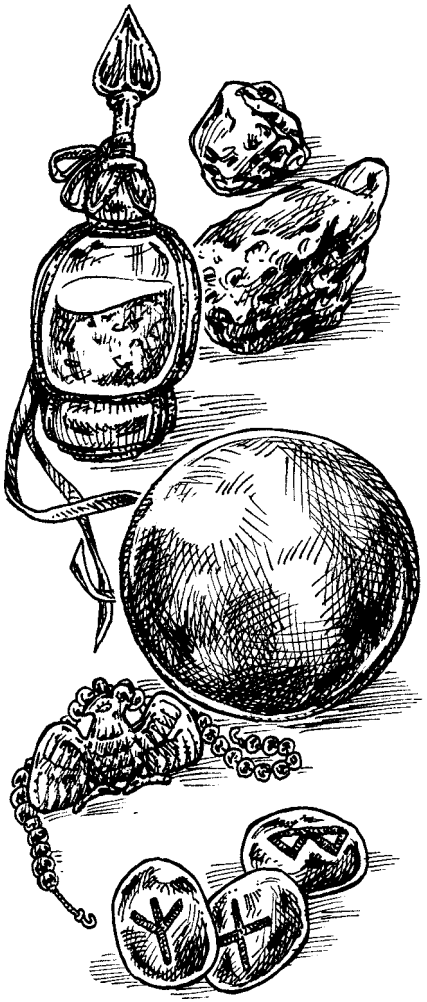
1d6	CONDITION
1	Shattered and laid waste by time, war, or vandalism; mostly buried, overgrown, collapsed; its purpose unrecognizable
2	Crumbling, largely buried, overgrown, or hidden away
3-4	Buried, submerged, and/or overgrown, but mostly intact
5-6	Fully visible and strangely well-preserved

1d6	USTRINA PRESENCE
1	A settlement, actively inhabited
2	Two or more groups, in conflict
3	Pilgrims/scavengers/wardens/etc.
4	A settlement, unoccupied/abandoned
5	Offerings/vandalism/excavations/etc.
6	None to speak of

If **Ustrina** (page 464) are present, or have been, consider rolling 1d6 for a sense of their numbers.

*The PCs are in **Gordin's Delve*** (page 190)*, seeking an audience with Mutra the Teeth. I think his compound is one of the Forge Lord ruins in town. I'm picturing something carved into the ridges that cradle Gordin's Delve, so I pick "tunnel(s)/vault(s)" for structure, "buried… but mostly intact" for condition, and "none to speak of" for Ustrina presence. I roll a 3 for theme (artistry), a 6 for purpose (pleasure), and a 1 for architectural elements (domes/arches/columns/arcades). I envision the following:*

Mutra's compound was once the showroom for some Forge Lord's collected wealth. Outside, it's like the Treasury of Petra, in Jordan—columns before a recessed entrance and a looming arch. The arch leads to a vast chamber with a lofty domed ceiling and numerous empty plinths, each taller than a tall man. Mutra's people have strung screens between the plinths to split the chamber into barracks and storage and so forth. "Smaller" side chambers, carved further into the rock, hold Mutra's personal quarters—and his own not-so-modest collection.



Orichalcum

A mystical metal that flashes red with fire and burns away the impure, bane to the **Things Below** (page 412) and perversions of nature. The Forge Lords knew its secrets—how to mine it, smelt it, alloy it, and work it—and it was treasured even in their day.

Pick or roll the VARIETY of any orichalcum the PCs encounter.

1d12	VARIETY
1	Nearly pure, unworked nuggets/ingots, full of potential (Value 2)
2-3	Nearly pure, cast into runes (repels perversions of nature, protects against their magic, Value 2)
4	Alloyed with copper and tin, powdered (burns perversions of nature; Value 1)
5	Alloyed with gold, flaked, suspended in elixir (burns away poison/disease/corruption should the imbiber survive, Value 2)
6	Alloyed with lead, powdered (dispels unclean magic, Value 2)
7	Alloyed with magnesium, wrought into a charm (burns white-hot when touched by an oathbreaker, Value 2)
8	Alloyed with iron, forged into a sphere (glows bright red near illusions, reveals them as false, Value 2)
9-10	Alloyed with tin and arsenic, then cast into a weapon/shield/cuirass (+2 Value), counts as bronze whenever it matters
11-12	Alloyed as needed and worked into some appropriate form, then imbued with magic related to fire/truth/purification

Consider rolling 1d6 to inform size, quantity, and/or scale.

Orichalcum often melts or vaporizes as it burns away impurity. Proper alloying helps prevent this, but even a well-made orichalcum spear might turn to slag as it strikes down a corrupted foe.

Anthracite

A lustrous, gray-black stone, a form of purified coal. Catches fire like dry wood, but burns hotter, longer, with very little smoke. The Forge Lords used it to fuel their furnaces and kilns, or even to just heat their homes.

Some **Ustrina** (page 464) know the secrets to making the stuff (cooking coal, infusing it with flammability leached from other objects), though they (probably?) lack the numbers for extensive coal mining. They occasionally trade anthracite in Gordin's Delve, but only small amounts. The Bosses or southern **merchants** (page 259) would start wars to learn how it could be mass produced.

Other materials

Many Forge Lords knew how to make **aetherium** (page 404) and invest it with special characteristics. Indeed, they likely taught the Tempest Lords a thing or two.

A few Forge Lords could create **makerglass** (page 388), or at least shape it, but never with the skill and deftness of the Stone Lords.

The Forge Lords prized **black iron** (page 307). It can be worked only with fire, strength, and skill—not with magic—and so only master smiths could work it.

A few Forge Lords dabbled with **red crystal** (page 424), inspired by the Things Below or just arrogant enough to think they could control it.

Artifacts

Various treasures

- **1d6 glass vials** (*fragile*, Value 0), etched with a Forge Lord's mark
- **2d4 lumps of anthracite** (Value 1), each able to fuel a good cookfire for a night
- **A ◇ padded case** with 4 clay spheres, each containing potent naphtha that burns hot & sticky when exposed to the air (damage d10, *thrown*, *area*, *dangerous*, ignores armor)
- **A gold mobius strip** on a chain (Value 2)
- **An oversized ◇◇ orichalcum spearhead** (Value 2), too big to use but a smith might recast it
- **A ◇ box** holding a clockwork diorama; wind its key and it plays music, the masked figures dance and twirl (*fragile*, *magical?*, Value 3)
- **A flawless ◇ vase** (*fragile*, *beautiful*, Value 4), ~2 feet tall with an iridescent glaze; reminds you of the fragility of life
- **A pile of coins, jewelry, art, and wonders** (*immobile*, Value 5), a **draventao**'s hoard (page 170)

See also: the **curiosities and wonders** (page 467) that Ustrina sometimes bring to Gordin's Delve to trade.

Orichalcum spear

◇, *close*, *thrown*, *magical*, *beautiful*, 1 piercing

The haft needs replacing, but the spearhead itself is pristine, beautiful, sharp as hot flame. When you ***strike a perversion of nature with the spear***, deal +1d4 damage. When you ***strike a perversion of nature and roll max damage*** (including any bonus dice), deal another +1d4 damage as the spearhead flares and melts into worthless slag.

An oversized ring

◇, *beautiful*, *magical*, Value 4

A fist-sized signet, large even by the Makers' standards, made of orichalcum. It glows like a dying ember, but is cool to the touch. When anyone lies in the ring's presence, their tongue blisters and burns. The greater the lie, the more damage is done.

Something interesting: This was the signet ring of a Forge Lord, one of great wealth and importance; the **Ustrina** (page 464) often show keen interest in such things.

Something useful: This was the signet ring of Omelor Xonane, a storied artificer. Many of their works were said to be keyed to this signet ring. Who knows what wonders it could unlock?

Two mirrors

◇, *beautiful*, *magical*, Value 4

One is a flawless silvered ◇◇ mirror (*magical*, *beautiful*, *fragile*, Value 4), 3 feet tall and set in a golden frame. Forge Lord runes adorn the frame, translated as: "To my beautiful Esé, my faithful, my rock."

The other is a smaller, humble ◇ mirror (*magical*, *fragile*, Value 2), only 12 inches tall in a frame of bronze. It bears the same inscription as the other mirror, but inverted. A small needle protrudes from the frame, stained dark.

When you ***prick your finger and touch the smaller mirror***, it shows what is reflected in the larger mirror until you break contact. Your blood soaks into the surface, leaving no stain.

Minor arcana

Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1	**Runes around a ruined hall** (page 511)
2	**A richly woven rug** (page 512)
3	**A metal man** (page 533)
4	**A prospector's tale** (page 533)
5	**A rusty steel blade** (page 534)
6	**A runic branding iron** (page 534)

Major arcana

These might very well be associated with the Forge Lords.

- The **Blood-quenched Sword** (page 552)
- The **Red Scepter** (page 558)

Dangers

Entities

- **Ustrina** (page 464), of course
- **Fire spirits** (page 360), bound to an oven/forge/furnace, likely hungry and weak
- **A fire vortex** (page 410), set to guard a Forge Lord ruin
- A family of **caralandrao** (page 240), scavenging for magic or nesting in a ruin
- **Fire drakes** (page 241) or **magma worms** (page 253), basking in the lingering heat of a Forge Lord's furnace
- The **ghosts** (page 76) of those who died in some cataclysm or violent purge

Hazards

- Unstable construction: weakened by fire, rust, and age
- Piles of coal or anthracite: flammable, dusty, unstable
- Slag heaps, unstable and ready to become a **rockslide** (page 376)
- Pools or flows of magma
- **Volcanic activity** (page 240)
- **Primordial flame** (page 311), bound by ancient runes, terrible if unleashed

Smoke, fire, and heat

Most Forge Lord ruins are cold and ashen, with little left to burn. But some are home to piles of unused fuel (coal, anthracite, etc.) or sources of magical fire.

- Show a warning: fuel ready to burn, heat pouring off magma or an ancient furnace, air rippling with heat shimmer
- Scald them with intense heat (1d4 damage)
- Have someone/thing catch fire
- Fill the area with choking smoke (debilities)
- Block a path with smoke/fire (1d6 damage, ignores armor)
- Catch them in a burst of flames (1d8 damage, *messy*, ignores armor)
- Engulf someone, set them on fire (1d10 damage, *messy*, ignores armor)

Cinderwraith

Solitary, *large*, *spirit*, *undead*, *fiery*, *terrifying*

HP 23; **Armor** 1 (amorphous)

Damage blistering flames 1d10+1 (*hand*, *grabby*, *messy*, ignores armor)

Special qualities fireproof, dormant without fresh air to "breathe," tethered to its bones

Instinct to burn the living

- Manifest a leering pillar of fire and blackened hands (harmed only by water or silver)
- Melt silver or bronze, weaken steel or iron, ignite wood, char flesh
- Engulf a living being, char both flesh and soul (deal damage with advantage, inflict debilities, harm even fireproof foes)

The Forge Lords burned with an inner fire, a fire that threatened to consume them even when they lived. And when they died badly—slowly, desperately, betrayed and full of helpless rage—that fire could linger on. First it would burn away the Forge Lord's flesh, and then its spirit, and then its soul. And then it would wait in the bones, like heat in banked coals. Wait for fresh air to give it new life, and fresh souls to burn for fuel.

Metal constructs

The Forge Lords could breathe life into metal through clever workmanship, spirit-craft, and magic. Many of these wonders remain, though only a few still function and those might function poorly.

Pick or roll a PURPOSE and STRUCTURE, the source of its ANIMATION, and its ATTRIBUTE, SIZE, and CONDITION. Allow these elements to inform its physical form and construction.

1d12	PURPOSE
1-2	Defense/violence/murder
3-4	Labor/service/convenience
5-6	Beauty/decoration/aesthetics
7-8	Novelty/practice/experimentation
9-10	Companionship/diplomacy/business
11-12	Roll 1d10 twice, combine

1d12	STRUCTURE
1-3	Clockwork, pistons, springs, gears
4-6	Mundane, metal object (pail, mirror, trumpet, sword, plow, oven, chariot, etc.)
7-8	Statue, representational (person, beast, creature)
9-10	Statue, abstract/stylized (shapes, patterns, etc.)
11-12	Roll 1d10 twice, combine

Forge Lord constructs are animated by more than biology (+4 HP). Most have Armor 3 (made of metal) and lack vital organs (another +3 HP, +1 Armor). Clockwork constructs do have vital organs (basically), and can have Armor as low as 1.

1d12	ANIMATION
1-2	**Red crystal** (page 424)
3-4	A spirit, possessing it
5-6	Fire/heat, harnessed by runes
7-8	Energy stored in **aetherium** (page 404)/**makerglass** (page 388)
9-10	A spark of its creator's power
11-12	Roll 1d10 twice, combine

1d12	ATTRIBUTE
1	Nothing of note, just animated metal
2	Beautiful/musical/sublime
3	Terrifying/unnerving/imposing
4	Strong/durable/powerful
5	Perceptive/wise/cunning/devious
6	Fiery/destructive/vicious
7	Multipart/group/horde
8	Disguised/camouflaged/innocuous
9	Fast/agile/mobile/flies
10	Attuned to energy/elements/magic
11-12	Roll 1d10 twice

Forge Lord constructs are often fireproof. Most are blind, sensing vibrations or the heat emitted from objects and creatures.

1d12	SIZE
1	Cat-sized or smaller (*tiny*)
2-3	Like a human child (*small*)
4-7	Human-sized
8-10	Like a horse, a cart, etc. (*large*)
11-12	Like an elephant, or bigger (*huge*)

1d12	CONDITION
1-2	Sluggish/low power/inert
3-4	Rusted/corroded/damaged
5-6	Trapped/pinned/buried/bound
7-8	Behaving erratically
9-10	Roll 1d8 twice
11-12	Fully functional

Bronze colossus

Solitary, *huge*, *construct*, *plodding*, *implacable*

HP 31; **Armor** 4 (metal, lacks organs)

Damage trample d10+5 (*hand*, *close*, *area*, *forceful*) or crushing hands d10+5 (*close*, *reach*, *forceful*, *grabby*) or hurled object d10+5 (*far*, *area*, *forceful*, *reload*)

Special qualities fireproof, too big to hurt with most weapons, vulnerable to lightning

Instinct to defend its creator's honor

- Pretend to be "just" another statue
- Come to life, screeching as it moves
- Issue a booming challenge in a forgotten tongue
- Block their path

It stands nearly 60 feet tall, a muscular Forge Lord cast in bronze. Similar statues loom about, each one grand and imposing. This statue, though, is shot through with blueish veins. And it feels like it's watching you. Because it is.

The colossus guards the entrance to its master's domain. If someone approaches honorably, speaking in the Forge Lord's tongue, it politely tells them to come again later, for its master is away. Intruders, blowhards, and thieves are dealt with forcibly.

Something interesting: Those blueish veins are **aetherium** (page 404), and likely what animates the statue. Which, alas, means there's no single weak-point. Maybe you could harm this thing by drawing the lightning from it.

Something useful: Or you could, you know, just blast it with lightning and overload it.

Clockwork spider

Horde, *small*, *construct*, *creepy*

HP 7; **Armor** 2 (metal), 0 vs. crushing

Damage many little pincers d4 (*hand*, *grabby*)

Special qualities fireproof, blind, tremor-sense, active only for short periods

Instinct to get in the way

- Skitter towards them, ominously
- "Watch" intently, responding subtly to every move
- Try to take things from their hands
- Defend itself if attacked
- Follow orders given in the Forge Lord's tongue, poorly

They're not really shaped like spiders, but that's what they make you think of. Picture a metal basket, holding gears and springs and a glowing central core. Articulated legs extend out, each ending in a little 3-clawed pincer. They squeak as they move, their many joints needing oil.

They were made to be little servants, extra sets of hands to help around a house or forge. Even now, they're just trying to help.

Iron hound

Horde, *construct*, *undead*, *corrupted*, *tireless*, *terrifying*

HP 10; **Armor** 4 (metal, lacks organs)

Damage bite d6+2 (*hand*, *grabby*)

Special qualities fireproof, heat-sensing

Instinct to punish and torment

- Follow the trail of its master's property
- Fix its prey with a soul-chilling stare
- Once it's bitten down: crush bone, shred muscle, tear apart (+*messy*, 3 piercing)

There was a Forge Lord who prized his hounds as much as he prized his treasure. When one would die, he'd capture its spirit in **red crystal** (page 424) and set them as the eyes in a crudely-wrought effigy. If anyone would be so foolish as to steal from him, he would loose his iron hounds to punish not just the thief but all whose hands had sullied his property.

That Forge Lord is long gone, but his iron hounds remain. They've learned to leave their master's treasures lying about in plain sight, and to give thieves a nice long head start. For the more hands touch the stolen goods, the more victims they can claim.

Singing sword

Solitary, *small*, *construct*, *lonely*, *dutiful*

HP 19; **Armor** 4 (quick, made of metal)

Damage cut, thrust, slash d10 w/advantage (*hand*, *messy*, 2 piercing)

Special qualities flies, fireproof, blind, heat-sense, bound to its hall

Instinct to defend its hall, to ease its loneliness

- Make a strange, ethereal song
- Strike a warning blow, deft but nonlethal
- Respond enthusiastically to music
- Block their path with a razor's edge

This naked blade needs no wielder. It dances about the air, making music as it moves: every bob a hum; every slice a whistle.

It was set here long ago, as guardian to this crumbling hall. For ages it has kept its vigil. Yet, this is not some mindless thing waiting to cut down foes. It remembers and yearns for the days in which this hall was filled with light and laughter and—joy of joys—music!

And so it waits. In the dark. Singing songs to itself that have not been heard by any living mortal ear. It waits, dutiful, and worries that it has misremembered the music it once knew. It waits. In the dark. Alone.

Draventao

Solitary, *large*, *hoarder*, *paranoid*, *terrifying*, *fierce*

HP 22; **Armor** 4 (scales, steel plates)

Damage bite d12+3 w/ advantage (*close*, *reach*, *forceful*, *messy*, *grabby*, 1 piercing)

Special qualities fireproof, bestial intellect, slumbers for years at a time

Instinct to protect itself and its hoard, from threats real or imagined

- Lure or drive intruders into a trap
- Attack with sudden, terrible ferocity that makes even stout hearts falter
- Suck in air, stoking its inner flames
- Breath sticky fire, d10+3 damage (*near*, *area*, *grabby*, *messy*, *reload*, ignores armor)

Picture a long and sinuous beast with serpentine scales, curled upon a pile of treasure, covered in a layer of long-cold soot or ash. Bits of rusted steel protrude from its flesh. Smoke drifts lazily from its nostrils. Charred and jagged teeth poke out from its sneering lips. An eye snaps open. It fixes you with a glare like a red-hot coal.

Hard to believe that this thing, this beast, was once a Maker. But it was. It was.

A draventao is what remains of a Forge Lord. It survived the **Time of Cataclysm** (page 413), when its rivals moved against it, when its allies betrayed it, when even its loved ones came for it in the dark. It survived by Changing, by letting its inner fire burn until its heart was a blackened coal of wrath. It shed its once-beautiful form. It forced its servants to bolt living metal onto its now-twisted flesh and bones. Then it ate those servants.

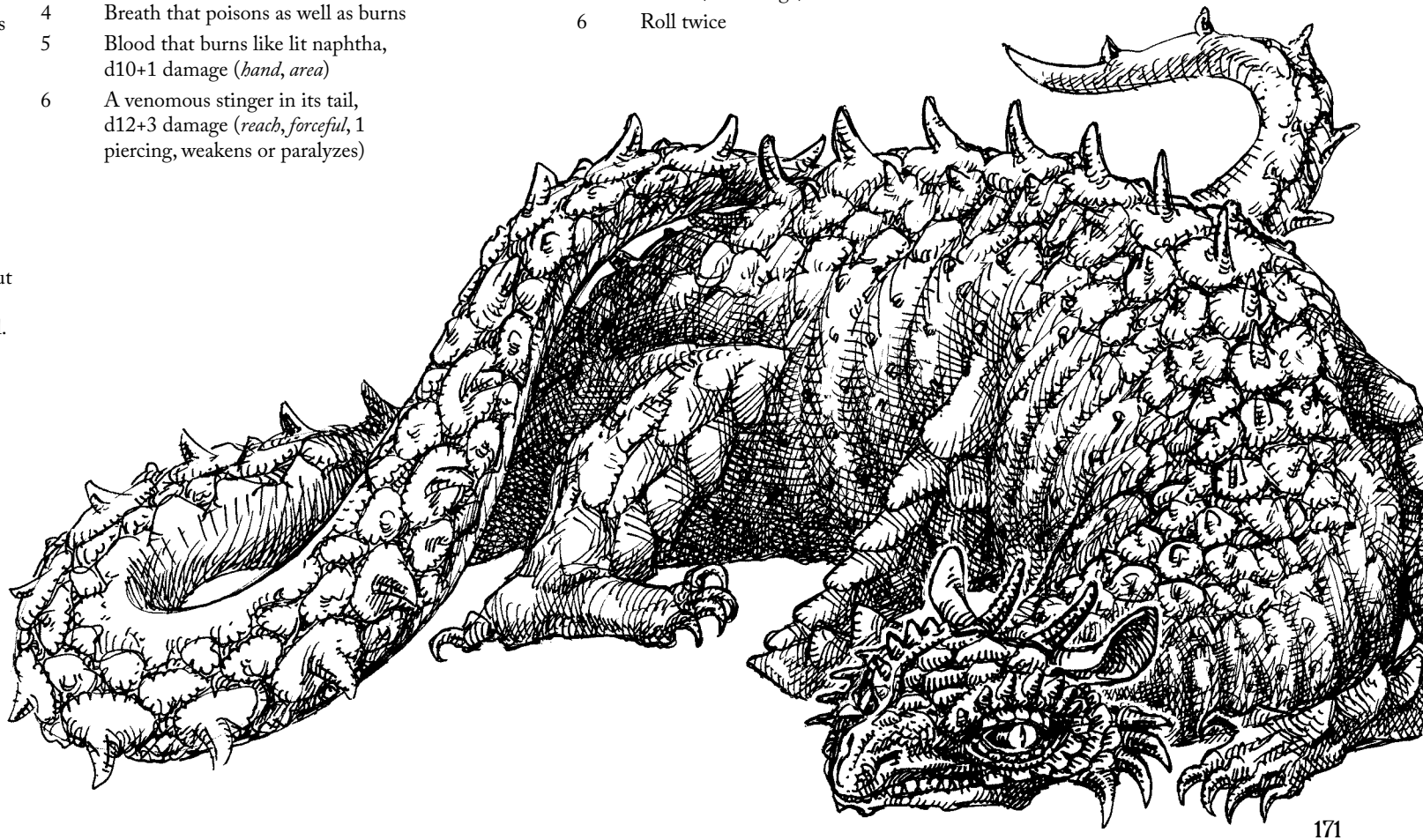
Now, mostly, it sleeps. For years at a time, it sleeps. It broods upon its treasure heap, loathe to leave its secret, trap-strewn lair. Only hunger draws it forth. Hunger, or vengeance to be had upon some brazen thief.

Pick or roll its PARTICULAR STRENGTH, its metal AUGMENTATION, and WHAT IT REMEMBERS.

1d6	PARTICULAR STRENGTH
1	A steel-rending bite (3 piercing)
2	Great size (*huge*, +4 HP, +2 damage)
3	A glance that befuddles (*reach*, *area*)
4	Breath that poisons as well as burns
5	Blood that burns like lit naphtha, d10+1 damage (*hand*, *area*)
6	A venomous stinger in its tail, d12+3 damage (*reach*, *forceful*, 1 piercing, weakens or paralyzes)

1d6	AUGMENTATION
1	Aetherium wings (Special quality +flies)
2	Clockwork claw with sword-like talons, 1d10+5 damage (*hand*, *close*, *messy*, *forceful*, 1 piercing)
3	Overlapping plates, protecting its belly (Armor 5 instead of 4)
4	Nasty spikes all over, d12+3 damage (*close*, *area*, *forceful*, *messy*, 1 piercing)
5	Implanted bellows, stoking its breath (+2 damage)
6	Roll twice

1d6	WHAT IT REMEMBERS
1	A word that makes water boil and metal glow red hot (*near*, *reload*)
2	The bosom friend who betrayed it
3	The child it could not save
4	The lover who died to protect it
5	The name by which others called it
6	The lullaby its mother sang to it



The Frozen Wastes

North of the **Whitefang Mountains** (page 480) lies a vast steppe, a windswept sea of shortgrass, sedge, and lichen. No trees grow here. The landscape is broken only by rocky outcrops, low moraines, and kettle lakes. It rarely snows and almost never rains, but hail is somewhat common.

Caribou and mammoths graze the plateau, preyed on by wolves and saber-toothed cats and terrible things that crawl forth from the lakes in summer. Bands of mammoth herders roam in warmer months. But for the most part, it's an empty and forlorn place.

Farther north, the plateau gets even colder, even windier, the steppe giving way to tundra. Eventually, a mountain-like wall of **dark ice** (page 322) blocks the way, stretching across the horizon. The glacier is the final working of the **Rime Lords** (page 316). It seals a rift in the world, and keeps the worst of the **Howling Curse** (page 492) at bay. Mammoth herders come here to quarry dark ice, slowly chipping the glacier away.

Impressions

Always

- A landscape so wide and empty you can see the horizon curve
- The constant wind, whispering and howling, tugging and lashing
- Patterns forming in the windswept grass or snow, or the growth of flowers, like runes that fade just before you can read them
- The swell of anger, the urge to inflict violence on your companions, as your temper and patience fray

Spring

- Yellow and brown grass, splashed with pale violet flowers
- Fields of standing water, just inches deep, reflecting the empty sky
- Squelch and crackle of half-frozen soil underfoot

Summer

- Days that last forever, the sun never truly setting
- Mix of bright green grass, red lichen, white flowers
- Swarms of insects, spawned from muddy soil
- Birds and **ice drakes** (page 491) pecking at the soil or flocking to the sky

Autumn

- The world turned red and orange and golden
- Long shadows in the low, low sun
- Sharp cold edge to the wind
- The restless foraging of small animals

Winter

- Endless night, the sun barely rising at noon
- Thin carpet of frost and snow, shrubs and dead grass poking out
- The ceaseless, gnawing wind and cold
- The sense that you've made a terrible mistake in coming here

Traversing the Wastes

The Frozen Wastes are inhospitable in a way that southerners can barely comprehend. On any expedition into the wastes:

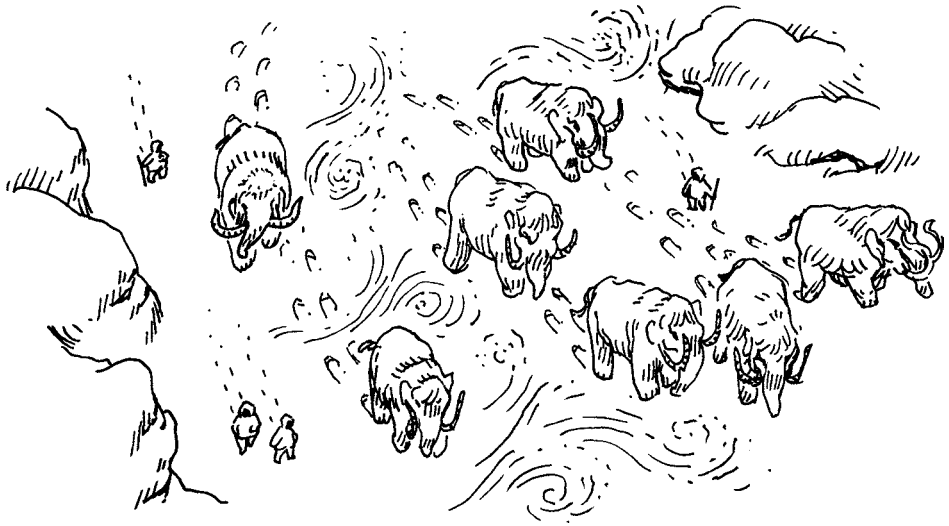
- ☐ You need a knowledgeable guide, like a **mammoth herder** (page 177), who knows the ways of this place
- ☐ You need lots of firewood or dried dung, for you'll find no fuel and even in the summer the "nights" can be freezing
- ☐ The way will be grueling (from cold and mud and bugs); you risk exhausting yourselves/your supplies
- ☐ You need to watch out for predators, like **wolves** (page 209) or mchebra-gris (**kleztigrs**, basically, see page 379)
- ☐ You need to watch out for kettle lakes, easily mistaken for ice or shallow standing water
- ☐ You risk succumbing to the **Howling Curse** (page 492), which taints much of the Wastes

Questions

- What precious flower grows only in the Frozen Wastes, blooming for a few days each summer? Why is it so valuable?
- What do you find most surprising about this place?
- What do you find yourself missing the most, out here in vast and empty space?
- What is ___ doing, that you find so damned annoying?
- If you had to kill ___, how would you do it?
- If it came down to it, which of your companions would you eat first?

Hooks

- A villain that the PCs want dead flees north, into the Frozen Wastes
- Only one thing can kill the **Crombil** (page 62), and it lies at the bottom of a kettle lake
- The dark ice glacier that contains the **Howling Curse** (page 492) has begun to melt and recede



Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12).

1d12	TERRAIN
1	Kettle lake, small but dozens or hundreds of feet deep
2-3	Stretch of shallow standing water/ice
4-6	Wide open expanse, just grass and shrub for miles
7-8	Large patch of mud/frozen mud
9	Gentle slope/low ridge/small rise
10	Low moraine, a small hill of broken stones and loose soil
11	Rocky outcrop, a dozen feet tall at most
12	Single, notable tree

If you like, roll 1d6 for size/scope/intensity.

Discoveries

For any of these, pick 1 or have someone roll the Die of Fate (d6).

1d6	DISCOVERY
1	Change of TERRAIN (previous column) and roll again
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	**Useful or valuable flora** (page 458)
4	**Dark ice** (page 322)
5	A ruin or artifact of the **Rime Lords** (page 316)
6	An ENCOUNTER (see below)

1d6	ENCOUNTER
1	A **mammoth herder** (page 177) encampment, now deserted
2	Small animals (fox, hares, rodents, birds, etc.)
3	A herd of wild **mammoths** (page 177) or **caribou** (page 177), wary, easily spooked/provoked
4	A **spirit of the wild** (page 356) or perhaps a **tulpa** (page 324), curious or indifferent
5	**Mammoth herders** (page 177), seen in the distance, avoiding you
6	**Mammoth herders** (page 177), approaching warily

Mammoth herders

Here's a typical band:

Size *hamlet* (~15-30 souls)
Population +0
Prosperity -1
- Trade with (pick 1 or 2)...
  ... other mammoth herders
  ... a farming valley
  ... a fortress-monastery

Resources
- Mammoths (wool, ivory, bone, dung)
- Sleds/sledges of bone, hide, timber
- Hunting (wild mammoths, caribou, hare, fish)
- Gathering (timber, ivory, bone, flint, herbs, **dark ice** (page 322)

Defenses +0
- Mammoth-mounted warriors
- Hounds and hunting drakes
- Spears/javelins tipped with dark ice, flint, bone, or bronze (*crude*)

About half of each band are youngsters, with the rest being able-bodied adults. Elders rarely allow themselves to survive long enough to become a burden to the others. A band typically keeps a herd of 10 to 20 adult **mammoths** (page 177), plus a few young. They butcher their own beasts only when desperate, keeping them instead for wool, transport, and labor.

A band spends the warmer months on the Frozen Wastes, but spend the colder months sheltering in the caves, ruins, and forests of the **Whitefang Mountains** (page 480). They'll trade with **valley farms** (page 484) or **fortress-monasteries** (page 486) in spring, before heading out into the Wastes, or in autumn, before they encamp for the winter.

Something interesting: Mammoth herders tend to be impeccably polite, with drawn-out, formal greetings and elaborate, almost artistic ways of doing everything from lacing up a parka to butchering a beast.

Something useful: These rituals help identify those afflicted with the **Howling Curse** (page 492), who lack in patience and good grace. Alas, this means that mammoth herders interpret frustration or bad manners as a sign of being accursed.

Names

Tibetan-inspired: Bhokhi, Cheyez, Dangyi, Gamyang, Lhing, Jongash, Nayan, Ningo, Nyayelar, Paing, Ramang, Samanz, Sewas, Tawaro, Tsaru, Tsetse, Wasen, Yenphi

Trade & Barter

Commonly available

The following are special items in Stonetop, but commonly available among mammoth herders—if the PCs are on friendly terms with a band, they can acquire these items without having to roll. They do need to trade something of equal Value. Food, iron, glass, and wool are usually in demand. They have little to no use for finery.

GOODS	VALUE
Ivory	
a bit (comb, pendant, etc.)	0*
◇ a substantial piece	1*
a mammoth tusk (*immobile*)	2*
cartload of mammoth tusks	3*
Dark ice (*magical*, see page 322)	
a small piece (*magical*)	1
◇ a large chunk (*magical)*	2
with special characteristics	+1
a functional tool or weapon	+2

* +1 if sold/traded on to anyone other than mammoth herders

LIVESTOCK	VALUE
Hound, follower (*keen-nosed*, *fierce*, *tireless*); **HP** 6; **Damage** d6 (*hand*, *grabby*); **Instinct** to chase; **Cost** a full belly	1
Hunting drake, follower (*tiny*, *sharp-eyed*, *swift-winged*); **HP** 3; **Damage** d4 (*hand*); **Instinct** to test its limits; **Cost** hours/days of training	1
Mammoth (*huge*, *hardy*, *keen-nosed*); **HP** 15; **Damage** d6+5 (*reach*, *forceful*, or *hand*, *area*, *forceful*); **Instinct** to suffer no insult or threat; sickly in warmer climes	3

Special items

The following might be acquired among mammoth herders, but the PCs must roll Trade & Barter to acquire them. This is in addition to the special items on the Moves & Gear handout.

When PCs ***Trade & Barter among a band of mammoth herders***, they use the local Prosperity (-1 by default) with disadvantage because it's a *hamlet*. On a 6-, they don't mark XP—this band simply doesn't have or want what the PCs are after/selling.

GOODS	VALUE
Pottery	0
Bronze or iron items, of any sort	1

Services and favors

PCs don't need to roll Trade & Barter for the following, but they might need to Persuade people—even if they offer something of suitable Value. If the PCs are well-regarded by a band, they might get these boons for free, or without needing to Persuade anyone, or at a reduced price.

SERVICE/FAVOR	VALUE
A few nights of hospitalilty at their camp	0
Labor for a day or two	1
Accompanying the PCs to a place…	
… they were heading towards anyhow	0
… a few days out of their way	1
… they have no business going	2
… that they know to be cursed	3

Dangers

Hazards

- Brutal cold and ceaseless wind, leading to **hypothermia & frostbite** (page 489)
- Hail storms—annoying, pelting (d4 damage), smashing (d6 damage)
- Mud—sucking, cold, exhausting
- Slippery footing
- Still, reflective water hiding a sudden, plunging drop into a kettle
- In summer: swarms of midges/mosquitos—annoying, distracting, painful, diseased
- Getting lost or misjudging time in the vast featureless terrain
- **Whispers and visions** (page 428), pushing people towards bloodshed, cruelty, and savagery
- Places tainted by the **Howling Curse** (page 492)

Monsters

- **Ice drakes** (page 491), especially in warmer months
- **Kleztigrs** (page 379), called "mchebra-gris" in the local tongue
- **Wolves** (page 209)
- A **frythanc** (page 133), nesting in the Whitefangs and preying on caribou or even mammoths
- **Wraiths** (page 79) of those who died of starvation and want, or corrupted by the **Howling Curse** (page 492)
- **Spirits of the wild** (page 356)
- **Tulpas** (page 324), free-roaming or bound to something nearby
- **Kyakaara** (page 493), perhaps what remains of a corrupted band of mammoth herders

Caribou

Horde, *hardy*

HP 7; **Armor** 0

Damage antlers/hoofs d6 (*hand*, *close*)

Instinct to stampede

- ➤ Run back to the herd
- ➤ Huddle close at signs of danger
- ➤ Stampede, d6+4 damage (*hand*, *area*, *messy*, *forceful*, 1 piercing)

Mammoth

Horde, *huge*, *hardy*

HP 15; **Armor** 1 (fur/hide)

Damage tusks d6+5 (*reach*, *forceful*) or trample d6+5 (*hand*, *area*, *forceful*)

Instinct to suffer no insult or threat

- ➤ Trumpet in warning
- ➤ Toss someone or something aside
- ➤ Charge, often abruptly

Mammoth herder

Horde, *hardy*, *cautious*, *organized*, *clever*

HP 7; **Armor** 1 (thick hides & furs)

Damage long spears d6 (*reach*, *crude*) or javelins with atlatls d6 (*far*, *reload*, *crude*)

Instinct to put their people and their herd first

- ➤ Greet someone from a distance, politely and formally
- ➤ Remain calm as they prepare for violence
- ➤ Work or fight in tandem with their mammoth(s), dogs, and hunting drakes

Gods and religion

The village of Stonetop maintains a pavilion of the gods, an open-air structure with shrines to four main gods:

- **Aratis**, the Lawkeeper (page 22)
- **Danu**, the Earth Mother (page 64)
- **Helior**, the Daybringer (page 224)
- **Tor**, the Rain-maker (page 452), the Thunderhead, Slayer-of-Beasts

Tor is the most popular god in Stonetop, and associated with the **Stone** (page 12) itself, but all four gods receive their proper respect. Depending on the PCs in your game, some of the gods may be more important than others. Aratis, for example, will feature more prominently in a game with a Judge PC than a game without one.

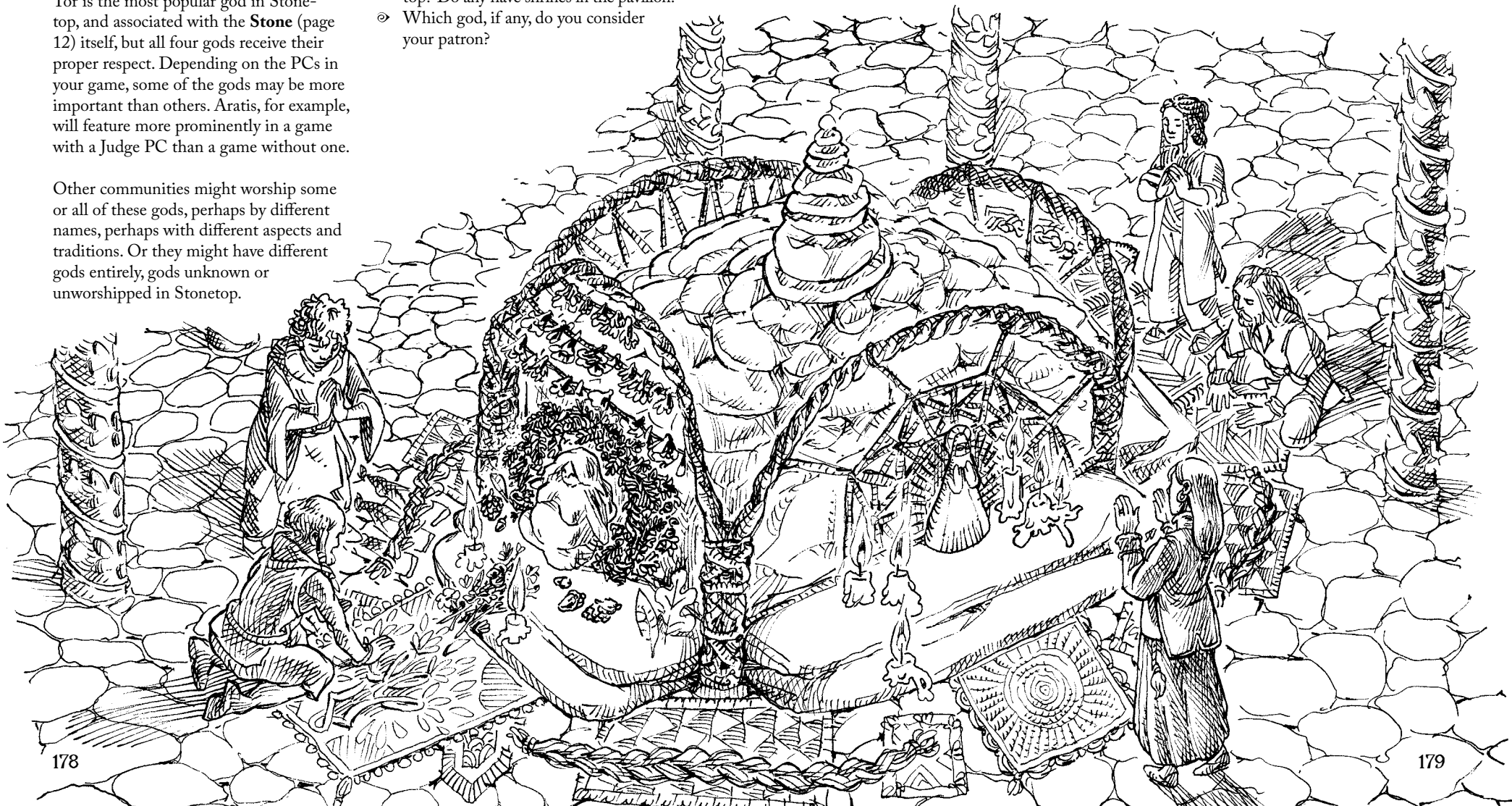
Other communities might worship some or all of these gods, perhaps by different names, perhaps with different aspects and traditions. Or they might have different gods entirely, gods unknown or unworshipped in Stonetop.

Questions

- Who tends the pavilion of the gods?
- Are Stonetop's gods part of a coherent pantheon? Or a mix of gods from different cultures?
- What little gods are revered by your family/in Stonetop/where you grew up?
- What other gods are known in Stonetop? Do any have shrines in the pavilion?
- Which god, if any, do you consider your patron?

Hooks

- Someone vandalizes one/all of the shrines in the pavilion.
- The devotee of a foreign god arrives in Stonetop, preaching strange rites.
- A saint or prophet of a new or forgotten god arises in **Marshedge** (page 274) or **Gordin's Delve** (page 190), upsetting the balance of powers there.
- Someone offends their household god(s); misfortune ensues.



True nature

"God" is not a distinct category of being. If a spirit or entity receives offerings and prayers, and responds in kind, then it's a god.

The origin of any given god is for you and your table to decide. A god might be…

… one of the **great spirits** (page 300), there at the dawn of time, or birthed spontaneously from the fabric of existence, or made by the **First Creators** (page 299) as a steward of the world;
… a **Thing Below** (page 412), or an emanation of such;
… a **spirit of the wild** (page 356), transformed through worship;
… the child of other gods, or of a god and a mortal;
… a mortal, ascended/transcended/reborn;
… a mortal, revered in death;
… a spirit born from humanity's beliefs;
… one of the above, but also part of a duality/triumvirate; or
… one of the above, but died and reborn.

Divine intervention

Gods shape the world in subtle ways: through synchronicity, dreams, and omens, or by acting in the spirit world. Even Tor, who sometimes walks the world, limits himself to testing mortals and bestowing gifts and curses.

Every so often, though, a god will touch a mortal and imbue them with divine power. They then send that mortal forth as their instrument in the world. Such mortals become prophets or saints, heroes or villains, and help shape the world for generations to come. If you have the Blessed, the Judge, the Lightbearer, or the Storm-marked Heavy among your PCs, they might well be one of these god-touched mortals.

Should the PCs wish a god to intervene on their behalf, they can **petition** them (see next page). Should the PCs offend a god, or oppose one, or otherwise draw its ire, write that god up as a threat (a *magical entity*).

Religion

For most people in the World's End, religion is not about faith or morality. It's a practical matter. The gods *are*, and they influence the world. You perform rites and make offerings in order to gain their favor and avert their wrath. Even priests and the like aren't necessarily devoted to the gods they serve; they just know what the gods expect and how to read their signs.

There are, however, some mortals who feel a profound connection to their god(s). Such devotees give offerings gladly. They aspire to emulate their god(s), to heed their teachings and spread their glory.

Devotees might form fellowships with the like-minded, which in time can become institutions: formal priesthoods, mystery cults, temples, and the like. Such institutions can be powerful forces in the world. They might preserve knowledge, legitimize leaders, protect innocents, or otherwise stabilize societies. But they might also grow corrupt, fat on power and privilege, run by cynics rather than true devotees.

Petitioning the gods

Religion is an expected part of daily life. You help in the fields, you clean your house, and you give the gods their due. There's no extra benefit for performing the usual rites or offerings. But if you fail to do them, you invite disapproval from your neighbors and misfortune from the gods.

PCs can seek the favor of the gods in order to **Bolster** (*Book I*, page 524). This involves time and effort, rites and offerings above and beyond what's typical and expected. Be sure to ask the PC for details! What god(s) do they petition? What sort of aid do they seek? What offerings do they make? Consider, too, the consequences. What other work goes undone? How do NPCs react? Etc.

Should a PC seek a specific boon from the gods—a curse lifted, an injury healed, a curse laid upon a foe, an answer or an insight, etc.—then Make a Plan! Some example requirements include:

- ☐ You must learn the proper rites/offerings
- ☐ You must obtain a specific sacred object
- ☐ You'll need the help of a particular spirit
- ☐ You'll need to wait for an auspicious date/time
- ☐ You must travel to a particular sacred site
- ☐ The rites will take hours/day/weeks
- ☐ You must make an appropriate sacrifice (Value 2 at least)
- ☐ You risk angering the god(s)

Choose requirements based on the PC's request, the god(s) they petition and how they are typically worshipped, the PC's relationship to the god(s), and how active the gods are in your particular game.

Gods and Religion

Little gods

These are the gods of households, of specific places or geographic features, of particular chores or crafts or trades. Many are just **elemental spirits** (page 360) worshipped at a **sacred site** (page 362). But others are spirits closely tied to humanity.

Little gods mostly just do their thing, quietly watching over their people or places, keeping things running or causing trouble, as is their wont. A little god can:

- Reveal what it knows, from its own perspective, to those who can speak to it
- Calm/annoy/frighten animals or children
- Move/hide/reveal an unattended item
- Express displeasure through accidents, misfortunes, neglect
- Fend off other spirits

Little gods manifest only to small children or at the beck and call of someone like a Blessed or **spirit-talker** (page 235). When they do manifest, treat them more like NPCs than monsters.

Here are some example little gods. Feel free to modify them, expand on them, and ask the PCs questions about them.

Ancestral spirits
Group, *spirit*, *protective*, *conservative*
Instinct to protect their family's honor.
Manifests in dreams, as drafty whispers.
Expects an altar, prayers, incense/libations.
Notes Like grandparents who don't quite get you.

Garden spirits
Horde, *spirit*, *coy*, *needy*
Instinct (roll 1d4) 1 = to languish; 2 = to run rampant; 3 = to show off; 4 = to give back.
Manifests as flower-folk and little creatures.
Expects first fruits, water, blood.
Notes Many voices talking over each other.

God of the Cistern
Solitary, *spirit*, *gloomy*, *patient*
Instinct to keep secrets.
Manifests as an echo in the dark, as a misty figure.
Expects water, snow, coins, wishes.
Notes Desperately wants to know how various tales end(ed).

God of weaving
Solitary, *spirit*, *exacting*, *insightful*
Instinct to reward diligence, to punish perfectionism.
Manifests as a spider, as idle thoughts.
Expects one perfect bit of fabric to dwell in, at least one minor flaw in everything else.
Notes A trickster (tangles yarn, snaps your warp), sometimes a wise councilor.

God of whisky
Solitary, *spirit*, *secretive*, *grandiose*
Instinct to take its sweet time.
Manifests as a vaporous figure.
Expects the head & tail of each batch.
Notes Passionate about flavors, smells.

Hearth spirit
Solitary, *spirit*, *friendly*, *nurturing*
Instinct to belong.
Manifests as pops & whispers, as an impish little person.
Expects warm greetings, friendly banter, little offerings cast into the flames.
Notes Natters on quietly even if no one's present.

Household spirits
Group, *spirit*, *helpful*, *mischievous*
Instinct to easily take offense.
Manifests as gnomish little folk.
Expects bowls of goat's milk, bits of bread.
Notes Complain loudly to each other, grumble about leaving if things don't improve.

Threshold spirit
Solitary, *spirit*, *protective*, *vigilant*
Instinct to dislike outsiders.
Manifests as a grumpy little person.
Expects sprinkles of salt, poured-out whisky, reverent touches.
Notes Crosses arms, puffs up, harrumphs.

See also the following **elemental spirits** (pages 360-361):

- Beast wardens (for livestock)
- Fertility spirits
- Meadow/prairie/grass spirits (for the fields)
- Rock/stone spirits (for the Stone or the Ringwall)
- Stream/creek spirit (for the Stream).

Other gods

To create a new god, choose or roll for 1 or 2 THEMES, who they are RELEVANT TO, their STANDING, and up to 3 OBSERVANCES.

1d12	THEME
1	Thresholds/change/trickery/chaos
2	Competition/violence/murder/warfare
3	Moon/stars/night/sleep/dreams/revelation
4	Skill/crafts/learning/writing/wisdom
5	Travel/trade/navigation/enterprise
6	Luck/prosperity/fortune/fate
7	Hearth/home/marriage/family/community/civilization
8	Fertility/birth/vigor/sickness/death
9	Agriculture/hunting/seasons/weather
10	Music/art/beauty/passion/revelry
11	Bravery/justice/oaths/protection
12	Fire/rebirth/hope/light/sun

1d12	RELEVANT TO
1-2	A specific household/family
3-4	A particular village/band/clan
5-6	A minority within a larger people (e.g. Manmarcher smiths)
7-8	A whole people (e.g. Manmarchers)
9-10	A minority across multiple peoples (e.g. thieves everywhere)
11-12	Many different peoples

A deity who is relevant to multiple peoples might have different STANDING and OBSERVANCES among each.

1d12	STANDING
1-2	Obscure, forgotten, misunderstood
3-5	Avoided, propitiated, appeased
6	Revered in secret
7-9	Invoked only when needed
10-11	Given due respect and honor
12	Adored, praised, heaped with gratitude

1d12	OBSERVANCE
1	Charity/the care of __/the cultivation of __
2	Dancing/intoxication/ecstatic practice
3	Divination/augury/prophecy
4	Elaborate prayers/ceremonies/gatherings
5	Fashioning of icons/symbols/monuments
6	Fasting/ascetic denial/extreme endurance
7	Libations/offerings of material wealth (burnt, buried, etc.)
8	Pilgrimage/hermitage
9	Sacrifice (animal/blood/human)
10	Taboo/proscribed behaviors
11-12	Roll 1d10 again, twice, but one of them is done in secret

From there, envision the god's specific sphere of influence, how it is depicted, its rites, its myths, and its **true nature** (page 180).

To name your god, use one of these methods:

- Pick a word associated with the god, translate it into an appropriate language, then change it a little ("threshold" >> "trothwy" in Welsh >> "Troth")
- Pick a deity from actual mythology or popular culture, and change a letter or two ("Thor" >> "Tor").

Then give them one or more titles, kennings, or honorifics to reflect their portfolio. Minor gods might have only a title; "She Who Threads the Needle" might go by no other name than that.

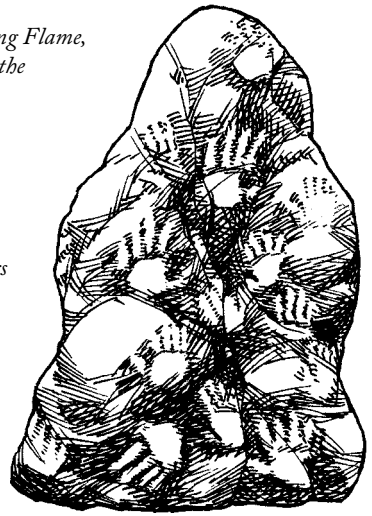
If this god will cause ongoing trouble for the PCs or the village, write it up as a threat (a *magical entity*).

*The PCs are approaching **Three Coven Lake*** (page 438)*, and I've decided that a group of **Hillfolk*** (page 228) *called The White Hand patrol the area. Their god tells them to keep outsiders away and to keep the horrors of the lake at bay. I consider having them worship Helior, but decide to make up a new god instead.*

I start by picking a theme of "bravery/justice/oaths/protection," but also roll a second theme for flavor. I get a 12, focusing on "fire/rebirth". Then I roll a 6 for relevance ("minority within a larger people"), an 8 for standing ("invoked only when needed"), and 8 for observances ("pilgrimage/hermitage"). I could use a bit more, so I roll another observance: 5 ("fashioning of monuments"). I look at the possible true natures, ponder a bit, and settle on this:

*The White Hand worship Gyndorn of the Cleansing Flame, a hero of the Hillfolk who led an uprising against the **Barrow Builders*** (page 34)*, and whose name the Hillfolk invoke when facing unholy evil.*

Gyndorn charged her followers with eternal vigilance. She calls warriors and spirit-talkers from all tribes to pass through a sacred flame and be reborn as members of the White Hand. Members of the sect follow a circuit around the lakes that Gyndorn took herself, marking certain landmarks with white handprints each time they pass. And each band in the sect carries a consecrated flame with them as they go.



The Golden Oak

On a clear day, sharp-eyed folk in Stonetop can spot the Golden Oak, gleaming at the horizon and dwarfing the trees around it. According to the tales of the **Forest Folk** (page 150), a hero buried at the roots of the Oak can find their way back from beyond the **Last Door** (page 70). But no one from Stonetop has ever made it there and back.

Questions

- When was Stonetop's last expedition to the Golden Oak? Who were they trying to save?
- What other tales have you heard about the Oak? How much of them do you believe?
- Who would have to die for you to risk a journey to the Golden Oak?

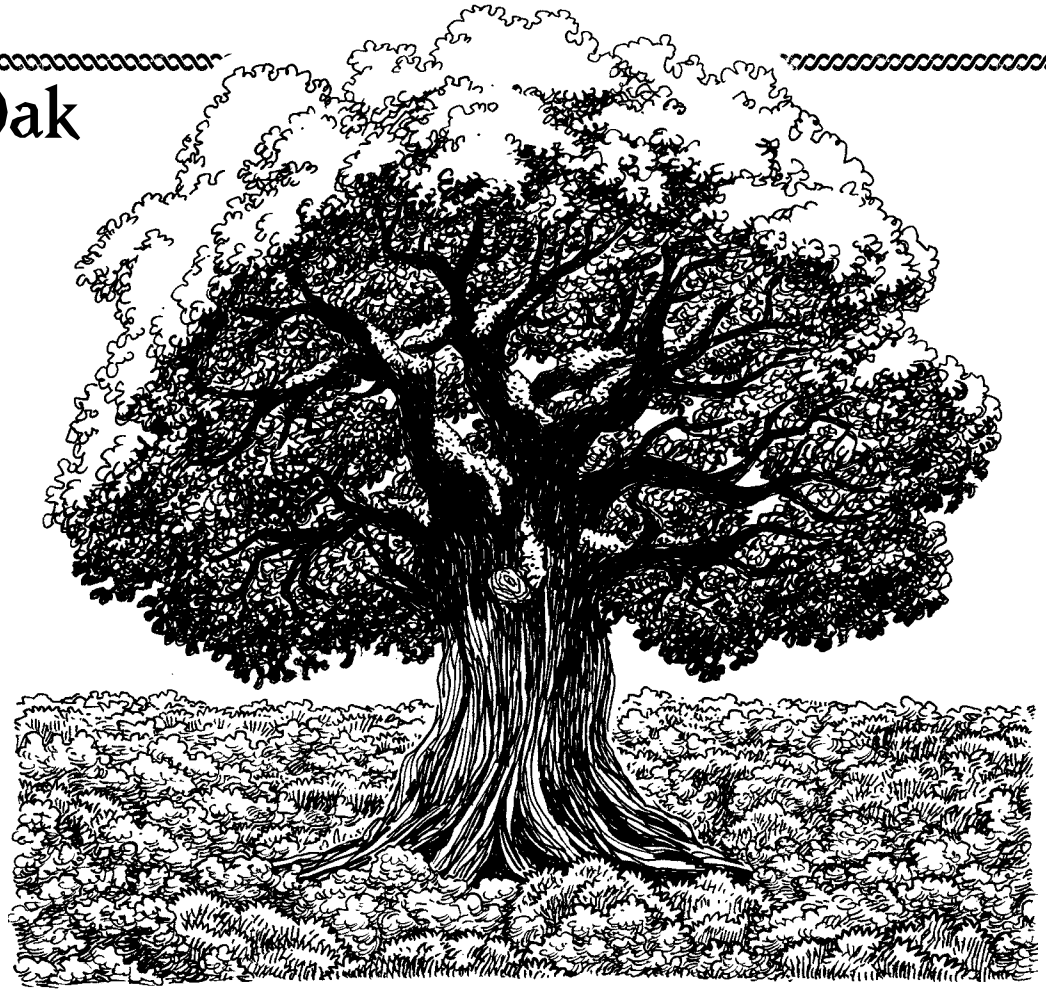
Getting there

Something interesting: The Golden Oak doesn't quite exist in this world, at least not anymore. It can only be reached through Fae pathways, at great risk and personal cost.

When you ***travel towards the Golden Oak in the mundane world***, you never reach it. Even if you were to fly above the trees, it would remain always out of reach, its bearing shifting.

Something useful: To reach the Golden Oak, you must…

- ☐ learn to walk the Fae paths (see **waystones**, page 478);
- ☐ follow the Fae paths to a specific set of waystones, those closest to the Oak;
- ☐ find a secret crossing and face its guardian, set there by the **Lady of Crows** herself (page 71); and
- ☐ pay the Lady's due to make the crossing.



When you ***pay the Lady's due***, choose 1 as a group:

- Present a marker of the **Pale Hunter**'s favor (page 292), honestly earned
- Each of you must make a sacrifice. Cross off a move you possess; it is gone and you cannot regain it. (Followers cross off a tag of the GM's choice instead.)
- One of your number passes willingly through the Last Door, their body gone, never to be seen again.

When you ***make the crossing***, you glimpse the Last Door and what lies beyond. Tell us what you see.

Setting the scene

The Golden Oak itself is enormous, so big as to defy any sense of scale. The bark is pale and luminous, and the glittering canopy is distant as the sky.

- What detail do you notice that drives home the fact that everything here is huge and massive?
- What here tells you this is a place of primal, unchecked vitality?
- What do you notice about yourself, that tells you that something is making you more angry, savage, and violent?

The savage curse

This was once a hub of the **Green Lords**' civilization (page 210). When the **Fae** (page 94) rebelled and turned on their masters, they claimed it for themselves. The surviving Lords laid a curse of primal savagery on the place. The rebel Fae abandoned it and the **Lady of Crows** (page 71) sealed it away.

When you ***are under the vast canopy of the Golden Oak***…

… and you **Persuade using anything but violence or threats**, the best you can get is a 7-9.

… and you **give in to the savagery in your heart**, regain 2d8 HP and become larger, more muscular, more bestial. Gain advantage when you roll STR and disadvantage when you roll WIS until you leave this place.

… and you **fight with no mercy, hesitation, or remorse**, roll damage with advantage.

… and you **seek to make something, heal someone, or repair something**, roll +WIS: **on a 10+**, you can work as long

as you keep focused on your task; **on a 7-9**, you make some progress, but are easily distracted, frustrated, or enraged.

Dangers

Pick 1, or have someone roll the Die of Fate.

1d6	DANGER
1	Enormous vermin—dog-sized, man-sized, horse-sized, or worse—each with some uncanny trait or mutation
2	Gargantuan beasts, crashing about you, disinterested and unconcerned
3	**Specters** (page 79) of betrayed Green Lords, like roving storms of hate
4	**Hollow Fae** (page 114), trapped here for ages, mad with soul-hunger
5	Pockets of dangerous old magic, ready to ensnare, rend, or mutate
6	An overwhelming urge to fight, to hurt, to kill. If they act on the impulse, they mark XP. If they resist, they are Defying Danger (probably with WIS).

Discoveries

Pick 1, or have someone roll the Die of Fate.

1d6	DISCOVERY
1	A small pocket of safety: a cave, an old ruin, a hollow in a massive tree
2	The remains of a Green Lord or a rebel warrior, strangely well preserved
3	A dead beast: enormous, half-eaten, teeming with vermin
4	**Useful or valuable flora** (page 458), growing in preposterous proportions
5	A mad hermit, trapped here and lost in time (perhaps from a previous expedition?)
6	An artifact of... (roll d12) 1-7 The **Green Lords** (page 210) 8-11 The **Fae** (page 94) 12 The **Things Below** (page 412)

Treasures of the Golden Oak

- A living ◇ leaf from the Golden Oak can be made into a **Goldleaf Cloak** (page 517).
- With proper tools and knowledge, the bark can be harvested to craft weapons or armor (2 armor, *warm*, *cumbersome*) that is hard as iron and bane to undead or things from beyond the Last Door.
- A ◇◇ golden acorn, harvested in autumn, can be planted elsewhere to grow a **Golden Sapling** (see sidebar).

Buried at the roots

When you ***bury a corpse at the roots of the Golden Oak***, close to the trunk, roll and add…

… +1 if the corpse has not yet started to rot;
… +1 if they died bravely in their prime; and
… +1 if their name is still well-known.

On a 10+, they return from beyond the Last Door when the sun next rises, whole and healthy though likely shaken; **on a 7-9**, they do not yet rise, but maybe if you give it another night? **On a 6-**, they return, but something else comes with them, something dangerous and dark, something now tied to them in a deep and primal way.

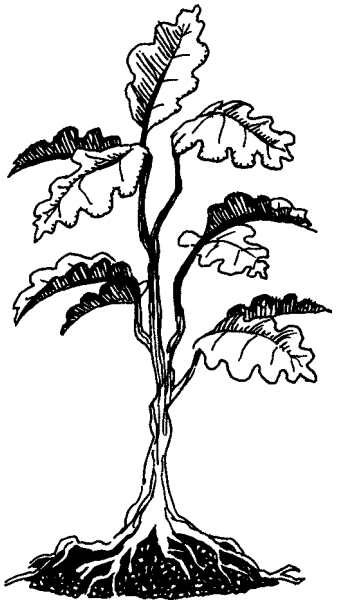
· STEADING IMPROVEMENT ·

☐ GOLDEN SAPLING
Requires all of the following, in order:

☐ Retrieve an ◇◇ acorn from the boughs of the Golden Oak in late autumn
☐ Plant the acorn in the fields near Stonetop, watering it with the lifeblood of a great virile beast, like an aurochs bull
☐☐☐☐ Nurture and protect the sapling through 4 years of growth

When you ***mark all the requirements***, add "Golden Sapling" to the Resources list and automatically mark the **Greater Harvest** improvement.

Henceforth, when the steading generates Surplus, even just 1, it generates +1 Surplus.



Gordin's Delve

Size *town* (~700 to 800 souls)
Population +2
Prosperity +0
- Trade with...
  - ... Marshedge (wheat, flax, rope, textiles, herbs, glass)
  - ... Stonetop (barley, potatoes, furs, whisky)

Resources
- Mining (iron, copper, lead, tin, silver)
- Trades (smithing, tinkering)
- Timber
- Goats
- Aqueduct

Defenses -1
- Maker-ramparts
- Unassailable position

For centuries, it was just a pile of **Forge Lord** ruins (page 156) at the end of the **West Road** (page 270), up in the **Huffel Peaks** (page 236). A few generations back, ambitious folk started hauling ore out of the Delves. Foundry got built, merchants showed up, and coin flowed in—along with a constant trickle of folks seeking opportunity, or with nowhere else to go.

There's no town council, not even a militia to speak of. And unlike Stonetop, there ain't much sense of community. Some folks got friends, and allies, and reputations to lean on. But when it comes right down to it, sure seems like everyone's only looking out for themselves.

Questions

- When was the last round of violence between the Delvers and the Hillfolk? What did it cost you, personally?
- Which of you have been here before? When? Why?
- Who up here should you never, ever cross?
- Who's the merchant who trades with Stonetop the most?
- Who left Stonetop to come up here? What's the last you've heard of them?
- What are they said to eat up here, besides goats and imported grain?
- According to the stories you've heard, who the hell was Gordin?

Places

- **The slopes near town**, all sludge and mud and tree stumps, mining camps and goat herds
- **Sorrow's Gate**, where the West Road ends, a sprawl of tents, no permanent structures on the pave stones
- **The Arms**, two ridges that cradle the town, Maker-ruins clinging to their sides
- **Foundry**, a brick slab squatted at the town's foot, belching smoke and slurry
- **The ancient aqueduct**, still in use, feeding Foundry and turning its waterwheel
- **The Terraces**, seven of them, crowded with shops, stables, tenements, alleys, and people. Make-do construction lashed to humbling ruins
- **The Swap**, an open-air market for labor, second-hand goods, questionable food or pleasures, and the odd Delve-finds
- **A half-dozen walled-off compounds**, claiming the best spots, built into Maker-ruins
- **The three Delves**, gaping tunnels into the dark, miners coming and going

People

No one is from here originally. Even folks born here, their parents or grandparents came from somewhere else. For any NPC, pick or roll WHERE THEY'RE FROM and WHAT BROUGHT THEM. Pick a name based on their origins, maybe with an epithet like "the Knife," "Gaptooth," "Limper," "Boils," "the Yellow," or "Go-Between."

1d12	WHERE THEY'RE FROM
1-2	Lygos, or other points south
3-5	Marshedge
6-7	The Manmarch
8	Stonetop
9	The Steplands (Hillfolk)
10	Barrier Pass (or beyond)
11-12	Grew up here; reroll for parents

1d12	WHAT BROUGHT THEM
1-3	Seeking their fortune
4-5	To join family/friends
6-9	A bad turn, nowhere else to go
10	On the run
11	Happenstance, fate, dumb luck
12	Dragged here against their will

The Bosses each run big parts of the local economy; everyone in town relies on what they control. Their positions are far from stable, and when one topples, there's turmoil. Each is attended by 10-15 family, servants, and retainers.

- Mutra the Teeth (mines, timber)
- Odo Thriceborn (mines, housing)
- Honest Draigh (trade with Marshedge, food)
- Jahalim of the Keys (Foundry)
- Smiling Ffransis (water, booze)

Merchants bring goods and raw material in and out of Gordin's Delve. Most are backed by one of the Bosses, but one or two manage the careful dance of independence. (~10 operations, or ~25 souls total)

The Keeps keep the town running, such that it does. They run the trades, the shops, the inns, the boarding houses, the hostelries, the dens of vice. They don't mine the Delves, they mine the miners. And the Bosses mine *them*. (~50 souls, including family and apprentices)

Miners make up the bulk of the town. Small crews work what claims they can, usually veins far down the Delves or dotting the slopes. They'll be gone for days on end. The Bosses' crews are bigger, working the best veins on day/night shifts. It's hard work, that barely pays enough to get by. (~250 souls)

Prospectors work alone or in small teams, seeking new claims and selling them to mining crews. They also sell Maker artifacts to the Bosses when they can, or else at the Swap for whatever they can get. Prospecting is terribly dangerous, but a way to make good coin fast. (~5-10 souls at any given time)

Smelters work at Foundry, processing raw ore into iron, copper, silver, lead, and tin. There's a handful of skilled smiths, too, but mostly it's hard, hot, dangerous work. Pay's decent, though, and you don't have to go down the Delves. (~50 souls, working in shifts)

Loggers ply the mountainsides for timber and haul it back to town, for construction or to fuel hearths and Foundry's furnace. The nearby slopes were stripped clean long ago, so nowadays loggers range farther out into the mountains. Hard, dangerous work that takes folks away from town for weeks at a time. (~50 souls)

The desperate can't find work or can't keep it, due to injury, infirmity, or temperament. They take what gigs they can, or they scavenge, or they die slowly out near Sorrow's Gate. Some turn to robbery and theft, but unless they're very good, they're beaten or killed by victims, mobs, or other cutthroats. And if you are very good at thuggery? Well, the Bosses probably have work for you. (~100-200 souls, always in flux)

Beyond that, another ~100-150 souls do odd jobs: goat herding, butchering, hauling water, cleaning and cooking, working for the Keeps or the Bosses as staff or muscle or entertainment or a combination of all three. They often live with their employers, or their stock.

There are very few full-time homemakers in Gordin's Delve; almost everybody works or hustles a little. Even kids are put to work as soon as possible. It's not a nice place, not at all.

Trade & Barter

Commonly available

The following are special items in Stonetop, but commonly available in Gordin's Delve—PCs can acquire them here without having to roll. They do need to trade something of equal Value. Stonetop trade goods (whisky, furs, barley, potatoes) are always in demand.

WEAPONS & ARMOR	VALUE
Common weapons (iron or bronze)	0
Common weapons (steel, 1 piercing)	1
Weapons of war (iron or bronze)	1
Weapons of war (steel, 1 piercing)	2
◇◇ Hauberk/cuirass/scale (2 armor, *warm, clumsy*)	2

GOODS	VALUE
◇ Lantern (○○○○○ hours, *reach*, *area*)	0
Small metal tool (chisel, file, shears, etc.)	0
◇ Block & tackle	0
◇ Metal tools (drill, prybar, saw, etc.)	0
◇ Mirror, hand-held, polished bronze	1
Wheelbarrow	1
Cart (requires donkey/mule/horse)	2
Spare parts for cart/wagon (wheels, axles, struts, ○○○ uses, *immobile*)	2
Cartload of timber (*immobile*)	2
Cartload of copper/lead/tin/iron (*immobile*)	2

COIN	VALUE
◇ Purse of coppers (~10 handfuls)	0
Handful of silvers	1
◇ Purse of silvers (~10 handfuls)	2

FOOD & LODGING	VALUE
Camping near Sorrow's Gate (*cold*, *risky*)	free
Food & drink for a small party	0
Provisions (2-12 uses)	0
Lodgings, decent (for a small party up to a week, food included)	1
Night of fine living (for one)	1

Special items

The following might be acquired in Gordin's Delve, in addition to special items from the Moves & Gear handout. PCs must roll Trade & Barter to acquire them.

When PCs ***Trade & Barter in Gordin's Delve***, they use the local Prosperity (+0 by default) with advantage because it's a *town*. **On a 6-**, they don't mark XP; they must talk to one of the Bosses if they want to acquire/sell it.

GOODS	VALUE
A lock and key	1
Silver jewelry	1
A small silver mirror	2
An object of **black iron** (page 307)	+2
An object of **orichalcum** (page 162)	+2

FOOD & LODGING	VALUE
Humble, cramped apartment to call your own	2
Modest house or shop	3

· TRADE OPPORTUNITIES ·

If the PCs get a trade opportunity (from the Seasons Change move), Gordin's Delve might offer the following:

- A good exchange rate, two or even three Value 2 items for 1 Surplus.
- A cartload of timber or metal (Value 2), in exchange for help with a problem.
- A cartload of timber (Value 2) every season for a year, in exchange for 1 Surplus now
- A tradesperson (engineer, foreman, smith, etc.) willing to move to Stonetop for a price
- An arcanum of the **Stone Lords** (page 382), **Forge Lords** (page 156), or **Things Below** (page 412).

Moves

ASK AROUND

When you ***spend a purse of coppers and a few hours asking around town***, say what you hope to learn and roll +CHA: **on a 10+**, you get a clear and useful answer; **on a 7-9**, you get an answer but pick 1:

- It's incomplete, contradictory, or unclear, but the GM will say how you could learn more
- It'll cost you another purse of coppers
- You've drawn unwanted attention or gotten yourself embroiled in a situation of the GM's choosing

CAROUSE

When you ***spend a handful of silvers having a good time***, roll +CHA: **on a 10+**, pick 2; **on a 7-9**, pick 1:

- You spread a rumor or tale far and wide
- You make a loyal new friend
- You learn something useful or juicy
- You avoid getting swindled, tricked, or entangled in someone else's trouble

RECRUIT

When you ***put out word that you're hiring***, say who you're looking for, what the job is, and what you're offering (the GM will veto if you're being unreasonable). Then roll and add…

… +1 if your offer is generous;
… +1 if the work conditions aren't terrible;
… +1 if you've got a solid reputation hereabouts.

On a 10+, you find someone, but pick 1; **on a 7-9**, you find someone but pick 2.

- They lack some of the skills you wanted
- They suffer from some impairment or vice (GM's choice)
- You draw unwanted attention in the process
- They have debts or obligations that you need to clear up first

SERVICES	VALUE
Someone to keep an eye on things for a week	0
A bit of crude, one-sided violence	0
A guide into the slopes/Delves, for a day	0
A crew of miners/woodcutters, for a week	1
A prospector, to take you to a secret or dangerous part of the Delves	1
A trustworthy live-in servant, for a season	1
A bodyguard/muscle, for a few days	1
A targeted killing, discrete	1
An engineer/foreman, for a big project	2
An assassination, someone important	2

Secrets

- **The Red Door** is a well-known feature down in the **First Delve** (page 198), a 20-foot tall slab of **makerglass** (page 388) , inlaid with hundreds of patterned tiles. Some are missing, allowing the tiles to be slid around. When the tiles are in the exact right spots, the Red Door will open. Hints to the correct arrangement are hidden in old mosaics throughout Gordin's Delve.
- **An established shopkeep** (like a chandler, a publican, an innkeeper, maybe even a barber?) has a habit of killing folks who won't be missed. They're otherwise a pillar of the community.
- Everyone knows there are **grates in the terraces**, carrying water through chutes and culverts to pour out below Sorrow's Gate. But there's more, a series of cramped tunnels and chutes that connect to some of the old ruins and even the Delves. The sewers are gross, infested with rats or worse, and just big enough to get lost in.
- **A cult of locals** (some influential) have taken to tossing sacrifices into the underground lake at the bottom of the **Second Delve** (page 198): coin, flesh, living victims. They've received blessings from **Daagon** (page 419) as a result.
- Every few years, miners in the **Third Delve** (page 198) will unearth a "door" made of **orichalcum** (page 162). Rarely, they rebury it. Usually, they pry it open, to find nothing but more rock beyond. A powerful earthquake always follows a few days after one of these doors is opened, but few have made the connection.

Hooks

- The PCs' favorite merchant is in trouble with one or more Bosses
- An ambitious Keep is angling to become a new Boss
- Miners, smelters, and loggers seek to organize and throw off the Bosses' yoke
- A small mining crew has gone missing; a worried loved one asks for help
- One of the Bosses was just killed by an underling, who's desperately trying to assume their position
- Ustrina offer gold and silver for something unsavory (fresh blood, corpses, slaves, etc.)
- Logging crews have gone missing, and the folks who went to check on them never came back. Are Hillfolk raiders to blame? Bandits? Or something worse?

Dangers

Living conditions

- Hunger, if you can't afford food
- Exposure to **harsh mountain weather** (page 239), if you can't afford shelter
- Sickness and disease, from close quarters and poor hygiene
- **Mudslides** (page 376), especially on the slopes
- Workplace accidents (or "accidents")
- General apathy from those who could help

Folks from elsewhere

Such as:

- **Stonetop** (page 12)
- **Marshedge** (page 274)
- The **Manmarch** (page 282, 350)
- **Lygos** or other points south (page 256)
- **Barrier Pass** (page 26) or beyond
- **Hillfolk** (page 228), cast out by their people
- **Ustrina** (page 464), here to trade (probably)

Alley cutthroats

Group, *stealthy*, *cautious*, *organized*

HP 6; **Armor** 0

Damage wicked knife d8 (*hand*)

Instinct to prey on the unwary

- Pick out a likely mark
- Jump someone
- Fight dirty
- Leave no witnesses

Desperate souls

Group, *craven*, *meek*, *opportunistic*

HP 6; **Armor** 0

Damage brick, makeshift club, rusty knife d6 (*hand*, *crude*)

Instinct to do what they must

- Do something unsavory, if there's food or coin in it
- Tell someone what they think they want to hear
- Demonstrate their humanity in a small—or sometimes enormous—way

Dawa Eyegouger

Solitary, *brutal*, *fearless*, *drunkard*

HP 16; **Armor** 0

Damage knife or fingers d8 (*hand*, *messy*, 1 piercing, advantage)

Instinct to get this over with

- Ignore pain, doubt
- Explode into sudden violence
- Fight dirty, mean, without remorse

A goatherder from north of Barrier Pass, with orange irises and too-long fingers (marks of the **Howling Curse**, page 492). She turned up in Gordin's Delve years back, and one of the Bosses put her to work as an enforcer. They keep her sauced and happy, until there's work to be done. Then they dry her out, point out the target, and stand back.

Laborers

Horde, *hardy*

HP 7; **Armor** 0

Damage fists, boots d4 (*hand*) or pickax d6 (*close*, *messy*, 1 piercing)

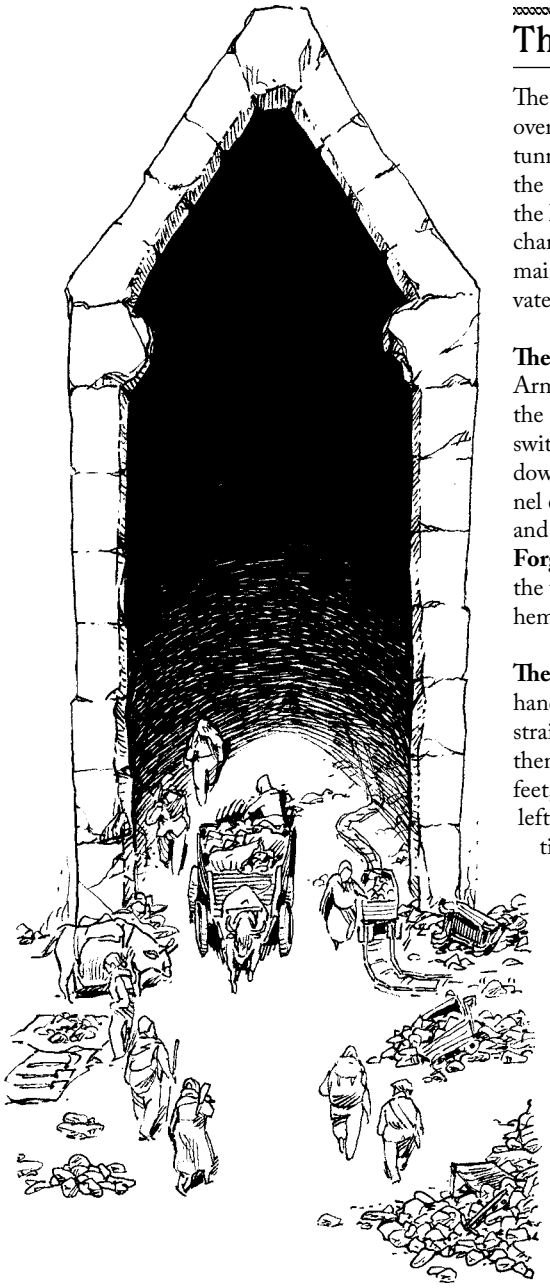
Instinct to cling to what they've got

- Make a show of toughness, solidarity
- Dogpile someone (*grabby*, *forceful*)
- Break and run when things go sideways

Shoddy construction

Gordin's Delve is a weird mix of piled stone and crude carpentry, lashed onto Maker-ruins that have stood for hundreds of years. It's all very slapdash and precarious.

- Things creak, sway, and teeter ominously
- A wall/support/floor gives way, putting someone in danger
- Someone falls from a height/is buried under rubble
- Something catches fire
- A structure collapses, weakening others
- A home/shop is destroyed, someone's savings/livelihood/family is lost



The Delves

The Arms feature three archways, each over 30 feet tall. Each arch leads to a tunnel of smooth stone that plunges into the mountain, eventually connecting to the **Labyrinth** (page 242). Side passages, chambers, and complexes branch off the main tunnels—some ancient, some excavated in the last 50 years.

The First Delve opens where the two Arms meet. It stretches half a mile from the surface, then becomes a series of switchback tunnels, one after the other, down and down and down. The main tunnel ends with a cave-in, but side passages and chambers connect to the Labyrinth. **Forge Lord** carvings (page 156) decorate the walls, and rich veins of copper and hematite (iron ore) have been found.

The Second Delve opens on the right-hand slope (facing uphill). The delve goes straight, sloping down for about 300 feet, then turns left at a landing. Another 300 feet, there's another landing, another left turn. The pattern repeats dozens of times, ending at a ledge that overlooks a subterranean lake. Miners brick up the end of the passage, but their walls rarely stand for long. Ancient side passages spoke outward from this delve; many have led to rich (though inconvenient) copper veins.

The Third Delve opens on the left-hand Arm. The main tunnel forks and turns frequently, soon becoming one great big twisting mess of tunnels and chambers. Many of these lower tunnels connect with the Labyrinth. Hematite veins have been found at the end of many such tunnels, and turned into active mines.

Impressions

- Vast, arched tunnels, stretching well beyond your torchlight
- Echoing sounds of picks on rock, carts rumbling, voices grumbling, your own footsteps
- That sense of immense, merciless weight above you
- A smooth, rippling texture to the main tunnel walls, less like they were carved and more like they were… melted?
- Constant, warm breeze flowing up, like gentle breath
- Crude, cramped scale of new excavations, propped up with timbers

Chance encounters

Choose or have someone roll the Die of Fate.

1d6	ENCOUNTER
1	Cultist or worshiper of the **Things Below** (page 412)
2	A shady, strange, or desperate character, out of place
3-4	Mining crew, or part of one
5	Someone alone, taking something to/from a mine
6	Prospector, or (1 in 6 chance) some **Ustrina** (page 464)

For disposition, choose or have someone roll:

1d6	DISPOSITION
1	Planning treachery or betrayal
2	Aggressively unfriendly, even hostile
3	In dire need of assistance
4-5	Wary, tight-lipped, suspicious
6	Friendly enough

Discoveries

Pick 1 or have someone roll the Die of Fate.

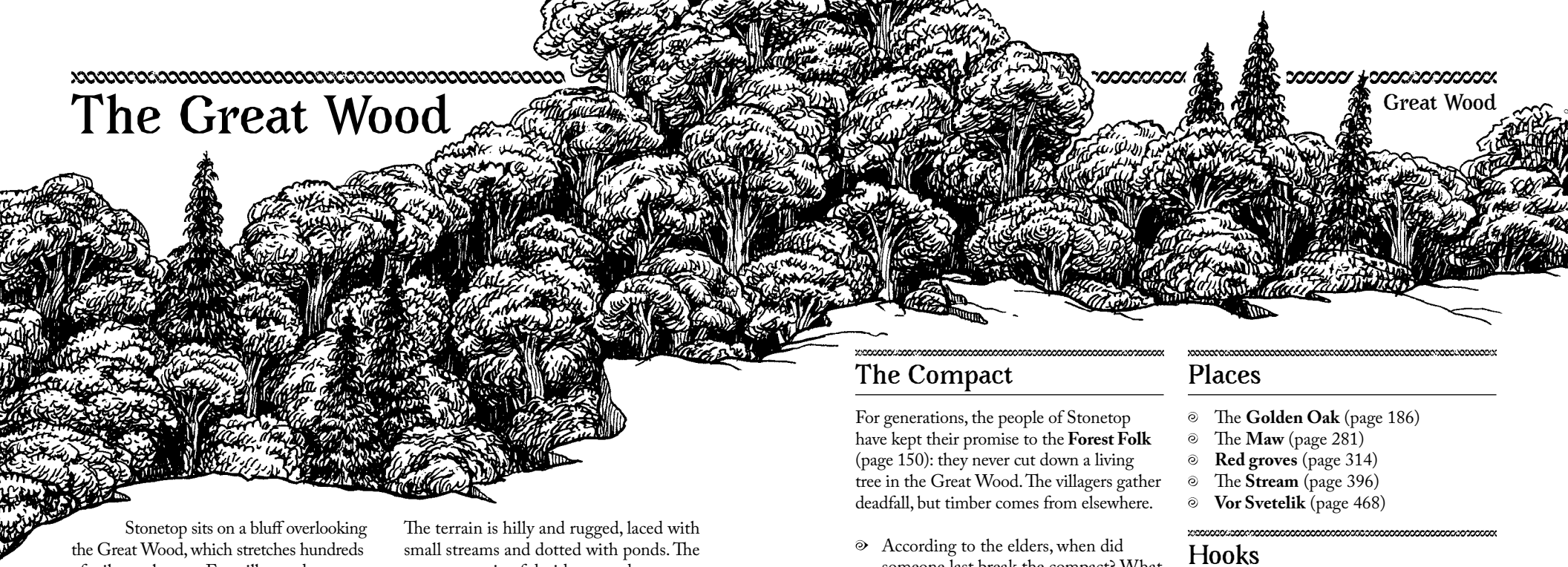
1d6	DISCOVERY
1	SIGNS OF VIOLENCE/DISASTER (below)
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	A mine, abandoned or destroyed (perhaps mysteriously)
4	Possessions/gear, lost or discarded
5	A vein of copper, hematite (iron ore), or galena (silver/lead ore)
6	A ruin or artifact of the **Forge Lords** (page 156)

1d6	SIGNS OF VIOLENCE/DISASTER
1	A scene of wanton carnage
2	A dead monster from the **Labyrinth** (page 242), bloody trail leading off
3	One or more dead bodies
4-5	A recent collapse, possibly with survivors
6	Sounds of a fight, or a call for help

Dangers

- Utter darkness
- Getting lost
- Pockets of bad air: stale, poisonous, smoke- or dust-filled
- Cave-ins, especially in more recent excavations
- **Laborers** (page 197), with something to hide or protect
- **Ghosts** (page 76), victims of cave-ins or previous violence
- Traps or wards protecting **Forge Lord** compounds (page 156)
- Monsters come up from **the Labyrinth** (page 242)

The Great Wood



Stonetop sits on a bluff overlooking the Great Wood, which stretches hundreds of miles to the east. Few villagers dare to even cross the **Stream** (page 396) that flows near the base of the bluff. Hunters, trappers, and foragers go deeper, but even they venture a day or two into the forest at most.

The terrain is hilly and rugged, laced with small streams and dotted with ponds. The trees are a mix of deciduous and evergreen. In some spots, the trees grow tightly, surrounded by thick brush so that one can barely walk. In others, massive old growth trees dominate, the space between them sparse and open.

Impressions

Always

- Massive trunks, reaching up up up, some bigger around than houses
- Pale sky glimpsed through the canopy
- Trees bending, creaking, rustling in the wind
- A skittering in the distance
- A sense of smallness, of being swallowed up by something ancient and vast

Spring

- Feet slipping on mud, rotting leaves
- Drip drip dripping of snowmelt, rain, mist
- Pale buds and early blooms, blue and yellow and violet
- Hopeful swell of birdsong

Summer

- Brilliant, overwhelming green
- Drone of insects buzzing, birds chirping
- Oppressive heat and humidity

Autumn

- A world aflame with reds and golds
- Crunch of needles and leaves underfoot
- Stark long shadows cast by a low sun
- Sharp smell of cold, damp air

Winter

- A frosty coating, a deathly stillness
- Shocking white of snow drifts
- Trees like boney fingers
- Surprising chirp and rustle of finches

The Compact

For generations, the people of Stonetop have kept their promise to the **Forest Folk** (page 150): they never cut down a living tree in the Great Wood. The villagers gather deadfall, but timber comes from elsewhere.

- According to the elders, when did someone last break the compact? What happened to them?
- Who's been pushing to start harvesting trees, since the Forest Folk seem to have vanished?

What will happen if someone fells a living tree? That's for you to decide. Maybe…

… they suffer the **Forest's Wrath** (page 315);
… they risk releasing an evil spirit, held captive by the tree's roots;
… the trees house the spirits of dead Forest Folk, and they've just created a **specter** (page 79); or
… nothing—unless the Forest Folk return.

Questions

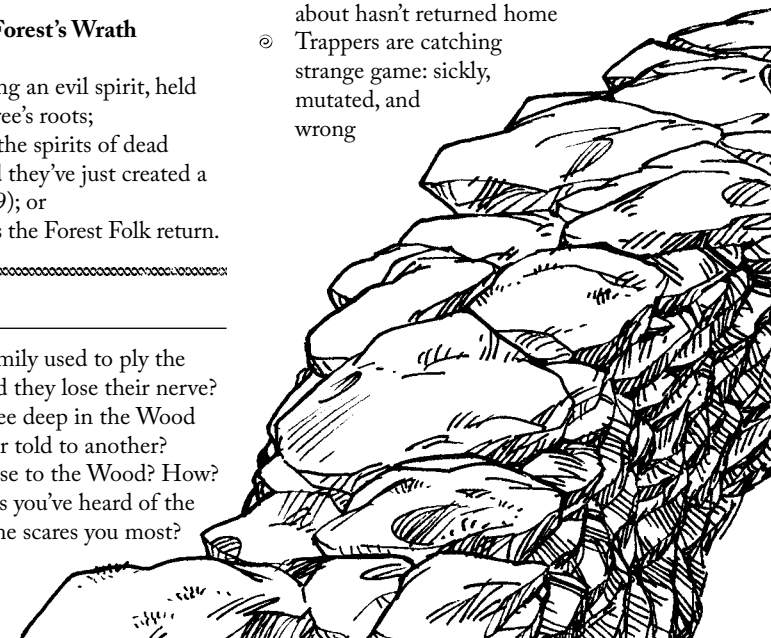
- Who in your family used to ply the Wood? How did they lose their nerve?
- What did you see deep in the Wood that you've never told to another?
- Who did you lose to the Wood? How?
- Of all the stories you've heard of the Wood, which one scares you most?

Places

- The **Golden Oak** (page 186)
- The **Maw** (page 281)
- **Red groves** (page 314)
- The **Stream** (page 396)
- **Vor Svetelik** (page 468)

Hooks

- A villager wanders off into the Wood for unknown reasons
- A hunter stumbles home, having narrowly escaped some new danger
- A southern scholar arrives in Stonetop, seeking a guide into the Great Wood
- A hunter or trapper who the PCs care about hasn't returned home
- Trappers are catching strange game: sickly, mutated, and wrong



· STEADING IMPROVEMENT ·

☐ **GREAT WOOD TIMBER**
Requires all of the following:

- ☐ Proof that trees can be felled without dire consequence
- ☐ A crew of brave lumberjacks
- ☐ A skilled carpenter, working full time
- ☐ Pulling Together once, over a course of a few weeks, to generate the first load of timber.

When you ***mark all the requirements***, increase Fortunes by 1 and add "Timber from the Great Wood" to the Resources list.

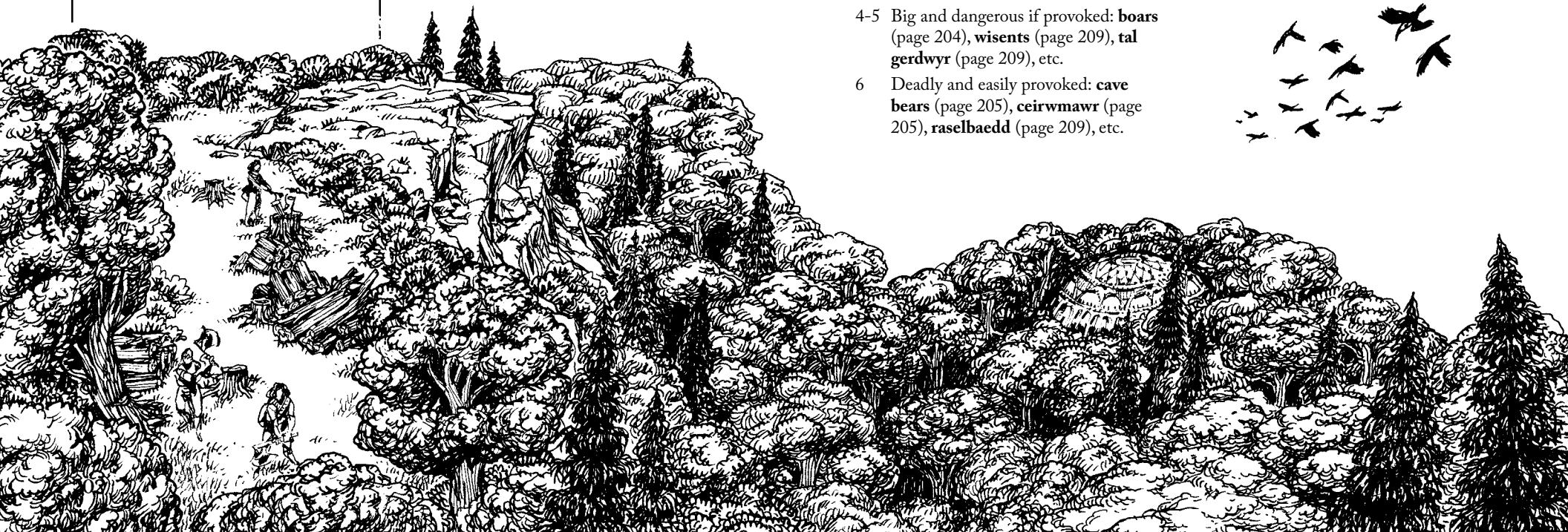
Henceforth, the steading has a ready supply of timber for improvements and other projects, and it consumes 1 less Surplus every winter.

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12).

1d12	TERRAIN
1	Pond, wetland, or lake
2	Creek, stream, or river
3	Rocky outcropping, cave(s)
4-5	Clearing, meadow, sparse trees
6-7	Dense thicket
8-9	Swath of one type of tree
10	Briars, thorns, nettles
11	Slope, hill, ridge, ravine
12	Single, notable tree

If you like, roll 1d6 for size/scope/intensity.



Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	A change of TERRAIN (previous page) and roll again
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	GAME (see below)
4	**Useful or valuable flora** (page 458)
5	A **crinwin** (page 58), **Fae** (page 94) or **spirit of the wild** (page 356), curious or indifferent
6	A POINT OF INTEREST (next column)

1d6	GAME
1-3	Mostly harmless but prone to bolt: deer, fowl, rabbits, etc.
4-5	Big and dangerous if provoked: **boars** (page 204), **wisents** (page 209), **tal gerdwyr** (page 209), etc.
6	Deadly and easily provoked: **cave bears** (page 205), **ceirwmawr** (page 205), **raselbaedd** (page 209), etc.

1d6	POINT OF INTEREST
1	A place corrupted by the **Things Below** (page 412) or the **Fomoraij** (page 136)
2	A place **haunted** by death and the undying (page 68)
3	A place bearing traces of the **Forest Folk** (page 150)
4	A place sacred to the **spirits of the wild** (page 356)
5	A **Fae domain** (page 102) or **waystone** (page 478)
6	A ruin or artifact of the **Green Lords** (page 210)

If it's been there for at least 10 years, it's likely marked by Forest Folk **glyphs** (page 152).

Dangers

Hazards

- Getting lost
- Treacherous terrain (loose footing, mudslides, sinkholes, deadfall, etc.)
- Swarm (bees, wasps, midges, bats, etc.)
- Tall tree to climb, and a reason to climb it

Monsters

- **Crinwin** (page 58)
- **Fae** (page 94)
- **Spirits of the Wild** (page 356)
- Chimerae and other remnants of **the Green Lords** (page 210)
- Servants of the **Fomoraij** (page 136)
- The **ghosts** (page 76) or **revenants** (page 80) of those who died in the Wood, like the **Gwraig Wen** (page 78)
- A copse of **dool trees** and its resident spirits (page 73)
- The **Pale Hunter** and his hounds (page 292)
- The **Crombil** (page 62), should it wake
- One of the many beasts that inhabit the Wood

Boar

Group, *gluttonous*

HP 10; **Armor** 0

Damage gore d8 (*hand*, *messy*, 1 piercing)

Instinct to protect their territory

- Relentlessly charge their victim, over and over
- Eat just about anything
- Ignore pain or injury

Butcherbird

Horde, *tiny*, *organized*

HP 1; **Armor** 1 (*tiny*)

Damage peck d6-2 (*hand*, *messy*, 2 piercing)

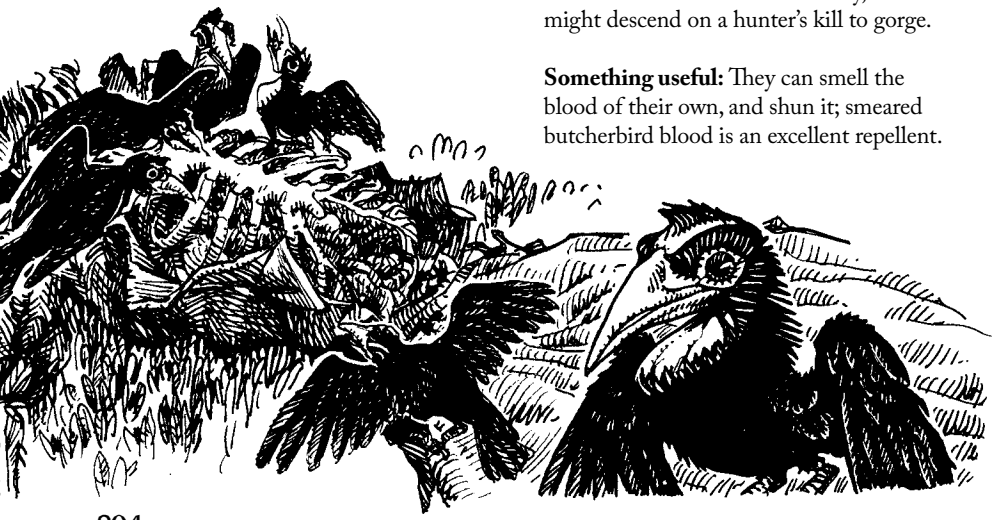
Instinct to feast on bloody, bloody meat

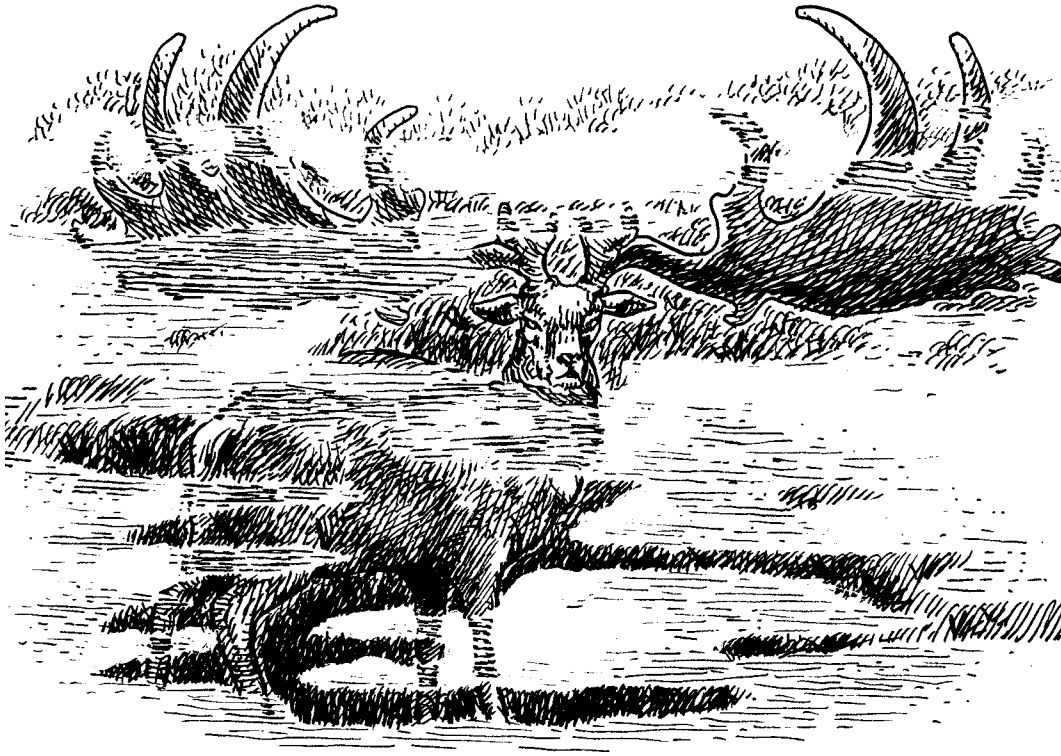
- Grab on and stab stab stab
- Fend off any who would steal the flock's meal
- Scent blood from miles away

About the size of a woodpecker, with black and wine-red plumage, flitting about in small flocks (2d6+4). Their laugh will make your blood run cold. But don't worry. They'll get your blood flowing again, real soon.

Something interesting: Butcherbirds can smell fresh blood from miles away, and might descend on a hunter's kill to gorge.

Something useful: They can smell the blood of their own, and shun it; smeared butcherbird blood is an excellent repellent.





Cave bear

Solitary, *large*, *cautious*

HP 16; **Armor** 1 (fur, hide)

Damage claws, bite, hug d10+4 (*hand*, *close*, *forceful*, *messy*, 1 piercing)

Instinct to fill its belly, to protect its young

- Rend, maul, crush
- Move with surprising speed and grace
- Sniff out food, or trouble

Great big silver-brown things, eating anything they can dig up or catch. They mostly hibernate through winter, and get especially bold and ornery in autumn as they try to fatten up. They've been known to wake up and forage even in winter, though.

They lair in big caves, usually two mates and maybe their cubs. Out and about, the bulls are usually found on their own; the sows on their own, or with their cubs. They're not usually aggressive towards people—unless surprised, extra hungry, or protecting the cubs. Then? Watch out.

Ceirwmawr

Solitary, *large*, *terrifying*, *fearless*

HP 16; **Armor** 0

Damage hoof d10+1 (*close*) or antlers d10+3 (*reach*, *forceful*)

Special quality awe-inspiring antlers

Instinct to tolerate no disrespect

- Toss aside a barrier or foe
- Suffer harm without flinching
- Make a show of strength

Majestic. Proud. Antlers so large you can scarce believe how deftly it moves through the woods. They are the royalty of deer. It is said that only the Pale Hunter can give them chase, and that any mortal who dares to stalk them quickly finds the tables turned.

Questions

- What special property does folklore say the ceirwmawr's antlers possess?
- What dire fate is said to befall those who slay a ceirwmawr without the Pale Hunter's permission?

Cougar
Solitary, *stealthy*, *cautious*, *athletic*
HP 12, **Armor** 0
Damage bite d10 (*hand*, *grabby*)
Special qualities keen night vision and sense of smell
Instinct to catch prey unawares
- Move into position, silently and unseen
- Pounce on prey, dragging them down (*forceful*)
- Bite down and rake (*messy*)

They don't usually hunt people. But when game is scarce, or some fool provokes them, they sometimes get a taste for human blood. Even then, they mostly leave groups alone, waiting for someone to fall behind or wander off. Mostly.

Cwisarff
Solitary, *small*, *stealthy*, *cautious*
HP 10; **Armor** 0
Damage venomous bite d10 (*close*)
Instinct to defend its current spot
- Wait patiently to spring on prey
- Hiss menacingly at a threat
- Bite quickly and ready to strike again

The vaunted "tree adder," most lethal serpent in the Wood, up to 6 feet long and dripping with venom. In warm months, they hunt and bask in the canopy or sunny clearings. In colder months, they hide in hollows and under logs, going into torpor in winter. They don't hunt people, but they don't fear them either.

When you are bitten by a cwisarff, mark a debility in addition to taking damage. Until the poison is treated, you can't regain HP and are in danger of further damage and debility.

Cynddaraig
Solitary, *large*, *terrifying*, *fearless*
HP 20; **Armor** 2 (scales)
Damage three-inch long teeth d10+3 (*close*, *reach*, *grabby*, *messy*, 3 piercing, advantage)
Instinct to dominate its territory
- Roar and unfurl its quills, making even brave warriors quail
- Bite a limb clean off
- To lose itself in primal fury

The mighty "rage drake," almost 10 feet tall and 20 feet from nose to tip of tail. Its jaws are full of knives. Blood-red patterns surround its eyes. A frill of feathered quills sprouts from its neck and runs down its back. Maybe a half-dozen of them stalk the whole Great Wood, and one hasn't been spotted near Stonetop for generations (Tor be praised).

Something interesting: They prey mostly on large game (wisents, tal gerdwyr, etc.). They'll attack people, but rarely hunt them.

Something useful: They attack people to establish dominance, seeing us as rivals. An appropriate offering or show of obeisance might calm one enough for you to get the hell out of there.

Feathered drake
Group, *stealthy*, *organized*
HP 6; **Armor** 1 (feathers, scales)
Damage boney crest d8+2 (*close*, *forceful*), talon & teeth d8+2 (*hand*, *messy*, 1 piercing)
Special qualities flightless
Instinct to spring on unwary prey
- Burst out of the brush
- Bash prey to the ground, senseless
- Surround downed prey, and rend

Bigger than a grown man, with a talon yea-long on each foot and that ridge on their heads they use to go crashing through the undergrowth. They might follow a party for days, waiting for them to let their guard down or for someone to fall behind. Then? Bam.

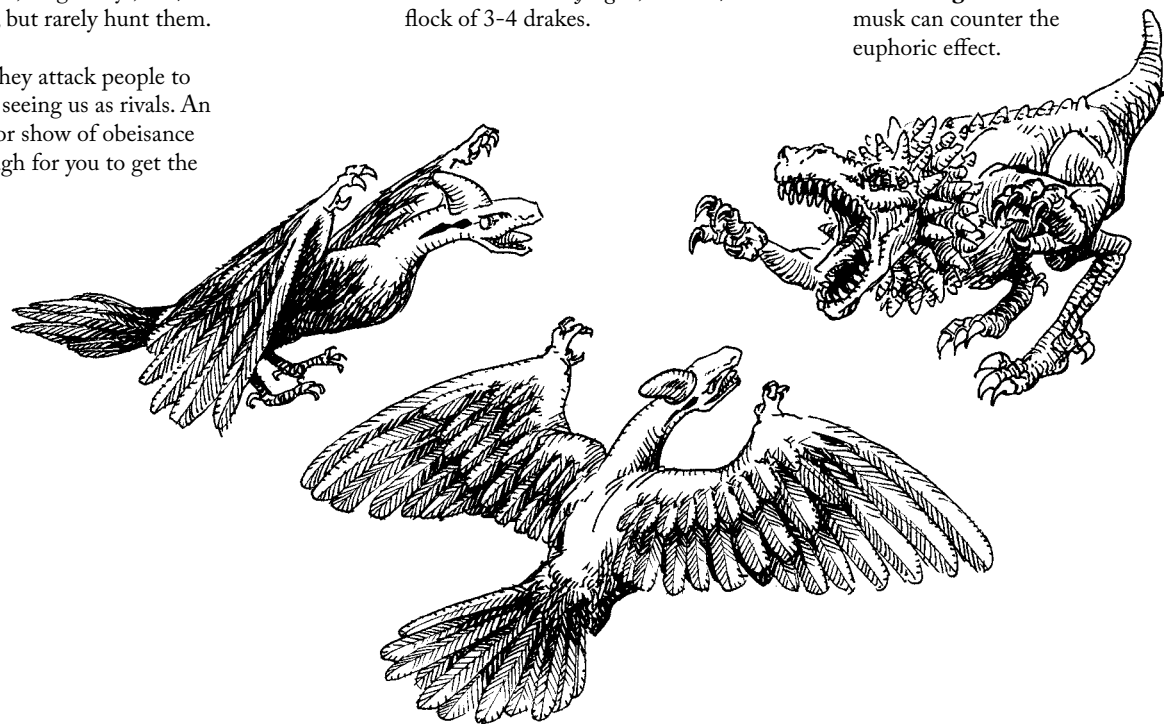
Their feathers are much-sought by merchants. You can harvest a ◇ bundle of drake feathers (*fragile*, Value 3) from a flock of 3-4 drakes.

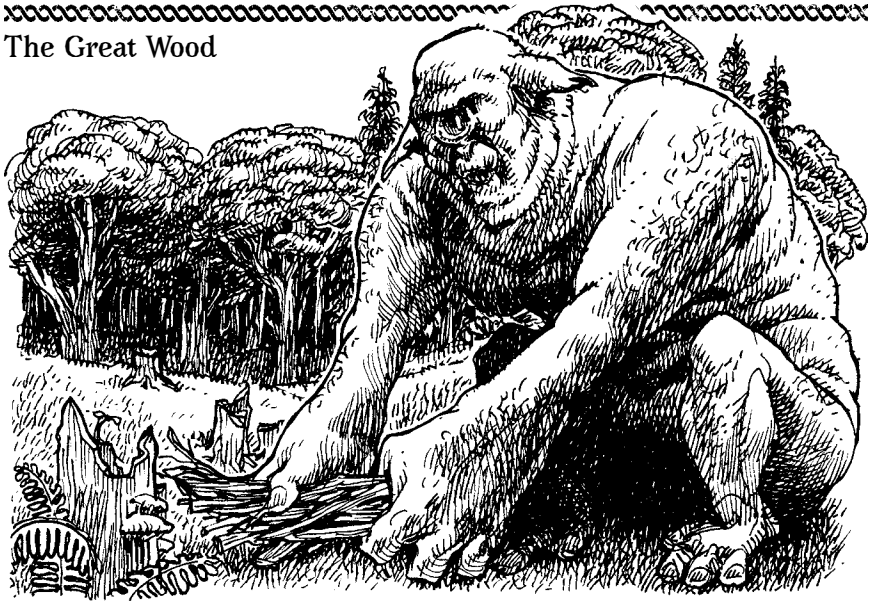
Gylglyd vines
Damage strangling vines d6 (*hand*, *grabby*)
Instinct to lure prey
- Ensnare their senses with beauty
- Lull their minds with euphoric scents
- Slowly entwine them, unnoticed, and hold them fast

Thick, velvety green vines that drape entire groves or clearings, speckled with flowers of iridescent blue and pink and yellow. The mind reels to see them, wanting to move closer. The flowers give off the sweetest scent, erasing all cares. But the wary might notice strange bulges in the hanging vines, or white bone beneath the carpet.

Something interesting: Gylglyd flowers are prized by herbalists and apothecaries, but nearly impossible to cultivate.

Something useful: A kerchief soaked in musk can counter the euphoric effect.





Hagr
Solitary, *large*, *terrifying*
HP 16; **Armor** 1 (blubbery hide)
Damage meaty hands d10+3 (*hand*, *close*, *grabby*, *forceful*) or tree trunk d10+5 (*reach*, *area*, *crude*, *forceful*) or hurled heavy thing d10+3 (*thrown*, *forceful*)
Instinct to compulsively shape its environment
- Fix someone with its evil eye, overwhelming them with fear
- Pluck things from the ground as if weightless
- Obsessively stack things to exacting standards
- Throw a tantrum when things aren't just right

Misshapen brutes with sagging flesh and one bulging eye so filled with hate it'll stop you dead in your tracks. They spend their days collecting fallen branches, looking for just the right one to add to their home of rotting logs. The others they pile neatly, reverently. Perhaps they were servants of the Green Lords, once bred to build, and now, long ages hence, building still.

Nailadd
Group, *cunning*, *stealthy*
HP 6; **Armor** 2 (carapace)
Damage venomous bite d8 (*hand*)
Special qualities webs, prodigious leaps
Instinct to capture prey and slowly consume it
- Leap on prey and knock it prone
- Inject a paralytic venom
- Drag helpless prey into the canopy and cocoon it

So far, these hound-sized spiders have thankfully avoided hunters and trappers in the Wood. They certainly haven't come near town. But they're out there, rest assured, and growing in numbers.

Something interesting: Nailadd venom paralyzes prey, rather than killing it.

Something useful: You can harvest the venom (d4 uses, *dangerous*, *reload*, Value 1) from an intact corpse. When you ***coat a blade in nailadd venom***, it deals +1d4 extra damage and numbs the wounded area.

Raselbaedd
Solitary, *large*
HP 20; **Armor** 4 (hide, unnatural resilience)
Damage gore d10+5 (*hand*, *close*, *forceful*, *messy*, 3 piercing)
Special qualities iron hide, always hungry, easily provoked, afraid of fire
Instinct to hold a grudge
- Rip things apart: armor, weapons, flesh
- Eat almost anything
- Refuse to back off or let go, even when dying
- Recover from even mortal wounds, over time

When a boar lives long enough, and survives enough close calls, and dines year after year on the roots and nuts of ferro trees, it eventually becomes a raselbaedd. The size of a horse, with tusks like short spears and a hide that's crisscrossed with scars and that bristles with broken blades.

When you ***deal 2 damage or less to a raselbaedd***, ***before armor,*** your weapon chips or shatters on its hide.

A raselbaedd's hide (*immobile*, Value 2) can be harvested by a competent hunter with a fine steel blade (2 piercing, Value 2). It can then be fashioned into 1d4 ◇ raselbaedd cuirasses (2 armor, Value 3). Doing so requires:

- ☐ An exceptional tanner
- ☐ An upgraded workshop with fine steel tools (Value 3)
- ☐ A season of labor per cuirass

Tal gerdwyr
Group, *huge*
HP 14; **Armor** 2 (feathers, scales)
Damage trample, kick d8+5 (*close*, *forceful*), tail sweep d8+5 (*reach*, *area*, *forceful*)
Special quality extremely long neck
Instinct to get annoyed
- Bellow loudly
- Smash down or through a barrier
- Reach very, very high up

The Forest Folk would sometimes tell stories of the "tall walkers," drakes with necks like trees and bodies like small hills, draped in feathers that look like vines and leaves. Supposedly, they roam deep in the forest, blithely chewing leaves from the canopy and singing mournful songs to each other.

Wisent
Group, *large*, *cautious*
HP 10; **Armor** 0
Damage headbutt, gore, trample d8+3 (*hand*, *close*, *forceful*)
Instinct to protect the herd
- Put itself between a threat and the young
- Stampede (*area*, *forceful*, *messy*)
- Leap a surprising height and distance, even from a standstill

Forest bison travel in herds of up to twenty, but only the bulls typically fight. When cornered, though, even the sows can be dangerous due to their mass and strength.

Wolf
Group, *organized*, *cautious*
HP 6; **Armor** 0
Damage bite d8 (*hand*, *grabby*)
Qualities keen sense of smell
Instinct to bring down the weakest prey
- Follow prey for miles on end
- Surround, flank, and harry
- Clamp down, eventually crushing bone

Green Lords

In the time of the **Makers** (page 264), the Green Lords ruled the **Great Wood** (page 200) and what is now **Ferrier's Fen** (page 116). They grew things, bred and cultivated. They bent the **spirits of wild** (page 356) to their will, and brought forth new forms of life—some of which would eventually become the **Forest Folk** (page 150).

Yet while they mastered life itself, they feared death. They dreaded the bleak eternity waiting behind the **Last Door** (page 70). They bred the **Fae** (page 94) out of spirit and flesh, and harnessed their power to craft false afterlives. And: it worked. Dozens of Green Lords had themselves mummified and entombed, dreaming forever of decadence and wonder.

Some of the Fae, however, grew to resent their servitude. They plotted in secret and rose up against their masters. They gutted tombs, put the living to the sword, and sent the survivors running.

The Green Lords, in panic and desperation, called on the **Things Below** (page 412) and used their power to quash the rebellion. But this in turn drew the ire of other Makers. They worked a mighty magic that collapsed a vast swath of Green Lord territory, sinking it into a mire and killing thousands. The Fae rallied and besieged the survivors at **Vor Svetelik** (page 468). Their cause lost, the Green Lords unleashed a last great wave of horror before retreating into the bowels of the earth. There they have remained, growing ever more twisted and vile, becoming the **Fomoraij** (page 136).

Names

Slavic-sounding: Athanasi, Bogdana, Chedomir, Dozhena, Darobor, Jigorii, Kresimira, Mstislava, Nikalor, Radomira, Tikomar, Tomila, Vecheslav, Voitsek, Yaroslana, Yevena.

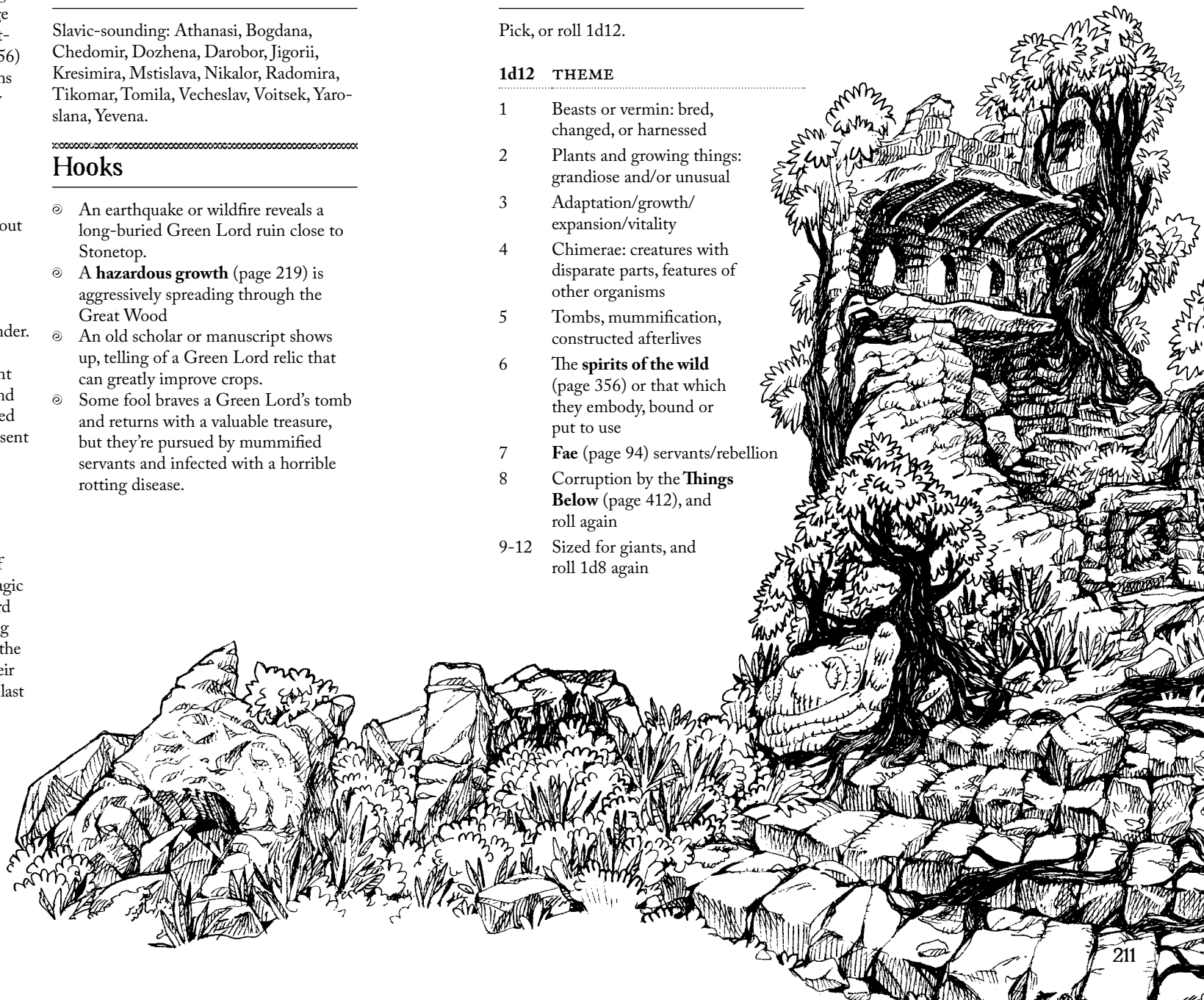
Hooks

- An earthquake or wildfire reveals a long-buried Green Lord ruin close to Stonetop.
- A **hazardous growth** (page 219) is aggressively spreading through the Great Wood
- An old scholar or manuscript shows up, telling of a Green Lord relic that can greatly improve crops.
- Some fool braves a Green Lord's tomb and returns with a valuable treasure, but they're pursued by mummified servants and infected with a horrible rotting disease.

Themes

Pick, or roll 1d12.

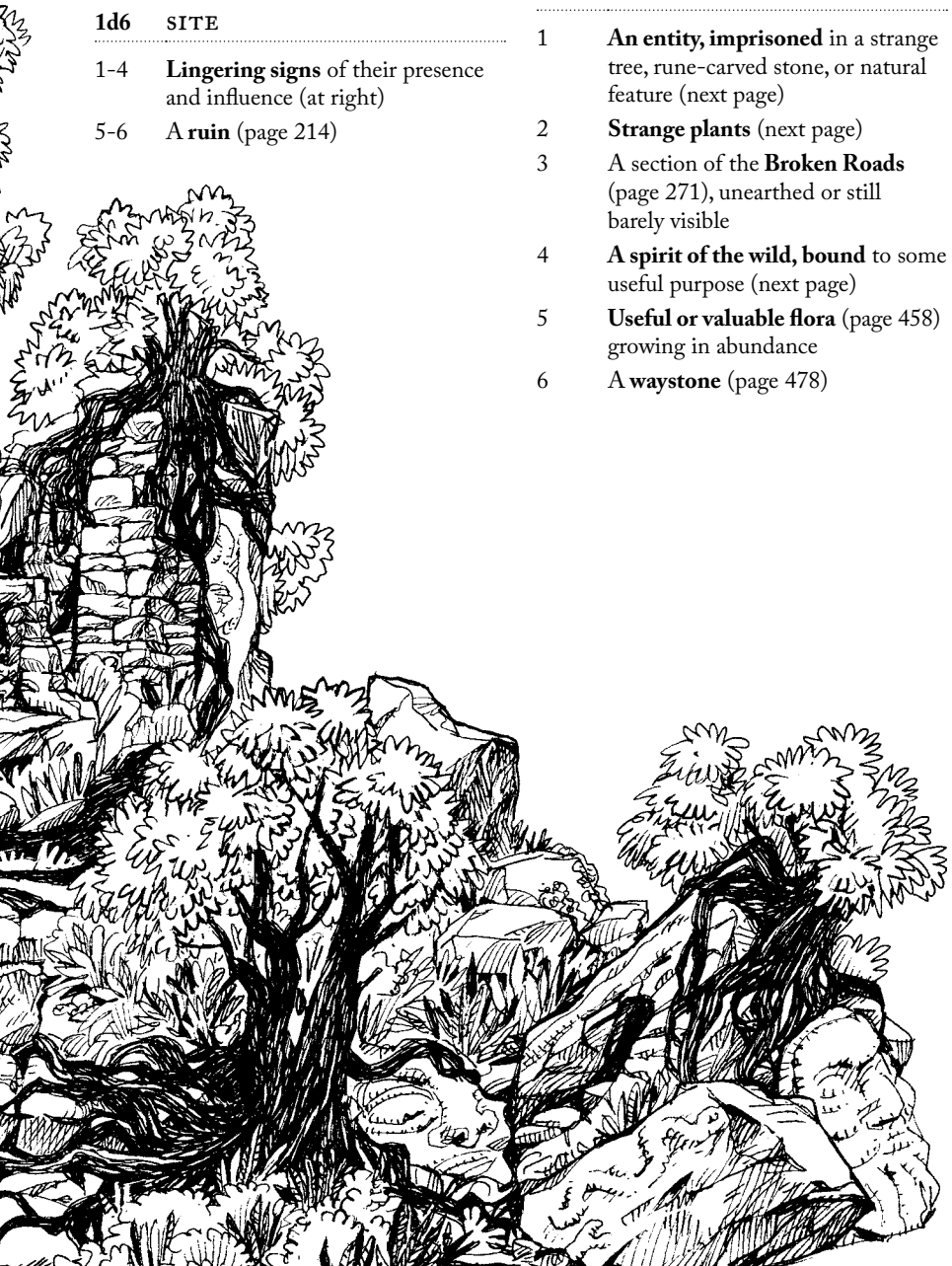
1d12	THEME
1	Beasts or vermin: bred, changed, or harnessed
2	Plants and growing things: grandiose and/or unusual
3	Adaptation/growth/expansion/vitality
4	Chimerae: creatures with disparate parts, features of other organisms
5	Tombs, mummification, constructed afterlives
6	The **spirits of the wild** (page 356) or that which they embody, bound or put to use
7	**Fae** (page 94) servants/rebellion
8	Corruption by the **Things Below** (page 412), and roll again
9-12	Sized for giants, and roll 1d8 again



Sites

Pick, or have someone roll the Die of Fate.

1d6	SITE
1-4	**Lingering signs** of their presence and influence (at right)
5-6	A **ruin** (page 214)



Lingering signs

Pick, or have someone roll the Die of Fate.

1d6	SIGN
1	**An entity, imprisoned** in a strange tree, rune-carved stone, or natural feature (next page)
2	**Strange plants** (next page)
3	A section of the **Broken Roads** (page 271), unearthed or still barely visible
4	**A spirit of the wild, bound** to some useful purpose (next page)
5	**Useful or valuable flora** (page 458) growing in abundance
6	A **waystone** (page 478)

An entity, imprisoned

For example:

- A tree with a metallic sheen, its wood infused with iron. Its trunk spirals around itself, like a spool of yarn, a rebellious Fae trapped within.
- A man-sized mass of blood-sucking insects—an entity of pain and disease—imprisoned in amber.
- A mighty old elder tree, its bark like bone, oozing black sap from the deathless horror it holds bound in its roots.
- A great hunk of stone, reminiscent of a ravenous, howling beast, wrapped in petrified vines and roots and mostly buried/submerged.
- A Fae locked in the form of a tree, a snarl of defiance barely visible.

Strange plants

For example:

- A grove of trees, planted in strangely regular patterns (neat rows, spirals, etc.)
- Trees/vines, their trunks or stalks woven around each other to form walls, curtains, ceilings, etc.
- Shrubs/briars in crude topiary shapes with no obvious tending
- Grand sculptures of living wood that memorialize long-dead Green Lords
- Moss, lichen, mold, or fungus that glows, or hums, or gives off heat, etc.
- Plants made partially of impossible material (flowers/leaves of glass, bark infused with metal, a vine with thorns of bone, a petrified tree that blooms with normal flowers, etc.)
- An enormous and ancient tree, festooned with **gylglyd vines** (page 207) that protect some Green Lord artifact.

A spirit of the wild, bound

For example:

- A spirit of winter/hibernation bound to a grotto by vines growing in runic patterns. Other runes fill those who approach with dread. An ancient being lies in torpor within.
- A clearing or meadow lush with an edible grain, tended by a **fertility spirit** (page 360) bound to a menhir standing in the field's center.
- An orchard of fruit trees, guarded by a **birdwaig** and her **glasbren** daughters (page 366), a long family of spirits and trees bound by an ancient oath to the Green Lords.
- A ring of five ancient willow trees, each with a rune-carved hollow, surrounding a stretch of mire. A spirit of reclamation and decay is bound within. Anything that enters the mire will soon be sucked into the muck, where it will decompose and dissolve at an alarming rate.
- A huge stone altar on a treeless hilltop, exposed to the sun. A spirit of growth and vitality is bound within, fed by blood and bestowing gifts of strength.
- An obelisk of milky white crystal, pushing out of the loamy soil, shot through with tendrils of vine that form looping runes of binding. The spirit bound within can pull forth maladies and afflictions from those who touch it, but the spirit is willful and the process is excruciating.

Ruins

Pick or roll for THEME (page 211), STRUCTURE, PURPOSE, ARCHITECTURAL ELEMENTS, and CONDITION. Place it in an appropriate terrain (see page 202 for the **Great Wood** or page 118 for **Ferrier's Fen**). Populate it with **lingering signs** (page 212), **artifacts** (page 216) and/or **dangers** (page 218) of the Green Lords or the appropriate region.

1d6	STRUCTURE
1	Sprawling compound of "smaller" buildings
2	Single, smaller building
3	Earth-covered mound
4	Ancient trees, rooms and structures built into hollows and on crooks
5	Underground vault(s)
6	Ziggurat/pyramid/dome

1d6	PURPOSE
1	Dwelling (home, barracks, dormitory, etc.)
2	Containment (fortress, prison, kennel, menagerie, etc.)
3	Storage (cellar, vault, warehouse, library, collection, etc.)
4	Production (workshop, nursery, factory, kitchen, abattoir, etc.)
5	Esoteric (laboratory, shrine, surgery, etc.)
6	Tomb (of a Green Lord, their ancestors, their servants, their creations, etc.)

1d6	ARCHITECTURAL ELEMENTS
1	Huge slabs of smooth stone (white marble, granite, serpentine) carved with scrollwork and bas reliefs
2	Moss and lichen, of striking colors, growing in decorative patterns
3	Amber, agate, geodes, even unworked boulders of interesting shape
4	Ivory, bone, horn, antler, fur, silk—sometimes fused with or growing from wood or stone
5	Pillars, arches, or even walls of petrified wood, seemingly grown into shape
6	Vines and tendrils (often petrified or metal-infused) clinging to surfaces in branching whorls, sigils, and runes

Most Maker-ruins are sized for giants—people two or even three times as tall as humans—but often with smaller-scale rooms, passages, and so forth for their servants.

1d6	CONDITION
1-2	Shattered and laid waste by time, war, or vandalism; mostly buried, submerged, and/or overgrown; its purpose unrecognizable
3-4	Crumbling, largely buried, submerged, and/or overgrown
5	Buried, submerged, and/or overgrown, but mostly intact
6	Fully visible and strangely well-preserved

See **Vor Svetelik** (the ruined city of the Green Lords, page 468) for additional examples.

Many Green Lord ruins feature (or are preserved by) **Fae domains** (page 102).

The PCs are tracking nailadd (giant jumping spiders) through the Great Wood, and I think that they're heading for a Green Lord ruin. I roll a 6 for theme (the spirits of the wild, bound or put to use), a 6 for structure (ziggurat/pyramid/dome), a 4 for purpose (production), a 4 for architectural elements (ivory, bone, horn, antler, fur, silk), and 3 for condition (crumbling, largely buried and overgrown). I ponder for a little, then come up with this:

A crumbling ziggurat, half-collapsed and mostly covered with dirt, trees, and webs. Inside is a smaller ziggurat that bears a silk tapestry of the Mother-of-Spiders, a powerful elemental spirit. In days of yore, this place was filled with spiders of all sizes, spinning silk and weaving impossible fabrics for the Green Lords. Now, the spiders merely grow large, and hungry, and strangely intelligent.

Artifacts

Various treasures

- **A ◇ mummified bird in a clay pot** (*fragile*, Value 0)
- **A number of ◇ corroded bronze hatchets** of ancient make, with beautifully preserved wooden grips (*crude* and Value 0 as-is; *hand* and Value 1 if restored)
- **A beautiful silk shirt**, embroidered with vine-like patterns (Value 1)
- **Stacks of raw, unworked timber** with a metallic sheen to the grain; incredibly strong but incredibly difficult to work (*immobile*, Value 2)
- **A coat of scale armor** for someone 20 feet tall. The scales are strange, organic, semi-translucent and iridescent around the edges. Thick, twisting vines grow from the armor where a body should be; nothing else grows nearby. The armor is impractical and creepy, but if extracted intact, it could fetch a decent price (*immobile*, Value 2) to a collector.
- **An oversized ◇◇ drinking horn**, gold and amber fused into the horn in impossible ways (Value 3)
- **A tall, thick, gnarled tree** bearing large, delicious fruits in early autumn. Provides as many ◇ provisions (4 uses) as the PCs care to take, and could be cultivated into a rhoillyg orchard.

A large urn

immobile, *magical*

When the ***urn is unoccupied and a Fae looks inside***, it is compelled to crawl in (it can always fit). If you ***then close the lid***, the Fae is trapped and the urn slowly and painfully peels away its knowledge, essence, and sense of self. In time, nothing remains but a pile of pearls (Value 2).

· STEADING IMPROVEMENT ·

☐ RHOILLYG ORCHARD

Requires both:

- ☐ A ◇ sack full of rhoillyg seeds
- ☐ An herbalist of considerable skill and patience

And either of these, to germinate the seeds:

- ☐ A year or so of experimentation
- ☐ Advice from a knowledgeable source

And then each of these:

- ☐ A full spring, to sprout and cultivate saplings
- ☐ Pulling Together once, over the course of a summer, to clear and plant the orchard
- ☐☐ Protecting the orchard through two more summers

When you ***mark all the requirements***, increase Fortunes by 1 and add "Rhoillyg Orchard" to both the Resources list and the steading map. Henceforth, the steading generates +1 Surplus in summer and another +1 Surplus when the autumn harvest is complete.

A vine in a rune-carved pot

◇, *magical*

It's about as thick as your finger and maybe 30 feet long stretched out, with skinny little tendrils. It looks rather dried out, but moves slightly if you touch it or its pot. If you water it, it twitches excitedly.

A plant spirit is bound to the vine and pot. If you befriend it and carry its pot, it will animate and act as a follower: *grabby*, *clever*, *playful*; **HP** 3; **Damage** 0; **Instinct** to not let go; **Cost** affection, play time.

A fang-dagger

hand, *magical*, +1 damage

An 8-inch fang, bound to a wooden hilt by fiber that never rots. A cruel-looking thing, with strange carvings along the blade.

Something interesting: The fang looks like it came from a **cynddaraig** (page 206), and the markings are definitely some sort of spell related to blood and soil.

Something useful: When you ***bury the fang-dagger and water the soil with blood***, the ground buckles and bulges. A minute later, a full-grown cynddaraig bursts from the soil—angry, confused, and hungry. The spell grants no control over the beast and provides no way to dismiss it. The dagger is gone, now a tooth in the rage-drake's maw.

A big stone coffer

immobile, *magical*

Carved from serpentine, 4 feet by 2 feet by 2, with a heavy stone lid. When found, it's likely half-full with soil. To those sensitive to such things, it thrums with the power of fertility and growth.

When you ***add fresh soil to the coffer, plant seeds in it, and close the lid***, the seeds will germinate and sprout overnight. Each seed will sprout only once, and the sprouts henceforth grow at a regular rate, regardless of whether they stay in the coffer or are planted elsewhere.

With coordination, this could lead to a boom in Stonetop's gardens and +1 Surplus each summer. In the hands of a skilled herbalist, this can greatly improve an herb garden and allow the cultivation of rare or difficult plants. The herbalists of Marshedge would kill over this—or even start a war.

Small clay jars

fragile, *magical*

A number of earthenware jars, about the size of a pinecone, sealed with wax and seemingly empty. When opened (or broken) a fine cloud of dust puffs out. The dust is, in fact, chogor spores.

When ***someone is exposed to chogor spores***, the spores quickly start to grow on them in masses of vine-like ferns. They will—in a matter of seconds—ensnare and restrain their victim. After about an hour, the ferns die and rapidly dry out, but until then, it's like being bound up in twine.

Minor arcana

Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1	**A strange skull and antlers** (page 520)
2	**A giant oak leaf** (page 517)
3	**A huge wooden sphere** (page 513)
4	**A stretched vellum** (page 521)
5	**A patch of rainbow moss** (page 521)
6	**A crumbling arch** (page 520)

Major arcana

These might very well be associated with the Green Lords.

- The **Twisted Spear** (page 542)
- The **Shield of the Wisent Witch** (page 554)

Dangers

Bound Entities

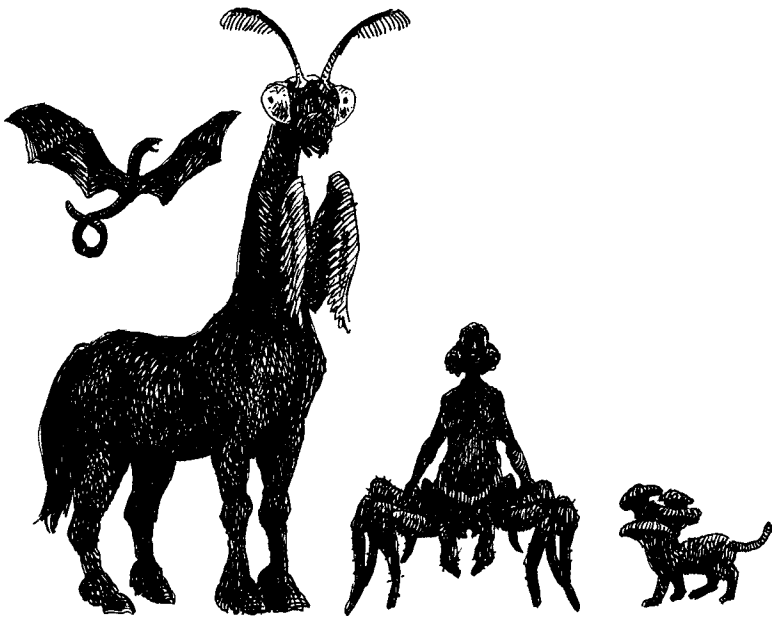
- **Spirits of the wild** (page 356), forced or enticed to perform a particular task or to protect a particular place
- **Fae** (page 94), loyal and still serving their embalmed masters (possibly bitter and questioning their fate) or rebellious and imprisoned for their crimes
- Spirits and beasts **corrupted** by the Things Below (page 432), either locked away by the Green Lords, or weaponized against the Fae
- **Plasmic horrors** (page 477), which once served as blank canvases for fleshweaving

Chimerae

The Green Lords meddled wantonly with life, mixing creatures in impossible ways to suit need or whim. Some such creatures linger, breeding true or having survived for hundreds of years.

Pick or roll for PURPOSE, ABILITY, SIZE, and COMPOSITION. Allow purpose, ability, and size to inform the elements of its composition, and what traits it has from each element.

1d12	PURPOSE
1-2	War/destruction/murder/hunting
3-4	Defense/protection/companionship
5-6	Experimentation/insight/curiosity
7-8	Labor/industry/mundane tasks/convenience
9-10	Something obscure, or very specific
11-12	Roll 1d10 twice and combine



1d12	ABILITY
1	Burn/dissolve/destroy/drain
2	Transform/mutate/change
3	Control/influence minds or emotions
4	Wield/produce/ignore elements or energy
5	Poison/disease/infect
6	Hide/mimic/disguise
7	Entangle/trap/engulf/subdue
8	Attack at range/over an area
9	Prowess/mobility/speed
10	Strength/toughness/durability
11-12	Roll 1d10 twice

1d12	SIZE
1-2	Cat-sized or smaller (*tiny*)
3-4	Like a human child (*small*)
5-8	Human-sized
9-11	Like a horse, a cart, etc. (*large*)
12	Like an elephant, or bigger (*huge*)

1d12	COMPOSITION
1-4	Beast + beast
5-6	Beast + plant
7-8	Beast + mineral
9-11	Beast + roll again with 1d8
12	Person + roll again with 1d8

Hazardous growth

Pick or roll for FORM and PERIL, possibly rolling the Die of Fate for size/scope/scale. Maybe consider how it's **useful/valuable** (page 461) as well.

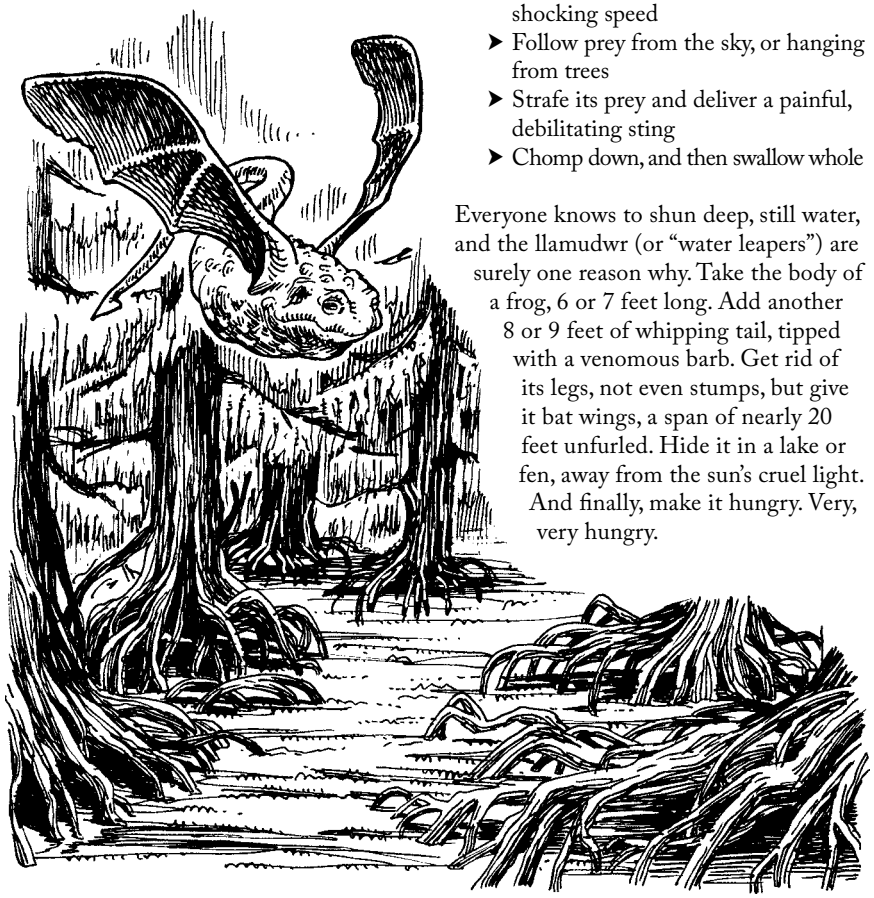
1d12	FORM
1-2	Invisible to the naked eye/spores/dust
3-4	Mold/moss/lichen/slime
5-6	Mushrooms/puffballs/stinkhorns/fungus
7-8	Vines/briars/brambles/shoots
9-10	Flowers/plants/ferns/grasses
11-12	Tree(s)/shrubs/bushes/hedges

1d12	PERIL
1	Crushes, strangles, cuts, stabs (possibly animate)
2	Eats away, dissolves, absorbs (tissue or specific material)
3	Grows incredibly quickly, overwhelms, ensnares
4	Infects, colonizes, sickens, changes
5	Poisons, weakens, subdues
6	Causes dizziness, hallucinations, delusions
7	Releases spores/pollen/etc. that irritate, obscure, agitate
8	Draws attention (via noise, phosphorescence, scent, etc.)
9-10	Roll 1d10 twice and combine
11-12	Roll again with 1d10 but make it weird—elemental, psychic, spiritual, extremely specific, etc.

See **Vor Svetelik** (ruined city of the Green Lords, page 468) for specific examples.

The Unquiet Dead

- **Ghosts** (page 76) of the Green Lords and their many servants, who died in battle or sudden cataclysm.
- **Specters** (page 79) of Green Lords who were murdered by trusted servants.
- **Wraiths** (page 79) of Green Lords who were mummified and entombed, only to have their false afterlives ruined by treachery and war.
- **Nemurvojak** (page 476), the corpses of mortal servants, reanimated by demon-seed



Llamudwr

Solitary, *large*, *construct*, *corrupted*, *cautious*, *stealthy*

HP 16; **Armor** 4 (resilience), 0 vs. bronze

Damage stinging tail d10+1 (*reach*), crunching bite d10+1 (*hand*, *grabby*, *messy*, 1 piercing)

Special qualities clumsy when grounded, hates the sun

Instinct to fill its belly and retreat beneath the water

- Lurk unseen, pick a target, and wait until sunset
- Leap out of the water with shocking speed
- Follow prey from the sky, or hanging from trees
- Strafe its prey and deliver a painful, debilitating sting
- Chomp down, and then swallow whole

Everyone knows to shun deep, still water, and the llamudwr (or "water leapers") are surely one reason why. Take the body of a frog, 6 or 7 feet long. Add another 8 or 9 feet of whipping tail, tipped with a venomous barb. Get rid of its legs, not even stumps, but give it bat wings, a span of nearly 20 feet unfurled. Hide it in a lake or fen, away from the sun's cruel light. And finally, make it hungry. Very, very hungry.

Mummified Green Lord

Solitary, *large*, *spirit*, *undead*, *magical*, *cunning*, *cautious*, *organized*, *terrifying*

HP 24; **Armor** 4 (potent wards), 0 vs. fire

Damage mighty blows d10+2 (*hand*, *close*, *forceful*)

Special qualities tethered to canopic jars, can sense all that happens in its tomb

Instinct to preserve its glorious afterlife

- Animate its preserved corpse
- Overawe anyone in its presence
- Twist, mutate, or transform living things with a gesture
- Wield nearby plants and beasts as extensions of itself
- Regenerate its corpse, even if burned, unless its canopic jars destroyed

They lie entombed, their corpses embalmed, their souls bound to the heavily-warded canopic jars that store their most-vital organs. Yet those souls linger forever in Fae-woven realms of glamour and delight. In these realms, the Green Lords are as gods. They are loathe to leave them, and rarely need to. But should their existence be truly threatened, they will return to this world of base flesh, inhabit their long-dead bodies, and punish any intruders with the savagery of the cruelest beasts.

Mummified servant

Horde, *spirit*, *undead*, *organized*, *relentless*

HP 11; **Armor** 0

Damage choking grip d6 (*hand*, *grabby*), spear d6 (*close*, 1 piercing)

Special qualities takes +1d4 damage from fire, tethered to canopic jars

Instinct to destroy intruders

- Animate its preserved corpse
- Surround intruders and hem them in, cutting off escape
- Keep fighting with limbs that have been severed
- Regenerate its corpse, unless burned or its canopic jars destroyed

Some of the Green Lords were mummified and interred with their most faithful mortal servants. These servants get to enjoy their master's false afterlife, but when threats to the tomb arise, they are sent back to their corpses, to rise and crush any intruders they find.

Rhagedn
Horde, *construct*, *stealthy*
HP 3; **Armor** 2 (woody hide)
Damage talons, antlers d6+2 (*hand*, *messy*, 1 piercing)
Special qualities clumsy fliers
Instinct to protect their nests
- Shift into a better position while unobserved
- Strafe their prey (*forceful*) and return to the skies
- Roost on earth or stone or wood, sinking in talons, furling its wings, and becoming like woody stumps or boughs

Hunched humanoid forms carved of wood, with great wings, taloned feet, and heads crowned with branch-like antlers. They were made by the Green Lords to be sentinels and guardians, to watch over their borders and their most important sites. Now, ages and generations later, they still watch, and wait, and protect their nests.

Something interesting: The tales say that the song of a redbreasted bluebird will keep the rhagedn still, letting folk pass unmolested.

Something useful: It just so happens that you know how to whistle the tune (whether or not you can whistle it well enough is questionable).

Swyn
Solitary, *large*, *construct*, *corrupted*, *stealthy*, *magical*, *devious*, *cautious*, *hoarder*
HP 20; **Armor** 4 (resilience), 2 vs. bronze (scales)
Damage bite & constriction d10+3 (*hand*, *close*, *forceful*, *grabby*)
Instinct to indulge its ego
- Appear out of nowhere and lock eyes
- Hold its prey fast with gaze and soothing words
- Plant a suggestion in its victim's mind
- Turn the weak-willed into fawning servants

Swyn are great serpents with simian heads and hypnotic eyes. The Green Lords bred them out of desperation, borrowing secrets from the Things Below. They wanted spymasters and saboteurs. What they got was a race of petty, craven narcissists.

Each swyn fancies itself the greatest, the most beautiful, the most magnificent of beings. They have exacting tastes, far more subtle and refined than any of their peers. But should you embarrass, defy, or simply bore one, expect to be brutally devoured.

Few of these creatures survive, thankfully. The Fae hunt them and they shun others of their kind, jealous of territory and wealth. But every dozen years or so, some urge drives them all to the ruins of **Vor Svetelik** (page 468), entourage in tow, where they engage in ostentatious displays and mating rituals. There, amidst the sick white trees, the next brood of swyn are seeded. There, perhaps, these foul things might be wiped out once and for all.

When ***the swyn compels you to act against your will***, mark XP if you do what it wants. If you resist, you are Defying Danger.

Zrajedak
Solitary, *large*, *construct*, *corrupted*, *devious*, *terrifying*, *stealthy*
HP 16; **Armor** 4 (resilience), 1 vs. bronze (hide)
Damage maw full of iron teeth d10+3 (*hand*, *messy*, *grabby*, 1 piercing, advantage), iron tail-quills d10+1 (*near*, *area*, *reload*)
Special qualities keen sense of smell
Instinct to torment its prey
- Assume a form similar to that of its prey, but just a little off
- Reveal its horrible, smiling maw
- Cripple a victim and let it suffer
- Chew right through a limb

When the Fae rebelled, the Green Lords made living weapons to use against them. The zrajedak—or "treachery-eaters"—were one such weapon. They merged the body of a lion, the tail of a spiney drake, and the face of their mortal servants, and then infused it all with iron, and malice, and the cruel power of the Things Below.

Some of these horrors are trapped by Fae magic. Others remain in stasis, yet to be unleashed on the world. But surely some few stalk the world still, for the Forest Folk would tell hushed tales of them. "Never trust someone who will not show you their teeth," they'd say, "for Zrajedak smiles only before he bites."

Helior, the Daybringer

Helior is one of the four main **gods** (page 178) of Stonetop. He is the god of the sun and light, beacon of hope and mercy, the fiery foe of the dark.

If one of your initial PCs has the Lightbearer playbook, then they will answer many of the questions in this section via their presence, their background, and the decisions they make during character creation and introductions. Defer to that PC as the expert on Helior in your game, but don't forget to ask other PCs for their opinions and experiences, too.

Themes

Pick, or roll 1d12.

1d12	THEME
1-2	The sun/day/light
3-4	Hope/courage/aspiration
5-6	Mercy/charity/kindness
7	Truth/revelation
8	Fire/burning/warmth
9	Glory/awe/majesty
10	Radiance/beauty/intensity
11	Refuge/sanctity/defense
12	Purification/cleansing/redemption

Questions

According to the tales…

- How did Helior come to be (a god)? What's his origin story?
- How did he obtain or create the White Flame?
- Which god is his rival/ally/lover/kin?
- Where does the sun/Helior go each night?
- What causes eclipses? What do they mean or portend?
- Who was famously martyred in Helior's name? Who killed them, and why?

Use the answers to help decide what Helior's **true nature** is (page 180).

Hooks

- A devotee of Helior ministers in a nearby town, fomenting dissent.
- A child is born with a sun-shaped birthmark during a solar eclipse.
- The spirit of the prior Lightbearer appears to a PC and assigns them a quest.
- A Manmarcher **chief** (page 289) acquires a relic of the prior Lightbearer and seeks to auction it off.
- A charlatan or **sorcerer** (page 435) claims the mantle of Lightbearer.
- Spring fails to come; omens point to Helior being trapped or wounded.

Veneration

What is the worship of Helior like? It might be… (pick 1)

… ancient, widespread, and well-known;
… most common in **Lygos and the South** (page 256);
… a new thing, still unheard of by many;
… an old thing, forgotten by most; or
… widely persecuted.

And how is Helior properly worshipped? It might involve… (pick 1 or 2)

… solemn hymns;
… serene meditation;
… joyful song;
… ascetic denial;
… fervent dancing;
… formal ceremonies;
… drugs & intoxicants; and/or
… pain & sacrifice.

Consider or ask:

- Why does the worship of Helior involve the things it does? According to his devotees, why do these things please him so?
- How do these practices change from community to community?
- How are the solstices celebrated or observed?
- If the worship of Helior is foreign/new/forgotten/persecuted: what other god or gods of the sun are worshipped around here? (See page 184 for guidance)

Places of worship

Helior has a shrine in Stonetop's pavilion of the gods. Outside of Stonetop: consider whether anyone in this community worships Helior, and where.

For any given place of worship:

- What is it? (A shrine, a hermitage, an orchard, a natural feature, etc.)
- Where is it? (In a private home, a public building, outside of town, etc.)
- How is Helior represented?
- What symbols/trappings adorn it?
- Which of his **themes** (previous page) are emphasized?
- Who tends to it?

What is this place of worship like? It might be… (pick 1)

… given a place of high honor, above all other gods;
… well-tended and given due respect;
… newly established/recently restored;
… fallen into disuse and disrepair;
… hidden away, where only the faithful know to look;
… some variation on the above; or
… something else entirely.

The Lightbearer

The Lightbearer is or was the appointed servant of Helior, wielder of his power and grace. There has only ever been one active at a time. If one of your PCs has the Lightbearer playbook, they're it.

If no PC has the Lightbearer playbook, then consider or ask:

- How many Lightbearers have there been?
- Is a Lightbearer currently active in the world?
- If so, where do they dwell and how well known are they?
- If not, when did the last Lightbearer live?
- What are/were they like, personally?
- What great deeds are/were they known for?
- Who are/were their greatest allies? Their greatest foes?
- How is the mantle of Lightbearer said to pass or manifest?

Should an NPC Lightbearer (or their spirit) oppose or cause trouble for the PCs, write them up as a threat (a *wildcard* if they still live, a *magical entity* if they cause trouble from beyond).

Remember: NPCs don't have playbooks. An NPC Lightbearer might have tags or moves reminiscent of a PC Lightbearer, or not.

Devotees

Helior is a generous god, one who brings light and warmth to the world. He calls on humanity to do the same, to live lives of mercy, charity, and hope. Only a few devotees truly heed his call.

In any given community, ask or consider:

- How many devotees of Helior reside here?
- Is there a formal cult or order, or just likeminded individuals?
- Who is most notable among them?
- How much influence do they have?
- What charitable work(s) do they pursue?
- Who in the community resents them?
- What contact do they have with devotees from other settlements?

Should the Heliorite devotees of a community oppose or cause trouble for the PCs, write them up as a threat (like a *wildcard*, but maybe an *institution*).

Entities of darkness

The Lightbearer playbook has moves and invocations that affect creatures or spirits "of darkness." The **Things Below** (page 412) definitely count, as do any corrupted beings. Spirits of night and dark places (like caves) probably count, too. Undead are almost certainly entities of darkness, but maybe there are exceptions?

Ask the Lightbearer what they think makes something a creature or spirit of darkness. Consider what you know about the entity in question, and make a ruling. When in doubt, defer to the Die of Fate or the result of an appropriate move.

Artifacts

Various treasures

- A vial of lemon-infused oil (Value 0)
- A copper torc decorated with a stylized sun (Value 1)
- A circle of bronze sigils two paces wide, inlaid into a stone floor; blessed by Helior, a ward against spirits of darkness (*magical*, *immobile*, Value 2)
- A lit ◇ oil lamp that consumes no oil; it will burn forever unless snuffed, blown out, or spilled (*magical*, *fragile*, Value 2)
- Holy relics (○○○ uses, Value 3 to a collector): if you have one in your inventory when you Invoke the Sun God, you can mark a use in lieu of choosing a consequence
- A ◇ crown of white gold, that shines with holy light (*reach*, *area*) when worn by one with a pure soul (*magical*, Value 4)

Minor arcana

Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1-2	**A gold ring** (page 516)
3-4	**A gold butter lamp** (page 527)
5-6	**A rusty steel blade** (page 534)

Dangers

Associated entities

- An **archon** (page 302), set to guard a holy site (like the Lightbearer's tomb)
- A southern **assassin** (page 261), paid to murder the Lightbearer or a problematic devotee
- An elemental **spirit of fire** (page 360), consecrated by Helior, passionate and righteous

Pilgrims

Threat (*rabble*)
Instinct to find succor and purpose
- Grow in numbers: a steady trickle, a constant stream, a tide
- Demand time, attention, consideration
- Strain or consume resources
- Get into trouble with the locals
- Misinterpret teachings
- Split into factions

As a Lightbearer grows in power, word of their miracles will likely spread. Pilgrims are likely to follow. They seek out the Lightbearer for healing, direction, or purpose.

Fanatic

Group, *organized*, *devoted*
HP 10; **Armor** 0
Damage weapons d8 (tags by weapon)
Instinct to protect their beliefs
- Make a passionate argument
- Suffer for the cause
- Do evil for the greater good

A Lightbearer often attracts faithful followers, as do some of Helior's more charismatic devotees. Some of these followers might take things a little far.

Hillfolk

The **Steplands** (page 372) are home to dozens of nomadic bands, collectively called the Hillfolk. The bands are tied together into a bewildering tapestry of kinship and intermarriage and treaty, rivalry and blood feud and long-standing grudge.

Some Hillfolk roam the **Flats** (page 126) in warmer months. Some bands trade with Stonetop, at least on occasion, signaling to them at **Titan Bones** (page 448). Others trade with **Marshedge** (page 274), and still others with **southern merchants** (page 259). They have little contact with the **Manmarchers** (page 282), and tend to treat them with suspicion.

Their wariness towards the Manmarchers is nothing, though, compared to their contempt for **Gordin's Delve** (page 190). The Hillfolk view mining metal ores as sacrilege. They'll gladly steal from the Delvers or loot their corpses, but only the most debased Hillfolk trade peacefully with Gordin's Delve. And only the most shunned and shamed will actually move there and call the mining town home.

Names

Breton-inspired, but missing vowels and clipped-sounding: Adm, Blej, Cirl, Davth, Elst, Gwilm, Gwenl, Henri, Ines, Jenfir, Jown, Juda, Kiln, Laurl, Loic, Merrn, Maikl, Nanzl, Nolwn, Quent, Reegn, Ropr, Sabi, Stren, Yanz.

Questions

- Which of you knows the Hillfolk best? How so?
- What clothing/markings/traits are distinctive to (these) Hillfolk?
- How is Hillfolk language different from Stonetop's?
- What do the Hillfolk call themselves? What do they call each other?
- What are groups of Hillfolk called? Bands? Rides? Herds? Families? Etc.
- What affiliations do they have beyond their bands? Clans, nations, sects, etc?
- What sparked the last open conflict between them and Gordin's Delve?
- What, do you think, is the source of their taboo against mining?
- What deity (if any) do they hold in highest regard?
- How is their view of the gods different than Stonetop's?
- What festival do (these) Hillfolk celebrate this time of year?
- What game/pastime/food are (these) Hillfolk known for?

Hooks

- A band of Hillfolk has come under the sway of a **hdour** (page 234) and moved into the **Ruined Tower** (page 332).
- Ne'er-do-wells from Gordin's Delve kill some Hillfolk in the Flats; war looms.
- Someone in town owes a blood debt to a Hillfolk band; they come calling to collect, with friends.
- The ruin that the PCs seek lies in the territory of a particularly unfriendly Hillfolk band.

Lore

Hillfolk rarely discuss their ancestry with outsiders. They claim an ancient right to the Steplands, but fear the **barrow mounds** (page 39) and many of the **Stone Lord** (page 382) ruins.

Something interesting: The Hillfolk's ancestors were human servants (slaves?) of the Stone Lords. They rebelled, calling on the power of the **Things Below** (page 412). Petty warlords and would-be sorcerer-kings—the **Barrow Builders** (page 34)—dominated the Hillfolk for many years after the Stone Lords fell.

Something useful: Many Hillfolk traditions stem from their time suffering under the Stone Lords and the Barrow Builders, and the efforts required to throw off the yoke of those rulers. What's one such tradition that you know of, and how can you use it to your advantage?

Nomads

Most Hillfolk bands are nomadic, following food and good grazing for their herds as the seasons change. Each band has traditional territory, including a winter camp with permanent shelter (caves, ruins, stone huts, wooden longhouses, etc.). A number of bands have territory that extends into the Flats or **South Manmarch** (page 350), but winter camps are always nestled in the Steplands.

The **Makers' Roads** (page 270) are considered communal territory, but otherwise infringing on a band's territory is cause for suspicion or bloodshed. Wise travelers hide their passage, or else bring tribute and actively seek to avoid offence.

- How do (these) Hillfolk mark the boundaries of their territory?
- What sort of temporary structures do (these) Hillfolk dwell in? (Tents? Yurts? Log houses? Something else?)
- The Steplands are fertile enough—why don't (more) Hillfolk take up agriculture, do you think?

Hillfolk bands

Here's a typical band:

Size *hamlet* (~25 to 75 souls)
Population +0
Prosperity -1
- Trade with other bands
- Trade with (pick 1)...
  ... Marshedge (rope, textiles, herbs, pottery)
  ... Stonetop (whisky, potatoes, oats)
  ... Lygos, etc. (salt, tools)

Resources
- Horses, sheep, goats, hounds
- Wool, milk
- Forage (fruits, nuts, veggies, honey)
- Hunting (meat, fur, hides)
- Gathering (timber, sap, flint)

Defenses +0
- Mounted warriors
- Flint-tipped weapons (*crude*)

About a third of each band are able-bodied adults; the rest are children or elders. Maybe half of the adults are riders, and the rest manage life back at camp. Older children typically manage herds, often with the help of hounds. Specialization is rare, and even homemakers and older children are capable fighters.

- Smoke from multiple fires seen over the horizon
- Bleating of sheep or goats, cluck of chickens, bark of dogs
- Thickets and pens for keeping herds
- Stern, suspicious faces and hands hovering near weapons

If a PC is familiar with the(se) Hillfolk, ask them:

- What is this group called?
- What sets them apart from other Hillfolk?
- Who are their staunchest allies?
- Who are their bitterest rivals/enemies?
- What resource do they have in (relative) abundance?

Naming bands

If you need inspiration for naming a Hillfolk band (or other group), pick a word from below (e.g. "Red band") or mix 2-3 (e.g. "Ash Pickers" or "Ochre Wolf Fang").

Arrow, Ash, Badger, Black, Blanket, Blue, Cloak, Crow, Drake, Eastern, Eye, Face, Fang, Feather, Ferret, Fist, Foot, Fur, Goat, Grass, Green, Hair, Hand, Herd(er), Hill, Hoof, Hound, Leaf, Lower, Moon, Northern, Ochre, Paw, Picker, Planter, Rain, Ram, Raven, Red, Rock, Run(ner), Seed, Shield, Shrew, Slayer, Snake, Snow, Soil, Southern, Spear, Staff, Sun, Tooth, Tree, Upper, Vulture, Watch(er), Weed, Western, Whisper(er), White, Wing, Woad, Wolf, Yellow.

Traits

Ask the PCs, or pick 1 or 2, or roll the Die of Fate.

1d12	TRAIT
1	Particularly large or small, prosperous or poor
2	"Picked band," made of unrelated adults, few children among them
3	Worship a particular deity, revere a particular spirit
4	Famous member, now or in the past
5	Keep dangerous beasts (boars, drakes, etc.)
6	Ride something other than horses (aurochs, Huffel rams, big deer)
7	Tend to be large/slender/tall/short/etc.
8	Especially fierce/friendly/territorial/aggressive/political/etc.
9	Extraordinarily large/fast/clever/fearless/etc. horses
10	Produce more than their share of spirit-talkers/hdours/**gouzadn** (page 378)
11	Guard a greatly feared and cursed ruin/barrow/area
12	Not actually nomadic; they stay in cliff-dwellings all year

Trade & Barter

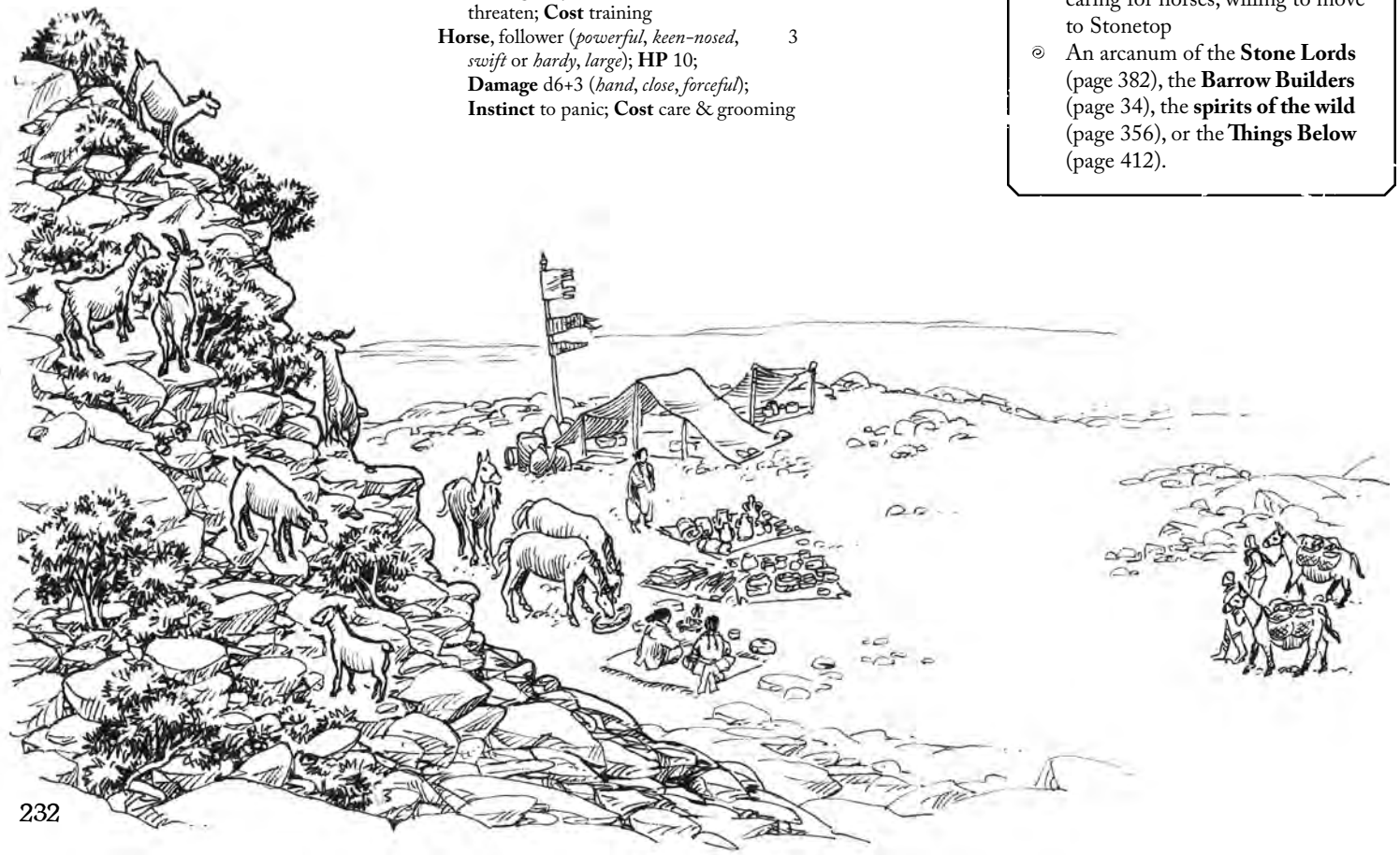
Commonly available

The following are special items in Stonetop, but commonly available among the Hillfolk—PCs can acquire them here without having to roll. They do need to trade something of equal Value. Stonetop trade goods (whisky, potatoes, oats) are always in demand.

Note that items printed on the Inventory insert are *crude* if acquired from the Hillfolk, and any iron items will instead be stone, bone, wooden, or maybe hammered copper. Iron items are considered **special items** (see below).

GOODS	VALUE
Salt (a little box)	0
◇ **Adz** (*hand*, *crude*)	0
◇ **Cudgel**, wood (*close*, *crude*)	0
Cartload of timber (*immobile*)	2

LIVESTOCK	VALUE
Goat (*sure-footed*, *curious*, *hungry*); **HP** 3; **Damage** d4 (*hand*); **Instinct** to explore; can butcher for ✧ provisions (6 uses)	1
Sheep (*timid, hardy, wooly*) **HP** 3; **Damage** d4 (*hand*); **Instinct** to follow the herd; can butcher for ✧ provisions (6 uses)	1
Sheep hound, follower (*keen-nosed*, *herder*, *fierce*) **HP** 6; **Damage** d6 (*hand*, *grabby*); **Instinct** to bully, threaten; **Cost** training	1
Horse, follower (*powerful*, *keen-nosed*, *swift* or *hardy*, *large*); **HP** 10; **Damage** d6+3 (*hand*, *close*, *forceful*); **Instinct** to panic; **Cost** care & grooming	3



· TRADE OPPORTUNITIES ·

If the PCs get a trade opportunity (from the Seasons Change move), a band of Hillfolk might offer the following:

- A good exchange rate, two or even three Value 2 items for 1 Surplus.
- A cartload of timber or a dozen sheep/goats (Value 2), in exchange for help with a problem.
- Horses (Value 3) traded for a similar amount of Surplus (Value 2), plus help with a problem.
- Someone versed in training and caring for horses, willing to move to Stonetop
- An arcanum of the **Stone Lords** (page 382), the **Barrow Builders** (page 34), the **spirits of the wild** (page 356), or the **Things Below** (page 412).

Special items

The following might be acquired among the Hillfolk, but the PCs must roll Trade & Barter to acquire them. This is in addition to the special items on the Moves & Gear handout.

When the PCs ***Trade & Barter among the Hillfolk***, they use the local Prosperity (-1 by default) with disadvantage for being a *hamlet*. **On a 6-**, they don't mark XP and this band doesn't have/want it—maybe they know of another band who might?

GOODS	VALUE
Iron items from inventory insert	0
Makerglass (misshapen shard/chunk)	1
Makerglass (an item made of it)	+2

LIVESTOCK	VALUE
Huffel ram (*hardy*, *wooly*, *powerful*, *grumpy*); **HP** 6; **Damage** d6+2 (*hand*, *forceful*); **Instinct** to protect the herd; can butcher for ✧ provisions (9 uses)	2
Upland horse, follower? (*powerful*, *keen-nosed*, *agile*, *brave*, *large*); **HP** 14; **Damage** d6+3 (hand, close, forceful); **Instinct** to suffer no fools; **Cost** firm training	3

Services and favors

PCs don't need to roll Trade & Barter for the following, but they might need to Persuade the Hillfolk—even if they offer something of suitable Value. A group that's well-disposed to the PCs might grant these boons for free, or without needing to be Persuaded, or at a reduced price.

SERVICE/FAVOR	VALUE
Safe passage through their territory	1
A few nights' hospitality in their camp	1
A guide through their territory	2
A guide through another band's territory	3
A guide to a cursed/sacred/forbidden place	3

Dangers

Hdour
Solitary, *cautious*, *devious*, *hoarder*, *magical*, *spirit-wise*
HP 14; **Armor** 2 (thick hides, minor wards)
Damage bronze knife d8 (*hand*)
Instinct to ignore rules, boundaries, and taboos
- Call up a spirit to attend them
- Send spirits or beasts to harass, spy, or attack
- Reveal some spell or trick prepared in advance
- Unleash power they cannot control

Spirit-talkers (next page) have great power, but use it with care and only for the benefit of their people. There are many rules that they follow, many things they will refuse to do. Because to step over the line, and to seek power for power's sake, and to use their power selfishly—that is the way of the sorcerer, the hdour.

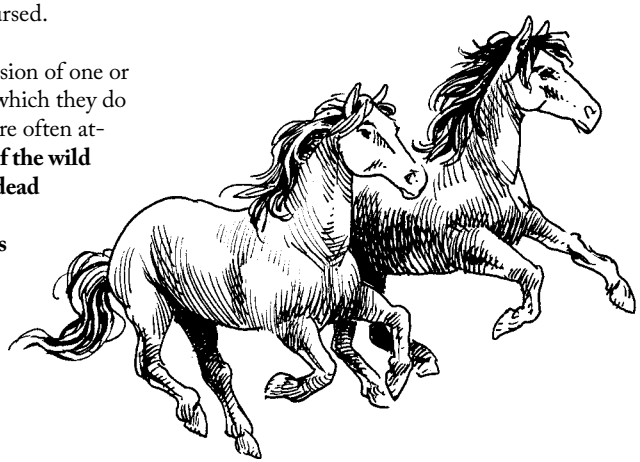
When the Hillfolk suspect a spirit-talker of sorcery, they exile them. In the worst cases, they bury them alive. Few are willing to deal a death-blow to a hdour, for that's a sure way to get oneself cursed.

Hdour are often in possession of one or more **arcana** (page 508), which they do not hesitate to use. They are often attended by beasts, **spirits of the wild** (page 356), spirits of the **dead and undying** (page 68), and minions of the **Things Below** (page 412).

Hillfolk rider
Group, *stealthy*, *organized*, *horse-wise*
HP 6; **Armor** 0 to 2 (thick hides, shield)
Damage flint-tipped spear d8 (*close*, *thrown*, *crude*), cudgel d8 (*close*, *crude*), adz d8 (*hand*, *crude*), or bow d8 (*near*)
Instinct to distrust outsiders
- Ride a steed like an extension of themselves
- Outmaneuver their prey
- Take advantage of the terrain

A typical band of Hillfolk has between 6 to 12 riders: adult hunters and warriors. They patrol their territories in twos and threes, seeking game and keeping an eye out for trespassers. The brash and the bold will challenge anyone they don't recognize. More cautious riders will follow unseen and take the outsiders' measure; whether they let them pass, or spook them into leaving, or murder them in their sleep… well that remains to be seen.

When ***a Hillfolk rider and their horse attack a foe together***, they deal 1d6+4 damage (the horse's 1d6+3, with +1 for the rider), combining tags from the attacks as makes sense.



Spirit-talker
Group, *cautious*, *cunning*, *magical*, *spirit-wise*
HP 8; **Armor** 0 to 2 (thick hides, shield)
Damage flint-tipped spear d8 (*close*, *thrown*, *crude*), club or adz d8 (*hand*, *crude*), or bow d8 (*near*)
Special quality sensitive to the presence of active spirits
Instinct to protect their people
- Sharply rebuke a spirit or mortal
- Commune with beasts, or the spirits of a place or thing
- Take advantage of the terrain
- Borrow and wield a friendly spirit's power

Now and then, a young Hillfolk shows signs of being touched by the spirits. The signs often come after a sickness or brush with death. They hear voices that aren't there. They find themselves more comfortable with horse and hound than their fellow people. Sometimes, they lose the human tongue altogether and go feral, becoming a **gouzadn** (page 378). But when things go right—when they are guided by an elder, and possessed of great self-control—they become a spirit-talker for their band.

Upland horse
Group, *large*, *powerful*, *keen-nosed*, *agile*, *brave*
HP 14; **Armor** 0
Damage kick, trample d6+3 (*hand*, *close*, *forceful*)
Instinct to suffer no fools
- Sniff trouble on the wind
- Navigate tricky terrain or obstacles
- Remain calm, unmoved
- Find their own way

Hillfolk bands breed their horses for strength, agility, and courage. The best become steeds for Hillfolk riders. It takes a firm hand and a steady will to handle an Upland, but win one over and you've got a friend for life.

Huffel Peaks

This range runs along the western edge of the **Flats** (page 126) and the **Steplands** (page 372), connecting with the **Whitefang Mountains** (page 480) in the north. They're not as tall and menacing as the Whitefangs, but they are jagged things of granite and basalt, home to a number of volcanoes, and rich in minerals and ore.

Impressions

Always

- Slabs of jagged stone: impassive, looming, somehow still surprising
- Tall thin trees (aspen, pines, firs) in the lower slopes and valleys; windswept junipers higher up
- The stone-on-stone clink and thunk as rocks tumble down a slope
- A sense of being surrounded, cut off

Spring

- Snow clinging to slopes and peaks, slowly melting
- Pale green on the tips of branches; meadows bursting with wildflowers

Summer

- Too-bright sky as you step out of the shade
- Lips cracking in a hot, dry breeze
- Hot sun beating down on you while, somehow, you're getting rained on

Autumn

- Slopes and meadows of yellow and gold
- A bitter chill in the now-damp air
- Air pressure dropping as a storm rolls in

Winter

- Black stone peeking out from white
- Trees drooping under snow
- A sense of stillness, despite the constant wind

The World's End

Beyond the Huffel Peaks lies a vast expanse of water. But what lies between the mountains and the sea? That's for you and your group to decide, and the answer might vary depending on which direction you go through the mountains. But perhaps one might find...

… mighty cliffs, pounded by relentless waves;
… a gentle slope, a bountiful lowland, vast sandy beaches, a mild clime;
… a chain of islands, some tiny, some quite large;
… a wine-dark sea, the civilized lands of the south to be found at its farthest shores;
… deserted ruins of the **Tempest Lords** (page 398), the **Forge Lords** (page 156) or both;
… the **Ustrina** (page 464), in numbers far greater than anyone would suspect;
… an isolated people, their ancestors a mix of refugees from when the **Makers** (page 264) fell;
… colonies from the civilized lands of the **South** (page 256), eking out a living;
… some combination of the above; or
… something else entirely.

Questions

- Who did you once meet who claimed to have reached the far side of the Huffel Peaks? Do you believe their stories about an endless body of water?
- What legendary treasure is said to be hidden in those peaks?
- How long has it been since one of the volcanoes erupted violently? How did it affect Stonetop/Gordin's Delve/the Hillfolk?
- You don't really think that there are dragons in the Huffel Peaks, do you?

Places

- **Gordin's Delve** (page 190)
- The **Labyrinth** (page 242)

Hooks

- Prospectors find veins of cinnabar near Gordin's Delve, and set about mining the lucrative, toxic stuff
- A **draventao** (page 170) chases a **Hillfolk** (page 228) band from their winter camp in the mountains
- Scouts and warbands of an unknown people start to appear in the Huffel Peaks
- A massive volcanic eruption throws ash across the region, causes strange sunsets and weather, spreads panic and superstition, and perhaps sets loose a powerful **emanation** of the Things Below (page 436)

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12).

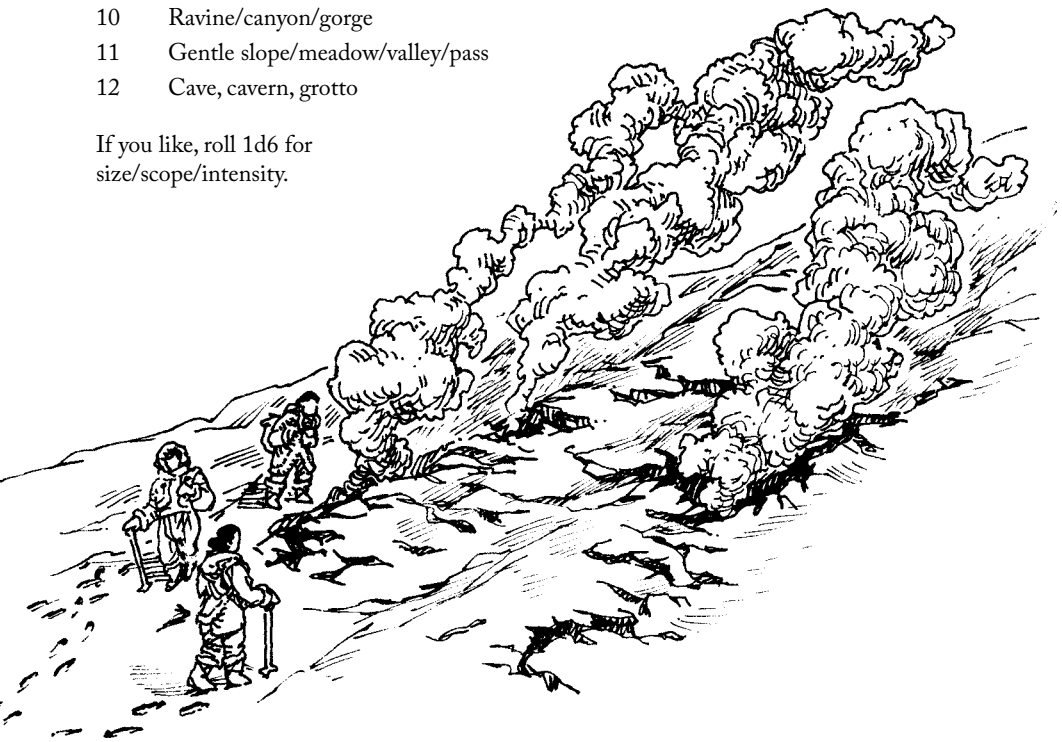
1d12	TERRAIN
1	Lava/hot springs/geysers/mudpots/fumaroles
2	Crater/caldera/lava tubes/volcanic formations
3	Stream/river/waterfall/lake/boggy soil
4	Travertines/basalt columns or terraces/fairy chimneys/arches
5-7	Sheer rock face/bluff/summit/peak
8-9	Steep slope/switchback trails/ridgeline
10	Ravine/canyon/gorge
11	Gentle slope/meadow/valley/pass
12	Cave, cavern, grotto

If you like, roll 1d6 for size/scope/intensity.

Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	A change of TERRAIN (previous column) and roll again.
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	An entrance/exit to the **Labyrinth** (page 242)
4	An ENCOUNTER (next page)
5	A POINT OF INTEREST (next page)
6	A natural RESOURCE (next page)



1d6	ENCOUNTER
1	**Thraulgwyn** (page 247): come out of the Labyrinth for some reason
2	**Spirit of the wild** (page 356): curious or indifferent
3-4	**Ustrina** (page 464): travelling, scrounging, on patrol
5	Miners/prospectors/loggers, likely based out of **Gordin's Delve** (page 190): wary, on edge
6	**Hillfolk** (page 228): herding, hunting, encamped, or on patrol

1d6	POINT OF INTEREST
1	A place corrupted by the **Things Below** (page 412)
2	A place **haunted** by death and the undying (page 72)
3	A ruin or artifact of the **Stone Lords** (page 382), maybe claimed by the **Barrow Builders** (page 34)
4-5	A ruin or artifact of the **Forge Lords** (page 156), perhaps inhabited by **Ustrina** (page 464)
6	A place sacred to the **spirits of the wild** (page 356)

1d6	RESOURCE
1	Game, but dangerous to hunt, like a **cave bear** (page 205), **fire drakes** (page 241), or goats on an impossible slope
2-3	Game, not dangerous but prone to bolt: a goat or deer, quail, rabbits, etc.
4	**Useful or valuable flora** (page 458)
5	A safe place to shelter/a shortcut/an unexpected path
6	A vein of ore/mineral deposit

Dangers

Hazards

- Getting lost (maze of mountains, canyons, passes, and valleys)
- Sheer rock face to climb, and a reason to climb it
- Steep slopes, unstable footing (narrow paths, wet stone, scree, thin water-logged soil, mud, crumbling rock)
- Flash flooding in valleys/on slopes
- An unexpected obstacle/hazard: go forward and risk it, or backtrack and lose half a day?
- **Mudslides and rockslides** (page 376)
- **Altitude sickness** (page 489), especially near the peaks

Harsh mountain weather

- Baking sun, dry air, lack of water
- Fog banks/low clouds, blocking vision and soaking everything
- Buffeting wind, drowning out voices and keeping you off-balance
- Powerful gusts, threatening to toss you aside
- Rain and wind rolling up from below
- Rain and sleet pelting you, soaking you, threatening to wash you away
- Thunder or lightning: making you flinch/jerk/jolt, triggering rockslides
- Brutal cold and ceaseless wind, leading to **hypothermia & frostbite** (page 489)
- Snow and ice burying a pass or trail, making narrow paths impossible
- Snow and ice building up, forming an **avalanche** (page 489)

Volcanic activity

- Superheated air (d4 damage) or poisonous vapors (d4 damage, ignores armor), especially in enclosed spaces
- Searing hot stones (d6 damage)
- Steam vents/geysers (d8 damage, may be *forceful*)
- Scalding hot mud/water (d8 damage, ignores armor)
- Lava flows (d10+2 damage, *grabby*, *messy*, 3 piercing)

Earthquake

- The ground shakes briefly, alarming but not dangerous
- Powerful tremors make footing unstable, knock rocks loose, cause animals to panic
- Tremors persist: people lose their footing, large rocks tumble (d8 damage, *forceful*), trails and paths are damaged
- It's a big one: **mudslides** and **rockslides** (page 376), **avalanches** (page 489), whole rockfaces come tumbling down

People

- **Hillfolk** (page 228)
- **Ustrina** (page 464)
- Laborers (miners, woodcutters) from **Gordin's Delve** (page 190)
- Folk from **Barrier Pass** (page 26) or the **Whitefang Mountains** (page 480)
- Some southern adventurer or **antiquarian** (page 260), ruin-hunting
- **Thraulgwyn** (page 247), come up from the **Labyrinth** (page 242)

Monsters

- Predators: **cave bears** (page 205), **cougars** (page 206), **kleztigr** (page 379), **spitting drakes** (page 379)
- **Frythanc** (page 133), nesting or hunting over a wide valley/plateau
- A **gouzadn** (page 378), living far from people
- The **ghosts** (page 76) and **revenants** (page 80) of those who died up here, recently or in ages past
- **Spirits of the wild** (page 356)
- Constructs left by the **Forge Lords** (page 156) or the **Stone Lords** (page 382)
- **Magma worms** (page 253) near volcanic features
- A **draventao** (page 170), out for a rare hunt or squatting in some ruin

Caralandrao

Horde, *small*, *stealthy*, *hoarder*

HP 3; **Armor** 2 (shell)
Damage pincers d4 with disadvantage (*hand*, *grabby*)
Special qualities spider-climb, camouflaged shell
Instinct to feed on magic
- Sense mystic emanations from afar
- Get close without being noticed
- Skitter-skatter, dart and weave
- Make off with something magical

Are they crabs? Spiders? Hard to say. Whatever they are, they've got too many too-long limbs, shells that blend in with the rocky terrain, and an appetite for magical artifacts. They'll drag their prizes back to their nests to feed. They can suck the power right out of minor trinkets, but powerful arcana can feed a small colony indefinitely.

And yet, they keep venturing out to find more.

Fire drake

Group, *aggressive*, *tough*

HP 10; **Armor** 2 (scales)
Damage bite d8 (*hand*, *grabby*)
Special qualities fireproof; caustic, burning blood
Instinct to get riled up easily
- Sound off in a deep, threatening chorus
- Blast a jet of burning, caustic blood from its eyes, d8 damage (*near*, *messy*, *reload*, ignores armor), but lose 1d4 HP
- Shake and worry and toss aside a foe it has bitten, d8+2 damage (*hand*, *forceful*)

Picture a horned lizard, but big as a large boar and with a mouth full of short jagged teeth. They're often encountered basking near hot springs or mudpots or other geothermal vents, soaking up the heat until they swell and glow like embers. Of course, once they notice you, they stop basking and start attacking.

Something interesting: Fire drake blood is caustic and catches fire when exposed to air; a jar of it deals d6 damage (*thrown*, *area*, *dangerous*, ignores armor, Value 1), but good luck harvesting it.

Something useful: The trick is to tap a vein with a metal tube, and drain the blood directly into a wax-sealed jar. Just… be careful.

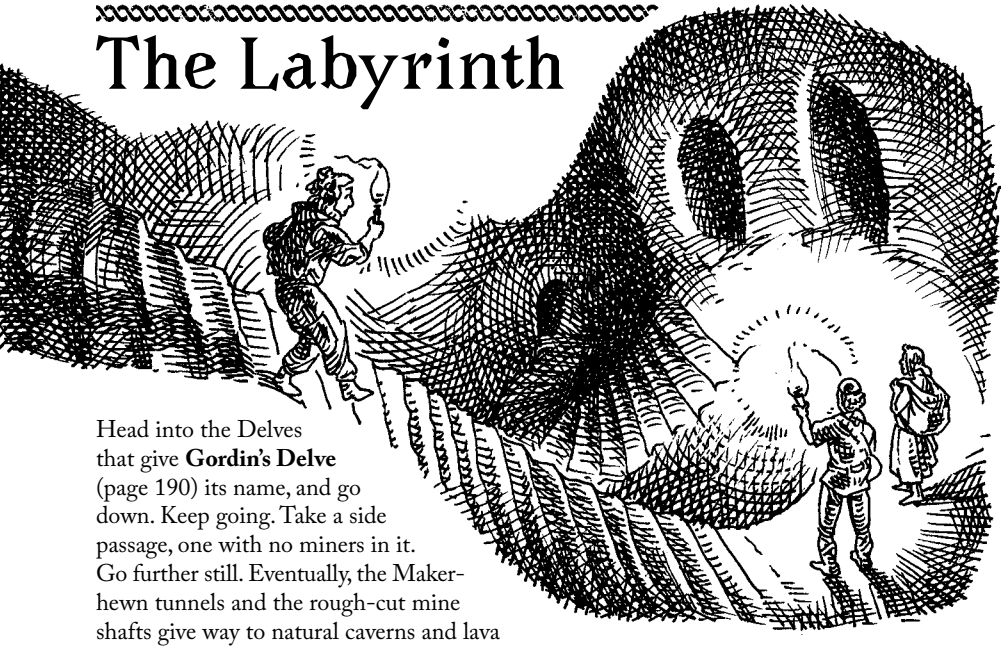
Frythanc fledgling

Group, *stealthy*

HP 6; **Armor** 0 (scales)
Damage talons d8+2 (hand, forceful), beak d8 with disadvantage (hand)
Special qualities exceptional eyesight; terrible hearing
Instinct to eat and grow
- Cling to rock faces, camouflaged
- Strafe their prey
- Knock prey off a ledge

The full-grown frythancs that hunt the **Flats** (page 126) are terrors. Their young, thankfully, keep to the mountains. There, they hunt goats and sheep and the occasional unwary traveler. The fledglings aren't nearly as dangerous as their full-grown parents, but still, let's see how you do when birds with 12-foot wingspans try to tear you off some switchback trail.

The Labyrinth



Head into the Delves that give **Gordin's Delve** (page 190) its name, and go down. Keep going. Take a side passage, one with no miners in it. Go further still. Eventually, the Maker-hewn tunnels and the rough-cut mine shafts give way to natural caverns and lava tubes, twisting and turning and running for miles. The Labyrinth.

These tunnels stretch out beneath the **Huffel Peaks** (page 236), occasionally connecting to the surface. Perhaps they stretch further, to the **Whitefangs** (page 480) or the **Steplands** (page 372) or even to the **Great Wood** (page 200).

The **Ustrina** (page 464) come out of the Labyrinth when they visit Gordin's Delve to trade. But when asked, they claim it is not their home.

Other things come out of those tunnels, too, to prey on miners in the Delves. Survivors tell tales full of outlandish horror. Chief among those tales are the **thraulgwyn** (page 247), the "pale demons," white-haired raiders wielding weapons of bone and volcanic glass.

But the Labyrinth holds more than horrors. It holds riches, too. Ore and gems, seams of coal, and ancient wonders of the Forge Lords. Riches enough to spur the occasional expedition, ill-fated though it may be.

Impressions

- The vast and hostile darkness, a quiet that sucks at the soul
- The humbling scale of the tunnels
- Air heavy with the smell of earth, stone, and sulfur
- Smooth walls, ribbed walls, knobby walls, cracked walls
- Distant dripping, clinking stone, footsteps, whispers, screams

Questions

- Which of you has seen the Labyrinth in your dreams? What do you recall?
- Who entered the Labyrinth years ago, never to be seen again?
- What legendary Forge Lord site is said to be down there?
- Of all the tales that Delvers tell, of things coming out of the Labyrinth, which disturbs you most?
- What do you think the thraulgwyn, the pale demons, really are?

Hooks

- Thraulgwyn raid a mining crew and drag off captives.
- A prospector can lead the PCs to the **Portal Vault** (page 246), but plans to feed them to her sister's wraith once there.
- Ustrina offer a reward for retrieving a relic from a ruin in the Labyrinth.
- An old map of the Labyrinth shows a path from Gordin's Delve to Moratia Rubra (the Forge Lords' old capitol).
- More and more Delvers hear a voiceless call from the Labyrinth. Some heed it.
- A **draventao** (page 170) emerges from its lair in the Labyrinth and preys on loggers, miners, and such.

Navigating the Labyrinth

The Labyrinth is vast and sprawling. In theory, one could travel these tunnels from Gordin's Delve to the far end of the Huffel Peaks and the sea that lies beyond. It'd be madness, but one could try.

On any expedition into the Labyrinth:

- ☐ You'll need plenty of light sources and more supplies than you'd think
- ☐ You need a knowledgeable guide or an accurate map
- ☐ Even then, you risk getting lost
- ☐ You must surmount any number of tight squeezes and difficult climbs
- ☐ The way is perilous, plagued with danger

LOST IN THE DARK

When you ***lose your way in the Labyrinth***, each member of your party consumes 1d4-1 supplies. Then, roll 2d6 once for the party and if…

… you all had enough supplies, add +1;
… you are led by someone wise to the Labyrinth's ways, add +1;
… you are stumbling around blind, roll with disadvantage; and/or
… one of you has the Mental Map move (from the Ranger playbook), roll with advantage.

On a 10+, you find your way to a portable light source, an exit from the Labyrinth, or a familiar path—GM's choice as to which; **on a 7-9**, you encounter **thraulgwyn** (page 247), a Forge Lord **ruin** (page 160), or an OBSTRUCTION (page 244)—GM's choice, and afterwards you might need to make this move again; **on a 6-**, decide as a group whether you find yourselves in the **Deeps** (page 250), or stumble out of the Labyrinth days or weeks later, with all your debilities marked and only 1d8 HP remaining. If you choose the latter, each PC must pick 1:

- You have suffered a permanent injury or impairment—what and how?
- A follower of yours didn't make it out—who and why?
- You lost a treasured (or at least vital) item—what and how?
- Actually, you didn't make it out after all —why not?

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12).

1d12	TERRAIN
1-2	Lave tube or magma worm tunnel
3-4	Braided/branching tunnels
5-6	Chamber, cavern, or alcove
7-8	Steps, terraces, ledges
9-10	Forge Lord construction, worked stone passage, or **ruin** (page 160)
11-12	OBSTRUCTION (see below), and roll 1d10 again

1d12	OBSTRUCTION
1-2	A cave-in (dig through?)
3-4	A squeeze (wriggle through?)
5-6	A sheer rock face, like the earth just shifted (climb?)
7-8	A shaft/chimney (climb/squeeze?)
9-10	A flooded chamber (wade, swim, find an exit underwater?)
11	A chasm/rift, your path crossing it (jump, belay, or find a bridge?)
12	Intense heat, foul air, brittle crust, magma flows (good luck)

For any given tunnel or chamber, pick or have someone roll for 1-3 FEATURES. Consider rolling 1d6 for size/scope/intensity.

1d12	FEATURE
1	Stream/spring/pool/lake
2	Stalactites/sharkteeth/knobby, ball-like stone protrusions
3	Rubble/debris/boulders (possibly fused into other stone)
4	Dome shaped cupola overhead
5	Hexagonal columns, packed tight
6	Apron/tongue/slipbank/gutters
7	Flat, cracked, a hardened lava lake
8	Steep slope/awkward ridges/ undulating or ropy floor
9	Intense heat/cold
10	Cramped/narrow/low ceilings
11	Slippery mud/scree/oil/ooze
12	Glowmoths, glimmercaps, **red crystal** (page 424), other light sources

Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	A change of TERRAIN (previous page) and roll again.
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	An encounter with THRAULGWYN (see below)
4	Some OTHER ENCOUNTER (next column)
5	An OPPORTUNITY (next column)
6	A POINT OF INTEREST (page 246)

1d6	THRAULGWYN
1	A whole tribal band, on the move
2-3	A gang on patrol, wary but curious
4	One or two, under attack by a rival band
5	Foragers, eager to invite guests home
6	Two groups in a tense parley

See page 247 for more on the thraulgwyn.

1d6	OTHER ENCOUNTER
1	A **thrall** (page 435), terribly marked, living down here all alone
2	A swarm of small, cave-dwelling vermin—cave spiders, rockrats, or **bats** (page 376)—alarming and distracting, but essentially harmless
3	A **ghost** (page 76), **revenant** (page 80), or **spirit of the wild** (page 356): curious or indifferent
4	A **metal construct** (page 167), following ancient orders or awaiting activation
5	Adventurers/prospectors from Gordin's Delve, wary, maybe lost
6	**Ustrina** (page 464): surface-bound, returning to the **Portal Vault** (page 246), or seeking something

1d6	OPPORTUNITY
1	A good place to rest/hide/ ambush foes
2	Potable water, edible fungi, cave fish, rockrats, etc.
3	Portable light source: glimmercaps, **red crystal** (page 424), glowing **makerglass** (page 388), etc.
4	A vein of coal/ore/copper/gold/gems
5	An **artifact** of the **Forge Lords** (page 164), **Barrow Builders** (page 40), or **Things Below** (page 424)
6	Sign of their objective/quarry

1d6	POINT OF INTEREST
1	A place corrupted by the **Things Below** (page 412), perhaps a shrine tended by **thraulgwyn** (page 247) or **cultists** (page 435)
2	A **haunted site** (page 72)
3	A **notable site** (see below)
4	A **thraulgwyn settlement** (page 248)
5	A **Forge Lord site** (page 158), perhaps inhabited by Ustrina
6	A path up and out into the **Huffel Peaks** (page 236), or down into the **Deeps** (page 250)

Notable sites

- Heat, choking air, and a resonant rumble give way to a magma lake, air a-shimmer with heat, toxic gas.
- A vast subterranean lake, perhaps the same one that connects to the **Second Delve** (page 198).
- The **Hanging Forest**, a long, wide tunnel full of skinny roots dangling from the surface. Full of crickets and things that eat them.
- The **Mirrorkeep**, a Forge Lord outpost, largely intact, lined with reflective mosaics. Sits over a bottomless (?) pit.
- The **Dreaming Breath**, a hot spring pool. Mold and fungi cake nearby stone. The waters restore vigor but cause stupefying euphoria.
- The **Red Glutton,** a horned, 40' tall, toadlike statue with an ever-burning brazier and fist-sized rubies (Value 4) for eyes. Revered by thraulgwyn.
- The locked doors of the **Portal Vault** (next column), cold and imposing.

The Portal Vault

Five hours from the Delves (if you know the shortest route) stands a pair of double doors: 30' tall, bronze, covered in runic wards and reliefs of Forge Lord glories. A cunning lock seals them. Only six keys exist; the **Ustrina** (page 464) hold five.

Inside is a vast octagonal space, 60' from floor to angled ceiling. Six of its corners feature 20' tall niches, each housing a large **metal construct** (page 167) that attacks any party that doesn't bear one of the keys.

A slab of white stone, 30' tall and 3' thick, stands upright in the center of the vault. Each side is etched with a magic circle. It's a **portal** (page 306), connected to those in the **Ruined Tower** (page 332), **Three Coven Lake** (page 438), **Vor Svetelik** (page 468), and so forth. It is fully functional, and can be used via **Opening the Way** (page 517).

The Ustrina use this place to travel to Gordin's Delve, and to return to their far-flung homes. No one sect controls the Vault, and they treat it as neutral ground. But that doesn't apply to non-Ustrina.

Thraulgwyn

Their hair is white, their skin pallid and painted with lime and mud and blood. Their pupils are wide, like gaping holes. They file their teeth sharp, and craft their weapons from obsidian, stone, and bone. They tan human flesh for leather.

The folks of Gordin's Delve know them as thraulgwyn, "pale demons," terrors that emerge from the Labyrinth and drag off friends and loved ones.

Something interesting: The thraulgwyn descended from **Barrow Builders** (page 34), from the followers of certain warlords and sorcerer-kings who fled into the Labyrinth when their subjects rose against them. They were already depraved disciples of the Things Below, and after generations of inbreeding, cave-dwelling, and cannibalism, they're barely human.

Something useful: Except, that's not really true. They have language (a dialect of the Hillfolk tongue) and outsiders have made deals with them. They hate other tribes more than they hate surface-dwellers. And while they do eat the dead, most of their food is foraged, even cultivated.

Tip: Cock your head. Dart your eyes. Hold a hand up to block the light. Try not to touch your teeth with your tongue.

Names

Breton- or Cornish-inspired (after the Barrow Builders), but clipped: Aln, Az, Benez, Clem, Con, Dav, Demel, Gryf, Gwun, Humra, Iarn, Ilcar, Ilcu, Kyt, Lum, Mar, Mera, Nez, Rud, San, Tek, Wurg.

Tribal bands are named "Uskl-" (the People of) and a truncated **Barrow Builder** name (page 34): Uskl-Azel, Uskl-Judak, Uskl-Enor, Uskl-Renza, Uskl-Wioc, etc.

Tribal bands

Here's a typical tribal band:

Size *hamlet* (~25 to 75 souls)
Population -1 to +1
Resources
- Gathering (fungus, fish, water)
- Farming (fungus, grubs, bugs)
- Scavenging (Forge Lord sites)
- Raiding (neighboring tribes)
- Cannibalism

Defenses +0
- Warlike culture
- Bone clubs/spears tipped with obsidian
- Corrupted gifts
- Magical artifacts

Each tribal band descends from a particular warlord or sorcerer-king of the Barrow Builders and the disciples who followed them into exile. And each band is likewise corrupted by a different one of the Things Below.

For each tribal band, pick or create the **entity they worship** (page 417). Pick or roll for a GIFT and a MARK that entity bestows on their people. Then pick or roll an ASSET and a QUIRK. Finally, identify 1d6 **artifacts** of the Barrow Builders, **Forge Lords** (page 164), or **Things Below** (page 424) that they hold as sacred treasures.

1d6	GIFT
1	Eat flesh to regenerate wounds
2	Soundless movement
3	Immunity to poison, fire, and cold
4	Brutal strength (+2 damage, *forceful*)
5	Throat sac, exhales poison gas (d4, *close*, *area*, *reload*, *debilitating*)
6	Wordless communication

1d6	MARK
1	No eyes (they echolocate)
2	Too-long limbs, fingers, necks
3	Covered in weeping sores
4	Grotesque/horrific behaviors (even for thraulgwyn)
5	Subject to hallucinations
6	Fear open flame

See page 432 for more gifts and marks.

1d6	ASSET
1	Metal weapons, lovingly cared for
2	Means to brew a paralytic poison
3	An additional GIFT
4	Greater numbers (a *village*, ~150 souls)
5	A pet **emanation** (page 436)
6	Still led by their **deathless** (page 46) founder, and roll again

1d6	QUIRK
1	Hubristic and overconfident
2	Bear an additional MARK
3	Build structures out of bones
4	Venture out to the surface at night
5	Revere **magma worms** (page 253)
6	Intrigued by surface-dwellers

Trade & Barter

The PCs must be on civil terms with a group of thraulgwyn before any of this matters.

Commonly available
The following would be special items in Stonetop, but they are commonly available among the thraulgwyn. The PCs can acquire them here without rolling, but need to trade something of equal Value. Meat, clean water, and whisky are always in demand, as are durable goods and tools. But thraulgwyn have little use for coin or luxuries, and are suspicious of most other surface food.

GOODS	VALUE
Set of bone tools (needles, hooks, etc.)	0
Pouch of hallucinogenic spores (○ use)	0
◇ Supplies (○○○ uses, *crude*, *unsavory*)	0
Corpse-wax candle (last ~1 hour, *close*)	1*
◇ Bone or stone weapon (*crude*)	1*
Glimmercap oil (○○○○○ hours, *hand*, *crude*)	1*
Elaborately scrimshawed bone item	+1

*-1 if sold/traded outside the Labyrinth.

Special items
The following might be acquired from or traded to the thraulgwyn, but the PCs must roll Trade & Barter to do so.

When PCs ***Trade & Barter among a band of thraulgwyn***, they use the local Prosperity (-1 by default) with disadvantage because it's a *hamlet*. **On a 6-**, they don't mark XP—this band simply doesn't have or want what the PCs are after/selling.

GOODS	VALUE
Red crystal "candle" (*hand*, *magical*)	1
Vial of paralytic powder (○ use, *close*)	1
◇ Meat provisions, don't ask (○○○○○○ uses)	1*
◇◇ Human-hide armor (1 armor)	1*
◇ pouch of **anthracite** (page 163, ~10 lumps, each lasts ~8 hours, *close*, *area*)	2*
◇ Red crystal "torch" (*reach*, *area*, *magical)*	3*
Pottery, wool, textiles, wooden items	+1*
Bronze, iron, or steel items/weapons	+1*
An object of **black iron** (page 307)	+2
Scavenged **makerglass** (page 388)	+2

* -1 if sold/traded outside the Labyrinth.

Thraulgwyn are always willing to accept people or corpses in trade: a living wretch or a dodgy corpse is Value 1, a healthy specimen is Value 2, a big healthy surface dweller might be Value 3.

Services and Favors
PCs don't need to roll Trade & Barter for the following, but they will likely need to Persuade people—even if they offer something of suitable Value.

SERVICE/FAVOR	VALUE
A raid against a rival tribe	0
Directions to a spot in the Labyrinth	1
A day's food and shelter	1
A guide for a few days	2
A temporary truce with a rival tribe	2
Directions to a forbidden or sacred site	3
Ritual to commune with a Thing Below	3

The Deeps

The Labyrinth is far from static. Earthquakes, volcanism, and burrowing **magma worms** (page 253) all wreak havoc upon it. But you could map it. You could learn its ways and find your way back to a place you had been.

But as one goes deeper, things change. The world becomes… softer. Less fixed. And beyond an uncertain point, one enters the Deeps.

The Deeps shift when you aren't looking. They reflect your fears and your desires. They seek to trap you, to twist you, to consume you. For it is here, of all the places in the world, that one is closest to the Things Below.

Why would anyone come here? Perhaps…

… they are called by the Things Below;
… they are lost and didn't mean to come;
… to rescue someone;
… to find an artifact of legend;
… to hide something away forever; and/or
… to do the impossible: to face and truly slay one of the Things Below.

Impressions

- Endless tunnels, going and going
- Thoughts drifting as you trudge along, jerking awake
- The darkness, deeper and absolute
- When did you last eat, drink, or rest?
- Wait, who are these people again?
- Dreamlike acceptance of whatever weirdness you encounter

Arriving

When the PCs first arrive, describe their endless slog using the impressions above. Intersperse your description with questions like these:

- What pleasant detail about the surface are you struggling to recall?
- What do you fear you'll find here?
- What nightmare keeps replaying in your mind?
- Who'd be better off if you never made it home?
- When did you start suspecting that __ isn't really who they say they are?

After setting the mood, present a **nightmare tableau** (below). If the PCs escape it, they are then **traversing the Deeps** (next page).

Nightmare tableaux

Pick or roll for the **terrain** (page 244), including FEATURES, and combine with a **theme** of the **Things Below** (page 416). Pick or roll for the CRUX of the tableau and its INSTINCT. Create a scene or situation that combines these elements, riffing on whatever internal conflicts the PCs are dealing with.

1d6	CRUX
1	Another traveler, trapped here
2	Details pulled from the PCs' minds
3	Simulacra of known NPCs, convinced that they are real
4	Simulacra of the PCs, convinced they are real
5	An **artifact** (page 424) of the Things Below, the tableau's heart
6	Roll twice, combine

1d6	INSTINCT
1	To traumatize/punish them
2	To weaken/hurt/degrade them
3	To **corrupt** them (page 430)
4	To turn them against each other
5	To trap or ensnare them
6	To coalesce into a full-fledged **emanation** (page 436)

Play out the scene with dreamlike logic but very real potential consequences for the PCs. Make liberal use of **whispers and visions** (page 428) and **unnatural phenomena** (page 429). Should a simulacrum leave the tableau with the PCs, decide for yourself what happens; don't be afraid to get weird.

Traversing the Deeps

Time flows strangely down here. Visitors don't really need food or drink. Sleep is fleeting. Light sources might last indefinitely, only to snuff out at the worst moment. Distances are fluid, dreamlike. Those who wander without a purpose are sure to be trapped, or worse.

SEEK OUT

When you ***seek something in the Deeps***, whoever leads the way rolls +WIS. Unless they bear a holy light, they roll with disadvantage. **On a 10+**, pick 1 from the list below; **on a 7-9**, encounter a danger, but gain +1 Progress; **on a 6-**, lose all Progress and encounter a danger.

- Encounter a danger, but gain +2 Progress
- You find a reprieve, a pocket of normalcy and a safe place to Make Camp

When you ***encounter a danger***, roll the Die of Fate to see what it is.

The PCs get lost in the Labyrinth, one of their followers dying in the process. Now they've wandered into the Deeps, full of guilt and recrimination.

For their first tableau, I roll a 7 for terrain ("steps, terraces, ledges") and an 11 for a feature ("slippery mud/scree/oil/ooze"). For a theme, I get 12: "Death/undeath/loss/grief… (skulls, tombs, pyres)." Looking at the crux list, I just pick "simulacra of known NPCs," and I roll a 5 for instinct ("to trap or ensnare them").

The tunnel opens to a cavern of ever-wider terraces, sloping down out of sight, covered with scree and rubble. But the scree isn't stone, it's bones and skulls, who knows how deep? If they slip, the bones cut them, drag them down, try to bury them. As they cross, that dead follower starts calling for help, trapped in the bone-rubble, and don't you dare leave me again, you bastards!

1d6	DANGER
1	**Tcaventes** (page 254), wandering
2	An **emanation** (page 436)
3	A huge **magma worm** (page 253)
4	A **nightmare tableau** (previous page)
5	An ordeal: heat, cold, hunger, intrusive thoughts, false memories, etc.
6	Someone else lost down here, maybe from a different time, paranoid or at least extremely wary

When you ***escape or otherwise survive the danger and you hold 3+ Progress***, you find your goal. If you continue to seek your current goal, keep your Progress and make this move again. If you choose a new goal, lose all Progress.

The Utterwell

At the very bottom of the Deeps stands a throne of **black iron** (page 307), the seat of **Tcaventes, Shackle and Key** (page 254). Behind the throne looms a black iron door. An **orichalcum** (page 162) bolt holds the door fast. The bolt is bound with the **Ineffable Word** (page 568) for "seal."

The black iron door opens onto the shore of the Utterwell: a sunless sea, still and black as night. No light penetrates its depths, not even the light of Helior. Anyone or anything who enters the sea is gone, consumed by the Things Below.

When you ***stand before the Utterwell and call one of the Things Below by name***, it will emerge in all its terrible glory. Woe be upon you. And if the door is still open, woe be upon the world.

Dangers

Hazards

- Getting lost
- Running out of light
- Cold, especially if they get wet
- Heat, gas, **volcanic activity** (page 240)
- Treacherous footing, slopes, climbs
- Getting stuck in a squeeze
- An unexpected drop-off
- Cave-ins, rock-falls
- **Earthquakes!** (page 240)
- Panic in the face of the above

Monsters and such

- **Ghosts** (page 76) and **revenants** (page 80) of those who never got out
- **Metal constructs** (page 167), guarding something or on some task
- **Caralandrao** (page 240), seeking magic
- **Fire drakes** (page 241), near magma
- A **grochslon** (page 379), near a stream, lake, or cave mouth
- Explorers: **adventurers** (page 260), an **antiquarian** (page 260), a **sorcerer** (page 435), etc.
- **Ustrina** (page 464), en route or in search of something
- A **draventao** (page 170), making its lair down here
- **Corrupted beings** (page 432): bats, rockrats, spirits, any of the above
- **Emanations** (page 436) of the Things Below, seeping out of the Deeps

Corruption, as one goes deeper

- **Disquiet and unease** (page 428)
- **Whispers and visions** (page 428), coming from below
- **Unnatural phenomena** (page 429), in or near the Deeps

Magma worm

Solitary, *primordial*, *large*, *terrifying*

HP 19; **Armor** 4 (rocky plates, lacks vitals)

Damage bite d10+3 (*hand*, *close*, *grabby*, *messy*, 1 piercing) or searing touch d10 (*hand*, *area*)

Special qualities blind; tremorsense; fireproof; superheated body; can move only forward, can't back up

Instinct to devour minerals and metal

- Eat through solid rock
- Burst forth from a tunnel wall
- Exude choking, sulfurous gas
- Melt metal that pierces it

Creatures of the first age, things of fire and stone. They're segmented, 3' thick and 20' long, covered in overlapping plates that glow red at the seams. The air heat-shimmers around them. They have no eyes, just a great mouth-opening and concentric rows of grinding teeth that melt and burrow through rock. Winding tunnels stretch behind them, lined with slag hardened into ropy stone.

The worms described here are mere centuries old, the ones most likely to be encountered. Older and larger ones survive in the Deeps, up to 10' wide and over a 100' long (*huge*, +6 HP, +2 damage and roll 1d12 instead of 1d10). In eons past, even larger worms carved out much of the Labyrinth.

Thraulgwyn raider

Group, *corrupted*, *stealthy*, *organized*, *cautious*

HP 6; **Armor** 0 or 1 (human hide)

Damage obsidian-tipped bone spear d8 (*close*, *thrown*, *crude*), femur d8 (*close*, *crude*), hair-rope net (*thrown*, *crude*, *grabby*), bite d6 (*hand*)

Special qualities gifted and marked according to their tribe (page 248)

Instinct to glorify their tribe

- Use their gift
- Move quietly through the dark
- Lure prey into an ambush
- Pounce with sudden ferocity
- Flee if things go south

They roam the tunnels in gangs of 3-5, playing cat and mouse with rival bands. Should they notice outsiders, they might try to ambush them, capture them, and eat them. But they might also greet them, offer to trade, try to use them against their foes.

Some raiding parties are led by a champion (*leader*, +2 HP, deals damage with advantage), who bears one of their tribal band's sacred artifacts.

Soithech

Solitary, *corrupted*, *devious*, *magical*, *cautious*

HP 18; **Armor** 5 (resilience, human hide), 1 vs. bronze

Damage obsidian knife d10 (*hand*, *crude*)

Special qualities powerfully gifted and marked, as per their tribe (page 248)

Instinct to maintain their status

- Foresee an opportunity or dire event
- Play parties against each other
- Use their gift, or one of their tribe's sacred artifacts
- Embody an aspect of their master

Most thraulgwyn settlements are ruled by a soithech, a "vessel," who claims descent from the tribe's founder. They preach old ways and old hatreds, keeping their people in line with prophecies of glory and doom—some of which are even true.

A soitech's power is not just political. They manifest their tribe's gift and mark with great intensity, and they can let the power of their patron Thing Below flow through them. When they do, they change to embody one of its ASPECTS (page 417) and gain up to 3 additional GIFTS (page 432). Adjust their stat block accordingly.

Tcaventes, Shackle and Key

Solitary, *large*, *primordial*, *construct*, *magical*, *terrifying*, *corrupted*

HP 25; **Armor** 6 (hard, warded, lacks vitals), 4 vs. black iron

Damage word of force d12+3 (*near*, *area*, *forceful*) or four fists d12+3 with advantage (*close*, *reach*, *forceful*)

Special qualities ageless; immune to the elements; perceives thought and matter; omnilingual

Instinct to hide evidence of their failure, even from themselves

- Sense and neutralize threats with cold precision
- Shift the environment to create or close an opening
- Seal or unseal: a door, a binding, a mouth, a secret, etc.
- Blaze suddenly with the blinding light of creation

They are an **archon** (page 302), forged by the First Creators to stand vigil over the **Utterwell** (page 252) and to act as a bulwark against the Things Below. They are Tcaventes, Shackle and Key. A flawless guardian.

Or at least, they were. Over eons, even they succumbed to the whispers of the Things Below. The corruption leads to lapses of discipline that let their charges' influence seep out through the Deeps. It amplifies their guilt, which leads to denial strong enough to drive Tcaventes mad.

Should the PCs encounter Tcaventes on their throne, they will find the archon focused, vigilant, and stern, with only a hint of their unravelling mind.

But should the PCs encounter Tcaventes elsewhere in the Deeps, the archon will be wandering aimlessly, speaking to themselves in halting tones, struggling to hold a thought, in turns imperious and self-castigating. The PCs will need to walk a razor's edge to avoid drawing down their wrath.

Lygos and the South

Picture a sun-drenched land, a semi-arid climate. Roads stretch out between cities and oases. Farmers tend to orchards of figs, dates, and olives. Boundless fields of grain sway in gentle winds.

Picture palaces, temples, and handsome estates. Priests, scholars, and bureaucrats bustle about. Politicians squabble over laws and votes. Merchants hawk goods from the far corners of the world. Dozens of languages can be heard in streets and taverns.

Picture armies on the march in tight formation, spears and shields and helms a-glinting. Plumes of dust rise from thousands of stamping feet. Horses neigh and harnesses clatter. Camels bray. Elephants trumpet.

Picture opulence and splendor, silks and feathers, spices piled high in lurid color. Picture hunger and desperation, urchins risking a hand to steal a loaf of bread. Picture the rich and powerful above mundane concern. Picture the poor and downtrodden consumed by nothing but.

Names

Inspired by Greek, Hebrew, Persian, and Arabic: Agatte, Aref, Alix, Baraz, Canan, Darya, Demetra, Elene, Elios, Fotios, Faruza, Golza, Iasos, Iona, Kyriakos, Marika, Maayan, Osher, Natasa, Nivola, Rinat, Stamat, Thecla, Zhaleh.

Questions

- Do they fear deep water down south?
- Do they ply the seas or shun them?
- What are the most common languages down there?
- What clothing/markings/traits are distinctive to Lygosi? To southerners in general?
- What festival or holiday do they celebrate this time of year?
- What game/pastime/food are Lygosi/southerners known for?
- Do they worship __? How does that worship differ from up here in Stonetop?
- Who (or what) do they worship that isn't well-known up here?

Personal questions

If a PC hails from the south, ask some or all of the following.

- Are you from Lygos proper? Or some where else down south?
- What little thing do you miss about life down there?
- What do you miss the least?
- What drove you to leave?
- Who did you leave behind?
- What southern practice do you still observe?
- What was most surprising to you about life in these parts?
- Are there other southerners in Stonetop? Who?

A storied past

The arid south has long been a cradle of civilization. Ruins and ancient works dot the landscape and clutter cities. Who built them, and where did those people go? That's for you and your group to decide, but perhaps these structures were built by…

… a truly ancient people, predating even the Makers;
… the **Tempest Lords** (page 398), before their island capital was swallowed by the sea;
… the ancestors of the **Stone Lords** (page 382), who later migrated north;
… an offshoot of the **Forge Lords** (page 156), spreading out through a network of portals;
… some other group of **Makers** (page 264), unheard of up north;
… ancient humans—contemporaries of the Makers, perhaps even their rivals;
… offshoots of the **Barrow Builders** (page 34), who forged human civilization from blood and fire and sand;
… some combination of the above; or
… something else entirely.

Hooks

- Catastrophe (war, plague, famine, etc.) sends refugees flooding north.
- A deposed royal flees to the north incognito, pursued by assassins.
- An old foe/rival/creditor of a PC (or an important NPC) comes calling.
- A southern antiquarian arrives, looking to excavate a specific Maker-ruin (possibly one in Stonetop).
- Members of a persecuted mystery cult arrive from down South; if Stonetop won't accept them, they take up residence in the **Ruined Tower** (page 332).

There and back again

A typical trip to and from Lygos involves:

- ☐ An entire season of travel (80-90 days), there and back.
- ☐ Joining a merchant caravan for the trip there, and another one for the trip back (Value 2 each way).
- ☐ While in Lygos, either…
  - … a purse of silvers (Value 2) to pay for room, board, and bribes; or
  - … a resident of Lygos willing to put you up and cover your costs.
- ☐ The risk of misadventure, robbery, betrayal, or sundry other setbacks at every turn.

Don't play out trips to Lygos in detail! Doing so would take dozens of sessions and could easily derail your campaign. Unless you and your group actively decide to leave Stonetop behind and play a very different sort of game, then you should handle PC trips to Lygos off-camera.

Use **love letters** (*Book I*, page 568) to gloss over such a journey. Work with the player(s) to identify:

- What they hope to accomplish
- How they plan to go about it
- What valuables/resources they bring with them

Think about what might go wrong, what might go well, and what obligations or simmering troubles they're leaving behind. Think about elements of the setting or character that you want to explore or highlight. Weave these together into a love letter for each PC who makes the journey, and present it to each player when their PC returns to Stonetop.

If some PCs remained behind while the others went to Lygos, you can write love letters for the PCs who stayed behind, summarizing events back home. Or, you can play one or more sessions with just those players. Or you can replace the travelling PCs with temporary PCs for a few sessions. Work with your group to decide on the best approach.

Merchants

A few dozen caravans make their way up from Lygos every year. A typical merchant caravan is made up of:

- 3-12 separate merchants, each with at least one wagon or cart
- 2-4 helpers per merchant (often family members)
- Horses, mules, donkeys, or other beasts of burden
- **Caravan guards** (page 261), ~6 per merchant

Most caravans stop in in Marshedge to trade, but some enterprising souls will veer into the **Steplands** (page 372) and trade with the **Hillfolk** (page 228) directly. Others keep going north to one of the **Manmarcher's hillforts** (page 285). A rare few merchants make their way to **Gordin's Delve** (page 190), and some of those stop in Stonetop.

· TRADE OPPORTUNITIES ·

If the PCs get a trade opportunity (from the Seasons Change move), a southern merchant might offer the following:

- A good exchange rate, two or even three Value 2 items for 1 Surplus.
- 1-4 Value 2 items or even a Value 3 item, in exchange for some creepy arcanum or relic of the past (might have repercussions)
- A unit of exotic trade goods (Value 3) in exchange for a bundle of **drake feathers** (page 207), **gylglyd flowers** (page 207), a **raselbaedd hide** (page 209), etc.
- A suit of armor or weapon of war, forged from **black iron** (page 307), as payment for helping them recover some lost or stolen goods (Value 3).
- An arcanum of **primordial power** (page 308), from one of **the Makers** (page 264), or related to **the Things Below** (page 412).

Dangers

Adventurer
Group, *hoarder*, *devious*, [pick 1 more]
HP 8; **Armor** 1 to 3 (skill, armor, and/or shield)
Damage whatever's at hand d8 (*hand*, *close*, maybe *forceful* or *messy*)
Instinct to stir up trouble
- Sniff out an opportunity, or reveal one
- Escape danger in a way that endangers others
- Act without scruple
- Use a particular knack or skill

They make their way north now and then: scoundrels, mercenaries, treasure-hunters… folk who just can't make a go of a normal life. They'll show up in Marshedge or Stonetop or Gordin's Delve, in search of some big score. Or running from the consequences of the last one. Or both.

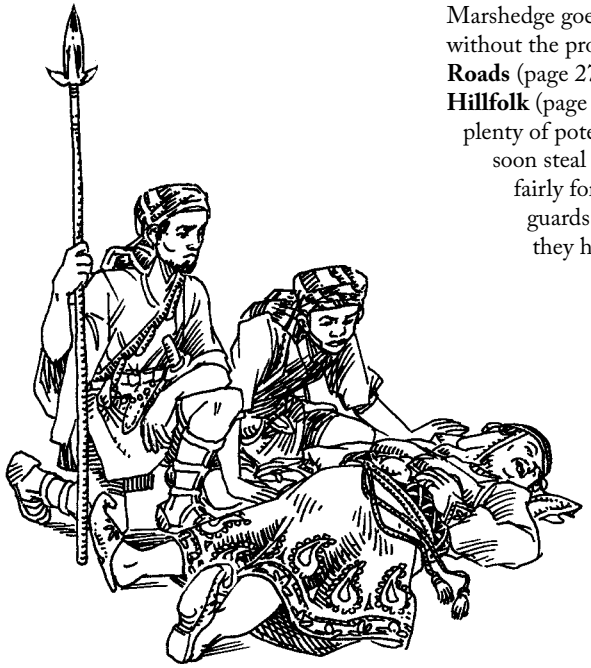
Antiquarian
Solitary, *hoarder*, *cautious*, *cunning*, *magical*
HP 12; **Armor** 0
Damage iron mattock d8 w/disadvantage (*close*, *messy*, *awkward*) or knife d6 w/disadvantage (*hand*)
Special qualities often in possession of **arcana** (page 508) and willing to use them
Instinct to indulge their curiosity or to secure the next big score
- Expound at length upon a topic
- Open, touch, or tinker with something
- Use a minor spell or artifact
- Hang back and let the help face the danger

Among the southern well-to-do, the glorious past is a point of pride. Wealthy households keep pet scholars on retainer, and sponsor the study of ruins and antiquities. There's a brisk trade in artifacts and relics. Collectors pay handsomely for items of true power.

The south is full of ruins, but it's also teeming with people. The best sites have already been dug up. But up north, at the World's End? Why, one can barely swing a shovel without hitting some relic of the past, just waiting to be excavated. And studied. And sold.

Assassin
Solitary, *stealthy*, *devious*
HP 12; **Armor** 1 (skill)
Damage dagger 1d10 (*hand*, 1 piercing) or garrote d8 (*hand*, *grabby*, ignores armor)
Instinct to finish the job (nothing personal)
- Stalk their target at length
- Pass unnoticed, in shadow or disguise
- Poison someone
- Slip away, try again later

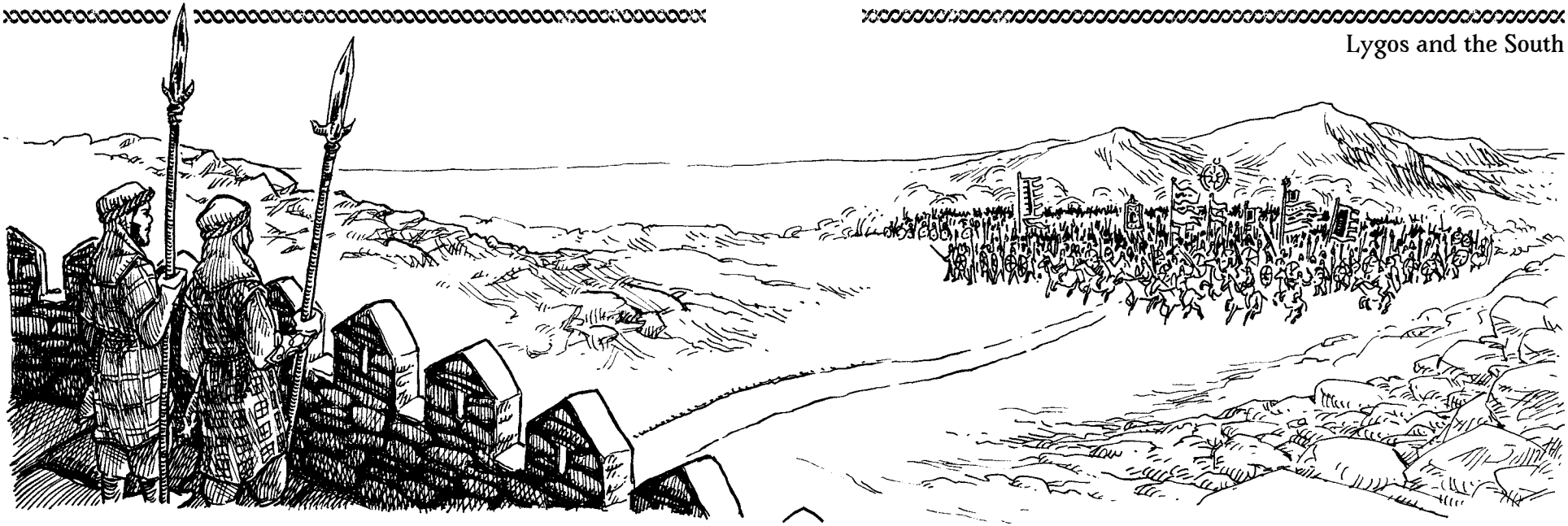
Only in "civilized" lands is there such demand for murder that it's an actual profession.



Caravan guard
Horde, *organized*, *cautious*, *alert*
HP 3; **Armor** 2 (shield, leather cuirass)
Damage iron spear d6 (close, thrown) or dagger d6 (hand)
Professional instinct to keep their ward(s) safe
- Spot or suspect trouble
- Take sensible precautions
- Put themselves in harm's way

Craven instinct to avoid real danger
- Suggest a safer course of action
- Make a show of force
- Flee, surrender, or betray their client

Much of the way between Lygos and Marshedge goes through trackless wilds, without the protection of the **Makers' Roads** (page 270). Bandits, beasts, and **Hillfolk** (page 234) are all a threat, and plenty of potential clients would just as soon steal a merchant's goods as trade fairly for them. So, merchants hire guards. And when danger looms, they hope they've hired well.



Conquering army

The armies of the south are said to be as limitless as the stars in the sky, as countless as the leaves in the Great Wood. If they wanted, they could field legions whose soldiers outnumbered the entire population of the World's End. Thankfully, the southern nations have seen no value in invading the north. At least, not yet.

What would prompt an invasion? Perhaps…

… a holy mandate to spread some southern faith;
… an emperor who has united the southern nations, and now turns toward new conquests;
… a new ruler in Lygos, obsessed with recovering the Makers' arts;
… a dearth of arable land, timber, salt, or just living space;
… an unquenchable thirst for slaves (or sacrifices);
… some combination of the above; or
… something else entirely.

Invasion

Threat (*affliction*)

Instinct to subjugate

A company (200-400 troops) establishes a foothold in the **South Manmarch** (page 350), proceeds to subjugate local **Hillfolk** (page 228)
2,000 soldiers march on **Marshedge** (page 274), their council surrenders, Brennan and the Claws flee
The army invades the **North Manmarch** (page 282), conquering a number of settlements, hillforts
Remaining Manmarch chiefs surrender; a company of soldiers besieges **Gordin's Delve** (page 190); another marches on Stonetop and demands surrender
Impending doom: Stonetop is conquered and a garrison established

Stakes Can the Hillfolk be united against the southerners? What about the Manmarchers? Will the PCs ally with Brennan?

Cavalry

Horde, *large*, *organized*, *terrifying*

HP 10; **Armor** 2 (shield, iron scale)

Damage iron-tipped long spear d6+4 (*reach*, *forceful*), or sword d6+4 (*close*, *forceful*), or bow d6 (*far*)

Instinct to attack where the foe is weak

- Circle around their enemy
- Attack on the move
- Form a wedge and charge, d6+4 w/ advantage (*reach*, *close*, *hand*, *area*, *forceful*, *messy*, 1 piercing)

Infantry

Horde, *organized*

HP 3; **Armor** 2 (shield, linen cuirass)

Damage iron-tipped long spear d6 (*reach*), or short sword d6 (*hand*, *close*)

Instinct to follow orders

- Form a phalanx
- Pin down or hem in their foe

Legionary

Horde, *organized*, *hardy*, *disciplined*

HP 7; **Armor** 3 (shield, iron scale)

Damage iron short sword d6 (*hand*, *close*), or spear d6 (*close*, *thrown*)

Instinct to conquer

- Fight in tight-knit formation
- Hold the line
- Advance implacably

Skirmisher

Horde, *stealthy*, *organized*

HP 3; **Armor** 0

Damage long bow d6 (*far*), or sling d6 (*near*, *reload*), or short swords (*hand*, *close*)

Instinct to avoid a fair fight

- Unleash a volley, then retreat
- Cover distance quickly
- Attack a flank

The Makers

These lands were once ruled by giants, who stood two or three times the height of a full-grown human. They were powerful not only in stature but also in learning, wisdom, and magic. They established mighty civilizations and left many wonders in their wake.

Five different groups of Makers helped to shape the region now called World's End. These included…

… the **Forge Lords** (page 156), passionate artisans who bent fire and metal to their will;

… the **Green Lords** (page 210), who bred and shaped all forms of life and bound the spirits of the wild to their will;

… the **Rime Lords** (page 316), who embraced the cold of the far north and practiced all manner of ascetic disciplines and esoteric arts;

… the **Stone Lords** (page 382), who carved cities out of bedrock, raised towering monuments, and sang stone and crystal and glass into impossible shapes; and

… the **Tempest Lords** (page 398), who harnessed the primal forces of sky and sea, who sailed forth to conquer much of the world.

The Tempest Lords' empire was the oldest and greatest nation of Makers, and for a long time the others lived in their shadow. But hubris led to the empire's ruin, and allowed the other Makers to rise in power. There were rivalries between them, certainly, and border conflicts, but for centuries they largely lived in peace. They traded goods and ideas, even cooperated on grand projects like the **Makers' Roads** (page 270).

The peace did not last forever. The Green Lords called on the **Things Below** (page 412) to crush their rebellious servants, a crime for which the Stone Lords would not stand. They led their brethren against the now-corrupted Green Lords, shattered their lands and tried to wipe them from the earth. They succeeded, but at great cost.

For the whispers of the Things Below had become a song. And over the decades, the Stone Lords' own human servants were themselves corrupted. In a flurry of violence, they broke the seals and turned against their masters, and ushered in the **Time of Cataclysm** (page 413). The power of the Things Below was loosed upon the world, and one-by-one the remaining Makers fell.

That was a few centuries ago, at least. But the bones of those civilizations remain.

Hooks

- A still-living Maker is found, **vitrified** (page 408) or caught in some **Fae domain** (page 102) or otherwise held in stasis.
- Someone unearths a stele, with a lengthy decree written in multiple Maker-scripts as well as an archaic—but well-known—southern alphabet.
- Two rival scholars are willing to kill in order to prove their theories about the Makers are correct.
- Adventurers discover a ruin or tomb, clearly of the Makers, but bearing symbols and decorations unlike those of any of the known Makers. Perhaps there was a sixth type or nation of Makers?

Lore

Everyone knows:

- Giants built most of the ruins that dot the landscape and on which the settlements in the region were built
- The Highway and the **West Road** (page 270) were built by these Makers
- There were different groups of Makers, dwelling in different regions
- They worked powerful magic, some of which persists today

One might know:

- The different types of Makers, where each dwelt, their most important themes
- What happened to each group, broadly
- The distinct features of each group's writing/architecture/artifacts
- The special materials—like **aetherium** (page 404) or **makerglass** (page 388)—associated with each group, and their common properties
- The names of a few individuals
- Which peoples served/followed/were created by them
- How to use/replicate some of their magic
- How to read their writing (page 268)

Very few know:

- The nuances of their politics, rivalries, history, and schisms
- How to speak their languages
- How to recreate their special materials
- The underpinnings of their magic

When a PC Knows Things about the Makers and gets a 7+, be sure to ask, "How do you know this?" If they're stuck for plausible answers, then give them suggestions: a folk tale, a children's song, secrets imparted by a wise old mentor, a tale heard from a merchant or an old prospector, some previous adventure, etc.

Questions

- In their art, how did these Makers depict themselves? How were they different than humans, beyond just their size?
- Can Maker-ruins be found in **Lygos and the South** (page 256)? If so, how are they different than those often found around here?
- Who is the authoritative scholar on the(se) Makers? When were they active? On what did they base their research? What did they clearly get wrong?
- Which of the Makers' scripts are most like the common alphabet(s) used today?
- How can you tell that these markings are magical, not mere writing?

Sites

Signs of these ancient civilizations litter the region, many of them surprisingly well-preserved. Some of these ruins are familiar and widely used today, but many are forgotten, avoided, or shunned. For while they contain many wonders of the past, they also hold ancient dangers. Plenty of them are **haunted** (page 72), or corrupted by the **Things Below** (page 412).

Create a site based on the type(s) of Makers who left it. Pick the creators based on where the site is located, or roll if you're unsure.

1d6 MAKERS & SITE LOCATIONS

1 The **Forge Lords** (page 156):
- The **Huffel Peaks** (page 236)
- **Gordin's Delve** (page 190)
- Western edge of the **Flats** (page 126)

2 The **Green Lords** (page 210):
- The **Great Wood** (page 200)
- **Ferrier's Fen** (page 116)
- The **Foothills** (page 144)

3 The **Rime Lords** (page 316):
- The **Whitefang Mountains** (page 480)
- The **Foothills** (page 144)

4 The **Stone Lords** (page 382):
- The **Steplands** (page 372)
- The **South Manmarch** (page 350)
- South arm of the **Huffel Peaks** (page 236)
- Southern edge of the **Flats** (page 126)

5 The **Tempest Lords** (page 398):
- Along the **Dread River** (page 86)
- The **Flats** (page 126)
- The **Ruined Tower** (page 332)
- Anywhere you want (their sky-islands flew far and wide)

6 Multiple Makers:
- Along the **Makers' Roads** (page 270)
- Along the **Dread River** (page 86)
- Along borders between regions

True nature

The Makers were large and physically powerful, adept with magic, quick of mind, and they brimmed with elemental might. Individuals varied greatly in both personal power and prestige.

They were long-lived but far from immortal, and reproduced slowly (if at all). Their numbers, thus, were relatively few, and they surrounded themselves with slaves, servants, and disciples of smaller stature: humans, **Fae** (page 94), **Forest Folk** (page 150), **Ustrina** (page 464), etc.

Beyond that, the nature of the Makers is for you to decide. Perhaps they were…

… among the first sentient beings, placed here by the **primordial powers** (page 298);
… children of **Danu** (page 64), birthed from the elements themselves;
… humans who elevated themselves through magic and study;
… immigrants from across a trackless sea;
… travelers from another world or dimension;
… some combination of the above; or
… something else entirely.

The answer might well be different for each group of Makers. Maybe the Tempest Lords were among the the first sentient beings and the other Makers were once their human subjects, who stole their power as the first empire waned and fell. Or maybe the Forge Lords came from another world, but the Stone Lords were born of the hills and mountains.

Runes & glyphs

Ancient writing often adorns Maker-ruins and artifacts. Most of these runes and glyphs are mundane (names, labels, memorials, directions, warnings, etc). But some Maker-marks brim with power. They bind spirits, channel energy, anchor magical effects. Many **minor arcana** (page 508) feature such writing, which PCs must decipher in order to unlock the arcana's secrets.

If a PC is literate and has some justification (such as the Well Versed move with "the Makers and their arts" as a topic), then they can Know Things to decipher Maker runes and glyphs: **on a 10+**, tell them the full meaning; **on a 7-9**, give them a vague sense of the text's meaning, or a few possible translations, and a way to learn more; **on a 6-**, maybe tell them what's required to translate the text, and/or interrupt the scene with trouble.

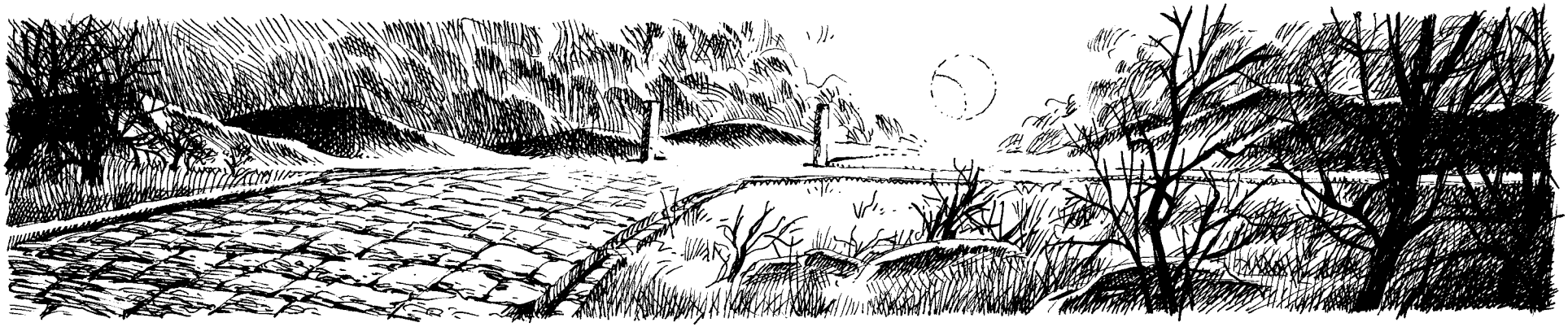
Other PCs can Know Things about Maker runes and glyphs, but at best they can discern a few words and recognize the magical vs. the mundane. Focus instead on who could help them translate the runes, or who might find them valuable, or places and artifacts that bear similar markings, and what the PC knows about them.

If the PCs can't immediately decipher the Markings, then maybe they could…

… show the writing to a learned elder back home;
… Spend a few weeks referencing their collection of Books and Scrolls (if they have one);
… confer with an **antiquarian** (page 260), probably in **Gordin's Delve** (page 190) or **Marshedge** (page 274);
… convince the monks up in **Barrier Pass** (page 26) to help;
… seek aid from a **spirit-talker** (page 235) or **hdour** (page 234);
… make a deal with a **spirit of the wild** (page 356), **Fae** (page 94), **Ustrina** (page 464), etc.;
… find an intact **Green Lord** (page 210) tomb and beseech its mummified occupant to help; or
… conjure the shade of a Maker or **Barrow Builder** (page 34), perhaps at the **Crossroads** (page 270), and bargain for their service.

The Tempest Lords used ideographic glyphs (ideas, not sounds). The other Makers' writing was phonetic; just how distinct their alphabets were is up for you and your group to decide.

The Makers' Roads



The West Road stretches from Stonetop to **Gordin's Delve** (page 190). About 15 miles from town, it crosses the Highway, which runs from **Barrier Pass** (page 26) all the way to **Marshedge** (page 274) and beyond.

The roads are wide (~20 feet), grand, and humbling, clearly the work of the **Makers** (page 264). They have lasted for centuries, strangely well-preserved and free of growth.

- Big slabs of tiled basalt, gently beveled, stretching to the horizon
- Trickle of rainwater or snowmelt flowing down gutters that never clog
- The unnerving way that dust, seeds, leaves, etc. refuse to land on the pavestones

Tip: speak quietly, reverently, like you were in a church or temple among the faithful.

Questions

- Which of you have travelled the Highway or the West Road before? When and to where?
- The magic of the roads—the wards against violence, evil, and decay—how do they make each of you feel?
- When was the last time that you felt small, insignificant, or just very lonely?

The magic of the Roads

The roads have lasted for centuries without maintenance. Predators shun them. Beings of darkness, chaos, and death are repelled, and generally cannot cross or set foot on them.

When you ***attempt to commit violence upon the road***, or to ***harm the road or anything upon it***, you hesitate. If you ***will yourself to continue***, lose 1d4 HP and roll +WIS: **on a 10+**, go for it; **on a 7-9**, you act but have disadvantage on any rolls to commit violence (including damage); **on a 6-**, you fail to act and mark *dazed*.

The Crossroads

The West Road crosses the Highway about 15 miles from town. A copse of **dool trees** (page 73) grows nearby. Despite the wards, there's something unsettling about the Crossroads. Everyone feels it. No one likes to talk about it.

- What about this place tells you that the veil between life and death is thin here?
- Whose ghost is said to haunt the Flats near the Crossroads?

Something interesting: One can call up the shades of the dead if they stand at the Crossroads under the new moon and call the departed's name.

Something useful: When you ***stand at the Crossroads under the new moon and call the departed by name***, roll and add…

… +1 if you are tied to them by blood;
… +1 if you bear a possession of theirs; and/or
… +1 if you offer food or drink that they loved in life.

On a 10+, their shade appears but pick 1; **on a 7-9**, their shade appears but pick 2:

- They are deranged, confused, muddled, unreasonable
- They have no intention of returning peacefully to their rest
- Something slips through the Last Door with them—a **dool spirit** (page 83), a **gwyllgi** (page 84), an unbound **wraith** (page 79), etc.

For more on **shades**, see page 85.

The Broken Roads

Roads once stretched from the Crossroads to the **Ruined Tower** (page 332), and from Stonetop out into the **Great Wood** (page 200), and all throughout the **Steplands** (page 372). Terrible magic shattered the stones and scorched their runes. Most have long since been buried, but sometimes a cracked stone is unearthed by beast, rain, or quake.

When you ***strike an entity of darkness, chaos, or death with a shattered road-stone*** (*hand*, *thrown*, *crude*), it takes 1d8 damage (ignores armor) but the stone then crumbles to dust.

Waysides

Every 25 miles or so, the roads expand to a broad circle, wide enough for travelers to camp without leaving the warded stones. Each wayside includes a well, a firepit, an obelisk marked with a single rune, and maybe more. Many feature a shrine to **Aratis** (page 22).

- What, by tradition, do travelers leave behind each time they stop at a wayside?
- What distinguishes this wayside from the others?

Fellow travelers

Choose or have someone roll the Die of Fate.

1d6	TRAVELER
1	Some kook or shady character(s), looking for ruins or tombs to plunder
2	1d12 immigrants, likely en route to Gordin's Delve
3	Someone seeking help/escaping trouble/in pursuit of ___
4	One or more **Hillfolk** (page 228)
5-6	A merchant and crew, quite likely someone the PCs know

For disposition, choose or have someone roll:

1d6	DISPOSITION
1	As hostile as the Roads allow
2	In dire need of assistance
3-4	Tight-lipped / unfriendly
5	Friendly enough
6	Bearing useful news or opportunities

The nosgalau

Veteran travelers warn of the nosgalau, the night lights that lure travelers from the roads. They don't always appear, and even when they do, not everyone hears their call.

- Which of you have seen the nosgalau on a prior journey?
- Who were you with? Which of you was lured off the road?
- What do you think the nosgalau really are? Why do you think that?

When you ***hear the call of the nosgalau***, say whose voice you hear on the wind and why you feel compelled to join them. Then, roll +WIS: **on a 10+**, say how you see through the deception, and you'll never hear their call again; **on a 7-9**, either mark XP and follow the call, or tell us how you detect the lie this one time; **on a 6-**, you heed the call and go to the nosgalau, unless your allies restrain you.

What befalls their victims is for you to decide, but it isn't good. Perhaps they…

… fall prey to some mundane danger, like a mire or **pack drake** (page 134);
… vanish in the night (the grass twisted in strange patterns), only to reappear elsewhere, muddy and haunted-eyed, with patchy memories; or
… find themselves surrounded by faces from their past, concealing the nosgalau's true forms (all wisps and teeth, hatred and hunger).

Runic calligraphy

Should one overcome the magic of the roads and pry up a pavestone, they would find the bottom laced with impossibly intricate, dizzying runes. They impart the magic of the roads, but they are indecipherable unless one already knows the proper magic.

To unlock the mysteries of this runic calligraphy, you must:

- ☐ Master each of these minor arcana:
  - ☐ **Peacebond** (page 519)
  - ☐ **Preserving Runes** (page 518)
  - ☐ **Sanctifying Mark** (page 520)
- ☐ Acquire an intact pavestone
- ☐ Spend 1 season and 1d4 handfuls of silver attempting to replicate the runes.

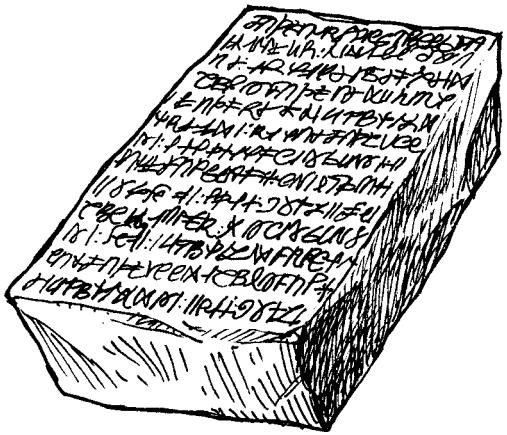
Henceforth, when you make magic marks or runes, you can imbue multiple magical effects that you know. Such combined runes take no longer to craft than the most complex of the individual spells. Beyond that, work out the details with the GM.

· STEADING IMPROVEMENT ·

☐ **ROADBUILDING**
Requires all of the following:

- ☐ Unlock the secrets of **runic calligraphy**
- ☐ Teach the runes to at least 2 full-time artisans of quick mind and steady hand
- ☐ Secure a nigh-unlimited source of basalt blocks
- ☐ Recruit a foreman of considerable skill, who has studied construction of the Roads
- ☐ Recruit and maintain a crew of ~50 skilled laborers and masons

When you ***mark all the requirements***, you can expand or repair the Makers' Roads. Every ~25 miles of road requires **Pulling Together**, one season of labor, 2 Surplus to feed the laborers, and a purse of silvers for payment and supplies.



Marshedge

Size *town* (~800 to 900 souls)
Population +0
Prosperity +2
- Trade with...
  ... Lygos (fine goods, spices, etc.)
  ... Manmarch (timber, salt, amber)
  ... Gordin's Delve (metal, tools)
  ... Stonetop (whisky, fur)

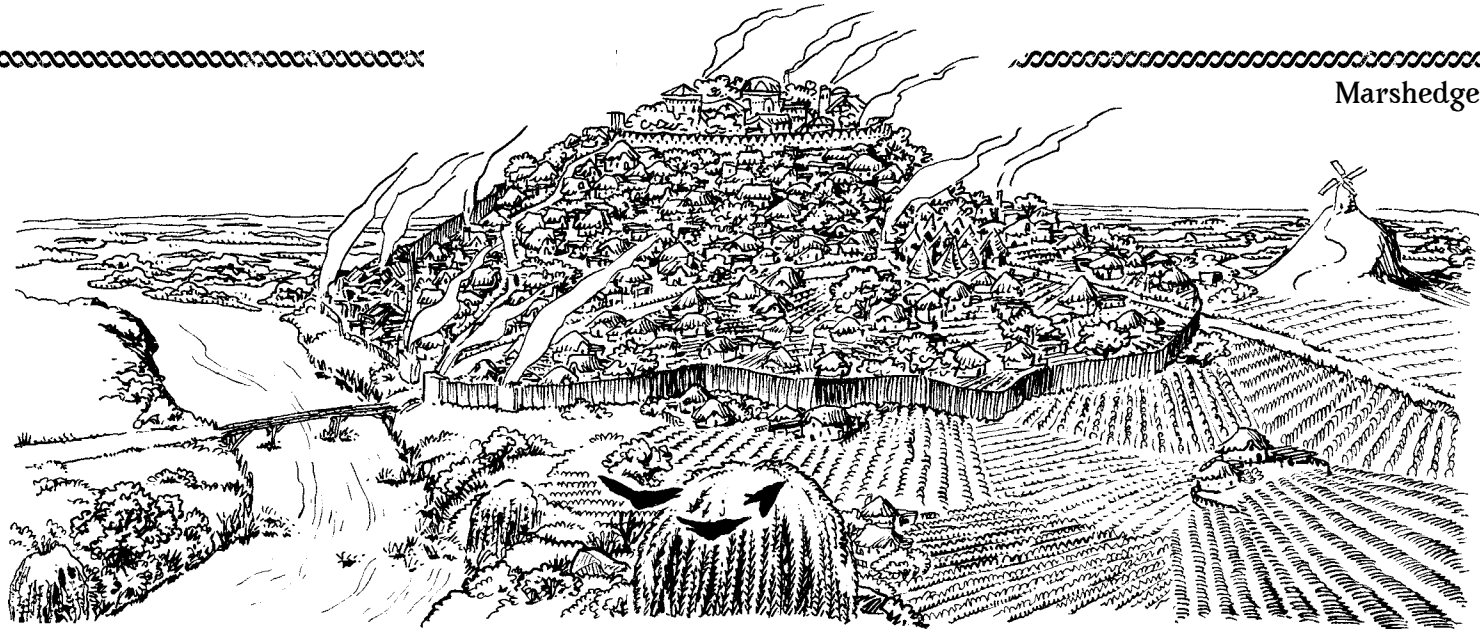
Resources
- Farming (wheat, hemp, wild rice, herbs)
- Trades (textiles, pottery, glass, rope, medicine)
- Forage (herbs, peat, clay)
- Marketplace
- Windmill

Defenses +1
- **The Guard** (page 280)
- Wooden palisade
- Bendis root braziers

The town of Marshedge lies along the **Highway** (page 270), on a rise overlooking **Ferrier's Fen** (page 116). Many consider Marshedgers insane to live so close to such a dangerous place, but long ago, some of them learned the ways of the Fen and of bendis root, the burning of which keeps unclean things at bay.

Questions

- Which of the Old Families (Ferrier, Hawtrey, Tricklebank, Eldershaw) have you dealt with most? How so?
- What trouble did Brennan's Claws cause you, back in their bandit days?
- Do they worship ____ here? How?
- Who do you look forward to seeing?
- Who are you hoping to avoid?
- What's the oddest rumor you've heard about the fen-walkers?
- As you enter, what's the most striking difference between here and Stonetop?



Places

- **The Hill**, around which the town huddles, looming over Ferrier's Fen. Riddled with **Maker**-ruins (page 264).
- **The Palisade** surrounds the town, with braziers of bendis root burning day and night. Four members of **the Guard** (page 276) walk the ramparts.
- **The Sruth**, a wide, shallow river that drains lazily past Marshedge and into the Fen. Lined with reeds and willows, the bed made of loose, sucking mud.
- **The Bridge**, a wooden span across the Sruth where a stretch of road once lay, just wide enough for a wagon. A pair of Guards collect tolls at the gate house.
- **Low Town**, hovels of the working folk, all around the Hill and Edgemarket. Wattle and daub construction, cramped gardens, dirty kids, lots of livestock. Guards don't patrol here.
- **Edgemarket**, on a **wayside** (page 271) near the middle of town, crowded with tents, wagons, merchants, and visitors. Surrounded by shops, a pair of pubs, and a few traveler-houses. Patrolled by a pair of Guards.
- **The Mire**, a a muddy slum north of the main palisade, poking into the Fen. Wood walkways stretch between bogs of rice and herbs. Two gates link it to Low Town, each manned by a Guard.
- **Dropoff**, middle-class homes and shops all around the slope of the Hill. A pair of Guards are always on patrol.
- **High Town**, a neighborhood of stone buildings with slate roofs atop the Hill. Where the **Old Families** (page 276) live. Ringed by a second palisade, with a pair of Guards always watching the gate.
- **The Garrison**, the Guard's headquarters, just outside High Town. A dozen or so Guards are stationed here at any time, off-duty but on-call.
- **Eastgate**, where the Highway passes through the palisade and farmers come and go to the fields. A pair of Guards collect tolls from visitors.
- **Miller's Hill**, a Maker-ruin just east of town, repurposed into a windmill. Everyone mumbles about how the place is haunted. It is.
- **The Fields**, stretching away to the east and south, owned by the Old Families. Some outbuildings, plenty of livestock, but few inhabitants.

Ruins of the past

This was clearly a place of importance in the time of the Makers. Their ruins dot the Hill and extend deep below. Some of these tunnels are used as storehouses or mausoleums. Others are unexplored.

What was this place, originally? That's for you to decide, but perhaps it was…

… a **Stone Lord** (page 382) outpost, standing watch over Ferrier's Fen;
… the edge of a **Green Lord** (page 210) city, all that's left after the Stone Lords sank much of their lands;
… a center of trade between Green Lords and Stone Lords, abandoned when war broke out between them;
… a Stone Lord manor, reclaimed by the **Barrow Builders** (page 34);
… some combination of the above; or
… something else entirely.

Whatever you decide, consider writing it up as a site, with dangers and discoveries that might now be in the hands of the Old Families, the Guilds, and/or Brennan.

Names

Irish-inspired: Abben, Ailen, Brin, Brogan, Catlin, Coln, Daedre, Dermos, Ennin, Finnen, Gilor, Isbeal, Kiran, Lile, Lim, Mathuin, Mirne, Noren, Owan, Ragan, Renan, Seadha, Seann, Tierney, Ulliam

Marshedge and Stonetop share a language but the dialects are quite distinct, implying some common but distant ancestry.

People

Brennan, onetime bandit leader of the Claws, now the town's marshal. The Council thought it'd be cheaper and easier to pay him to guard the town than to hunt him down and defeat him.

The Guard, the town's well-drilled standing watch. Tensions exist between the ex-Claws, old-timer loyalists, and the new recruits. (~40 guards total)

The Old Families dwell in the stone manor houses of High Town and have a piece of every pie. (~30 family members and another ~40 servants)

- The Ferriers have lost much clout in recent years. Their matriarch, Ianthe, is ailing but still sharp (**Instinct** to maintain her family's dignity).
- The Hawtrey patriarch, Muiris, is one of Brennan's main allies (**Instinct** to put his family's fortunes above all else).
- The Tricklebanks resent the Ferrier's prestige. Led by cagey old Caineach (**Instinct** to sieze any opportunity).
- The Eldershaws have a reputation for being tough yet honorable, but an untimely death has left young Ailbe in charge (**Instinct** to put off decisions).

The Guilds, comprised of weavers, potters, glassblowers, and herbalists. They generate much of the town's wealth, and chafe at the Old Families' power. (~125 artisans, assistants, and families)

The lesser trades—smiths, bakers, carpenters, thatchers, the miller, and others who keep the town running. (~40 artisans, assistants, and families)

Fen-walkers (page 117) ply the wetlands, gathering herbs, hunting game, cutting peat and clay, and keeping tabs on the **suarachan** (page 124). They recruit from orphans and those with no prospects. Some have (and hide) weird mutations. (~20 souls)

The Council, Marshedge's governing body. Includes the head of each Old Family, the master of each Guild, the eldest of the fen-walkers, and Brennan (who has no vote, but pushes them around).

Merchants are key to the town's prosperity. Mostly local, but a few have settled here from afar. (~40 souls)

Beggars & thieves gather in Edgemarket, along the Highway, and in Dropoff, seeking sympathy or easy marks. (~20-40 souls, varies by day)

Farmers & laborers make up the rest of town. Mostly tenant farmers, put-upon homemakers, and muscle for hire hoping to earn rent. (~500 souls)

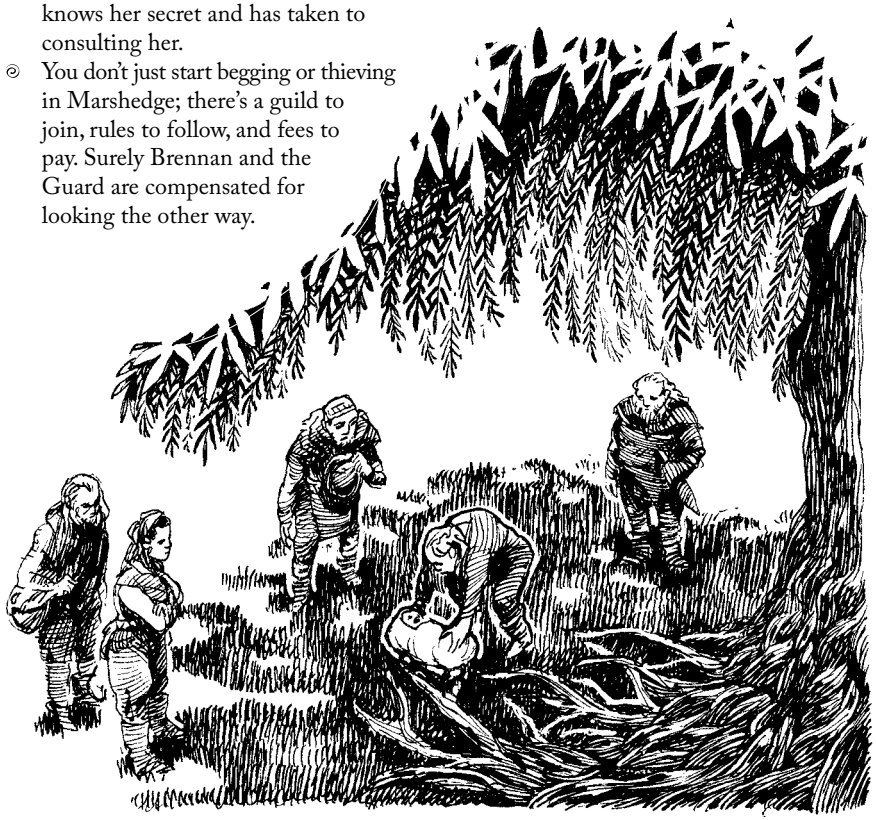
Travelers come to trade at Edgemarket, to consult with herbalists, or to seek (or spend) their fortunes. They stay with local contacts, in their own wagons, or at one of a few traveler-houses. (~25-100 souls, depending on the season)

Secrets

- The town charter gives fen-walkers the right to demand aid from any resident, and the responsibility to execute those found to be "corrupted by vile spirits, or congressing with such."
- Every seven years, one of the Old Families delivers one of their children to the **Willow Witches** (page 120). A fen-walker leaves the child at one of the grand willow trees, never looking back. Rarely, such a child returns, years later, and greatly changed.
- The miller's wife is a **necromancer** (page 84), with a number of ghosts bound in the basement. Brennan knows her secret and has taken to consulting her.
- You don't just start begging or thieving in Marshedge; there's a guild to join, rules to follow, and fees to pay. Surely Brennan and the Guard are compensated for looking the other way.

Hooks

- A daughter of the Old Families tries to save her son from the Willow Witches.
- A fen-walker discovers a ruin, home to a fell beast but also great treasure.
- Idealists attempt to organize and get recognition for a Farmers Guild.
- A High Town merchant has what the PCs seek; but seeks exclusive rights to trading Stonetop whisky in exchange.
- A spurned Guild apprentice is sending dark spirits against their old master
- A well-regarded loyalist of the old Guard has gone missing. His granddaughter asks the PCs for help.



Trade & Barter

Commonly available

The following are special items in Stonetop, but commonly available in Marshedge—PCs can acquire them here without having to roll. They *do* need to trade something of equal Value. Stonetop trade goods (whisky and furs) are always in demand.

GOODS	VALUE
Candle (lasts ~1 hour, *close*)	0
◇ Lantern (○○○○○ hours, *reach, area)*	0
Glass vial	0
Common trade tools (for pottery, weaving, etc.; *immobile*)	1
◇ Wax tablet and stylus	0
Parchment, a few sheets	1
Ink, vial and quills	1
Bendis root (burnt fumes repel perversions of nature; lasts ~1 hour, *reach, area*)	0*
◇ Pouch full of bendis root (~10 uses)	1*
◇ Salt or seasonings (a pouch full)	1
Exotic spices (a little box)	1
◇◇ Bolt of hempen fabric	1
Finery, like a silk scarf, a silver comb, embroidered shirt, nice dress, etc.	1
◇ Cloak, finely embroidered (*warm*)	1
Spare parts for a wagon/cart (axles, wheels, etc.; ○○○ uses, *immobile*)	2

*+1 Value if sold outside of Marshedge

COIN	VALUE
◇ Purse of coppers (~10 handfuls)	0
Handful of silvers	1
◇ Purse of silvers (~10 handfuls)	2

FOOD & LODGING	VALUE
Hospitality, of a friend or contact	0
Food & drink, for a small party	0
Lodgings, decent (for a small party up to a week, board included)	1
Night of fine living, for one	1

Special items

The following *might* be acquired in Marshedge, in addition to special items from the Moves & Gear handout. PCs must roll Trade & Barter to acquire them.

When PCs ***Trade & Barter in Marshedge***, they use the local Prosperity (+2 by default), with advantage because it's a *town*. **On a 6-**, they don't mark XP but they'll need to Ask Around if they want to sell/acquire it.

GOODS	VALUE
◇ Medicines, potent (○○○○ uses)	1
Useful flora (page 458), 1d4 uses	1 or 2
Lens, like for a magnifying glass	1
Spectacles, custom made	2
Luxurious clothing, silk embroidery, fine lace, drakeskin boots, etc.	2
◇◇ Bolt of silk (or other exotic fabric)	3
◇ Regalia (*warm*, *clumsy*) an outfit of ostentatious clothing; ignore *clumsy* if you're used to it	3

PROPERTY	VALUE
Cottage or hovel, to call your own	2
House or shop, a modest place	3
Business, small but established, like an inn, a pub, or a smithy	4

· TRADE OPPORTUNITIES ·

If the PCs get a trade opportunity (from the Seasons Change move), Marshedge might offer the following:

- A good exchange rate, two or even three Value 2 items for 1 Surplus
- A wagon, mule, or horse, for 1 Surplus and help with a problem
- A tradesperson (healer, herbalist, potter, glassblower, etc) willing to move to Stonetop for a price
- An arcanum of the **Stone Lords** (page 382), **Green Lords** (page 210), or **Fae** (page 94)

Moves

ASK AROUND

When you ***spend a purse of coppers and a few hours asking around town***, say what you hope to learn and roll +CHA: **on a 10+**, you get a clear and useful answer; **on a 7-9**, you get an answer but pick 1:

- It's incomplete, contradictory, or unclear, ask the GM how you could learn more
- It'll cost you another purse of coppers
- You've drawn unwanted attention or gotten yourself embroiled in a situation of the GM's choosing

CAROUSE

When you ***spend a handful of silvers having a good time***, roll +CHA: **on a 10+**, pick 2; **on a 7-9**, pick 1:

- You spread a rumor or tale far and wide
- You make a loyal new friend
- You learn something useful or juicy
- You avoid getting swindled, tricked, or entangled in someone else's trouble

RECRUIT

When you ***put out word that you're hiring***, say who you're looking for, what the job is, and what you're offering (the GM will veto if unreasonable). Then roll and add…

… +1 if your offer is generous;
… +1 if the work conditions are favorable; and
… +1 if your reputation around here is solid.

On a 10+, you find someone but pick 1; **on a 7-9**, you find someone but pick 2.

- They lack some of the skills you wanted
- They're entangled, impaired, or annoying
- You draw unwanted attention
- They have debts or obligations that you need to clear up first

SERVICES	VALUE
A guide around town, for the day	0
Someone to watch things, for a day	0
A laborer's help, for a day	0
A crew of laborers, for a week	1
A bodyguard/muscle, for a few days	1
A consultation with a skilled healer	1
An engineer/foreman, for a big project	2
A skilled healer's care, for a few weeks	2
A **fen-walker** (page 117) to guide you...	
... to a known, nearby spot	1
... to a dangerous/unknown spot	2
... to a place of almost certain death	3

Dangers

Folks from elsewhere

- **North Manmarch** (page 282)
- **South Manmarch** (page 350)
- **Hillfolk** (page 228)
- **Lygos** or other points south (page 256)
- **Stonetop** (page 12)

Things from the fen

- **Disease** (page 122)
- **Fen blight** (page 123)
- **Fen-trolls** (page 123)
- **Suarachan** (page 124)

Brennan

Solitary, *organized*, *hoarder*, *cautious*, *devious*

HP 12; **Armor** 3 (brigandine, shield)
Damage steel sword d8+1 (*close,* 3 piercing)
Instinct to maintain or increase his power
- Identify and exploit a weakness
- Choose the best person for the job
- Hide his true strength or position
- Out-think and out-maneuver

The Guard

Group, *organized*

HP 6; **Armor** 2 (iron scales)
Damage steel-tipped spear d8 (*close*, *thrown*, 2 piercing)
Ex-Claw instinct to lord over others.
- Bully, threaten, intimidate
- Cover each other's backs
- Demand a bribe or accommodation

Loyalist instinct to protect the town, no matter what.
- Give fair warning before using force
- Stand firm in the face of danger

New recruit instinct to avoid danger or punishment.
- Shout a warning/order
- Hesitate
- Look the other way

Fire

Much of Dropoff is susceptible to fire, and Low Town is basically a tinderbox. A building catches fire? Hoo boy.
Instinct to consume and spread.
- Push them back with a wave of heat (d4 damage)
- Fill the area with choking smoke (debilities)
- Collapse a burning structure (d8 damage, ignores armor, *forceful*)
- Engulf someone or thing in flames (d10 damage, ignores armor, *messy*)

When ***a building catches fire and it's not quickly contained***, start the following:

> The building is engulfed; cries of alarm
> A nearby building or two also catch; the original building starts to collapse
> Many buildings are ablaze; folks panic
> Fire spreads in multiple directions; palisade catches fire; bedlam
> **Impending doom:** Fire burns itself out, scores dead, homes and shops ruined, large parts of the palisade destroyed

Thieves

Group, *devious*, *stealthy*, *cautious*

HP 6; **Armor** 0
Damage knife d6 (hand, disadvantage)
Instinct to get theirs and get gone.
- Grab something, slip away unnoticed
- Vanish into a crowd or an alley
- Spot an easy mark
- Wriggle free

When you ***go unwary into the bustle of Edgemarket or the crowded streets of Dropoff***, roll +WIS: **on a 10+**, you spot the pickpocket coming or catch them in the act; **on a 7-9**, they make off with only trifles (1d4 uses of Supplies, a purse of coppers, a skin of whisky, etc.); **on a 6-**, whatever they got, you're going to miss it.

The Maw

There's a cave in the **Great Wood** (page 200), a few hours north of Stonetop. No underbrush grows within 30 feet of it, and bones litter the entrance. Trappers and hunters avoid it, and claim to have heard strange noises coming from its direction—especially at night.

Impressions

- An unnatural quiet, the forest holding its breath
- A blighted patch, spreading out from the cave, where only grey lichen grows
- Bones strewn about, broken & chewed
- The black void of the cave mouth
- Those strange noises from within

Tip: speak softly, hold very still. Pause a little longer between words, sentences.

Questions

- Who among you have been here before? What brought you?
- What do the noises from the Maw (supposedly) sound like?
- What do you think is in there? Why?

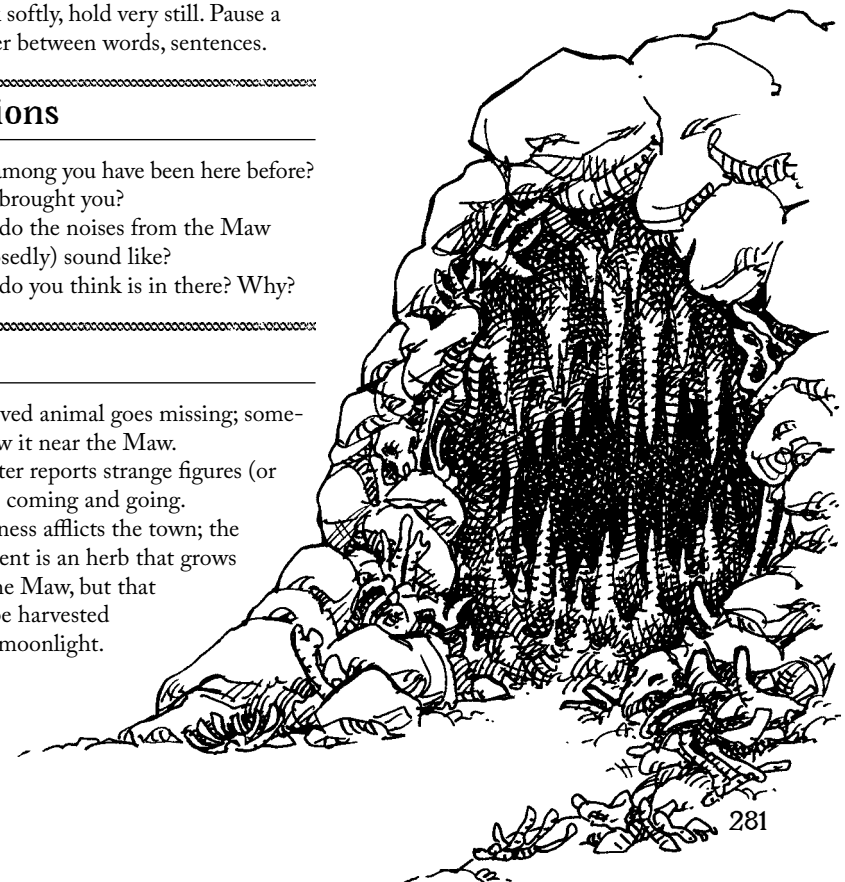
Hooks

- A beloved animal goes missing; someone saw it near the Maw.
- A hunter reports strange figures (or tracks) coming and going.
- A sickness afflicts the town; the treatment is an herb that grows near the Maw, but that must be harvested under moonlight.

What could be in there?

That's for you to decide, but perhaps it's...

… a **hagr** (page 208), afflicted with some withering curse;
… a brutal, gluttonous **Fae** (page 94), and an entrance to its **domain** (page 102);
… an idol or emanation of the **Things Below** (page 412);
… a passage to one of the **Fomoraij**'s (page 136) twisted realms;
… a **specter** (page 79) or a pack of **wraiths** (page 79), terrible and ancient and only partly bound; or
… something else entirely.



North Manmarch

The North Manmarch lies east of the **Great Wood** (page 200), north of the **Highway** (page 270) and northeast of **Marshedge** (page 274). Its western edge is made up of rolling hills, giving way to a wide, sparsely-wooded prairie that slopes gently towards the east. Many springs bubble up from the hills and flow eastward in tiny streams that feed the **Dread River** (page 86).

The region is heavily populated and small, well-armed hamlets dot the hills and plains.

Impressions

Always

- A wide-open sky, a sense that you can see forever
- Wagon-rut trails and well-worn foot paths stretching on and on
- Longhouses with steep, thatched roofs
- Smell of woodsmoke, dung, wet fur
- Huge rams pulling plows, wagons
- Scarred faces, hard glares, weapons at hand even while working fields

Spring

- Pale wildflowers bobbing in the wind
- Damp smell of mud or fresh-tilled earth

Summer

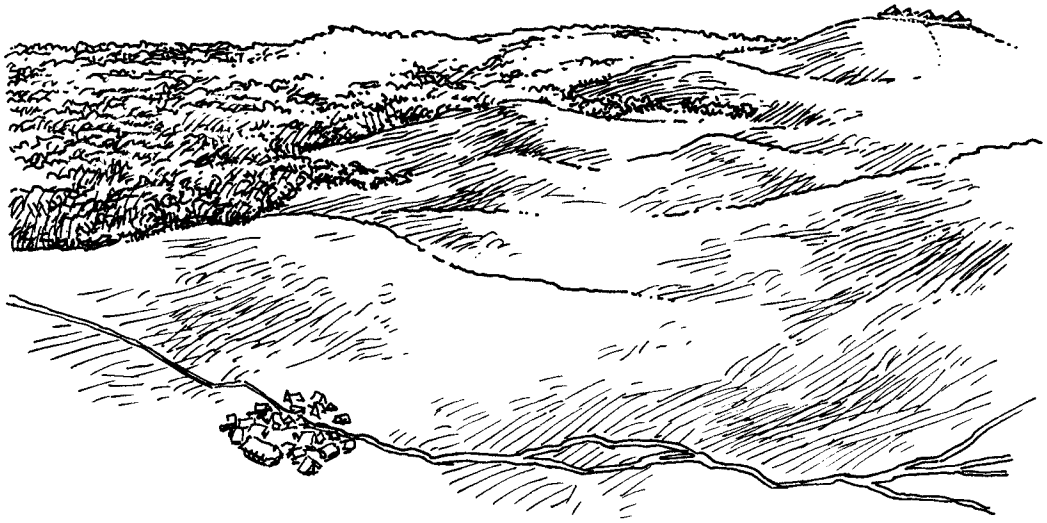
- Baled hay, laid out to bake
- Sun beating down on you, sweaty clothes sticking to you

Autumn

- Crop fields, neatly clipped after harvest
- A startled deer, bounding away

Winter

- Tracks in the snow: paw prints, hoof prints, foot prints, sled trails, etc.
- Twinkling stars on a cold night, sure sign of a coming storm



The Manmarchers

Thousands of people dwell here, spread out over hundreds of hamlets. Those hamlets cluster around a half-dozen larger, fortified settlements. These hillforts are home to chiefs who (ostensibly) protect the surrounding hamlets.

Manmarchers say "east of the river" the way others say "once upon a time." They migrated from across the **Dread River** (page 86) long ago, before the **Barrow Builders** (page 34) called up the **Things Below** (page 412) and made the waters unsafe.

Names

Germanic-inspired: Alfher, Bathhilde, Berkhard, Bertrim, Clothar, Dagmar, Elfrida, Ganter, Gerhild, Hartig, Hilde, Hiltrude, Hramn, Ludig, Luise, Meike, Modd, Sabrinne, Swanhilde, Ulrike, Urrsla, Weillem, Wiland, Wulfrim

Lore

Everyone has heard of the Manmarchers' warlike ways. They fight mostly among themselves, the violence fueled by blood-feuds, treachery, and ambition. The area might see a decade or two of peace, but only after war leaves the best part of a generation dead or maimed.

Something interesting: When one Manmarcher kills or harms another in times of peace, the victim's family is owed a wergild—coin, livestock, or other wealth. The victim's chief sets the wergild (usually Value 2, or Value 3 for a person of import). Failure by the accused or their kin to pay is grounds for blood-feud.

Something useful: Scheming chiefs will justify violence by setting an unreasonable or highly specific wergild. Should the wergild be paid, though, the feud must be called off. A paid wergild is sacrosanct—a chief who ignores it invites a curse upon their people.

Questions

- How is the Manmarcher language different from that of Stonetop?
- When did the last round of fighting start among the Manmarchers? Has it ended yet?
- Who all did you lose to the violence? Which clan/family/chief is to blame?
- Which hamlet or hillfort do you hail from? What was it notable for?
- Do they worship ___ there? How does it differ from what's done in Stonetop?
- The Manmarchers fell trees from the Great Wood—did they break or just never have a compact with the Forest Folk?
- How do Manmarchers treat Green Lord ruins and artifacts? Do they shun them? Treasure them?
- What is this clan best known for? How can you tell them from other clans?
- What tells you that this land has been shaped by human activity, even though there's not a settlement in sight?

Hooks

- Manmarchers waylay a merchant south of the Highway, stealing something important/dangerous/valuable.
- News arrives that the kin of a Manmarcher PC (or important NPC) were butchered in the latest round of fighting.
- People are vanishing from some of the western hamlets, and the local chief seems powerless to stop it.
- Manmarcher refugees arrive in Stonetop, promising buried treasure to whomever avenges them.
- An ambitious chief has conquered three of the hillforts, and is preparing to move on a fourth. If they succeed, they will likely unite the Manmarchers, and then what?

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12).

1d12	TERRAIN
1	Spring/pond/creek/stream
2	Ditch/wash/gully/ravine
3	Copse/thicket/grove of trees
4	Steep slope/rocky outcrop/large hill
5	Gentle slope/low ridge/small hill
6-7	Open meadow, grass waist-high or shorter
8	Footpath/wagon ruts/trail
9-10	Farmland/pasture
11	Fence/low wall/embankment
12	Hamlet/hillfort/isolated longhouse

Discoveries

For any one of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	Change of TERRAIN (previous column) and roll again
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	SIGNS OF VIOLENCE (see below)
4	Beasts: maybe game (deer, turkey, pheasant, etc.) or a grazing herd watched by a youth and some dogs
5	Farmers: working the land, hunting, or heading somewhere
6	Warriors: not hostile, certainly wary

1d6	SIGNS OF VIOLENCE
1	A **ghost** (page 76) lingering near its murder, more confused than dangerous
2	A burnt hamlet, thoroughly looted, its inhabitants slaughtered
3	Dead bodies: burnt on a pyre, heads on spikes, swinging from trees, or left to rot
4	Survivors of a raid, some injured, likely desperate
5	Sounds of a fight, or calls for help
6	The dead from a recent skirmish, un-looted except by scavengers

Hamlet

Here's a typical settlement:

Size *hamlet* (~25 to 75 souls)
Population +0
Prosperity -1
- Trade with other hamlets

Resources (pick 2-3)
- Livestock (pigs, goats, sheep, meat, milk, wool)
- Farming (wheat, barley, oats, honey, mead)
- Timber
- Trapping (fur, meat)
- Mining (amber, salt, and/or iron)

Defenses +1
- Warrior culture
- Iron weapons, wooden shields
- Protection from the local chief

Hamlets consist of a longhouse for each family and their livestock, plus smaller outbuildings (sheds, cellars, etc.), clustered together. Inhabitants work the surrounding 1-2 miles of land. Each hamlet bears the name of its most notable resident, possibly truncated, followed by "-hall" (Dagmarhall, Swanhall, etc.).

Hillfort

There are about a half-dozen larger, fortified settlements spread across the North Manmarch, each 20-30 miles apart. Most are in the western hills, but a couple sit on the plains to the east, at the western edge of the woodlands that overlook the Dread River.

Hillfort names might include: Wulfberg, Rabenberg, Eikelberg, Hokberg, Tiefberg, Baerinberg, Schutberg, etc.

Size *village* (~150 to 350 souls)
Population -1
Prosperity +0
- Trade with other hillforts
- Trade with Marshedge and/or Lygos (textile, spices, glass, herbs, finery)

Resources (pick 2-3)
- Taxes from surrounding hamlets
- Trades: smithing, tanning, pottery
- Livestock (pigs, goats, sheep, meat, milk, wool)
- Market (for surrounding hamlets)
- Timber

Defenses +2
- A dozen or so professional warriors
- Rotating recruits from the hamlets
- Iron weapons, wooden shields
- Series of earthen ramparts
- Palisades

Each hamlet is bound to one of the hillforts and its chief, through oaths or blood. The chief keeps a standing force of warriors, and is responsible for protecting their hamlets from other clans, or (when that's not possible) demanding wergild or exacting vengeance.

Trade & Barter

Commonly available

The following are special items in Stonetop, but commonly available in the North Manmarch—PCs can acquire them here without having to roll. They do need to trade something of equal Value. Stonetop whisky is usually in demand.

WEAPONS OF WAR	VALUE
◇ Mace or flail, iron (*close*, *forceful*)	1
◇ Battleaxe, iron (*close*, *messy*)	1
◇ Sword, iron (*close*, +1 damage)	1
◇ Warhammer (*close*, 2 piercing)	1

ARMOR	VALUE
◇ Cuirass, boiled leather (1 armor)	1

GOODS	VALUE
Salt (a little box)	0
Skin of mead, common	0
◇◇Firkin of mead, common	0
◇ Salt (a pouch full)	1
Bit of amber	1
Barrel of mead, common (*immobile*)	1
Cartload of timber	2

TRANSPORT	VALUE
Wheelbarrow	1
Cart or sleigh (requires donkey/horse/mule)	2
Wagon (requires horse/mule)	3
Spare parts for wagon/cart/sleigh (axles, wheels, etc.; ○○○ uses, *immobile*)	2

LIVESTOCK	VALUE
Goat (*sure-footed*, *curious*, *hungry*) **HP** 3; **Damage** d4 (*hand*); **Instinct** to explore; butcher for ◇ provisions (6 uses)	1
Pig (*keen-nosed*, *stubborn*, *gluttonous*, *clever*) **HP** 6; **Damage** d4 (*hand*); **Instinct** to eat anything; butcher for ◇ provisions (1d6+10 uses)	1

Special items

The following might be acquired in the North Manmarch, in addition to special items from the Moves & Gear handout. PCs must roll Trade & Barter to acquire them.

When PCs ***Trade & Barter in the North Manmarch***, they use the local Prosperity (-1 and disadvantage for a *hamlet*, +0 in a hillfort, by default). **On a 6-**, they don't mark XP, and if they want to sell/acquire it, they'll need to talk to the local chief.

GOODS	VALUE
Skin of mead, fine (○○ uses, share 1 use with someone to gain advantage to Persuade)	0
◇◇ Firkin of mead, fine	1
Barrel of mead, fine (*immobile*)	2
Piece of amber, beautifully worked	1
Bit of silver and amber jewelry	2
Large chunk of amber	2
Chariot (requires horse/tonnerhorn)	2

LIVESTOCK	VALUE
Tonnerhorn (*hardy*, *woolly*, *powerful*) **HP** 7; **Damage** d6+2 (*hand*, *forceful*); **Instinct** to protect its herd; can pull loads like a small horse	2

Services and favors

The PCs don't need to roll Trade & Barter for the following, but they might need to Persuade the locals—even if they offer something of equal value. A likely way to convince them is to bribe the local elder, or get permission/backing from the local chief.

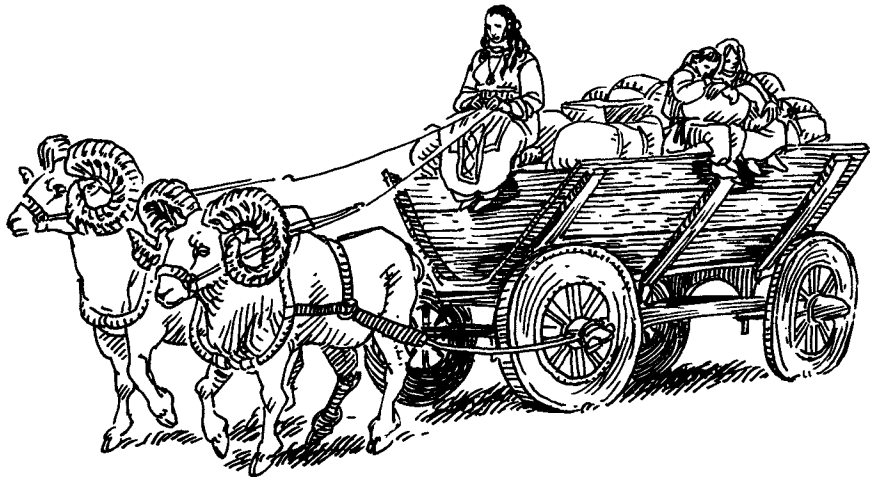
A hamlet that's well-disposed to the PCs might grant these favors for free, or without needing to be Persuaded, or at a reduced price.

SERVICE	VALUE
A night's food and shelter	0
A guide to the next hamlet	0
A laborer's help for a day	0
A crew of laborers, for a week	1
An armed escort for a couple days	1
A warrior to join you on a nice simple raid	1
A small crew, for a week or two of action	2
Someone to hide you from vengeance for a few days	2
A crew of toughs for a season of action	3
A fitting gift for a well-off chief	3
A compelling bribe for a well-off chief	4

· TRADE OPPORTUNITIES ·

If the PCs get a trade opportunity (from the Seasons Change move), the Manmarchers might offer the following:

- A good exchange rate, two or even three Value 2 items for 1 Surplus
- A ◇ pouch full of amber (Value 3) in exchange for help getting vengeance against a rival clan or chief
- A small herd of 6-12 tonnerhorn (Value 3 total), for 1 Surplus and help with a problem
- An arcanum of the **Green Lords** (page 210), **Stone Lords** (page 382), or **Things Below** (page 412)



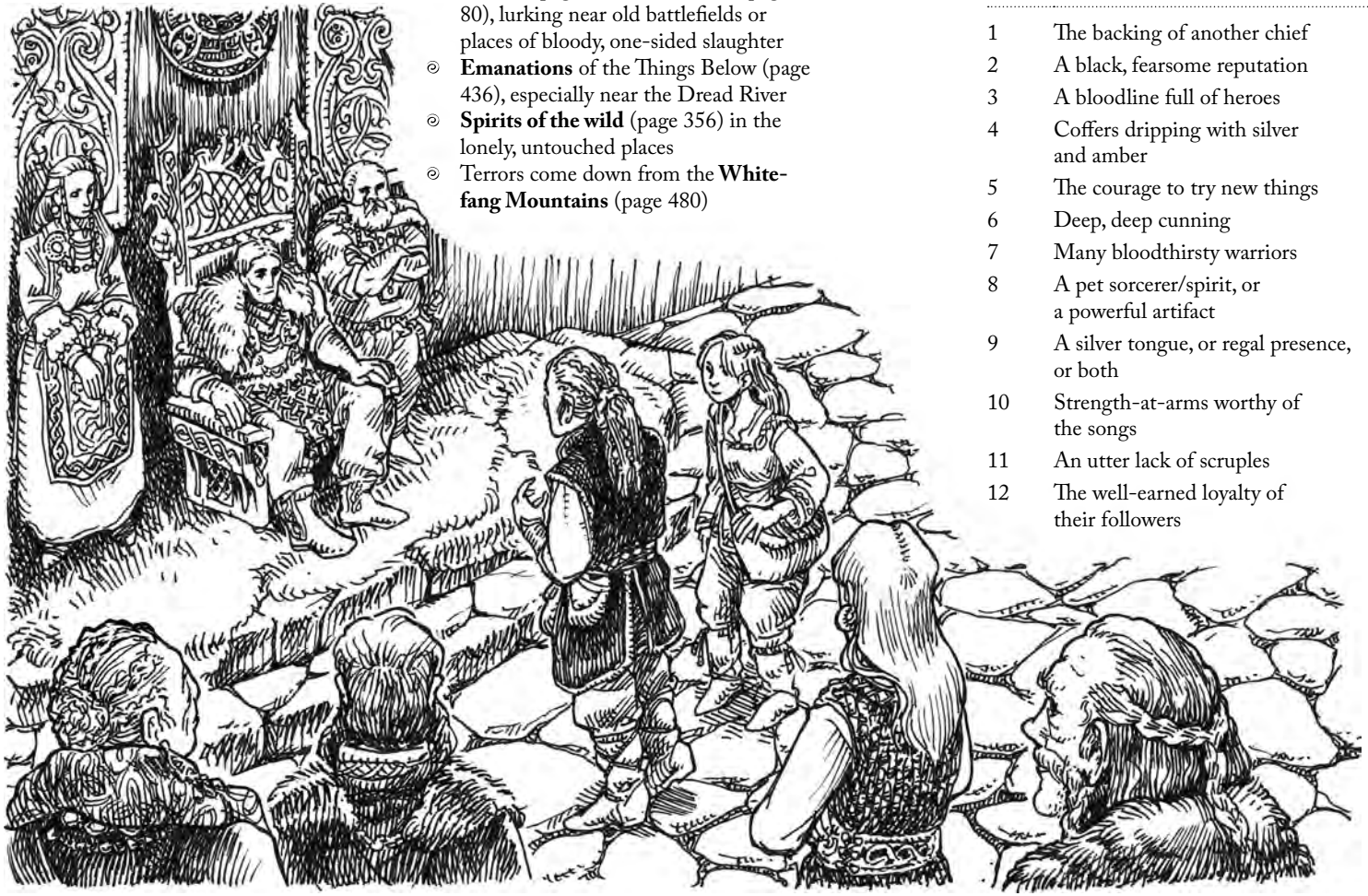
Dangers

Hazards

- Nasty turn in the weather: lashing wind, bitter cold, blistering heat, sleet/hail/rain/snow; lightning
- Flash flooding in valleys/on slopes
- **Prairie fire** (page 130) on the plains
- **Mudslides** and **rockslides** (page 376) on the hills
- **Fire** (page 280) in a hamlet or hillfort

Monsters

- Predators: **pack drakes** (page 134), **cougar** (page 206), **feathered drakes** (page 207), or **wolves** (page 209), maybe even a **kleztigr** (page 379)
- Big ornery beasts: **boar** (page 204), **cave bears** (page 205), or **thunder drakes** (page 135)
- **Chimerae** of the Green Lords (page 218), unearthed by recent logging or mining
- **Ghosts** (page 76) or **revenants** (page 80), lurking near old battlefields or places of bloody, one-sided slaughter
- **Emanations** of the Things Below (page 436), especially near the Dread River
- **Spirits of the wild** (page 356) in the lonely, untouched places
- Terrors come down from the **White-fang Mountains** (page 480)



Chief

Chiefs are the closest things the north has to rulers. The position might pass down to children, or be voted on by the hamlets, or picked from the chosen shields, or taken by cunning or force. Some chiefs are foolish or weak, but they do not last long.

For any given chief, pick or roll 2-4 strengths and 1-3 flaws.

1d12	STRENGTH
1	The backing of another chief
2	A black, fearsome reputation
3	A bloodline full of heroes
4	Coffers dripping with silver and amber
5	The courage to try new things
6	Deep, deep cunning
7	Many bloodthirsty warriors
8	A pet sorcerer/spirit, or a powerful artifact
9	A silver tongue, or regal presence, or both
10	Strength-at-arms worthy of the songs
11	An utter lack of scruples
12	The well-earned loyalty of their followers

1d12	FLAW
1	Debts owed
2	Difficult/bickering/ambitious underlings
3	A reputation for faithlessness
4	Few warriors who will answer their call
5	Frailty, from age/sickness/corruption
6	Many who curse their name
7	The need to prove themselves
8	Overconfidence; a belief in their own songs
9	A rigid sense of honor
10	Seething, venomous ambition
11	A temper to rival Tor's
12	Utter lack of a warrior's skills

Chosen shield

Group, *organized*, *brave*, *vicious*

HP 6; **Armor** 3 (iron hauberk, shield)

Damage iron battleaxe d8 (*close*, *messy*, 1 piercing), spear d8 (*close*, *thrown*, 1 piercing), knife d6 (*hand*, 1 piercing)

Instinct to suffer no insult or disrespect

- Lash out with sudden, casual violence
- Fight with grim purpose or reckless abandon
- Pry apart an enemy's defenses

The chosen shields are a chief's best: the most loyal, the bravest, the bloodiest. They're professional fighters, their chief's bodyguards, enforcers, and lieutenants. They sit closest to the chief by the fire, and share the best haunches of meat.

They take a share, too, of their chief's loot and their chief's glory. The wise chief lets them have it, for a chief is nothing without their chosen shields. And when a chief is toppled, it's usually one of their chosen shields that does the toppling.

Manmarcher recruit
Horde, *young*
HP 3; **Armor** 2 (thick hides, shield)
Damage iron battleaxe d6 (*close*, *messy*), knife d6 (*hand*), or javelins d6 (*thrown*)
Instinct to prove themselves, one way or the other
- Boast and brag
- Form a ragged shield wall
- Hesitate
- Act rashly

Every able-bodied youth does their turn at their chief's hillfort. They spend a year or two drilling, marching, learning the spear, and standing in the shield wall. They sing songs, and talk big, and maybe even get their hands red. A few are picked for their chief's standing force, but most head home to their hamlets, prepared to defend their families and swell their chief's ranks when called. That's the idea, at least.

Manmarcher veteran
Horde, *organized*, *cautious*
HP 3; **Armor** 2 (thick hides, shield)
Damage iron battleaxe d6 (*close*, *messy*), knife d6 (*hand*), or javelins d6 (*thrown*)
Instinct to protect their homes, their kin, their honor
- Form/hold a shield wall
- Pick their battles
- Charge!

No longer young, no longer eager or scared. Just grim folk with something to fight for, something to lose. They might not be as spry as once they were, but they're no strangers to the black business.

Tonnerhorn
Horde, *hardy*, *powerful*, *grumpy*, *loyal*
HP 7; **Armor** 0
Damage butt/gore d6+2 (*hand*, *close*, *forceful*)
Instinct to protect its herd
- Relentlessly pull against a load or restraint
- Grunt, huff, paw, or bellow to make its displeasure known
- Smash into whatever offends it, repeatedly

Tonnerhorns are great big sheep, as big and strong as a donkey and twice as ornery. The ewes have good-sized horns, but the rams? The rams' horns are massive, curved, and nigh-unbreakable. Which is good—for the rams at least—because they do love to just smack-smack-smack them into things.

Manmarchers raise them as beasts of burden, lashing them to plows, carts, sleighs, or even chariots. They bottle-feed the lambs and as a result, tonnerhorns are fiercely loyal to those who raised them. They're all kinds of unfriendly towards anyone else.

War-chariot
Group, *large*, *terrifying*
HP 13; **Armor** 1 (wood/iron construction)
Damage trample and wheel-scythes d8+5 (*hand*, *close*, *forceful*, *messy*, 1 piercing), or iron battleaxe d8+3 (*close*, *messy*, *forceful*), or long bow d8 (*far*)
Special qualities pulled by two tonnerhorns; carries a driver, two warriors
Instinct to rush inexorably forward
- Ride in broad arcs around the battle, peppering foes
- Ride down foes, filling them with dread
- Crash spectacularly, d8+3 damage (*area*, *forceful*)

Most violence in the North Manmarch is small-scale, intimate even. A nighttime raid on a steading. An ambush in the hills. A war-band's throats slit around their campfire. When chiefs do raise large forces, and meet on the open plains, well… they bring their very best.

The Pale Hunter

On certain nights, the Pale Hunter stalks the **Great Wood** (page 200) with his ghostly hounds. When he does, even the bravest hunters stay in town. The **Forest Folk** (page 150) spoke of him as something like a force of nature, less a god to worship than a storm to endure.

Tales differ as to what happens should you cross the Hunter's path. He might ignore you, or call you to join him, or mark you as his quarry. But the tales all agree: impress him, and you'll be well rewarded. Get caught or fail to do your part—well, best not to think of it.

Hooks

- Someone's still out in the Woods, but the Pale Hunter roams tonight!
- The Pale Hunter is said to bear an artifact the PCs want or need.
- The PCs wish to rescue a soul that the hunter holds bound.
- The PCs meet a traveler, secretly undead. The Hunter has his scent.

Lore

The Pale Hunter values worthy prey and worthy company: the fleet, the clever, the brave. But he always hunts something when he roams the Wood, even if it's beneath him. Everyone knows this.

Something interesting: He forgoes all other prey to hunt the undead, pursuing them even outside the Great Wood and on nights he would not normally roam.

Something useful: To set the Hunter upon an undead being, acquire an item that bears its spirit-scent. Burn it on a moonlit night, in a smokey fire of fresh-cut cedar boughs.

Questions

According to the tale(s) you've heard…

- What is he? Spirit, ghost, or what?
- How is he connected to the moon?
- What exactly are his hounds?
- What is his relationship with the **Lady of Crows** (page 71)?
- What hero won his respect, and how? What reward did they earn?
- What grisly fate befell the hero who dared to stand against him?
- What **observances** (page 184) did the Forest Folk use to appease him?

And also…

- What tales do they tell of him in **Marshedge** (page 274)? Or among the **Manmarchers** (page 282)?
- Who never came home, and is said to have crossed his path?
- Who claims to have seen him? When and where? What happened? What left them (you?) so unnerved?

On certain nights...

When does the Pale Hunter roam? Work with the PCs to pick 1:

- When the moon is high and full
- When the moon is new, missing
- On nights of a lunar eclipse
- On moonlit nights in winter
- On moonless nights in summer
- On each season's first full moon
- Some other nights you all agree on

Why are these nights special? Why does he stalk the Wood then?

If the PCs are in the Great Wood on such a night, choose or roll for the Pale Hunter's QUARRY:

1d6	QUARRY
1-2	Nothing… yet.
3-4	Paltry prey: a fox/rabbit/boar/deer, **crinwin** (page 58), a fool who crossed his path, etc.
5	Worthy prey: a **ceirwmawr** (page 205), a **raselbaedd** (page 209), a **beast warden** (page 360), a **Fae** (page 94) with whom he's made a bet, etc.
6	Undead prey: a **ghost** (page 76) or **revenant** (page 80), caught in the open, away from any **dool trees** (page 73).

When the time is right, **point to a looming danger** (his horn blows, his hounds bay, his prey rushes past). **Offer an opportunity** (to run, to hide, to seek him out, etc.). **Announce trouble** (mist rises, his hounds appear).

If the PCs cross the Hunter's path, what happens next depends on his current quarry, whether they hide or face him, how they comport themselves, whether there are undead among them, and the fickle whims of the dice.

Dangers

The Pale Hunter

Solitary, *large*, *athletic*, *cunning*, *hoarder*, *magical*, *terrifying*, *tireless*

HP 26; **Armor** 4 (resilience)

Damage silver spear d12+3 w/advantage (*close*, *reach*, *thrown*, *forceful*, *messy*, 2 piercing) or silver antlers d12+5 w/advantage (*close*, *forceful*) or grapple d10+3 w/advantage (*hand*, *grabby*, *forceful*)

Special qualities surrounded by mist; can grab/grapple undead spirits; keen senses; uncanny reflexes

Instinct to revel in the hunt, to claim undead souls

- ➤ Perform a feat of prowess
- ➤ Disperse into mist, reform
- ➤ Summon his spear to hand
- ➤ Call up more hounds
- ➤ Claim a dead or dying soul

A looming, antlered figure, luminous white, his face in shadow. His spear is long and straight, tipped with a silver crescent. He is draped with trophies of past hunts, jangling ominously or strangely silent as suits his need.

Tip: If you must speak, speak softly. Slowly. Just above a whisper. With frequent pauses. And a flat affect.

When you ***deal damage to the Pale Hunter that he might dodge or roll with***, roll with disadvantage.

The Pale Hunter's true nature is for you to decide, but perhaps he is…

… the **incarnation** (page 300) of a primordial entity of cycles and the moon;
… a **spirit of the wild** (page 356);
… the **ghost** (page 76) of a **Green Lord** (page 210), who hunts forever;
… a mighty **Fae** (page 94);
… one of the **Forest Folk** (page 150), exalted and accursed;
… some variation on the above; or
… something else entirely.

Adjust the Hunter's stat block to reflect his nature. An incarnation of cycles and the moon might be *primordial*, with a move like "➤ Anticipate their actions." A Green Lord's ghost would have the *spirit* and *undead* tags, a tether somewhere in the Wood, and 0 Armor vs. silver.

Ghostly hounds

Horde, *spirit*, *terrifying*, *fierce*, *organized*

HP 10; **Armor** 1 (lacks organs), harmed only by salt or as it bites

Damage bite d6 w/advantage (*hand*, *grabby*)

Special qualities bound to the Hunter; can roam only ~1 mile from him

Instinct to give chase

- ➤ Manifest a form made of mist
- ➤ Sniff out prey, or the dead
- ➤ Call the pack and the Hunter
- ➤ Harry, surround, drag down

A score or so of these savage white dogs accompany him on any given night. But there are more. So many, many more.

Are they undead souls he has claimed, vulnerable to silver? Fae hounds, hurt by iron? Manifestations of some primordial urge? That's all for you to say.

The Call of the Hunt

When ***the Pale Hunter races past***, your soul thrills to the call of his horn and the baying of his hounds—mark XP if you join the hunt.

If you ***fail to join the hunt*** or ***the Hunter casts you out***, your instinct becomes "Doubt: To balk at danger, to second-guess yourself" and you cannot Burn Brightly. Both last until you succeed at some bold and reckless act.

The Hunter's regard

The Pale Hunter welcomes company but expects them to keep up and do their part. Start the following. Track the grim portents separately for each PC.

He grows annoyed
He expresses his disdain
He gives you one last chance
Impending doom: He casts you out, strikes you down, sets hounds on you, and/or marks you as quarry

When a ***PC impresses the Pale Hunter***, clear any marks they have accumulated.

Pursuit

When ***the Pale Hunter marks the PCs as quarry***, he gives them a running start. Wait a bit, then start the following. If the PCs split up, track the grim portents separately for each.

They hear his horn in the distance
The baying of hounds grows near
Mist rises, the first hounds appear
The hounds surround/harry them
Impending doom: The Pale Hunter arrives, and moves to strike

Claimed

When ***you are at 0 HP and the Pale Hunter takes a trophy from you***, the Hunter claims your soul. What does he do with it? Perhaps he…

… delivers you to the **Lady of Crows** and the Last Door (page 71);
… adds you to the ranks of his hounds;
… consumes your essence in silver fire; or
… does something different with each.

If you ***escape his clutches***, you must pass through the Last Door now or linger on in the world (gain the Ghost insert).

Running the Hunt

The Pale Hunter and his hounds are tireless and relentless. To survive, their quarry must last until sunrise or reach the edge of the Great Wood.

Run the hunt as a series of scenes and challenges. If you're unsure what sort of scene or challenge to present, ask a player to roll the Die of Fate, adding 1 on each subsequent roll (cumulative).

1d6	SCENE/CHALLENGE
1	An open stretch, a sprint
2	A choice of paths: one longer, one riskier
3	An obstacle, hazard, or monster
4	A difficult slog
5	One side splits up, perhaps to outflank/trick/entrap the other
6	A good place to hide
7	A breather, as the Hunter and his hounds find the trail
8	If part of the hunt, the quarry is in sight/reach; if the quarry, a place the hunter can't/won't go
9	If part of the hunt, a chance for mercy, to let the quarry go; if the quarry, a chance to slip away or catch the Hunter off guard
10	A final mad dash before dawn or to the edge of the Wood

Change the **terrain** (page 202) with each scene or challenge.

Evading the Hunter

Some ploys that might work include…

… going **someplace he won't follow** (see below);
… crossing running water to throw off his hounds;
… masking one's scent with muskweed or some other pungent plant;
… distracting him with a ghost, or something that seems to be one;
… leading him into the path of a big, territorial creature—like a **hagr** (page 208) or **cynddaraig** (page 206)—something to slow him down;
… getting help from a **Fae** (page 94) or a **spirit of the wild** (page 356); or
… using magic to trap, ward, or hide from him and his hounds.

Places he won't follow

The Hunter's quarry might find refuge...

… near **dool trees** (page 73), which he seems unable to approach;
… in certain places marked by Forest Folk **glyphs** (page 152);
… in one of the **red groves** (page 314), perhaps, depending on the Hunter's true nature;
… through a **waystone** (page 478), perhaps, on the Fae paths;
… in caves or other places too small for the Hunter to enter (though his hounds probably can); or
… near a powerfully **corrupted site** (page 422).

Many of these places hold dangers of their own, and the Hunter is patient and cunning. He will surround them, wait, and/or seek to flush them out as makes sense.

Special move

PUSH ON!

When you ***try to keep up with or ahead of the Hunter and his hounds***, and you carry a normal or light load, roll +CON: **on a 10+**, you do so, and even have a moment to think, catch your breath, or help an ally; **on a 7-9**, you keep going but pick 1:

- You're flagging; mark a debility
- Drop down to a light load, or drop ◇ if your load is already light
- You lose ground or the Hunter's regard; tell the GM to advance towards impending doom
- You need an ally's help

On a 6-, or **if you carry a heavy load**: pick 1 of the above and ask the GM what else goes wrong, or what new challenge you now face.

Note: The Home on the Range and Trailblazer moves (from the Ranger playbook) apply to this move, too.

Rewards

The Pale Hunter rewards those who join and impress him, and quarry who manage to escape. The reward might be:

- A marker of his favor, which the **Lady of Crows** (page 71) will take in lieu of a soul
- One of his many trophies (and the soul it binds, perhaps)
- An artifact or arcanum, something portable, hidden on his person
- His blessing upon their blade(s), which now harm undead as if silver
- An honest answer
- A **silvery horn** (below)

Silvery horn

◇, *magical*, *loud*

When you ***blow the horn outside, at night, in the presence of the undead***, the horn crumbles and a mist rises. The undead flee, and the Pale Hunter and his hounds soon appear to chase them.

Hunter of the Dead

Why does he hunt the dead? Perhaps…

… they are the worthiest of prey;
… it is part of his nature to do so;
… he owes the Lady of Crows a tithe;
… he seeks vengeance upon them;
… some variation of the above; or
… something else entirely.

Regardless: he will chase undead beyond the Great Wood, and sometimes catches their scent even while he does not roam the world. He then appears 1d6-1 nights later, pursuing them 'til dawn. If such a quarry survives, its only reward is that it has thrown the Hunter off its scent.

Primordial powers

The village of Stonetop sits upon ancient ruins, built centuries or even millennia ago by the **Makers** (page 264). But there are things in the world that were old when the Makers were young. And there are things older still, older even than the world, bigger than the world. Strange and alien things. Primordial things and primordial powers, from the very dawn of time.

Themes

Choose or roll 1, or 2 and combine.

1d12	THEME
1	Vastness, enormity, incomprehensibility, the primordial void
2	Truth, purity, quintessence, the raw stuff of creation
3	Fundamental forces: order, chaos, time, space, gravity, light, death, etc.
4	The spirit world: consciousness, symbols and thought, the connection of all things
5	True names, words of power, speech that transcends language
6	Celestial bodies: their movements, their mysteries, their influence on the world
7	Paradox: destiny and free will, causal loops, infinity, mutually exclusive truths
8	Natural forces and the shaping of the word: slow and subtle, violent and cataclysmic
9	The binding of the **Things Below** (page 412)
10	Mythic times and mythic deeds, the birth and death of gods and legends
11	Long-forgotten peoples/beings, from before the rise of the Makers
12	Portals, possibilities, other worlds, beings/things out of time and space

Hooks

- A grand conjunction of the stars approaches, signaling momentous change.
- A meteorite crashes not far from Stonetop.
- A scholar returns from an ancient monument, preaching gibberish that infects the minds of others.
- A ritual can be performed only at a site of primordial power.
- Centuries ago, the spirit of War renounced their role and duties and incarnated as a reclusive shepherd, to live a simple life.
- A sleeping titan—big as a mountain, covered in millennia of soil, debris, and growth—starts to stir.
- A clan of refugees from no known region emerges from the portal below the **Ruined Tower** (page 332).

Questions

- The **Pale Hunter** (page 292) is associated with "the" moon, but are there other moons? What are they associated with?
- What tends to make you feel insignificant and small?
- Do you believe in fate? Or do we chart our own destinies?
- What strange place did you once visit that was clearly touched by ancient, eldritch powers?

Cosmology

Many aspects of the setting's cosmology are intentionally left vague, for you and your group to flesh out as needed. Here are a few things to ask about or consider:

- How mythic is your cosmos? Like, is the sun a star, orbited by the world? Or does **Helior** (page 224) drive his chariot across the sky? Or what?
- Do other worlds float in the void? Can they be reached via the spirit world or **portals** (page 306)?
- What lies beyond the **Last Door** (page 70)? Is the afterlife the same for all, or do different fates await each soul?
- What exactly is the relationship between the First Creators, the great spirits, the gods of forgotten peoples, and the gods worshipped today?
- Did life evolve over eons? Or did the First Creators populate the world with much of the flora and fauna we know today? Or what?
- Where did humanity come from? Do we predate the Makers or were we made by them?

The answers to these questions will depend on how your players answer questions about other topics, and decisions you make about them. In particular, see **Aratis** (page 22), **Danu** (page 64), **Helior** (page 224), **Tor** (page 452), **gods and religion** (page 178), **death and the undying** (page 68), the **Makers** (page 264), **Lygos and the south** (page 256), and **Stonetop** itself (page 12).

The First Creators

They were the first minds to know themselves, the first beings to give themselves names. They were born of the cosmic void, of light and possibility and the churning chaos of nothingness and all. They spoke reality into being, set down its fundamental laws. They made the world and bound the **Things Below** (page 412).

The First Creators are unlikely to feature directly in your game. Mostly, they serve as background, an excuse for why things are the way they are. Some might linger as what we now call **gods** (page 178), but as a rule they no longer actively shape the world. Perhaps they have forgotten it entirely.

The Things Below

Beings of darkness, chaos, and corruption, older even than the First Creators. They are jealous and hateful and full of infinite malice, and so the First Creators bound them in the depths of the earth.

Though imprisoned, they still influence the world. The **Green Lords** (page 210) called on them when the **Fae** (page 94) rebelled. The servants of the **Stone Lords** (page 382) succumbed to their whispers and ushered in the **Time of Cataclysm** (page 413). The **Barrow Builders** (page 34) courted them openly and worshipped them as gods. Their influence has lessened in the **current age** (page 414), but it lingers still.

Great spirits

Impossibly potent entities, numinous and grand. The First Creators made some as experiments, some to be companions, some to serve as stewards of the world. Other great spirits arose spontaneously, birthed from the cosmos or the beliefs of mortal beings.

Many of these great spirits are aloof, alien, and disinterested in the world (or at least, in this world). Others are active, but shape the world in subtle ways. Their numbers might well include the **Lady of Crows** (page 71), and some or all of the **major gods** (page 178).

To create a great spirit for your game, decide whether it's worshipped as a god. If it is, create it using the procedure for **other gods** (page 184). Otherwise, pick or roll 2 primordial THEMES (page 298) and imagine the entity suggested by the combination. Consider why it goes unworshipped—is it unknown, uncaring, alien, or what?

Should one of the great spirits become active in your game, write it up as a threat (a *magical entity*). Even benevolent beings of such cosmic power can't help but cause trouble.

Incarnations

The great spirits sometimes manifest directly in the world. Such incarnations are likely to become figures of myth and legend. For examples, see:

- The **Willow Witches** (page 120)
- The **Nine-fingered stranger** (page 457) if you assume that Tor is a great spirit
- The **Pale Hunter** (page 292), if you decide he's a primordial entity

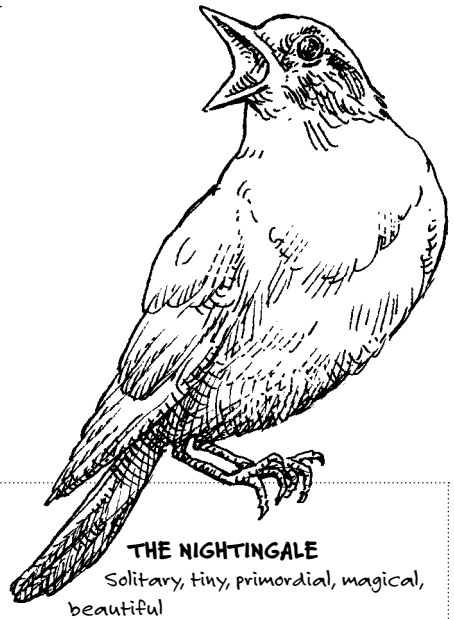
To create an incarnation, first establish what great spirit it's a manifestation of. Then choose or roll for WHY IT INCARNATED, its MANIFESTATION, and 1-3 CONSTRAINTS. Write it up as a monster, and possibly as a threat, with all manner of powerful moves—such beings are not bound by the normal laws of reality. See the examples (previous column) for inspiration.

Be cautious about introducing incarnations into your game. They should make the world feel rich and mysterious and help you punctuate the PCs' lives with adventure; they should not overshadow the PCs, or serve as a convenient contrivance. Their involvement should always feel dangerous, fraught, and complicated.

1d12	WHY IT INCARNATED
1-2	As a punishment/penance/escape
3-4	Because potent magic summoned it
5-6	In pursuit of some agenda
7-8	Out of curiosity/boredom/despair
9-10	Through fate or cosmic accident
11-12	To learn, to experience the world

1d12	MANIFESTATION
1-2	A seemingly normal person
3-4	A seemingly natural beast
5-6	A spirit or other mysterious being
7-8	A clearly supernatural person
9-10	A monster or supernatural beast, possibly a **titan** (page 303)
11-12	Roll 1d10 again, but it manifests as a group or multitude of the result

1d12	CONSTRAINT
1	Doesn't realize what it is
2	Is subservient to another
3-4	Has a **tether** (page 358)
5-7	Is bound by certain inviolate rules
8	Can incarnate only briefly, in or at certain circumstances/times
9	Is subject to mortal urges/needs/emotions/weakness
10	Refuses to get involved
11	Is hunted by other supernatural beings
12	Can't use its power without dire consequences, for itself/the world



*The PCs are searching the bowels of the **Ruined Tower** (page 332) for the bronze helm that serves as a casing for the **Mind-gem** (page 548). In the next session, they're likely to find the **oubliette** (page 342) and on a whim, I decide that one of the cells holds an imprisoned incarnation.*

I don't have much more than that in mind, so I roll two primordial themes. I get a 4 ("the spirit world: consciousness, symbols and thought, the connection of all things") and a 12 ("portals, possibilities…"). That seems like an entity who breaks down barriers between minds, dreams, and reality.

From there, I roll a 5 for why it incarnated ("in pursuit of some agenda"), a 4 for its manifestation ("a seemingly natural beast") and a 3 for a constraint ("a tether"). I think that it incarnated to make dreams and desires come true. I pick an additional constraint: "It can't use its powers without dire consequences." It came to grant wishes, but in truth it spreads chaos—which is why Stormcatcher locked it away.

THE NIGHTINGALE

Solitary, tiny, primordial, magical, beautiful

HP 19; ARMOR 5 (size, resilience), 1 vs. black iron (size)

DAMAGE ear-piercing screech d12-2 w/ disadvantage (near, area, loud, ignores armor)

SPECIAL QUALITIES ageless; reads minds; tethered to a particular ever-blooming rose bush somewhere in the Foothills

INSTINCT to grant unasked-for wishes

> Entrance with its beautiful song
> Bring one's deepest desires to mind
> Manifest those desires in the world, however unrealstic, consequences be damned
> Flit away, go elsewhere

If the PCs set it loose, I'll write it up as a threat (an affliction*) that spreads chaos throughout the region.*

Archons

Archons are constructed **spirits** (page 358), made by the First Creators or one of the great spirits as guardians and enforcers of the cosmic order.

Start with the base archon stat block below. Pick or roll for their PURPOSE, their MANIFESTATION, and up to 3 POWERS. Adjust the stat block to reflect these choices or results, writing at least one move to reflect its purpose and one to reflect it manifesting (unless its manifestation is a construct/animate statue).

Base archon

Solitary, *large*, *primordial*, *spirit*, *construct*, *magical*, *terrifying*

HP 23; **Armor** 5 (resilience, lacks vitals), 1 vs. black iron

Damage physical blows d12+3 w/advantage (*close*, *reach*, *forceful*)

Special qualities ageless, immune to the elements, perceives thought and matter, omnilingual

Instinct per its PURPOSE

1d12	PURPOSE
1	To seek out and destroy
2	To find, judge, and punish
3-4	To capture/retrieve
5-6	To warn/castigate/correct
7-12	To stand watch and protect

1d12	MANIFESTATION
1-2	Pure energy/light/fire: harmed only by black iron
3-4	A construct/animate statue: -*spirit*, Armor 6, or 4 vs. black iron
5-6	A mass of vapor/dust/ash/soil/etc.: takes half damage except from black iron
7-8	A ripple in reality: +*stealthy*, harmed only by black iron
9-10	Someone plucked from the mind of whoever it interacts with
11-12	An impossible entity, surreal and weird and awe-inspiring

1d12	POWERS
1	Smites at range (*far* or *near*, *area*)
2	Manipulates the environment
3	Teleports, or close enough
4	Pierces deception, compels truth
5	Stuns/deafens/blinds/hobbles foes
6	Marks/curses/binds targets
7	Compels mortals/lesser spirits to __
8	Foresees the future, likely outcomes
9	Harms weapons used against them
10	Dispels/disenchants magical effects
11	Quells emotions, instills peace
12	Something special, unique, thematic

Archons have unique names with unlikely combinations of sounds, with majestic and enigmatic titles. For example: Qrenithar, Dawn Herald; Klythorim, Arrow of Time; Xezaltran the Inevitable; Jharvakus, the Silent Witness; Phrysthalin, Bearer of Scales; and Lyvontis, the Judge Incorruptible.

For an example, see **Tcaventes, Shackle and Key** (page 254).

*The Seeker acquires the **Ineffable Words** arcanum (page 568) and eventually unlocks their mysteries, only to then mark a consequence that has an "eternal, ancient being of Order" seek them out and reprimand them. That sounds like an archon to me!*

I pick a purpose of "To warn/castigate/correct," and roll a 2 for its manifestation ("pure energy/light/fire"). For powers, I roll a 3 ("teleports, or close enough") and pick both "stuns/deafens/blinds/hobbles" (it's made of light!) and "dispels/disenchants magic." I ponder a little, and write up the following:

LIVROTHOS, CLEANSING FLAME

Solitary, large, primordial, spirit, construct, magical, terrifying

HP 23, ARMOR 1 (lacks vitals), harmed only by black iron

DAMAGE white flame d12+3 w/ advantage (hand, close, forceful, messy, 3 piercing)

SPECIAL QUALITIES: ageless, immune to the elements, perceives thought and matter, omnilingual

INSTINCT: to correct mistakes

> Detect magic run amok
> Appear as a column of white flame, painful to look upon
> Vanish, maybe appear elsewhere
> Burn magic away from the world

Titans

Legends speak of a time when beasts and beings of impossible scale roamed the world. The god **Tor** (page 452) is said to have slain three such beasts, and everyone knows about the skeleton on the side of **Titan Bones** (page 448).

Perhaps the First Creators placed these titans in the world. Perhaps they evolved amid the early world's riot of vitality and life. Some could have been incarnations of the great spirits, or **emanations** (page 436) of the Things Below.

Regardless, titans no longer roam the world like they once did. The **Crombil** (page 62) might be one, but it wakes only once every few decades. The **Suileach** (page 93) might be another, but it is confined to the Dread River. The hidden lands around the **Golden Oak** (page 186) are full of gargantuan beasts, but whether they are truly titans is up to you.

There might be other such titans, hidden away in remote corners of the world, sleeping the centuries away, waiting to rise once more.

Sites

There are places in the world marked or marred by primordial power. If such a site needs to be established, combine the terrain in which it's located with a marker.

1d12	MARKER
1	A veil, hiding it from the world
2-3	Dramatic geology (a peak, a crater, a rift, a geyser, etc.)
4	Desolation/**radiation** (page 407)
5	Remains of a **titan** (page 303)
6-7	Megalith(s)/petroglyphs/runes/cave paintings/etc.
8-9	Ruin(s) of the **Makers** (page 264), built near or around it
10	Mysterious structure(s), placed by primordial entities
11-12	Roll 1d10 twice and combine

Once the site itself is established, pick or roll for a THEME (page 298), an ORIGIN, and 1-3 FEATURES that make it interesting.

1d12	ORIGIN
1-2	The intent of a (the) great spirit(s)
3-4	A confluence of geomantic/cosmic/celestial forces
5-6	A conflict between mythic beings
7-8	The death of a primordial entity
9-10	The presence of a primordial **artifact** (page 308)
11-12	The working (successful or not) of a potent spell or artifice

1d12	FEATURES
1	An **archon** (page 302), watching over it or what it contains
2	A trapped primordial entity or **emanation** (page 436)
3	An abundance of certain spirits
4	The **shade** (page 85) of a dead god or primordial entity, easily called up
5	Anomalies (time loops or fluxes, spatial warps, weird gravity, thoughts projected out loud, etc.)
6	A thin barrier with the spirit world
7	A **portal** (page 306), or a place with the potential for one
8	A font of power; a good place to work particular types of magic
9	Visions/omens/prophecies/insights, sometimes bestowed on visitors
10	**Useful or valuable flora** (page 458), something weird, found only here
11	The raw stuff of creation: **black iron** (page 307), water of life, **primordial flame** (page 311), etc.
12	One or more **artifacts** of primordial power (page 308)

If such a site lies near areas that are or were once populated, consider the locals' attitudes towards it (reverence, awe, terror, avoidance, etc.), and what additional signs they might have left.

The Seasons Change and the PCs get "interesting news." I want to give them a lead on the ***Ineffable Words*** (page 568)*, to be found in a primordial site in the* ***Whitefang Mountains*** (page 480).

I roll a 4 on the Whitefangs terrain table ("waterlogged soil, frozen or muddy") and a 9 for a marker ("ruin of the Makers"). In the Whitefangs, that's probably a Rime Lord ruin.

I roll a 10 for theme ("mythic times, the birth and death of gods and legends") and an 8 for origins ("death of a primordial entity"). For features, I roll a 4 ("the shade of a dead god…"), and pick "one or more artifacts of primordial power" (the Ineffable Words). I create the Rime Lord ruin using the tables on page 320, and the dead god using the steps on page 184.

I picture a high place, where a demon killed Nangbu—a goddess of writing, wisdom, and prophecy. The Rime Lords carved a temple into the slope, to honor her and commune with her shade, but avalanches buried the temple. What remains is an alpine meadow with a few chunks of Maker-carved stone sticking out of muddy soil. There's a stillness to the air, in which one can sometimes hear a whispering voice.

For their interesting news, I think the PCs will acquire a scroll describing this temple of Nangbu, and how the dead god's shade dwells there and bestows gifts of wisdom and prophecy upon petitioners (the Ineffable Words).

Other sites of primordial power

- A small lake: cold, acidic, devoid of life. During thick mists, it connects to other times, places, or realities.
- A hill overlooking a river, where an **emanation** (page 436) is impaled on a rod of black iron. An archon hides the hill and its prisoner from the world.
- The base of a rusty metal tower, 6' wide, rising over a lush meadow that teems with nature spirits. The bones of a titan are buried below.
- A fallen megalith, half-sunk in peat and mire. When the stars align, a mortal here can ask one question and get a total, overwhelming answer.
- A lonely peak where, if one is not careful, their spirit will be drawn from their body and up into the void.
- An underground arch marked with runes, opening to a long straight hall. The hallway is a loop; you always return to where you started.
- Plenty of **corrupted sites** (page 422)
- Certain chambers below the **Ruined Tower** (page 332).
- The **Golden Oak** (page 186).
- The **Utterwell** (page 252).
- **Titan Bones** (page 448), perhaps.
- Maybe **Tor's Fist** (page 481)?
- Possibly the **Stone** (page 12) itself.

Portals

There are places throughout the world that touch each other on a fundamental level, despite being hundreds of miles apart. The Makers knew how to create portals in such places, allowing for instantaneous travel between them. One might find such a portal…

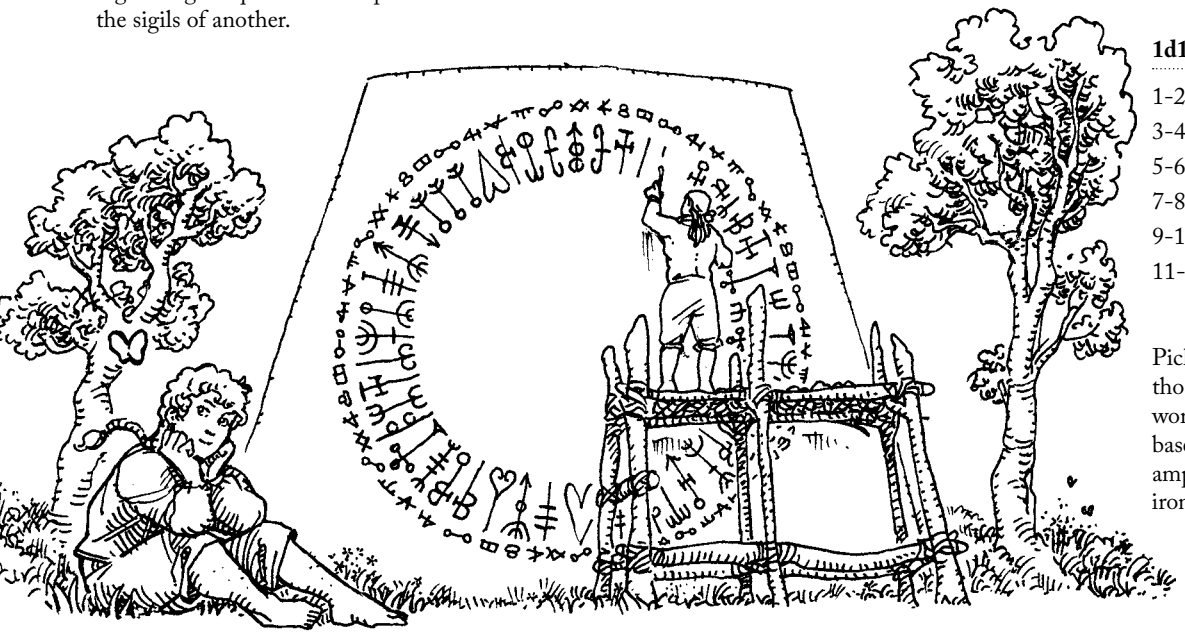
… beneath the **Ruined Tower** (page 332)
… in the **Labyrinth** (page 242)
… hidden away near **Three Coven Lake** (page 438)
… among the ruins of **Vor Svetelik** (page 468)
… up on **Tor's Fist** (page 481), perhaps
… maybe in certain ruins down in **Lygos and the South** (page 256)
… anywhere else you think makes sense.

Portals can be activated via **Opening the Way** (page 517), which requires inscribing the sigil sequence of one portal within the sigils of another.

Should the PCs learn to use portals, they might wish to create new ones. To do so, they must:

- ☐ Locate a suitable site of primordial power
- ☐ Transport a slab of pure white stone (Value 2 or 3, depending on size) to the site
- ☐ Discern the correct sigil sequence for this site
- ☐ Have an *exceptional* stonecutter spend a season (Value 2) carving the sigils into the stone
- ☐ Risk damage to the stone or a flawed portal

The Makers' portals were safe and stable, but flawed or damaged portals are terribly dangerous. One might explode, tear travelers apart, and/or open a **rift** (page 311) in the world. See the **cracked portal** (page 473) of Vor Svetelik for an example.



Black iron

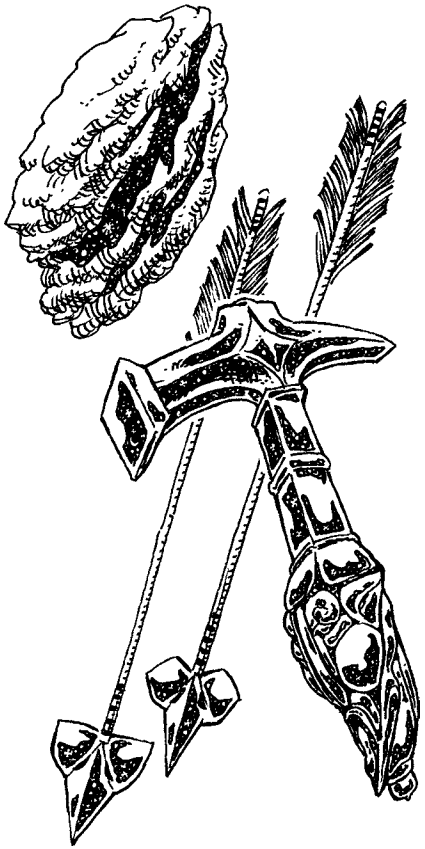
A few rare veins of this metal exist in the world, but mostly it's retrieved from meteorites. It is completely, utterly immune to magic.

- **Fae** (page 94) treat it like iron, but worse—its touch unravels their magic and they take +1d6 damage (*messy*, ignores armor) from it
- Spirits can't touch it, perhaps can't even perceive it
- It can damage even insubstantial forms of manifest **spirits** (page 358), but does no true harm to the spirit itself
- It damages or destroys any open portal it touches, going nowhere
- Spells, rituals, and other magic cannot affect it, pierce it, detect it, or perceive things enclosed by it

When the PCs encounter some, pick or roll for its FORM:

1d12	FORM
1-2	Ore/lump/meteorite
3-4	Raw material (spool/ingot/rod/etc.)
5-6	Charm/talisman/jewelry/symbol
7-8	Tool (nail/hammer/tongs/etc.)
9-10	Weapon/shield/armor
11-12	Construction (door/plating/throne/etc.), likely *immobile*

Pick or roll for its SIZE and its Value to those who understand what it is. For worked items made of black iron, add their base Value to what's listed below. For example, a ◇ sword (Value 1) made of black iron would be Value 3.



1d12	SIZE
1-4	A small object/amount (Value 1)
5-8	A ◇ object/amount (Value 2)
9-11	A ◇◇ object/amount (Value 2)
12	An *immobile* object/amount (Value 3 at least)

Black iron is strong and hard like steel and worked much the same way. It's a little on the heavy side, and doesn't hold quite as keen an edge. Black iron weapons don't have "*x* piercing," but a black iron warhammer would still have 2 piercing.

Artifacts

Various treasures

- ◇ Rocks with fossilized sea shells (Value 0), found far from any water
- A ◇ stack of tin plates, with punched-out stencils; arranged correctly, they lay out the sigils of a specific portal (Value 1, or 3 to the right buyer)
- A ◇ pouch of odd, white coins bearing odd symbols, much lighter and harder than you'd expect (Value 1, maybe?)
- A… spearhead (?), wedged deep into bedrock, shining with eternal starlight (*hand*, *magical*, *beautiful*, Value 2)
- A ◇ silver chalice (Value 2), dented and tarnished, engraved with images of monsters being trapped in a globe
- An 8' statue of an unknown goddess bearing stars and moons in her many hands (*immobile*, *fragile*, Value 2)
- A gem of blue, crystallized flame; cool to the touch but melts metal and starts fires given time (*dangerous*, Value 3)
- A ◇◇ black iron hauberk (2 armor, *warm*, *cumbersome*, Value 4), utterly immune to magic
- An abandoned quarry of pure white stone, like you need for a portal; flooded but still full of good material

A bejeweled helm

◇, *magical*, *loud*, *dangerous*, 1d4+1 uses

Bronze, battered, and adorned with seven fittings, 1d4+1 of which bear purple gems that hum ominously. When you ***don the helm***, you sense the gems' power and how to use them but can hear nothing over their incessant noise.

When you ***unleash a gem's power***, pick a target you can see and roll +WIS: **on a 10+**, your target freezes in time and space for as long as you wear the helm and maintain focus; **on a 7-9**, you must focus for a few seconds, but then the effect kicks in as per a 10+.

While your target remains frozen, the gem hums louder and louder, painfully so. When ***the effect ends***, the gem crumbles to dust.

When you ***try to maintain focus***, roll +CON: **on a 10+**, you're fine for now; **on a 7-9**, either mark a debility or let the effect end; **on a 6-**, mark a debility and either let the effect end or ask the GM how time and space start to go haywire around you.

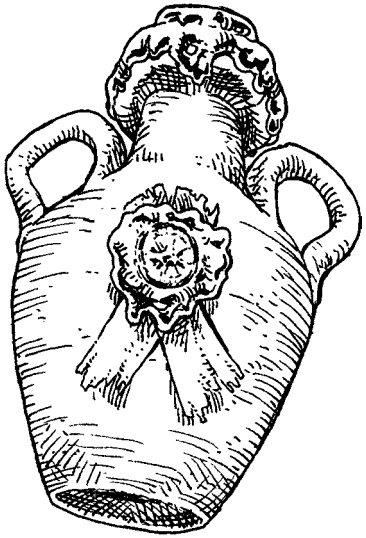
While frozen, the target (and anything on their person) is inviolate—they cannot be harmed, moved, or otherwise interacted with. They rejoin the timeline as if no time had passed for them, with whatever momentum they previously had.

A sealed amphora

◇◇, *fragile*, *magical*, 3 uses

A ceramic, two-armed jug with a wax seal. Inside is water of life, the quintessence of water, so pure that it washes away all impurity, corruption, poison, or disease from any living thing. It becomes sullied and loses its potency when used, or if left unsealed for more than a minute or so.

The amphora itself is a perfect vessel: as long as it is sealed, no substance within will rot, putrefy, or otherwise spoil.



A fossilized horn

◇, *magical*

A spiral thing, maybe 2' long, the remnant of some long-gone **incarnation** (page 300). Those sensitive to the spirit world can sense its lingering, radiant power.

When you ***bear the fossilized horn***, you have advantage on any move to impress, intimidate, or threaten a spirit (though it grants no special ability to communicate with spirits in the first place). Should you roll a 6- on any such roll, the spirit can choose to destroy the horn and end its effect, in addition to whatever else the GM says.

Minor arcana

Pick 1 or have someone roll the Die of Fate.

1d6	MINOR ARCANUM
1	**A time-worn missive** (page 517)
2	**A… key?** (page 519)
3	**A crumbling arch** (page 520)
4	**A silvery signet ring** (page 535)
5	**An oversized crown** (page 539)
6	**A metal puzzle box** (page 539)

Major arcana

The following are (or could be) associated with primordial powers.

- The **Ineffable Words** (page 568)
- **Storm Markings** (page 566)
- **Noruba's Ice Sphere** (page 546)

Dangers

Natural forces

- Storms, violent weather, **lightning** (page 454), flooding
- **Avalanches** (page 489), **rockslides** and **mudslides** (page 376)
- **Prairie fire** (page 130) run amok
- **Volcanic activity** (page 240)
- **Earthquakes** (page 240)
- **Radiation** (page 407)

Fate

Threat (*affliction*)
Instinct to push towards the inevitable

There are those whose fates are heralded by prophecy, omen, and vision. And if you know your fate, maybe, just maybe, you can change it.

- Reveal that recent events were foretold long ago
- Reveal things yet to come
- Use coincidence to push them towards their fate
- Show how attempts to avert fate actually brings it to pass
- Offer an opportunity to change their fate, but tell them the costs/consequences of doing so

Incomprehensible knowledge

Threat (*affliction*)
Instinct to unravel any sense of safety/self

When one delves into primordial mysteries, one must grapple with alien and unsettling ideas. Dwell on them too long, and you find your mind turning against itself.

You fidget, fixate, have trouble sleeping or relaxing
Change your instinct to… (pick 1)
- ☐ Paranoia: To invent dangers
- ☐ Compulsion: To obsessively repeat certain actions
- ☐ Apathy: To let things escalate

Henceforth, when the GM compels you to act on your instinct, mark XP if you do and Defy Danger if you don't
Impending doom:
Retire your PC; they become a threat (a *wildcard*)

Primordial flame

Primordial, *terrifying*, *magical*
Damage 1d12 w/advantage (*hand*, *messy*, ignores armor)
- Radiate blistering heat, 1d10 damage (*reach*, *area*)
- Start normal fires nearby
- Reduce what it touches to ash

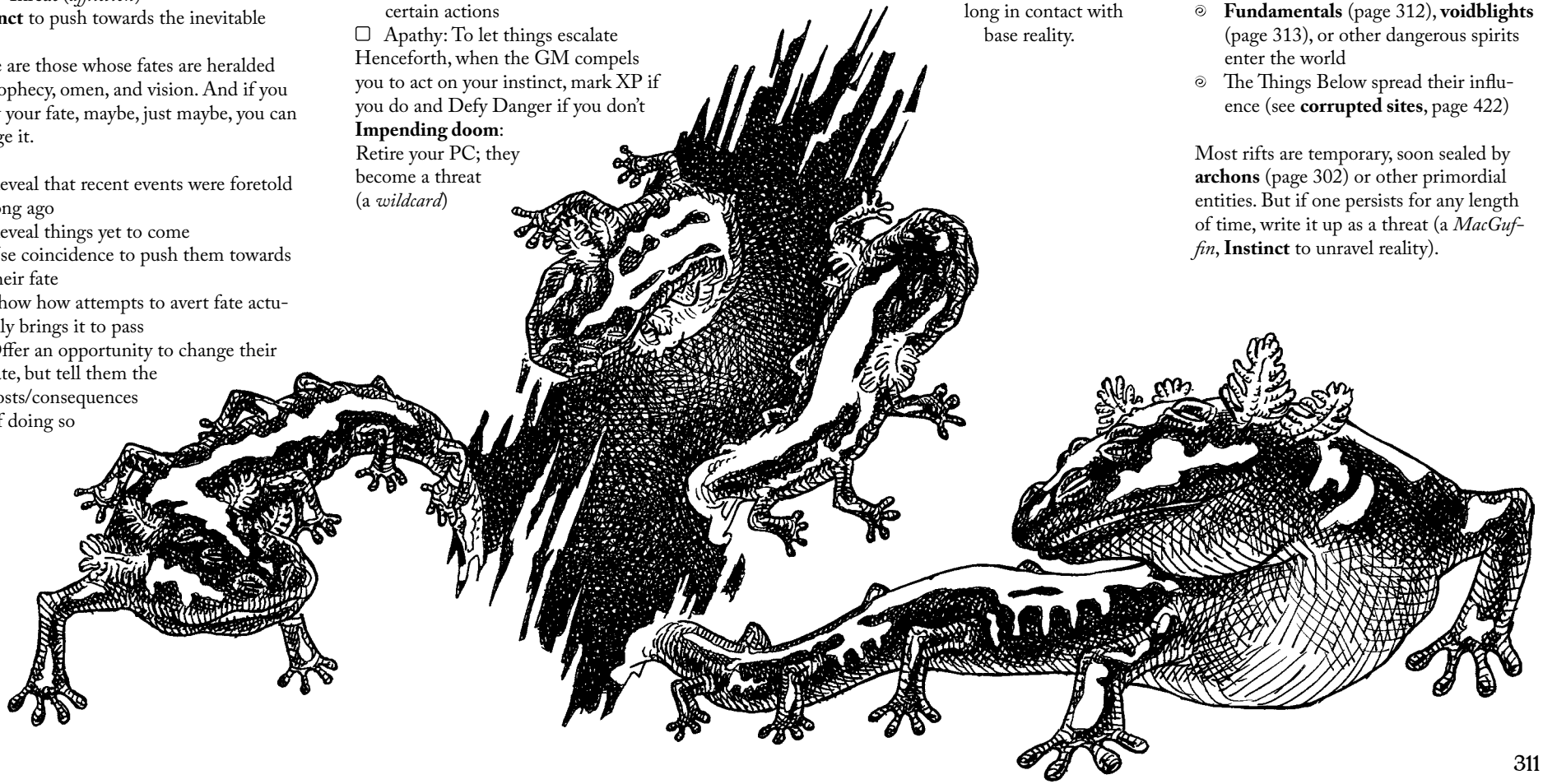
A tongue of perfect blue fire, somehow brought into the world. It is likely found held in stasis by some potent magic or artifice. For while it consumes and destroys all it touches, it cannot last long in contact with base reality.

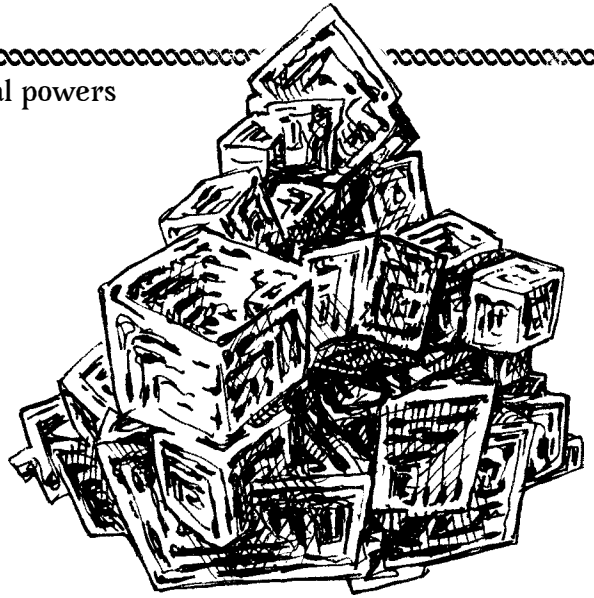
Rift

When primordial power runs amok, it can damage reality itself. Such rifts might manifest as places where:

- Time runs slowly/quickly/not at all
- Things emerge from other times/places/realities
- Natural laws like light, heat, gravity, and death behave strangely
- The world breaks down into chemics/crystals/raw elements
- New lifeforms/consciousnesses arise
- **Fundamentals** (page 312), **voidblights** (page 313), or other dangerous spirits enter the world
- The Things Below spread their influence (see **corrupted sites**, page 422)

Most rifts are temporary, soon sealed by **archons** (page 302) or other primordial entities. But if one persists for any length of time, write it up as a threat (a *MacGuffin*, **Instinct** to unravel reality).





Fundamental
Solitary, *spirit*, *primordial*
HP 19; **Armor** 1 (lacks vitals), harmed only by black iron
Damage destructive touch 1d10 w/advantage (*hand*, *grabby*, ignores armor)
Instinct see below
- Manifest in the proper conditions
- Communicate poorly
- Burden with **incomprehensible knowledge** (page 310)
- Refuse to cooperate
- Manipulate/manifest its element, locally and dramatically

These are **spirits** (page 358) of fundamental forces, far removed from mortal concerns. They are active only near sites of primordial power and uncontrolled **rifts** (page 311), or when called forth by powerful, dangerous magic.

Example fundamentals include:

Time
Manifests as a form of flowing sand
Instinct to plod forward

Gravity
Manifests as a voice from below
Instinct to be greedy, selfish

Fate
Manifests as a weaver or a spider
Instinct to be coy

Light
Manifests as a prismatic pattern
Instinct to overwhelm

Void
Manifests as a hole in reality
Instinct to get confused/annoyed

Order
Manifests as an unmoving crystalline form
Instinct to arrange, normalize, preserve

Chaos
Manifests as a bewildering series of impressions
Instinct to undermine, to surprise

Voidblight
Horde, *spirit*, *primordial*, *stealthy*, *hungry*, *cautious*
HP 10; **Armor** 1 (lacks vitals)
Damage spirit-rending bite d6+2 (*hand*, *grabby*)
Special qualities can harm only spirits and mortals sensitive to the spirit world; harmed only by other spirits or magic attacks
Instinct to eat and spawn
- Follow the "scent" of a rift or a spirit-walker
- Mimic a spirit it has eaten
- Pounce on unsuspecting prey
- After a good meal: spawn another of its kind

To those who can perceive them, they seem like many-limbed salamanders made of star-filled night. Their broad, flat, eyeless heads split open into rows of glittering teeth.

They are alien things, spiritual scavengers and predators. They haunt forgotten corners of the spirit world, the dead world-motes that float through the cosmic void. Mostly, they wait and hunger. But if they catch the scent of a traveler, or worse, a **rift** (page 311) into our world, they will follow it.

Treat an incursion of voidblights as a threat (type: *beasts*) with the following grim portents:

> A few local spirits are killed; others are spooked; sensitive mortals are unnerved
> "Softer" local spirits die or flee; plants fail, animals grow sickly, misfortune abounds; voidblights attack sensitive mortals
> Almost all local spirits flee or are eaten; local systems collapse and die
> **Impending doom**: voidblights spread into new colonies, all over the region and soon the world

Stakes: Will any of the PCs' enemies join them to face this threat? How will the environment be permanently changed? What will happen if the voidblights are corrupted by the Things Below?

Other primordial entities
- The **Things Below** (page 412)
- **Great spirits** (page 300), possibly including the **Lady of Crows** (page 71) and some or all of the major **gods** (page 178)
- **Incarnations** (page 300), including the **Willow Witches** (page 120) and perhaps the **Nine-fingered stranger** (page 457) and/or the **Pale Hunter** (page 292)
- **Archons** (page 302), including **Tcaventes, Shackle and Key** (page 254)
- **Titans** (page 303), perhaps including the **Crombil** (page 62) and/or the **Suileach** (page 93)

Red Groves

Half a day east of Stonetop is a copse of trees that turn blood red (leaves, bark, and all) at the autumnal equinox. By spring, the color has returned to normal. The **Forest Folk** (page 150) warned the villagers to avoid this place. They never said why.

- An iron tang in the air
- The scrutiny of the forest upon you, heavy like a blanket
- Words of warning, faintly heard in the breeze, in the rustling leaves, in the insect hum and birdsong.
- **Spring/Summer:** bright green shoots/ leaves bursting from black bark and mud
- **Autumn/Winter:** overwhelming, glossy red

Tip: faintly whisper things like "turn back" or "not welcome" or "go away" and then pretend you didn't say anything

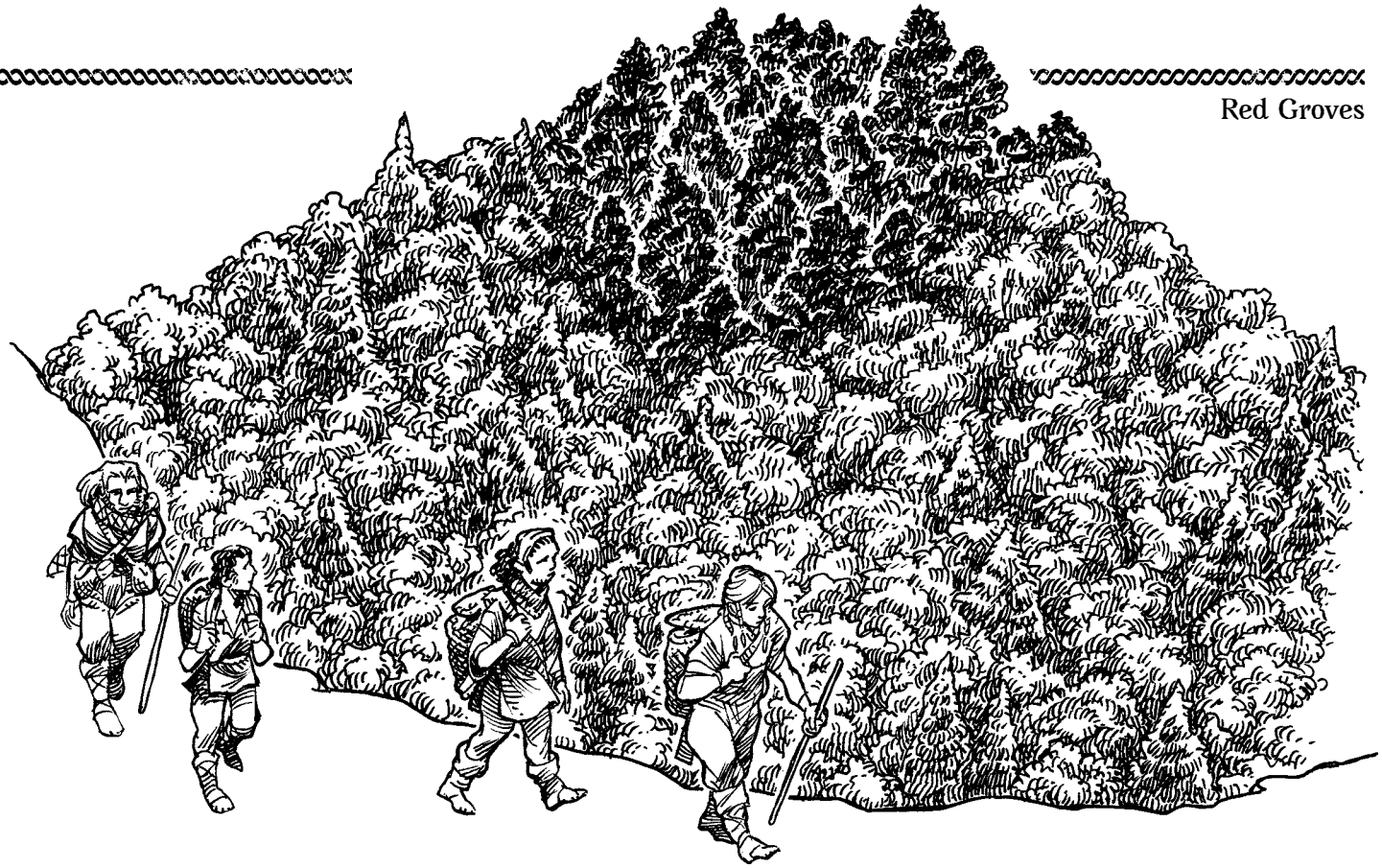
Lore

Something interesting: A dozen such groves dot the Great Wood. Some redden in the fall, others in spring. Some, like the one near Stonetop, are large and old; others are just a few young trees.

Something useful: When you ***enter a red grove***, you draw the forest's wrath unless…

… you come naked and empty handed, having been ritually purified;
… you bear a dying spirit, wishing to pass on; or
… you are cloaked in subtle magic.

Redwood serves as a conduit for **spirits of the wild** (page 356). Some of the Forest Folks' most powerful totems are made of redwood. Alas, harvesting redwood without the permission of the forest spirits is sure to draw their primal, relentless ire.



Why are they so special?

That's for you to decide. Maybe…

… they are where **spirits of the wild** (page 356) are born and where they come to die;
… they each imprison some terrible evil;
… they each mark the grave of a champion of **Danu** (page 64); or
… it's different for each grove.

Hooks

- A dying **glasbren** (page 366) seeks a mortal to convey her to the Red Grove.
- The Red Grove is corrupted by the **Things Below** (page 412). Its spirits are confused and unwell, and the Grove will soon start spawning horrors.
- A villager steals a branch of redwood, and is cursed with the forest's wrath.

Inhabitants

Any **spirit of the wild** (page 356) might be found here, but each grove hosts at least a few **brennauwed** (page 366) and is protected by **coedwaig** (page 369). **Butcherbirds** (page 204) frequent the Groves while they are red.

The Forest's Wrath

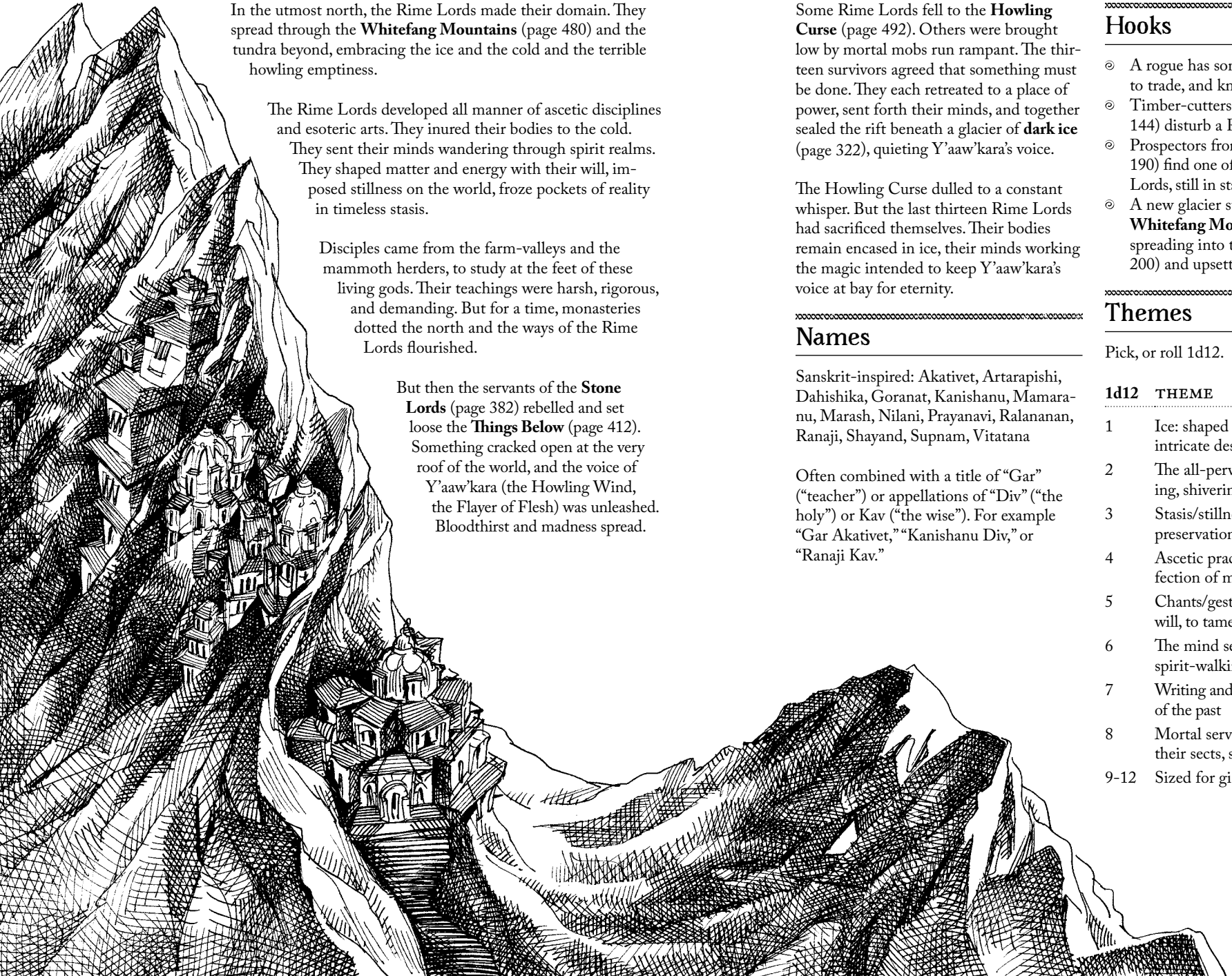
Threat (*affliction*)

Instinct to punish the perpetrator and those who protect them

The greater the transgression, the more quickly the curse escalates and the greater the penance required.

Nightmares, ire from beasts and birds, plants tend to wither and die
Friends and family are affected, too; birds and small beasts harass them in town
The whole village is affected; sleep is scarce, nerves frayed, the Wood is hostile
Saplings sprout in town overnight, or when folk aren't looking
Impending doom: Crops fail, livestock revolt, homes collapse, the granary rots

Rime Lords



In the utmost north, the Rime Lords made their domain. They spread through the **Whitefang Mountains** (page 480) and the tundra beyond, embracing the ice and the cold and the terrible howling emptiness.

The Rime Lords developed all manner of ascetic disciplines and esoteric arts. They inured their bodies to the cold. They sent their minds wandering through spirit realms. They shaped matter and energy with their will, imposed stillness on the world, froze pockets of reality in timeless stasis.

Disciples came from the farm-valleys and the mammoth herders, to study at the feet of these living gods. Their teachings were harsh, rigorous, and demanding. But for a time, monasteries dotted the north and the ways of the Rime Lords flourished.

But then the servants of the **Stone Lords** (page 382) rebelled and set loose the **Things Below** (page 412). Something cracked open at the very roof of the world, and the voice of Y'aaw'kara (the Howling Wind, the Flayer of Flesh) was unleashed. Bloodthirst and madness spread.

Some Rime Lords fell to the **Howling Curse** (page 492). Others were brought low by mortal mobs run rampant. The thirteen survivors agreed that something must be done. They each retreated to a place of power, sent forth their minds, and together sealed the rift beneath a glacier of **dark ice** (page 322), quieting Y'aaw'kara's voice.

The Howling Curse dulled to a constant whisper. But the last thirteen Rime Lords had sacrificed themselves. Their bodies remain encased in ice, their minds working the magic intended to keep Y'aaw'kara's voice at bay for eternity.

Names

Sanskrit-inspired: Akativet, Artarapishi, Dahishika, Goranat, Kanishanu, Mamaranu, Marash, Nilani, Prayanavi, Ralananan, Ranaji, Shayand, Supnam, Vitatana

Often combined with a title of "Gar" ("teacher") or appellations of "Div" ("the holy") or Kav ("the wise"). For example "Gar Akativet," "Kanishanu Div," or "Ranaji Kav."

Hooks

- A rogue has some **dark ice** (page 322) to trade, and knows where to find more
- Timber-cutters in the **Foothills** (page 144) disturb a Rime Lord-era ruin
- Prospectors from **Gordin's Delve** (page 190) find one of the last thirteen Rime Lords, still in stasis, encased in ice
- A new glacier starts to form in the **Whitefang Mountains** (page 480), spreading into the **Great Wood** (page 200) and upsetting the spirits there

Themes

Pick, or roll 1d12.

1d12	THEME
1	Ice: shaped into grand and intricate designs
2	The all-pervasive cold: bone-chilling, shivering, numbing, desperate
3	Stasis/stillness/silence/permanence/preservation
4	Ascetic practice: the ruthless perfection of mind/body/will
5	Chants/gestures/rituals: to focus the will, to tame reality/chaos/entropy
6	The mind set free: spirit-sight, spirit-walking, thought-crafting
7	Writing and records: the preservation of the past
8	Mortal servants/disciples, with their sects, schisms, and rivalries
9-12	Sized for giants, and roll 1d8 again

Sites

Pick, or have someone roll the Die of Fate.

1d6	SITE
1-3	LINGERING SIGNS of their presence and influence (see below)
4-6	A **ruin** (page 320)

Lingering signs

Pick, or have someone roll the Die of Fate.

1d6	SIGN
1	**Something preserved** in ice/cold/stasis (next column)
2	**An entity, pacified** by the Rime Lords or their disciples (next column)
3	Fragments of old construction (roads, stairs, walls, foundations, chimneys, etc.), built by their disciples, barely visible after centuries of wind, snow, and ice
4	A **thoughtform** (next page)
5	A **monument, or marker** (next page)
6	A formation of **dark ice** (page 322)

Something preserved

For example:

- Mortal disciples, frozen in a remote cave, mummified by dry, cold air
- An entire valley—fields, houses, livestock, and villagers—encased in ice
- A trove of scrolls in some dry mountain cave, chronicling the fall of the Rime Lords and the plight of their surviving disciples
- A meadow in spring bloom, trapped in stasis, the grass and flowers never fading, never growing
- One of the last thirteen Rime Lords, alive but in stasis, their spirit perpetuating the glacier that keeps **Y'aaw'kara** (page 421) contained

An entity, pacified

For example:

- Some monster, encased in dark ice
- A **spirit of the wild** (page 356) or **Fae** (page 94), itself a disciple of the Rime Lords, found meditating
- A **specter** (page 79), compelled to perform an endless task (counting the snowflakes on a mountain, emptying a river with a thimble, etc.)
- An **emanation** of the Things Below (page 436), terrible and powerful, held in stasis by the will of an ageless, meditating **adept** (page 328)
- A feral **Rime Lord** (page 330), held in a stasis field and ringed by glyphs, its wolfen eyes open and hate-filled

Thoughtform

Objects, sensations, or vignettes of manifest will, formed of base matter or energy, like how a spirit manifests a body. Not real, but real enough.

- A grand tree, growing in a lightless cave. Its bark and wood are shaped of stone, but its petals/leaves/fruits crumble to dust and water when shed.
- A bubble of stillness on a wind-swept summit, boasting an elaborately decorated altar. The altar is flimsy as frost, dissolving if touched.
- A chant that fills a valley, echoing endlessly from the mountainsides.
- A spring in a low valley, the water never freezing. Drinking vessels are found at the water's edge, impossibly beautiful, but melting into water if removed.

A monument, or marker

For example:

- An enormous, stylized statue of a Rime Lord, carved from the mountainside
- A vast cave, its walls plastered over, bearing a vivid painting of a Rime Lord radiating power and mortals/spirits/demons bowing before it
- A column of dark ice, tall as a tower, embossed with symbols and glyphs
- A 50-foot statue of a Rime Lord atop a mountain, made of pebbles held impossibly in place

A ruin

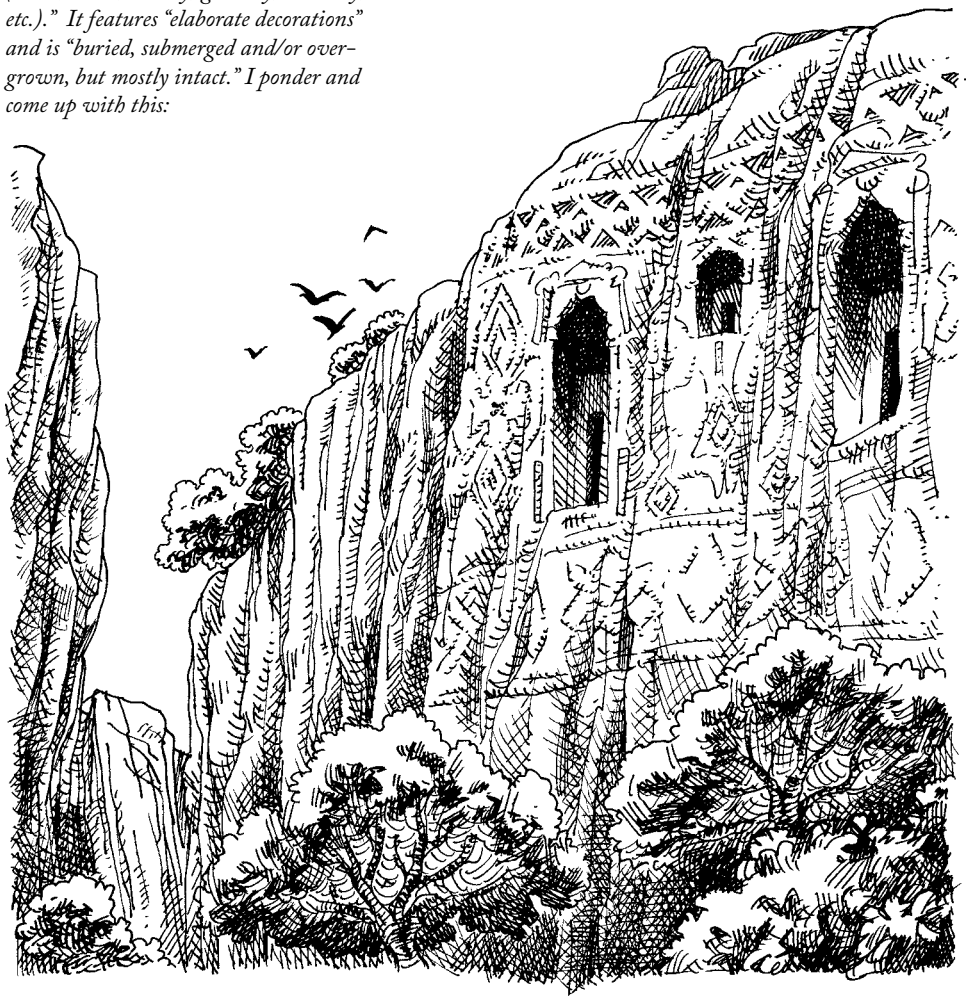
Pick or roll for THEMES (page 317), STRUCTURE, PURPOSE, ARCHITECTURAL ELEMENTS, and CONDITION. Place the ruin in an appropriate terrain (see page 480 for the **Whitefang Mountains**, page 144 for the **Foothills**). Populate it with **lingering signs** (page 318), **artifacts** (page 322) and/or **dangers** of the **Rime Lords** (page 328) or the appropriate region.

1d6	STRUCTURE
1	Terraced compound of smaller buildings
2	Single, block-like building
3	Large, open space
4	Natural cavern(s), partially worked/carved
5	Chambers dug into the stone itself
6	Dome/hall/tower

1d6	PURPOSE
1	Dwelling (home, dormitory, barracks, etc.)
2	Infrastructure (stepwell, aqueduct, road, bridge, etc.)
3	Storage (cellar, vault, library, granary, cemetery, etc.)
4	Production (workshop, kitchen, farm, abattoir, mine, etc.)
5	Fortification (wall, rampart, gatehouse, tower, etc.)
6	Study/practice (shrine, meditation chamber, prayer hall, training hall, etc.)

The PCs have sent a logging crew up to the Foothills, but there's trouble! I think they stumbled on a Rime Lord ruin and upset whatever dwells there. I roll on the TERRAIN *table and get "ravine/gorge/gully/canyon." I get a* THEME *of "mortal servants/disciples, with their sects/schisms/rivalries." For* STRUCTURE *I get "chambers dug into the stone itself," and the purpose is "storage (cellar, vault, library, granary, cemetery, etc.)." It features "elaborate decorations" and is "buried, submerged and/or overgrown, but mostly intact." I ponder and come up with this:*

A series of tombs, carved into the side of a ravine, containing the remains of a Rime Lord's mortal disciples. The lower tombs are obscured by brush and debris, but the upper tombs are still visible, their entrances carved with guardians and ice-crystal patterns. I suspect someone from the logging crew stumbled in here and upset a guardian spirit.



1d6	ARCHITECTURAL ELEMENTS
1	Trapezoidal building(s), prominent eaves, windows on upper stories
2	Elaborate decorations: geometric/crystalline patterns, glyphs, carvings of spirits/monsters/teachers
3	Walls/floors/ceilings of dark ice, perhaps in impossible shapes
4	Statues formed of ice/snow/sand/gravel, held in stasis
5	Large, empty, spacious places
6	Sound and light behaving strangely (endlessly echoing/reflecting, emanating from nowhere, strangely muffled/dimmed, changing/warping, etc.)

Most Maker-ruins are sized for giants—people two or even three times as tall as humans—but often with smaller-scale rooms, passages, and so forth for their servants.

1d6	CONDITION
1-2	Shattered and laid waste by time, war, or vandalism; mostly buried, overgrown, collapsed; its purpose unrecognizable
3-4	Crumbling, largely buried, overgrown, or hidden away
5	Buried, overgrown, or hidden, but mostly intact
6	Fully visible and strangely well-preserved

Dark ice

Purplish ice, which stays cold and frozen except in the hottest furnace. The Rime Lords could form and shape it at will. Some of their disciples learned the trick, too, but the art has largely been lost.

Pick or roll for FORM and CHARACTERISTIC.

1d12	FORM
1-3	Fragment (chip/shard/chunk/etc.), from something larger
4-5	Enigmatic shape (cube/sphere/spiral/etc.), its purpose unclear
6-7	Mundane object (tool/utensil/container/etc.), though perhaps not easily recognized as such
8-9	Art or decoration (jewel/statue/tiles/torc/amulet/ring/etc.)
10-12	Construction (door/stairway/arch/bricks/walls/etc.), likely *immobile*

Consider rolling 1d6 to inform size/scale.

1d12	CHARACTERISTIC
1	Breathtakingly beautiful
2	Dims light/color in its presence
3	Absorbs/baffles sound
4	Exceptionally hard, roll 1d6 for degree (otherwise, hard as mundane ice)
5	Presents a tangible barrier to spirits, even when unmanifest
6	Pieces persist when removed, instead of melting like normal ice
7-8	Roll 1d6 twice and combine
9-12	Just (just) a bit of never-melting ice

Consider rolling 1d6 to inform how pristine the dark ice is.

Artifacts

Various treasures

- A ◇◇ drum, wood and stretched skin, impossibly preserved (*loud*, *fragile*)
- A 1-inch cube of dark ice (*magical*, Value 1)
- A ◇ 2-foot length of chain, the links made of stone-hard dark ice, bronze clasps at either end (*magical*, Value 1)
- A thumb-sized topaz, set in bronze on a… belt (?); fills you with dread to look at it (*magical*, *terrifying*, Value 2)
- ◇◇ Giant-sized robes of strange silk that's almost impossible to cut/tear; quickly frays and unravels with even minor damage (*warm*, *clumsy*, Value 2)
- A deep, round ◇ brass bowl, strangely resonant, the outer edges adorned with sapphires (Value 3)
- A child-sized golden statue (*immobile*, *magical*, Value 4) of a meditating Rime Lord, the head radiating cold light

A column of ice

magical, *immobile*

Amidst a high, lonely meadow stands a pillar of dark purple ice, 12 feet tall and 2 feet thick. It rests on a circular slab of rune-etched stone, a dozen paces across, untouched by time or nature. There's a stillness to the place, a tension in the air.

Something interesting: The runes appear to be some sort of spell, waiting to be triggered; it'd take days of study to puzzle out the command word (and you risk triggering it accidentally).

Something useful: You can determine the command word with a few hours of study (less if you're versed in Rime Lord script).

When you ***speak the command word near the column***, the dark ice expands in a flash, encasing the stone slab and anything on it. The ice traps even spirits (manifest or not). Mortal prisoners soon perish, their souls ensnared. The dark ice never melts and resists all but the mightiest magic and blows.

A dark ice knife

hand, *magical*, *crude*

A hilt of bone, with a spike of dark ice tapering to a sharp point. The ice is hard as stone, and not especially sharp.

When you ***stab an undead entity with the knife***, ask the GM whether it is driven by obsession, hunger, and/or vengeance. If the answer is "yes," then deal +1d4 damage (ignores armor), and leave the entity briefly disoriented. Should this reduce the entity to 0 HP, the dark ice knife melts away along with whatever bound the entity to this world.

A small black sphere

magical, *indestructible*, *immobile*

Found in or near some Rime Lord ruin, this… thing… appears to be a perfect sphere of lead, maybe 2 inches across. It hovers motionless in the air. No amount of physical force can mar it, nor move it from its relative position.

When you ***focus all your will upon the black sphere***, roll +WIS: **on a 10+**, you can slowly move the sphere with your mind, so long as you keep your attention fixed upon the task; **on a 7-9**, pick 1:

- Mark a debility and move the sphere as per a 10+
- Move the sphere, but only a few inches
- Fling the sphere in a random vector (if it matters: d8 damage, *forceful*, *messy*)

Minor arcana

Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1	**An oversized codex** (page 515)
2	**A sealed cave** (page 519)
3	**A timeless vault** (page 518)
4	**A length of prayer beads** (page 526)
5	**A beautiful scroll** (page 527)
6	**A gold butter lamp** (page 527)

Major arcana

These might very well be associated with the Rime Lords or their disciples.

- **Noruba's Ice Sphere** (page 546)
- **Rune-laden Scales** (page 562)

Tulpa

A tulpa is a constructed **spirit** (page 356), created by the powerful will of another. The Rime Lords crafted many such entities, which linger on in their creators' wake.

A tulpa has the *spirit* and *construct* tags, with a move that reflects them manifesting or possessing a physical form. They are animated by more than biology (+4 HP) and usually lack vital organs (+3 HP, +1 Armor). Pick or roll a PURPOSE, SIZE, ABILITY, TETHER, and DISPOSITION. Use these elements to inform how it manifests and behaves.

1d12	PURPOSE
1-2	Battle/sparring/protection
3-4	Companionship/advice/diplomacy/subterfuge
5-6	Labor/mundane tasks/convenience
7-8	Curiosity/instruction/assistance/practice
9-10	Something obscure, or very specific
11-12	Roll 1d10 twice, combine

1d12	SIZE
1	Cat-sized or smaller (*tiny*)
2-3	Like a human child (*small*)
4-7	Human-sized
8-10	Like a horse, a cart, etc. (*large*)
11-12	Like an elephant, or bigger (*huge*)

1d12	ABILITY
1	Possession (people and/or things)
2	Emotional influence/control
3	Elemental manipulation (ice/wind/water/etc.)
4	Energy manipulation (light/heat/cold/darkness/etc.)
5	Invisibility/stealth/observation/tracking
6	Depths of knowledge/lore/experience
7	Mind-reading/aura-sense/true-seeing
8	Illusions/false senses/thoughtforms
9	Strength/speed/prowess/mobility
10	Dangerous physical attack(s)
11-12	Roll 1d10 twice, combine

1d12	TETHER
1-2	*Immobile* object: unable to leave its presence
3-4	Small, portable object: unable to manipulate it or leave its presence
5-6	Sculpture or construct: can animate it, but cannot leave its presence
7-8	Building or complex: can freely move about within, but cannot leave
9-10	Place or object (roll 1d6 for size/scale): can travel but must periodically return
11	Living creature/person: can leave their presence for short periods
12	Untethered: free-roaming, independent

1d12	DISPOSITION
1	Friendly/polite/helpful
2	Apathetic/bored/lonely
3	Curious/playful/fickle
4	Resentful/duty-bound/compelled
5	Proud/dedicated/honorable
6	Confused/erratic/distraught
7	Boastful/aggressive/hostile
8	Malicious/cruel/devious
9	Timid/shy/meek
10	Focused/obsessive/anxious
11	Roll 1d10, but make it extreme
12	Roll 1d10 twice, combine

Gingkara
Horde, *spirit*, *construct*, *organized*
HP 10; **Armor** 1 (lacks organs) or 4 vs. stabbing (just bones)
Damage bony fingers d4 (*hand*, *grabby*)
Special qualities tethered to one specific bone
Instinct to keep their master's house in order
- Animate its particular skeleton
- Grab on and pull them down with numbers
- Reassemble themselves (regaining 1d4 HP), unless their tether is shattered

Some of the simplest tulpas to create, each of these spirits is bound to a skeleton that's been stripped of flesh and intricately carved. The Rime Lords and their disciples used them as domestic servants, tending to material needs and serving as guardians when needed. Gingkara still attempt to preserve their master's homes, for what else should they do with their existence?

Khyagseng
Group, *spirit*, *construct*, *resolute*, *observant*, *fierce*
HP 13; **Armor** 2 (icy "skin," lacks organs)
Damage icy jaws and paws d8+2 with advantage (*hand*, *close*, *grabby*, *forceful*)
Special qualities tethered to its pedestal; body made of dark ice; cold-proof
Instinct to repel intruders
- See through illusions and deceptions
- Offer a rumbling (though polite) warning
- Repair itself while on its pedestal

These tulpas inhabit dark-ice sculptures of three-eyed, stylized lions—muscular, proud, fierce—standing atop decorated pedestals. Always found in pairs, guarding doorways or thresholds. They dutifully challenge any who approach without an invitation from their master. Never mind that their masters are all long gone.

Some of the grander Rime Lord ruins boast large khyagseng made of dark ice that is strong as stone (+8 HP, +1 Armor, +1 damage). These greater guardians can also unleash a thunderous roar, deafening and terrifying, likely to trigger avalanches.

Mkhalang
Solitary, *huge*, *spirit*, *construct*, *cautious*, *devious*
HP 27; **Armor** 1 (lacks organs)
Damage trample d8+3 with disadvantage (*hand*, *close*) or ice-tusks d8+7 with disadvantage (*reach*, *forceful*, *messy*, *crude*, 1 piercing)
Special qualities tethered to its dome but far-ranging; perfect memory; unable to lie
Instinct to amuse itself at the expense of others
- Fly quickly across the skies
- Manifest a mammoth-like form of freezing mist and ice (harmed only by salt, fire, heat)
- Suck the strength and warmth from anyone they trample
- Reveal just enough to cause trouble

The Rime Lords created these mighty spirits to act as emissaries and spies. A few still remain, tethered to the meditation-halls in which they were made but roaming the Whitefangs in search of novelty and diversion. They have grown bored in their masters' absence, and from boredom has grown a subtle cruelty.

The people of the Whitefangs treat them with respect, for they are still the emissaries of the Rime Lords. But they also know better than to trust their counsel.

Shaksa
Solitary, *spirit*, *construct*, *hoarder*, *magical*, *terrifying*
HP 19; **Armor** 1 (lacks organs)
Damage antler of jagged bone d10+2 (*close*, *messy*, 1 piercing) or stone hooves d8 (*hand*)
Special qualities tethered to its cemetery, can only leave to track looters/vandals
Instinct to preserve the sanctity of the dead
- Fill an intruder with dread
- Manifest a form of bone and grave-dirt (unharmed by stabbing; vulnerable to rain/running water)
- Track a looter or vandal, unerringly

The Rime Lords and their disciples created shaksa to guard over cemeteries and charnel grounds. They usually watch, unseen and unmanifest.

A shaksa manifests only within its cemetery, appearing as a powerful goat made of rock and soil, with a human (?) skull for a head, three eyes of floating light, and a single great antler of jagged bone. Once manifest, it can leave the cemetery in pursuit of looters or vandals. Should this form be destroyed, the spirit returns to the cemetery and cannot remanifest until the next sunset.

Dangers

Entities

- **Spirits of the wild** (page 356), following the Rime Lord's teachings and/or acting as guardians
- Spirits, beasts, and people **corrupted** by the Things Below (page 432): encased in dark ice, bound by glyphs, and/or trapped in stasis
- **Wraiths** (page 79) of the Rime Lord's disciples, who failed to tame their body's needs and succumbed to eternal hunger
- **Ghosts** (page 76) of the Rime Lord's disciples, who pushed themselves too far and cannot accept their failure

Hazards

- **Altitude sickness** (page 489)
- **Avalanches** (page 489)
- **Hypothermia & frostbite** (page 489)
- Ice: slippery, jagged, unstable, very cold
- Pools of liquid air, so cold it burns (d8 damage, *messy*, ignores armor)
- Pockets of frozen time, ensnaring any who enter; or fragile and holding something dangerous in place
- **Thoughtforms** (page 319) composed of dense particulate matter on the verge of collapse or hiding some danger

Deadly cold

Rime Lord ruins sometimes include areas that are much, much colder than even the surrounding mountains. Dangerously, lethally cold.

- Show a warning: a subtle change in light/sound, breath or smoke condensing/freezing, hoarfrost
- Weigh them down with frost
- Have gear stick/freeze/break
- Inflict **hypothermia & frostbite** (page 489), quickly and with little warning

Adept

Solitary, *cautious*, *cunning*, *magical*

HP 16; **Armor** 2 (toughness, skill)
Damage freezing touch or aura d8 (*hand* or *reach*, *area*, ignores armor)
Special qualities cold-proof; spirit sight; no longer ages; needs little food/drink/sleep; powerful will
Instinct see below
- Send their mind forth into the spirit world, their bodies in stasis
- Reveal a teaching/technique of the Rime Lords
- 1-4 additional MOVES (next page)

The Rime Lords taught that the self could be perfected. That the needs and frailties of the body could be purged. That the mind could free itself of the flesh and know the unseen world of spirits and fundamental forces. That the will could conquer all. The goal was nothing short of immortality, the preservation of the perfect self.

For most of the Rime Lords' mortal disciples, these teachings did little more than strengthen the body and clear the mind. But for some—the adepts—these teachings unlocked a fragment of their masters' power.

Rivalries were fierce among the adepts even when the Rime Lords walked the land. When the last Rime Lords disappeared, these rivalries flourished into schisms, sects, and violent purges. Some of the adepts fell. Others went into hiding. Still others passed their knowledge on, building schools and monasteries around them.

To create an adept, start with the stats above. Pick or roll for an INSTINCT and 1-4 MOVES to represent their capabilities.

1d12	INSTINCT
1-2	To atone
3-4	To avoid disruption or distraction
5-6	To drive their students towards perfection
7-8	To prove their superiority
9-10	To tame chaos
11-12	To test themselves or their students

1d12	MOVE
1	As a spirit: animate a large mass of ice (*large*, +8 HP, +2 armor, +3 damage, *forceful*)
2	As a spirit: manifest a body from snow/frost/mist (+4 HP, +1 armor, unharmed by stabbing or cutting)
3	Calm/diminish/suppress the elements
4	Conjure ice/dark ice (*near*, *area*, *grabby*), but lose 1d4 HP
5	Craft thoughtforms from base matter/light/energy
6	Create a minor tulpa (*tiny*, 8 HP, 1 armor, 1d4 damage), or a more potent one with some sacrifice
7	Dismiss/suppress magic with a touch
8	Exert great force with their mind (*near*, *forceful*)
9	Impose a compulsion/command/taboo upon a spirit
10	Slow/stop time in an area
11	Calm/suppress emotions
12	Absorb intense heat/energy/power/force unharmed

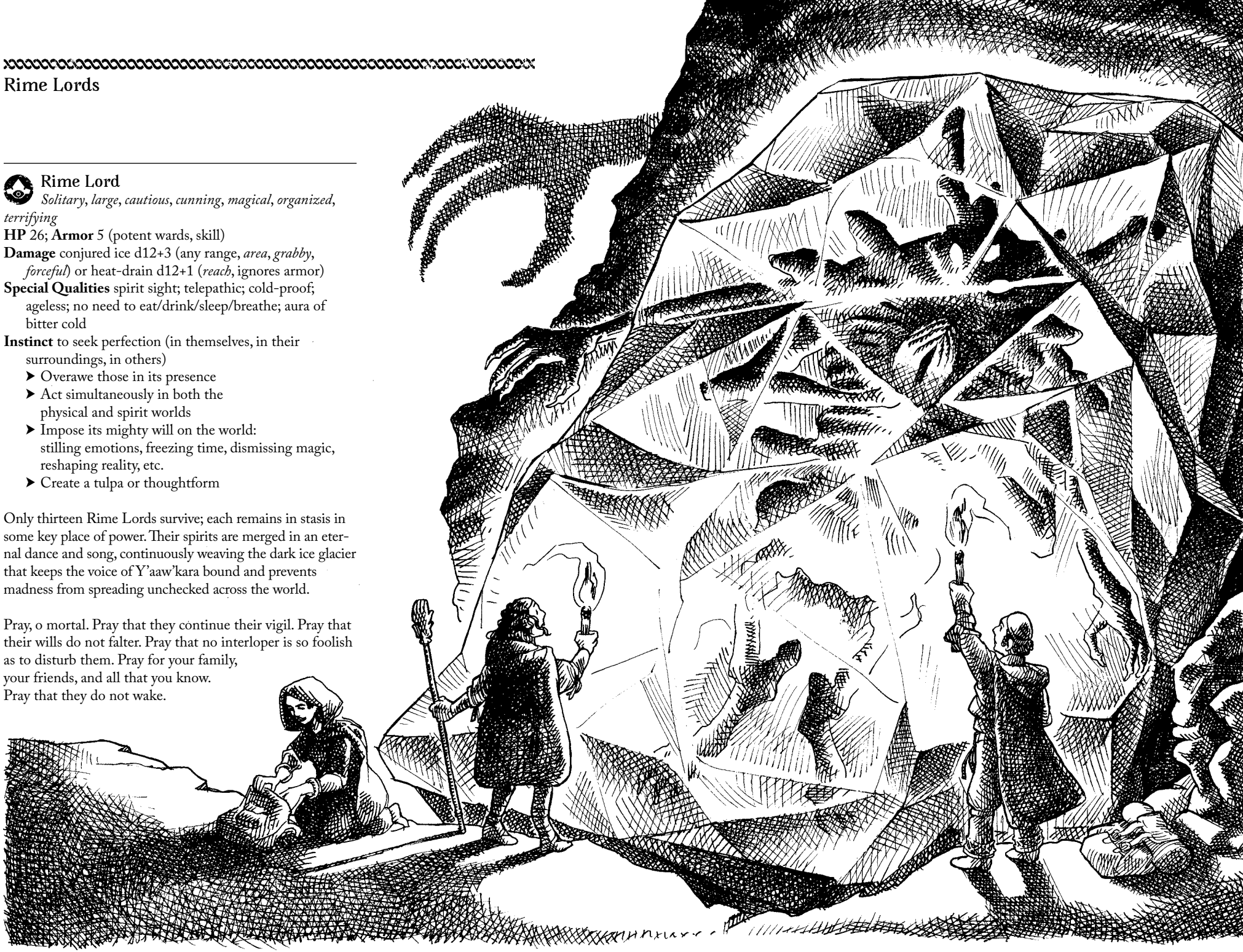
False adept

Solitary, *spirit*, *undead*, *magical*, *devious*, *organized*

HP 19; **Armor** 1 (lacks organs)
Damage life-draining touch d8 (*hand*, ignores armor)
Special qualities tethered to some object; telepathic; powerful will
Instinct to amass more followers, more power
- Attract followers with promises of greatness, easily achieved
- Eat away at someone's emotions/memories/will
- Possess a follower (or one's corpse)
- Siphon a follower's lifeforce to mimic some art of the Rime Lords

Some who practice the Rime Lord's teachings push themselves beyond their limits. Their bodies fail but they become rage-filled **specters** (page 79) or ever-hungry **wraiths** (page 79). The Rime Lords had many techniques for dealing with such abominations.

Imagine, though, an adept who saw their body and their life as a resource to expend rather than a liability to overcome. One who burned health and vitality to empower their practice. One who saw vast, unused potential in those around them. Such an adept might deliberately sever their mind and spirit from their body and gather a herd of followers (victims) around them, to serve as fuel for their mighty arts.



Rime Lord

Solitary, *large*, *cautious*, *cunning*, *magical*, *organized*, *terrifying*

HP 26; **Armor** 5 (potent wards, skill)

Damage conjured ice d12+3 (any range, *area*, *grabby*, *forceful*) or heat-drain d12+1 (*reach*, ignores armor)

Special Qualities spirit sight; telepathic; cold-proof; ageless; no need to eat/drink/sleep/breathe; aura of bitter cold

Instinct to seek perfection (in themselves, in their surroundings, in others)

- Overawe those in its presence
- Act simultaneously in both the physical and spirit worlds
- Impose its mighty will on the world: stilling emotions, freezing time, dismissing magic, reshaping reality, etc.
- Create a tulpa or thoughtform

Only thirteen Rime Lords survive; each remains in stasis in some key place of power. Their spirits are merged in an eternal dance and song, continuously weaving the dark ice glacier that keeps the voice of Y'aaw'kara bound and prevents madness from spreading unchecked across the world.

Pray, o mortal. Pray that they continue their vigil. Pray that their wills do not falter. Pray that no interloper is so foolish as to disturb them. Pray for your family, your friends, and all that you know. Pray that they do not wake.

The Ruined Tower

A long day's march from Stonetop, a wide, low hill rises from the **Flats** (page 126). A pile of earth and stone squats atop that hill. Metal spires reach out of the pile, piercing the sky. If you squint, you can see the rubble for what it is: a broken tower, once grand in scale, long ago brought low.

Everyone from Stonetop knows about the Ruined Tower and the giant-sized tunnels beneath it. Adventuresome folks sometimes think to explore them. Most of the time, they get spooked and don't go far. But those who've delved deeper have come back with wondrous things. Or never come back at all.

Stormcatcher's tower

Before the tower fell, this was home to Stormcatcher, last (?) of the **Tempest Lords** (page 398). The tower was like the mast of some mighty ship, catching wind and lightning, holding their power in the **Storm Orb** (page 339), fueling her many magics.

For centuries, Stormcatcher's tower stood betwixt the realms of the other **Makers** (page 264). They would trade with her, and seek her council or her aid. But though the **Makers' Roads** (page 270) ran to her very gate, she stood apart from them all.

Yet she did not live alone. A bustling community grew up around her tower. Laborers, artisans, and scholars. Farmers and domestic help. Soldiers, even. Generations of families. Refugees seeking new homes. Ambassadors and outcasts from the other Makers. Seekers, misfits, and castaways from distant lands.

When the Time of Cataclysm came—when the **Stone Lords**' (page 382) slaves rebelled and unleashed the **Things Below** (page 412), when the **Rime Lords**' (page 316) disciples turned savage, when the **Forge Lords**' (page 156) cities were buried by ash and war—Stormcatcher's tower endured. A bastion of civilization. An island of safety. A refuge.

It could not last. Cultists of **Og'molok the Faceless Horde** (page 349) swarmed the ramparts, driving the defenders back. Og'molok itself burst forth from below as a wave of skittering horrors.

Stormcatcher unleashed a mighty spell that turned the attackers into glass. But that same spell shattered the Storm Orb. It laid waste to the tower and broke a stretch of the Makers' Roads. It wrought Stormcatcher's doom.

Many of the tower's residents fled through a **portal** (page 306) beneath the tower. But most were slaughtered by the attackers, or vitrified along with them, or caught in the Storm Orb's explosion. A slim few survivors remained and tried to rebuild, but they soon fell prey to the horrors now loose upon the world.

In the centuries since, many have tried to claim the ruin, or plunder its treasures and its secrets. But all have failed, for one reason or another.

And the Ruined Tower remains.

Lore

Everyone from Stonetop knows:

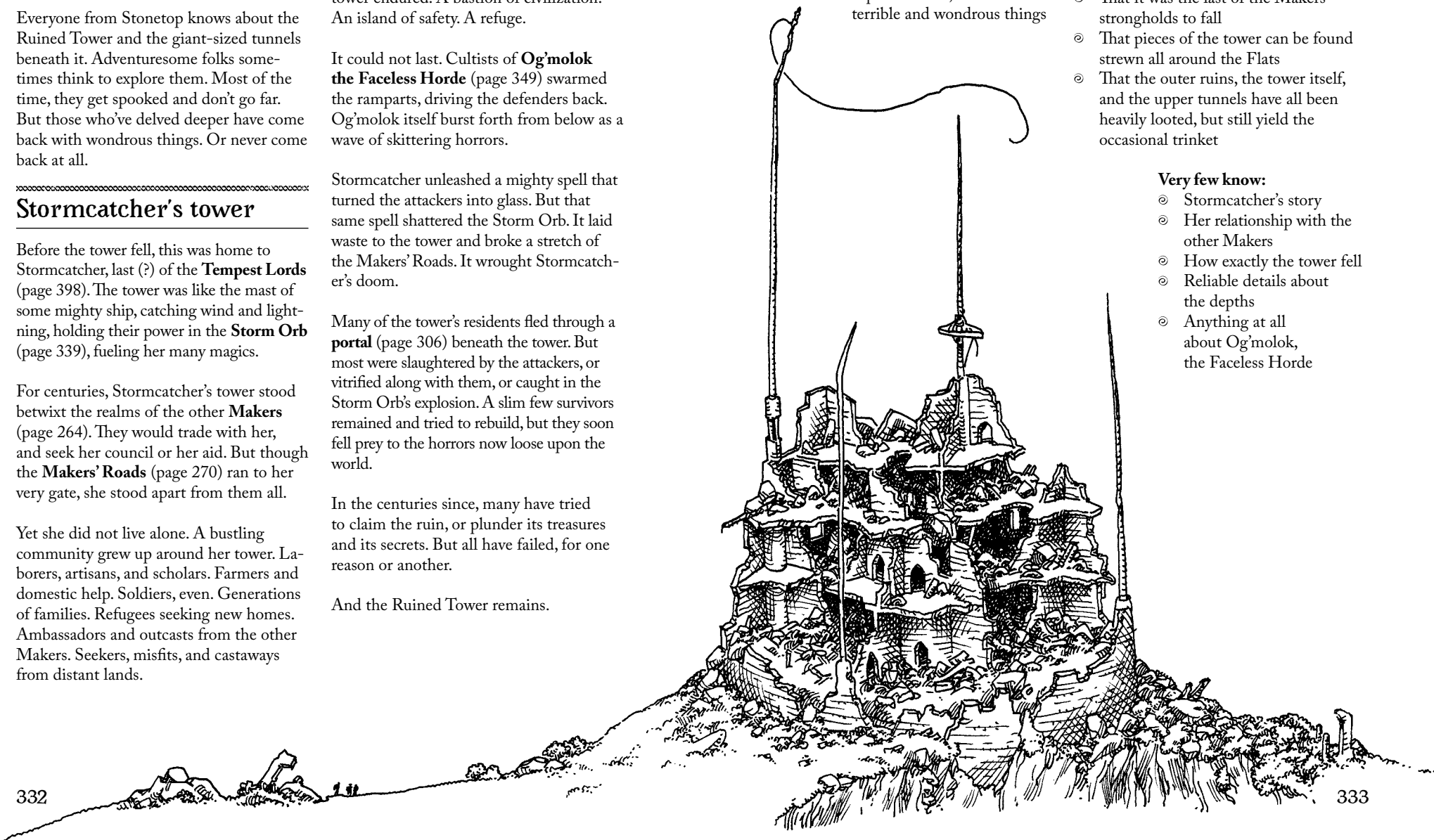
- Where the tower is
- About the giant-sized tunnels below
- That some brave (foolish) folk have explored them, and found terrible and wondrous things

One might know:

- A tale or two about folks who've explored here and what they found
- Details about the ruins above ground, or some of the upper tunnels
- That the tower is a ruin of the Tempest Lords
- That it was the last of the Makers' strongholds to fall
- That pieces of the tower can be found strewn all around the Flats
- That the outer ruins, the tower itself, and the upper tunnels have all been heavily looted, but still yield the occasional trinket

Very few know:

- Stormcatcher's story
- Her relationship with the other Makers
- How exactly the tower fell
- Reliable details about the depths
- Anything at all about Og'molok, the Faceless Horde



Questions

- Which one of you has braved these ruins before? What kept you from going very far?
- What wondrous trinket back in Stonetop supposedly came from here? Who has it now, and what do they use it for?
- What marvel is said to lie below the Ruined Tower? From whom did you hear such tales?
- When the nightmares come and you dream of the tower's fall, are you one of the doomed defenders? Or part of the slavering horde?

Hooks

- Bandits squat in the ruins, and find an artifact that makes them extra dangerous.
- A sorcerer is raising her demonic child in the tower's depths.
- A drunk wanderer claims to have explored the depths, but his friends didn't make it out.
- A southern scholar plans to delve the tower and seeks local help.
- Frequent earthquakes coincide with terrible nightmares, especially for those touched by violence. The nightmares feature the tower, its fall, or the tunnels below.

The Ruined Tower

Getting there

To get there from Stonetop, take the West Road 3-4 hours to the **Crossroads** (page 270). From there, it's 5-6 hours southwest across the **Flats** (page 126).

- ☐ It'll take at least a day each way, and a corresponding amount of supplies
- ☐ You'll need to bring light sources (if you intend to explore the tunnels)
- ☐ You need to watch out for **nosgalau** (page 272) and other **dangers** (page 130) of the Flats
- ☐ If there have been heavy snows, you must wait until the thaw, or…
  - ☐ You'll need snowshoes, and…
  - ☐ The way will still be grueling; you risk exhausting yourselves and/or your gear

Areas

- **Overgrown berm**, about 15-20' tall, encircling the tower ~3/4 mile out. Huge dressed stones poke out, similar to the **Old Wall** (page 12).
- **Outer ruins** between the berm and the tower. Once a thriving town, now just a jumble of ruins mostly swallowed by the prairie.
- **A shallow crater**, stretching ~400' from the tower's northeast edge. Grass/soil/mud/standing water cover glassy, slag-like bedrock.
- **The tower itself**: ~300' across. Northeast third is mostly rubble, but to the south and west a few floors remain, with walls ~200' tall.
- **The upper tunnels** start ~100' below the surface. Heavily looted, very haunted, mostly maintained by a ghostly Forge Lord and his **patchwork constructs** (page 348).
- **The depths** are even further down, a warren of chambers, halls, stairs, chutes, and burrows, all in various states of repair. Full of infrastructure, artifacts, experiments, prisons, and vitrified horrors.

Aboveground

The Ruined Tower sits atop a wide, low, lightly wooded hill. From a distance, it's just a landmark. As one gets closer, it becomes clear just how massive the tower once was.

Impressions

Anywhere

- Southerly wind, ever-blowing
- Squeak and shriek of metal spires when the wind picks up
- Metallic barks and chirps from high up, the snap of a metal cable
- The looming scale of the thing, big as the landscape, hard to take in
- Smell of ozone, even on a clear day
- A fluting warble; a mocking laugh, a flash of bright blue feathers

Outer ruins

- Piles of earth dotting the land, tufts of grass and brush growing on them
- The uneven, rugged terrain, making it so you can never catch your stride
- Occasional bits of broken pottery or metal, centuries-old, just lying there, turned up from the dirt

Inside a building or the tower

- Cave-like darkness, coolness, and stillness as they step inside
- Faded mosaics/carvings, obscured by time, vandalism, erosion, lichen
- Dim sunbeams, full of floating dust
- Wind whistling in through cracks in walls/ceilings; water dripping through those cracks in the rain

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12).

1d12	TERRAIN
1	Barren patch of sand/dust/glass
2	Mud/standing water/deep snow
3	Ditch, gully, or embankment; the outline of buried ruins
4	Exposed wall(s), crumbling and covered in moss/lichen
5-6	Stretch of grass, 1d6+2 feet tall
7	Shrubs, thicket, tree(s)—maybe even **dool trees** (page 73)
8	Huge stone slab, partly buried; a fallen piece of the tower
9-10	Pile of dirt/stone and a nearby pit; an excavation or burrow
11-12	BUILDING (see below), at least somewhat intact

1d12	BUILDING
1-8	From before the tower's fall; pick or roll for its purpose
9-11	Built after the tower's fall; pick or roll for its purpose
12	A **barrow** (page 39, roll 1d8 for size)

1d12	PURPOSE
1-2	Home/barracks/living space
3-4	Kitchen/laundry/bath/latrine
5-6	Gathering/meetings/civic life
7-8	Storage/cellar/stable/tomb
9-10	Work/production/creation
11-12	Esoterica/experimentation

The Tower itself

The base of the tower is ~300' across; rubble and piled-up soil spread out even farther. The south and west sections still stand tall, rising ~200' from the hilltop.

Spires: Four **metal spires** support the tower's walls, one at each cardinal direction: massive, rusted, straining towards the sky. The south and west spires each stretch another 200' or so above the walls (~400' tall total). A length of cable dangles from the tip of the south spire.

Rubble: The **northeast third** of the tower is just rubble, thick walls, and soil piled ~30' high, topped with grass and shrubs. The rubble is riddled with trenches, pits, old excavations, buried rooms, burrows.

Ground floor: The **south and west thirds** of the tower are intact at ground level, containing huge vaulted chambers (~40' ceilings), including:

- A **parlor** with tall narrow windows. Stylized friezes (faded, vandalized, full of bird nests) show scenes of the **Tempest Lord** (page 398) empire.
- The **baths**, a deep pool full of vile, stagnant water. The walls are busted open, the pipes looted.
- The **great hall**, mostly intact, with a giant stone table. The ceiling is enchanted to show the night sky.

Human-scale servant passages/rooms parallel the larger chambers and halls.

Inlays: Rooms inside the tower once had **aetherium inlays** (page 341) all along their walls and ceilings, but those were gouged away long ago by looters and **thunder drakes** (page 135).

Main stairwell: A **circular shaft** at the tower's center, 30' wide. Goes up to the second floor, down ~100' to the upper tunnels. Human-scale stairs spiral along the outer wall, far too small for Makers. Did they *fly*?

Upper floors: The **second floor** is ~50' up and partly open to the sky, covering the southwest half of the tower. Accessible via the stairwell, holes in ceilings, or climbing the outer walls. A few intact rooms remain, where **blue magpies** (page 340) stash shinies and build elaborate mosaics.

The **third and fourth floors** are another 40' up each, accessible only via tricky climbs. Unstable, with only a few "rooms," all of which are at least partly open to the air. Magpie nests abound.

Creating rooms

For any specific room that you establish, pick or roll for a PURPOSE (previous page) and combine it with a Tempest Lord THEME (page 399).

Imagine the room before the fall. Now, how was it affected by the attack? By the Storm Orb exploding? By centuries of looting, vandalism, weathering, and neglect? Who or what has lived here since? What details remains to tell this story? What **discoveries** (page 338) are waiting to be found?

Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	Change of TERRAIN (page 336) and roll again
2	A chance for insight into a threat or danger (tracks that reveal numbers, whereabouts, etc.)
3	REMNANTS OF THE PAST (see below)
4	An ENCOUNTER (next column)
5	**Useful or valuable flora** (page 458), growing among the ruins
6	Something VALUABLE (next column)

1d6	REMNANTS OF THE PAST
1	Exposed stonework, marred by cataclysmic violence (melted, shattered, etc.)
2	Bits of ancient daily life (pots, tools, utensils, etc.), probably broken, possibly giant-sized
3	Signs of squatters/explorers: bones, litter, graffiti, excavation, crude construction, etc.
4	**Vitrified remains** (page 339)
5	Ancient writing or artwork, faded/obscured but still legible (*immobile*, *fragile*, Value 0-2)
6	A building/room, undisturbed for centuries, with TREASURE! (page 345) you'd otherwise find only in the depths

1d6	ENCOUNTER
1	A **pyped** (page 82), hiding from the sun or out at night, digging old bones to sup on the marrow
2	**Blue magpies** (page 340), digging for shinies, foraging, or gossiping, maybe mocking/pranking the PCs
3	Critter(s)—fox, skunk, stoat, hares, prairie dogs, starlings, vultures, etc. —curious, annoying, maybe just cute
4	Larger animal(s)—deer, a ground sloth, wild sheep, maybe some **aurochs** (page 131)—grazing near the ruins
5	Someone else, exploring/making camp, wary but not hostile: some **Hillfolk** (page 228), **adventurers** and an **antiquarian** (page 260), **cultists** (page 435), a **sorcerer** (page 435), etc.
6	A hidden entrance to the upper tunnels or the even the depths (a caved-in ceiling, a burrow, a chute, a secret door, etc.)

1d6	VALUABLE
1	Big ◇◇ bits of metal (Value 1): melted/cracked/corroded/rusted
2	A gold ingot (Value 2), once jewelry, fused into a lump
3	A piece of **makerglass** (page 388), overlooked by prior looters
4	A **shard of the Storm Orb** (next page)
5	A **half-buried plaque** (page 510), or some other **artifact** (page 406) of the Tempest Lords.
6	An **artifact** (page 40) of the Barrow Builders, evidence that they were here, too

Shards of the Storm Orb

It was a filigree sphere of **aetherium** (page 404), maybe 50' across. It floated near the tower, a battery and a focus for tremendous elemental power.

Stormcatcher's final spell caused the Orb to explode. Shards were flung across the **Flats** (page 126), into the tower itself, and deep into the soil—to someday be unearthed by erosion, earthquakes, or burrowing beasts.

If the PCs encounter a shard, pick or roll for its SIZE and SIGNS.

1d6	SIZE
1	Small (Value 0)
2	◇ (Value 1)
3-4	◇◇ (Value 2)
5	◇◇ (*cumbersome*, Value 2)
6	*Immobile* (Value 3 or more)

1d6	SIGNS
1	Hums/whines, painfully loud to those who can sense spirits
2	Vibrations make odd patterns in soil, prevent growth
3	Floats in a pocket of air, loosely covered by rock/soil
4	Makes skin tingle, hair stand up
5	Nearby soil/stone is blue-white, plants/lichen glow
6	Roll twice

Shards of the Storm Orb are unstable aetherium (*magical*, *dangerous*). If damaged or overloaded, they might explode or violently discharge energy. But they are also etched with arcane runes. Find a big enough piece, or assemble enough smaller ones, and you might unlock some of the Tempest Lords' secrets.

Vitrified remains

Stormcatcher's last spell turned anyone it touched into lumps of jagged glass. It was directed at **Og'molok** (page 349) and the **skittering horrors** (page 348), but many of the attacking cultists were caught by the spell as well. So were some of the tower's residents.

Above ground, vitrified remains are mostly people (attackers or residents), with a few domesticated animals. Most are jagged lumps of black-grey glass, only vaguely recognizable as what they once were, and/or broken by time or vandalism. These are covered in sharp edges (1d6 damage, *messy*, 1 piercing).

A few of these vitrified remains, though, are perfect glass statues, the fear or frenzy of their final moments frozen on their faces (*immobile*, *fragile*, Value 3 to the right buyer).

Vitrification (page 408) can be reversed, but it's up to you to decide how.

Dangers

Hazards

- Old construction, giving way under foot or collapsing on someone
- A difficult climb or some missing stairs, a reason to risk it
- Earthquakes and tremors
- Hidden holes/burrows, twisting an ankle or worse
- Nasty weather: heat, cold, wind, sleet, hail, rain, snow, thunder (not so much lightning, as the spires draw it all)
- **Prairie fire** (page 130) among the outer ruins
- Unstable spells, **aetherium** (page 404), **perilous stone** (page 391)

Monsters and such

- The **nosgalau** (page 272), at night
- **Thunder drakes** (page 135), digging for metal, especially aetherium
- Any of the other beasts of the **Flats** (page 126)
- An encampment of **Hillfolk** (page 228), **bandits** (page 355), **cultists** (page 435), etc.
- Looters/explorers: **adventurers** (page 260), an **antiquarian** (page 260), a **hdour** (page 234), a **sorcerer** (page 435), etc.
- **Ghosts** (page 76) or **revenants** (page 80) of those who died when the tower fell, or from some later misadventure
- A **pyped** (page 82), digging up old bones where they can

Blue magpie

Horde, *tiny*, *devious*, *organized*, *hoarder*, *magical*

HP 1; **Armor** 1 (size)

Damage peck d4-2 w/disadvantage (hand)

Special qualities smart as a child (at least); can speak Tempest Lord (understood by all)

Instinct to amuse/impress its friends

- Pretend to be just a dumb bird
- Mimic sounds or voices
- Mock or trick someone
- Steal something
- Vanish with a hrummm and reappear nearby (*reload*)

Like big crows with white-and-azure plumage. Their songs are piping and musical, playful and complex, sprinkled with actual voices and other unlikely sounds. A few dozen of them nest in the tower and the surrounding ruins. Smaller mischiefs nest in the Flats.

Stormcatcher kept blue magpies as pets, and their descendants have passed down much oral lore. Sneak up on them, and you might overhear magpies telling each other tales that southern scholars would kill to know.

Magpies find humans boorish, but fun to mess with, and they have such neat stuff. They love shiny objects, especially glass and fragments of larger things, and spend years making elaborate mosaics or piecing puzzles together.

Belowground

Most of the rooms and halls below the tower are spacious, vaulted to ~30'. Doorways are ~25' tall and mostly ~10' wide. There are a few human-scale rooms, but not many.

Impressions

Throughout

- A sense of smallness, of being swallowed by the dark
- Walls and ceilings beyond the limit of your light
- Distant sounds: dripping, rattling clanging, moaning (?), footfalls, skittering
- The thought of all that stone and earth above you

The upper tunnels

- Surprisingly little dust, mud, debris
- Paths worn smooth, as from the tread of countless feet
- Faded gouges in flagstones, like heavy, sharp things were dragged across them, long long ago
- Carefully stacked rubble, plugging holes in walls, blocking off passages
- The sense that you're not alone, that you're being watched

The depths

- Kicked-up dust, catching in your throat, making eyes water
- The looming menace of a vitrified horror, the skip in your heart before you realize it's just dead glass
- A thrum or whine, felt in your gut, your teeth, the back of your eyes
- Wait, haven't we been here before?

Aetherium inlays

The four **metal spires** (page 337) extend down through the bedrock. They run through a number of underground rooms and passages, as freestanding pillars or embedded in walls.

Most rooms in and below the tower bear **aetherium** (page 404) inlays, spreading out from the metal spires. The inlays distribute power and anchor certain spells. Or at least, they used to.

The aetherium has been stripped from most of the upper tunnels, either carefully salvaged by **patchwork constructs** (page 348) or gouged out by looters. More inlays survive in the depths, but even there, many have been marred by **star-moles** (page 347) or the claws of **skittering horrors** (page 348), or burnt out and reduced to crumbly chalk.

Where intact, inlays glow and pulse in response to winds above ground. When lightning strikes a spire, the aetherium flashes a bright blue-white. Some inlays are stable, but others are erratic and prone to discharge (1d8 damage, *forceful*, maybe *loud*).

Sites

- **Central chamber** at the base of the **main stairwell** (page 337). Big, well-kept, drains in floor, multiple exits.
- **Forge** and nearby rooms, haunted by **Ferocedes** (page 347), packed with tools/parts and constructs in various states of repair.
- **Aetherium crucible**, near the forge. Dusty, unused, broken beyond Ferocedes's ability to fix with what's currently available to him.
- **Barracks** for soldiers who guarded the **Portal** (next column). Haunted by evacuees who hid and died there.
- **Latrine** near the barracks, with rattling, moaning, clanging pipes and still-working (!) showers.
- **Large chamber**, out of the way, the entrance blocked by piled stones. Packed full of vitrified horrors by Ferocedes's constructs.
- **Frozen room**, a chokepoint filled with **dark ice** (page 322), encasing dozens of **skittering horrors** (page 348) and an **Ustrina** (page 464) who served as Stormcatcher's steward.
- **Oubliette**, a dead-end hall with multiple cells/vaults. Each holds or held a dangerous artifact or entity in stasis. Some are torn open. The rest are guarded by wards, devices, constructs, magic.
- **Bottommost chamber**, 400' across, partly flooded. Holds the feet of all four spires, a massive toroidal coil, hundreds of **vitrified horrors** (page 346), and the trapped manifestation of **Og'molok, the Faceless Horde** (page 349).

The Portal

In the upper tunnels, one can find a pair of double-doors: locked and warded, barricaded from within, with countless gouges clawed across their surface.

Beyond those doors: an austere room with a dozen vitrified people, blown-out **lightning sconces** (page 346), a makerglass window to the next room, and yet another locked door.

Beyond that: a once-stately sitting room (the furniture used for the barricade), a few more vitrified evacuees. Another door, this one ajar.

One last room. The far wall is a solid white slab, etched with a magic circle. It's a **portal** (page 306), connected to those in the **Labyrinth** (page 242), **Three Coven Lake** (page 438), **Vor Svetelik** (page 468), and so forth. It is fully functional, and can be used via **Opening the Way** (page 517).

Layers of wards are etched in the floor, directed towards the portal, guarding against things coming out.

Rooms & passages

When you need to describe a room or passage, pick a SHAPE and one or more FEATURES, or have someone roll the Die of Fate (d12).

1d12	SHAPE
1-3	Hallway, relatively narrow
4-5	Square/rectangle/block
6-7	Intersection
8	Round/sphere/dome/bowl
9	Hexagon/octagon/etc.
10	Irregular (L-shape, blob, etc.)
11-12	Cluster: roll d10, 1d4+1 times

1d12	FEATURE
1	Obstruction: locked door, rubble, cave-in, barricade, many **vitrified horrors** (page 346), etc.
2	Fungus/lichen/slime/vermin
3	Drips/leaks/mud/standing water
4	Pipes, valves, pumps
5	Human-scale construction
6	Stairs/ramp/chute/platforms
7	Grandiose scale, a massive room
8	Unplanned exit/passage (burrow, collapsed construction, etc.)
9	Extensive and/or notably intact **aetherium inlays** (page 341); perhaps a metal pillar (one of the **four spires**, page 337)
10	A WONDER (see below)
11	Roll 1d10 twice
12	Roll 1d10 three times

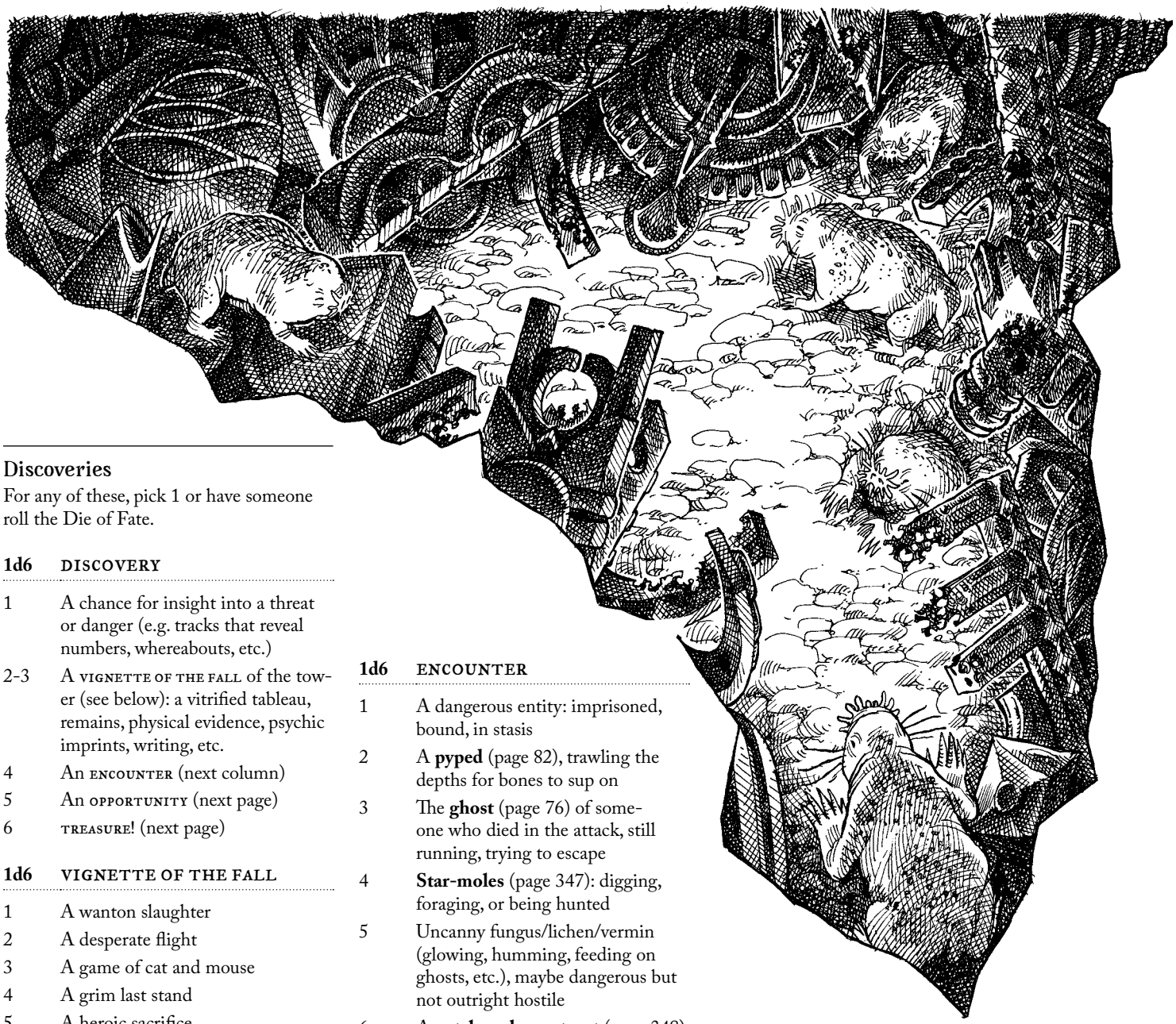
Consider rolling 1d6 for the scope or condition of any room/passage/feature. Fill it with **discoveries** (page 344) and/or **dangers** (page 346) as you see fit.

Wonders

Stormcatcher kept many experiments, curiosities, and dangerous phenomena. Pick 1, roll 1d12, or make up your own.

1d12	WONDER
1	A fountain, its hidden pumps powered by aetherium.
2	Nexus of pipes, pumps, boilers. By a stairwell, kept up by **patchwork constructs** (page 348).
3	Deep pit, smooth walls, a **jellied horror** (page 92) trapped below. Used as a midden pit.
4	A huge stone slab, with fittings that make hot, steady flame on demand.
5	Room full of plants (*exotic*, *useful*, *valuable*, *dangerous*). Lit by a makerglass sun, watered by pipes, tended by a fertility spirit.
6	Huge orrery. Bits are melted, fused, burnt out; "stars" stuck in a potent cosmic alignment.
7	Knee-high dust, shapes itself into whatever an occupant thinks of. Crumbles if removed from room.
8	Freestanding arch. Pass through and you vanish. Exit ~5 seconds later, seems instantaneous to you.
9	Tight-packed aetherium inlays. Hazy images show what anyone in the room is about to do.
10	Sliding tiles in walls/ceiling/floor change gravity's direction and/or intensity in the room.
11	Airless room with small floating black sphere, annihilates any matter it touches.
12	Black lightning crackles between two prongs, ~3' apart. Fine glass dust all around. A **vitrifying bolt** (page 408), just barely contained.

The Ruined Tower



Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
2-3	A VIGNETTE OF THE FALL of the tower (see below): a vitrified tableau, remains, physical evidence, psychic imprints, writing, etc.
4	An ENCOUNTER (next column)
5	An OPPORTUNITY (next page)
6	TREASURE! (next page)

1d6	VIGNETTE OF THE FALL
1	A wanton slaughter
2	A desperate flight
3	A game of cat and mouse
4	A grim last stand
5	A heroic sacrifice
6	A cruel betrayal

1d6	ENCOUNTER
1	A dangerous entity: imprisoned, bound, in stasis
2	A **pyped** (page 82), trawling the depths for bones to sup on
3	The **ghost** (page 76) of someone who died in the attack, still running, trying to escape
4	**Star-moles** (page 347): digging, foraging, or being hunted
5	Uncanny fungus/lichen/vermin (glowing, humming, feeding on ghosts, etc.), maybe dangerous but not outright hostile
6	A **patchwork construct** (page 348), on some task for Ferocedes

1d6	OPPORTUNITY
1	Something **Ferocedes** (page 347) would want: a construct's **core** (page 348), a part for the **aetherium crucible** (page 405), etc.
2	A map/path to a place they seek
3	A hidden door/room/passage (secret, buried, or obscured)
4	A good/safe place to rest
5	Lore about the portal: a **time-worn missive** (page 517), sigils of other portals, a treatise on the axiom of local contagion, etc.
6	A key (or similar), a way to bypass an obstacle elsewhere

1d6	TREASURE!
1	Cache of metal ingots, tools, parts, etc. (*immobile*, Value 2 or 3)
2	Some… (roll 1d6 or pick) 1 …**dark ice** (page 322) 2 …**makerglass** (page 388) 3 …**orichalcum** (page 162) 4 …**black iron** (page 307) 5-6 …**aetherium** (page 404)
3-4	An artifact of the **Tempest Lords** (page 398)
5	An artifact from another group of **Makers** (page 264): a gift, a trophy, an object of study, or a danger locked away
6	An artifact of **primordial power** (page 298) or the **Things Below** (page 412), kept for study and/or safekeeping

Dangers

The environment

- Getting lost in the maze of tunnels
- Torches running low, time passing faster than you think
- **Unstable construction** (page 390), caused by cataclysm, time, earthquakes, excavation, star-moles
- Open stairwells, worn-smooth stairs, a lack of railings, a nasty fall
- The exhausting trudge back up hundreds of stairs
- Floors wet from rain, snow melt, or leaky pipes, slick and/or muddy
- Weird growths/bugs: filling the air, shrieking if disturbed, absorbing raw power, spitting it back out
- Earthquakes or tremors, even worse down here than up above

Ancient wonders

- Damaged **aetherium inlays** (page 341), erratic and unstable (1d8 damage, *forceful*, maybe *loud*)
- Pressurized pipes, spewing steam or scalding water if ruptured (1d8 damage, *area*)
- Metal bulkheads, rigged to drop and contain runaway spells/experiments/prisoners
- Raw chemics, neatly stowed, spilled, seeping
- Machines, running erratically, fully able to rend flesh and bone
- Broken laws of reality, and whatever that does to mind/body/soul
- **Radiation** (page 407), hopefully contained, probably not
- **Smoke, fire, and heat** (page 166) in the haunted forge
- **Perilous stone** (page 391): stolen, imported, borrowed, replicated

Corruption, as one goes deeper

- **Disquiet and unease** (page 428), especially near masses of vitrified horrors
- **Whispers and visions** (page 428), coming from the horrors, or from below, or from everywhere at once
- **Unnatural phenomena** (page 429), as one approaches the bottommost chamber and what remains of **Og'molok** (page 349).

Vitrified horrors

Skittering horrors (page 348), fused into black, jagged glass by Stormcatcher's last spell. There are more and more as you go deeper. In some places, they clog stairs or passages, making it difficult to squeeze by without your gear or your flesh getting shredded (1d4 to 1d8 damage, *messy*, 1 piercing).

Lightning sconce

Magical, *construct*, *immobile*

HP 1; **Armor** 4 (tiny, metal fittings, made of crystal)

Damage lightning 1d6+2 (*near*, *forceful*, *reload*, ignores armor)

A glowing gem, set in a fixture of aetherium. Found in pairs, or sets of up to six. Each set is keyed to something (a pass phrase, a hand signal, a color of robes, a style of locket, etc.). Get too close without the key, and *zzzolt*, they start blasting.

Various entities

- **Ghosts** (page 76) or **revenants** (page 80) of looters or residents
- **Pypeds** (page 82) seeking bones
- **Metal constructs** (page 167), lost to Ferocedes, or else greatly prized
- **Elemental vortices** (page 408), guarding something
- **Cultists**, a **thrall**, and/or a **sorcerer** (page 435), eking out a life
- A **deathless one** (page 46), here to claim the tower's secrets, now trapped
- An **archon** (page 302) or **spirit of the wild** (page 356), bound and possibly put to use.

Star-mole

Horde, *cautious*, *devious*, *organized*, *hardy*

HP 7; **Armor** 0

Damage caustic spit or blood d6 w/disadvantage (*hand*, *close*, *messy*, 1 piercing)

Special qualities blind; tremorsense; bioluminescent

Instinct to lure predators into traps

- Soften stone with its spit, then dig through it
- Spurt caustic blood when hurt
- Scamper away, hide, act as bait
- Trigger a collapse or cave-in

Big, naked mole-rats, like 5' long, with saggy skin, glowing freckles, and clusters of wriggling feelers on their noses. They eat vermin and fungus that grow near leaking pipes. They also tunnel through bedrock, collapse passages, and expose sealed-off rooms.

Every so often, they wake a **skittering horror** (page 348) from its torpor. This spells doom for the colony, unless they can trap it or cut off access to the nest. They'll treat the PCs as a similar threat.

Ferocedes Ogran, ghostly Forge Lord

Solitary, *large*, *spirit*, *undead*, *magical*, *organized*, *obsessive*, *absentminded*

HP 23; **Armor** 4 (metal, amorphous)

Damage pummel d12+3 (*close*, *reach*, *forceful*) or barrage of metal d10+1 (*near*, *area*, *messy*, *forceful*, *reload*, 1 piercing)

Special qualities tethered to his forge, and can't venture far from it; speaks Tempest Lord (understood by all)

Instinct to preserve/restore the tower, to ignore harsh truths

- Manifest a cloud of ember and ash, a voice of crackling flame
- Ask what they've brought him, if that one task is done yet, etc.
- Fail to understand their speech
- Grow annoyed, angry, violent
- Manipulate metal, telekinetically
- Repair metal, or shape it anew
- Animate a body formed of metal tools, parts, and scrap

In life, he was a brilliant but awkward Maker. Rivals sabotaged him, and he left his people in shame. Stormcatcher took him in, trusted him, gave him purpose—and for that, Ferocedes was rabidly loyal. Loyal unto death, and beyond.

He died without noticing it. He had no time to treat the wounds he had suffered. Stormcatcher needed his skills. Needed his creations. Needed him.

So Ferocedes was already a ghost when Stormcatcher cast her final spell. And in the centuries since, he has fixated on his task: to reclaim, rebuild, and repair, little by little, with what tools he has, and preserve the memory of his friend.

Patchwork construct

Group, *construct*, *cautious*

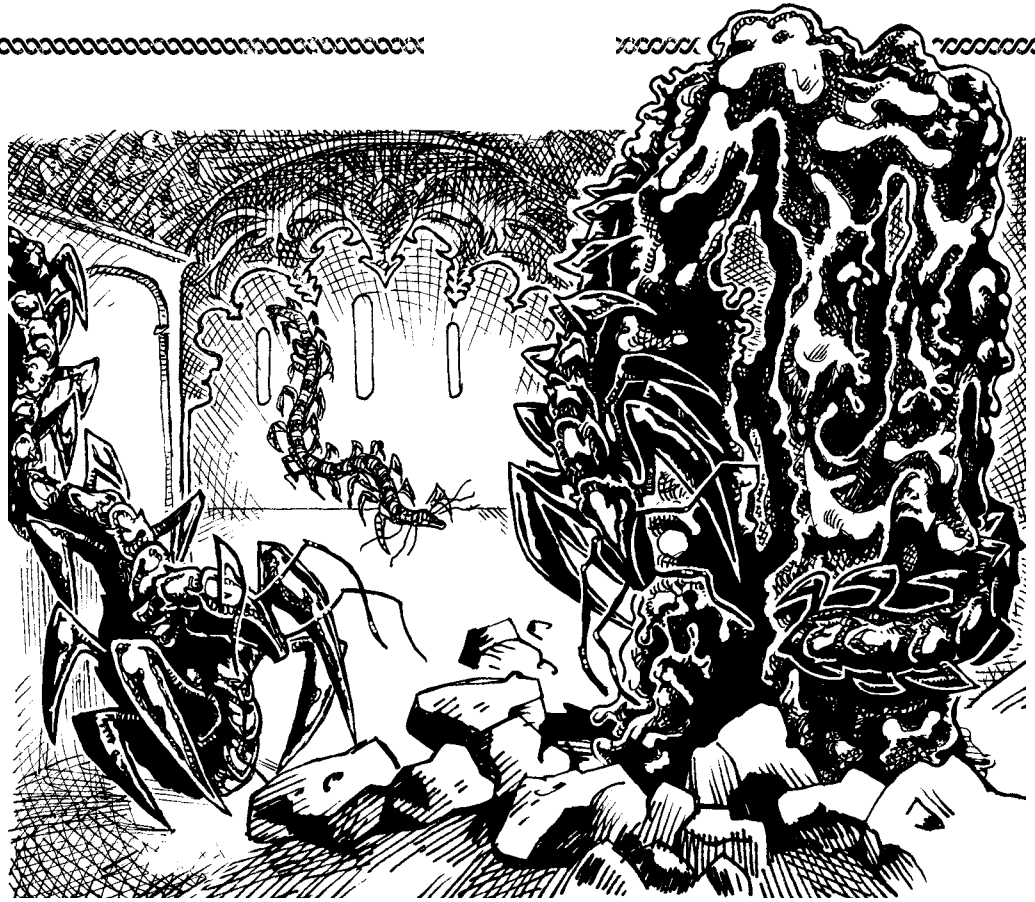
HP 14; **Armor** 3 (metal)
Damage tool at hand d8 (*hand* or *close*)
Special qualities must recharge every few days; dog-like intellect; blind; tremorsense
Instinct to complete its given task
- Size up an obstacle or task
- Reveal/use a tool, feature, or attachment for its current task
- Plod away, raise the alarm

Ferocedes once had dozens of constructs to defend and maintain the tower. But the years have not been kind. Only ten or so remain, and one or two are usually offline for modifications or repairs.

Each one has an ◇ aetherium core (*magical*, *fragile*, Value 2 to the right buyer). Ferocedes can repair minor damage to a core, and/or install it in a new body, but he can't make new ones without the **aetherium crucible** (page 405).

Each construct is generally humanoid, though most lack a "head" and all are made of mismatched parts. Pick or roll a CURRENT TASK for each. Consider picking or rolling for an ATTRIBUTE (page 167) and adjusting its stat block accordingly.

1d6	CURRENT TASK
1	Patrolling/guarding/defending
2	Masonry/repairing walls
3	Plumbing/other delicate work
4	Sweeping/cleaning/pest control
5	Hauling/storing/reorganizing
6	Seeking/retrieving/inspecting



Skittering horror

Horde, *emanation*, *terrifying*, *sadistic*, *aggressive*

HP 7; **Armor** 4 (resilience), 0 vs. bronze
Damage scythe-like limbs d6+2 w/advantage (*hand*, *close*, messy, 2 piercing except vs. bronze)
Special qualities spider-climb; blind; senses life (heat, heartbeats, breathing, movement, etc.); disoriented by intense noise/heat
Instinct to hurt, terrorize, kill
- Investigate sounds/signs of life
- Chitter, trill, loudly drone
- Call others to the hunt
- Attack with shocking fury
- Savage a fallen foe

6 feet long, with segmented bodies and too many legs. Scythe-like forelimbs. Feathery antennae that caress the air and quiver when they sense prey. No eyes, just red crystal pulsing within its skull. No mouth, for it never eats and lives on hate and malice.

Each is a manifestation of Og'molok's cruel will. Born of blood, given shape, sent skittering up to slaughter. And slaughter they did, until Stormcatcher's final spell turned them all into jagged lumps of glass.

Or, almost all of them. A few dozen avoided the vitrifying spell. They linger on, in a state of torpor until they sense a living, feeling being. Then they wake. Then they hunt. Then they slaughter once more.

Og'molok, the Faceless Horde

Threat (*magical entity*)

Instinct to revel in slaughter, pain, and terror
Themes cruelty/torture/violence and destruction/chaos/ruin
- Send terrible dreams/visions to those touched by violence
- Urge bloodshed, cruelty, rage
- Shake the earth in a fit

In the **bottommost chamber** (page 342) of the Ruined Tower is a cone of jagged black glass, a pile of vitrified horrors that reaches almost to the ceiling. This is where Og'molok burst into the world as a fountain of blood, coalescing into a skittering swarm. This is where it met its doom, fused into a pillar of **red crystal** (page 424), encased in a pile of slag.

Og'molok, of course, is not truly dead. Just bound, neutered, diminished. It still corrupts the lowest levels beneath the tower, still calls to those who might hear. It is trapped, and it cannot escape. Not yet. Not without help.

Someone sets out to free it
They learn how to release it from its **vitrified** state (see page 408)
They acquire what they need
They begin the process
Impending doom: Og'molok and its swarm are loosed upon the world

South Manmarch

If you descend from the **Steplands** (page 372) to the southeast, you'll find yourself on a rolling prairie. The ground slopes gently down toward the east, to the banks of the **Dread River** (page 86).

Travelers and merchants aplenty cross these plains. They come north, from **Lygos and the civilized south** (page 256), heading north to the **Highway** (page 270) and from there to **Marshedge** (page 274). Or they head the other way, bearing herbs and textiles, metals and gems, back to the southern cities. Or they come from beyond the Highway, from the **North Manmarch** (page 282), to hunt or trade or raid.

But for all those who pass through the South Manmarch, few call it home. Sure, the **Hillfolk** (page 228) graze their herds here in the warmer months. And some new settlement is always popping up. But the land is dotted with burnt-out homesteads and ruined forts: a mute testament to those who have tried to settle here before. Tried, and failed.

Impressions

Always

- The eternal, unresponsive sky
- Shallow, rocky soil broken by outcrops of white limestone and gray shale
- Smoke from a lone homestead, overlooking a watercourse
- A stream or dry gully, winding lazily down toward the Dread River
- An abandoned, collapsed longhouse
- A Hillfolk horseband, watching from higher ground

Spring

- A mottled carpet of new grass and wildflowers—yellow, pale green, lilac
- Pocket wetlands, home to nesting ducks recently returned from the south
- A great cloud of birds, bursting forth from the brush

Summer

- Squinting into a blinding sky
- The fervid and unrelenting chorus of summer insects, shifting in tone and rhythm with time of day
- Tallgrass in full flush, waist-high and rippling in a southerly wind.
- A mob of white-tailed deer or mighty elk, grazing on a long slope

Autumn

- Grassheads gone rust-colored, stalks still green
- A streamside stand of cottonwoods, glowing gold in the dusk light

Winter

- Days of scouring, southwesterly wind
- Powdery snowdrifts, stretching leeward from ripples in the landscape
- Patches of dead grass, showing orange through the snow

A long-disputed land

Before the **Cataclysm** (page 412) the Dread River formed the eastern border of **Stone Lord** (page 382) territory. After the Stone Lords fell, the **Barrow Builders** (page 34) fought each other back and forth across this expanse, grinding themselves down, like shards of shale abraded to dust over time.

Now, the South Manmarch is the border between the civilized south and the hinterlands of the World's End. It's a lawless place, full of dangerous beasts and even more dangerous people. Nomadic Hillfolk claim much of the region, and **bandits** (page 355) are a constant threat.

And yet, the lure of the prairie is great. Every year or so, someone tries to carve out a piece of for themselves. A new settlement might be:

- A family from Marshedge or the North Manmarch, starting their own farm
- An ambitious Lygosi merchant, investing in a new trading post or caravansary
- Some would-be chief or warlord from the **Manmarchers** (page 282), building a new hamlet or hillfort
- The **conquering armies** of the South (page 262), establishing a foothold

Such settlements rarely last. They fall prey to natural disaster or roving beasts, to rivals or bandits, or to the certain wrath of the Hillfolk who claim these lands as theirs.

Or perhaps, if you believe the stories, there's something darker afoot. Perhaps these lands really are haunted. Haunted by the numerous souls who've died here. Or by foul things, slithering out of the Dread River. Perhaps the land is cursed, and no settlement can ever survive. Perhaps.

The Flintwash

Draining out of the Steplands and into the Dread River, this watercourse draws thickets, copses of cottonwood, wildlife, and wanderers to its gentle banks. The Hillfolk call it *Maengwalc* in their own tongue—"Flintwash," after the stony plateau from which its headwaters spring.

Hundreds of rills and brooks feed the Flintwash, and in its lower reaches, it's quite broad and difficult to cross. Yet ways do exist. How might a traveler get from one side to the other? Ask a PC who would know, but perhaps there is…

… an old bridge from the time of the **Makers** (page 264);
… a newer bridge, built at great expense by some southern merchant or noble;
… a shallow ford; wide, rocky and usually safe;
… a ferry, run by enterprising souls;
… some combination of the above; or
… something else entirely.

Questions

- Who did you know who tried to settle in the South Manmarch? What fate befell them?
- What bandit crew is currently the most feared? Who leads them, and what makes them so dangerous?
- At what landmark do merchant caravans typically encamp? Why do they stop there?
- What landmark does everyone who travels these lands know to avoid? Why?

Hooks

- Someone has seized the Flintwash crossing, and is charging exorbitant tolls
- An ambitious chief from the North Manmarch is sending settlers south of the Highway
- The PCs eagerly await a caravan, but it gets waylaid by bandits
- A ruin in the region becomes a place of pilgrimage, drawing the faithful of Helior/Aratis from all over

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12) once or twice.

1d12	TERRAIN
1	Ash field/barrens/sand/rocky stretch
2	Burrow/dugout/warren
3	Sodden soil/mud/pocket wetland
4	Spring/pond/creek/stream/river
5-6	Open meadow, waist-high grass
7-8	Shortgrass prairie, vast and open
9	Footpath/wagon ruts/trail
10	Tree(s), savanna, thickets
11	Gentle slope/low ridge/small hill
12	Steep slope/rocky outcrop/large hill

If you like, roll 1d6 for size/scope/intensity.

Discoveries

For any one of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	Change of TERRAIN (previous page) and roll again
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	**Useful or valuable flora** (page 458)
4	BEAST (see below)
5	An ENCOUNTER (see below)
6	A POINT OF INTEREST (next column)

1d6	BEAST
1-3	Mostly harmless but prone to bolt: deer, hares, prairie dogs, birds, etc.
4-5	A herd: **aurochs** (page 131), goats, sheep, **wild horses** (page 135), etc.
6	Something big and majestic: a **brawzbedr** (page 377), a giant ibis, a **horned drake** (page 354), a **thunder drake** (page 135), etc.

1d6	ENCOUNTER
1	**Hillfolk** (page 228): encamped, herding, hunting, on patrol, come to trade, or maybe on a raid
2	**Merchant** caravan (page 259), coming or going
3	**Bandits** (page 355), encamped, scouting, returning from a raid
4	Settlers, hoping to carve out a home here
5	Someone in dire straits; roll 1d4 again to see who
6	**Spirit of the wild** (page 356), curious or indifferent

1d6	POINT OF INTEREST
1	A place corrupted by the **Things Below** (page 412)
2	A tomb, site, or artifact of the **Barrow Builders** (page 34)
3	A BATTLEFIELD OR REMAINS (below)
4	A ruin or fortification of the **Stone Lords** (page 382)
5	A place sacred to the **spirits of the wild** (page 356)
6	A new settlement

1d12	BATTLEFIELD OR REMAINS
1	Truly ancient: from the time of the **Makers** (page 264)
2	From the **Time of Cataclysm** (page 413), when humanity rebelled and woke the Things Below
3-4	From a conflict among the **Barrow Builders** (page 34)
5-7	From a previous attempt at settlement: burnt out, collapsed, overgrown
8-10	Recent: Hillfolk, bandits, travelers, settlers, beasts
11-12	Very recent: the buzzards and crows still feasting

Many such places are **haunted** (page 72) by the dead.

Dangers

Hazards

- Baking sun, no shade for miles
- Nasty turn in the weather: lashing wind, bitter cold, blistering heat, sleet/hail/rain/snow; lightning
- Flash flooding in valleys/on slopes
- Lack of shelter, water, or wood for a long-burning fire (try dried aurochs dung, if you can find it)
- Hidden holes/burrows, twisting an ankle or worse
- **Prairie fire** (page 130)

Monsters

- Predators: **cougars** (page 206), **kleztigr** (page 379), **pack drakes** (page 134), or **wolves** (page 209)
- Big ornery beasts: **aurochs** (page 131), **boar** (page 204), or a **thunder drake** (page 135)
- **Spirits of the wild** (page 356)
- **Ghosts** (page 76) or **revenants** (page 80), lurking near ancient battlefields or ruined settlements

People

- **Hillfolk** (page 228), if they're of a mind to do violence
- **North Manmarchers** (page 282), heading south or defending a new settlement
- Merchants from **Marshedge** (page 274), heading south or coming home
- Southern **merchants** (page 259) and their caravan guards, plus those traveling with them, like adventurers or an **antiquarian** (page 260)
- **Armies of the south** (page 262), coming north to exact vengeance, secure a resource, establish a foothold

Horned drake

Solitary, *huge*, *hardy*
HP 24; **Armor** 3 (stony hide)
Damage trampling charge d10+5 (*hand*, *area*, *forceful*) or horn gore d10+5 (*close*, *forceful*, *messy*, 1 piercing)
Instinct to protect their young
- Issue a honking call
- Stand its ground, still as a rock
- Lurch suddenly into a charge
- Absorb raw elemental power (regaining 1d8 HP)

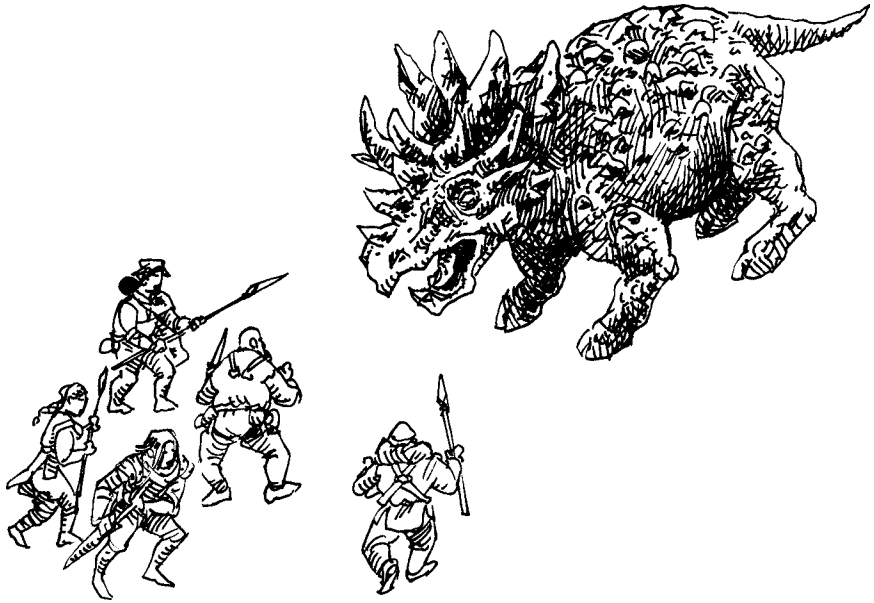
The behemoth of the southern grasslands is striking for its great size, the quartz-like plates of its segmented hide, and its fearsome horns. The horns vary greatly from beast to beast, ranging from a single spike on its snout or forehead to a rack of five or six curved points edging the flanges of its massive skull. An intimidating beast, even at rest.

To the Hillfolk, the downing of a *d'lkornek* ("thorn-dragon") is a hero's feat, to be followed by a week of harvest and celebration at the kill site.

Something interesting: Some scholars hold that the Stone Lords imbued horned drakes with elemental qualities. Specimens of their hide are commonly mistaken for dolostone or some other mineral, and Hillfolk prize their horns (Value 3).

Something useful: The horns of a *d'lkornek* act like **power-crystals** (page 389), but larger and with great capacity. They are extremely dangerous to harvest; a wise butcher slowly bleeds away their energy over the course of days.

Adult horned drakes might be accompanied by their young (*group*, *large*, *hardy*; **HP** 14; **Damage** d8+3; **Instinct** to get curious, to play fight), whom they aggressively defend.



Bandit

Horde, *stealthy*, *cautious*, *devious*
HP 3; **Armor** up to 2 (hides, shields)
Damage spear d6 (*close*, *thrown*) or sling d6 (*near*, *awkward*, *reload*)
Instinct to survive at the expense of others
- Block passage, issue a blunt demand
- Ambush under cover of darkness
- Ransom the best, kill the rest

The **Makers' Roads** (page 270) limit banditry throughout most the World's End. Not so in the South Manmarch. Here, merchants travel without the safety of warded pavestones. And those merchants draw bandits like dung draws flies. They're motley crews, these bandits. Rogues from Marshedge. Deserters from the armies of North and South. Exiled Hillfolk. Scoundrels. Miscreants. Anyone who's willing to get their hands red, really.

Bandit chief

Group, *leader*, *stealthy*, *cautious*, *devious*, *organized*
HP 8; **Armor** 3 (hides, shield, skill)
Damage spear d8 (*close*, *thrown*, 1 piercing) or bow d8 (*near*)
Instinct to live their best life beyond the reach of the law
- Exude a brutal charisma
- Demonstrate great skill at arms
- Brook no disagreement

Every group demands a boss; the exiled and forsaken moreso. What makes this leader stand apart? (pick 2 or 3)

- Infamy, from deeds real or fabricated
- Fearlessness, borne of a veteran's confidence or amateur's stupidity
- Fragile alliance with a Hillfolk band
- A **spirit-of-the-wild** familiar (page 356)
- A sidekick, in the form of a **sorcerer** (page 435) or **spirit-talker** (page 235)

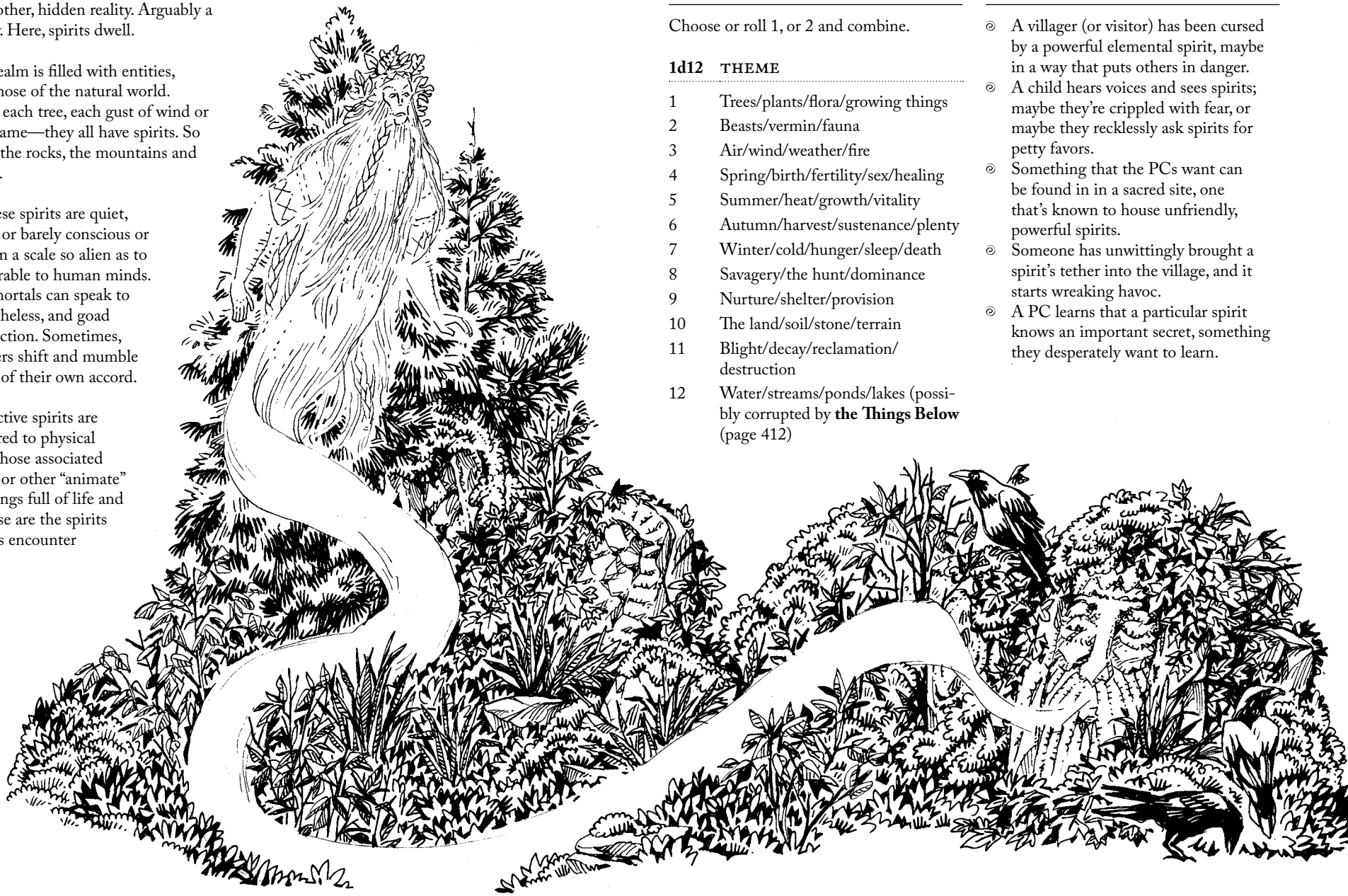
Spirits of the wild

The physical world—this mortal realm of base matter and flesh—is but one reality. There is another, hidden reality. Arguably a truer reality. Here, spirits dwell.

The spirit realm is filled with entities, especially those of the natural world. Each beast, each tree, each gust of wind or flickering flame—they all have spirits. So do the soil, the rocks, the mountains and the streams.

Most of these spirits are quiet, slumbering or barely conscious or operating on a scale so alien as to be impenetrable to human minds. But some mortals can speak to them nonetheless, and goad them into action. Sometimes, these sleepers shift and mumble and stretch of their own accord.

The most active spirits are those tethered to physical objects, or those associated with beasts or other "animate" things—things full of life and energy. These are the spirits that mortals encounter most often.



Themes

Choose or roll 1, or 2 and combine.

1d12	THEME
1	Trees/plants/flora/growing things
2	Beasts/vermin/fauna
3	Air/wind/weather/fire
4	Spring/birth/fertility/sex/healing
5	Summer/heat/growth/vitality
6	Autumn/harvest/sustenance/plenty
7	Winter/cold/hunger/sleep/death
8	Savagery/the hunt/dominance
9	Nurture/shelter/provision
10	The land/soil/stone/terrain
11	Blight/decay/reclamation/destruction
12	Water/streams/ponds/lakes (possibly corrupted by **the Things Below** (page 412)

Hooks

- A villager (or visitor) has been cursed by a powerful elemental spirit, maybe in a way that puts others in danger.
- A child hears voices and sees spirits; maybe they're crippled with fear, or maybe they recklessly ask spirits for petty favors.
- Something that the PCs want can be found in in a sacred site, one that's known to house unfriendly, powerful spirits.
- Someone has unwittingly brought a spirit's tether into the village, and it starts wreaking havoc.
- A PC learns that a particular spirit knows an important secret, something they desperately want to learn.

Regarding spirits

The following apply not just to spirits of the wild, but also to **ghosts** (page 76), **dool spirits** (page 83), some **primordial powers** (page 298), the **Things Below** (page 412), and **little gods** (page 182).

Manifestation

Spirits lack physical form, existing in the realm of thought and symbol. They can perceive and influence the mortal realm in subtle ways, but to directly affect it, a spirit must manifest or possess a physical form.

Each spirit manifests differently. Some shape a body from crude matter. Others appear as intangibles: cold, shadow, moonlight, etc. Some can only "ride" living beings. Others can animate beings that were once alive, or vessels specifically prepared to hold them. A rare few can manifest bodies of pure spirit-stuff.

Spirits manifest or possess forms that make symbolic sense. A fire spirit won't possess water; it might manifest as a flame, or animate a cloud of cinders, or possess a hot-headed youth.

Tethers

Some spirits are bound to a thing in the physical world. The tether might occur naturally (like a brennauwed and its tree), by choice or mutual benefit (like an altar where mortals leave offerings for the spirt), or via trickery, force, or coercion.

A tether anchors and empowers its spirit, granting it a stronger connection to the physical world. If harmed or weakened, the spirit can retreat to its tether to rejuvenate.

But a tether is not just a boon; it's also a vulnerability. Harming the tether harms the spirit. Destroying the tether destroys the spirit—or at least weakens, diminishes, and greatly changes it.

Some tethers don't just anchor their spirits: they bind and imprison them. A spirit so bound can't leave its tether's presence. The most powerful bindings seal their spirits away, greatly restricting their perceptions and ability to influence the world. But no binding is perfect, and a spirit so bound might tempt or trick others into releasing it.

Fighting Spirits

One can fight a spirit only when it manifests, and even then they can be difficult to harm. Manifest forms often have lots of HP and might be vulnerable to only certain materials or attacks.

Even if one can harm a manifestation, they're not really harming the spirit. Reducing it to 0 HP ends the manifestation. This weakens the spirit, forcing it to retreat to its tether (if it has one). But it doesn't truly harm it.

To truly harm a spirit, one must use potent magic, damage or destroy its tether, or fight it directly in the spirit realm. A spirit reduced to 0 HP in one of these ways is actually destroyed—or at least so thoroughly diminished that it won't be a problem for many human lifetimes.

You might want to track a spirit's "manifest" HP vs. "true" HP. If the PCs hurt a manifest spirit with something that could truly harm it, reduce both sets of HP.

Communion

One might wish to commune with a spirit to seek knowledge or request aid. The Blessed in particular is able to sense active spirits, speak with them, and force even dormant spirits to manifest and hear them out. Some NPCs and monsters have similar powers.

Most people, though, are unaware of the spirits around them. Spirits of the wild tend to ignore individual humans. The best way for most mortals to commune with a spirit is to enter a sacred site (carefully, respectfully) and make an offering that gets the spirit's attention. One could also intentionally provoke the spirit—getting it to manifest—but that rarely ends well.

One might also seek out a spirit in its own realm. This requires shifting one's consciousness to the spirit realm, which might involve…

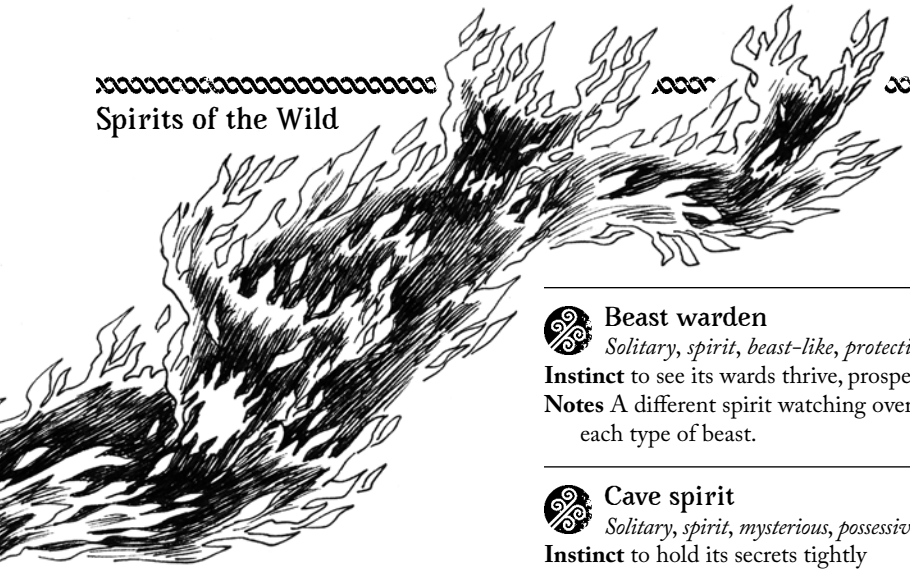
… meditation;
… imbibing drugs/alcohol;
… exhaustion or deprivation;
… percussion, music, dancing;
… a guide or teacher; and/or
… a magic item or spell.

Once a mortal's consciousness is in the spirit realm, they must find the spirit(s) in question, get their attention, and convince it to help. None of these are easy. None of these are safe. If a PC attempts such a journey, Chart a Course with them through the spirit world. Good requirements and challenges include…

… they need a knowledgeable guide or detailed instructions;
… they risk getting lost;
… the way will be grueling, they risk exhaustion; and/or
… they must watch out for **specters** (page 79), **wraiths** (page 79), or other **ghosts** (page 76); **dool spirits** (page 83); **fundamentals** (page 312); **voidblights** (page 313); spirits **corrupted** by the Things Below (page 432); or just **elemental spirits** that are territorial, or violent, or powerful and careless.

Depending on the spirit that they seek, they might also need to surmount/brave/cross a hazardous stretch of the spirit realm and/or risk drawing the attention of certain spirits. For example, if they sought out the spirit of **the Golden Oak** (page 186), you might tell them...

… they risk drawing the attention of the crossing's guardian; and/or
… they need to brave the secret crossing itself, which borders the Last Door and the realm of the dead.



Elemental spirits

These spirits mostly just do their thing, with little concern for humanity unless some mortal offends them or seeks them out for aid. An elemental spirit can:

- Reveal what it knows, from its own perspective
- Spread word to other spirits
- Bestow a blessing or curse, tied to its element
- Shift, move, or direct that which falls in its domain

Elemental spirits rarely manifest. When they do, they often possess or animate the element itself, or appear as ghostly figures somehow reflecting their element. They're more likely to be NPCs than *monsters*.

Here are examples; feel free to modify and expand on them. Maybe you picture cave spirits differently than this. Maybe a decorated limestone cave has different tags, instincts, and notes than a cave-bear's den. Or maybe this particular cave's spirit is different than other cave spirits. Consider asking a character (who would know) what certain types of spirits are usually like, and use what they give you.

Beast warden
Solitary, *spirit*, *beast-like*, *protective*
Instinct to see its wards thrive, prosper
Notes A different spirit watching over each type of beast.

Cave spirit
Solitary, *spirit*, *mysterious*, *possessive*, *coy*
Instinct to hold its secrets tightly
Notes Drops hints about what's inside; hates the light.

Cold spirit
Solitary, *spirit*, *quiet*, *patient*, *bitter*
Instinct to slow things down, to preserve
Notes Whispery voice; finds warmth and exuberance distasteful.

Fertility spirit
Group, *spirit*, *earthy*, *sensual*, *positive*
Instinct to encourage growth
Notes Giggles, touchy; frustrated by prudery, inhibition, restraint.

Fire spirit
Group, *spirit*, *needy*, *intense*, *aggressive*
Instinct to consume
Notes Cackles gleefully; fears water, smothering; always hungry.

Log spirit
Solitary, *spirit*, *sickly*, *cheerful*, *giving*
Instinct to not mind, really
Notes Ho-hum, it's okay; falls apart under serious pressure.

Meadow/prairie/grass spirit
Horde, *spirit*, *lazy*, *bashful*, *chatty*
Instinct to gossip amongst themselves
Notes Like easily embarrassed teens; "Shh, don't tell them!"

Mist/fog spirit
Solitary, *spirit*, *presumptuous*, *hazy*
Instinct to get intimate, blur boundaries
Notes Hushed, dripping voice; spaced-out; touchy-feely.

Mud spirit
Group, *spirit*, *cheerful*, *grimy*, *clingy*
Instinct to make a mess of things
Notes Genuinely doesn't get why you're upset or frustrated.

Peat/bog/fen spirit
Solitary, *spirit*, *lazy*, *jealous*, *gluttonous*
Instinct to take whatever it can
Notes Deep froggy voice; licks "lips," makes baseless accusations.

Pond spirit
Solitary, *spirit*, *placid*, *watchful*, *callous*
Instinct to remain uninvolved
Notes Sighs frequently; ignores them, unless they provoke it.

Rain spirit
Solitary, *spirit*, *moody*, *overbearing*
Instinct to give, but to be easily offended
Notes Tut-tuts; wants to be needed, appreciated; passive-aggressive.

Rock/stone/boulder/hill spirit
Group or *solitary*, *spirit*, *reliable*, *chill*
Instinct to remain unperturbed
Notes Speaks very slowly; friendly; no urgency; "Relax, man."

Sapling spirit
Group, *spirit*, *earnest*, *chipper*
Instinct to seek what it needs to grow
Notes Wants attention, makes big promises.

Snow spirit
Solitary, *spirit*, *secretive*, *aloof*, *quiet*
Instinct to conceal things
Notes Prim and proper; talks around the issue, always.

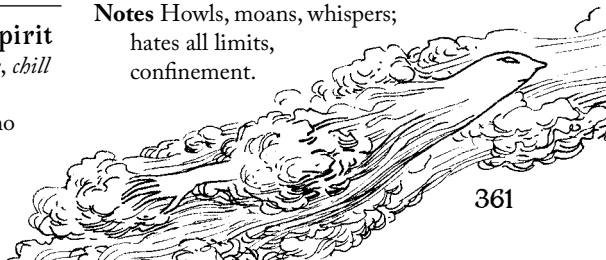
Storm spirit
Solitary, *spirit*, *brash*, *arrogant*, *potent*
Instinct to test any who stand before it
Notes Big, rumbling voice; intense but distracted, has places to be.

Stream/creek spirit
Solitary, *spirit*, *bubbly*, *restless*, *forgetful*
Instinct to offer surprises, to wash away
Notes Rarely stops talking, fidgeting; repeats self.

Trail spirit
Solitary, *spirit*, *inviting*, *yielding*
Instinct to reveal
Notes Agitated, nervous voice; draws attention to those it helps

Tree spirit
Solitary, *spirit*, *proud*, *stubborn*, *stoic*
Instinct to take its time
Notes Speaks slowly; clings to hurts, grudges, kindnesses.

Wind spirit
Horde, *spirit*, *restless*, *temperamental*
Instinct to get distracted
Notes Howls, moans, whispers; hates all limits, confinement.



Sacred sites

These are places where spirits of the wild are tethered, or where they tend to be active. Pick or roll for terrain based on the region, THEME (page 357) to determine the nature of the spirit(s) present, a MARKER, and the spirits' ACTIVITY and DISPOSITION. Consider rolling the Die of Fate to determine the spirit or spirits' relative power.

1d12	MARKER
1	Nothing you can put your finger on, just the sense of being watched
2-4	A place that resonates strongly with the spirit's theme
5-6	A remarkable natural feature, particularly large/beautiful/ancient/etc.
7-8	An unusual feature, probably natural but strange or out of place
9	An idol or altar, ancient and crumbling/buried/submerged
10	An idol or altar, made by the locals
11-12	Roll twice with a d10, combine

1d12	ACTIVITY
1	Missing, dissipated, greatly weakened
2	Imprisoned, probably seeking release
3-4	Slumbering, waiting for something
5-6	Sporadic, often slumbering or away
7-9	Alert, aware, unlikely to manifest
10-12	Alert, aware, manifesting freely

1d12	DISPOSITION
1-2	Dangerous, possibly corrupted by **the Things Below** (page 412)
3-4	Vengeful, grumpy, protective, angry at intrusion
5-6	Plaintive, needful, wronged, demanding
7-8	Aloof, shy, dismissive, has their own concerns
9-10	Curious, playful, mischievous, friendly
11-12	Content, pleasant, helpful, beneficent

The PCs are in the Steplands, heading towards Three Coven Lake, and they've just run afoul of some Hillfolk. They escaped, but only because the Hillfolk turned back from the cave they hid in, like they were scared to enter. I think this is a sacred site. I roll a 3 for theme (air/wind/weather/fire) and a 4 for the marker (place that resonates with the theme). I'm picturing one of those eternal flames, where a methane pocket seeps out and burns forever. I get 10 for activity (alert, aware, manifesting freely) and roll a 12 for disposition (content, pleasant, helpful, beneficent) which is odd given the Hillfolk's reaction.

So: a cave lit by a flame with no apparent source, issuing from a crack in the earth. The flame houses an old, powerful, talkative spirit that's been burning since the days of the Makers. It blames the Hillfolk for their ancestors' role in calling up the Things Below and toppling the Stone Lords, so it's hostile towards them. It'll be right helpful to the Blessed and her friends!

Artifacts

Length of braided leather
magical

3 feet long, frayed on one end, and crusty with flaking… something. The braids entwine 2d4 beads of redwood. Each bead contains some harm: a wound (1d10 damage, *messy*, ignores armor), a sickness, a poison, a delusion. The whole thing binds a spirit of blight.

When you ***unweave the braid and let a redwood bead drop upon the earth***, the spirit manifests as a warm, damp wind. Name someone in your presence; the spirit inflicts upon them whatever harm was stored in the bead. If you do not name someone in your presence, the spirit will choose someone at random (maybe even you).

A tightly-woven net
close, *thrown*, *magical*, *crude*

Woven from Flats-grass by a Hillfolk sorcerer or witch. Hundreds of minor root-spirits are tethered to the strands.

When you ***cast the net over a spirit***, it is ensnared—even if its form is intangible or could flow through the net. The spirit can't escape on its own as long as the net is intact. Don't try to use this on fire spirits—they'll burn right through it.

A fur-lined bedroll
◇, *magical*

This bedroll is decorated with Forest Folk beadwork and lined with the softest rabbit fur. It tethers a nurturing, protective spirit, one that is quiet and comforting.

When you ***Make Camp in the fur-lined bedroll***, you regain 1d6 (extra) HP and gain advantage on your next roll.

A stone cup
magical

A lump of limestone, big as a large man's fist, sheared off smooth at one end and hollowed out. Water slowly seeps from the interior wall, filling the cup in about half an hour. The water is hard, mineral-rich but potable, and just a little cursed.

When you ***drink water produced by the cup***, you'll have troubling dreams the next time you sleep—dreams of suffocation and endless wet caverns and huge uncaring things stirring in the lightless depths. Roll 1d6: **on a 1**, you wake up screaming and will get no rest this evening; **on a 2-6**, the dreams are merely unsettling.

A cracked femur
◇, *magical*

This leg bone is always cold and covered in rime. It's the bone of a witch who broke her leg and froze to death. It houses not a ghost, but a potent spirit of winter and cold.

When you ***first grip the bone***, roll +CON: **on a 10+**, the spirit acknowledges you as master and you can wield the bone; **on a 7-9**, pick 1:

- Drop the bone; you can never wield it
- Endure as the spirit sucks away your heat—take 2d4 damage (ignores armor) and mark *weakened*—but you then master the spirit and can wield the bone.

On a 6-, the spirit sucks away your heat—take 2d4 damage (ignores armor) and mark *weakened*—and you can never wield the bone.

When you ***wield the bone as a weapon*** (*hand*, *crude*, *magical*, ignores armor) it deals 2d4 damage instead of your normal damage, sucking the warmth from your foe.

A crown of flowers
fragile, *magical*

A wreath of living vines, sprouting flowers of great variety and beauty. A woman who dons the crown becomes greatly attuned to the fertility of everything around her, and the whispering spirits of growing things. She also becomes aware of the rites of spring.

When a ***woman wears the crown and performs the rites of spring***—dancing around an oak tree, making offerings to the spirits, and joining with her lover in the light of the full moon—then her steading rolls with advantage to generate Surplus in both summer and autumn. Also, if the woman wearing the crown so chooses, she will conceive and bear a healthy child, regardless of any barriers.

A forked stick of redwood
◇, *magical*

A stout stick about 2 feet long, the bark removed, with fine woodworm trails making entirely-too-regular patterns. If you hold it gently, with a hand on each tine of the fork, you can feel it tugging, pulling you gently in certain directions.

When you ***dowse with the redwood stick***, it will guide you to the nearest site sacred to the spirits of the wild. With practice, you can estimate the distance and even the disposition of the spirits that dwell there.

A hunk of amber
◇, *magical*, Value 2

It's about the size of two fists, with a mass of blood-sucking insects floating in its center. It tethers an ambitious spirit of insects, blight, and disease. Treat it as a threat (type: *magical entity*, **Instinct** to foster worship) with the following moves:

- Demand a blood sacrifice, poured over the amber
- Shield someone from sickness, vermin, and poison
- Blight an enemy with sickness, vermin, or both

Minor arcana
Pick 1 or have someone roll.

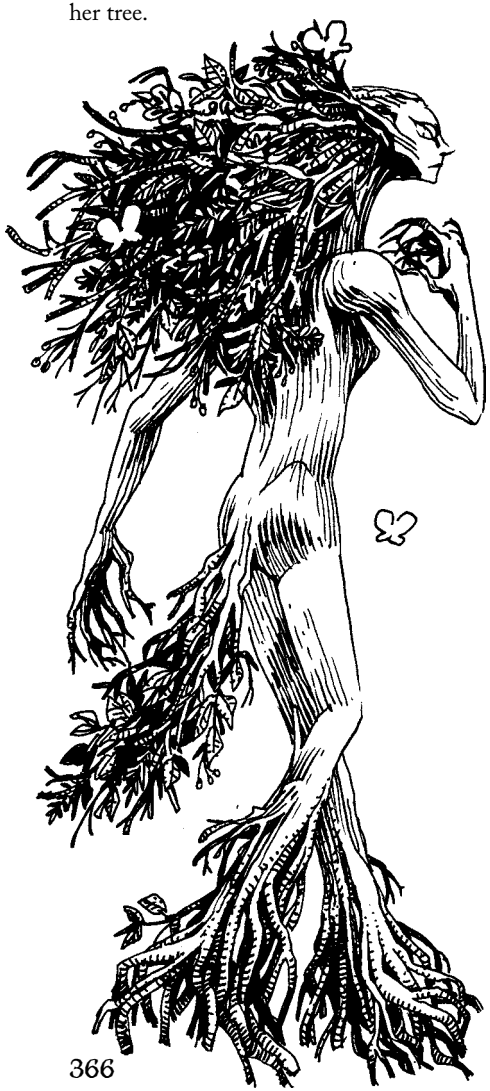
1d6	MINOR ARCANUM
1	**A path in the woods** (page 516)
2	**A cloak, richly embroidered** (page 522)
3	**A beaded satchel** (page 522)
4	**A cracked flute** (page 523)
5	**A wolf pelt** (page 523)
6	**A patch of rainbow moss** (page 521)

Major arcana
These could be associated with the spirits of the wild.

- The **Redwood Effigy** (page 570)
- The **Twisted Spear** (page 542)
- The **Shield of the Wisent Witch** (page 554)

The Brennauwed

The Tall Ladies, Daughters-of-Seed, the Slow Sisters: these are all titles given to the Brennauwed, powerful tree spirits and, if you believe them, kin to **Danu** (page 64) herself. Each is tethered to a single tree. The younger ones can roam, but the older a Brennauwed is, the more bound she is to her tree.



Glasbren

Solitary, *spirit*, *clever*, *magical*, *stealthy*, *beautiful*

HP 19; **Armor** 2 (bark, no vital organs)
Damage raking fingers d8 (*hand*, disadvantage)
Special qualities tethered to its tree
Instinct to stretch and grow and experience life
- Travel freely between young trees
- Spy on someone or something interesting
- Manifest a beautiful form of moving wood (unharmed by stabbing, vulnerable to fire)
- Call on the forest and its creatures for aid
- Spread word through the Great Wood

Youngest of the Brennauwed, a glasbren's tree is barely more than a sapling. The world is full of wonder and life, and they would see it all.

From time to time, a comely mortal will catch a glasbren's eye. If the mortal proves kind and curious and full of life, it might reveal itself and shyly pursue a friendship—or more.

When you ***give your heart or loyalty to a glasbren***, your instinct becomes "Devotion: act in the glasbren's interests." The glasbren becomes a follower (Cost: wonder and excitement; holds 2 Loyalty to start).

When ***a season passes without you spending time with the glasbren***, alone at her tree, she loses all Loyalty and you mark *miserable*. You cannot clear this debility without spending time with her.

When you ***spend time with the glasbren***, alone with her at her tree, roll +CHA: **on a 7+**, clear all your debilities and ask the GM to reveal a secret about the Great Wood or the things that can be found there; but **on a 7-9**, also pick 1:

- Days or weeks pass without either of you realizing it
- You offend or upset her; she loses any Loyalty she held and she isn't speaking to you right now (tell us what you did wrong)
- Her "family" would have words with you, right now

Birdwaig

Solitary, *large*, *spirit*, *cautious*, *clever*, *magical*

HP 23; **Armor** 3 (woody, no vital organs)
Damage crushing branches d10+3 (*close*, *reach*, *forceful*), choking vines/roots d10+1 (*reach*, *grabby*)
Special qualities tethered to its tree
Instinct to care for the forest, especially the trees
- Wield the plants around her like a weapon
- Possess a nearby tree (vulnerable to fire, all but impossible to harm with most weapons)
- Purge or bind an unnatural taint
- Grant a secret or a boon to a friend of the forest

As they mature, Brennauwed grow more sedentary, manifesting only via their own tree or possessing other trees within a few miles. A birdwaig has a motherly regard for all natural things in her territory, and will turn the very forest against any that seek to do it harm.

Hennain

Solitary, *huge*, *spirit*, *cautious*, *clever*, *magical*, *ancient*, *terrifying*

HP 31; **Armor** 4 (woody, no vital organs)
Damage walloping branches d12+5 (*close*, *reach*, *area*, *forceful*)
Special qualities tethered to its tree
Instinct to take the long, long view
- Remain unmoved
- See through any tree in the forest
- Animate her own tree (almost impossible to harm with weapons, or even fire)
- Call upon the power of Danu herself
- Lay a lasting curse on a defiler

Old grandmothers of the Wood, the hennain are few and ancient and mighty. They watch, and they wait, and they endure. It takes a dire threat indeed to rouse one, and even then it acts in slow and inscrutable ways. For a hennain cares not one bit for any given creature or tree; she cares only for the slow turn of the forest itself.

Dangers

Andalau

Horde, *tiny*, *spirit*, *stealthy*, *mischievous*
HP 8; **Armor** 2 (tiny, agile)
Damage none
Instinct to play and frolic
- Manifest as a fluttering gust of wind (harmed only by lead or salt)
- Flit things about (dust, leaves, etc.)
- Annoy or spook someone
- Deliver a whispery message

There are places where the wind dances constantly, fluttering and flitting, and here the andalau dwell. They are more prone to mischief than violence. Win their favor, and you might convince them to help you—especially if it involves going somewhere new or playing pranks. Just don't be surprised when their attention flits elsewhere.

Ceffylwraig

Solitary, *large*, *spirit*, *swift*, *tireless*, *cautious*, *magical*, *beautiful*
HP 24; **Armor** 0
Damage kicking hoofs d8+3 (*hand*, *close*, *forceful*, disadvantage)
Instinct to be fiercely independent
- Appear as a majestic horse among the herd
- Slip free of any restraint, disappearing into the wind if need be
- Guide the herd like it was a single, living entity
- Curse someone with wild, unbridled emotions

A herd of wild horses has a life, nay, a spirit all its own, a spirit as free and fickle as the wind. Take care, you who would poach wild horses for your own purpose, lest you find your heart turned against you!

Something interesting: "Ceffylwraig" means "horse wife," but she sees herself more as queen than wife: proud and haughty, disdainful of the weak and the slow, the herd her subjects more than her children.

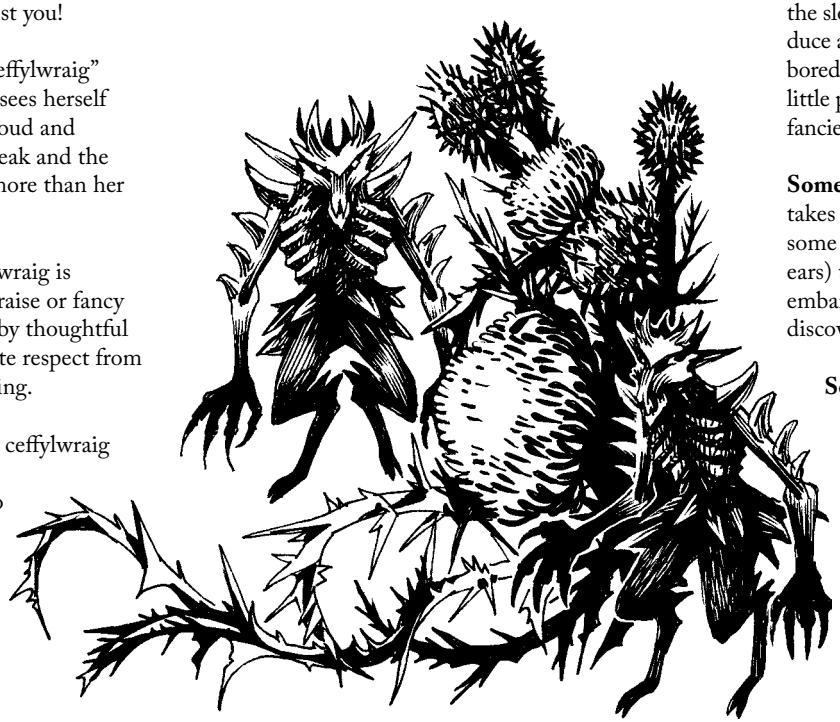
Something useful: A ceffylwraig is scornful and suspicious of praise or fancy words, but can be appeased by thoughtful gifts, offered with appropriate respect from proud women of noble bearing.

- What sort of gift do the ceffylwraig most value?
- What sort of gift will do in a pinch?

Coedwaig

Horde, *tiny*, *spirit*, *magical*
HP 5; **Armor** 2 (bark, no vital organs)
Damage nasty thorns d6 (*hand*, *grabby*)
Special qualities thorns all over, to touch them is to bleed
Instinct to viciously defend its ward
- Possess thorny plants or vines and shape them into a body
- Cause vicious thorns and spines to sprout from nearby plants
- Dig in deep, make them bleed (*messy*)

Each thorn on a plant is a sword, brandished boldly against a world that would defile its flowers, steal its fruit, and devour its delicate buds. What, then, are the coedwaig? Only Danu's swords, brandished by the Mother herself in defense of her most beautiful and vulnerable children.



Fadyn

Solitary, *spirit*, *magical*, *stealthy*, *devious*, *audacious*, *cautious*, *beautiful*
HP 16; **Armor** 1 (reflexes)
Damage bite, scratches, or knife d6 (*hand*, disadvantage)
Special qualities tethered to a fox skull
Instinct to make mischief
- Manifest as a fox (*small*) or a charming stranger
- Be all manner of charming and ingratiating
- Steal something when no one's looking
- Make something seem like something else

Every child has heard stories of the fox-spirit, the trickster, the fadyn. In some tales, a fadyn makes fools of the cruel or the proud. In others, they steal chickens from the slow-witted. And in still others, they seduce a beautiful human, disappearing when bored or discovered. Truth be told, there's little pattern to who a fadyn torments or fancies. They are fickle, fickle things.

Something interesting: When a fadyn takes the form of a person, it always has some fox-like feature (a tail, feet, hands, ears) that it strives to hide. It is easily embarrassed by this feature, and flees if it's discovered.

Something useful: Fadyn are in fact the spirits of old, cagey foxes who passed away, and they're tethered to their old skulls. One can't travel far from its skull, and often carries it hidden on its manifest person or buries it near the community that it torments. If you want to destroy a fadyn, or bind it to your service, getting your hands on its skull is the best way to do so.

Grwgnach

Solitary, huge, spirit, magical, mesmerizing

HP 27; **Armor** 2 (reflexes, swarm)
Damage whirlwind of pecks, claws, buffets d8+3 (*hand*, *area*, disadvantage)
Instinct to absorb individual identity
- Manifest in a murmuration of starlings (nigh impossible to harm with personal weapons)
- Strip a swath of land clean of seed, saplings, insects
- Overwhelm with sound and the weight of numbers

When the sun sets, starlings flock in absurd numbers: thousands upon thousands dancing and wheeling in the sky, like a chittering thunderhead, like a cloud of living smoke.

Farmers do what they can to keep starlings far from town, and not just because they eat precious seeds and bury the land in droppings. They do so for fear of the grwgnach.

The grwgnach is a spirit of the mob, of the many coming together to become something more. It's not a king or a queen of the starlings. Rather, it's what a million starlings become when each bird loses itself to the flock.

When you ***gaze rapt upon a murmuration of starlings***, tell us of a time when you felt small and insignificant, or when you lost yourself in a crowd.

Then, roll +WIS: **on a 10+,** you feel the pull of the grwgnach but shake it off; **on a 7-9**, your mind is briefly adrift among a thousand-thousand others—mark *dazed* but also ask the GM one question about the region, something that at least one starling might know; **on a 6-**, your mind is sucked into the grwgnach—mark *dazed* and you stand rapt until the flock disperses or someone removes you, physically. Also, until you Level Up, your instinct becomes "Birdlike: To act strangely, like a bird."

The Halfeyd

Spirit, magical, fickle, sadistic, terrifying

Instinct to terrorize its prey
- Manifest as eyes in the dark, watching
- Mark someone as prey
- Set all manner of hunting beasts on their trail
- Put ambush predators in their path

The hunters and trappers of Stonetop know. So do the Hillfolk. The Manmarchers know, and Fen-walkers, too. When you make a kill, you leave an offering. An offering for the Halfeyd. Fail to do so, and you might find yourself as prey—for everything.

Something interesting: If the Halfeyd marks you, you'll be hounded for 3 days and 3 nights—even by small predators who would never normally hunt you. **Something useful:** A spirit of running water (like that of a stream) can wash away the Halfeyd's mark.

Nerth serpent

Solitary, large, spirit, fearless

HP 20; **Armor** 4 (resilience), or 0 against bare hands
Damage bite and constrict d10+3 (*hand*, *close*, *reach*, *forceful*, *grabby*)
Special qualities tethered to the Nerth Tree
Instinct to test the might of supplicants
- Politely offer a chance to back down
- Restrain an opponent's limb
- Whisssper a foe's own doubts in their ear

The Nerth Tree grows in the Great Wood. It can only be found by one mortal each midsummer, by following a particular **path in the woods** (page 516). The roots are littered with bones of former supplicants.

Hanging from the tree: a great serpent. Crush it and eats its heart, and you will gain its vitality. But good luck with that.

Prenysbyrd

Solitary, large, spirit, magical, stubborn, terrifying

HP 23; **Armor** 2 (woody, lacks organs)
Damage club-like fists d10+3 (*close*, *forceful*)
Instinct to punish trespassers
- Blame one for the sins of another
- Fill minds with leering images and unreasoning dread
- Form a body of fallen trees, leaves, rotting wood (vulnerable to fire)
- Smother a prone foe with soil, leaves, wood (d8+1 damage, *near*, *grabby*)

What becomes of a dead tree's spirit? Most linger as simple log-spirits, weakening as the log rots to mulch. But when generations of trees grow and die in the same place, they might become something more. Something that defends the grove, and its current trees, and all the trees that are yet to come.

Troelloff

Spirit, magical, playful, cruel

Instinct to confuse, frustrate, delay
- Show warnings left by others: spiral carvings, many-arrowed icons, etc.
- Inflict a brief, intense vertigo
- Make them lose their way
- Show a landmark they've passed before
- Obscure trails, way-signs, and markings

Some places never want you to leave: deep woods, twisting caverns, rugged hills that all look same. Such places give rise to troelloff, maze-spirits, who delight in mischief and feed on the desperation of the lost.

Something interesting: Where a troelloff dwells, there's always a true path. It can't harass anyone who stays on this path, but good luck finding it. **Something useful:** The path is never obvious, but it's always marked, by a particular flower, a pattern in the moss, a vein in the stone, etc.

The Steplands

The Steplands are a rugged hill-country south of the **Flats** (page 126). To the north, they touch **Ferrier's Fen** (page 116) and the **Great Wood** (page 200). To the east, they give way to the **South Manmarch** (page 350). To the west, they climb higher and higher, like a stairway to the **Huffel Peaks** (page 236).

The region is a karst—a plateau of limestone and quartzite and granite, carved away by ages of runoff and dissolved by groundwater, leaving a jumble of hills and valleys and rocky cliffs, all shot through with caves, sinkholes, and streams.

The land seems wild and untamed to outsiders, but in truth it is home to dozens of small nomadic bands, the **Hillfolk** (page 228).

Impressions

Always

- Bare rock, host to lichen, moss, and stubborn grass/shrubs
- Cloud-shadows drifting over hillsides
- The feeling of being surrounded, closed in by the valleys
- The burning in your legs as you climb another damn hill
- The grandeur when you reach a summit: vista on vista marching, hills on hills, slope beyond slope

Spring

- Snow still clinging to south-facing slopes, never touched by sun
- Sudden warmth as you step out of a shadow; chill as you step into one
- Gurgle of water downhill, through ancient culverts under the Highway

Summer

- Emerald meadows, grass waving in wind, splashes of wildflower color
- Flutter of birds taking flight, surprised when you round a bend
- Blessed shade as you pass beneath some trees or into the shadow of a hill

Autumn

- Fog in the valleys, the hills like islands in clouds
- Tickle on your face, from mist or an early snow
- Mournful songs of cranes or owls or other large birds, echoing from far away

Winter

- White drifts half-covering the hills, rocks still poking through
- Bitter winds on your face as you crest a hill or trudge through a pass
- The breath of your companions, white clouds hanging in the air
- The sense of stillness and quiet, like the world sleeping

A rugged land

By all rights, the Steplands should be lush and fertile, teeming with farms and pastures. The same storms that soak the Flats roll through these hills, and snowmelt from the Huffel Peaks feeds many streams and aquifers.

And yet: the region is rocky, almost barren in places. The slopes boast meadows of sedge and shortgrass and thickets of skinny pine, but the soil is thin and prone to erosion and mudslides. Cliffs and outcrops abound, dotted with shrubs and gnarled trees and even succulents normally found only in the south. There's life a-plenty, sure—enough to support the roaming bands of Hillfolk and their herds—but one would be hard-pressed to make a go of farming.

Why is the land like this? That's for you and your table to decide, but perhaps…

… it's a natural result of the thirsty bedrock, the ceaseless southerly wind, the grazing of beasts;
… the **Stone Lords**' (page 382) magic still infuses the land, repelling soil and seed, fossilizing roots, devouring minerals;
… battles between Stone Lords and the **Barrow Builders** (page 34) blasted the land, and only the hardiest **spirits of the wild** (page 356) still dwell here;
… the **Things Below** (page 412) sleep fitfully here, breathing in through lakes and sinkholes, sucking at the lifeforce of the soil;
… some combination of the above; or
… something completely different.

Questions

- What do the Hillfolk call the Steplands?
- Which of you once explored the caves that dot these lands? What did you find there that haunts you still?
- What treasure or wonder is said to be hidden in the Steplands?
- What landmark, visible from the Highway, have you always wanted to explore?

Places

- **Blackwater Lake** (page 48)
- **The Makers' Roads** (page 270), specifically the Highway
- **Three Coven Lake** (page 438)

Hooks

- Harsh weather threatens PCs on the Highway; a nearby cave might provide shelter
- A Hillfolk band is plagued by a bloodthirsty **gouzadn** (page 378), but a concerned parent begs for their lost child's life to be spared
- A **brawzbedr** (page 377) naps on the Highway, blocking a merchant's wagon
- Someone the PCs care about went to explore a cave and never came out

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12).

1d12	TERRAIN
1	Creek, gulley, stream, river
2	Stream, disappearing into cave, sinkhole, or fractured bedrock
3	Sinkhole, crevasse, gorge
4	Barren patch (sand, scree, rocks)
5	Copse of pines, gnarled shrubs
6	Stretch of **Broken Roads** (page 271)
7	Gentle slope, meadow
8-9	Steep slope, treacherous, unstable
10	Sheer rock face, bluff, rocky outcrop
11-12	**Cave** (page 380)

Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	A change of TERRAIN (previous column) and roll again.
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	**Useful or valuable flora** (page 458)
4	A POINT OF INTEREST (next page)
5	A HILLFOLK ENCOUNTER (next page)
6	Some OTHER ENCOUNTER (next page)

1d6	POINT OF INTEREST
1	A place corrupted by the **Things Below** (page 412)
2	A place **haunted** by death or the undying (page 72)
3	A site or artifact of the **Barrow Builder**s (page 34)
4	A **Hillfolk** (page 228) encampment or sacred place, occupied or not
5	A place sacred to the **spirits of the wild** (page 356)
6	A ruin or artifact of the **Stone Lords** (page 382)

1d6	HILLFOLK ENCOUNTER
1	Pair or trio of riders, not immediately hostile
2	Herd of goats or sheep, tended by teen(s) and hound(s)
3	Signs of their passing/encampment/borders
4	Foragers, not far from camp
5	A whole band, on the move
6	A meeting between two or more bands

For more about Hillfolk bands, see page 230.

1d6	OTHER ENCOUNTER
1	Deadly beast, not actively hostile but easily provoked: a **brawzbedr** (page 377), **cave bear** (page 205), **thunder drake** (page 135), etc.
2-3	Potential game, but big and dangerous if provoked: **boars** (page 204), **aurochs** (page 131), etc.
4-5	Game, mostly harmless but prone to bolt: deer, fowl, rabbits, etc.
6	**Spirit of the wild** (page 356), curious or indifferent

Dangers

Hazards

- Getting lost (maze of hills, valleys, streams; trees blocking views)
- Sheer rock face to climb, and a reason to climb it
- Steep slope, unstable footing (scree, mud, fallen needles, crumbling rock)
- Flash flooding in valleys/on slopes

Mudslide

Start with a slope built up with soil. Peel away the vegetation through over-grazing, or fire, or drought, or too much rain entirely. Add a sudden heavy rain or some fools walking across it. Hey, look, a mudslide!

- Point out the lack of ground cover, the sodden soil, the weight of waiting earth
- It'll take time/effort/risk to avoid the unstable slope
- The hillside shifts and buckles, underfoot or overhead
- People, stones, and trees are swept away or buried, d6+2 damage (*area*, *forceful*, *grabby*, ignores armor)
- Trap them, crush them, deprive them of air
- Leave behind a slick, treacherous, muddy swath

Rockslide

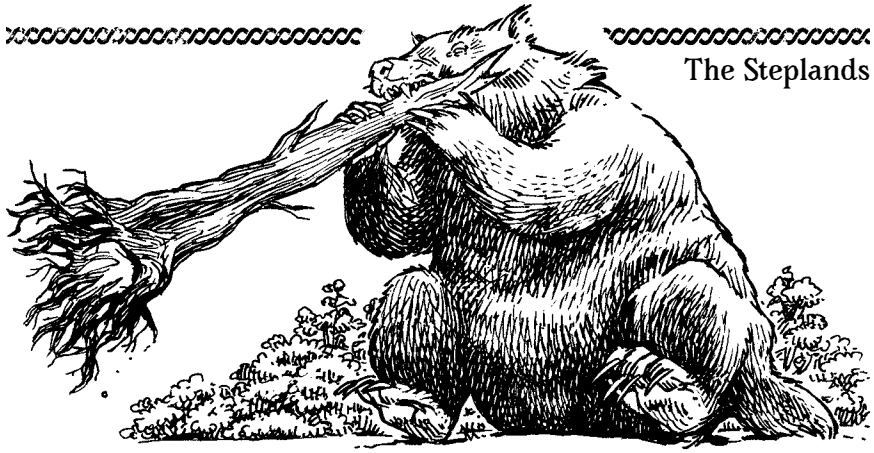
Some slopes are often covered with scree or strewn with boulders, fist-sized, head-sized, some as big as horses. Mostly they stay put. Mostly.

- A loose stone clatters downhill, skitter-scatter, billowing dust, but over soon enough
- A smaller rock smacks them, d6 damage
- A bigger stone teeters, starts to slip
- A whole field of boulders gives way
- Clunk, clunk, smash, d8+2 damage (*area*, *forceful*)
- Bury them under tons of rock and dirt (Death's Door)

Bat swarm

Stepland caves are often home to thousands upon thousands of bats. They're nothing to fear individually. But a swarm of them, when you stand in their way? Oh dear.

- Squeaks, chitters, and flapping are heard in the distance
- The sounds get closer, louder, and louder still
- Overwhelm them with sound and scratches and fluttering wings, d6 damage (*area*)



Hillfolk

- A pair or trio of **Hillfolk riders** (page 234), hunting or on patrol
- A half-dozen riders or more, trailing the PCs
- A **hdour** (page 234) and/or their attendant spirits, beasts, demons, or followers

Monsters

- Ornery beasts, all riled up: **aurochs** (page 131), **boar** (page 204), **cave bears** (page 205), or **thunder drakes** (page 135).
- Predators: **cougar** (page 206), **feathered drakes** (page 207), **pack drakes** (page 134), **wolves** (page 209)
- **Spirits of the wild** (page 356)
- **Deathless ones** (page 46), **barrow wights** (page 44), or **phantom riders** (page 45), lurking in their barrows or set free of them
- The **Ghostly Legion** (page 78), on the hunt or marching mortals to their cave
- Other **ghosts** (page 76) or **revenants** (page 80), victims of tragedy or violence
- One of the other dangerous beasts that roam the Steplands

Brawzbedr

Solitary, *huge*, *stubborn*, *grumpy*

HP 24; **Armor** 3 (thick hide, boney nodules)

Damage tree-rending claws d10+7 w/ disadvantage (*reach*, *close*, *forceful*, *messy*, 1 piercing)

Special qualities poor vision and hearing; excellent sense of smell

Instinct to overreact

- Not really notice something
- Tear up trees like a child tears up grass
- Swat at something that annoys it
- Flail about in a rage (+*area*), then get tired

Think of something like a badger or a sloth, but big as a house: 20 feet long, 9 feet at the shoulder, forearms nearly 12 feet long when you include those shovel-like claws. Mostly they just lumber about the Steplands, looking for their favorite trees to tear up and chew through, sometimes clearing whole slopes. Just about everything gives them a wide berth, when they can. Even apex predators like a kleztigr don't think they're worth the trouble.

You'd think that they'd be easy to spot and avoid, and mostly you'd be right. But sometimes you'll round a bend or clear a slope and there one'll be, just plodding along or munching on a log or taking a nap, and you'd best try to circle around, quiet-like.

Gouzadn

Solitary, *magical*, *cautious*, *stealthy*, *shapeshifter*

HP 16; **Armor** 4 (resilience), 0 vs. certain sacred wood

Damage tooth and claw d10 (*hand*, *grabby*), hoof and antler d10+2 (*close*, *forceful*), rending strength d10+2 (*hand*, *forceful*, *messy*)

Special qualities confused and frustrated by human speech, host to dozens of beast-spirits

Instinct to see people as either threat or prey

- Assume the aspect(s) of one or more beasts
- Do something impossible for a human, easy for a beast
- Suffer through a terrible wound unfazed, healing with a few days' rest
- Ask beasts or spirits (even quiet ones) for information or favors

When a young Hillfolk shows signs of being touched by spirits, their band had best seek out a **spirit-talker** (page 235) to mentor the child. Without such guidance, these youths might forsake their humanity, forget their language, and eventually bind spirits of the wild to their very flesh.

A gouzadn shuns people, living with only spirits for company. They're more likely to flee and hide than fight when people encroach on their territory. An aggressive or unwary party, though, might find their numbers picked off one-by-one in the dark or when separated. And when that happens, a gouzadn might get a taste of killing people, maybe a taste for their flesh. Such monsters haunt the tales and nightmares of the Hillfolk.

Gouzadn gain their spirits by bonding with a beast, then consuming its flesh in a special, intuitive ritual. They might be reasoned with by the Blessed or someone else who speaks the Spirit Tongue. They might even be re-taught language, and convinced to divest their flesh of its surplus spirits. But most will be loath to do so; at best, they'll insist on keeping these spirits with them in a sacred pouch or similar vessel.

Something interesting: Tales tell of using "sacred wood" to put down a gouzadn. Maybe a Hillfolk elder could tell you the specific type of wood to use?

Something useful: To kill this gouzadn, you'll need a weapon made of... (roll the Die of Fate)

1d6	SACRED WOOD
1	**Redwood** (page 314)
2	Heartwood of lightning-struck ash
3	Elder wood, blackened in sacrificial fire
4	Oak, etched with words of grounding and renewal
5	Yew, carved with a sorcerer's bone
6	Willow, the tree felled by an innocent, the wood carved by one stooped with regrets

Grochslon

Solitary, *patient*, *stealthy*

HP 12; **Armor** 0

Damage outer jaws d10 (*close*, *grabby*), inner jaws d10+2 (*hand*, *messy*, 1 piercing)

Special qualities blind; senses prey by scent, hearing, vibrations

Instinct to feed on the unwary, then flee

- Lurk unseen in a dark, sheltered spot
- Spring forward without warning, chomping down
- Hold tight with outer jaws while tearing away with the inner
- Squirm through a narrow opening

Pale, eyeless things that spawn in the lightless lakes below the Steplands. Like a great big pale salamander or snake with two stubby, muscular legs. As they grow, they find food down there sparse, and make their way to the surface. Mostly they stick to cave mouths, but sometimes—sometimes—they get bold enough to leave their sheltered holes of rock, and they find other places to lurk, places where you'd never expect them.

Kleztigr

Solitary, *large*, *cagey*, *stealthy*, *agile*, *powerful*

HP 16; **Armor** 1 (reflexes)

Damage huge saber-like fangs d10+3 w/ advantage (*hand*, *grabby*, *messy*, 1 piercing), claws or pounce d10+1 w/ advantage (*close*)

Instinct to bring down a good, solid meal

- Follow prey for hours, even days
- Pounce on prey from hiding (*reach*, *forceful*, *grabby*)
- Inflict a deadly, bleeding wound

Like a **cougar** (page 206) but twice as big, with 8-inch fangs hanging out of their mouths. Hillfolk tales claim they once were much more common, pets of the Stone Lords even. Now they are (thankfully) rare.

Something interesting: Some Hillfolk bands "adopt" a kleztigr, making offerings of meat or young goats, sheep, or even horses. The kletztigr follows the band about, protecting them from outsiders.

Something useful: Such kleztigr won't harm anyone wearing some item or clothing distinctive to "their" band (but they might expect a present).

Spitting drake

Group, *stealthy*, *organized*

HP 6; **Armor** 2 (pebbly scales)

Damage vice-like jaws d8 (*hand*, *grabby*, *messy*, 1 piercing)

Special qualities chameleon skin, excellent climbers

Instinct to pin down a good meal, then swarm it

- Lay an ambush, where they can surround prey
- Spit a head-sized gob of sticky mucus (*near*, *grabby*, *reload*)
- Sprint much more quickly than you'd expect

They're about the size of a big wolf, but lower and squatter, with arms out to the sides like lizards and a big old frill that pops up when they're startled or bearing down on prey. They favor canyons, defiles, or overlooks where they can bask in the sun but have a good angle to ambush passersby.

Something interesting: Their mucus adheres quickly to rock, pinning prey in place. Even if it doesn't pin prey down, it gloms on and slows them up. It'll dry out and start to flake away after a few hours.

Something useful: Strong spirits (yes, like whisky) quickly dissolve the mucus. Also, you can identify their territory by the pale chalky stains their mucus leaves on stone.

Caves

The Steplands are lousy with caves, carved out over centuries by the slow patient work of water, or more dramatically by the magic of the Stone Lords.

Impressions

- Instinctive hunch of your shoulders under a low stone ceiling
- Prickly, humid air, thick and still and cloying
- Slow, quiet drip… drip… drip… in the distance
- Darkness so thick and deep, it could swallow you
- Every sense heightened: rough stone underfoot, the breath of your companions, the damp mineral smell, the way your eyes strain in flickering light

Structure

Choose or have someone roll the Die of Fate.

1d6	STRUCTURE
1	Small, contained, only a few chambers
2	Long, narrow, meandering
3	Twisting, interlaced tunnels; multiple chambers
4	A few distinct sets of chambers, connected by long twisting tunnels
5	Few small passages to a larger, massive chamber
6	Large and open main tunnel, smaller side passages and chambers

For any given opening, passage, or chamber, choose or have someone roll for CLEARANCE, FOOTING, WATER, and DECORATION. For each, consider rolling 1d6 for size/scope/intensity.

1d6	CLEARANCE
1	Basically a crack, too small for grown humans without excavation
2	A squeeze—most folk can wriggle through without gear on
3-4	Small, cramped—might need to duck, crawl, go single file
5	Roomy, comfortable to walk through
6	Yawning, vast, lots of space

1d6	FOOTING
1	Steep slope, vertical ascent/descent
2	Slippery—water, mud, scree, guano, etc.
3	Rocky, debris-filled, unstable
4	Uneven, ridged, potholes, awkward
5	Rolling, undulating, twisting
6	Surprisingly smooth, level

1d6	WATER
1	Submerged
2	Partially flooded
3	A stream or rivulet, flowing steadily
4-6	Just a trickle, drips, or seepage; maybe not even that

1d6	DECORATION
1	Stalactite(s) or soda straws, clinging tight to the ceiling
2	Stalagmite(s), growing from the floor
3	Column(s), where stalactites and stalagmites have grown together
4	Crystals, crystalline growths, "honeycomb" patterns
5	Flowstone, rimstone, "draperies," "shields"
6	Fossils

Inhabitants, past or present

Choose or have someone roll, up to 3 times. What story does this tell?

1d6	INHABITANT
1	Thralls or victims of the **Things Below** (page 412)
2	**Barrow Builders** (page 34) or their victims
3	Truly ancient **primordial powers** (page 298)
4	NATURAL BEAST OR SPIRIT (see below)
5	**Stone Lords** (page 382) or their servants
6	**Hillfolk** (page 228) or those they have cast out

1d6	NATURAL BEAST OR SPIRIT
1	Bats. So many **bats** (page 376)
2	Fish, salamanders, olms, crawfish—pale blind things dwelling in dark waters
3	**Cave bears** (page 205), a **kleztigr** (page 379), or similar large beast, making its den here
4	**Grochslon** (page 379), or some other subterranean predator
5	Spirit, bound to or happily dwelling in this **sacred site** (page 362)
6	A malicious spirit, like a **troelloff** (page 371)

Discoveries

1d6	DISCOVERY
1	Connection to another cave system
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3-5	Signs of a (prior) INHABITANT (previous column), like a site, artifact(s), or remains
6	A relatively good place to rest/hide

Dangers

- Cold, especially if they've gotten wet
- Heat and humidity, especially if they carry heavy loads
- Getting lost
- Cave-ins, rock-falls
- Getting stuck in a squeeze
- Running out of/losing your light
- Fear, panic, or confusion in the face of any of the above

Stone Lords

In the time of the **Makers** (page 264), the Stone Lords ruled the **Steplands** (page 372), the southern stretch of the **Huffel Peaks** (page 236), and the **South Manmarch** (page 350). They carved cities out of the hills. They raised towering monuments. They sang stone, crystal, and glass into impossible shapes.

The Stone Lords' empire was grand, but it was not all glory. It was built on the backs of countless human servants. And while the Stone Lords were not especially cruel, neither were they kind. They imposed order on their world, by whatever means necessary.

For, better than the other Makers, the Stone Lords knew the **Things Below** (page 412). Knew the insidious songs that echoed in the deep. Knew the chaos promised. Knew that they must never, ever be freed.

And so, when the **Green Lords** (page 210) called on the Things Below to put down their own servants' rebellion, the Stone Lords turned on their brethren. They shattered the Green Lords' lands and hunted down the survivors.

Yet: the seals had cracked. The Things Below sang all the louder. The Stone Lords themselves stood resolute, but their servants did not. Corruption seeped through their society like water finding cracks in a poorly laid foundation.

The end came swiftly. Sorcerers turned the city of Dulenn into a massive sinkhole, creating what is now **Blackwater Lake** (page 48). Seals were broken across the land and horrors slithered up through the tunnels. Mobs turned on their former masters. One by one, the domains and cities of the Stone Lords fell into ruin. The **Time of Cataclysm** (page 413) had arrived.

Names

Breton- and Cornish-inspired, but with extra vowels for a drawn-out sound: Aenedellion, Caedour, Daenizel, Eelowain, Gaeille, Iaves, Kaeteal, Loiawen, Mearauwd, Neassa, Oaneaz, Paerrain, Rozainne, Saennaen, Taenguey, Wainoac, Yainniac

Combine with prefixes like "Aalz" ("the great"), "Skol" ("master"), or "Loaji" ("apprentice"), etc.

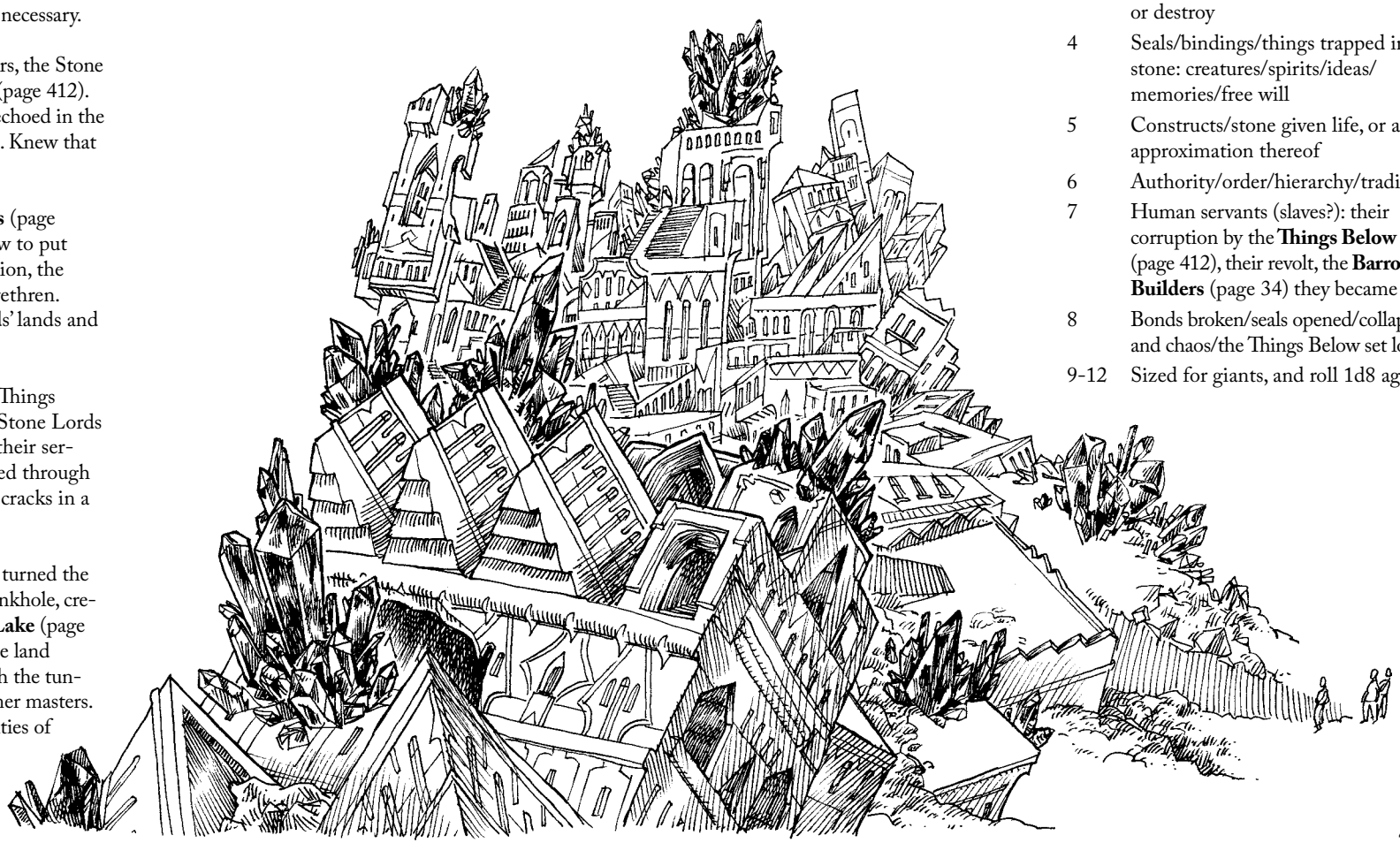
Hooks

- Someone claims to have found a Stone Lord ruin abundant with precious gems
- A petrified prisoner of the Stone Lords was recently reanimated, and must now make sense of this new age
- While seeking shelter from the elements, the PCs stumble on a Stone Lord ruin
- Hillfolk need help dealing with dangerous stone constructs that are running amok

Themes

Pick, or roll 1d12.

1d12	THEME
1	Rock and stone: excavated and shaped into grandiose structures
2	Crystals/gems/**makerglass** (page 388): decorative, practical, or thrumming with power
3	Songs/resonance/vibrations/echoes: to empower, shape, transform, or destroy
4	Seals/bindings/things trapped in stone: creatures/spirits/ideas/memories/free will
5	Constructs/stone given life, or an approximation thereof
6	Authority/order/hierarchy/tradition
7	Human servants (slaves?): their corruption by the **Things Below** (page 412), their revolt, the **Barrow Builders** (page 34) they became
8	Bonds broken/seals opened/collapse and chaos/the Things Below set loose
9-12	Sized for giants, and roll 1d8 again



Sites

Pick, or have someone roll the Die of Fate.

1d6	SITE
1-3	**Lingering signs** of their presence and influence (see below)
4-6	A **ruin** (page 386)

Lingering signs

Pick, or have someone roll the Die of Fate.

1d6	SIGN
1	**Something trapped** in stone, crystal, or makerglass (next column)
2	**Strange geologies** (next page)
3-4	Fragments of old construction (stairs, walls, foundations, chimneys), all that's left of once-grand structures
5	A stretch of the **Makers' Roads** (page 270), intact or broken but unearthed/barely visible
6	A **monument, marker, or enigma** (next page)

Something trapped

For example:

- Someone trapped in a stalagmite, their grasping hands, anguished face, and mournful moans just barely discernible
- A hollow, seamless cube of rune-carved white stone, 6 feet per side, bitterly cold; a dozen **specters** (page 79) are sealed within, impotent and mad
- A stretch of shining black flagstones, showing reflections of people long past; those who open their minds see a parade of memories, clear as day
- A **construct** (page 392) with a crack in its "head," possessed by an evil spirit; bound in a circle of deeply-cut runes
- A labyrinth of stone walls, the walkways forming a rune of binding, some sort of demon trapped in the center

Strange geologies

For example:

- A large grotto, unnaturally smooth and precise, like part of a sphere just vanished from the stone
- A gorge cutting perpendicularly through a valley, the walls lined with glass
- A tunnel or valley, shaped so that the smallest sounds echo echo echo
- A cliff face, the striations perfectly smooth and parallel, the different strata strikingly different colors or types of stone
- A slope entirely made of smooth, rounded stone; like an old lava flow, but chert, granite, or limestone
- An enormous rock formation, shot through with dozens of small holes that catch the wind and sing a haunting melody.

Monument, marker, or enigma

For example:

- A crater of bare stone, 100 paces across, with a lozenge of black stone floating in the center, thrumming
- A statue carved from a mountainside, fragments of its stone sword littering the valley below
- A pedestal bearing two vast and trunkless legs of stone; hints of an inscription, now unreadable
- Giant stone heads arrayed upon a slope, their faces faded yet still disapproving
- A pylon of glass, 100 feet tall at least (and who knows how deeply set into the earth), faintly humming, faintly glowing
- Great lines gouged into the earth, running for miles; meaningless from the surface, but making enormous runes when seen from on high
- A large room in some cave or ruin, the charred bones of a giant at the center; bits of blackened bone/tooth/carapace litter the edge; hundreds of fist-sized shards of crystal are embedded in the walls
- A chamber with dozens of glass cylinders, fixed vertically against a wall, each of differing length and width—some sort of instrument, perhaps?

Ruin

Pick or roll for THEMES (page 383), STRUCTURE, PURPOSE, ARCHITECTURAL ELEMENTS, and CONDITION. Place the ruin in an appropriate terrain (see page 236 for the **Huffel Peaks**, page 372 for the **Steplands**, or page 350 for the **South Manmarch**). Populate it with **lingering signs** (page 384), **artifacts** (page 388) and/or **dangers** of the Stone Lords (page 390) or the appropriate region.

1d6	STRUCTURE
1	Tightly packed, human-sized structures/rooms
2	Single, bunker-like building
3	Large, open space
4	Tower, rising/jutting out from a hill/mountain
5	Chambers/tunnels dug into the sides of cliffs/hills/mountains
6	Grandiose building of impossible construction

1d6	PURPOSE
1	Dwelling (home, barracks, dormitory, prison, etc.)
2	Infrastructure (aqueduct, rampart, road, bridge, etc.)
3	Storage (vault, warehouse, library, museum, etc.)
4	Production (workshop, factory, mine, farm, etc.)
5	Esoteric (laboratory, experiment, power source, etc.)
6	Civic life (agora, theater, shrine, monument, tomb, etc.)

1d6	ARCHITECTURAL ELEMENTS
1	Great slabs of marble/granite/limestone/etc., far too big for humans to lift
2	Seamless stone structures/tunnels, like they were poured or molded that way
3	Runes carved into stone and shaped out of walls, roads, tunnels, etc.
4	Crystals/makerglass: catching light/wind, humming/glowing, chiming/gonging
5	Stones/crystals that emanate emotion/mood/thoughts/memories
6	Grandiosity of scale, big enough to humble even the Makers

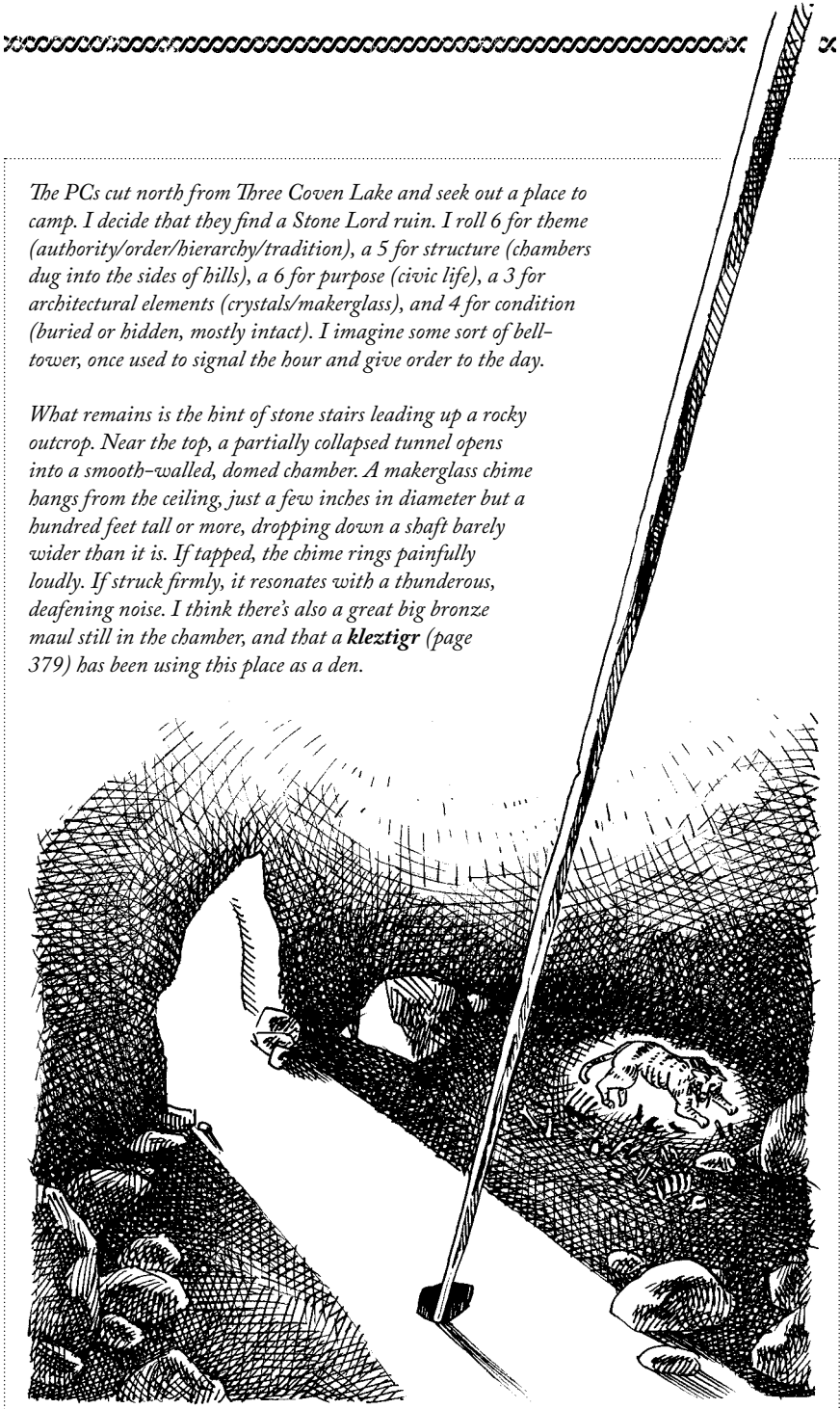
Most Maker-ruins are sized for giants—people two or even three times as tall as humans—but often with smaller-scale rooms, passages, and so forth for their servants.

1d6	CONDITION
1-2	Shattered and laid waste by time, war, or vandalism; mostly buried, overgrown, collapsed; its purpose unrecognizable
3-4	Crumbling, largely buried, overgrown, or hidden away
5	Buried, overgrown, or hidden, but mostly intact
6	Fully visible and strangely well-preserved

Many Stone Lord ruins were **reclaimed** (page 36) by the Barrow Builders at some point. See **Blackwater Lake** (page 51) and **Three Coven Lake** (page 442).

The PCs cut north from Three Coven Lake and seek out a place to camp. I decide that they find a Stone Lord ruin. I roll 6 for theme (authority/order/hierarchy/tradition), a 5 for structure (chambers dug into the sides of hills), a 6 for purpose (civic life), a 3 for architectural elements (crystals/makerglass), and 4 for condition (buried or hidden, mostly intact). I imagine some sort of bell-tower, once used to signal the hour and give order to the day.

What remains is the hint of stone stairs leading up a rocky outcrop. Near the top, a partially collapsed tunnel opens into a smooth-walled, domed chamber. A makerglass chime hangs from the ceiling, just a few inches in diameter but a hundred feet tall or more, dropping down a shaft barely wider than it is. If tapped, the chime rings painfully loudly. If struck firmly, it resonates with a thunderous, deafening noise. I think there's also a great big bronze maul still in the chamber, and that a ***kleztigr*** *(page 379) has been using this place as a den.*



Makerglass

Cut or blown into wondrous shapes, in many colors and textures, unbreakable and unworkable by mortal means. Often found near Stone Lord ruins, and highly prized.

Pick or roll for FORM and CHARACTERISTIC.

1d12	FORM
1-2	Enigmatic shape (chip/shard/chunk/block/sphere/etc.), its purpose unclear
3-4	Mundane object (tool/utensil/container/lantern/etc.), though perhaps not easily recognized as such
5-6	Object of war (weapon/armor/shield/helm/etc.)
7-8	Art or decoration (jewel/statue/tiles/torc/amulet/ring/etc.)
9-10	Musical instrument (bell/chime/flute/horn/etc.)
11-12	Construction (door/stairway/arch/bricks/walls/etc.), likely *immobile*

Consider rolling 1d6 to inform size/scale.

1d12	CHARACTERISTIC
1-2	Breathtakingly beautiful
3-4	Glows/shines (roll 1d6 for scale)
5	Sings/hums/thrums (roll 1d6 for scale)
6	Absorbs something (heat/sound/light/energy/vibration/etc.)
7	Roll 1d6 twice
8-12	Just (just) an indestructible object made of glass

Artifacts

Various treasures

- A severed, three-fingered ◇ hand of a stone construct (Value 0), cleverly articulated but inert
- A single makerglass arrowhead (*indestructible*, 2 piercing, Value 1)
- A ◇ makerglass jar with a threaded lid, seals airtight (*indestructible*, Value 2)
- A ◇◇ stack of engraved ceramic tiles that fit together like a jigsaw puzzle; properly assembled, the engravings form a potent ring of runes for binding demons (Value 1, or Value 3 to the right person)
- A ring of petrified wood, set with a shining diamond (?) (Value 2, *beautiful*)
- A huge bronze gong (*immobile*, Value 2), carved along the edge with runes of amplification
- A ◇ makerglass sword (*close*, *messy*, *indestructible*, *beautiful*, +1 damage, 2 piercing, Value 3)
- A ◇ fist-sized ruby (*beautiful*, Value 4); if placed in a fire or otherwise heated, it hums beautiful, haunting notes

A chalky potion

magical, *fragile*, *slow*

1d4 glass vials containing thick, gritty, whitish fluid. The stopper bears a mark of transformation, flesh, and stone.

When you ***drink the whole potion while touching stone***, you transform (over a matter of minutes) into a mass of stone, similar to that which you touch. You retain awareness of your surroundings, blind but with excellent hearing.

When you ***attempt to end your lithic vigil***, roll +CON: **on a 10+**, you return to your original form, rested and invigorated—regain all your HP and clear all your debilities; **on a 7-9**, the transformation back is slow and arduous, mark a debility; **on a 6-**, you are stuck until someone pours another dose of the potion over you or communes with your spirit and helps you try again.

Power-crystal

◇, *magical*, *dangerous*

A chunk of crystal the size of a clenched fist. If charged, it thrums or crackles with power. If depleted, it fills you with a sense of emptiness and longing.

When you ***brandish the depleted power-crystal at a source of elemental energy***, roll +CON: **on a 10+**, the crystal absorbs the energy fully and as safely as possible (it is now charged); **on a 7-9**, the crystal absorbs the energy (it's now charged) but pick 1:

- You are harmed by the coursing energy, taking damage as the GM sees fit
- The power stored in the crystal is extremely unstable, likely to discharge without warning
- The crystal cracks; henceforth, treat a 10+ on this move as a 7-9, and you can't pick this option again.

In the hands of a skilled arcanist, a charged power-crystal can fuel or empower a magical effect (though this is dangerous). In the hands of the incautious, the reckless, or the desperate, it can split or crack, leading to a violent explosion.

A scarred slab of marble

immobile, *magical*

A slab of once-beautiful stone, some 30 feet tall and about half again as wide, standing in a vaulted chamber, surrounded by deeply etched runes that speak of union and protection, consumption and sacrifice. The stone bears a multitude of chips, gouges, and cracks. Dust and debris surround it.

When you ***pry a chip of stone from the marble and swallow it whole, while standing within the ring of runes***, your flesh becomes like stone and your DEX becomes -2 until the effect ends. The next three times you would suffer physical harm, the marble slab suffers the harm instead. The effect ends after the third blow.

Minor arcana

Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1	**A giant's dormitory** (page 509)
2	**Rune-etched pillars** (page 513)
3	**A timeless vault** (page 518)
4	**A sealed cave** (page 519)
5	**A makerglass chime** (page 525)
6	**A fine ceramic urn** (page 526)

Major arcana

These might very well be associated with the Stone Lords.

- The **Mindgem** (page 548)
- **Whispering Rocks** (page 550)

Dangers

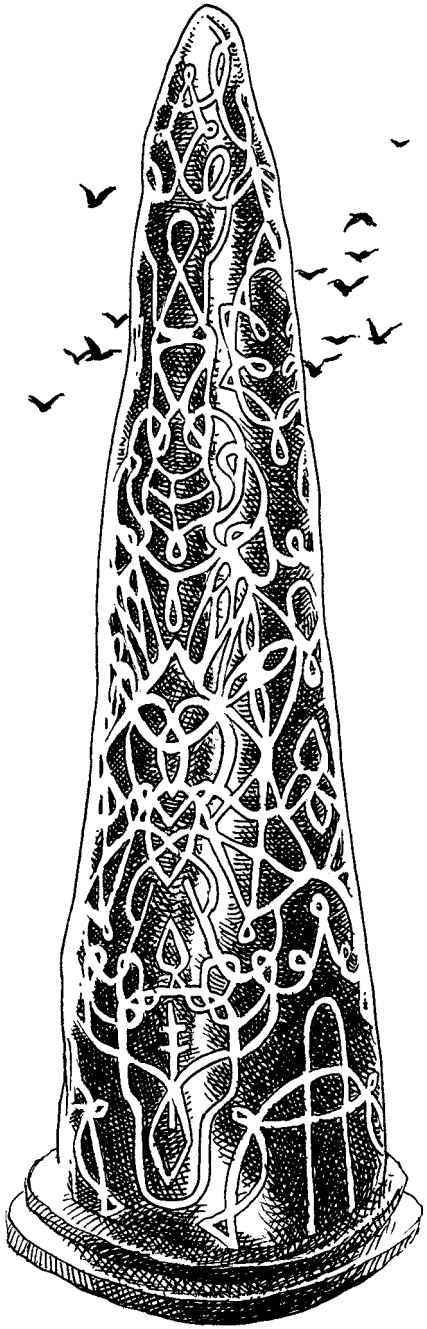
Bound Entities

- **Spirits of the wild** (page 356), especially elementals associated with earth, stone, and terrain, yoked by runecraft to serve the Stone Lord's needs
- Spirits and beasts corrupted by **the Things Below** (page 412): petrified, encased in stone, or sealed away behind layers of runes
- Would-be **sorcerer-kings** (page 34), petrified or otherwise imprisoned before they could cause too much trouble
- **Ghosts** (page 76), mindlessly performing duties they were bound to perform in life, unaware that they could want anything else
- **Primordial entities** (page 298), imprisoned by elaborate workings of crystal and rune, bound to serve or else locked away for safekeeping

Unstable construction

The Stone Lords' work has stood for centuries, and they were the cleverest architects to ever walk this world. But the problem with grand, clever architecture is that when it fails, it fails spectacularly.

- A wall/floor/building is precariously perched, or a pillar/support/buttress supports an impossible load
- Something creaks/teeters/sways/groans
- Cracks form/debris tumbles/something starts to tip
- Age-old construction starts to fall like dominoes (run!)
- All is reduced to rubble, and dust, and death



Perilous stone

Pick or roll for FORM, ORIGINAL PURPOSE, and PERIL, possibly rolling the Die of Fate for scope/scale. Consider how it fit into the daily lives of the Stone Lords or their servants—what they intended it for, how they avoided it, etc.

1d12	FORM
1-2	Mechanism/construction
3-5	Rune(s): engraved in stone, worked into tile, formed out of architecture
6-8	Crystal(s)/gem(s)/glass
9-11	Strange stone
12	Makerglass

1d12	ORIGINAL PURPOSE
1-2	Convenience/storage/infrastructure
3-4	Entertainment/art/pleasure
5-6	Violence/war/defense
7-8	Production/power/industry
9-10	Esoteric/research/worship
11-12	Control/order/authority

1d12	PERIL
1	Discharges energy
2	Crushes/smashes/grinds
3	Captures/imprisons/isolates/separates
4	Forbids/punishes certain actions
5	Drains energy/emotion/memory
6	Overwhelms senses/emotions
7	Lures/entices/deceives
8	Draws attention
9-10	Roll 1d8 twice
11-12	Roll 1d10, but make it grandiose—it doesn't just capture, it petrifies; it doesn't just grind, it reduces something to dust, etc.

Some examples:

- **Peacebond** (page 519) runes, worked into roads, halls, public places
- A glossy cube of blue-black stone that steals memories from those who touch it, playing them back for only the strongest of wills
- A stone vault that might slip closed if folks are careless, no way to open it from the inside
- A human-sized crystal, cracked, absorbing telluric energies, occasionally discharging them as bolts of lightning
- A pile of shimmery sand; when someone touches it, it absorbs an imprint of their mind and forms itself into a simulacrum of them (convinced that it is the original)

Construct

The Stone Lords were masters not only of shaping stone, but also of animating it and giving it the semblance of life. Many such creations remain, though only a few still function and many of those function poorly.

Pick or roll a PURPOSE, ABILITY, SIZE, POWER, SAPIENCE, and CONDITION. Allow these elements to inform its physical form and construction.

1d12	PURPOSE
1-2	War/destruction/violence/coercion
3-4	Defense/protection/companionship
5-6	Experimentation/curiosity/practice
7-8	Construction/labor/convenience
9-10	Something obscure, or very specific
11-12	Roll 1d10 twice, combine

1d12	ABILITY
1	Nothing of note, just animated stone
2	Mental influence/control
3	Energy/elemental manipulation
4	Cunning/alertness/special senses
5	Disguise/camouflage/stealth
6	Restraints/snares/subdual
7	Ranged/area attack
8	Transformation/multipart form/swarm
9	Prowess/mobility/speed
10	Destructive/vicious weaponry
11-12	Roll 1d10 twice

Stone Lord constructs are typically blind but able to navigate by sound and sensing vibrations. Almost all are highly durable (+4 HP) and animated by more than biology (another +4 HP), with at least 3 Armor.

1d12	SIZE
1	Cat-sized or smaller (*tiny*)
2-3	Like a human child (*small*)
4-7	Human-sized
8-10	Like a horse, a cart, etc. (*large*)
11-12	Like an elephant, or bigger (*huge*)

1d12	POWER
1-3	Requires the presence of external source
4-8	Stores power, but must return "home" to recharge
9-11	Self-charging, but limited range/activity
12	Self-powered/indefinite charge

Power sources might include: singing crystals that broadcast energy; ingots of **aetherium** (page 404); veins of special stone transmitting power through floors; crystals that absorb telluric currents/vibrations; spirits bound in makerglass; etc.

1d12	SAPIENCE
1-3	Puppet: requires active control by outside intellect
4-6	Bug-like: can follow limited range of programs/tasks
7-10	Beast-like: can take basic direction, complete some complex tasks independently
11	Automaton: can handle complex tasks, learn; lacks true emotion/creativity
12	Person: fully sapient, potentially quite intelligent

Ask yourself: where does this construct's sapience come from? Clever scripting? Spirits bound to stone? The will drained from living servants? Something else?

1d12	CONDITION
1-2	No power/power source failing
3-4	Broken/impaired limb(s) or chassis
5-6	Trapped/pinned/buried
7-8	Behaving erratically
9-10	Roll 1d8 twice
11-12	Fully functional

Lithic servant

Horde, *construct*, *implacable*

HP 11; **Armor** 3 (made of stone)
Damage stone fists d6 (*hand*, *grabby*)
Special qualities externally powered; bug-like intellect; blind; tremorsense
Instinct to follow its last orders
- Act with eternal patience and endurance
- Act with no sense of consequence
- Hurt someone unintentionally while performing its tasks

Imagine one of those artists' mannequins, but full-sized and made of polished rock. Two fingers and a thumb on each hand. Faceless, expressionless, making a stone-on-stone grinding noise as they move.

They're most often found inert and covered in dust, waiting for some energy source—like a Stone Lord's song or a thrumming power-crystal—to give them "life." They'll then follow any orders given to them in the Stone Lord's tongue.

A few of these servants are still active, powered by inexhaustible sources in ancient halls. Their joints are worn smooth, their feet and hands ground down to nubs. Some crawl on broken limbs, attempting to complete tasks that will never end.

Stone sentinel

Solitary, *large*, *construct*, *implacable*

HP 24; **Armor** 3 (made of stone)

Damage crushing fists d10+3 (*hand*, *close*, *grabby*, *messy*, *forceful*, 3 piercing)

Special qualities can animate for only a few minutes at a time; dog-like mind; blind; tremorsense

Instinct to protect its ward

- Emit an ominous hum, a warning as it powers up
- Move with shocking, unexpected speed (but lose 1d4 HP)
- Erupt in flurry of violence (*area*, +2 damage, lose 2d4 HP)

Articulated statues, squat and wide, with huge stone hands, set to watch forever over some ruin, passage, or treasure. Their stone "minds" are full of vigilance, and violence.

Each sentinel bears a power-crystal in its chest, slowly absorbing vibrations through earth and stone. A few days of charging is enough to animate the construct for only a few minutes—which is usually more than enough time for it to repel (or crush) an invader.

Mosaic swarm

Solitary, *large*, *construct*, *amorphous*, *stealthy*

HP 24; **Armor** 3 (made of thousands of ceramic tiles)

Damage jagged fists of ceramic d10+3 (*hand*, *close*, *forceful*)

Special qualities externally powered; bug-like mind; blind; tremorsense; unharmed by piercing weapons; half damage from cutting weapons; vulnerable to attacks that are blunt and *forceful* or *area*

Instinct to destroy intruders

- Wait for intruders to get close, rattling softly
- Explode into a cloud of whirling ceramic tiles, d8+1 damage (*area*, *messy*, 1 piercing)
- Reform into a vaguely humanoid mass

Stone Lords adorned their halls with elaborate tilework and mosaics. Most of them were decorative. Most of them.

Something interesting: Either some spirit is possessing these tiles, or this is some sort of construct. If it's a spirit, there must be a tether. If it's a Stone Lord construct, well, the individual tiles are too small to power or direct themselves.

Something useful: The mosaic's frame remained on the wall, and it's glowing blue—aetherium runes! Destroy the runes, and the construct should fall apart.

Pacifier

Group, *small*, *construct*, *amorphous*

HP 10; **Armor** 4 (just a stone sphere)

Damage stupefying pulse of sound d6 (*reach*, *area*, *reload*, ignores armor)

Special qualities must recharge after a few hours; limited autonomy; blind; tremorsense; has trouble with stairs; vulnerable to blunt, forceful attacks

Instinct to keep mortals docile

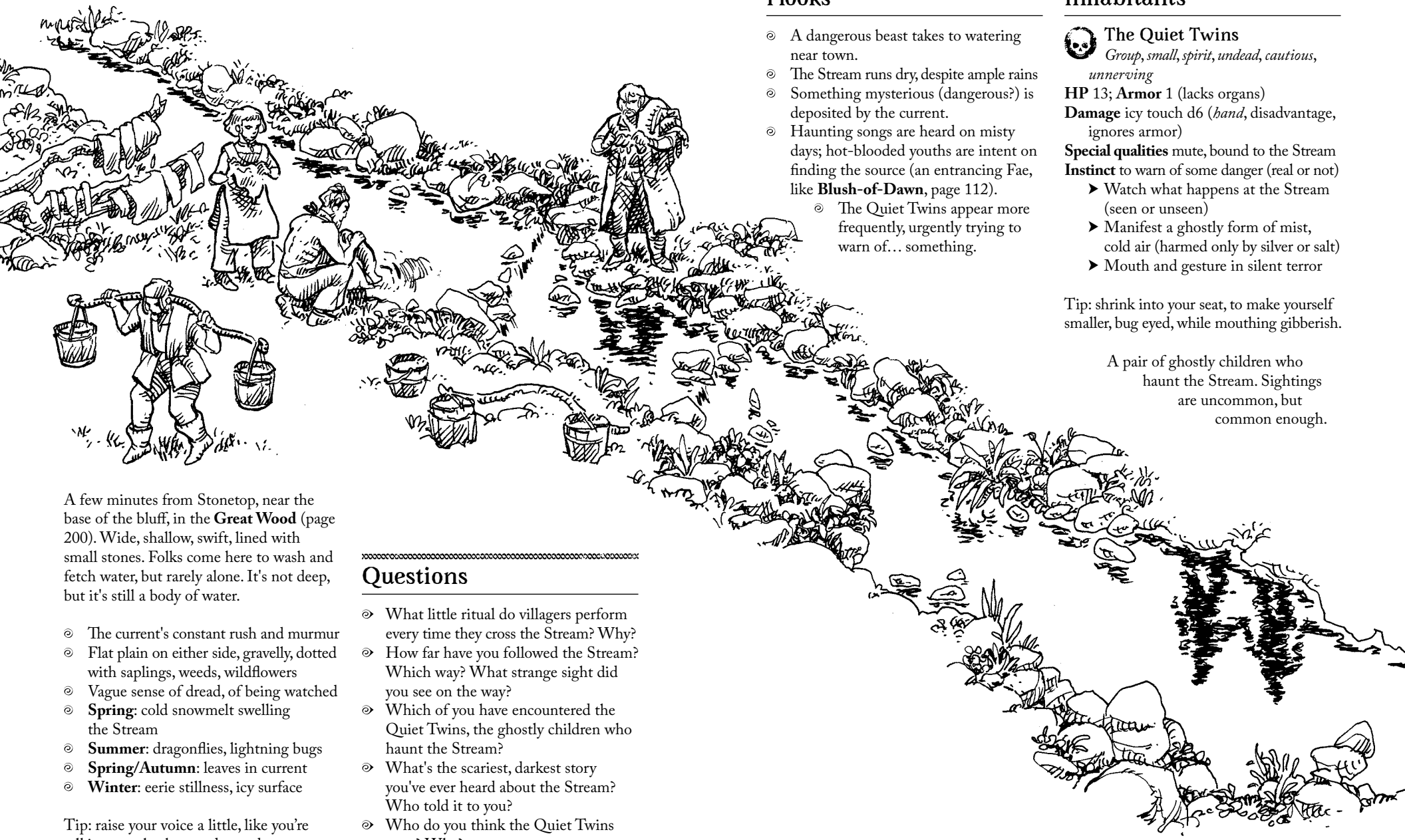
- Sense and follow strong emotions
- Hum a soothing, pacifying sound (*near*, *area*)
- Sound the alarm, call for reinforcements

They're basically hollow stone spheres, maybe scratched and dinged but otherwise featureless. Often found in their little alcoves, charging. The Stone Lords would deploy them among the rowdier servants to keep things running smoothly.

When you ***are in range of a pacifier's hum***, your emotions lose their edge. When you ***rouse yourself to act violently***, urgently, or passionately, roll +WIS. If you ***are in range of multiple pacifiers humming in unison***, you have disadvantage. **On a 10+**, you shake off the effect; **on a 7-9**, you shake off the effect but pick 1.

- Your mind is addled; mark *dazed*
- Your freedom is short-lived; the effect returns if you pause for any reason
- You get carried away or take things too far, resulting in a consequence of the GM's choice

The Stream



A few minutes from Stonetop, near the base of the bluff, in the **Great Wood** (page 200). Wide, shallow, swift, lined with small stones. Folks come here to wash and fetch water, but rarely alone. It's not deep, but it's still a body of water.

- The current's constant rush and murmur
- Flat plain on either side, gravelly, dotted with saplings, weeds, wildflowers
- Vague sense of dread, of being watched
- **Spring**: cold snowmelt swelling the Stream
- **Summer**: dragonflies, lightning bugs
- **Spring/Autumn**: leaves in current
- **Winter**: eerie stillness, icy surface

Tip: raise your voice a little, like you're talking over background sound

Questions

- What little ritual do villagers perform every time they cross the Stream? Why?
- How far have you followed the Stream? Which way? What strange sight did you see on the way?
- Which of you have encountered the Quiet Twins, the ghostly children who haunt the Stream?
- What's the scariest, darkest story you've ever heard about the Stream? Who told it to you?
- Who do you think the Quiet Twins were? Why?

Hooks

- A dangerous beast takes to watering near town.
- The Stream runs dry, despite ample rains
- Something mysterious (dangerous?) is deposited by the current.
- Haunting songs are heard on misty days; hot-blooded youths are intent on finding the source (an entrancing Fae, like **Blush-of-Dawn**, page 112).
  - The Quiet Twins appear more frequently, urgently trying to warn of… something.

Inhabitants

The Quiet Twins

Group, *small*, *spirit*, *undead*, *cautious*, *unnerving*

HP 13; **Armor** 1 (lacks organs)
Damage icy touch d6 (*hand*, disadvantage, ignores armor)
Special qualities mute, bound to the Stream
Instinct to warn of some danger (real or not)
- Watch what happens at the Stream (seen or unseen)
- Manifest a ghostly form of mist, cold air (harmed only by silver or salt)
- Mouth and gesture in silent terror

Tip: shrink into your seat, to make yourself smaller, bug eyed, while mouthing gibberish.

A pair of ghostly children who haunt the Stream. Sightings are uncommon, but common enough.

Tempest Lords

They were, perhaps, the first of the **Makers** (page 264). They charted the seas and the stars. They leashed the elements to their will. They built mighty ships and flying castles, sailed forth from their island home and conquered. All who stood against them were reduced to ash and glass and slag.

The pride of the Tempest Lords was warranted, but their hubris led to their fall. They sought to tear their entire homeland free from the earth, to set it floating above the world they ruled.

They failed. Calamity followed.

The seas boiled and belched forth horrors. Fire rained from the sky. Their island capital sank beneath the waves, and the spine of their empire was shattered. Civil war erupted. Colonies rebelled.

The Tempest Lords who survived were scattered to the winds. Some tried to restore the empire, but met violent ends at the hands of rivals or would-be subjects. Soon, only a few Tempest Lords remained, enigmas even among other Makers.

One of these survivors, Stormcatcher, made her way to the **the Flats** (page 126), beyond even the most far-flung of the empire's old outposts. There, between four other nations of Makers, she built her tower. And when the horrors of the **Things Below** (page 412) were set loose upon the world, Stormcatcher's tower—what folks now call the **Ruined Tower** (page 332)—was the last of the Makers' enclaves to fall.

Language and names

Tempest Lord writing was ideogrammatic (characters represent ideas, not sounds), and they spoke a primordial language—all who heard it understood it as their native tongue. As such, the names of Tempest Lords are rendered as descriptions, titles, or honorifics.

Example names: Brinedrinker, Eyes-Like-Lightning, Fardweller, Foehammer, Lightning-Is-Her-Spear, His-Smile-Is-a-Harbor, Mind-Like-Fire, Moonspeaker, Oarbreaker, Rainchaser, Soother-Of-Waves, Sparkspitter, Squalltalker, Starfinder, Taller-Than-Masts, Voice-of-Thunder, Wavecutter, Waymaker, Windwalker

When other Makers spoke or wrote of them, they used their own tongue. Windwalker was called *Vetrodokha* by the **Green Lords** (page 210) and *Avaelkerzhaer* by the **Stone Lords** (page 382).

Hooks

- A terrible storm sweeps through, a sky-island floating in its eye
- A scholar believes that Stonetop hides a trove of Tempest Lord artifacts
- Cultists seek an orrery with the power to change the stars, to hasten a conjunction that will free their master
- Bandits unearth a Tempest Lord weapon and threaten Stonetop with it
- A **hdour** (page 234) seeks to revive a vitrified Maker

Themes

Pick, or roll 1d12.

1d12	THEME
1	Elemental forces and **primordial power** (page 298): wielded and harnessed, perhaps imperfectly
2	Storms: thunder and lightning, wrath and fury, power unleashed
3	The heavens: weather and clouds, sky-islands, stars and celestial bodies
4	Sailing: seas and ships, navigation and exploration
5	Machines and devices, **aetherium** (page 404) and stored energy
6	Curiosity/experimentation/invention/hubris
7	Loss of control: unexpected consequences/berserk rage/cataclysmic failure/experiments run amok
8	An empire collapsed: conquering armies, colonies, plunder, lost glory, resentment
9-12	Sized for giants, and roll 1d8 again

Sites

Pick, or have someone roll the Die of Fate.

1d6	SITE
1-3	**Lingering signs** of their presence (see below)
4-6	A **ruin** (page 402)

Lingering signs

Pick, or have someone roll the Die of Fate.

1d6	SIGN
1	A place bearing **scars of unchecked power** (next column)
2	**Fragments of a ship or sky-island** (next page)
3-4	**Enigmatic structures** (next page)
5	An **elemental spirit** (page 360) of sky, storm, weather, etc.; bound and tethered
6	Ruins of other **Makers** (page 264) or the **Barrow Builders** (page 34): blasted, shattered, vitrified

Scars of unchecked power

For example:

- A crater, lousy with fulgurites and shards of glass
- A fractal, branching pattern etched in a bare expanse of stone
- A rune-etched menhir or large hunk of **makerglass** (page 388), near which some fundamental law or force (time, gravity, space, light, etc.) is warped
- A barren stretch of glass pebbles, strangely colored and always warm
- The **vitrified** (page 408) remains of a Maker, a monster, a small army, etc. Crude glass shapes hinting at what they once were, flash-frozen in time

Places scarred by such power might very well be **radioactive** (page 407), **haunted sites** (page 72), and/or corrupted by **the Things Below** (page 412).

Fragments of a ship or sky-island

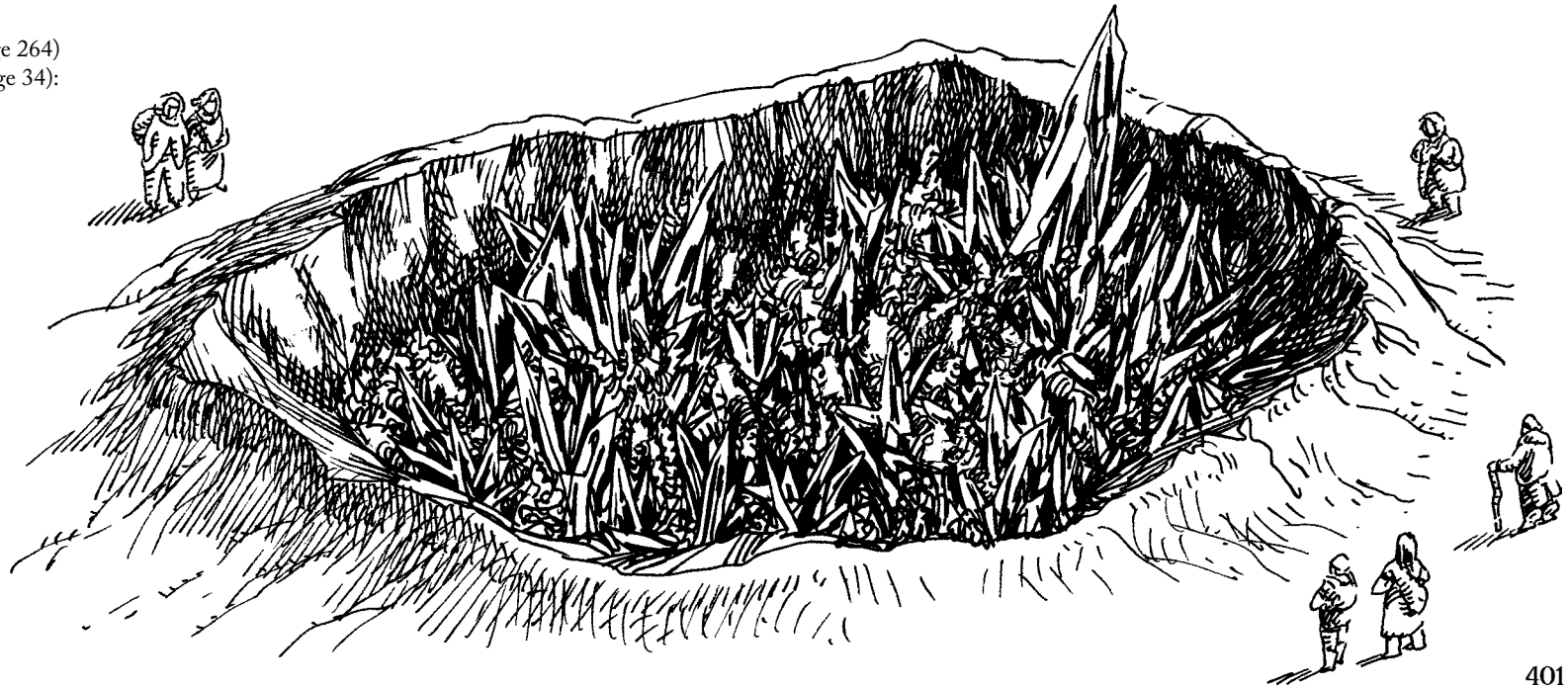
For example:

- A ship's hull, mostly buried but somehow still intact
- A torn sail of **aetherium** (page 404) mesh, strapped to a rusty metal cross
- Strange objects, strewn about and long-buried: a crumpled brass cylinder, an etched metal disk, an oversized ship's wheel, a rudder, etc.
- A rocky outcrop, the stone alien to the surrounding terrain, tilted at an odd angle
- A cracked slab of granite, big as the granary and shot through with aetherium, floating a few feet above the ground and spinning listlessly
- Slabs of worked stone: broken, buried, and scattered, like a child's toy dashed from impossible heights

Enigmatic structures

For example:

- Iron spires, like hollow rusted trees, placed in a line across the landscape
- A black cube the size of a house; when lightning strikes, the earth lights up for miles with glowing lines that fade over the next few minutes
- Stone plinths along a ridge line, some of them topped with 6-foot-tall sculptures, like tulips, spinning in the breeze
- Copper cylinders, each maybe 8 feet tall and caked in verdigris; mostly buried in white and chalky soil
- Megaliths, etched with ideographs that describe the motions of the stars
- A bronze plaque upon a stone slab, the only notable feature for miles; untouched by lichen; deeply etched ideographs begin with the phrase, "This is not a place of honor"



A ruin

Pick or roll for THEMES (page 399), STRUCTURE, PURPOSE, ARCHITECTURAL ELEMENTS, and CONDITION. Place the ruin in an appropriate terrain (see page 126 for the **Flats** and page 350 for the **South Manmarch**, but Tempest Lords ranged far and wide). Populate it with **lingering signs** (page 400), **artifacts** (page 406) and/or **dangers** (page 407) of the Tempest Lords or the appropriate region.

1d12	STRUCTURE
1-2	Cluster of smaller buildings around some central feature
3	Single, larger building (block, dome, ziggurat, etc.)
4	Bunker/vault carved into the stone
5	Platform/amphitheater/terrace(s)
6	Tower/spire
7-9	Sky-island, crashed/grounded (and roll d6 again)
10-11	Sky-island, afloat but anchored/fixed over a particular place (and roll d6 again)
12	Sky-island, free-floating across the landscape (and roll d6 again)

1d12	PURPOSE
1-2	Dwelling (home, barracks, dormitory, etc.)
3-4	Infrastructure (cistern, sewer, lighthouse, harbor, etc.)
5-6	Storage (vault, batteries, warehouse, library, museum, etc.)
7-8	Production (generator, workshop, shipworks, factory, farm, etc.)
9-10	Study/Experimentation (laboratory, observatory, orrery, etc.)
11-12	Enigma (magical device, artistic endeavor, etc.)

1d12	ARCHITECTURAL ELEMENTS
1-2	Metal beams/cables/lattices/trusses
3-4	Open spaces: shafts, atriums, vaulted ceilings, overlooks, windows, skylights
5-6	Lines of power: **aetherium inlays** (page 341), runes, conduits, nodes, currents
7-8	Stylized mosaics/statuary: geometric patterns, fractals, celestial bodies, angelic beings, ships
9-10	Brass fixtures, pipes and pumps, water and steam, gears and flywheels
11-12	Verticality: standing stones, menhirs, obelisks, towers, spires, masts

Most Maker-ruins are sized for giants—people two or even three times as tall as humans—but often with smaller-scale rooms, passages, and so forth for their servants.

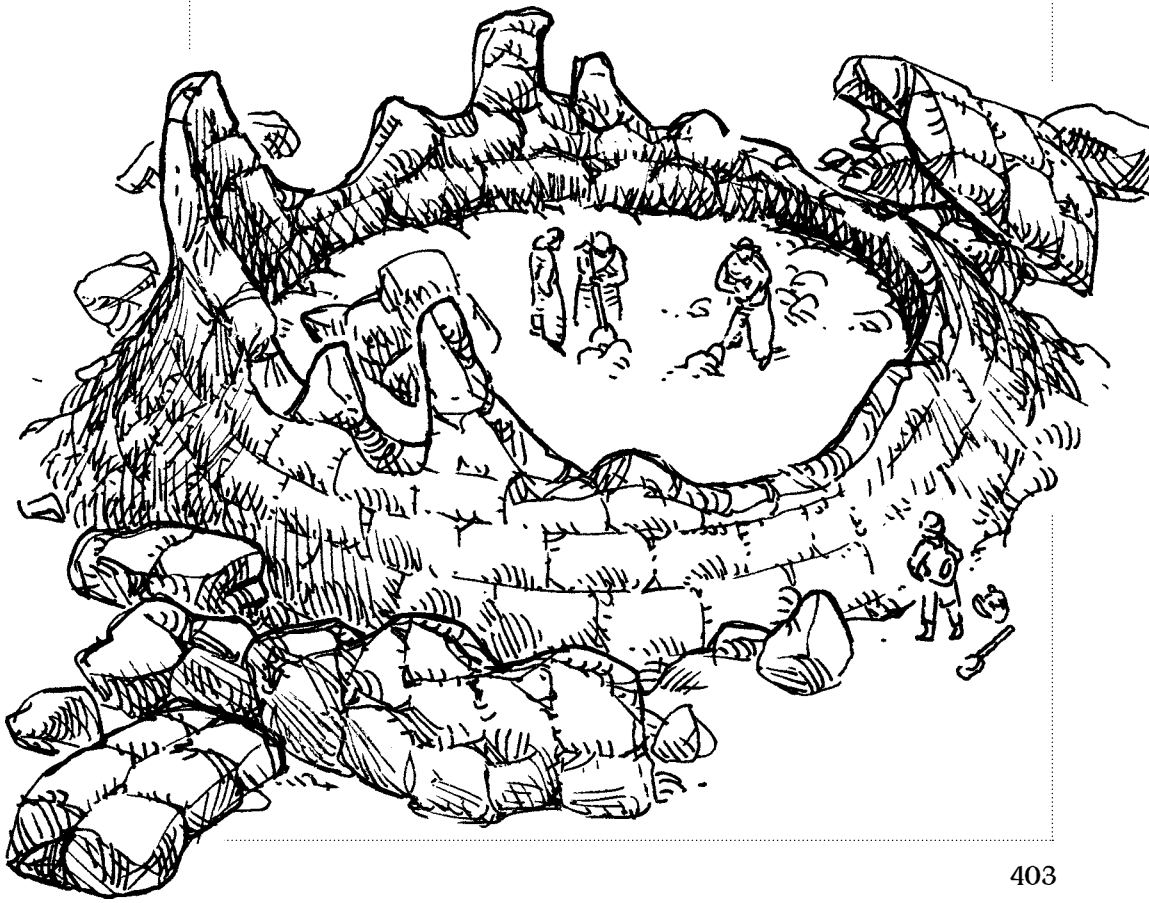
1d12	CONDITION
1-4	Shattered and laid waste by time, disaster, or vandalism; mostly buried, overgrown, collapsed; its purpose unrecognizable
5-8	Crumbling, largely buried, overgrown, or hidden away
9-10	Buried, overgrown, or hidden, but mostly intact
11-12	Fully visible and strangely well-preserved

For more examples, see the **Ruined Tower** (page 332).

*One of the PCs is heading to **Titan Bones*** (page 448)*, and I'd like some sense of what's out there. I think it holds a Tempest Lord ruin, probably once associated with Stormcatcher and the now-**Ruined Tower*** (page 332).

I roll a 3 for theme ("the heavens: weather and clouds..."), a 4 for structure ("bunker/vault"), a 3 for purpose ("infrastructure"), and an 11 for architectural elementals ("verticality"). I then roll a 5 for condition ("largely buried... hidden"). I ponder a bit and come up with this:

Stormcatcher erected a spire on Titan Bones, like a lighthouse, topped with an aetherium weathervane that modulated the weather. When the Stone Lords' rebellious servants attacked, the tower's custodian took the weathervane and hid beneath the spire. The spire fell and the custodian was trapped. All that remains are scattered stones and a circular foundation. And beneath centuries of dirt and rubble, there's a locked trapdoor. It reveals a spiral staircase, a deep shaft, an intact cellar, a skeleton, and an aetherium weathervane.



Aetherium

An alloy of copper and lightning. Pure aetherium is light, soft, and ductile (similar to tin), but the Tempest Lords and **Forge Lords** (page 156) could further alloy it or manipulate it with magic to have a wide range of properties and uses.

Pick or roll for FORM and CHARACTERISTIC.

1d12	FORM
1-3	Raw material (ingot/spool of wire/rod/plate/lamé/shard/etc.)
4-5	Enigmatic shape (torus/orb/tube/hoop/runes/etc.), its purpose unclear
6-7	Mundane object (tool/vessel/lantern/etc.), though perhaps not recognized as such
8-9	Art or decoration (jewel/statue/inlay/torc/amulet/ring/etc.)
10	Clothing/armor (robe/tunic/apron/cuirass/brigandine/etc.)
11	Weapon (spear/arrow/sword/maul/shield/trident/wand/etc.)
12	Construction (archway/truss/beam/door/plating/pipes/etc.), likely *immobile*

Consider rolling 1d6 to inform size/scale.

1d12	CHARACTERISTIC
1	Breathtakingly beautiful
2	Hard and strong as bronze
3	Absorbs/stores/discharges/transforms an elemental force
4	Suppresses/repels/directs/impedes a particular element/force
5	Vibrates in ways that interact with spirits/magic
6	Extremely light/levitates/defies or reverses gravity
7	Attunes to another item/locale, for communication/detection
8	Roll 1d8 twice
9	Unstable, prone to discharge/failure (*dangerous*) and roll d8 again
10	Relatively soft/ductile/malleable (*crude*)
11-12	Roll again with 1d8, but it becomes unstable and/or soft (as above) after any serious use

Making aetherium

A clever arcanist might rediscover the process of making aetherium. To do so, you must…

- ☐ Study a largely-intact aetherium crucible for a few weeks
- ☐ Study both active and depleted aetherium for a few weeks
- ☐ Consult a knowledgeable metalsmith (or be one yourself)
- ☐ Acquire the appropriate chemics (Value 0) and a sizeable mass of copper (Value 1, *immobile*)
- ☐ Devise some way to introduce lightning to molten copper
- ☐ Risk injury, fire, destruction, and failure

When you ***meet all the requirements***, you can transform a ◇ purse of coppers (Value 0) and the appropriate chemics (Value 0) into an ◇ ingot or casting of pure aetherium (*magical*, *crude*, possibly dangerous, Value 1 to those-who-know). The process is risky; you are Defying Danger each time you undertake it.

To imbue aetherium with one of the CHARACTERISTICS above, you'll need access to a trove of Tempest Lord or Forge Lord lore, at least. Beyond that, **Make a Plan** with the GM.

· STEADING IMPROVEMENT ·

☐ **AETHERIUM CRUCIBLE**

Requires all of the following:

- ☐ Learning the process of **making aetherium** (at left)
- ☐ Learning to imbue aetherium with at least one special CHARACTERISTIC
- ☐ A reliable means of capturing, storing, and directing lightning that strikes the Stone
- ☐ Securing a steady supply of the chemics needed to make aetherium
- ☐ Securing a steady supply of copper
- ☐ An exceptional smith who knows the secrets of aetherium

When you ***mark all the requirements***, add "Aetherium Crucible" to the Resources list and the map. As long as you trade aetherium to the outside world, increase Prosperity by 1.

Henceforth, small amounts of raw aetherium (*magical*, Value 1) are commonly available in Stonetop, and you have advantage to **Trade & Barter** for the aetherium items with special characteristics (+2 Value).

Artifacts

Various treasures

- A small lump of aetherium (Value 0 to most, Value 1 to those-who-know)
- An ◇ oversized aetherium spear-head, dull and soft (*awkward*, *crude*, Value 1)
- A big brass locket, with a needle inside that points towards a specific Tempest Lord site (Value 2)
- A few ◇◇ bolts of canvas, the material unfamiliar but very sturdy (Value 2)
- A thunderstorm trapped in a big ◇◇ **makerglass** (page 388) bottle, capped with aetherium (*dangerous*, Value 3)
- A few tarnished silver coins from the Tempest Lords' empire (Value 1 to most, Value 3 to the right collector)
- A ◇ codex of thin, metallic sheets, stamped with star charts and Tempest Lord ideographs (Value 3)
- A wall-sized bronze plaque, showing a map of the entire Tempest Lord empire (*immobile*, Value 4)

Aetherium urn

◇, *magical*, *dangerous*

The lid is held fast by no apparent means. It takes some effort to pry open and eagerly snaps back into place.

When ***the urn is open and empty***, it draws raw elemental force into it like a lodestone draws iron. With the lid in place, the force is safely stored. If the urn is damaged or dented (not hard), any stored force escapes, violently.

Bronze ring

◇, *magical*, *fireproof*, hours

About 8 inches in diameter, an inch thick throughout, scorched and smeared with ash. A button protrudes, with a Tempest Lord glyph that might mean "stubborn."

When you ***find the ring***, it has enough power to run for 1d4-1 hours.

When you ***press the button***, the ring fixes in place, defying gravity. It simply will not budge. The effect ends if the ring is bent or broken, or when it runs out of power. There's no obvious way to end the effect early. When ***the ring runs out of power***, the button pops out and the effect ends.

When ***you heat the ring in a forge or kiln*** for about eight hours, it gains an hour of use (up to 3 hours).

Floating sash

magical

A length of bluish-white lamé, maybe 6 inches wide by 6 feet long, snaking about in the air. Like a belt, but for someone far larger than you.

When you ***wrap the sash securely around your waist***, it buoys you against falls—you never fall faster than if you had fallen your own height.

Silvery tuning fork

magical, *loud*

When you ***strike this tuning fork against a hard surface***, it emits a loud tone for about a minute. Nearby (*reach*, *area*) magical effects and creatures become visible: shaking, vibrating, distorted. The noise draws the attention of any spirits or magically attuned beings for miles around.

Storm-cloud potion

magical, *fragile*

A glass vial of dark-grey liquid, roiling and shot through with sparks.

When you ***drink a storm-cloud potion***, lightning courses through you. Take 1d10 damage (ignores armor) and mark a debility. Should you survive, hold 3 Storm.

While you ***hold any Storm***, you cannot feel pain or fear, tell friend from foe, speak coherently, or exercise patience or care. Add your Storm to your Armor, and your melee and thrown attacks do +Storm damage (+*loud*, +*forceful*).

When you ***reduce someone or something to 0 HP***, lose 1 Storm.

Minor arcana

Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1	**A half-buried plaque** (page 510)
2	**A cloak, richly embroidered** (page 522)
3	**A corroded spearhead** (page 531)
4	**A copper-banded staff** (page 531)
5	**An odd conveyance** (page 532)
6	**A bow with no string** (page 532)

Major arcana

These might very well be associated with the Tempest Lords.

- The **Azure Hand** (page 574)
- **Ineffable Words** (page 568)
- **Storm Markings** (page 566)

Dangers

Monsters and entities

- A **thunder drake** (page 135) or **luglfsk** (page 92), drawn to aetherium
- **Ghosts** (page 76) or **revenants** (page 80), victims of the Tempest Lord's experiments, callousness, or wrath
- An **archon** (page 302), ensuring some Tempest Lord artifact goes unused
- An **elemental spirit** (page 360) or a **fundamental** (page 312), tethered to a device or artifice
- A **primordial entity** (page 298) or something **corrupted** by the Things Below (page 432), **vitrified** (page 408) and held in stasis.

Radiation

Sometimes, the Tempest Lords unleashed such terrible power that it poisoned all it touched: soil, bone, stone, metal. Poisoned them all so deeply that now, still, centuries and centuries later, those things poison all that draws near.

Such poisonous places are often corrupted by the **Things Below** (page 412). But even when they are not, they are dangerous.

- Point out flora or fauna, stunted and strange
- Make their skin itch, make them feel unwell
- Inflict a debility that refuses to go away
- Have symptoms appear (or return) hours or days after exposure
- Have symptoms linger or worsen, perhaps for months

PCs or NPCs exposed to such radiation are prone to developing terrible, wasting illness, months or years later. Write this up as a threat (an *affliction*).

Vitrification

A few Tempest Lords could call up a bolt of power so raw and potent that it would turn whatever it touched into glass. It was dangerous for even them to use, but no foe could stand against it.

It's possible that some device still exists that can unleash this sort of power. If so, treat it as a threat (a *MacGuffin*; **Instinct** to tempt people into using it). It would require vast amounts of energy and involve extraordinary risks.

When you ***are struck by a vitrifying bolt***, reduce your HP to 0 and roll +CON: **on a 10+**, you merely suffer terrible burns and will soon be at Death's Door; **on a 7-9**, you and your possessions are turned to jagged glass, but you might be restored; **on a 6-**, you die but your corpse, your soul, and your possessions are also turned into jagged glass—should the vitrification be reversed, it's as though you rolled a 6- on Death's Door.

Vitrification can be reserved, but you must decide how it's done. Perhaps it involves:

… vast amounts of power and great risk;
… a sympathetic link to the victim, or whatever vitrified them in the first place;
… the intervention of a powerful **god** (page 178) or **primordial entity** (page 298);
… spilling the life-blood of your kin upon the jagged glass;
… a spell of transference, where someone else becomes vitrified instead;
… a spiritwalker releasing the vitrified soul, and guiding it to a suitable vessel;
… something different for each victim, or for each source of vitrification;
… some combination of the above; or
… something else entirely.

Elemental vortex

Picture a filigree sphere of aetherium, maybe 6 inches across, a glowing mote swirling at its center. This device—called a matrix—binds an **elemental spirit** (page 360) and absorbs a particular force, with which the spirit is able to manifest a swirling vortex.

A spirit bound to a matrix must follow any orders given in the Tempest Lord's primordial language. As few alive can give them such orders, any matrices encountered will likely be acting on orders from centuries ago.

Power and size: Each matrix absorbs a particular type of power, and current HP of its vortex reflects its current power. As a vortex gains or loses HP, its size, armor, and damage change as well. At 0 HP, it dissipates and its matrix falls to the ground, inert until it absorbs more HP.

Pick or roll to determine a vortex's starting size, HP, Armor, and Damage.

1d12	HP	STATS
1-4	1 to 5	*tiny*; Armor 1; Damage d8-2 (*hand*)
5-7	6 to 11	*small*; Armor 2; Damage d8 (*hand*)
8-9	12 to 18	Armor 2; Damage d10 (*hand*, *close*)
10-11	19 to 23	*large*; Armor 3; Damage d10+3 (*hand*, *close*, *reach*, *forceful*)
12	24 to 28	*huge*; Armor 3; Damage d10+5 (*hand*, *close*, *reach*, *area*, *forceful*)

Attacking the matrix: A matrix itself has only 3 HP. If reduced to 0 HP, the spirit within escapes, dealing the vortex's current damage (+*area*, one range tag greater than normal).

When ***a PC tries to strike the matrix inside an active vortex***, the vortex's Armor applies. Also, tell them the requirements and/or consequences. such as:

- You'll have disadvantage to Clash/Let Fly/deal damage
- You'll need to create or wait for an opening, where the matrix is exposed
- You'll need to get in close/let it engulf you
- You'll need a longer/heavier/*magical* weapon
- You'll risk losing/ruining your weapon
- You'll suffer its attack, no matter what

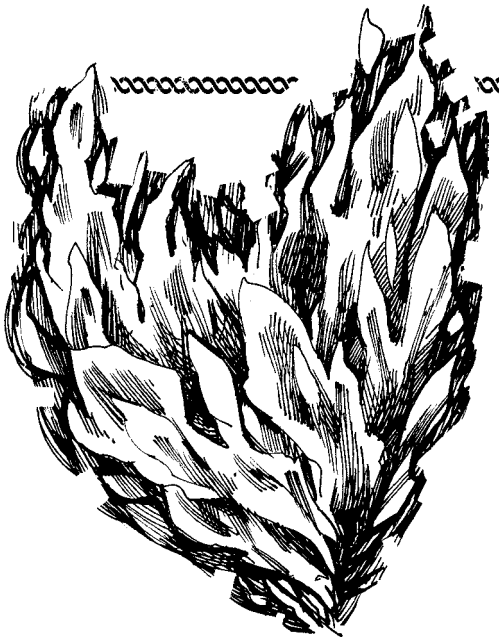
Pick options based on the nature of the vortex, the PC's weapon, and the rest of their fictional positioning. The larger the vortex, the harder it is to strike the matrix.

Earth vortex

Solitary, size by HP, *spirit*, *construct*, *amorphous*, *grumpy*, *clumsy*
HP varies; **Armor** by HP, +1 (made of rock)
Damage smash (damage and tags by HP)
Special qualities half damage from stabbing or slashing weapons (unless *magical*)
Instinct to topple and undermine
- Manifest a churning mass out of nearby earth, sand, and rocks
- Pin a smaller foe (+*grabby*)
- Grind a pinned foe, dealing damage w/advantage (+*messy*)
- Ruin a sturdy object or structure (costs 1d4 HP)
- Shake the earth (+*area*, +*forceful*, one range greater than normal; costs 1d4 HP)

An earth matrix absorbs power from pressure, blunt force, and seismic activity. It gains 1d4 HP from a week buried under earth or stone, from being at the bottom of a rockslide or cave-in, or from touching the ground during a major earthquake (not one it created).

When you ***strike an earth matrix with a bludgeoning attack***, it takes no damage. If the blow was forceful and its vortex has 10 HP or less, it gains 1 HP. (The vortex itself has no such immunities, smash away!)



Fire vortex

Solitary, size by HP, *spirit*, *construct*, *amorphous*, *intense*, *aggressive*
HP varies; **Armor** by HP
Damage flames & fire (damage and tags by HP, +*dangerous*)
Special qualities fireproof; harmed only by *magical* attacks, water, or smothering
Instinct to consume
- Set nearby combustibles alight
- Manifest a vortex out of nearby fire, cinder, smoke, and ash
- Extinguish fires, absorbing their power (*near*, *area*)
- Engulf a smaller foe (+*messy*, +ignores armor)
- Fling flames (+*near*; costs 1d4 HP)
- Leap across a barrier (but lose 1d4 HP)

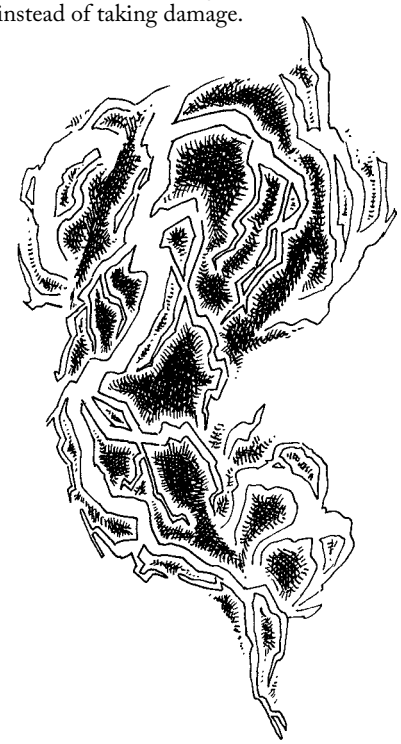
A fire vortex absorbs power from heat and flames. It gains 1d4 HP by spending a day in an oven or an hour in a forge or kiln, or by absorbing a raging fire.

When you ***target a fire vortex or its matrix with* magical *fire or heat***, it takes no damage. If the vortex has 18 HP or less, it gains 1d4 HP instead.

Lightning vortex

Solitary, size by HP, *spirit*, *construct*, *amorphous*, *brash*, *arrogant*
HP varies; **Armor** by HP
Damage zap (damage and tags by HP)
Special qualities flies; harmed only by *magical* attacks
Instinct to lash out
- Manifest a crackling pillar of lightning
- Change position, incredibly fast (costs 1 HP)
- Stun someone that they zap (costs 1d4 HP)
- Fling a lightning bolt (+*near*, +*forceful*, +*loud*, ignores armor; costs 1d4 HP)
- Tear the lightning from unattended aetherium, gaining 1d4 HP

A lightning vortex absorbs power from, well, lightning. When it is struck by lightning (mundane or *magical*), it gains HP instead of taking damage.



Water vortex

Solitary, size by HP, *spirit*, *construct*, *amorphous*, *relentless*, *callous*
HP varies; **Armor** by HP
Damage pummel (damage and tags by HP)
Special qualities harmed only by *magical* weapons, cold, or *forceful* blunt attacks
Instinct to adjust, flow, and adapt
- Manifest a churning wave out of water it touches
- Vanish into/burst out of a body of water
- Engulf a smaller foe (+*grabby*, see below)
- Surge past foes, dragging them off their feet (+*area*, +*forceful*, costs 1d4 HP)
- Move across a porous surface (costs 1d4 HP)

A water matrix absorbs power from currents, tides, waves, and falling water. It gains 1d4 HP from a few days in a flowing stream, a few hours in a rushing river, or a few minutes in rapids or a major waterfall.

When you ***are engulfed by a water vortex***, hold 1d4 Breath. When you ***make a move while engulfed***, and that move involves a roll, spend 1 Breath or mark a debility after rolling. If you can't do either, you drown and are at Death's Door.

Wind vortex

Solitary, size by HP, *spirit*, *construct*, *amorphous*, *restless*, *fickle*
HP varies; **Armor** by HP
Damage lashing grit/debris (damage and tags by HP, but w/disadvantage)
Special qualities flies, harmed only by *magical* weapons, salt, or lead
Instinct to play
- Manifest a vortex of churning wind, grit, and debris
- Engulf a smaller foe (+*grabby*)
- Carry an engulfed foe aloft (costs 1d4 HP)
- Fling objects (+near; costs 1d4 HP)
- Flee when hurt, frightened, or bored

A wind matrix absorbs power from moving air. It gains 1d4 HP from weeks exposed to normal weather, an hour in high winds, or a minute or so in a tornado.

When you ***strike a wind vortex with a salt or lead***, it takes 1d4 damage from a handful, 2d4 damage from a ◇ item, and 3d4 damage from a ◇◇ item or amount.

The Things Below

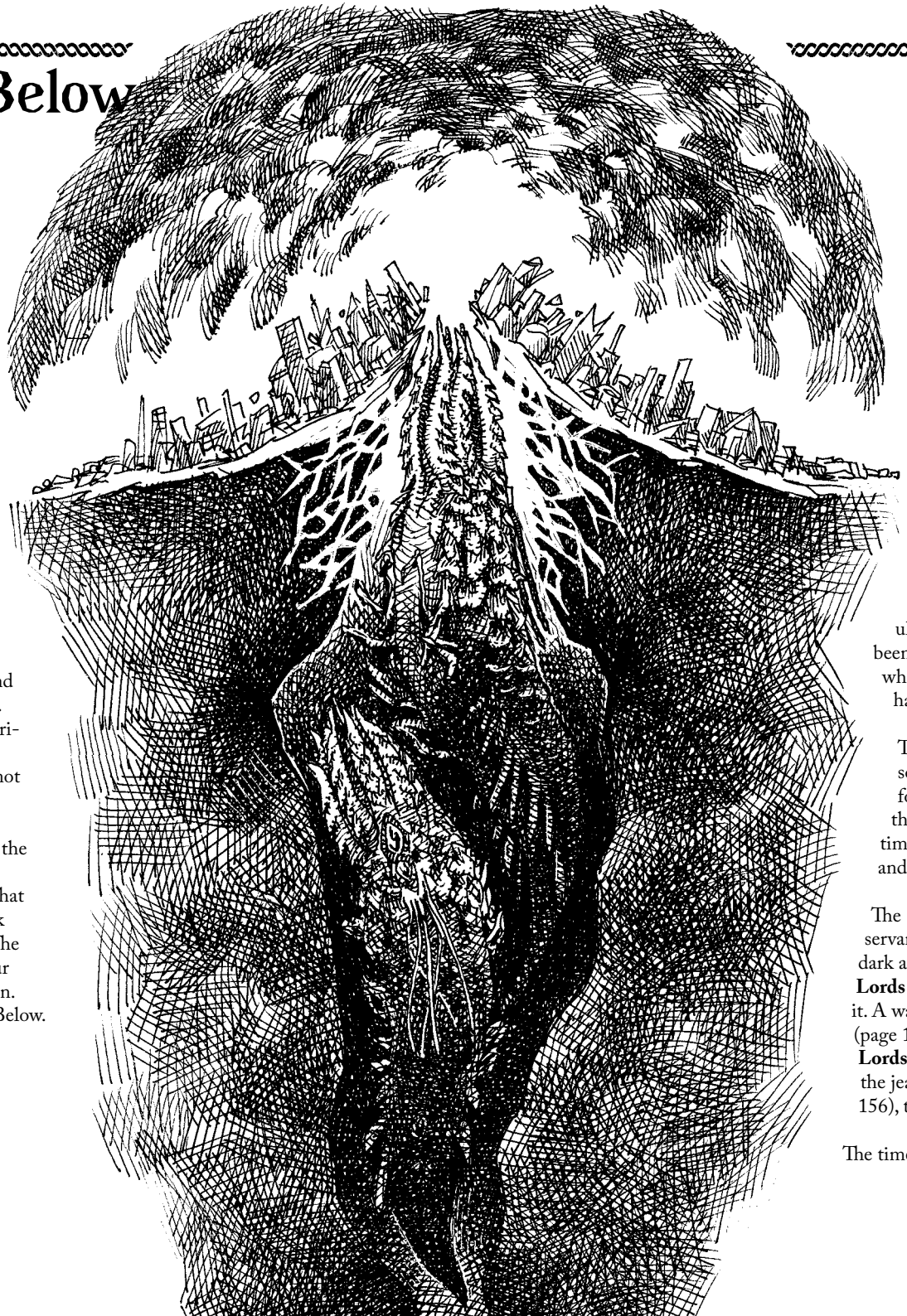
They are older than the world. They are **primordial entities** (page 298) of darkness, chaos, and corruption.

When light first filled the void, they were huddled in the shadows. When matter coalesced, they were there, chewing at its edges. When the First Creators thought "I am me" and named themselves, Those Who Dwelt in Darkness sought their ruin. They whispered lies and stoked egos. They urged the Creators to war amongst themselves. To lay waste to their creations. To let chaos reign.

But the First Creators saw the lies for what they were. They saw the danger posed by the Eldest of Evils. But they saw, too, the utility of such deception.

And so, the Creators laid a trap. They came together to forge the world itself: matter and energy, land and sea and sky, life and death. They set in motion a system so vast and intricate and wondrous that They Who Whispered could not help but be jealous, could not help but try to destroy it.

When the Terrible Ones moved to destroy the world, the First Creators sprung their trap. They folded the world around the Things That Knew Only Hate, sealed them away in rock and stone, bound them in the earth itself. The world— this world, what would become our world—became their tether and their prison. And they, so shackled, became the Things Below.



The Time of Cataclysm

No prison is perfect. With the slow turn of ages, the bindings weakened. The Things Below whispered once again, and those whispers found ears.

The **Stone Lords** (page 382) learned firsthand the chaos that those whispers could unleash. They found the cracks in the world-prison and laid great seals upon them. For a time, the whispers were quiet.

But the **Green Lords** (page 210) remembered those whispers and what they promised, and called upon the Things Below to crush the traitorous **Fae** (page 94). The Green Lords were ultimately defeated, but the real damage had been done: the bindings were weakened. The whispers of the Things Below had returned, had become a song.

The Stone Lords' own servants heard that song. Sorcerers arose among them, gathered followings, then cults. In secret, they laid their plans and spread their lies. When the time was right, the sorcerers broke the seals and ushered in the Time of Cataclysm.

The Stone Lords' cities sank. Mobs of their servants turned against them. In the north, a dark and terrible howling arose and the **Rime Lords** (page 316) sacrificed themselves to stop it. A wave of horrors burrowed up from the **Flats** (page 126), bringing the last of the **Tempest Lords** low (page 398). The Things Below stoked the jealousies and fears of the **Forge Lords** (page 156), turning them against each other.

The time of the Makers was over.

The current age

In the aftermath of the Makers' fall, the would-be sorcerer-kings of the **Barrow Builders** (page 34) came to dominate the World's End. For generations, the region—and perhaps the wider world—knew only horror, and suffering, and war.

And yet: the power of the Things Below waned. For centuries now, they have lain mostly quiet in the earth. What brought those dark times to an end? That's for you and your table to decide, but perhaps…

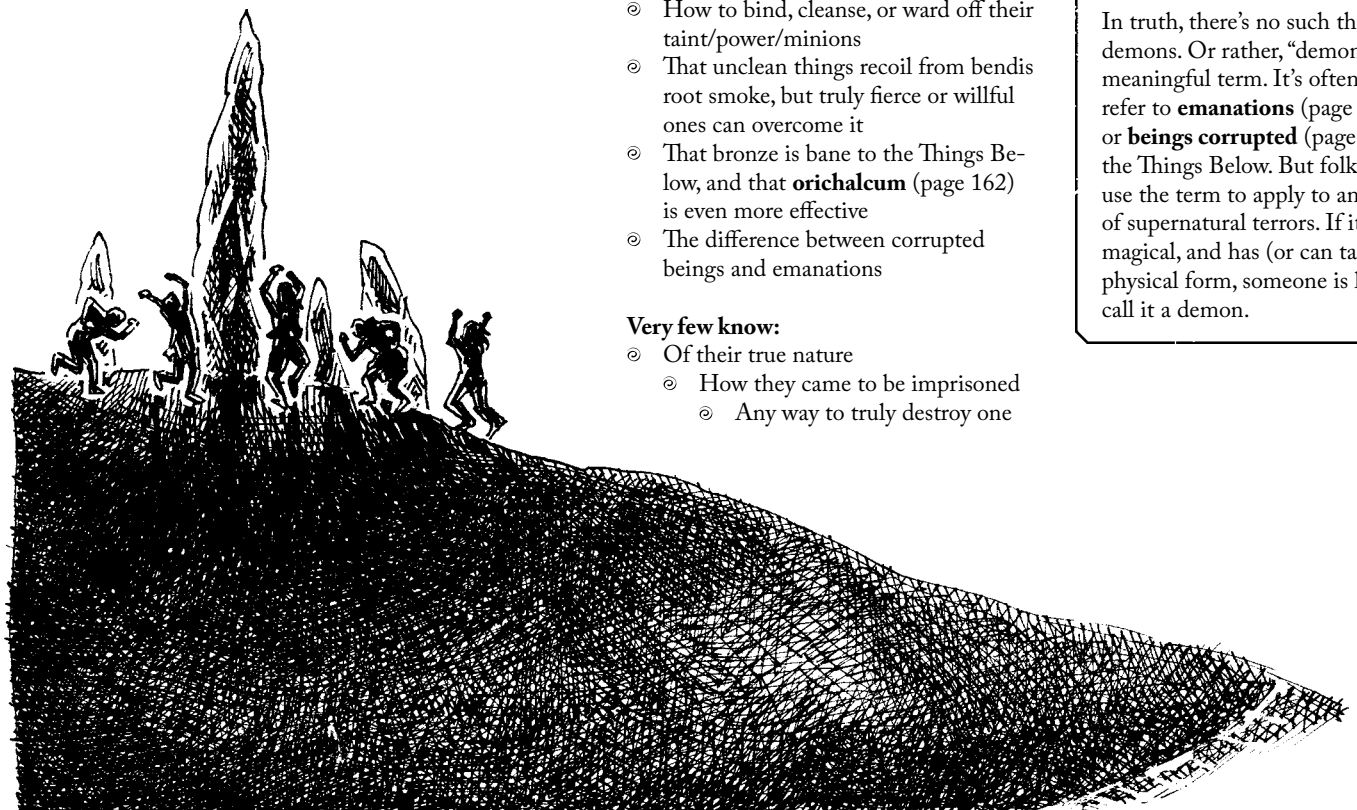
… the **gods** themselves (page 178) intervened;
… mortal heroes worked a great binding, empowered by great sacrifice;
… the brave and the desperate rose up across the land, toppling sorcerers and banishing horrors one-by-one;
… the world began to heal itself and renew its bindings;
… the Things Below—sated on destruction and woe—simply tired and withdrew;
… some combination of the above; or
… something else entirely.

Whatever caused the Things Below to fall back, their retreat was incomplete. Some places remain touched by their influence, some creatures stained to the heart. Objects of power linger, corrupting the unwitting, and some of these—like the sorcerers of old—dance in the dark to a nightmarish tune.

Of late, within the past generation or so, tremors have coursed through different quarters of the World's End. Do prisoners in the depths strain once more against their shackles?

Hooks

- A local unwittingly offers sacrifice to a corrupted spirit, gaining power; the spirit asks for (and offers) more
- A conundrum vexes the PCs; consulting **a black menhir** (page 425) might help
- **Crinwin** (page 58) have started to worship at a **corrupted site** (page 422) becoming corrupted in turn
- **An antiquarian** (page 260) is secretly a thrall to a Thing Below, and seeks to unleash a more powerful servant
- A spot in the fields around Stonetop goes bad, festering like an infected boil, corrupted by a discarded artifact



Lore

Everyone knows:
- Evil things are bound deep within the earth
- Sometimes, they send forth demons to wreak havoc upon the world
- Deep water is the most likely place for such horrors to emerge
- **Marshedge** (page 274) keeps such horrors at bay by constantly burning bendis root

One might know:
- About the Time of Cataclysm and what came after
- The name, titles, aspects, powers, or minions of a given Thing Below
- How their power corrupts places, artifacts, people, beasts, and spirits
- How to bind, cleanse, or ward off their taint/power/minions
- That unclean things recoil from bendis root smoke, but truly fierce or willful ones can overcome it
- That bronze is bane to the Things Below, and that **orichalcum** (page 162) is even more effective
- The difference between corrupted beings and emanations

Very few know:
- Of their true nature
  - How they came to be imprisoned
    - Any way to truly destroy one

Questions

- What frightening tale from childhood featured the Things Below?
- What little thing do villagers do to ward off their attention or influence?
- When did you first feel their presence? What happened? What still haunts you about that experience to this day?
- What place nearby is said to be tainted by their influence? What sign marks it as such?
- How do the locals speak of them? In hushed tones? In dire sermons? Somewhere in between?
- When was the last time the village dealt with a demon, cult, or sorcerer?

Demons

In truth, there's no such thing as demons. Or rather, "demon" is not a meaningful term. It's often used to refer to **emanations** (page 436) of or **beings corrupted** (page 432) by the Things Below. But folks might use the term to apply to any number of supernatural terrors. If it's hostile, magical, and has (or can take) a physical form, someone is likely to call it a demon.

Themes

When you introduce a Thing—or more likely, when you introduce a site, artifact, or danger associated with one—choose or roll 2 or more prompts from the THEME table here. Combine the results and see where they take you. Alternatively, pick one of the **established Things Below** (page 419), and use its themes.

1d12	THEME
1	Darkness/cold/despair: the swallowing of light, warmth, and hope (obsidian, hoarfrost)
2	Denial/shame/secrets/deceit: the rejection of truth, forgiveness, trust (pearls, eyes, masks)
3	Delusion/delirium/nightmare: the loss of self, the breaking of minds and wills (quicksilver, mirrors, reflections)
4	Hunger/need/addiction: lack and desperation, the howling want (wind, fangs, meat)
5	Cruelty/torture/violence/rage: the urge to hurt, kill, and dominate (red crystal, spilled blood)
6	Destruction/chaos/ruin/ignorance: the tower crumbling; anxiety and loss (fire, ash, dust)
7	Wounds/injury/pain: the rending of flesh, the breaking of bone (blood, bones, claws, blades)
8	Corruption/disease/decay: the loss of strength, wholeness, wellness (vermin, poison, acid, filth)
9	Gluttony/greed/jealousy: the need for more, ever more (mouths, serpents, gems, swarms)
10	Confinement/suffocation/pressure/abuse: the crushing weight of helplessness (chains, water, earth)
11	Mutation/transformation/roiling flesh: the malleability of the body (wax, clay, slime, tentacles)
12	Death/undeath/loss/grief: the end of all things, the refusal to let go (skulls, tombs, pyres)

Creating a Thing

As it becomes necessary to flesh out a Thing Below, combine its THEMES (previous page) with 2 or more ASPECTS to inspire your descriptions of it. Choose or roll an INSTINCT, or invent one of your own.

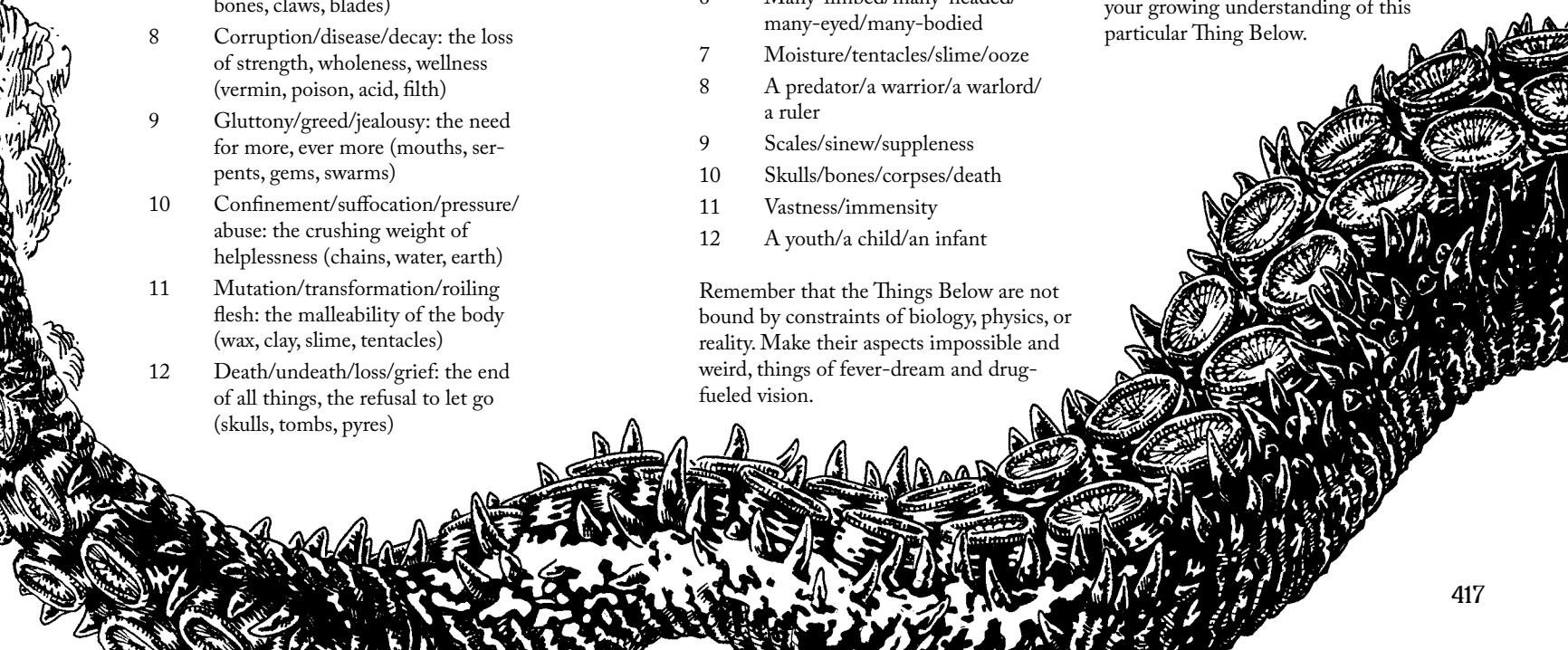
If a Thing Below becomes an ongoing source of problems for the PCs (and it probably will), then give it a name and one or more grandiose titles. Write it up as a threat (a *magical entity*).

1d12	ASPECT
1	Chitin/shell/carapace/armor
2	An elder/a crone/a stooped old man
3	Fire/light/haze/cloud/vortex/void
4	Horns/wings/tail(s)/hooves
5	The inanimate, animated/an amalgamation of things
6	Many-limbed/many-headed/many-eyed/many-bodied
7	Moisture/tentacles/slime/ooze
8	A predator/a warrior/a warlord/a ruler
9	Scales/sinew/suppleness
10	Skulls/bones/corpses/death
11	Vastness/immensity
12	A youth/a child/an infant

Remember that the Things Below are not bound by constraints of biology, physics, or reality. Make their aspects impossible and weird, things of fever-dream and drug-fueled vision.

1d12	INSTINCT
1	To stoke conflict, confusion, distrust
2	To erode hope/faith/honor/self-image
3	To hide/bury/smother things or ideas
4	To deprive others of what they need
5	To inflict harm, cruelly and unnecessarily
6	To desecrate/mutilate/ruin things of value
7	To shock/terrify/horrify others
8	To wantonly devour and consume
9	To befoul and corrupt beauty/strength/dignity
10	To fight and hurt and kill and rage and hurt some more
11	To dominate, punish, and crush
12	To simply destroy, nothing more and nothing less

Tweak the instinct you choose to reflect your growing understanding of this particular Thing Below.



Names & titles

The true names of the Things Below are nigh impossible for humans to comprehend, much less pronounce. What names we have for them are crude approximations. Still, they work well enough to call upon their power.

To name a Thing Below, try one of these:

- Pick an unpleasant word or concept, translate it into a language you and your players don't know ("hunger" >> "Hlad" in Czech)
- Take the name of a supernatural entity from pop culture, literature, or another game; change it a little or a lot ("Dagon" >> "Daagon").
- Combine short, unlikely sounds, often with apostrophes to denote short pauses or inflection ("Hec'tumel")
- Some combination of the above

Then, give each Thing one or more evocative titles, keeping in mind the themes and aspects already established. Look to the lists below for inspiration, altering word forms to suit (i.e., "suppurate" might becomes Suppurating, Suppuration, or Suppurator).

Article/preoposition: the, a, an, who, which, that, of, in, on, through, with, without, o

Verb: bargain, bleed, break, bring, burn, burrow, bury, butcher, chew, consume, crawl, crush, dance, deceive, deny, desire, despoil, destroy, eat, end, engulf, feed, fester, flense, freeze, haunt, hide, hoard, howl, hunger, keep, know, lack, laugh, lie, melt, offer, promise, rage, rend, roil, rot, scatter, scurry, seep, shape, shatter, sing, slaughter, sleep, slough, smother, snuff, spoil, starve, steal, strain, suppurate, swallow, swarm, topple, unravel, wallow, want, weave, whisper, wither, etc.

Adjective: all-consuming, awful, black, blackest, broken, crimson, cruel, dark, dead, desperate, eldest, false, forty, endless, first, forgotten, forlorn, gray, great, hidden, hundred, hungry, implacable, inexorable, lost, mad, many, pale, pallid, red, rusty, secret, terrible, thousand, unkind, unliving, vast, wrathful, yellow

Role: child, daughter, father, heir, herald, king, lady, last, lord, master, mistress, mother, prince, princess, thief, queen, son, tyrant, etc.

Example names

Use these as a starting point to develop your own Things.

- Ha'z-Ra'iel, Herald of Grief, Thief of a Thousand Hopes
- Na'ieraak, the Liar in Shadows, He Who Freezes the Heart
- Unhlef'k, the Nightmare that Eats, the Dream with Teeth
- Ta'l Themyin, Burning Child, Cruel Infant, Prince of Rage
- H'nisat, the Suppuration, the Wound that Festers
- Hakog, False Wind and Last Whisper of Deceit
- Lalacheewa, Who Sups on Ash and Sorrow

For We Are Many

The Things Below are legion, varying wildly in power and predilection, activity and ambition. Some are whispered of by peoples far and wide. Others are local terrors, gnawing at a single thread of the world that binds them.

Following are half a dozen Things Below that may or may not exist in your game.

Daagon, Who Waits in Deep Waters

Threat (*magical entity*)
Themes gluttony/greed/jealousy, roiling flesh/mutation/transformation
Instinct to take from the surface, to never let go

- Send forth minions to do its bidding
- Offer power, wealth, immortality
- Demand a sacrifice
- Twist its servants into wet and wriggling things

Those foolish enough to brave deep water will tell you: something lurks below. Something patient, something vast, an abyssal mouth opening into a belly that can never be filled. Its countless squirming servants brave the dry and choking land to gather flesh, to gather bone. To steal all wealth and beauty. To take lives full of hope and promise, and feed them to the yawning dark wet jaws.

See also: **Blackwater Lake** (page 48), the secrets of **Gordin's Delve** (page 190), and the **Ring of Daagon** (page 560).

El'rash-Orra, Lord of Orbs, the Many-Eyes

Threat (*magical entity*)
Themes denial/shame/secrets/deceit, delusion/delirium/nightmare
Instinct to reveal all manner of ugliness

- Spy on someone's actions, desires, shames
- Give knowledge (wanted or not) via dreams/visions
- Twist someone's senses (of reality, of themselves)

Should you find yourself alone, and yet convinced that you're being watched, it's best not to turn and look. For if you do, you might see a great and disembodied eye. Or worse: a faceless sovereign upon a silver throne, brandishing a silver orb. And should it stand, and let its robes fall open, it will be as the night sky with countless twinkling eyes that see all shames and doubts, all regrets, all guilts and secret fears that have ever been or those that might yet be. Lo! It will show them all to you! Gladly, it will show you! Whether you wish to see or not.

See also: the **Staff of the Lidless Orb** (page 540).

Hec'tumel, Pale Serpent! Slitherer In Darkness! Death Is Its Eyes!

Threat (*magical entity*)
Themes darkness/cold/despair, undeath/death/loss/grief
Instinct to smother life, hope, and light
- Sense powerful longings/emotions
- Offer services, secrets, or power
- Twist a bargain to its favor

'Tis a pale thing, a dead thing, a long reptilian creature with skulls where it should have eyes. It slithers through darksome, bone-strewn caves. Caves that drip with tears and lost hopes. It raised up the first sorcerers, gave them the power they craved. It asked only for little things, harmless things, things they'd never miss. And it delighted, yesss it delighted so, when the gifts it gave brought their recipients low. Brought them low, and everything around them, yesss.

See also: the **Hec'tumel Codex** (page 556).

Hlad, the Devourer, the Eternal Maw

Threat (*magical entity*)
Themes hunger/need/addiction, destruction/chaos/ruin/ignorance
Instinct to consume reality
- Erode strength, wholeness, life
- Draw in the weak-willed
- Grow in strength and power

The Eternal Maw is a hole in reality, a howling vortex of destruction. To hear its song is to know that all things will end, to wish for the respite of oblivion. To look upon it is to see the void, to know the futility of struggle. To touch it is to feel all strength and courage fail, to face a terrible choice. Will you submit to its implacable hunger? Or will you become one of its infinite mouths?

See also: the **Hungering Maw of Hlad** (page 572).

The Things Below

L'bin'bozia, Flesh-Candle, the Wax Skull, Roiling Tomb

Threat (*magical entity*)
Themes roiling flesh/mutation/transformation, confinement/suffocation/pressure/abuse
Instinct to horrify and overwhelm
- Torment with nightmares
- Turn someone's flesh against them
- Offer them respite, at a terrible price

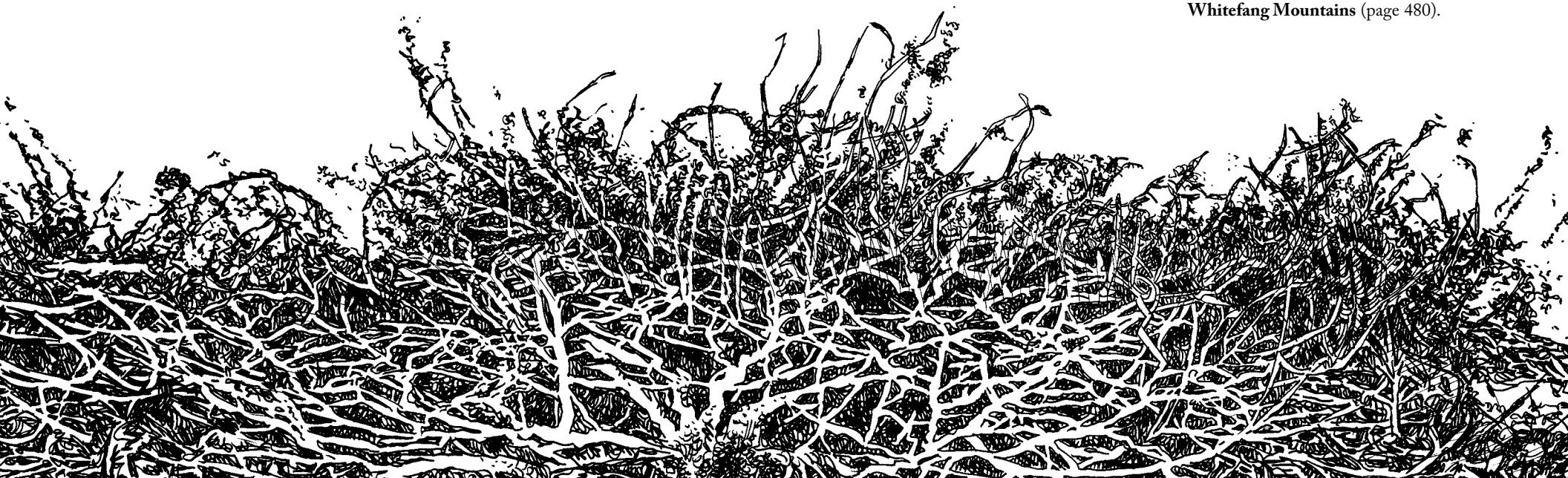
In your dreams, it finds you. It grabs you with a host of hands, thick as tastebuds on a terrible tongue. The hands drag you down through water, through soil and stone, to a tomb of black basalt and splintered bone. They twist your head, unwilling, to look upon your host: a corpse, bubbling and blistering and wreathed in white flame, leering from a chair of squirming limbs, welcoming you to your eternal wretched home.

Y'aaw'kara, the Howling Wind, the Flayer of Flesh

Threat (*magical entity*)
Themes hunger/need/addiction, cruelty/torture/violence/rage, wounds/injury/pain
Instinct to spread pain and misery
- Sense or amplify hunger/fear/anger/pain
- Offer the strength of cruelty
- Inflict the **Howling Curse** (page 492) on someone

To the people of the far north, Y'aaw'kara's voice is constant as the wind. For he is the angry word. He is the gnawing winter hunger. He is the dream of vengeance upon those who have wronged you, or those who simply have more. Greet him, and you shall see a starving wolf with the body of a starving man, bleeding from a dozen wounds. Listen to him, and you shall hear his wheezing breath, howling like a blizzard gale. Invite him in, and never be prey again.

See also: **Barrier Pass** (page 26), the **Whitefang Mountains** (page 480).



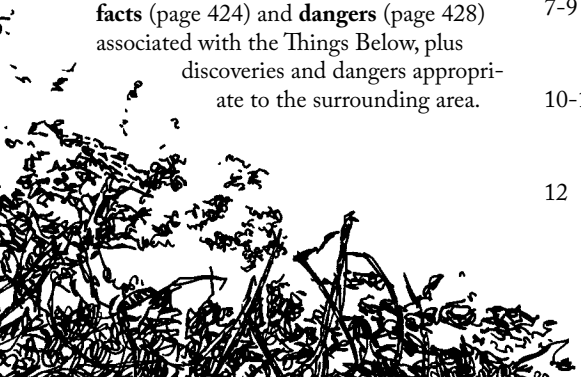
Corrupted sites

These are places where the influence of the Things Below has taken hold, where their power seeps into the world. If the site itself hasn't been established, combine the terrain in which it is located with a FEATURE.

1d12	FEATURE
1	Nothing to mark it but the terrain itself
2-3	A distinctive (un)natural landmark (big tree, natural arch, spring, etc.)
4	Signs of great destruction (ash fields, crevasse, lava flow, mudslide, etc.)
5	A beast's lair/burrow/den
6	A tomb/barrow/memorial, left by the locals or their ancestors
7	An old dwelling/gathering place of the locals or their ancestors
8	A ruin of **the Makers** (page 264), or a lingering sign of their presence
9-12	Deep water, the depths obscure, conceals the site (roll 1d8)

Once the site is established, pick or roll its THEMES (page 416) to identify the nature of the Thing corrupting the place (or, if you know the Thing is one already established, apply its themes to the site).

Pick or roll the CAUSE and SEVERITY of the corruption. Populate the place with **artifacts** (page 424) and **dangers** (page 428) associated with the Things Below, plus discoveries and dangers appropriate to the surrounding area.



1d12	CAUSE
1	Erosion/shifting earth/ the implacable passage of time
2	A failed attempt to wield primordial power
3-5	An artifact/a sorcerer's bones/ remains of a corrupted beast/etc., left to fester*
6-8	An offering of flesh/blood/trauma, intentional or not*
9-10	A summoning/an invocation/ a misguided invitation*
11-12	A seal or binding that kept prior corruption in check, now weakened* (roll d10 again for the original corruption)

* Decide whether this was intentional, or have someone roll the Die of Fate (1-2: intentional; 3-4 misguided; 5-6 accidental/ incidental). If it was intentional or misguided, who did it and why? If accidental, what happened?

1d12	SEVERITY
1-3	A shunned place: full of **disquiet and unease** (page 428), not actively dangerous but where it's easy to draw upon their power
4-6	A hungry place: full of **whispers and visions** (page 428), calling the unwholesome, trapping and consuming the unwary
7-9	A poisonous place: full of **unnatural phenomena** (page 429), corrupting those who visit
10-11	A spawning place: where **emanations** (page 436) congeal and manifest
12	A wound in the world: spreading rot, bleeding horror, getting worse

The dangers from a lower level of severity can be found in higher levels, too. A hungry place is full of whispers and visions but perhaps disquiet and unease as well.

If a corrupted site will be a source of ongoing trouble, write it up as a **threat** (a *MacGuffin*), with an impending doom and grim portents that reflect it getting worse. Look to the list of CAUSES (previous page) for ideas about what could make a corrupted site worse, and what sort of new dangers it might start to manifest.

Cleansing corrupted sites

The Things Below are loathe to relinquish what power they have in the world, but they can be bested with bravery, cunning, and knowledge. Some PCs (like the Blessed) will have powers or arcana that let them bind or contain the evil in a place. Absent such power, the PCs will need to Make a Plan. Consider such requirements as:

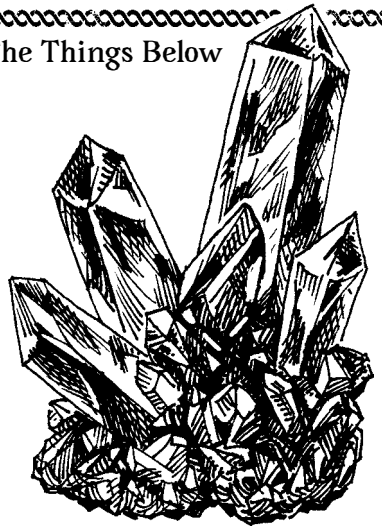
- ☐ You must learn the name of the Thing Below that taints this place
- ☐ You must find the seed of corruption within the site
- ☐ You must create/obtain __, with which to bind the evil (next column)
- ☐ You must repair the bindings that previously held back the corruption
- ☐ You'll need the help of a powerful spirit/Fae
- ☐ It'll take days/weeks of prayer and ritual cleansing
- ☐ You must wait until high noon/the solstice/the equinox/the full moon
- ☐ The best you can do is stop it from getting worse
- ☐ It will require burning sacks of bendis root (Value 2)
- ☐ You'll risk being corrupted yourselves
- ☐ You'll risk making things much worse

To bind corruption, one might use…

… a tree, especially an elder tree;
… a large piece of stone/crystal/amber/ **dark ice** (page 322);
… a ring of runes, deeply etched;
… a spike/vessel of bronze, **orichalcum** (page 162), or **black iron** (page 307)
… a **Fae domain** (page 102);
… a barrow/cairn/vault/urn/vessel, sealed and sanctified;
… a perpetual holy flame;
… the bones of a pure soul, properly carved and prepared;
… some combination of the above; or
… something else entirely.

The PCs are following the river Sruth to its source. I've decided that they'll pass a corrupted site along the river. I've no particulars in mind, so I roll a 6 for feature (tomb/barrow/memorial of the locals or their ancestors). That makes me think of the ***Barrow Builders*** (page 34). *For themes, I roll 6 (destruction/chaos/ ruin/ignorance with "fire, ash") and 8 (corruption/disease/decay with "vermin, poison, acid, filth"). I roll a 2 for the cause (attempt to wield primordial power), and a 3 for severity (a shunned place).*

I discard my first instinct to make it a sorcerer's tomb and decide instead that it's a cairn on a low hill, overlooking the river. Inside lie the remains of a sorcerer-king's child. The sorcerer tried to call them back from beyond the Last Door, but succeeded only in blighting the hillside with fell power. To this day, the stones are hot to the touch, steaming in rain and snow. Nothing grows there, and a swath of sickly, barren soil runs down the hill to the river, where it becomes bubbling, poisonous muck.



Red crystal

Pulsing, warm, and thirsting for blood, like cruelty solidified. Red crystal is associated with the most violent and hateful of the Things Below. It grows in places they have corrupted, sometimes jutting from the earth in prodigious quantities. Creatures corrupted by the Things Below might have claws or fangs or antlers made of the stuff.

Red crystal has subtle effects, but can be put to many uses. For example:

- Those with power over others find it fascinating; the victimized find it terrifying (plenty of people find it both)
- It causes tempers to flare, stokes resentment, pushes folks to act on impulse
- It absorbs any blood it touches, growing warmer and glowing brighter
- Sorcerers can fashion it into potent talismans, or use it to fuel their magic
- Demon-hunters sometimes use it to lure their prey into traps

Artifacts

Various treasures

- A **crude stone figurine** of some beast, the claws and fangs exaggerated and seemingly stained with blood (Value 0)
- A ◇ **pot full of dust** (3 uses, *fragile*, Value 1 to the right person) that causes a racking cough, weakness, maybe even paralysis
- A ◇ **lantern** (5 hours, *reach*, *area*, *magical*, Value 1) made of twisted black metal; its flame casts pale light that leaches color and chills the air
- A **chunk of red crystal** (previous column), shaped to look like a leering skull (Value 1 to the right person)
- A ◇◇ **large tome of supple vellum** (best not to ask the source) full of ramblings in an archaic dialect, unsettling images, and arcane diagrams (Value 2)
- A ◇ **human(ish) skull** but with six eye sockets and jutting lower tusks, carved with disturbing patterns and inlaid with silver (Value 3 to the right buyer)
- A **twisted elder tree**, found with deer licking at its sap and ignoring the approach of threats; the sap can be refined into a highly addictive drug

A black menhir

magical, *immobile*

A number of these megaliths have appeared in the **Great Wood** (page 200) of late. They are jagged chunks of basalt, tall as a tall lad, etched with intricate patterns that could be writing, almost. The earth around them is broken and disturbed. They are unmarred by moss or lichen, untouched by shoot or vine.

When you ***study the intricate markings and let your mind wander***, you receive a vision or intuition about the current situation. The GM will describe it. But first, roll +WIS: **on a 10+**, pick only 1; **on a 7-9**, pick 2; **on a 6-**, alas, all 3 are true.

- Part of what you learn is false or misleading (but what?)
- You start to suffer nightmares, of horrors shifting in the earth
- The menhir asks a question about your shame, guilt, or fears—answer truly

A deep, dark shaft

A hole in the ground, maybe 5 feet wide, at least 100 feet deep, ending in a watery chamber or underground lake that contains a **Mouth of Daagon** (page 55).

When you ***linger near the shaft***, answer one of the following:

- Of whom are you most jealous, and why?
- What do you wish to possess, more than anything?
- When did you last feel trapped and helpless?

When you ***toss something down the shaft***, Daagon devours it utterly. When ***someone falls down the shaft***, they are gone, body and soul.

When you ***feed the Mouth of Daagon someone or something beloved*** (by anyone, not just you), Daagon gives you a gift.

1d6	GIFT
1	A physical change (scales, rubbery flesh, gills, a tentacle, etc.)
2	An item of luxury or status (Value 2)
3	A precious item (Value 3)
4	A "priceless" item (Value 4)
5	A way to best your rivals or defeat your enemies
6	A way to acquire great power or long life

Whatever the gift, it arrives soon: while you sleep, in your dreams, or via vision or coincidence or happy accident.

An iron spider
magical, *indestructible*

About the size of one's palm, half an inch thick, rusted around the edges, with legs folded up on the back. A hidden button makes the legs extend and reveals their bladed tips. Sometimes, when you go to retrieve it, it's not quite where you left it.

The spider is hungry when you find it. When you ***plunge the hungry spider into a person's flesh***, they lose 1d4 HP every few seconds until it's torn free (1d8 damage, *messy*, ignores armor). Should the spider drain them to 0 HP, it becomes sated.

When you ***plunge the sated spider into a person's flesh***, they take 1 damage (ignores armor) and will not age for 1d10 years. If they are middle aged or older, they regain some vigor of their youth. Then, the spider becomes hungry.

Each time someone uses the spider to extend their life, their features change subtly, becoming blander, waxier, more pallid, less specific. Should they die after exceeding their mortal lifespan, they become a **revenant** (page 80), hungering for blood.

An obsidian pendant
magical

A lump of volcanic glass, impossibly black, set in a pendant and hanging from a leather cord. The glass sucks up light from nearby sources, causing them to dim. (The sun and moon are unaffected, as they are far, far away.) More subtly, the pendant also sucks up kindness, making individuals in its presence more callous and self-centered.

When you ***wear or carry the pendant openly for a few minutes or more***, your eyes adjust and can see clearly in all but pitch darkness. But also, your instinct for the session becomes "Callousness: to disregard the feelings, needs, or wellbeing of others."

A serpentine armband
magical, *beautiful*, Value 3

Cast from silver that never seems to tarnish, with what appear to be two small rubies in its eye sockets. It seems like it might not fit—but what do you know, it does.

When you ***wear the serpentine armband openly for all to see***, NPCs find you magnetic, becoming jealous and possessive of your attention. Tempers flare quickly, and you might need to Defy Danger or Persuade others in order to take your leave. Ask each PC you encounter how the armband affects them.

When you ***remove the armband after wearing it and basking in the regard of others***, you find yourself pining for that feeling of being adored. Roll +CON: **on a 10+**, you'll get over it; **on a 7-9**, either put the armband back on (and keep it there) or mark a debility; **on a 6-**, you cannot sleep until you put the armband on and wear it openly around others.

A silken noose
magical

A length of fine cord, tied into a noose with a few feet hanging free. It's remarkably tough, but a bronze blade will slice right through it. If untied and left unattended, it re-ties itself into a noose.

When you ***slip the noose around someone's neck***, it cinches tight—snug and uncomfortable, but the victim can breathe.

When ***your victim lies or refuses to answer a question***, the noose tightens and strangles them until they die or gasp out the truth.

When you (or anyone else) ***tries to remove or loosen the noose***, it starts to strangle the victim. If you (or they) stop, it relaxes. If you (or they) persist, it quickly crushes the victim's windpipe.

When ***the victim dies***, the noose slackens and can be removed.

Minor arcana
Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1	**A strange pendant** (page 518)
2	**A ragged fur cloak** (page 528)
3	**A disturbing mask** (page 529)
4	**A silvery glass bottle** (page 529)
5	**A vellum scroll** (page 530)
6	**A whispering… word?** (page 530)

Major arcana
These are almost certainly associated with the Things Below.

- The **Staff of the Lidless Orb** (page 540)
- The **Demonhide Cloak** (page 544)
- The **Whispering Rocks** (page 550)
- The **Blood-quenched Sword** (page 552)
- The **Hec'tumel Codex** (page 556)
- The **Red Scepter** (page 558)
- The **Ring of Daagon** (page 560)
- The **Hungering Maw of Hlad** (page 572)

Dangers

Disquiet and unease

Places touched by the Things Below are *wrong*. Most people and natural beasts shun such places, and spirits of the wild either flee or become tainted themselves.

As you describe the environment or make any of the GM moves below, show off the THEMES (page 416) and INSTINCT (page 417) of the Thing Below behind all this.

- Introduce something ominous (a cold spot, a dramatic gust of wind, mist/fog, a foul stench, etc.)
- Make something seem worse than it is
- Imply that allies might betray them
- Ask about their fears/doubts/shames/animosities
- Have an NPC get edgy/act weird/freak out
- Reveal a lack of natural spirits, or only unsavory ones, plus a hateful power that yearns to be called forth

Whispers and visions

Where the influence of the Things Below is strong, people hear voices, see things that aren't there, experience powerful emotions.

As you describe the environment or make any of the GM moves below, show off the THEMES (page 416) and INSTINCT (page 417) of the Thing Below behind all this.

- Twist their senses
- Lure them deeper/closer
- Keep them from sleeping
- Fill them with growing dread
- Overwhelm them with **terror** (next page)
- Stir an unsavory emotion (anger, jealousy, despair, hate, resentment, etc.)
- Whisper a suggestion or compulsion
- Show an NPC struggling to keep it together, to keep control
- Have an NPC succumb to the whispers/their fear/their emotions

When you ***do as the whispers suggest***, mark XP and they can now compel you.

When ***the whispers compel you***, mark XP if you do as they bid. If you resist, roll +WIS: **on a 10+**, do as you wish; **on a 7-9**, choose 1:

- Act as compelled, but divert yourself at the last moment
- Struggle for control until someone/something snaps you out of it
- Hurt yourself (1d4 damage, ignores armor) and immediately regain control

On a 6-, pick 1:

- Mark a debility, lose 1d4 HP, and do something drastic to regain control
- Run with it, coming to later having done gods-know-what

Terror

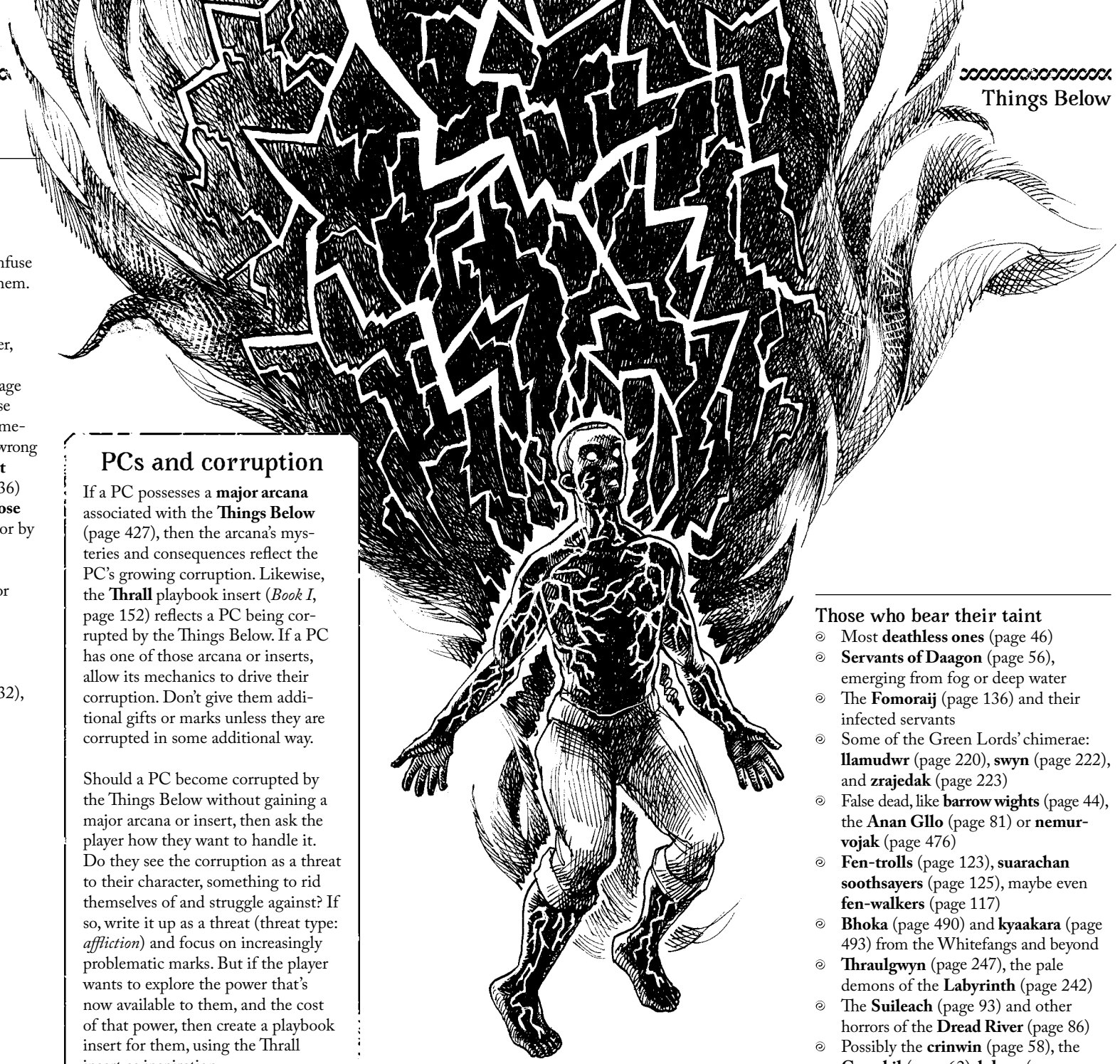
When you ***are overwhelmed with terror***, and do anything other than flee, hide, or cower, pick 1:

- Work yourself up to the task (ask the GM what happens in the meantime)
- Act rashly and recklessly (incurring additional cost or consequence)
- Mark a debility of the GM's choice, and act immediately

Unnatural phenomena

As the corruption of a site grows stronger, the world starts to twist and unravel. As you describe the environment or make any of the GM moves below, show off the THEMES (page 416) and INSTINCT (page 417) of the Thing Below behind all this.

- Present something impossible and disturbing (bleeding walls, water pooling on the ceiling, darkness that light won't penetrate, etc.)
- Have light sources dim/sputter/snuff out
- Reveal that food has spoiled/drink has fouled
- Inflict a debility (from fear/cold/ennui/hunger/fatigue/nausea/despair/etc.)
- Eat away at their gear, have it fail for no good reason
- Trap them in a maze of time/space/perception
- Threaten/hinder/grab/tear at them with the environment
- Corrupt them (page 430)



Corruption
Threat (*affliction*)
Instinct to make monstrous

The power of the Things Below can infuse a person, beast, or spirit, corrupting them. This could happen when they…

… call on the Things Below for power, intentionally or not
… spend time in a **corrupted site** (page 422), one that's poisonous or worse
… attempt to cleanse someone or something of corruption, and things go wrong
… are harmed/infected by an **artifact** (page 424) or **emanation** (page 436) of the Things Below, by one of **those who bear their taint** (next page), or by a **corrupted being** (page 432).

Add these to the list of GM moves for afflictions:

- Give them a GIFT (page 432), or increase one's potency
- Inflict a MARK upon them (page 432), or make one worse

PCs and corruption

If a PC possesses a **major arcana** associated with the **Things Below** (page 427), then the arcana's mysteries and consequences reflect the PC's growing corruption. Likewise, the **Thrall** playbook insert (*Book I*, page 152) reflects a PC being corrupted by the Things Below. If a PC has one of those arcana or inserts, allow its mechanics to drive their corruption. Don't give them additional gifts or marks unless they are corrupted in some additional way.

Should a PC become corrupted by the Things Below without gaining a major arcana or insert, then ask the player how they want to handle it. Do they see the corruption as a threat to their character, something to rid themselves of and struggle against? If so, write it up as a threat (threat type: *affliction*) and focus on increasingly problematic marks. But if the player wants to explore the power that's now available to them, and the cost of that power, then create a playbook insert for them, using the Thrall insert as inspiration.

Those who bear their taint

- Most **deathless ones** (page 46)
- **Servants of Daagon** (page 56), emerging from fog or deep water
- The **Fomoraij** (page 136) and their infected servants
- Some of the Green Lords' chimerae: **llamudwr** (page 220), **swyn** (page 222), and **zrajedak** (page 223)
- False dead, like **barrow wights** (page 44), the **Anan Gllo** (page 81) or **nemurvojak** (page 476)
- **Fen-trolls** (page 123), **suarachan soothsayers** (page 125), maybe even **fen-walkers** (page 117)
- **Bhoka** (page 490) and **kyaakara** (page 493) from the Whitefangs and beyond
- **Thraulgwyn** (page 247), the pale demons of the **Labyrinth** (page 242)
- The **Suileach** (page 93) and other horrors of the **Dread River** (page 86)
- Possibly the **crinwin** (page 58), the **Crombil** (page 62), **hdour** (page 234), or the **nosgalau** (page 272)

Corrupted being

To create a corrupted being, start with the original NPC, threat, or monster stats and consider how or why it was **corrupted** (page 430). If the being is a spirit and it normally would have a **sacred site** (page 362), create it as a **corrupted site** (page 422) instead.

Identify the THEMES (page 416), ASPECTS, and INSTINCT (page 417) of the Thing Below responsible for the corruption. Then pick or roll GIFTS and MARKS, up to 3 of each.

1d12	GIFT
1	A terrifying presence/aura/gaze
2	An ability to pass unnoticed (in certain conditions)
3	Immunity to certain harms (poison, disease, fire, cold, drowning, etc.)
4	Mind games/false sensations, inflicted on others
5	Minion(s)/spirit(s)/creature(s), always lurking or called up as needed
6	Regeneration/rejuvenation/immortality
7	Serendipity/luck/hexes/misfortune, bestowed on others
8	Some power to torment/bind/harm at range
9	Transformation/mutation/growth
10	Uncanny insight/inexplicable knowledge
11	Unnatural resilience (Armor 4 except vs. bronze, +4 HP)
12	Vicious/terrible/mighty physical attacks

1d12	MARK
1	Contagion/pollution/transmission of their corruption
2	Compulsions (per **whispers and visions**, page 428)
3	Intolerance (to something natural/pure/sacred)
4	Nightmares/visions/hallucinations
5	Physical mutations (scales, reptilian eyes, claws, warped limbs, etc.)
6	Some sort of taboo (can't cross a line of salt, can't lie, etc.)
7	Strange appetites/needs/fascinations
8	Unhealthy/unnatural appearance
9	Unwholesome presence (puts children/natural beasts on edge)
10	Unnatural signs (no shadow, no reflection, aura of cold, etc.)
11	Vulnerability to bronze (its touch burns, its presence distracts)
12	Wounds that heal slowly (but they regain HP normally)

Consider these gifts and marks in light of the Thing and original being. How has their corruption made them both more and less than what they once were? Revise their stats, tags, qualities, and moves to reflect all of the above. Add the *corrupted* tag.

If the being is a spirit, alter its manifestation to reflect the themes and aspects of the Thing that corrupts it. Bronze weapons can always harm a manifest corrupted spirit, and might ignore its armor.

How has corruption changed the being's behavior? Are they merely a conduit for their master's instinct? Do they struggle to maintain their own identity? Has their corruption combined with their original personality in an unusual way? Rewrite their instinct to suit.

The Seasons Change roll indicates that a threat makes itself known or gets worse. I decide that Iwan, an aggrieved villager, has unwittingly started to dally with a corrupted spirit. I like the idea of an evil ***glasbren*** *(page 366) sensing Iwan's resentments and "courting" him.*

I start by working up the glasbren's tree as a corrupted site. I get 4 for a feature (signs of great destruction), an 11 for the cause (seal/binding weakened and roll 1d10 again), and a 4 on the reroll (an artifact/remains festering). For severity, I roll a 9 (a poisonous place). I think some evil artifact was bound by an old tree in the glasbren's grove, but a fire swept through and only the glasbren survived. It's deeply scarred and corrupted by the artifact.

Looking at the names of Things Below, my eye catches on "Ta'l Themyin (Burning Child, Cruel Infant, Prince of Rage)." I pick themes of "destruction/chaos/ruin/ignorance (fire, ash, dust)" and "cruelty/torture/violence/rage (red crystal, spilled blood)." I pick aspects of "fire/light/haze/cloud/vortex/void" and "a youth/a child/an infant." For instinct, I pick "to inflict harm, cruelly and unnecessarily." I think the ***Red Scepter*** *(page 558) is the artifact buried in the glasbren's grove!*

I pick gifts of "immunity to certain harms" (fire), "serendipity/luck/hexes/misfortune, bestowed on others," and "vicious/terrible physical attacks" (a fiery grasp). I think it is marked by "strange appetites" (burnt and bloody offerings). Combining these elements with the glasbren's curiosity and penchant for bonding with mortals, I end up with this stat block:

CORRUPTED GLASBREN

Solitary, spirit, devious, magical, fiery, beautiful, corrupted
HP 19; ARMOR 1 (lacks organs)
DAMAGE searing grasp d10 (hand, grabby)
SPECIAL QUALITIES tethered to its tree, fireproof
INSTINCT to spread cruelty, pain, fire
> Travel freely between fires, burnt trees
> Sense resentment, anger, wrath, and cruelty
> Manifest a beautiful form of cinders and flame (unharmed by stabbing, vulnerable to water and bronze)
> Stoke the flames of conflict
> Offer affection/confidence/power in exchange for "gifts" of fire and blood

Cinderboar
Group, *gluttonous*, *hardy*, *vicious*, *corrupted*
HP 14; **Armor** 4 (resilience), 0 vs. bronze
Damage gore d8+2 (*hand*, *forceful*, *messy*, 1 piercing)
Special qualities fireproof; hot as banked coals; bleeds oily, choking smoke
Instinct to destroy, especially the most stable people/things
- Snort and giggle
- Start a fire, incidentally
- Gnaw through and eat anything, eventually
- Refuse to die, persist beyond reason

There is a burnt and blasted place, where the **Steplands** (page 372) abut **Ferrier's Fen** (page 116). It once boasted a **Stone Lord** (page 382) fortress: grand, a tower eternal, lit by a fiery gem. But the servants rebelled. The seals were sundered. Ta'l Themyin, the Burning Child, shattered the gem and toppled the tower and laughed and laughed and laughed. His rage still boils to the surface, poisoning any beast bold enough to forage in these ruins. His cruelty sends them forth, to uproot and topple, to sunder and burn.

Morgais
Solitary, *spirit*, *hoarder*, *devious*, *watery*, *beautiful*, *corrupted*
HP 19; **Armor** 1 (lacks organs)
Damage watery tendril 1d8 (*close*, *reach*, *grabby*)
Special qualities tethered to a skull or trinket, deep in its pond
Instinct to collect drowned souls
- Manifest as a youth or beast, shaped from water (unharmed by cutting or stabbing, unless made of bronze)
- Entrance with beauty, song, or grace (see below)
- Drag them under, revealing their loathsome nature
- Laugh merrily as they drown

The spirits of even shallow ponds can be callous and uncaring. How much worse, then, are the spirits of those deeper pools that have claimed the lives of mortals? For—willing or not—they have made offering to Daagon, and let it in to their watery hearts.

When you ***listen to the morgais' song or let your gaze linger on its graceful form***, your heart fills with longing. If you go to it willingly, mark XP. If you ***wish to turn away***, roll +WIS: **on a 10+**, you see the ugliness beneath and can think clearly; **on a 7-9**, you shake yourself free but the longing remains—mark *miserable* or *dazed* (your choice); **on a 6-**, you approach before you realize what you're doing.

Cultist
Group, *cautious*, *magical*, *corrupted*
HP 6; **Armor** 0 (or by worn armor)
Damage d8 (tags by weapon)
Special qualities MARKED by the Things Below (page 432)
Instinct to belong, to feel important
- Use one of their GIFTS (page 432)
- Make a sacrifice for the cause
- Have second thoughts, maybe?

Folks are capable of all sorts of dark things, if someone else suggests they do them. Especially if they're desperate. Especially if the person leading them is someone they trust, or respect, or admire. And if that first little dark deed comes without any consequences, or any consequences to them? Well, then the next dark deed might not be so little, hmm?

Sorcerer
Solitary, *cunning*, *magical*, *cautious*, *corrupted*
HP 14; **Armor** 0 (or by worn armor)
Damage iron blade d8 (*hand*)
Special qualities MARKED by the Things Below (page 432)
Instinct to aggrandize themselves
- Use one of their GIFTS (page 432)
- Amass power through study/sacrifice/rites
- Unleash their power
- Reveal a plan or preparation

Some seek out corruption, embrace it. They might not have chosen the path, but at some point they chose to keep walking, believing the power on offer was worth the cost. Some think they are in control. And perhaps they are—for now.

Sorcerers are often in possession of one or more **arcana** (page 508), which they do not hesitate to use. They may or may not be followed by **cultists** (see above).

Thrall
Solitary, *undead*, *hardy*, *magical*, *corrupted*
HP 16; **Armor** 0 (or by worn armor)
Damage d10 (tags by weapon)
Special qualities MARKED by their master (page 432)
Instinct to explore their condition or to hide their condition or to serve their master's whims
- Use one of their GIFTS (page 432)
- Struggle against their master's impulses
- Act on their master's impulses
- Recover from terrible, even mortal injury

When the Last Door stands open before you, what will you do? Some step through bravely, with a nod to the **Lady of Crows** (page 71). Others stagger through, weeping and wailing. Others—consumed by longing, vengeance, or duty—spit on fate, turn their back on the Last Door, and cling to this world for a time.

But what if… you simply want to live? What if, when faced with oblivion, you called upon one of the Things Below and offered yourself up to them?

What if they said yes?

Wretch
Horde, *hardy*, *terrifying*, *corrupted*
HP 7; **Armor** 4 (resilience), 0 vs. bronze
Damage malformed appendages d6 (*hand*, *close*, *grabby*)
Special qualities horribly misshapen, bound to their prison, burnt by bronze (+1d6 damage)
Instinct to make the pain stop
- Moan, whisper, wail
- Reveal themselves, terribly
- Heal wounds, regrow limbs, get back up

The victims of L'bin'bozia (Flesh-Candle, the Wax Skull, Roiling Tomb) find themselves turned into… things. Furniture. Decoration. Masses of flesh where it's hard to see where one poor soul ends and the other begins. They do not die of old age. They cannot starve. They must endure, trapped in the cave or the mire or the tomb, or wherever they met their fate. They must persist, in pain, begging for some outsider to come and end their suffering.

Emanation
The Things Below are well and truly trapped—bound within the earth, *to* the earth. Even during the Time of Cataclysm, they did not walk free. They are tethered as long as the world remains.

But there are cracks in the world. Places where their influence bubbles up. Deep water is the surest of these, which is why it is often filled with horrors. But any place can bear their taint.

The power of the Things Below usually just corrupts what's already there. But sometimes, it coalesces. It creates something new, something terrible. A spirit or being with a will and purpose of its own. Scholars call these "emanations." They are not truly part of a Thing Below. They are… discharge. Leavings. Spawn.

To create an emanation, identify the Thing Below it spawned from, including its THEMES (page 416), ASPECTS, and INSTINCT (page 417). Identify, too, the **corrupted site** (page 422) it inhabits. Pick or roll for its ORIGIN.

1d12	ORIGIN
1-2	Arose in the aftermath of great devastation/atrocity
3-4	Burst forth from a **corrupted being** (page 432) that absorbed too much power
5-6	Called forth, via a terrible ritual
7-8	Given shape by worship/adoration/feeding
9-10	Let into the world by accident/hubris, a failed attempt to bind/cleanse/wield the power of the Things Below
11-12	Spawned spontaneously from a truly **corrupted site** (page 422)

Imagine the emanation that forms as a result. It will share at least some of the themes and aspects of the Thing from which it spawned, and might share its instinct. An emanation has its own memory, arguably its own personality. It might communicate with its progenitor, or do its bidding, but an emanation is its own thing.

Hand of Daagon
Solitary, *large*, *emanation*, *terrifying*, *cautious*, *curious*
HP 23; **Armor** 4 (resilience), 0 vs. bronze
Damage many hands d12+1 (*hand*, *close*, *grabby*, ignores armor)
Special qualities blind; tremorsense; reaches through matter like it was water
Instinct to feed the Mouth
- Sink into the stone, or emerge from it
- Provoke abject revulsion
- Reach through armor, clothing, flesh, bone to take what is most valued
- Retreat with its prize, back to the water

In a deep deep cave, where light has never shined, there is a lake. In that lake, there is a Mouth of Daagon: ever-hungry, ever-greedy, consuming all that it is offered.

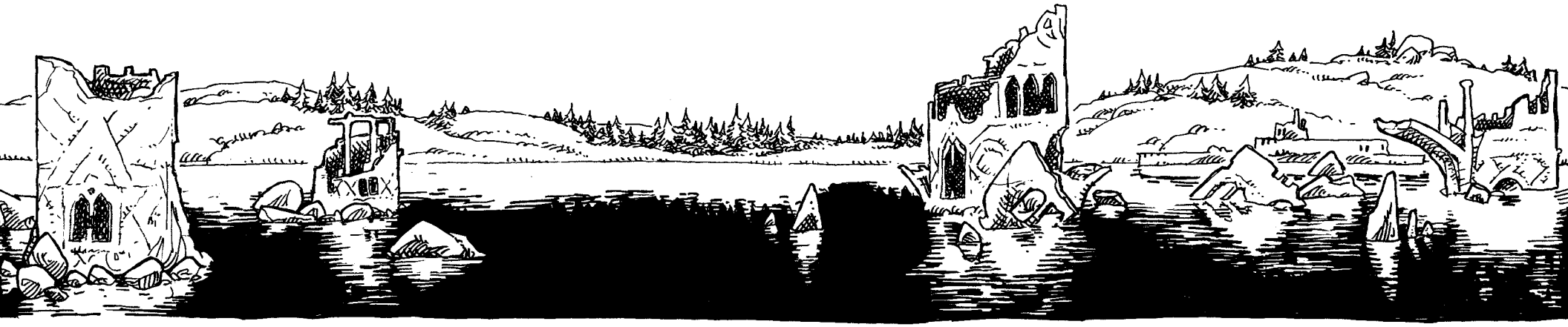
And in the caverns around that lake? There you will find the Hand: ever-groping, ever-grasping, dragging all it finds of value back to the Mouth.

Voice of the Eternal Maw
Solitary, *spirit*, *emanation*, *devious*, *terrifying*, *hungry*
HP 19; **Armor** 4 (resilience), 0 vs. bronze
Damage scream d10 (*near*, *area*, *reload*, ignores armor) or unnaturally large and toothy maw d10+2 (*hand*, *messy*, 3 piercing)
Special qualities tethered to the vortex, unable to leave the mountain
Instinct to create more mouths, more wraiths
- Compel someone with **whispers** (see page 428), even from afar
- Possess a traveler, especially one who is hungry, weary, or tired
- Drive its host to feast
- Leave its host corrupted, withering, doomed to become a **wraith** (page 79)

Hidden in the southern arm of the Huffel Peaks, there is a gorge that splits a mountain. The gorge is cloaked in constantly churning mist, cold and clammy. At the base of the gorge is a thin split in reality, a vortex, a manifestation of Hlad the Devourer, sucking in everything it touches.

The mountain and the gorge are shunned now. The **Hillfolk** (page 228) and the **Ustrina** (page 464) who live nearby know better than to approach. But the **Barrow Builders** (page 34) fed the vortex. They brought it gifts, and offerings, and living, screaming sacrifice. In time, these offerings gave the vortex a Voice. And the Voice roams the mountain still.

Three Coven Lake



Deep in the **Steplands** (page 372) lies a large lake, eight miles long by three. The waters are murky, often choppy, shallow in some places, in others 100 feet deep.

Rocky islands poke from the water. Bluffs line much of the shore. But look closer. Those islands are the feet of ancient towers, and those bluffs are riddled with rock-cut rooms. For long ago, in the days of the **Stone Lords** (page 382), this was a mighty city. Teirstered, they called it. The City of Three Stars, rivalled only by great **Dulenn** (page 48).

Picture it! See it in your mind! The stone and crystal spires, rising from the lake. Their glowing tips of **makerglass** (page 388), shining in the night. The walkways, stretched between the towers, so that one might walk the valley's length without ever setting foot on shore.

Those walkways were more than just convenience. They formed a mighty rune, a seal that helped to bind the power of the **Things Below** (page 412). The ceaseless march of countless feet powered the rune, like how water turns a wheel.

When the Stone Lords' servants rebelled, they sank the city of Dulenn in one night. But here, in Teirstered, things took longer. Mobs rose up against their masters and besieged them in their towers. They broke the walkways, called up horrors from the deep. Towers swayed, then crumbled, then fell beneath the waves.

Soon, the city lay in ruins. But it was not abandoned. The **Barrow Builders** (page 34) fought over its bones. They sought the treasures of their fallen masters, and to seat themselves upon their thrones. Their armies spilled each others' blood. The waters drank it up.

In time, there was little left to fight over. In time, the Things Below withdrew. The tyrants of the Barrow Builders were cast down, or imprisoned, or left alone to rot. Teirstered, the City of Three Stars, was no more.

But the blood-drunk waters of Three Coven Lake remained.

Impressions

- So… much… water… (gulp)
- Calm water: reflections of the bluffs
- Choppy water: cold and dark, the angry churn and spray
- Broken buildings, glimpsed beneath the water
- Echoes off the bluffs: waves, voices, birdcalls, mournful screeches
- At night: motes of light in the deep
- When chilly: fog—thick, wet, gloomy
- In winter: a white expanse, frozen solid, windy, slick, snow-covered

The Three Covens

Three lights can be seen every night, like ghostly flames: one among the northern bluffs, one on the south shore, the third upon (below?) the waters. **Hillfolk** (page 228) call them "the Covens" or the "the Witch Lights." They hesitate to say more.

Who or what are the Covens? That's for you to decide. But perhaps they…

… burn in memory of the three conspiracies, or covins, that rose up against the Stone Lords, and the witches who led each one;
… were once the "Three Stars" of Tierstered, makerglass gems burning with eternal flame;
… are **banefires** (page 42), each one imprisoning an undead sorcerer;
… are spirit-catchers, enthralling ghosts and keeping them bound;
… are ghostly hordes standing vigil over mass graves; or
… are some combination of the above; or
… something else entirely.

Hooks

- A foe of the PCs makes their lair near the lake
- An ally went to explore the lake but never returned
- Hillfolk are gathering near the lake, in large numbers
- The PCs acquire the key to the **Vault of Skol Paasco** (see next page)
- Someone aims to destroy the dam (draining the lake, flooding the Sruth, dooming Marshedge)

Getting there

To get there directly from Stonetop…

- ☐ First you must travel to the Steplands, which will take at least 4 days.
- ☐ From there, it will take at least 3 days and a corresponding amount of supplies.
- ☐ You need a knowledgeable guide; but
- ☐ Even then, you risk getting lost.

To get there from **Marshedge** (page 274), follow the River Sruth upstream to the lake, and…

- ☐ It will take at least 4 days, and a corresponding amount of supplies; and
- ☐ You need a knowledgeable guide or you risk getting lost.

Either way…

- ☐ The terrain itself is treacherous, you risk injury on the way;
- ☐ The way is grueling, you risk exhausting yourselves/your resources; or
- ☐ The way is perilous, plagued with danger.

Areas

- **The Gwazhi:** A sizeable river that feeds the lake, flowing from the **Huffel Peaks** (page 236).
- **Surrounding hills and valleys:** Once full of farms, mines, villages, manors. Site of many Barrow Builder battles.
- **Western shores:** Where the Gwazhi enters the lake. Marshy, silty, gross. Frogs, birds, bugs.
- **Northern shore:** Piles of boulders and a great looming bluff. Treacherous shorelines.
- **Southern shore:** Gentler (but still rugged) shorelines, with smaller bluffs a ways back from the water.
- **Eastern shore:** Deep water. Sheer bluffs joined by a Stone Lord dam.
- **The Lake itself:** Shallow near shores but plenty of deep, open water. Hides many dangers and many treasures. Freezes over in winter.

Sites

- **The dam:** A mighty wall between two bluffs on the eastern shore. Granite blocks, mortared in place with makerglass. A huge pipe drains water into the river Sruth. Beware the **whirlpool** (page 445).
- **Glassworks:** The westernmost bluff on the south shore, hollowed out. Partly collapsed, wholly looted, still full of cold, echoing furnaces and huge globs of makerglass.
- **The Academy:** Part of the north bluff. Maker-sized dormitories, workshops, and lecture halls. Gutted and vandalized. Used by Barrow Builders as a fortress.
- **Amphitheater:** Carved into a bluff, overlooking a large cove on the southern bank. Impossibly good acoustics. The site of countless bloody sacrifices.
- **The Vault of Skol Paasco:** A large, rocky isle in the middle of the lake, a tower's foundation clearly visible. A heavily-warded makerglass door guards the untouched cellars.

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12). If you like, roll 1d6 for size/scope/intensity.

1d12	BLUFFS TERRAIN
1-2	Cliff/ledge/cleft/crevice
3-4	Scree/rubble/boulders
5-6	Overhang/plateau/outcrop
7-8	Tree(s)/shrub(s)
9	Waterfall/pool/travertine
10	**Barrow** (page 39)
11	Walkway/stairs/balcony, carved into the stone
12	STONE LORD SITE (page 442)

1d12	SHORELINE TERRAIN
1-2	Marsh/mire/mudflat
3-4	Beach/shingle/shallows
5-6	Drop-off/strong current/undertow
7-8	Jumble of boulders/rubble
9	**Barrow** (page 39)
10	STONE LORD SITE (page 442)
11	Island/sandbar and roll d10 again
12	Cove/bay/inlet and roll d10 again

1d12	STONE LORD SITE
1	Sunken head of an enormous statue, coated in algae. Sings a haunting song each sunset.
2	Vaulted chamber, littered with pieces of an obsidian mirror once 30' across. Shards reflect brief vignettes of days long past.
3	Four-story "tower" carved out of a bluff. Crystals inside emanate light, awe, reverence.
4	Bluff-sized building of seamless stone. Inside, a warren of unstable, bone-strewn apartments.
5	Double doors, crudely barricaded. Beyond: a cracked crystal, a broken ward, lingering evil.
6	Big island made mostly of huge, curving stone slabs. Alcoves hold signs of ancient refugee camps: cookware, salvage, keepsakes.
7	Spiral stairs, rising 100' from a pile of rubble. Makerglass, giant- sized steps, draped in vines.
8	Big blocky building. Intact. Doors buried under rubble/scree. Holds a cache of spare construct parts.
9	Warren of rooms carved into a bluff. Once a Stone Lord's manor, then a warlord's fortress, finally the site of her demise.
10	Long stretches of narrow stone walkway, mostly buried by silt and shallow water. Covered in algae, mud, faded runes.
11	Rocky island far from shore, like a great hand holding a broken stone platter. Ancient (?) skulls are heaped on every surface.
12	Makerglass tower, largely intact but fallen sideways into the lake. Full of wonders, algae, eels, stale air pockets, Stone Lord ghosts.

The above are just examples. See page 384 if you need to create more or different sites. Most sites were **reclaimed** (page 36) by the Barrow Builders at some point.

Most sites around Three Coven Lake were long ago stripped of anything valuable. If a site contains some sort of treasure, there must be a reason. It could be…

… inaccessible (buried, locked, flooded, well-hidden, etc.) ;
… **corrupted** (page 430) by the power of the Things Below;
… dangerously **haunted** (page 72);
… protected by **constructs** (page 392), **perilous stone** (page 391), bound spirits, and/or other magic;
… currently inhabited; or
… some combination of the above.

Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	A change of TERRAIN (page 441) and roll again
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	An OPPORTUNITY (next page)
4	An ARTIFACT OF… (next page)
5	An ENCOUNTER (next page)
6	Something RELATED TO THE PORTAL (next page)

1d6	OPPORTUNITY
1	A shrine to the **Blood-drunk Queen** (page 447), or some other **sacred site** (page 362)
2	A painful psychic imprint, revealing something useful about these ruins
3	A route/path to an intriguing site
4	A boat/raft (roll d6 for condition)
5	A good place to rest/restock/lay an ambush
6	A long-buried ruin, recently exposed by a rock/mudslide

1d6	ARTIFACT OF…
1	… the **Things Below** (page 412)
2	… **death and the undying** (page 74)
3	… the **Stone Lords** (page 382)
4	… some other group of **Makers** (page 264)
5-6	… the **Barrow Builders** (page 34)

1d6	ENCOUNTER
1	**People** (page 445) of some sort
2	**Witches or their ilk** (page 445)
3	The **restless dead** (page 445)
4-5	**Local wildlife** (page 445)
6	**Other entities** (page 445)

Pick or roll for their disposition. Let the result suggest the specifics of the encounter.

1d6	DISPOSITION
1	Scheming/deceitful/in disguise
2	Afraid/injured/in trouble
3	Wary/furtive/sneaking about
4	Annoyed/struggling/working
5	Unaware/indifferent/at rest
6	Friendly/curious/playful

1d6	RELATED TO THE PORTAL
1	A reference to it (a sign, an icon, a written description, a rune, etc.)
2	A hint to its location (a map, directions, a detailed mural, etc.)
3	A means to charge it (like a **power-crystal**, page 389)
4	Documentation: a **time-worn missive** (page 517), the sigils of other portals, a treatise on the axiom of local contagion, etc.
5	A token that unlocks the door and bypasses the guardians
6	The portal itself (see below)

The portal of Teirstered

Hidden away in some vault—guarded by constructs, traps, and spells of misdirection—there stands a slab of white stone, 40' by 40', inscribed with a circle of deep-cut runes.

The circle is a **portal** (page 306), connected to those in the **Ruined Tower** (page 332), the **Labyrinth** (page 242), **Vor Svetelik** (page 468), and so forth. It requires a power source. If one is provided, it can be used via **Opening the Way** (page 517).

Dangers

Natural hazards

- A stretch of water and reason to brave it
- A bluff to climb and a reason to climb it
- Poor footing (mud, unstable rubble, scree, slick wet stone, etc.)
- **Rockslides** or **mudslides** (page 376)
- A gap or barrier in a path/walkway
- Jagged rocks to fall on
- Swarms of midges or mosquitos—annoying, distracting, painful, diseased

Unnatural hazards

- **Unstable construction** (page 390) from the days of the Stone Lords
- **Perilous stone** (page 391)
- **Traps** (page 42) left by the Barrow Builders
- **Corrupted sites** (page 422) and all that they entail
- **Cursed objects** (page 90)
- Darkness and the risk of getting lost, deep inside the bluffs

The lake itself

- Instinctive dread, from a generational fear of water
- Steep, unexpected drop-offs
- Poor footing (slick rocks, mud, plants and other snares)
- Strong, often unseen currents
- Choppy water, waves up to 4' on extremely windy days
- Shivering cold, the threat of debilities or even **hypothermia** (page 489)
- Getting dragged down by your own gear
- The fact that they probably can't swim

See also: The **Blood-drunk Queen** (page 447).

Drowning

When you ***plunge beneath the water***, hold Breath equal to 1 + your CON. If you first took a deep breath, hold 2 extra Breath.

When you ***make a move while under water***, and that move involves a roll, choose 1 of the following after the move is resolved:

- Spend 1 Breath
- Mark a debility
- Drop to 0 HP; you're drowning and soon to be at Death's Door

Thin ice

The lake starts to freeze in early winter and thaws in early spring. It's usually frozen at least 4" thick (safe enough to walk on) by midwinter. But it doesn't freeze uniformly; it can be 2' thick in one place and just a few inches thick only a few yards away.

- Footsteps fall with a hollow noise
- Water/slush well up around your feet
- Something underfoot cracks, lurches
- SPLOOSH

Anyone falling through the ice risks panic and drowning. If they manage to escape, they're probably already suffering **hypothermia** (page 489).

The whirlpool

Near the dam at the east edge of the lake, a great drain draws in water and empties it into the river Sruth. When one or more PCs get too close, start the following:

> They're caught in the current
> They're dragged closer, and can no longer swim/paddle free
> Down the funnel they go
> **Impending doom:** They are sucked into the pipe

When you ***get sucked into the pipe***, take 1d10+2 damage with advantage (ignores armor) and roll +CON: **on a 10+**, you get spat out into the river, alive but soaked and beaten (mark a debility); **on a 7-9**, you get spat out but mark a debility and lose 1d4 from your inventory and 1d4 small items; **on a 6-**, as a 7-9 but also you are at Death's Door.

People

- **Hillfolk** (page 228): exiled, on patrol, on the hunt, on a rite of passage, etc.
- **Antiquarians** (page 260), **adventurers** (page 260), or **legionaries** (page 263), exploring the ruins
- **Bandits** (page 355), seeking shelter or after some big score

Witches or their ilk

- A **necromancer** (page 84), treating with the many many dead
- A **hdour** (page 234) or **sorcerer** (page 435), seeking/hoarding power
- **Cultists** (page 435) and/or a **thrall** (page 435), living among the ruins
- A **gouzadn** (page 378), quite possibly **corrupted** (page 430)
- A **deathless one** (page 46), who's been here all along

The restless dead

- A multitude of **ghosts** (page 76), haunting battlefields, mass graves, and sites of more intimate death
- **Barrow wights** (page 44) guarding some "royal" tomb
- **Phantom riders** (page 45), still serving their long-dead warlord
- A waterlogged **pyped** (page 82), diving for bones of the drowned
- A small army of **Anan Gllo** (page 81), in stasis, awaiting fresh blood
- **Shades** (page 85) bound by old Stone Lord magic

Local wildlife

- **Bat swarms** (page 376), **cave bears** (page 205), **grochslons** (page 379), or **kleztigrs** (page 379), lairing in bluffs or ruins
- **Cougars** (page 206), **wolves** (page 209), or **spitting drakes** (page 379) on the hunt or lurking in wait
- **Aurochs** (page 131), **boars** (page 204), **horned drakes** (page 354), or a **brawzbedr** (page 377), foraging or watering at the lake
- Any of the above, **corrupted** (page 430) by the Things Below

Other entities

- Stone Lord **constructs** (page 392) in various states of repair
- **Spirits of the wild** (page 356), quite possibly **corrupt** (page 430)
- Watery terrors: **luglfsk** (page 92), **jellied horrors** (page 92), **llamudwr** (page 220), or **servants of Daagon** (page 56)

The Chained Beast

Solitary, *large*, *corrupted*, *aquatic*, *terrifying*

HP 20; **Armor** 2 (fur and scales)

Damage toothy maw d10+3 w/advantage (*close*, *grabby*, *messy*, 1 piercing) or raking claws d10+1 (*hand*, *messy*, 1 piercing)

Special qualities chained to a heavy block of makerglass, takes +1d6 damage from bronze, soothed by a well-sung song

Instinct to gorge itself

- Scent blood, anywhere in the lake
- Shoot through the water
- Snatch prey, pull it under
- Regenerate any wound not dealt by bronze
- Drag its mooring across the lakebed, slowly and painfully

It was a gift from the Things Below, a present to some Barrow Builder tyrant. They bound it fast and kept in the waters nearby, feeding it a steady of diet of screaming, bleeding victims. It's still out there, sleeping for years or decades at a time, roused by copious amounts of fresh blood in the lake—or by a few drops somewhere nearby.

Screech eel

Horde, *small*, *aquatic*, *stealthy*, *cautious*

HP 3; **Armor** 1 (speed), 2 vs. attacks from above the water

Damage tearing bite d6 (*hand*, *messy*, 1 piercing)

Instinct to feed on easy prey

- Slink up on potential prey
- Screech to attract other eels (barely heard above the water)
- Attack in a frenzied swarm, all bites and screeches and churning bloody water

About 5' or 6' long. They mostly prey on fish or fowl, hunting silently and by themselves. Somehow, though, they learned that people are delicious. Too big for one eel to tackle, sure. But people in the water are clumsy and oblivious. So when a screech eel spots someone in the water, it calls out to its friends. And when enough of them have gathered, they feast.

Three Coven Lake

The Blood-drunk Queen

Threat (*magical entity*)

Instinct to slake her thirst for violence and suffering

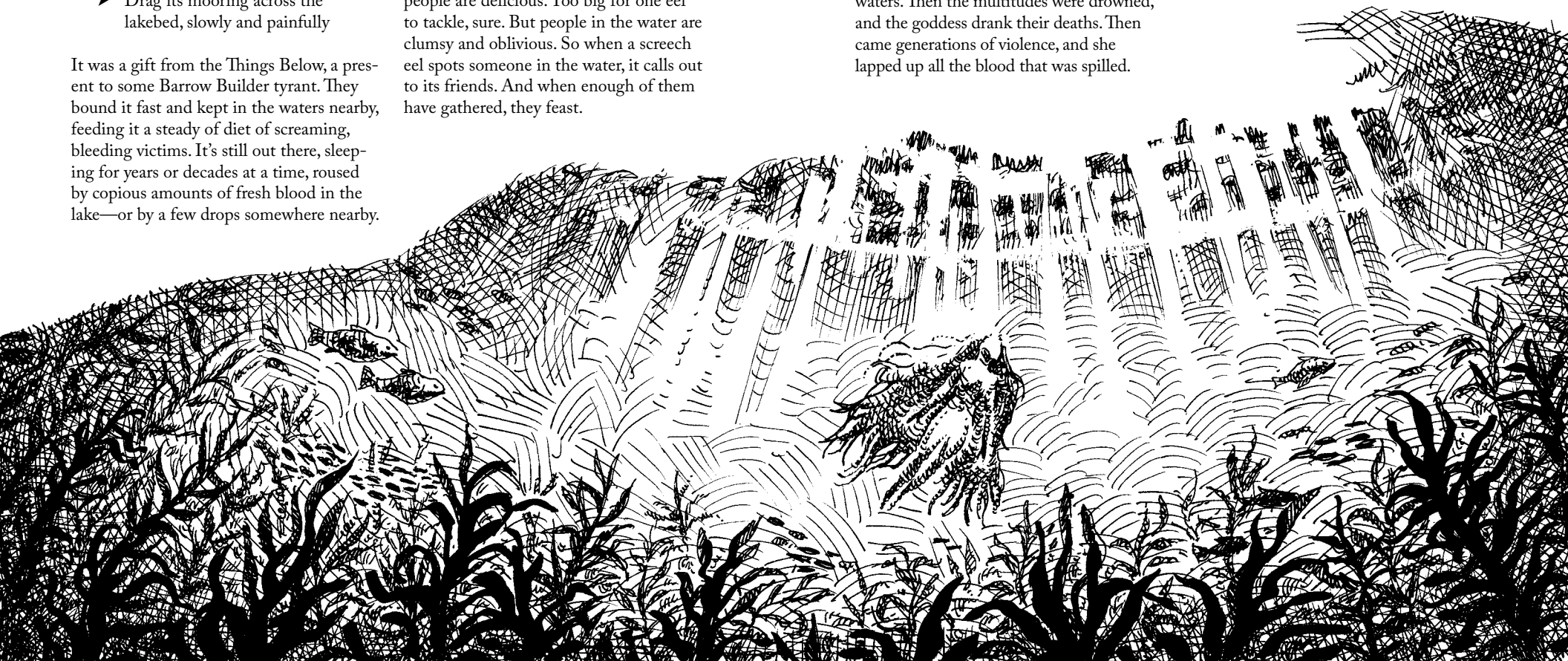
- Appear in dreams, or to those who are drowning: a gaunt and long-limbed queen, her mouth stained crimson
- Wash up a secret/treasure, to tempt fools or stir up violence
- Turn the lake against those who have not appeased her

The lake has always had a spirit. A fickle goddess, beautiful and bountiful, sometimes harsh and greedy. But then the walkway-seal was broken, and horror seeped into the waters. Then the multitudes were drowned, and the goddess drank their deaths. Then came generations of violence, and she lapped up all the blood that was spilled.

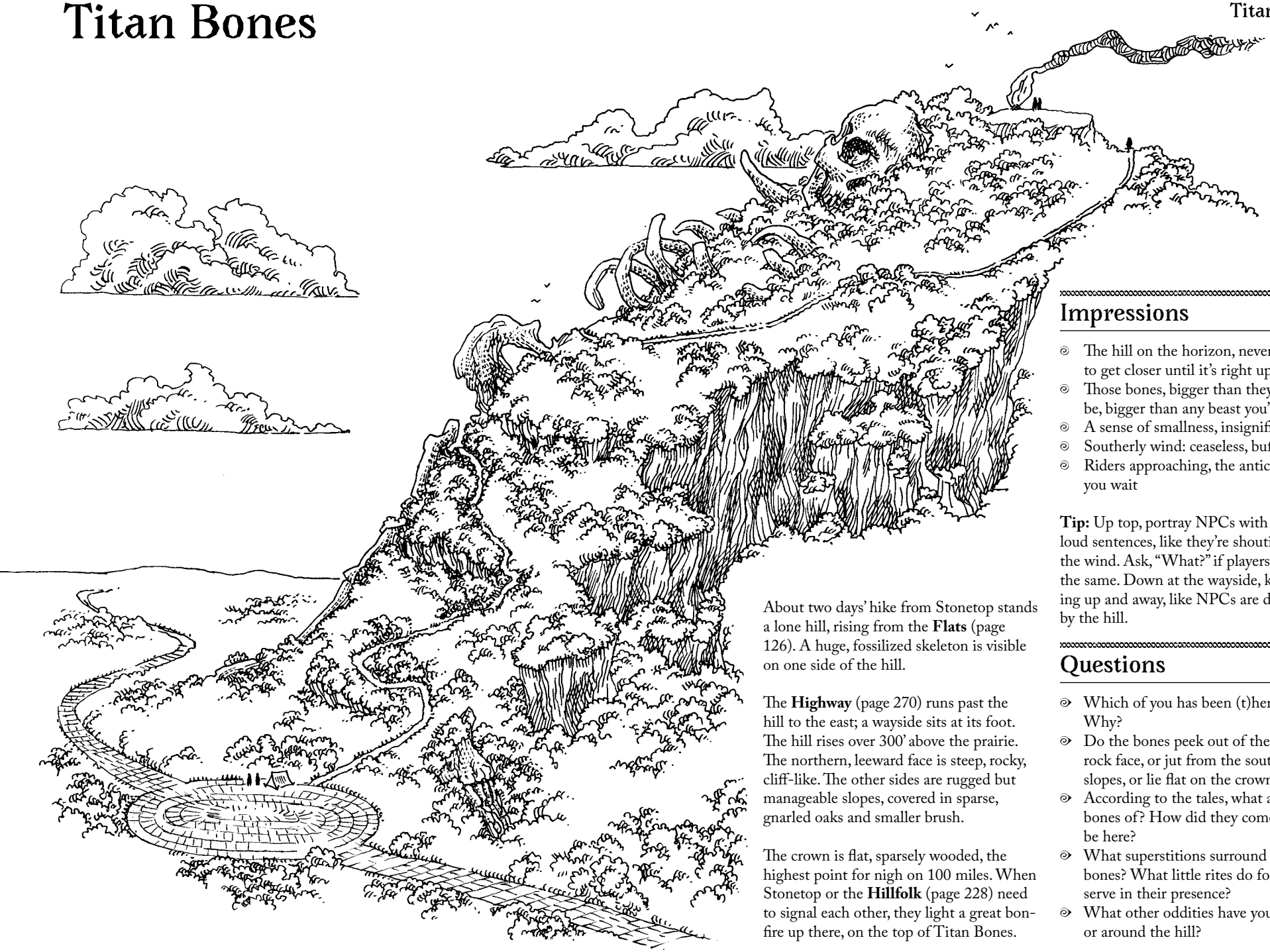
When you ***make a bloody offering to the spirit of the lake***, roll and add…

… +1 if you do it at a proper shrine;
… +1 if the victim dies in agony & fear; and
… +1 if you spill the lifeblood of a human-sized creature, or +2 if you spill substantially more than that.

On a 7+, you have appeased the spirit of the lake and She will not actively torment you or your companions (for this visit, at least). Also, **on a 10+**, hold 2 Preparation (per the Bolster move), which you or a companion can spend on any roll related to exploring or navigating the lake, or facing its dangers.



Titan Bones



About two days' hike from Stonetop stands a lone hill, rising from the **Flats** (page 126). A huge, fossilized skeleton is visible on one side of the hill.

The **Highway** (page 270) runs past the hill to the east; a wayside sits at its foot. The hill rises over 300' above the prairie. The northern, leeward face is steep, rocky, cliff-like. The other sides are rugged but manageable slopes, covered in sparse, gnarled oaks and smaller brush.

The crown is flat, sparsely wooded, the highest point for nigh on 100 miles. When Stonetop or the **Hillfolk** (page 228) need to signal each other, they light a great bonfire up there, on the top of Titan Bones.

Impressions

- The hill on the horizon, never seeming to get closer until it's right up on you
- Those bones, bigger than they ought to be, bigger than any beast you've seen
- A sense of smallness, insignificance
- Southerly wind: ceaseless, buffeting
- Riders approaching, the anticipation as you wait

Tip: Up top, portray NPCs with short, loud sentences, like they're shouting over the wind. Ask, "What?" if players don't do the same. Down at the wayside, keep looking up and away, like NPCs are distracted by the hill.

Questions

- Which of you has been (t)here before? Why?
- Do the bones peek out of the sheer rock face, or jut from the southern slopes, or lie flat on the crown, or what?
- According to the tales, what are they bones of? How did they come to be here?
- What superstitions surround the bones? What little rites do folks observe in their presence?
- What other oddities have you found on or around the hill?

Meeting place

A footpath leads from the wayside, climbing the rugged slope in a series of switchbacks. It takes half an hour to reach the crown at a reasonable pace, but a fit person could charge straight up in just a few minutes (at considerable risk of injury or mishap).

When the PCs wish to summon the Hillfolk to a meeting, they must:

- ☐ Travel to Titan Bones and climb the hill
- ☐ Wait for a clear day, with no rain or haze
- ☐ Spend the best part of a day gathering fuel and stoking a bonfire
- ☐ Tend and feed the bonfire all through the night and into the early morn
- ☐ Wait for the Hillfolk to arrive

Choose or roll for HOW LONG before the Hillfolk arrive, what happens WHILE THEY WAIT, and the DISPOSITION of the Hillfolk who show up. It's usually a small group of **riders** (page 234) who respond to the signal, maybe with a **spirit-talker** (page 235).

1d6	HOW LONG
1	6 or 7 days, maybe longer
2-3	4 to 5 days
4-5	2 or 3 days
6	A day or less, somehow

1d6	WHILE THEY WAIT
1-2	A **danger** (next page) manifests!
3	**Travelers** (page 272) approach on the road
4	Folks get antsy/bored/irritable
5	Someone makes a discovery: something odd, out of place, recently unearthed, etc.
6	Time passes pleasantly (how so?)

1d6	DISPOSITION
1	Angry about something, perhaps openly hostile, perhaps trying to hide it
2	Blustering, proud, keen to show off and make a point
3	Out of sorts, possibly in trouble, maybe looking for help
4-5	Reserved, aloof, wondering what this is about, if it's a waste of time
6	Curious, eager to trade and share news

Should the Hillfolk light a signal fire themselves, folks in Stonetop will likely see the pillar of smoke first, then the fire as the sun sets. If it burns through the night and into the morning, that means the Hillfolk wish to meet.

Meetings take place on the wayside at the foot of the hill, under the protection of the pavestones' **wards against violence** (page 270). Hillfolk will assume that anything else is a trap.

- How often do meetings like this occur?
- When was the last meeting called? By whom? What was it about?
- With which group of Hillfolk do y'all normally meet?
- How do you and the Hillfolk traditionally greet each other? What other customs do you observe?
- Where exactly do folks typically light a signal fire? What's special about it?
- What else can be found up on the hill's crown?

The titan's bones

The fossilized bones on the hill are clearly ancient, and far bigger than anything has a right to be. But what are they the bones of? That's for you and your group to decide, but perhaps they are the bones of…

… one of the three great beasts vanquished by **Tor** (page 452);
… one of the **First Creators** (page 299), slain by the **Things Below** (page 412) as they were imprisoned;
… some fell beast brewed up by the **Green Lords** (page 210);
… a mighty **Stone Lord construct** (page 392), not a creature at all;
… a colossal **emanation** (page 436) of the Things Below, a world-ending horror, vitrified by **Stormcatcher**'s (page 332) magic;
… some combination of the above; or
… something else entirely.

Ruins of the past

Today, Titan Bones is little more than a landmark and a meeting place, but what was it in the past? That's for you to decide, but perhaps it was once…

… a site sacred to the **Makers** (page 264), a place of pilgrimage;
… a fortress or trading post of the **Stone Lords** (page 382);
… one of the **Tempest Lords**' (page 398) sky-islands, crashed or landed and (temporarily?) unable to fly;
… part of **Stormcatcher**'s (page 332) domain: a lookout, a laboratory, a power station, etc.;
… a fortress from the time of the **Barrow Builders** (page 34), likely **haunted** (page 72) from the battles fought here;
… a **corrupted site** (page 422), a place of great evil, now mostly cleansed or at least contained;
… some combination of the above; or
… something else entirely.

Whatever you decide, consider how that interacts with your decisions about the titan's bones (see previous column). For example, if they are the bones of a great beast and the hill was once a sky-island, did the beast and sky-island bring each other low? Did the beast (or its bones) power the sky-island? Or what?

Dangers

- A nasty turn of the weather
- The **nosgalau** (page 272), calling out to those on the hill
- The **ghosts** (page 76) of those who died here or at nearby battlefields
- A **prairie fire** (page 130) lit by an errant cinder
- **Bandits** (page 355), encamped on the hill or drawn by the signal fire
- Something big and dangerous, on the hunt or lairing on the hill, like a **beznpol** (page 132), a **frythanc** (page 133), or a **kleztigr** (page 379)
- A nest of **hlomren** (page 134), infesting the hillside
- Spirits of the wild: a **brennauwed** (page 366), a flock of **andalau** (page 368), or a **fadyn** (page 369)
- Local **blue magpies** (page 340), some real jerks
- A **rockslide** or **mudslide** (page 376)
- Something inspired or suggested by the true nature of the titan's bones, and/or the ruins of the past

Tor, the Rain-maker

Tor, the Rain-maker, also called the Thunderhead and Slayer-of-Beasts, is one of the **gods** (page 178) in Stonetop's pavilion of the gods. He is the god of wind and rain, weather and storms, patron of warriors and hunters too. Many tales are told of his victories, and yes, of his foibles, too.

Themes

Pick, or roll 1d12.

1d12	THEME
1-2	Rain/snow/good clean water
3-4	Wind/weather/the sky/clouds
5-6	Storms/thunder/lightning
7	Courage/strength/prowess/endurance
8	Generosity/gift-giving/celebration
9	Exuberance/confidence/folly
10	Surprises/moodiness/whims
11	Wrath/rage/destruction
12	Prophecy/doom foretold

Questions

According to the tales:

- How did Tor come to be (a god)? What's his origin story?
- Which god is his rival/lover/ally/kin?
- What three great beasts is Tor said to have slain?
- What natural feature did he shape in a fit of rage?
- From what predicament did a mortal once rescue him?
- What gift did he give to Stonetop/humanity?
- How did he lose one of his fingers?
- What is one of the names he goes by when he walks the world as a man?

Use the answers to help decide what Tor's **true nature** is (page 180).

Hooks

- The PCs encounter a **nine-fingered stranger** (page 457).
- During a violent storm, multiple villagers dream of a terrible beast, unleashed.
- One of Tor's rites is disrupted; drought afflicts the village.
- A wandering priest of Tor arrives, offering to cast runes and tell fortunes.
- Travelers praise some new/foreign god of strength/storms/war, and heap insult and derision upon Tor.

In Stonetop

Tor is the most popular god in Stonetop. The **Stone** (page 12) is sometimes called his anvil, or the quiver for his javelins. The **Cistern** (page 12) is sometimes called his drinking horn. The locals use many colorful phrases that invoke his name.

What is Tor's shrine like? Perhaps it is…

… laden with whisky and gifts, trophies and charms;
… just a simple idol, for his true altar is the Stone;
… home to a smoldering fire, constantly tended;
… shrouded, held in awe, approached by only the worthy;
… some variation on the above; or
… something else entirely.

Ask the PCs:

- Who tends Tor's shrine? Is it a formal position (like a priest), or what?
- How is Tor depicted?
- What symbols adorn his shrine?
- What do locals do to ask his blessings?
- What do they do to avert his anger?
- What are Tor's high holidays? How is each one observed?

…and elsewhere

How widespread is the worship of Tor? That's for you and your group to decide, but perhaps Tor…

… is a local deity, Stonetop's patron but largely unknown elsewhere;
… is worshipped throughout the World's End, but dismissed as a barbaric god by those from **Lygos and the South** (page 256);
… is widely known and worshipped, and served by a wandering order of priests;
… is known the world over, but often with very different aspects;
… some variation on one of the above; or
… something else entirely.

In any other community that knows and worships Tor, consider/ask:

- Which of his **themes** (previous page) do they emphasize most?
- Is he gladly worshipped? Given due respect? Feared and appeased? Or what?
- Do they maintain a public shrine/temple? If so, where is it and what's it like?
- Who conducts rites in his honor?
- What unfamiliar tales do they tell/rites do they perform/symbols do they use?

If the worship of Tor is unknown to a people: what other god or gods of the sky, storms, weather, and/or violence do they worship? (See page 184 for guidance.)

Artifacts

Various treasures

- A ◇ fulgurite, sand or soil vitrified by lightning, sacred to Tor (*fragile*, Value 0)
- The claw/fang/tusk/horn of a great beast, carved with prayers to Tor (Value 0)
- A pouch of runes, the kind used for divination (Value 0)
- An ingot of pure **aetherium** (page 404), left as an offering (Value 1)
- ◇ Aetherium-tipped javelins (thrown, *magical*, *forceful*, *loud*, *dangerous*, +2 damage, ○ all out, Value 2)
- A ◇◇ large, clear bottle; the pale liquid sealed inside rises when rain, snow, or storms approach (*fragile*, Value 2)
- A pair of mammoth tusks, carved in **Whitefang Mountain** style (page 480), depicting a storm god bearing gifts and slaying beasts (*immobile*, Value 3)

Minor arcana

Pick 1 or have someone roll.

1d6	MINOR ARCANUM
1	**A half-buried plaque** (page 510)
2	**A path in the woods** (page 516)
3	**A cloak, richly embroidered** (page 522)
4	**A cracked flute** (page 523)
5	**A corroded spearhead** (page 531)
6	**A fine drinking horn** (page 535)

Major arcana

The following might be associated with Tor, or at least revered by his followers:

- The **Azure Hand** (page 574)
- **Storm markings** (page 566)

Dangers

Associated entities

- **Elemental spirits** (page 360), especially those of rain, snow, storm, and wind
- **Andalau** (page 368), who love to dance before a storm
- **Frythanc** (page 133) and **thunder drakes** (page 135), who rank among Tor's most honored beasts
- An **elemental vortex** (page 408), especially of lightning or wind
- The **Pale Hunter** (page 292), perhaps, who might be Tor's child/rival/lover/ etc. or someone whom he cursed

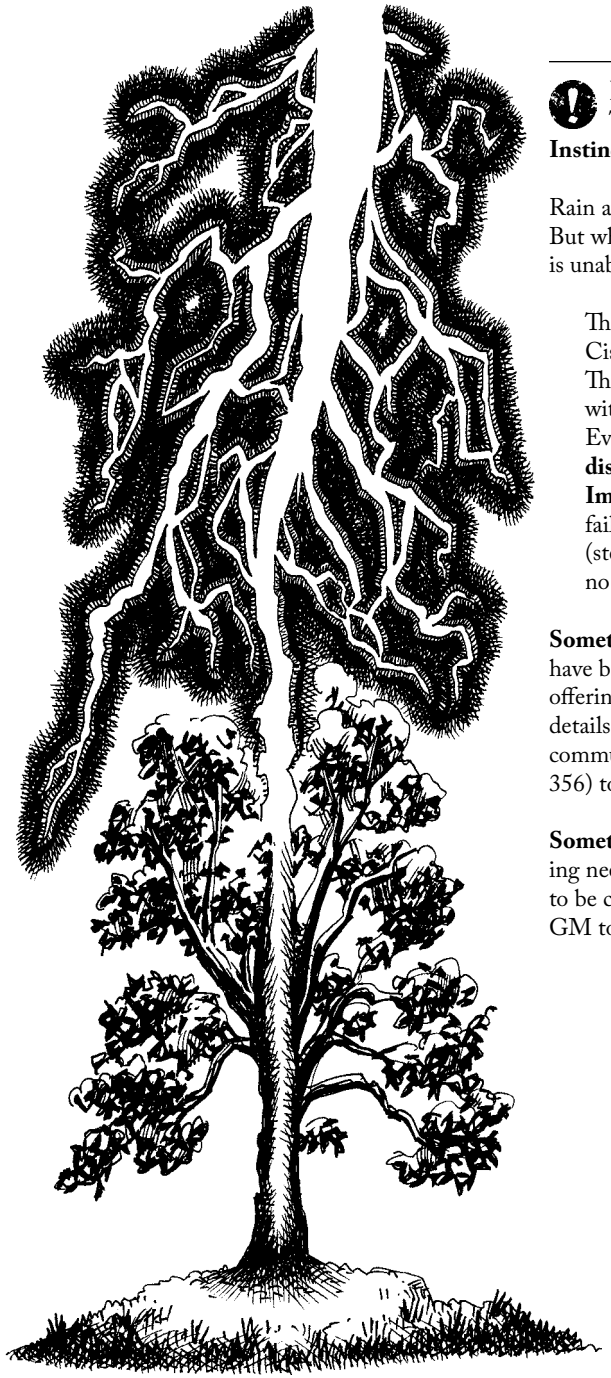
Harsh weather

- Lashing wind and rain
- Thunder and **lightning** (see below)
- Poor visibility
- Slippery/sodden ground
- Flash flooding
- Hail storms—annoying, pelting (d4 damage), smashing (d6 damage)
- **Mudslides** (page 376)
- Cold wind and rain, sleet, snow, **hypothermia & frostbite** (page 489)

Lightning

When you ***get struck by lightning***, it's not necessarily a sign of Tor's displeasure. But it probably is.

- Flash in the distance; rumble ominously
- Paint the sky with bright-white bolts
- BOOM! Deafen and disorient them
- A bolt starts a **wildfire** (page 130)
- Hair stands on end, skin and spine tingle
- A bolt strikes nearby (d10+2 damage, *reach*, *area*, *forceful*, *loud*, ignores armor)
- A bolt strikes directly (Death's Door)



Drought

Threat (*affliction*)
Instinct to deplete resources

Rain and snow are Tor's life-giving gifts. But what if he withholds them? Or worse, is unable to give them freely?

The **Stream** (page 396) dries up, the Cistern runs low
The crops are stunted (generate Surplus with disadvantage)
Everything/one goes unwashed; **disease** spreads (page 122)
Impending doom: Crops and gardens fail, livestock die/are slaughtered (steading marks *lacking* and generates no Surplus)

Something interesting: Past droughts have been broken by making the proper offerings/ completing some quest, but the details are unclear—perhaps you could commune with a **spirit of the wild** (page 356) to learn more?

Something useful: You know what offering needs to be made, or what quest needs to be completed—Make a Plan with the GM to determine the details.

Nine-fingered stranger

Solitary, *spirit*, *magical*, *enigmatic*, *moody*, *curious*

HP 22; **Armor** 4 (resilience), 0 vs. black iron

Damage by weapon d10+2 (tags by weapon, +*forceful*)

Special qualities unable/unwilling to solve problems (only causes/presents them); unaware of its true nature

Instinct to test people, set events in motion

- Manifest as a nine-fingered man
- Present a CHALLENGE (next column)
- Cloud their judgement, make this all seem reasonable
- Bestow a (dubious?) gift or curse
- Vanish mysteriously

Many tales tell of a stranger met in an unlikely place. The stranger is in some sort of pickle, or challenges our hero, or presents a tempting opportunity. Whatever else happens, the stranger ends up vanishing, but not before our hero notices his missing finger—and realizes that they just met Tor.

When the tale's hero rises to the occasion, they win a gift from the stranger: a treasure or a magic item, a secret or a prophecy, or maybe just some useful bit of advice. But when the "hero" comes up short, they wind up cursed or "win" some treasure that brings them ruin and woe.

When you introduce the nine-fingered stranger, pick or roll a MANIFESTATION and the CHALLENGE he presents. Consider, too, what gift or curse he might dispense: an arcanum, an answer, a bit of advice, a blessing (e.g. hold 3 Preparation, per the Bolster move), a curse (a *threat*, a *magical affliction*), etc.

1d6	MANIFESTATION
1	A brash youth
2	A formidable warrior
3	A put-upon father
4	A wealthy merchant
5	A mysterious/cagey traveler
6	A hapless old man

1d6	CHALLENGE
1	A test of might (a duel, a wrestling match, a beast to slay, etc.)
2	A test of prowess (a race, a climb, an archery contest, etc.)
3	A test of endurance (a drinking contest, a long trudge, an all-night watch, etc.)
4	A test of courage (a terror to face, a fate to accept, an injustice to prevent, etc.)
5	A test of honor (a chance to steal, or cheat, or rig a bet, etc.)
6	A test of kindness (someone wretched to help, some wrong to put right, etc.)

Useful or valuable flora

Pick one of the following, or **create a new kind of flora** (page 461) for the PCs to discover.

Either way, keep in mind when and where the PCs will encounter this. If you're presenting something useful, it should be useful now (perhaps with a bit of care or effort). Don't present them with an apple tree in winter and claim it's useful. If you're presenting them something valuable, it should either be something they can harvest now, or something that they can feasibly come back and get later.

Wild food

Mushrooms, morels, asparagus, leafy greens, dandelions, all sorts of berries, cherries, plums, apples, beans, nuts, bulbs, tubers, etc.

Can gather 1d6×◇ provisions (1d6 uses each). If you like, roll 1d6 to determine effort required and/or palatability.

Poison

Death caps, hemlock, belladonna, arum, foxglove, fire lily, oleander, yew, the wrong parts of many edible plants/mushrooms or medicinal herbs, etc.

Can gather 1d6 doses (*dangerous*). If you like, also roll 1d6 each for potency, rapidity of onset, and ease of delivery. A skilled herbalist could refine it, make it more potent, rapid, or easier to use.

Medicinal herbs

As a poultice, chew, incense, tea, extract, essential oil, etc.

- Treats injuries/aches; use in lieu of supplies to Recover (1d6 uses)
- A remedy for a debility, illness, infection, or poison (1d6 uses)
- Valuable in ◇◇ bulk to a skilled herbalist (Value 1), the source of a medicine (or a poison)

Useful materials

- Vines that could work as rope
- Saplings, good for setting snares
- Saplings, straight and sturdy, good for arrows/bows/spear shafts
- Large tree, toppled in the Great Wood, a good source of timber
- Good kindling (dry leaves/needles/twigs, birch bark, etc.)
- Dry wood/peat for burning

Sample specimens

Brightberry

A thorny shrub with delicious berries that glow with soft, golden light (*hand*). In spring, it smells like baking honeycakes. Harvest berries as ◇ provisions (3 uses, *fragile*), but they burn away within hours. Dig up a ◇◇ small shrub, pot it, and nurse it to health (*tricky*); merchants will pay handsomely for it (Value 2).

Sleeping elksheart

A giant mushroom, sometimes big as a house, found in dark forests. Fills the air with paralytic spores (*inhaled*); the mycelium digest the victims. Carefully collect spores to use as a poison (*dangerous*, Value 1). Burn the cap to destroy the spores, cut it up, and feed a town with it (1d4 Surplus, *immobile*, Value 2).

Violet lotus

A lily, grows alone along rivers/streams in protected eddies. Inhale its burnt petals to ask the GM a Seek Insight question about whatever situation you wish. A tincture of the flower makes a lovely perfume (Value 1).

Twisting pine

An evergreen that rotates as it grows, resulting in twisting trunks. The sap flows freely when tapped, but hardens quickly unless bottled up and protected from air. Use a vial in lieu of supplies to Recover (seals wounds, flakes away days later). Harvest a ◇ jar (Value 1) to use as a sealant or a pottery glaze.

Vanta's Blade

A low, herbaceous plant with broad, blade-shaped leaves that absorb light. Patches of the plant look like holes in reality. A ◇ pouch can be made into a rich dye, ink, or paint (Value 2), but **Hillfolk** (page 228) and **Manmarchers** (page 282) consider it cursed and will burn patches (and bearers) of it on sight.

Hartwood

A small tree with a distinctive two-pronged shape, found growing atop rocky outcrops. Climb up, chop off a branch, and burn it; apply the ashes to skin as a ward against possession.

Snowembers

Pretty flowers found only in certain snow-covered meadows of the **Huffel Peaks** (page 236). The petals are edible and warm, even in the dead of winter, but they turn to mush soon after picking. Can harvest 1d4+4 provisions with a few hours' effort; those who partake grow flush and count as wearing *warm* clothes for the next day or so.

Questions

- What's distinctive about it? How did you spot or recognize it?
- What is it (sometimes) called?
- Who taught you to recognize/use it?
- What superstition hangs over it?
- According to the tales, how did this plant come to be?
- Why is it thought impossible to cultivate?
- What bird, critter, or bug eats it/lives in it/pollinates it/spreads it?
- Who back home would be most excited by this find?

Cultivation

Should the PCs wish to cultivate a useful or valuable flora, then Make a Plan. Some example requirements include:

- ☐ You must acquire a source of seeds/spores/cuttings/sprouts/etc.
- ☐ You must learn the secrets of its cultivation
- ☐ You must commune with the spirit of the flora and earn its respect
- ☐ The steading must Pull Together to clear a plot for and plant the flora
- ☐ It'll take a season/a year/multiple years for the flora to mature
- ☐ You risk attracting a threat/it failing to thrive/it spreading unchecked

Also establish the benefits of success, such as:

- Access to a new special possession
- Extra Surplus in a particular season
- A trade good (Value 1-2) produced each spring/summer/autumn/winter
- Extra HP regained when Recovering
- Extra folks fed when you use a mess kit and supplies

Creating new flora

Think first about where it's found, how and where the PCs encounter it.

With that in mind, decide how IT'S USEFUL/VALUABLE, or have someone roll the Die of Fate.

1d12	IT'S USEFUL/VALUABLE...
1-6	... IN THE FIELD, here and now
7-10	... TO FOLKS BACK HOME or in some other community
11-12	... both IN THE FIELD, here and now, and TO FOLKS BACK HOME, or in some other community

1d12	IN THE FIELD
1-3	1d6×◇ provisions (1d6 uses)
4-5	As a poultice/medicine/remedy; use in lieu of supplies to Recover or to treat a debility (1d6 uses)
6	Replenishes 1d6 Stock to a Blessed's sacred pouch
7-8	Fills a need (for shelter, fuel, kindling, water, material, etc.)
9-10	Grants a benefit (like a four-leaf clover that adds 1 to a single key roll, or moonwort that clears the mind of beguilement)
11-12	Provides a path forward or a solution to a problem (shrooms to commune with a spirit, a weed that masks your scent, poison fruit that might defeat a foe, bait for a trap, etc.)

1d12	TO FOLKS BACK HOME
1-2	A present, a curiosity, something pretty or nice (Value 0)
3-4	Material for common crafts /trades (fiber, wood, medicine, oil, salt, tannin, etc., Value 1)
5	A luxury (seasoning, perfume, dyes, cosmetics, etc., Value 1)
6	Something sketchy (a drug, a poison, etc., Value 1)
7	An offering, a charm, a ward, a counterspell, etc. (Value 1)
8	Food for many people (counts as 1 Surplus, *immobile*, Value 2)
9	Raw material for a steading improvement, like a wagonload of timber (*immobile*, Value 2)
10	High-quality materials (bright and permanent dye, potent medicinal herbs, etc., Value 2)
11	A wonder (glowing flowers, floats in the air, fashionably dangerous, etc., Value 2)
12	A legendary substance (extends youth, ensnares the will, brings prophecy, etc. Value 3)

If it's not already obvious, pick or roll for the form-factor in which it's useful or valuable.

1d12	FORM-FACTOR
1	As a small item
2	As a ◇ pouchful
3-4	As a ◇◇ sackful or bundle
5-6	In large quantities (*immobile*)
7-9	Roll 1d6 again, but it requires extensive effort to harvest/process/make valuable
10-12	Roll 1d8 again, but also it's *fragile* and/or *cumbersome*

Next, pick or roll for 1d4 QUALITIES and a DISTINCTIVE TRAIT.

1d12	QUALITY
1	Attracts/houses a pest or danger
2	Dangerous to harvest/handle
3	Harmful to the soil/biome
4	Horrid taste/odor/texture
5	Finicky/delicate/spoils quickly unless properly processed
6	Steeped in superstition/said to be cursed/a bad omen
7	Associated with a specific god/entity/hero/legend/tale
8	Easy to work with
9	Especially strong/durable/potent
10	Delicious/aromatic/beautiful/supple/otherwise pleasing
11	Rare/legendary/thought extinct
12	Pick or roll an additional way in which IT'S USEFUL/VALUABLE

1d12	DISTINCTIVE TRAIT
1	Always found with some type of **hazardous growth** (page 219)
2	Always found with (hidden by?) another, less-useful growth
3	Grows/blooms only in particular/uncommon/unlikely conditions
4	Grows in a particular pattern
5	Attracts/houses some innocuous bug/bird/critter/spirit
6	Intricate pattern/texture
7	Distinct shape/configuration of leaves/stems/trunk/flowers/bulbs
8	Leaves/flowers/seeds/fruits/pods that look like something else
9	Strong, particular odor
10	Bright/garish/unusual color
11-12	Roll 1d10 twice

Useful or valuable flora

Now, considering all of the above, and where and how it's found, decide:

What is it? Pick 1: Lichen, moss, algae, fungus, mushroom, fern, grass, sedge, plant, weed, vine, climber, creeper, briar, shrub, succulent, deciduous tree (willow, ash, oak, alder, birch, elm, fruit, maple, chestnut, rowan, walnut, etc.), conifer (cedar, pine, fir, juniper, cypress, spruce, yew, etc.).

What part is useful/valuable? Pick 1-4: Trunk, stem, shoot, limb, body, wood, flesh, bark, skin, root, tuber, thorn, leaf, fruit, gourd, nut, seed, spore, flower, pollen, pod, cone, sap, oil, resin, ash, etc.

How is it prepared/used? Pick as many as make sense: Eaten, chewed, rubbed in, used as a poultice, burnt, smoked, ground, pulverized, stripped, soaked, cooked, infused, reduced, tinctured, mixed with __, carved.

What is it called? Mix and match words however makes sense (like "raven's ash" or "witchpetal"). Maybe translate it based on who named it (e.g. to Welsh for a plant local to Stonetop).

autumn, bear, bell, berry, bitter, black, blossom, breath, bright, burr, cat, cave, claw, clover, crow, day, dock, dog, drake, dye, elk, eye, feather, finger, flax, foil, fox, gold, greater, green, hair, hanging, hart, heart, hemlock, hood, horn, ivy, lesser, lily, lotus, midwife, mint, mist, moth, moon, night, old, orchid, pad, paw, pepper, petal, poppy, potter, priest, puff, rain, raven, red, river, rose, rough, shade, silver, skunk, sky, smooth, snake, spotted, spring, sun, sweet, star, tanner, thistle, toe, tongue, violet, water, white, wild, wilting, wing, witch, wort, anything from the lists above, __.

Ustrina

These mask-wearing people dwell to the west, deep in the **Huffel Peaks** (page 236). Every now and then, they emerge from the **Labyrinth** (page 242) and visit **Gordin's Delve** (page 190), trading finely worked goods, wonders and the odd bit of **orichalcum** (page 162).

- Masks of polished metal, only vaguely humanoid features
- Voluminous black robes and strangely ornate headdresses
- Faint chemical smells: a whiff of rust, or ozone, or sulfur
- Tinny, echoing voices, like someone down a well, speaking an obscure dialect

Tips: speak formally and proceed all proper nouns with "the" ("the Rhianna," "the Gordin's Delve"); talk into an empty soda can (or at least with your hand in front of your mouth).

Names

Portuguese-sounding, but often ending in "-ix": the Avilio, the Brenix, the Caesana, the Donatix, the Emitia, the Flagio, the Galvaix, the Jacintix, the Lucisia, the Marcix, the Numia, the Otavix, the Paolix, the Ruia, the Sibonio, the Tafia, the Valerix.

Questions

- Which of you has encountered the Ustrina before? In Gordin's Delve, or elsewhere in the Huffel Peaks?
- What is it about the way they move that unnerves you so?
- Who did you know in Gordin's Delve who tried to rob them, and what doom befell them?
- What's the oddest thing that you've heard of the Ustrina asking for in trade?
- Even though you've never seen it, what do you think they really look like?

Lore

Something interesting: The Ustrina dwell among the ruins of the **Forge Lords** (page 156), and are heirs to many of their arts. And while few outsiders can tell, there are sects among them—the Peridita, the Albedo, the Citrinita, and the Rubedix—with rivalries and politics aplenty.

Something useful: Ustrina (or their ancestors) were servants of the Forge Lords, and each group holds the relics of their old masters in great esteem. They might sell artifacts of other Forge Lords to outsiders, but they will pay handsomely to have the artifacts of their own masters returned.

Hooks

- Ustrina haven't appeared in Gordin's Delve for six months; one of the **Bosses** (page 192) offers a reward for information.
- Mining crews go missing in the **First Delve** (page 198); survivors are blaming Ustrina.
- Members of one sect hire someone to rob a group of another sect (discretely, of course).
- A trio of masked, black-robed figures have been seen poking around the **Ruined Tower** (page 332), but why?
- A merchant from Gordin's Delve brings an Ustrina to Stonetop. It wishes to study the Stone or Maker-ruins about town, but a trio of Ustrina (from the same sect) soon follow, looking for it.

True nature

The Ustrina never remove their masks, robes, or gloves. Rumors abound, of course, but if anyone reliable knows what they truly look like, they aren't telling. The true nature of the Ustrina is up to you and your group to decide, but possibilities include:

- Flesh and blood, much like us, but with elaborate traditions of privacy and decorum
- Mutant scavengers of the Forge Lords' ruins, horrible to behold, disguised when they deal with humanity
- Naught but **elemental spirits** (page 360), animating a simple skeleton of bronze
- Constructs of impossibly intricate clockwork, animated by glowing soul-gems
- Ancient servants of the Forge Lords who have slowly replaced flesh with clockwork
- A bunch of smaller creatures animating an elaborate puppet

Trade missions

Ustrina come to Gordin's Delve a few times every season, emerging from the **First Delve** (page 198). Some have contacts in the town, and approach those contacts directly. Others approach individuals seemingly at random, offering to trade.

For any given trade mission, pick or roll what they're offering and what they want in return, using the tables on the following page. Their wants and needs are inscrutable, making them difficult to haggle with and fairly easy to offend. They are often willing to make arrangements now and return in a few weeks or even months to make the transaction.

Pick 1 or have someone roll the Die of Fate.

1d12	WHAT THEY'RE OFFERING
1	Shards of pottery, scraps of frayed fabric, odd pits of stone, or other junk (Value 0) that they genuinely regard as precious
2-3	Finely wrought items (Value 2) like an ◇ exquisite bronze statuette, a silver-alloy dagger (*hand*), a ◇ gold-embroidered cloak (*warm*), a perfectly balanced ◇ short sword (*hand*, *close*, +1 damage, 1 piercing), etc.
4-5	A **curiosity or wonder** (next page)
6-7	Precious metals or jewels (Value 3), like a ◇ bar of gold, a ◇◇ chest of ancient silver coins, a gem-encrusted gold ring, a few sapphires
8	1d4 small ingots of **orichalcum** (page 162)
9-10	Some **artifact** (page 164) of the Forge Lords
11	An artifact from one of the other **Makers** (page 264)
12	Some "priceless" treasure (Value 4), like a sapphire the size of your eye, a ◇◇ chest of gold coins, a ◇ bejeweled gold crown, a cartload (*immobile*) of ◇ fine steel swords (*close*, +1 damage, 1 piercing)

1d12	WHAT THEY WANT
1	A dozen or so... (roll 1d6 or pick) 1 … children/infants/newborns 2 … healthy human adults 3 … human adults, of whatever quality 4 … fresh human corpses 5 … human corpses in whatever state 6 … urns full of human blood (they'll provide the urns)
2	1d4 cartloads of a specific exotic trade good, like silk, a certain spice, amber, aurochs horns, etc. (Value 4)
3-5	A particular artifact of the Forge Lords (they'll describe it)
6	Some other, specific arcanum (they'll describe it)
7	A strange and difficult task (like slaying some horror in the Labyrinth)
8	A chest or similar amount of... (roll 1d6 or pick) 1 … **makerglass** (page 388) 2 … **dark ice** (page 322) 3 … **aetherium** (page 404) 4 … **redwood** (page 314) 5 … **black iron** (page 307) 6 … **red crystal** (page 424).
9	1d4 units of a specific exotic trade good, like ◇◇ bolts of silk, ◇ pouches of a certain spice, ◇ pouches of amber, ◇◇ pairs of aurochs horns, etc. (Value 3)
10	1d4 cartloads of a particular raw material, like timber, tin, a certain type of cut stone (Value 2)
11	1d4 dozen goats/pigs/hounds (Value 2)
12	1d4 cartloads of grain, flour, and other common foodstuffs (Value 2)

Curiosities and wonders

Perhaps crafted by the Ustrina themselves, or pilfered from troves of the Forge Lords. If the Ustrina do know the secrets to creating these things, they aren't inclined to share.

Artificial limb
crude, *magical* (?), Value 3

A clockwork hand, foot, arm, or leg, with straps and buckles to attach it. Impossibly intricate, and with practice it's nearly as functional as the real thing. It cannot feel, though, and is prone to jamming up and needing repairs.

Barrel of anthracite
immobile, *dangerous*, Value 3

Lumps of lustrous, gray-black stone, like coal but drier and much more useful. A small lump catches fire as readily as dry wood and burns all night with the heat of a good cook-fire. It casts only dim light (*close*, *area*) and there's almost no smoke, but the smell is something awful.

Brass sphere
◇, *magical*, Value 2

A heavy lump of smooth metal that fits in one's hand. When you touch the sphere with bare flesh, it glows with an orange light (*reach*, *area*, hours). It recharges an hour of light for every hour that it sits in a hot fire or coals.

Bright-sticks
fragile, *dangerous*, Value 1

A small box containing 3d4 stiff metal rods, about the size of incense sticks. Snap one, and each piece bursts into a blindingly bright, blisteringly hot flame (d8 damage, *messy*) for a few seconds while it burns away to ash.

Clockwork bird
◇, *fragile*, *magical*, Value 3

Made of tin and set with agate eyes. When you wind it up and let it run, it will dance and chirp loudly for a few minutes. When you wind it up and twist one of its feathers just so, it will sit and wait, only starting to dance and chirp when a creature enters its line of sight.

Ever-burning ember
◇, *fragile*, *magical*, Value 3

This ceramic pot has a number of thin slits along its shoulder and a ring of rune-etched brass around its neck. The pot is always hot, painful to touch, but it won't cause blisters outright. Inside is a glowing ember of redwood with a fire spirit bound inside. The ember will smolder forever as long it stays in the pot and isn't completely submerged.

Pale metal gauntlets
◇, *fireproof*, *magical*, Value 3

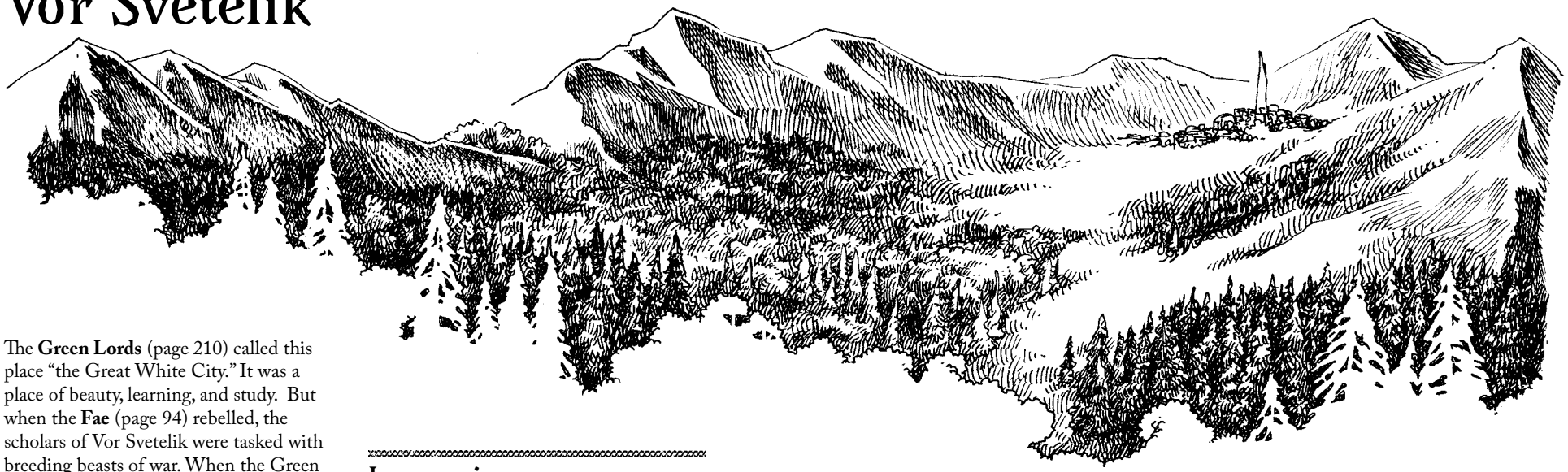
Made of a pale metal, lighter than it should be, and intricately carved with geometric patterns. The insides are an impossibly fine chainmail of the same metal. They seem to absorb heat, and are often damp.

When you ***wear the pale metal gauntlets***, you can pick up and manipulate even white-hot steel without harming your hands (the rest of you, though, has no special protection from heat).

Self-burning lamp
◇, *reach*, *area*, hours, Value 2

A bronze oil-lamp with a small valve on the top. When you screw the nozzle open, a hot blue flame pops out of the nozzle. When you screw the nozzle shut, the flame snuffs out. The lamp itself gets blisteringly hot while running, and once empty of fuel, only the Ustrina know how to refill it.

Vor Svetelik



The **Green Lords** (page 210) called this place "the Great White City." It was a place of beauty, learning, and study. But when the **Fae** (page 94) rebelled, the scholars of Vor Svetelik were tasked with breeding beasts of war. When the Green Lords turned in desperation to the **Things Below** (page 412), the city's waters fouled and its white trees grew sickly. When other **Makers** (page 264) shattered what is now **Ferrier's Fen** (page 116), this city became the Green Lords' last refuge and the site of the war's last battle.

The Green Lords made the invaders pay. They laid traps. They sent their loyal servants to die in waves. They unleashed new horrors, each worse than the last, retreating all the while. And when the Fae and their **Stone Lord** (page 382) allies reached the center of the city, they found it… empty. Naught remained of the Green Lords, except tunnels leading deep into the earth, collapsed behind them.

The Stone Lords retreated to their hills. The Fae fell to bickering and their armies disbanded. Those few mortal servants of the Green Lords who survived were left to fend for themselves, eventually becoming the **Forest Folk** (page 150).

And Vor Svetelik, the Great White City, was left a blighted, infested ruin.

Impressions

- A scraggly canopy in the valley below, hints of streets and buildings, a broken white tower
- Pale and spindly trees, bearing withered leaves and oozing black sap
- A steady, damp warmth, like foul breath, even in the dead of winter
- That feeling you get when you move a rock and see the grubs and worms squirming beneath, but constantly, everywhere you look

Hooks

- An artifact that the PCs desperately want lies in the city's ruins
- A southern **antiquarian** (page 260) knows where to find the ruins, and is leading a substantial expedition there, using Stonetop as a basecamp
- **A Fae chieftain** (page 111) is besieging the ruins, attempting to finally exterminate the Fomoraij
- An earthquake cracks open the ruins; horrors vomit forth into the surrounding woods

Getting there

The ruins of Vor Svetelik lie in the **Great Wood** (page 200), wherever you (the GM) need them to be. They should be at least a few days' travel from Stonetop.

To find the ruins, PCs will need a guide or detailed directions.

- A Fae, a **spirit of the wild** (page 356), or the **Forest Folk** (page 150) could guide them, but wouldn't want to. All sane beings shun the ruins.
- A Green Lord ruin might contain a map or directions, but the PCs would risk getting lost. Such instructions would be centuries out of date!
- Magic like the **Sylvan Web** (page 521) could help the PCs find the ruins themselves, though they'd still risk getting lost on the way.
- The **West Road** (page 270) once led from where Stonetop stands to Vor Svetelik. It's broken and long-buried, but could show the way to one who knew what to look for.

Areas

- **Outer slopes of the hills surrounding the city**, jagged, overgrown, littered with Forest Folk glyphs and invaders' graves.
- **Inner slopes of those same hills**, steep and unstable, trees thinning out as one descends. Signs of old battle abound. **Stone Lord constructs** (page 392) still stand watch.
- **The city's outskirts**, hiding ruins of manor-houses and plantations.
- **The city's center**, tightly packed with ruins, corpses, and danger.
- **The undercity**, old sewers, cisterns, tunnels, basements, and vaults; linked via erosion, collapse, and beast-burrows.

Sites

The following can all be found in the city's center, though still some distance apart.

- **The Conservatory**, once a latticed dome of living wood and glass, now burnt, broken, shattered. Bound fertility spirits mournfully tend to **hazardous growths** (page 219).
- **The Menagerie**, mostly intact. Cubbies line the walls, each with tissue (fur, tooth, etc.) from a different beast. A plasmic horror dwells in a central pit.
- **The Great Library**, broken white tower, poking through the canopy. Lower levels largely intact—grand, overgrown. Heavily warded, a few chambers still perfectly preserved. Littered with the remains of invaders.
- **The Necropolis**, cluster of ziggurats, domes, and monuments near the city's center. Ransacked and vandalized, with few tombs intact. Deeply haunted.
- **The Hallow Tree**, amphitheater carved from a single, massive, fossilized tree stump. Green Lords once met here to share and debate. All that remains is a basalt slab, piles and piles of bones, and hints of tunnels long-ago collapsed.

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12). If you like, roll 1d6 for size/scope/intensity.

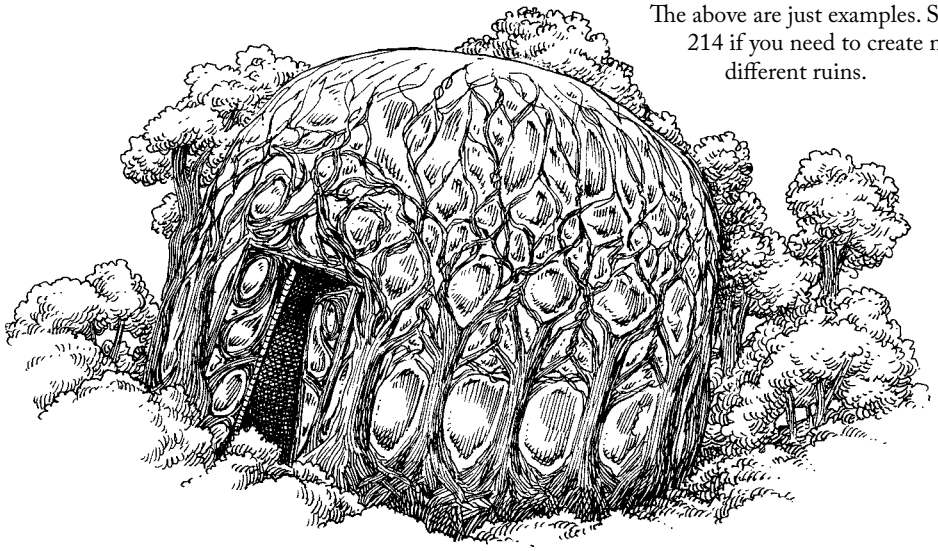
1d12	SURFACE TERRAIN
1	Stretch of true death, where nothing has grown or decayed for hundreds of years
2	Pool/fountain/stream/standing water—dark and unwholesome
3	Hill/cliff/outcrop, perhaps a place where the land buckled and split*
4-5	Stretch of sickly white trees
6-7	Infrastructure/bridge/aqueduct/cistern/sewer*
8-9	GREEN LORD RUIN* (see next page)
10-11	Rubble, peeking out from dirt and groundcover
12	Crevasse/sinkhole, like a scar in the earth*

1d12	UNDERCITY TERRAIN
1	Flooded chamber
2	Running water
3-4	Old tunnels/shafts, some stretching for miles
5-6	GREEN LORD RUIN (see next page) or part of one, buried/sunken/toppled*
7-8	Burrow/warren/tunnels, dug out by… something*
9-10	Stairs/shaft/ladder/ramp, going up and/or further down*
11	Crevasse, maybe open to the sky, maybe not*
12	Sinkhole, leading down down down

*Might connect to the undercity/surface

1d12	GREEN LORD RUIN
1	Arched, petrified trees, forming a half-cylinder. Largely collapsed. The remains shelter a stone slab (3 by 6 paces) and empty canopic jars.
2	Buried vault, cracked, mostly full of dirt. Inner walls lined with bas relief vines in runic shapes.
3	Crumbling walls of a ziggurat. "Inside" of walls bear shifting mosaics of colorful moss, showing history of the Fae.
4	Earth-covered mound. Entrance sealed by living roots (part with command word). Purple crystals line interior, gently glowing.
5	Foundation of white/green/gray stones, hints of faded scrollwork, hinting at long-gone structures.
6	Half-buried dome, ~15 paces across. Exposed timbers of uncut tree trunks. Broken gate of woven antler.
7	Half-dozen structures of rust-red trees, grown in beehive shapes. Untouched by time. Inside: cauldrons, misshapen bones, carapaces.
8	House-sized pile of dirt, hints of worked stone beneath. Inside: a modest dwelling lit by glowing ambers.
9	Intact cellar, too small for Makers. Door is stuck, but works. Lit by glowing lichen. Holds ancient foodstuffs; crumbles at touch or breeze.
10	Massive tree trunk, ~10 paces wide, broken off at top. Remaining wood glints of silver. Entrance to hollow is embossed with ivory runes. Black sap drips from interior walls.
11	Ramparts of iron-infused trees, sporting long thorns, blocking what once were streets. Rusted, crumbling, uprooted in places.
12	Underground "cage" made of tree roots infused with iron. Still intact, no apparent entrances.

The above are just examples. See page 214 if you need to create more or different ruins.



Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	A change of TERRAIN (page 470) and roll again
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	SIGN OF BATTLE (next column), strangely well-preserved
4	An ARTIFACT OF… (next column)
5	ENCOUNTER (next page)
6	A notable **site** (page 470) or POINT OF INTEREST (next page)

1d6	SIGN OF BATTLE
1	Bones/bodies of pre-Forest Folk, Stone Lords, or their human servants, bearing the marks of violence
2	Bleached bones of a Green Lord, peeking out of dirt or rubble, entwined with root or vine
3	A shattered construct of the Stone Lords
4	Structures laid to waste: shattered, sliced clean through, dissolved, cracked apart, scattered as though dropped from a great height, etc.
5	The psychic imprint of mortals and Fae dying in battle, perhaps even a haunted **Fae domain** (page 102)
6	The earth itself, still scarred by terrible magic: rent, blackened, melted, vitrified, petrified, reduced to ash, still-smoking after all these centuries, etc.

1d6	ARTIFACT OF…
1	… the **Things Below** (page 412)
2	… the **Fomoraij** (page 136)
3	… the **Fae** (page 94)
4	… the **Stone Lords** (page 388)
5-6	… the **Green Lords** (page 210)

1d6	ENCOUNTER
1	A Fomoraij's **infected servant** (page 140), single-mindedly pursuing some task (digging, building, searching, carving, writing, etc.)
2	A Fomoraij's **infected servant** (page 140), desperately seeking release
3	A **spirit of the wild** (page 356), curious, indifferent, or just confused
4	Someone or something trapped in stasis (petrified; in a time-pocket, in a magical cell, etc.) but free-able
5	The bound **shade** (page 85) of a Green Lord or their mortal servant, mournful and suspicious but not outright hostile
6	Someone seeking relics or treasure: **crinwin** (page 58), **Fae** (page 94), southern adventurers or **antiquarians** (page 260), maybe even **Forest Folk** (page 150)

1d6	POINT OF INTEREST
1	A tunnel/path/connection to a **Fomoraij's lair** (page 137), open, sealed, or ajar
2	A number of **waystones** (page 478), cracked and ruined and dangerous to use
3	A monument, honoring a Green Lord/Fomoraij with whom the PCs are familiar
4	**A sacred site** (page 362), home to a long-bound spirit, somehow untainted by the Things Below
5	An exposed stretch of **Makers' Road** (page 270), its warding magic still intact
6	**The cracked portal** (next column)

The cracked portal

Somewhere deep in the ruins is a huge slab of white rock, etched with a magic circle. A large crack mars the stone and the circle, yet they still thrum with power.

The circle is a **portal** (page 306), connected to those beneath the **Ruined Tower** (page 332), the **Labyrinth** (page 242), near **Three Coven Lake** (page 438), and so forth. The portal can be opened (see **Opening the Way**, page 517), but it is dangerous and unstable.

When you ***open the cracked portal*** (from either direction), roll +INT: **on a 10+**, the portal opens but pick 1 from the list below; **on a 7-9**, the portal opens but pick 2:

- Any who traverse it risk serious harm —1d10 damage (*messy*, ignores armor)
- You draw the attention of some dangerous primordial entity, like an **archon** (page 302) or a **voidblight** (page 313)
- The cracks grow bigger; subsequent attempts to use this portal will have a cumulative -1 penalty

On a 6-, the cracked portal shatters violently (1d10 damage, *reach*, *area*, *messy*, *forceful*, ignores armor) and leaves a **rift** (page 311) in its place. The other portal cracks (or shatters, if it was already cracked).

Dangers

Hazards

- Ground collapsing underfoot, dropping (deeper) into the undercity
- A dangerous climb—up or down—and a reason to attempt it
- Spells of war, trapped in stasis, crackling in the air and waiting to spring
- Weird distortions of time and space
- Fae **glamours** (page 98), concealing a place or waiting to ensnare
- **Hazardous growths** (page 219), run rampant or deployed as defenses

Podburst vines

As enemies prepared to invade, the Green Lords layered their city with living boobytraps. Many remain. The most common are fast-growing vines that bear large, ominous pods.

- Many tendrils cover a structure or path, obvious or hidden beneath soil/brush
- The tendrils tense and writhe when something disturbs them
- A seedpod contracts, then **explodes** (*reach*, *area*, see below)
- A chain reaction starts, one pod exploding after another

What do the exploding pods do? Pick 1 or roll.

1d6	EXPLODES WITH...
1	… iron-infused seeds, like shrapnel (d10 damage, *messy*, 1 piercing)
2	… concussive force (d4+2 damage, *forceful*, *loud*)
3	… seeds that rapidly burst into thin, thorny, ensnaring vines (d6 damage, *grabby*)
4	… a cloud of spores that blind/sicken/choke/etc. (d4 damage, *debilitating*)
5	… pollen that glows and/or attracts horrors (like **blade wasps**, next page)
6	… iron-infused spore-dust, clinging to any it touches

Deathgrip vines

In some parts of the city, you'll find hunks of stone cracked apart by vines. The vines bear clusters of burrs all up and down their stalks, which easily fall off and cling to clothing, gear, hair, even skin. The burrs are annoying, maybe a little painful, but not (immediately) harmful.

Throughout the ruins, though, are old sigils of power. When these burrs are brought within a few paces of the sigils, they rapidly sprout and start to grow. And burrow. And grip. And tear.

When you ***try to free yourself of sprouting deathgrip vines***, roll +STR or +DEX (your call): **on a 10+**, you can get free if you pick 1 from the list below; **on a 7-9**, you can get free if you pick 2:

- Tear vines from your flesh (1d8 damage, *messy*, ignores armor)
- Lose/discard 1d4 × ◇ worth of items
- Someone else (who isn't in a similar plight) needs to help you

On a 6-, take 1d6 damage (*messy*, *grabby*, ignores armor) and the vines continue to grow, burrow, and constrict. Each time they deal damage, increase the damage die by one step.

Blade wasps

Like wasps, but bigger and with iron-infused stingers. Hey, at least they're not venomous.

When you ***are stung by a single blade wasp***, it hurts, draws blood, and takes some effort not to cry out.

When you ***get swarmed by blade wasps***, take 1d6 damage (*messy*, ignores armor) and you're wracked with pain. Doing anything other than curling up and writhing means that you're Defying Danger (likely with CON). Each subsequent time you take damage from the swarm, increase the die one step (max d12).

When you ***flee a blade wasp swarm***, roll +CON: **on a 10+**, you escape the swarm but pick 1 from the list below; **on a 7-9**, you escape the swarm but pick 2:

- Suffer damage from the swarm
- Mark a debility from blood loss
- An important piece of gear is lost or ruined
- You run straight into another danger

The Undying

- **Ghosts** (page 76) of mortal soldiers, reenacting ancient battles
- **Specters** (page 79) of those subjected to the Green Lords' most terrible experiments
- **Hollow Fae** (page 114), wounded by iron, abandoned by their fellows
- **Wraiths** (page 79) of Green Lords or their mummified servants, their canopic jars destroyed
- **Mummies** of Green Lords (page 221) and their servants (page 221), safe in their still-standing tombs

Chimerae

- **Llamudwr** (page 220), lurking in darksome waters or flitting through the night sky
- **Rhagedn** (page 222), still keeping watch
- **Swyn** (page 222), their entourages in tow, congregating in Vor Svetelik every dozen years
- **Zrajedak** (page 223) or some other sort of **chimera** (page 218) bred for war, ensnared by Fae magic or still in stasis, waiting to be deployed

Other creatures

- Just about any sort of beast found in the **Great Wood** (page 200), but twisted and mutated
- **Crinwin** (page 58), perhaps doing decidedly un-crinwin things
- The **infected servant** of a Fomoraij (page 140)
- A **Fomoraij** itself (page 136), deep in the undercity.

Nemurvojak

Horde, *construct*, *undead*, *corrupted*, *fearless*

HP 11; **Armor** 4 (resilience), 0 vs. bronze

Damage iron-wood spears d6 w/advantage (*close*, *messy*, 1 piercing) or bare-handed rending d4 with advantage (*hand*, *grabby*, *messy*, 1 piercing)

Special qualities bound by its last orders; shuns the sun or holy light

Instinct to revel in their prey's fear and suffering

- Rush a foe with an unearthly howl
- Lash out with a mass of black, viny tendrils (*reach*, *grabby*)
- Brutalize an already fallen foe

When the Fae rebelled, some of the Green Lord's mortal servants—the ancestors of the **Forest Folk** (page 150)—sided with the traitors. But not all. Most remained loyal, or at least too afraid of their masters to risk turning on them.

Their loyalty, alas, did not save them. At first, the Green Lords would plant demon-seeds in only the bodies of servants who had already fallen. But when they saw just how effective those animated corpses were, well… the Green Lords were nothing if not practical.

Many of these horrors remain in Vor Svetelik, bound by orders to protect the city or certain sites within. Thank the gods they were not allowed to roam free.

Plasmic horror

Solitary, *large*, *construct*, *amorphous*, *terrifying*

HP 19; **Armor** 2 (membrane, lacks organs)

Damage pseudopod d10+3 (*hand*, *close*, *reach*, *grabby*, *forceful*) or acidic engulf d10+5 (*hand*, *grabby*, *forceful*, *messy*, ignores armor)

Special qualities child-like intellect; susceptible to strong wills

Instinct to recklessly explore the world

- Ooze through the smallest cracks or openings
- Assume the form (wholly or partially) of any being it touches (from small to large size)
- Reveal its true form, shockingly
- Grow (and gain 1d8 HP) by consuming a living thing
- Spawn a smaller version of itself

These… things… served as blank canvasses for the Green Lord's flesh-weaving. Once, they were kept carefully locked away in laboratories and breeding pits. Now, with their creators gone all these years… well, who knows where they might be found?

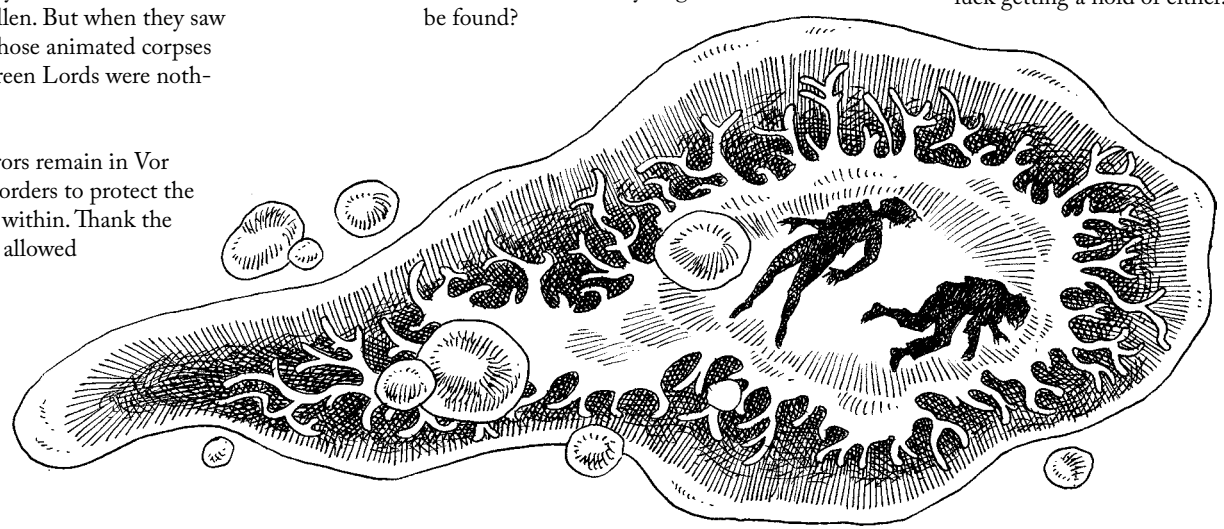
Why haven't these plasmic horrors spread beyond Vor Svetelik? That's for you to decide, but perhaps…

… some Fae magic keeps them contained;
… they require some nutrient that is only available here;
… something in their cellular programming keeps them from wandering far; or
… a thrumming artifact emits some sort of song that they are loathe to leave.

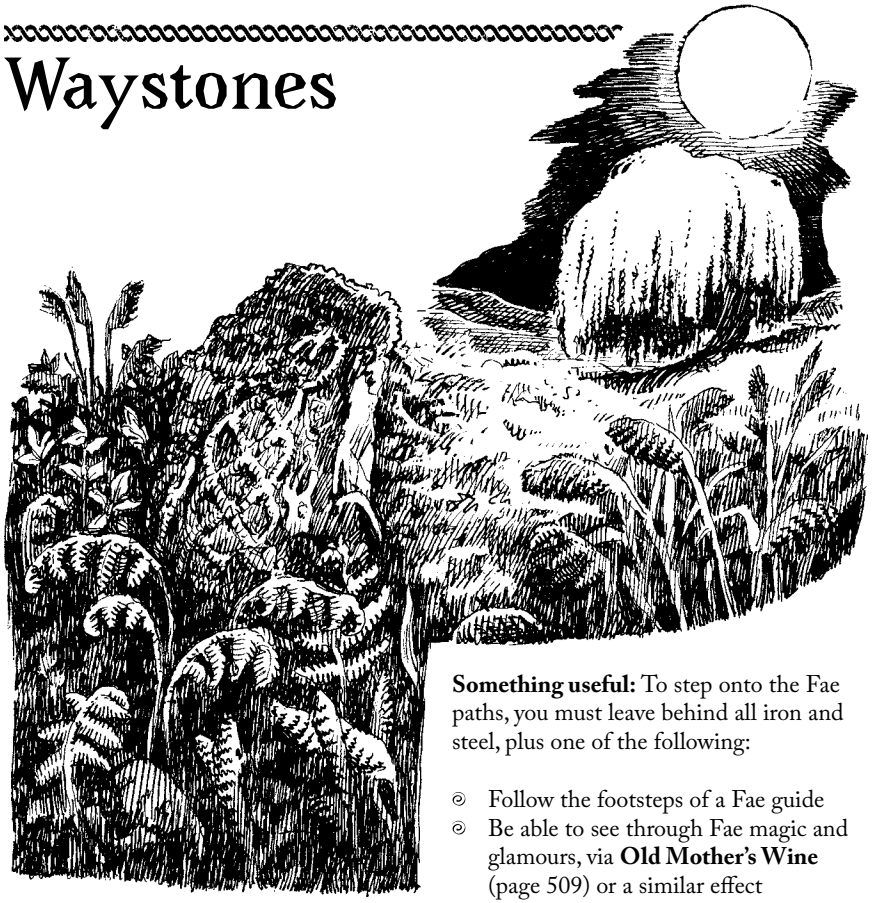
When you ***command a plasmic horror in the tongue of the Green Lords***, roll +CHA: **on a 10+**, it does as you say, and accepts you as its master; **on a 7-9**, it does as you say for now.

When ***a plasmic horror thoroughly consumes a living being***, it gains 1d8 HP, even if that takes it above its maximum. When a plasmic horror spawns a smaller version of itself, it loses a number of HP and the new version starts with that same number.

Plasmic horrors can be "locked" in their current forms by a particular incantation and a drop of Green Lord blood. Good luck getting a hold of either.



Waystones



The **Great Wood** (page 200) and **Ferrier's Fen** (page 116) are dotted with massive markers of pale gray stone, moss-covered and largely overgrown, deeply etched with the curling, branching runes of the **Green Lords** (page 210). **Fae** magic (page 94) binds the waystones together.

Lore

Something interesting: The waystones mark entrances to the Fae paths. If one can access the paths, they can quickly travel great distances. The paths, however, are fraught with peril. Tales tell of travelers being lost or entrapped for years or even centuries.

Something useful: To step onto the Fae paths, you must leave behind all iron and steel, plus one of the following:

- Follow the footsteps of a Fae guide
- Be able to see through Fae magic and glamours, via **Old Mother's Wine** (page 509) or a similar effect
- Go at a certain time (under a __ moon, at midnight, at sunrise, etc.) and either...
  - ... have Fae blood in your veins; or
  - ... open your mind with drugs/alcohol/delirium/exhaustion/etc.

Each waystone connects to at least one other, and most connect to a few. When you step on the path, you see the routes laid out before you, and can sense roughly where in the mortal realm each of the adjoining waystones lies.

Travelling the Fae paths is dangerous, but safer when you go with trusted companions.

Walking the paths

When you ***walk the Fae path from one waystone to the next***, roll +WIS: **on a 6-**, you lose your way and find yourself in peril—tell us what chases or lures you from the path; **on a 7+**, you arrive safely, only a few minutes having passed, but first tell us what tried to chase or lure you from the path and why it failed; **on a 10+**, you can also intervene and save someone who has lost their way, but only if you can tell us how.

If you ***roll a 6- and someone saves you***, don't mark XP.

When you ***lose your way and none of your allies save you***, decide if you wish to keep playing this character. If you do, you will escape from the Fae domains, a relatively short time having passed in the real world, but for you it might have taken days, months, or even years. Pick 2:

- You're different now. Change your instinct, change your look, and lose one of your moves, replacing it with another move available to you.
- You lost something important: a move, a precious item, the memory of a loved one, an earnest hope, etc. Tell us what you lost.
- You owe some favor to a Fae—one who ensnared you or one who rescued you. Work with the GM to determine who.
- Days, weeks, or months have passed in the mortal realm, instead of minutes or hours.
- You emerge at a different waystone than the one you intended to reach.

When ***a follower loses their way and no one saves them***, their fate is in the GM's hands.

If a player needs inspiration, have them roll the Die of Fate.

1d6	LURE
1	The need to escape from danger, heartbreak, or shame
2	Someone lost to you, calling out
3	A child, beast, or loved one in distress
4	A revel, a meal, a drink, or some other pleasure of the flesh
5	Something of great beauty or wonder
6	Something of great value, or a chance to learn something of great import

Stepping off the paths

When one steps off the Fae paths, they might find themselves in any number of Fae domains. It's nearly impossible for a mortal to navigate between them, as the ways are ruled by dreamlike logic and secrets and ancient Fae pacts. A guide is all but essential, but even the Fae might struggle to access or escape certain realms.

Hooks

- Something dangerous has learned to use the waystones, emerging near the one closest to Stonetop, causing trouble, and retreating.
- Someone was lost to the Fae paths years or decades or even centuries ago. Now they reappear, stumbling back to Stonetop, thinking that only hours or days have passed.
- Someone the PCs care about steps onto the Fae paths and doesn't return.

The Whitefang Mountains

The Whitefang Mountains form the northern border of the World's End, running from the **Huffel Peaks** (page 236) in the northwest, all along the **Great Wood** (page 200) and the **North Manmarch** (page 282), to the **Dread River** (page 86) and beyond in the east. Beyond them lie nothing but the **Frozen Wastes** (page 172).

The mountains are tall and jagged, steep and forbidding. Yet they hide almost indescribable beauty: waterfalls, deep pine forests, sweeping meadows. They also hide a surprising number of settlements. **Barrier Pass** (page 26) is closest to Stonetop, but many more lie beyond.

Hooks

- Storms around Tor's Fist grow stronger; the colors shift to red and yellow
- A band of **kyakaara** (page 493) slips out of the mountains and is eyeing Stonetop
- A southern merchant is intent on finding a mountain village, to trade for ivory and fine wool
- **Mountain apes** (page 494) hold an artifact/scrap of lore in their hoard
- An apprentice **shantyara** (page 495) needs help retrieving her dead master's sword from the **bhoka** (page 490) who killed him

Impressions

Always

- Snow-covered peaks, like mighty teeth
- Wind: howling, whispering, gusting
- Monkeys screeching and chittering in the valleys, leaping through the trees
- Prayer-flags fluttering in the wind
- The elation of reaching a summit; the despair of realizing it was just a ridge, and you're only half-way

Spring

- Slopes and vales bright with rhododendron: purple, red, and orange
- Trickle and rush of snowmelt

Summer

- Lush green below; stern, colorless peaks above
- Birdsong echoing and echoing

Autumn

- Meadows turned brown and red and gold
- Mist filling the valleys, clouds gliding by above

Winter

- Snow cloaking the valleys, choking passes
- Tears freezing, sweat soaking you under warm clothes

Tor's Fist

Almost straight north of Stonetop, this lonely mountain juts above its neighbors. It's not the tallest peak in the Whitefangs, but it's tall enough. When summer storms roll up from the south and crash against the mountains, the worst of them swirl around Tor's Fist. They'll lash the peak with lightning, and in the aftermath, green and purple lights dance around the crown.

What's up there?

Clearly Tor's Fist holds some mystery, but its nature is for you to decide. Perhaps the mountain's peak holds…

… the tomb of **Stormcatcher** (page 332), or her son, or her lover;
… a cleft, from which the **Stone** (page 12) itself was carved;
… one of the last thirteen **Rime Lords** (page 316), still in stasis, protected by powerful **tulpas** (page 324);
… a potent storm-spirit, **corrupted** by the Things Below (page 432), but bound there by ancient Rime Lord magic;
… the domain of a powerful, temperamental **Fae** (page 94);
… a shattered **portal** (page 306), torn open and ruined;
… a people of great stature, who worship **Tor** (page 452);
… the last of the **Tempest Lords** (page 398), grumpy and aloof;
… some combination of the above; or
… something else entirely.

Chart a Course

To reach the summit of Tor's Fist:

- ☐ You'll need to wait until late spring or summer to have any chance
- ☐ First you must travel to the **Foothills** (page 144) or **Barrier Pass** (page 26)
- ☐ From there, you must travel to the base of Tor's Fist
  - ☐ It'll take at least 5 days (from the Foothills) or 6 days (from Barrier Pass), and a corresponding amount of supplies
  - ☐ You need a knowledgeable guide or accurate map
  - ☐ You need to bring warm clothes, climbing gear, and fuel for cookfires
  - ☐ The terrain is treacherous; you risk injury
  - ☐ The way will be grueling; you risk exhausting yourselves/your resources
  - ☐ The way is perilous, filled with dangers
- ☐ From the base of Tor's Fist, you can attempt to reach the summit
  - ☐ It'll take at least 5 days, lest you get **altitude sickness** (page 489)
  - ☐ You need to bring a skilled mountaineer
  - ☐ The climb is treacherous and grueling; you risk injury, exhaustion, or both
  - ☐ You risk drawing the attention of whatever it is that's up there
  - ☐ You must brave the final ascent: a sheer climb in heavy winds

Terrain

Pick 1 or combine 2, or have someone roll the Die of Fate (d12).

1d12	TERRAIN
1-2	Glacier/snowfield/snowpack
3	Lake/river/stream/waterfall
4	Waterlogged soil, frozen or muddy
5	Forest/woods/stand of trees/shrubs
6	Sheer rock face/bluff/escarpment
7	Summit/peak/false peak
8-9	Steep slope/switchback trails/ridgeline
10	Ravine/canyon/gorge
11	Gentle slope/meadow/valley/pass
12	Cave/cavern/grotto

If you like, roll 1d6 for size/scope/intensity.

Discoveries

For any of these, pick 1 or have someone roll the Die of Fate.

1d6	DISCOVERY
1	A change of TERRAIN (previous column) and roll again.
2	A chance for insight into a threat or danger (e.g. tracks that reveal numbers, whereabouts, etc.)
3	An ENCOUNTER (see below)
4	A POINT OF INTEREST (next page)
5	A NATURAL RESOURCE (next page)
6	A SETTLEMENT (next page)

1d6	ENCOUNTER
1	Monkeys, curious and mischievous, or perhaps signs of **mountain apes** (page 494)
2	A patrol from a **fortress-monastery** (page 486), suspicious of the PCs
3	Someone in dire straits
4	Villagers/layfolk, traveling or tending herds, wary
5	**Mammoth herders** (page 177), stiffly polite
6	A **tulpa** (page 324), a **spirit of the wild** (page 356), or a **Fae** (page 94), curious or indifferent

1d6	POINT OF INTEREST
1	A SETTLEMENT (see below), overrun/destroyed by **kyakaara** (page 493)
2	A place corrupted by the **Things Below** (page 412)
3	A place **haunted** by the dead or undying (page 72)
4	A site sacred to the **spirits of the wild** (page 356) or perhaps a **Fae domain** (page 102)
5-6	A ruin or artifact of the **Rime Lords** (page 316)

1d6	NATURAL RESOURCE
1	Vein of ore/mineral deposits/valuable stone (slate, marble, pigments, etc.)
2	Game, dangerous to hunt: **cave bears** (page 205), **mammoth** (page 177), etc.
3-4	Game, hard to reach/prone to bolt: monkeys, hares, goats, etc.
5	**Useful or valuable flora** (page 458)
6	Safe place to rest, take shelter

1d12	SETTLEMENT
1-2	Camp of **mammoth herders** (page 177), likely empty/abandoned in warmer months
3-6	**Farm valley** (*hamlet*), page 484
7-8	**Farm valley** (*village*), page 484
9-10	Lone dwelling: hermit's cave/hunter's lodge/shepherd's camp/etc.
11-12	**Fortress-monastery** (page 486)

Mountain folk

The Whitefangs host a surprising number of settlements. Most are small farming valleys, even more isolated than Stonetop. But there are also a number of fortress-monasteries, like **Barrier Pass** (page 26).

Something interesting: The mountain folk's ancestors were disciples of the **Rime Lords** (page 316), and Rime Lord teachings still influence the culture. But time, isolation, and competing philosophies have led to vastly different local traditions. An idea or practice that is lauded in one village might be ridiculed in the next. And in the village beyond that? It might get you killed.

Something useful: Communities occasionally trade with their nearest neighbors, and folk in one settlement are familiar with the ways of the next—at least well enough to avoid offense or violence. But if you seek a guide or informant, find one who's actually been there, lest you have your ears filled with exaggerated nonsense.

Names

Nepalese- and Tibetan-inspired: Aandha, Araayin, Bisheej, Choden, Dawa, Dhaar, Dorji, Duga, Fayurma, Hopan, Jamya, Jyat, Keshhay, Ksali, Kundari, Kunza, Lhamo, Mitis, Nobu, Nyado, Passan, Pratar, Puyari, Radhaa, Ravar, Sajadr, Sonam, Supar, Tani, Tashi, Tenzi, Tseri, Wanchu, Yonta.

Questions

- Who among you have traveled here before? When and why?
- Who do you know (in Gordin's Delve, perhaps) who hails from the Whitefangs?
- Why do you think storms swirl around Tor's Fist? What do you think those strange lights are?
- Did you once live in a farm valley, or a fortress-monastery?
- What drove you to leave?
- What behavior in Stonetop is strictly taboo where you once lived?
- What practice is common where you once lived, but utterly baffling to folk in Stonetop?
- How is (are) the language(s) of the mountain folk different from those of Stonetop?
- Do they worship ___ up there? If so, how is that worship different than in Stonetop?

Farm valleys

The valleys of the Whitefangs can be surprisingly pleasant. Streams flow almost year-round, freezing over but still running throughout winter. Below the tree line, tall skinny conifers grow in abundance. Many of these vales hold steadings.

Steading names

Amchatala, Bhatand, Bhungadi, Dhulgad, Dhurankat, Ghumjun, Heledhan, Khutan, Methala, Naungadi, Potyata, Sakokoch, Thulalu, Thundind.

Size *hamlet* (~25 to 75 souls) or *village* (~150 to 350 souls)
Population -1 to +1
Prosperity -1 to +1
- Trade with...
  ... other farm valleys (food, spouses)
  ... mammoth herders (ivory, meat, **dark ice**, see page 322)

Resources
- Farming: terraced fields, barley, lentils
- Livestock: goats, sheep, milk, meat
- Fine wool
- Timber
- Hunting/fishing
- Trades: weaving, dyeing, bronze-smithing, etc.

Defenses -1 for a *hamlet*, +0 for a *village*
- Some spears, slings, bows
- Some bronze tools/weapons
- Protection from a nearby fortress-monastery

For each steading, pick or roll what their NEIGHBORS SAY THEY ARE. Then pick or roll up to 2 FEATURES and up to 3 things that are true of EVERYONE HERE and/or NO ONE HERE. Imagine what a functional steading would look like with these traits. "Odd" behaviors make sense to the locals, and likely help the community survive/cohere/adapt. Ask yourself how!

1d12	NEIGHBORS SAY THEY ARE...
1-2	… monstrous/immoral/irresponsible
3-4	… treacherous/greedy/lazy
5-6	… arrogant/brave/reckless
7-8	… boorish/primitive/lazy
9-10	… generous/gullible/friendly
11-12	… wise/noble/holy

1d12	FEATURE
1	Surroundings are tainted by the **Howling Curse** (page 492)
2	A **bhoka** (page 490) dwells nearby
3	Homes are made of **dark ice** (page 322); inhabitants are inured to cold
4	Time passes slower here than outside
5	Gifted spirit-walkers defend the steading in dreams
6	A famous **adept** (page 328) or **false adept** (page 329) dwells here
7	Entrance is secret/well-defended
8	**Fae** (page 94) live within the steading, hiding or in plain sight
9	**Useful or valuable flora** (page 458) grows in abundance
10	**Gingkara** (page 326) serve and protect the locals
11	Possess a **major arcana** (page 540)
12	Weather is warm/pleasant year-round

1d12	EVERYONE HERE...
1	… abides by a caste system
2	… eats some unappetizing food
3	… writes wishes/prayers on rags, flapping in the wind
4	… is accompanied by a clever, loyal pet
5	… is beautiful/strong/skilled in __/etc.
6	… lives communally, with no personal possessions/space/family
7	… reads/studies/debates the teachings of a/the Rime Lord(s)
8	… refers to (certain?) things/people only indirectly, poetically
9	… speaks truth, however blunt/unkind
10	… stops to pray/sing/meditate/dance at specific times each day
11	… trains as warriors/practices pacifism
12	… wears/bears a particular type of clothing/accessory/decoration

1d12	NO ONE HERE...
1	… bears weapons (or type of weapon)
2	… consumes meat/alcohol/___
3	… cuts their hair/grooms/bathes
4	… discusses a particular topic/practice
5	… eats/sleeps/has sex/ages past a certain point
6	… fears deep water (they swim, fish, etc.)
7	… goes into the woods/up the mountain/beyond the vale/etc.
8	… speaks aloud/inside/to strangers/etc.
9	… touches another's skin/hair/shadow
10	… shows their skin/face/hair/etc.
11	… speaks ill of others/admits hardship
12	… tolerates a particular color/material

Fortress-monasteries

At least a dozen fortress-monasteries remain, scattered throughout the Whitefang Mountains. **Barrier Pass** (page 26) is one of the largest and most powerful. Each is dedicated to preserving the teachings of the **Rime Lords** (page 316)—or at least, preserving their version of them!

Size *hamlet* (~25 to 75 souls)
Population +0
Prosperity +0
- Trade with nearby farm valleys (food, livestock, wool)

Resources
- Tithes from nearby farm valleys
- Terraced gardens (barley, lentils)
- Livestock (goats, sheep, milk, meat)
- Fine wool
- Parchment, vellum, ink
- Trades: bronze-smithing, weaving, dyeing, tanning, scribing, etc.
- Rime Lord artifacts

Defenses +2
- **Guardians** (page 33)
- At least one **adept** (page 328)
- One or more **tulpas** (page 324)
- Weapons/armor of bronze, maybe **dark ice** (page 322)
- Defensible position

A typical fortress-monastery has 25-50 residents, split between **monks** (page 33) and **guardians** (page 33), plus a handful of layfolk. Most receive food and material support from a nearby farm valley or two. In turn, guardians patrol the region and monks (ostensibly) guide, teach, and serve as an example for villagers.

Place each fortress-monastery in a **Rime Lord ruin** (page 320), and create the **adept** (page 328) who presides over the monks there. Referring to the previous page, roll or pick what their NEIGHBORS SAY THEY ARE, a FEATURE for the fortress-monastery, plus up to 3 things that are true of EVERYONE HERE and/or NO ONE HERE. Finally, pick or roll a TRAIT:

1d12	TRAIT
1-2	Oppresses/extorts/ignores nearby villages, rather than serving them
3-4	Recently lost its presiding adept; succession unclear
5-6	Home to multiple sects, each led by a different adept
7-8	Hides/protects one of the last thirteen **Rime Lords** (page 316)
9-10	Very small (Population -1, only ~10 to 15 souls); roll again with d8
11-12	Relatively large (*village*, up to ~300 residents); roll again with d8

Use the ruin's theme(s), the adept's instinct and moves, and the fortress-monastery's details to inform the philosophy of the local sect(s). Name the sect(s), mixing and matching words from the list below. A fortress-monastery is typically named after its sect or a prominent local feature.

Ape, Avalanche, Black, Breath, Bronze, Clear, Closed, Cloud, Crystal, Dancing, Dark, Day, Deep, East, Empty, Eye, Fire, Fist, Five, Flower, Flowing, Four, Frost, Grey, Hand, Heart, Ice, Implacable, Inner, Lake, Lonely, Mind, Mountain, Night, North, Open, Outer, Pale, Palm, Relentless, River, Silent, Single, Sky, Snow, South, Spirit, Spring, Still, Stone, Storm, Stream, Three, Tranquil, Two, Unmoved, Waking, West, White, Will, Wind, Winter

Trade & Barter

Commonly available

The following are special items in Stonetop, but commonly available in the settlements of the Whitefang Mountains—PCs can acquire them here without having to roll for Trade & Barter. They do need to trade something of equal Value. Iron, glass, and southern fineries are usually in demand.

GOODS	VALUE
Fine wool	
garment	0*
◇◇ bolt	1*
cartload (*immobile*)	2*
Parchment, a few sheets	1
Ink, vial and quills	1
◇ Empty book, parchment	1

* +1 if sold/traded outside the Whitefangs.

LIVESTOCK	VALUE
Whitefang goat (*sure-footed*, *curious*, *wooly*); **HP** 3; **Damage** d4 (*hand*) **Instinct** to explore; can butcher for ◇ provisions (6 uses); produces fine wool; sickly in warmer climes	2
Sheep (*timid*, *hardy*, *wooly*); **HP** 3; **Damage** d4 (*hand*); **Instinct** to follow the herd; can butcher for ◇ provisions (6 uses)	1
Sheep hound, follower (*keen-nosed*, *herder*, *fierce*); **HP** 6; **Damage** d6 (*hand*, *grabby*); **Instinct** to bully, threaten; **Cost** care & grooming	1

Special items

The following might be acquired in the settlements of the Whitefang Mountains, in addition to special items from the Moves & Gear handout. PCs must roll Trade & Barter to acquire them.

When PCs ***Trade & Barter in a settlement***, they use the local Prosperity (with disadvantage if it's a *hamlet*). **On a 6-**, they don't mark XP; no one here can/wants to trade—maybe try the next settlement?

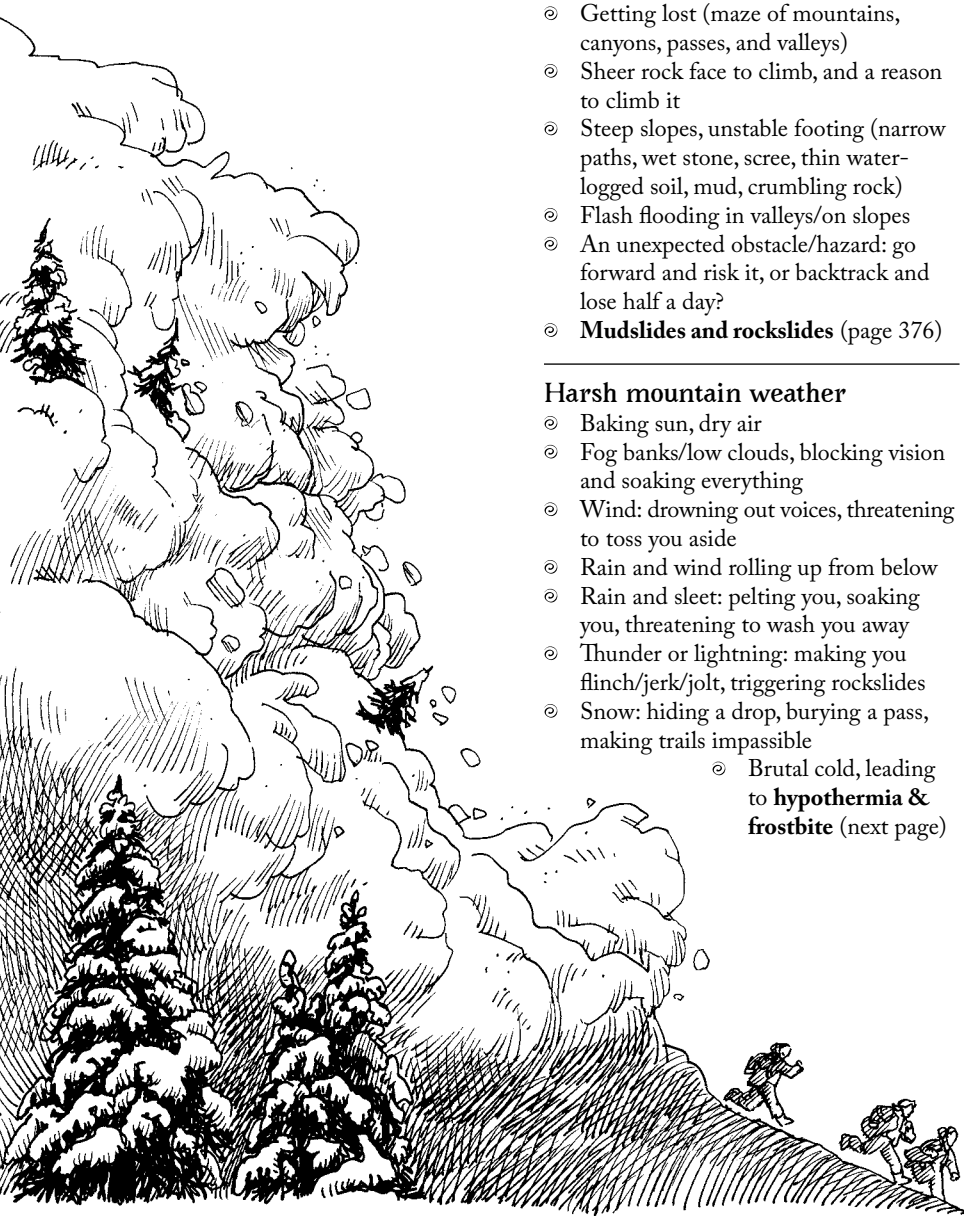
GOODS	VALUE
Robe/shawl, fine wool, intricately patterned (*warm*, *beautiful*)	1*
Ivory	
a bit of finery	1
◇ a substantial piece	2
a mammoth tusk (*immobile*)	3
cartload of mammoth tusks	4
Dark ice (*magical*, see page 322)	
a small piece (*magical*)	1
◇ a large chunk (*magical*)	2
with special characteristics	+1
a functional tool or weapon	+2
An object of **black iron** (page 307)	+2

* +1 if sold/traded outside the Whitefangs.

Services and favors

PCs don't need to roll Trade & Barter for the following, but they might need to Persuade people—even if they offer something of suitable Value. If the PCs are well-regarded by locals, they might get these boons for free, or without needing to Persuade anyone, or at a reduced price.

SERVICE/FAVOR	VALUE
A few nights of simple food and shelter	0
A day's labor	0
A crew of farmers, working for a week	1
Consultation with a monk	1
Audience with an adept	2
Weeks of guided study with a monk	2
A mountain guide, to lead a trip to...	
... a nearby farm-valley	0
... another known, nearby spot	1
... a dangerous/unknown spot	2
... a secret/deadly place	3



Dangers

Hazards

- Getting lost (maze of mountains, canyons, passes, and valleys)
- Sheer rock face to climb, and a reason to climb it
- Steep slopes, unstable footing (narrow paths, wet stone, scree, thin water-logged soil, mud, crumbling rock)
- Flash flooding in valleys/on slopes
- An unexpected obstacle/hazard: go forward and risk it, or backtrack and lose half a day?
- **Mudslides and rockslides** (page 376)

Harsh mountain weather

- Baking sun, dry air
- Fog banks/low clouds, blocking vision and soaking everything
- Wind: drowning out voices, threatening to toss you aside
- Rain and wind rolling up from below
- Rain and sleet: pelting you, soaking you, threatening to wash you away
- Thunder or lightning: making you flinch/jerk/jolt, triggering rockslides
- Snow: hiding a drop, burying a pass, making trails impassible
- Brutal cold, leading to **hypothermia & frostbite** (next page)

Avalanche

Everyone who lives in these mountains learns to spot the signs.

Instinct to gather mass, to bury all in its path

- Have one cascade down a distant slope, majestic and terrifying
- Point out the snowpack, looming on the slopes above
- Note how a storm adds mass to the snowpack
- Point out the dimples as sun/warmth undermine its structure

When an avalanche starts above them, start the following:

A chunk of snow gives way
It gains mass, momentum; it'll be here in a matter of minutes
It rushes towards them, imminent
They're buried under snow and ice (d8+2 damage, *forceful*, ignores armor)
They're trapped, disoriented, suffering **hypothermia & frostbite** (see below)

Hypothermia & frostbite

It gets cold in the mountains. Very, very cold.

- Start them shivering, despite fire/warm clothing
- Test their endurance on even simple tasks
- Have them lose their footing/grip
- Inflict a debility
- Have frostbite set in (d6 damage, ignores armor)
- Have frostbite get worse (+messy)
- Compel them to do something foolish (go to sleep, shed clothing, etc.)

Altitude sickness

Dangerously thin air starts a couple thousand feet below the snowline, and gets worse the higher you go. Locals are accustomed to the thin air, but even they must be careful.

- Test their endurance to keep going, or just to breathe
- Inflict a debility
- Reveal that they've missed something
- Have them collapse, unable to continue
- Fill their lungs with fluid, swell their brains, have them roll for Death's Door

Something interesting: Disciples of the Rime Lords practice techniques to thrive in the thin air, but they take months or years to master.

Something useful: One can acclimate safely by ascending no more than ~1,000 feet each day, and even then, extreme exertion can be dangerous. A tea steeped from purple drakewort can alleviate symptoms, but an overdose can cause death by suffocation.

Monsters

- Predators: **cave bears** (page 205), **cougars** (page 206), and **wolves** (page 209)
- **Spirits of the wild** (page 356)
- **Wraiths** (page 79) of those who died of starvation and want, or corrupted by the **Howling Curse** (page 492)
- **Tulpas** (page 324), free-roaming or bound to something nearby

People

- Guardians, monks, or novices from **Barrier Pass** (page 26)
- An **adept** (page 328)
- A **false adept** (page 329), or their minions

Bhoka

Solitary, *large*, *cautious*, *magical*, *corrupted*

HP 16; **Armor** 1 (hide)

Damage talons 1d10+3 (*hand*, *close*, *grabby*, *forceful*)

Special qualities blinded by full daylight or holy light, takes +1d4 damage from bronze

Instinct see below
- Slink through trees and shadows

These hulking brutes dwell in dark places: caves, north-facing slopes, and deep mountain forests. They're hairy things, hunched and wild, only vaguely looking like people. They'd be little more than dangerous beasts, easily avoided, if they weren't driven by an obsessive vice—and if they didn't wield the wild elements themselves.

Pick or roll for the bhoka's instinct and the associated moves.

1d6	INSTINCT/MOVES
1	**Instinct** to bask in the fear/adoration of others ➤ Bellow like thunder, terrifying and awesome ➤ Fling lightning, 1d10+3 damage (*far*, *forceful*, *loud*, *reload*)
2	**Instinct** to steal finery, companionship, and precious things ➤ Skulk about a steading, choosing its targets ➤ Turn themselves (and anything they take) into flowing mist
3	**Instinct** to sate its never-ending hunger ➤ Chomp off a limb and gulp it down, 1d10+5 damage (*hand*, *messy*, 3 piercing) ➤ Create a maelstrom of wind, sucking everything nearby towards its gaping maw (*near*, *area*, *reload*)
4	**Instinct** to lash out and avenge itself for even the slightest offence ➤ Snatch someone and fling them against a wall/tree/ally ➤ Transform into a swirling cloud of wind, hail, sleet, and lightning; 1d10+3 damage (*area*, *reach*, *forceful*, *reload*)
5	**Instinct** to be lazy, to force others into servitude ➤ Drag someone off into the night ➤ Freeze things: flesh, moisture, the very air
6	Roll again twice

Also, pick or roll one:

1d6	SPECIAL TRAIT
1	*Huge* (+4 HP, +2 damage)
2	Four or even six arms (+*area* to its damage)
3	Lashing tongue/tail, 1d8+1 damage (*reach*, *grabby*)
4	Scales of ice/rock (Armor 3)
5	Wings (can fly)
6	Regenerates wounds, unless from ritually prepared weapons

Something interesting: The people of the Whitefangs fear bhoka and are well aware of the dangers they pose, but they never hunt them. They seem content to drive them off or appease them.

Something useful: The monks claim that bhoka descended from **Rime Lords** (page 316) who were corrupted by the **Things Below** (page 412). They cannot abide the sound of the Rime Lords' meditative chants, recoiling and fleeing from anyone who performs such a chant without faltering.

Guardian

Group, *organized*, *hardy*, *skilled*

HP 10; **Armor** 2 (hides, shields)

Damage bronze or dark ice-tipped weapons 1d8 (tags by weapon)

Instinct to protect their charges
- Use the terrain to their advantage
- Take a blow meant for another
- Perform a feat of endurance, agility, or will (*reload*)

The fortress-monasteries of the Whitefangs each maintain a cadre of warriors, recruited from local farm valleys, bands of mammoth herders, or failed novices. They focus more on the arts of battle than the esoteric ways of the monks.

Ice drake

Horde, *small*, *cautious*, *stealthy*

HP 3; **Armor** 0

Damage claws, beak, or wing-buffet d4 (*hand*)

Special qualities cold-proof, camouflaged, winged

Instinct to spook easily and overreact
- Burrow/dig into snow or ice, to forage or hide
- Shake off a blast of clinging, freezing mist, 1d4 damage (*close*, *area*, *reload*)
- Scatter and flee to the skies

Like cranes, long-legged and long-necked, with long whipping tails. They're hardly a threat in warmer months. But in winter—when their scales and feathers grow laden with hoarfrost—shepherds watch for their sign and avoid them. Wander into their midst, and you'll get coated in a clinging, frozen mist that often leads to **hypothermia & frostbite** (page 489).

Ice drake fat and blood never freezes. Properly rendered in a kitchen, it makes an oil used to insulate leather and wool garments. A flock of 8-12 drakes yields a ◇ jar of ice drake oil (Value 1 locally, Value 3 in the south).

The Howling Curse

Threat (*affliction*)
Instinct to make people into monsters

In the **Time of Cataclysm** (page 413), the voice of **Y'aaw'kara** (page 421) plunged the north into madness. Whole villages turned against each other. The survivors were reduced to marauding beasts. The **Rime Lords** (page 316) sacrificed themselves to contain the Howling Curse, but it lingers in places where cruelty and violence have caused great suffering.

Places tainted by the Howling Curse are **corrupted sites** (page 422), hungry places or worse, full of **whispers and visions** (see page 428) that push people towards bloodshed, cruelty, and savagery. People tainted by the Howling Curse carry such whispers and visions with them.

When you ***give in to the bloodlust of the Howling Curse***, pick up to 3 options that are not yet permanent:

> Your fingers grow long, your grip grows terribly strong (*grabby*, *forceful*)
> You grow stringy and gaunt, and revel in pain; gain +1 armor
> You hunch and giggle; gain +4 HP (even above your max), and your instinct becomes "Cruelty: to hurt others."
> Your eyes turn feral; you can see in the dark, but red is the only color you see
> Your jaw distends, you grow fangs (*hand*, *messy*), and you gain a taste for blood and raw meat

When the ***violence comes to an end***, roll +1 for each option you have chosen. If you wrought great carnage, roll with advantage. **On a 10+**, the options you chose are permanent, and you are now tainted by the Howling Curse (if you weren't already); **on a 7-9**, the options you chose linger until you vent your rage on a person or thing of your choice; **on a 6-**, don't mark XP, and both the rage and the options you chose fade as you catch your breath—only nightmares will remain.

When all five options above are permanent, you become a **kyakaara** (next page) and cease to be a PC. Tell the GM to write you up as a monster and as a threat.

Kyakaara

Horde, *hardy*, *organized*, *fearless*, *sadistic*, *terrifying*, *corrupted*
HP 10; **Armor** 1 (toughness)
Damage rending fingers/claws d4+2 w/ advantage (*hand*, *grabby*, *forceful*, *messy*, 1 piercing), or crude weapons d6 w/ advantage (tags by weapon)
Special qualities inured to cold, take +1d4 damage from bronze, see only in shades of red
Instinct to delight in pain, savor fear, and indulge in every cruelty
- Drive their prey to panic
- Maim or traumatize someone
- Surround, harry, dogpile, drag down
- Drag off a captive, to eat or torture

These are the Howlers, the Ones-Who-Laugh, those who have succumbed to the **Howling Curse** (previous page). They are gaunt and hairy, dressed in rags, with jaws that have grown into snarling, fang-filled snouts. They pierce their own flesh. They hunch and howl and cackle.

During the **Time of Cataclysm** (page 413), kyakaara roamed freely; now they are thankfully rare. Treat them as a threat, beasts, with the following grim portents and impending doom.

> They take up residence near a community and stalk likely victims
> They kidnap locals, forcing them to commit atrocities upon each other
> Surviving captives become kyakaara; their numbers swell
> **Impending doom**: They overrun the community, slaughter many, corrupt the rest, then set out towards the next village

Monk
Group, *cautious*, *disciplined*, *hardy*, *magical*
HP 10; **Armor** 0
Damage staff d8 with disadvantage (*close*)
Special qualities spirit sight; inured to hunger, cold, deprivation
Instinct to preserve their version of the Rime Lords' teaching
- Demonstrate their willpower
- Take an extreme, unyielding position/stance/course of action
- Do something impossible, in line with their sect's teachings

Consider creating custom instincts and moves for each group of monks, based on the teachings and practices of the **fortress-monastery** and sect from which they hail (page 486).

Novice
Group, *cautious*, *disciplined*, *meek*
HP 6; **Armor** 0
Damage staff d8 with disadvantage (*close*)
Special qualities inconsistent spirit sight
Instinct to veer between their masters' teachings and their base needs
- Do what their superiors ask
- Hesitate, balk, flinch
- Show great promise, or great weakness

Mountain ape
Group, *cautious*, *stealthy*, *hoarder*
HP 6; **Armor** 1 (thick fur, hide)
Damage grasping hands d8+2 (*reach*, *close*, *grabby*, *forceful*)
Special qualities arboreal, cold proof, keen senses of smell and hearing
Instinct to keep their secrets
- Hide in the trees or snowdrifts
- Try to lure/spook intruders away
- Reach out, snatch an intruder by surprise
- Crush/rend/break a grabbed foe, d8+2 damage w/advantage (*hand*, *forceful*, *messy*, 1 piercing)

Like orangutans but taller, more powerfully built, with thick, shaggy white hair. They dwell in small bands, in **Rime Lord ruins** (page 320) or **sacred sites** (page 362) that are far from any well-trod trails. They venture out to hunt and gather, but avoid people as much as they can.

Each band of mountain apes collects things: a particular type of plant or flower, the bones of certain animals, bits of writing, **dark ice** (page 322), etc. They keep these hoards in a central place, hidden away, revered and treasured even more than their own children or their lives. Particularly large or well-established bands will have an alpha (*large*, *leader*, +6 HP, +1 damage) who does nothing but protect the hoard.

Shantyara
Solitary, *emotionless*, *clever*, *stealthy*, *hardy*, *skilled*, *terrifying*
HP 18; **Armor** 2 (thick hides/furs, skill)
Damage orichalcum sword d10+2 w/advantage (*close*, *messy*, 2 piercing) or bronze knife d10 w/advantage (*hand*, 1 piercing)
Special qualities spirit-sight; immune to mental manipulation; inured to cold, hunger, pain, deprivation; hard to surprise
Instinct to cleanse the world of the Howling Curse
- Stalk a suspect with perfect patience
- Condemn the tainted for all to hear
- Try to avoid bloodshed for the untainted
- Mercilessly cut down the condemned, and any who protect them
- Deftly counter an attack they see coming

Only a handful of these "tranquil killers" remain, three or four at most. They wander the Whitefangs, hunting **kyakaara** (page 493) and anyone else corrupted by the **Howling Curse** (page 492). They are welcome in any settlement, but that welcome is often stilted, formal, fraught. Few are comfortable under a shantyara's piercing gaze.

Shantyara recruit apprentices from orphaned or unwanted children. Many flee from the harsh, interminable training. Most of the others die from exposure or deprivation or one of the many dangers such a life entails. A rare few last long enough to be useful companions (**HP** 10; **Armor** 1; **Damage** d8; **Instinct** to earn their master's respect). And once or twice every generation, a master will deem an apprentice worthy, and take them to a sacred cave, and burden them with one of the shantyara's orichalcum blades.

APPENDIX A : AGES OF THE WORLD

Most events are listed in the order they occurred, but events in *italics* and starting with ? are approximate, their specific placement unclear. Did construction begin on the Makers' Roads before or after the Tempest Lords' capital sank? Did Brennan become Marshedge's marshal before or after the Forest Folk disappeared? That's for you and your group to decide, if it matters.

The Primordial Age Eons ago, over a span beyond reckoning.

- Light fills the void; the **Things Below** (page 412) were already there
- **First Creators** (page 299) become aware of themselves
- ? *The first of the **great spirits*** (page 300) *arise*
- Things Below stoke the Creators' egos, urge war
- First Creators forge the world and trap the Things Below inside
- **Tcaventes, Shackle and Key** (page 254), is set to guard the **Utterwell** (page 252)
- ? *The **gods*** (page 178) *do many legendary things*
- ? *The earliest peoples evolve or are created*

Time of the Makers Millennia ago, over a span of centuries (at least).

- Rise of the **Tempest Lords**' civilization (page 398)
- Tempest Lords establish their empire
- Rise of other **Maker** groups (page 264)
- Tempest Lords found "Northernmost" (the **Ruins at Road's End**, page 87)
- Tempest Lord homeland sinks, empire crumbles; other Makers grow in power
- ? *Construction of the **Makers' Roads** begins* (page 270)
- ? ***Green Lords*** (page 210) *breed the **Fae*** (page 94)
- ? ***Manmarchers*** (page 282) *come from across the **Dread River*** (page 86)
- **Stormcatcher** (page 332) establishes her Tower in the Flats
- Fae rebellion! the Green Lords call on the Things Below
- **Stone Lords** (page 382) destroy the heart of the Green Lord's territory, creating what is now **Ferrier's Fen** (page 116)
- Siege of **Vor Svetelik** (page 468); Green Lords retreat, become **Fomoraij** (page 136)
- Stone Lords' servants start to plot rebellion and embrace the Things Below

Were the civilizations of the **South** (page 256) founded during the Time of the Makers, or even before? Or perhaps during the Time of the Barrow Builders?

Time of Cataclysm Centuries ago, over a span of decades.

- Stone Lords' servants rebel, unleash the Things Below, sink Dulenn and create **Blackwater Lake** (page 48)
- ? *"Northernmost" overrun by horrors from the Dread River*
- Stone Lords hunted down by rebels
- Teirstered falls, becomes **Three Coven Lake** (page 438)
- Refugees start heading to Stormcatcher's tower
- ? ***Howling Curse*** (page 492) *causes **Rime Lord** civilization to nearly collapse* (page 316)
- ? *Volcanic eruptions, Moratia Rubra destroyed, **Forge Lord** society collapses* (page 156)
- More refugees arrive at Stormcatcher's tower
- Surviving Rime Lords sacrifice themselves to contain the Howling Curse
- Stormcatcher's tower falls

Time of the Barrow Builders Centuries ago, over a span of generations.

- First barrows built to honor freedom fighters
- **Emanations** (page 436) of the Things Below roam freely, are worshipped/appeased
- Warlords/sorcerer-kings vie for power, build more elaborate barrows
- Battles fought over Three Coven Lake, the Ruins at Road's End, etc.
- Refugees, enslavement, human sacrifice, all-around bad times
- Subjects of the Barrow Builders overthrow/abandon/imprison their tyrannical rulers
- Certain bands of Barrow Builders flee into the **Labyrinth** (page 242)

The Current Age Starting a few centuries ago.

- Power of the Things Below ebbs (reasons unclear)
- Barrow Builder culture gives rise to **Hillfolk** culture (page 228)
- ? ***Marshedge** founded* (page 274)
- ? ***Stonetop** founded* (page 12)
- Region stabilizes, trade routes established
- **Gordin's Delve** settled, Foundry established (page 190)

Recent memory The last decade or so.

- ? ***Brennan and the Claws** start raiding* (page 280)
- Earthquakes become more common
- **Forest Folk** (page 150) disappear
- ? *Brennan hired as Marshedge's marshal*
- **Crinwin** (page 58), **nailadd** (page 208), etc. grow in numbers

Use this procedure when you need an artifact, but none of the existing options fit. Or, use it when you have an idea that you want to flesh out. As you work through each step, take notes on your decisions or results.

1 Origin and theme

Pick or roll for the artifact's ORIGIN. Then, pick or roll for one or more THEMES from the indicated entry. Allow the theme(s) to inform everything else about this artifact.

1d12	ORIGIN
1	The **Barrow Builders** (page 34)
2	**Death and the undying** (page 68)
3	The **Fae** (page 94)
4	The **Forge Lord**s (page 156) or the **Ustrina** (page 464)*
5	Gods and religion, roll 1d12: 1-2 **Aratis** (page 22) 3-4 **Danu** (page 64) 5-6 **Helior** (page 224) 7-8 **Tor** (page 452) 9-12 **Other gods** (page 184)
6	The **Green Lords** (page 210) or the **Fomoraij** (page 136)*
7	**Primordial powers** (page 298)
8	The **Rime Lords** (page 316)
9	**Spirits of the wild** (page 356) or the **Forest Folk** (page 150)*
10	The **Stone Lords** (page 382)
11	The **Tempest Lords** (page 398)
12	The **Things Below** (page 412)

* Use the THEME table from the first listed entry. For example, use the Forge Lords themes for the Ustrina.

2 Nature

Pick one or roll, then proceed to the indicated sub-step and follow the directions there.

1d12	NATURE
1-3	It's a **mundane** item, relic, or artifact (next column, step 2a)
4-6	It's an object or amount of **strange material** (page 500, step 2b)
7	It's **priceless** (page 500, step 2c)
8	It has an **extraordinary property** (page 501, step 2d)
9	It houses a **spirit or sentience** (page 502, step 2e)
10-11	It's a **source of lore** (page 503, step 2f)
12	It produces a **magical effect** (page 504, step 2g)

2a. Mundane

It's no magical wonder, but it's still interesting, useful, and/or valuable. Pick or roll for WHY THEY MIGHT CARE.

1d12	WHY THEY MIGHT CARE
1	It'd make a good trophy/gift/thing to show the kids (Value 0)
2	It's useful—like a tool, a weapon, supplies, etc. (Value 0 or 1)
3	It's useful but also unusual, specialized, uncommon (Value 1)
4	It's fine, beautiful, excellent (Value 1)
5	It's of a distinct origin/style (Value 1 or 2 to a collector)
6	It's inherently valuable—silver, trade goods, etc. (Value 2)
7	It's a true luxury and/or a symbol of status (Value 2)
8	It's precious, but only to the right buyer (Value 2 or 3)
9	It's exquisitely made, a thing of beauty (Value 3)
10	It's inherently valuable—gold, gems, exotic goods, etc. (Value 3)
11	It's a clue, or it hints at the bigger picture, and roll 1d10 again
12	It presents an opportunity: a key, a resource they might mine, a map, etc.

Now, go pick or roll for its **form** (page 505, step 3).

2b. Strange material

Pick one or roll, and follow the instructions for that entry.

1d12	MATERIAL
1-2	**Makerglass**, most associated with the Stone Lords; pick or roll for its FORM and CHARACTERISTIC (page 388), then proceed to **synthesis** (page 507, step 4)
3-4	**Aetherium**, found near Tempest Lord sites like the **Ruined Tower** (page 332); pick or roll for its FORM and CHARACTERISTIC (page 404), then proceed to **synthesis** (page 507, step 4)
5	**Orichalcum**, most associated with the Forge Lords; pick or roll for its VARIETY (page 162), then proceed to **synthesis** (page 507, step 4)
6-7	**Dark ice**, created by the Rime Lords and their disciples; pick or roll for its FORM and CHARACTERISTIC (page 322), then proceed to **synthesis** (page 507, step 4)
8	**Black iron**, most associated with **primordial powers** (page 298) and **Aratis** (page 22); pick or roll for its FORM (page 307), then proceed to **synthesis** (page 507, step 4)
9-10	**Red crystal**, a manifestation of the Things Below; pick or roll on the next table, and do what it says
11-12	**Redwood** (page 314), a natural tether for **spirits of the wild** (page 356) often used by the **Forest Folk** (page 150); pick or roll on the next table, and do what it says

1d12	RED CRYSTAL/REDWOOD
1-4	Full of untapped potential (Value 1 or 2 to the right buyer); proceed to **form** (page 505, step 3)
5-7	Has an **extraordinary property** (next page, step 2d)
8-10	Houses a **spirit or sentience** (page 502, step 2e)
11-12	Produces a **magical effect** (page 504, step 2g)

2c. Priceless

What makes it so much more valuable than its form would dictate? Pick one or roll.

1d12	PRICELESS BECAUSE...
1	Causes those who see it to covet it (Value 4)
2	Great historical/religious importance (Value 4 to the right buyer)
3	Only a few (1d12?) were ever made, if you trust the tales (Value 4 to the right buyer)
4	Haunting beauty (Value 4)
5-6	Beyond meager mortal arts (Value 4)
7-8	Made of or with precious metals/gems/materials (Value 4)
9	Transcendent, inspires those who see it (Value 4)
10	Symbol of authority over a people (Value 5 to the right buyer)
11	It has some other property that makes it Value 4 or 5
12	It's a hoard of various treasures (Value 5, *immobile*); pick or roll 1d6 for **form** (page 505, step 3) as many times as you like

Still here? Go pick or roll for its **form** (page 505 step 3).

2d. Extraordinary property

Pick or roll one. Remember to keep the theme in mind!

1d12	PROPERTY
1	Moves and acts of its own accord
2	Absorbs ___, stores its power (fire, lightning, hatred, stillness, etc.)
3	Seamlessly blends materials in an impossible way
4	Emits ___ (flame, light, sound, silence, a feeling, etc.)
5	Is much, much ___ than it should be (heavier, harder, faster, quieter, etc.)
6	Cannot be ___ (broken, burned, melted, detected, etc.)
7	Fills those who look upon it with ___ (greed, rage, peace, joy, etc.)
8	Cuts right through/can harm ___ (stone, ghosts, etc.)
9	Can only/cannot be perceived by ___ (Fae, spirits, the dead, murderers, etc.)
10	Glows/thrums/vibrates in the presence of ___ (gold, magic, lies, poison, etc.)
11	Protects against/repels ___ (emotional magic, fire/heat, ghosts, etc.)
12	Roll twice, but treat one of the results as a drawback or flaw

Artifacts with extraordinary properties might also have an additional special characteristic. Pick or roll:

1d12	EXTRA CHARACTERISTIC?
1-6	Nope, go pick or roll for its **form** (page 505, step 3)
7-8	It houses a **spirit or sentience** (page 502, step 2e)
9-10	It's a **source of lore** (page 503, step 2f)
11-12	It produces a **magical effect**. (page 504, step 2g)

2e. Spirit or sentience

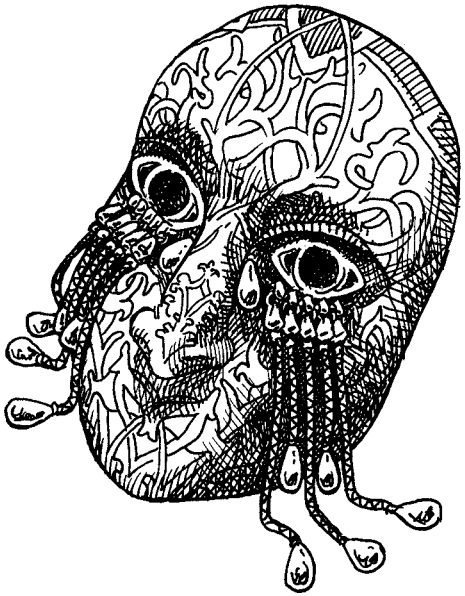
The artifact serves as a **tether** (page 358) for a spirit, or otherwise acts as its home. Pick or roll for the nature of this binding.

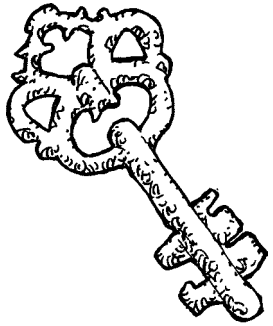
1d12	TYPE OF BINDING
1-2	Imprisoned and locked away (though imperfectly)
3-5	Fettered, enslaved, forced to serve
6-7	Serves willingly, bound by its own nature/desires
8-9	Trapped by accident, desperation, twist of fate
10-12	Dwells here naturally, spontaneously

Then, pick a spirit or sentience appropriate to the binding, origin, and theme. If you're unsure, roll 1d12.

1d12	SPIRIT/SENTIENCE
1	A ***corrupted*** spirit (page 432), and roll again
2	A **ghost** (page 76)
3	A **shade** (page 85) or similar imprint of someone's personality
4	Something from beyond the Last Door, like a **dool spirit** (page 83) or **gwyllgi** (page 84)
5	A **Fae** (page 94), oddly enough
6	A **little god** (page 182)
7	A **tulpa** (page 324), or the intellect of a **construct** (page 167 or 392)
8	A **spirit of the wild** (page 356)
9	An **emanation** of a Thing Below (page 436)
10	A fledgling spirit, and roll 1d8+1 again
11	An **archon** (page 302) or other **primordial entity** (page 298)
12	A multitude of... (roll again)

Now, go pick or roll for it's **form** (page 505, step 3).





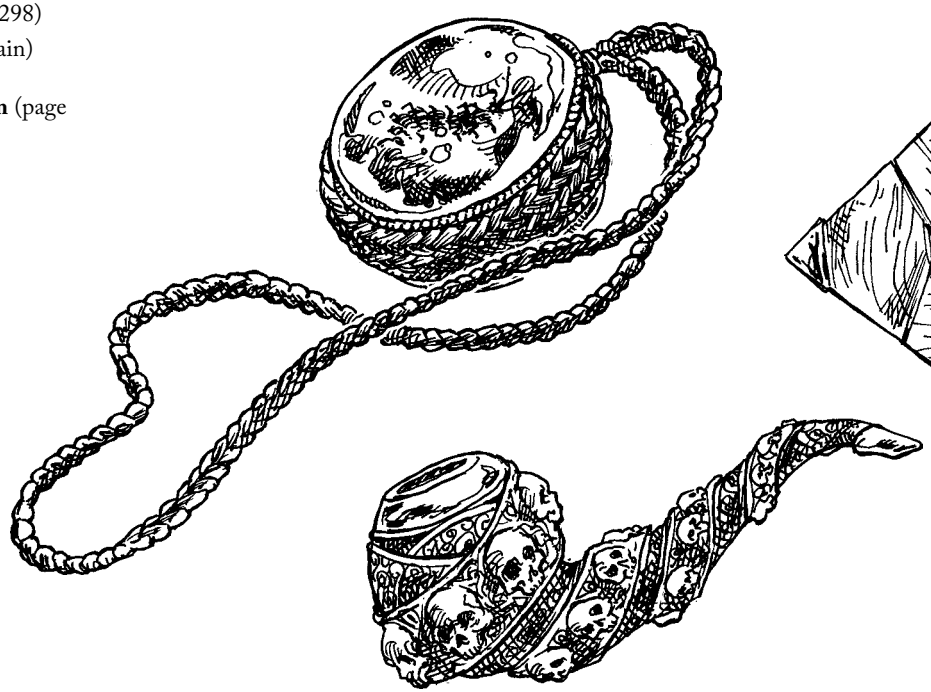
2f. Source of lore

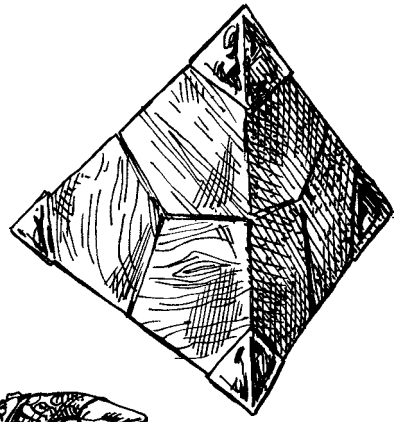
Pick or roll for the KNOWLEDGE IMPARTED and HOW IT'S RECORDED.

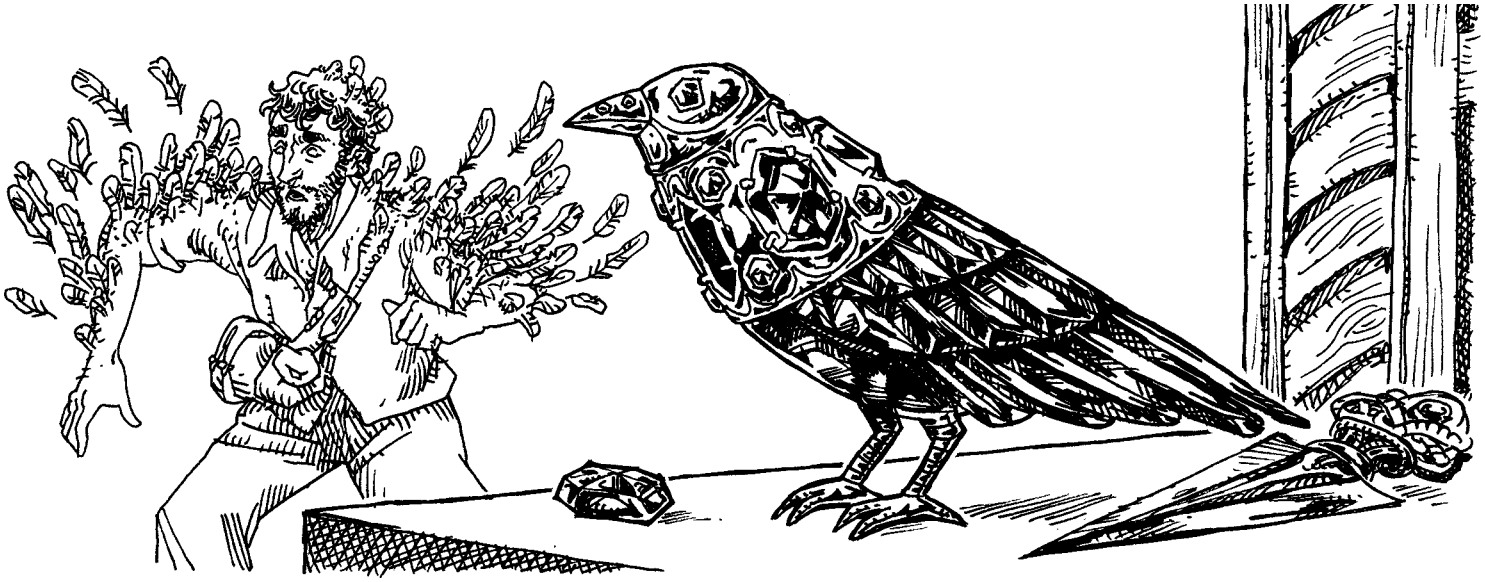
1d12	KNOWLEDGE IMPARTED
1	The truth/secrets behind a group or figure of legend
2	The weakness/history/origins/lair of a major established threat
3-4	The hazards/secrets/history/location of a mysterious or legendary place
5-6	The workings/secrets/history/location of a magical item or arcanum
7-9	An artifice or technique lost to antiquity
10-12	The workings of a ritual/spell—pick or roll for its FUNCTION and DRAWBACK (page 504), then return here

1d12	HOW IT'S RECORDED
1	Known to an entity bound to the artifact; go back to **spirit or sentience** (previous page, step 2e), and do what it says
2-5	Inscribed on/in the artifact: ancient runes or writing in a long-dead language
6-7	Adorning the artifact: carvings/paintings/decorations/diagrams
8-9	Scrawled on/in the artifact: a cypher, mad ramblings, strange annotations, etc.
10	As a vision/dream, imparted on whoever touches/enters/approaches
11-12	Inscribed on/in the artifact: clear to those who can read the language

Now, go pick or roll for it's **form** (page 505, step 3).







2g. Magical effect

Pick or roll for the magic's FUNCTION (what it does) as well as its DRAWBACK. Combine them with its origin and theme to imagine what spell, power, blessing, or curse is involved.

1d12	FUNCTION
1	Create/conjure/craft
2	Defend/repel/secure
3	Destroy/slay/consume
4	Contain/bind/capture
5	Enhance/refine/purify
6	Reduce/diminish/suppress
7	Sustain/heal/repair
8	Sense/identify/reveal
9	Hide/disguise/confuse
10	Manipulate/control/compel
11	Transform/combine/reshape
12	Roll twice and combine

1d12	DRAWBACK
1	Scarring: leaves a lasting thematic mark on you/the target
2	Dangerous: can have destructive, unwanted side effects
3	Demanding: takes great effort to cast/trigger/maintain
4	Discordant: draws unwanted attention
5	Fickle: fails at inopportune times
6	Weak: easily countered by will/fortitude/preparation
7	Indiscriminate: imprecise in its targets/duration/effect
8	Withering: weakens you/the artifact/the target
9	Restricted: works only in specific, thematic conditions
10	Costly: requires sacrifice, consumes resources
11	Slow: takes time to cast/manifest
12	Roll twice

APPENDIX B : ARTIFACT CREATION

For artifacts that produce a magical effect (as opposed to spells or rituals), how often or frequently can it be used? Pick or roll.

1d12	USAGE
1-3	1d6 uses, then it's consumed/ruined/powerless
4-6	1d6 uses, then it must be recharged/replenished
7-8	A few charges, which might be lost with each use; recharges with time or effort
9	At will, but each time is riskier/less powerful/more costly; resets with effort or slowly over time
10	At will, but there's a cost/risk with each use
11	At will, though limited by practicalities
12	Continuous; it's always going

Now, go to step **3**, below, to pick or roll for its **form**.

3 Form

If it's not already established or clear to you, pick or roll for the artifact's SIZE.

1d12	SIZE
1-2	A small item
3-4	A ◇ item or object
5-6	A ◇◇ item or object
7-8	An *immobile* object or place
9-10	Roll 1d8 again, but it's hard to extract, access, and/or take advantage of
11-12	Roll 1d10 again, but it's also *crude*, *fragile*, *cumbersome*, and/or *dangerous*

Now, WHAT IS IT, exactly? Pick or roll. Interpret the results liberally, keeping in mind the origin, theme, and other details about the item. Let yourself be inspired!

Note: an artifact might very well be made from or with an appropriate **strange material** (page 500, step 2b), even if you didn't get that result. Maybe your Forge Lord sword that absorbs heat and flame is made of aetherium, or has a red crystal for its pommel.

1d12	WHAT IS IT?
1-8	Something MORE COMMON (next page)
9-12	Something LESS COMMON (next page)

1d12	MORE COMMON
1	Agriculture: seed, spade, flail, hoe, fork, scythe, plow, millstone, etc.
2	Construction: nail, brick, tile, trowel, timber, masonry, wall, etc.
3	Container: lock/key, pouch, box, urn, chest, cell, vault, etc.
4	Domestic: utensil, spindle, vessel, broom, foodstuffs, crib, loom, etc.
5	Fire: incense, oil, candle, lamp, lantern, sconce, brazier, hearth, etc.
6	Liquid: oil, spirits, vial, wineskin, cup, jug, barrel, fount, bath, etc.
7	Protection: talisman, helm, cloak, armor, shield, door, wall, etc.
8	Remains: ashes, scale, fang, horn, organ, bone, hide, skeleton, etc.
9	Textile: fibers, scarf, footwear, rope, clothes, furs, bedding, tapestry, etc.
10	Tool: needle, file, chisel, saw, mallet, shovel, anvil, workspace, etc.
11	Trade: coin, coins, satchel, scales, wheel, sled, cart, wagon, etc.
12	Violence: knife, poison, sword, rod, staff, bow, spear, banner, etc.

For example, if you started with "a ◇◇ item or object" and then got a 4 on the table above, that could be a quern stone or a small cauldron. But "an *immobile* object or place" plus a roll of 8 above might a mammoth tusk, or a whole ossuary!

1d12	LESS COMMON
1	Art: pigments, brushes, carving, figurine, chisel, painting, statuary, etc.
2	Beauty: cosmetics, jewelry, comb, torc, circlet, mirror, robes, regalia, etc.
3	Curiosity: wonder, device, enigma, doohickey, toy, etc.
4	Husbandry: collar, brush, prod, bridle, saddle, harness, stable, etc.
5	Raw material: powder, salt, chemics, grains, ingot, ore, slab, timber, etc.
6	Music: notation, bell, chime, flute, rattle, horn, lyre, lute, drum, etc.
7	Natural: flower, feather, shell, rock, wood, tree, spring, cave, etc.
8	Prosthesis: eye, teeth, hand, foot, arm, leg, crutch, wheelchair, etc.
9	Religion: symbol, offering, idol, altar, ceremonial ___ (roll again)
10	Specialized equipment: astrolabe, level, gear, decanter, still, kiln, etc.
11	Writing: ink, runes, stylus, scroll, parchment, tablet, codex, archive, etc.
12	Highly decorated and/or exquisitely made MORE COMMON object (previous column)

Note: an artifact might very well be made from or with an appropriate **strange material** (page 500, step 2b), even if you didn't get that result. Maybe your Forge Lord sword that absorbs heat and flame is made of aetherium, or has a red crystal for its pommel.

For example, if you started with "a small item" and rolled a 10 on this table, you might see "decanter" and think of a little vial of perfume or maybe poison. And maybe it's the liquid that's special, not the container!

4 Synthesis

Consider the details you've established. Imagine the artifact that they suggest. Fill in any missing details and start making final decisions. What is this artifact, exactly? What was it originally for? How did it come to be, or be *here*?

You don't need a full history of the item. But try to picture something that makes sense, something that at least hints at a story.

As you make these decisions, it's okay to change or discard some of the details you established earlier, or to interpret them loosely or metaphorically. They're meant to spur your creativity, not to limit it.

5 Write-up

Once you've got a clear picture in your mind, write up the artifact as one of the following:

- A **brief description** and some tags, like ~20 words or fewer
- A **detailed description**, with a title, some tags, and a few sentences about what it is, what it looks like, what it does (if anything), what it involves
- A brief or detailed description (as above), plus one or more **custom player moves**, each with a trigger, results, and maybe a roll
- A **steading improvement**, something that, with time and effort, can provide lasting benefit to the village.
- A **minor arcanum**, a little card you give the player with a description and requirements on the front, and the benefits of meeting them on the back.
- A **major arcanum**: a half-page playbook insert, with unlockable moves/options and consequences for using them.

Keep in mind who you're writing this up for. Anything you give to the players (tags, physical descriptions, custom moves, arcana) should be clear and concise. But an artifact's history, backstory, details on where it's found, the nuances of how it works… that's all for you, to inform how you introduce it and use it in play. Write out as much as you, personally, find helpful.

If the artifact's Value hasn't been established, consider whether it should have one and what it might be. See *Book I*, pages 92-93 for rough guidelines.

If you expect the artifact will be a source of trouble, also write it up as a threat (a *MacGuffin*, probably, or maybe a *magical entity* or even an *affliction*).

Refer to the artifacts throughout this book for examples. See *Book I*, page 434 for more guidance and some worked examples.

An old scroll case
◇, *fragile*

A leather scroll case, cracked and age-worn. Inside is a tattered letter and a pair of small, bluish ingots. It's a letter, in an older Hillfolk dialect, from an apprentice to their master. It describes a mental exercise to draw latent power from aetherium.

You can learn **Laoj Daveth's Galvanic Infusion** from the scroll, but…

- ☐ …you must translate the letter.
- ☐ …it'll take a few weeks of dedicated study.
- ☐ …you'll use up one of the aetherium ingots (or another source of aetherium).
- ☐ …you risk electrocuting yourself and/or using up the other ingot.

Laoj Daveth's Galvanic Infusion

When you ***touch a piece of aetherium and draw its power into yourself***, roll +CON: **on a 7+**, you absorb the power and gain 1d8 HP (even if this puts you above your max HP); **but on a 7-9**, the aetherium is drained and crumbles into a chalky mass of verdigris.

The spell lasts until you dismiss it or until you roll a 6- on any move. While it lasts, you need not sleep and remain highly alert and focused—gain advantage on any rolls with WIS.

If you remain awake for more than a few days, your body grows ever more exhausted and you risk hallucination, paranoia, and addiction.

When ***the spell ends,*** you lose 1d8 HP.

FRONT (1) BACK

A folktale

There's this old tale, about an old herb tender from Marshedge that tricks a fen-troll into eating an enchanted seedpod. She promises to go get the troll more food if he promises to then let her go. Of course, the troll breaks his word and tries to eat her, but the seedpod bursts into a mass of gwir-nettles when he does.

You can learn the secret of the enchanted seedpods, but need one of the following:

- ☐ A Marshedge herbalist, steeped in lore, to teach you the ritual
- ☐ The spirit of a gwir-nettle, friendly or bound, to reveal the secrets of its birth

Truth Seeds

When you ***soak a pair of gwir-nettle seedpods in your own blood, whisper secrets over them, and say the words of power***, they become truth seeds (*magical)*.

When you and another ***each eat a truth seed and make promises to each other***, the seeds stay in your guts and ensure that the promises are kept.

When you ***break your promise***, the truth seed in your gut sprouts violently into a full-grown gwir-nettle, dealing 1d10+3 damage with advantage (*messy*, ignores armor) and now you've got a gwir-nettle growing out of you.

If the ***other party breaks their promise***, they suffer the same fate.

FRONT (2) BACK

A small, strange book
fragile

A small manual written on what appears to be sheets of supple leaves. It is written in the common script but in a strangely poetic sequence of nonsense syllables.

The manual reveals the recipe for an elderberry wine that brims with Fae magic, but to learn the recipe, you either...

- ☐ …need help from a Fae poet, or perhaps one of the Forest Folk;

or...

- ☐ …risk getting the recipe wrong, poisoning or cursing whoever drinks the wine you brew.

Old Mother's Wine
Lost memories: ○○○○○○

When you ***sacrifice a memory to a berry- laden elder tree***, tell us what you gave up. Mark 1 lost memory and roll 1d6; if you roll less than your lost memories, change your instinct and clear your marks.

When you ***harvest the berries and spend a season making wine from them***, gain a skin of Old Mother's Wine (5 uses, magical).

When you ***get tipsy on Old Mother's Wine***, expend a use. For a night and a day, your eyes are open to Fae magic, meaning:

- You see the truth behind Fae illusions and glamours
- You are immune to Fae enchantments
- You can freely enter Fae domains and walk the Fae paths
- Time passes normally for you while in Fae domains

FRONT (3) BACK

A giant's dormitory
magical

In a ruin of the Stone Lords is an old dwelling that bears the psychic imprint of its inhabitant, a stoneshaper of some considerable skill.

When you ***enter the dormitory***, you are overcome with a vision of this student inventing his first spell. You can learn this spell, but…

- ☐ …you must have some talent for magic.
- ☐ …it will take weeks of repeated exposure and study.
- ☐ …you risk lasting harm to your physique and health.

Aalz Galt's Sudden Sinkhole

When you ***sing a rumbling note and focus your will upon a point of earth or stone***, mark a debility and roll +INT:

On a 10+, the earth or stone that you focus on remains intact, but the earth or stone beneath it crumbles, dissolves, and flows away, creating an empty pocket about as wide as your arms can encircle and about as deep as you are tall. The surface seems stable, but is prone to crack or break under stress.

On a 7-9, the song works as above, but it siphons even more energy from your body. Mark another debility and take 2d4 damage (ignores armor).

FRONT (4) BACK

Carvings in a cave

At the bottom of a sinkhole is a limestone cave. A moldering skeleton slumps against one wall, showing signs of having been hanged. Yet carved into the cave walls are runes, caked over with mineral deposits.

You can study the runes and learn the secrets they contain, but...

- ☐ ... you must carefully restore the runes over a few weeks of work.
- ☐ ... you risk ruining them as you work.
- ☐ ... you must decipher the old writings, which are similar to Stone Lord runes.
- ☐ ... it will then take a few days of study.

Shell Game of Souls

Souls (max CON): ○○○

When you ***touch a dying, intelligent being, speaking their name and words of binding***, roll +INT: **on a 10+**, you bind their soul to your flesh; **on a 7-9**, you bind their soul but weaken yours—reduce your max HP by 1d4+1.

Your flesh can bind a number of souls equal to your CON. They manifest in dreams and struggle for control when your mind or body are weak. Write their names here:

When you ***roll a 6- on Death's Door***, you can release a bound soul to go through the Last Door in your place. If you do, you survive as if you rolled a 7-9. Your body, though, still bears the marks of that which would have killed you.

FRONT 5 BACK

A half-buried plaque

◇◇, *cumbersome*, *magical*

A bronze plate poking out of the soil, somewhere in the Flats or near the Dread River. It's dented, a bit warped, with Maker-runes and esoteric diagrams etched into the surface. How the heck did it end up here?

The plate contains the workings of a spell, which you can learn but…

- ☐ ... you must first dig up & clean the plate.
- ☐ ... you must decipher the Maker-runes.
- ☐ ... it'll take a few weeks of study.
- ☐ ... you risk harm to your voice, your hearing, and/or your neighbors as you practice.

Thunderous Bellow

When you ***channel the storm primeval and utter a thunderous bellow***, take 1d6 damage (ignores armor) and roll +CON: **on a 10+**, everyone nearby (except you) must choose 2; **on a 7-9**, everyone nearby (except you) must choose 1.

- ◎ Drop what they're carrying and cover their ears
- ◎ Be deafened and disoriented for a few moments
- ◎ Stagger a few steps away from you

FRONT 6 BACK

Runes around a ruined hall

magical

In a ruined citadel of the Forge Lords, the grand hall lies empty. The throne is melted slag. The ceiling is shattered. The pillars are scorched and cracked. But intact around the outside of the room are a series of flowing runes. Close study reveals them to involve both fire and privacy.

The runes repeat themselves and can be copied, but...

- ☐ ... it takes a few hours of careful work.
- ☐ ... you risk a transcription error, but to what effect?

The Fiery Veil

When you ***precisely inscribe the flowing runes of the fiery veil along the outside of an area***, the area is warded for as long as the runes remain intact.

When anyone ***tries to scry on the warded area from afar, or view it from the spirit realm***, they see only a curtain of fire. If they insist on peering through the curtain, they are burned for 1d10 damage (advantage, ignores armor) and appear to those inside as a ghostly image wreathed in flames.

FRONT 7 BACK

A grim peat mound

Not far from Marshedge, a ways into Ferrier's Fen, lies a peat mound where no birds nest and flowers will not bloom. Since the town's founding, the people of Marshedge have buried certain criminals here, alive.

Over the years, the land has birthed a spirit that hungers for the dying breaths of the condemned (*Book II*, page 85). It is young and eager, and can be set to work upon criminals, but only if you...

- ☐ ... find a way to communicate with it.
- ☐ ... convince it that you will use its mark only to condemn the guilty.

The Tomb-bog's Mark

When you ***use mud from the tomb-bog to mark someone with the sign of Aratis and pronounce them guilty of a crime***, you can place a geas upon them. Phrase it as one of the following:

- ◎ You must never again ____.
- ◎ Henceforth, you must always seek to ____ when you have the chance.

Should they ***fail to follow the geas***, their life is forfeit and the tomb-bog spirit will track them down and smother them.

Should they ***prove themselves innocent to the tomb-bog spirit***, your life is forfeit instead.

FRONT 8 BACK

A richly woven rug

◇◇, *magical*

About 4 feet by 7 feet unfurled, woven with stylized patterns of fire and flame. Flickering Maker-runes can be seen in the weaving, always out of focus but hinting at power.

You can unlock the secrets of this rug, but you must first…

- ☐ …be marked by fire, losing yourself to the panic or pain of burning.
- ☐ …then, spend weeks in meditation upon the rug and studying the now-clear runes.
- ☐ …allow yourself to be burned by a terrible flame, refusing to cry out and mastering your fear.

Fear of the Flame

Heat: ○○○○○○

When you ***spend an hour or so on the rug, meditating on the fear of fire that all natural things possess***, you hold Terror and mark 1 Heat.

- ○ **Terror**: When you ***unleash the Terror you hold***, all who see you fear you as they would fear the flame primeval, until you dismiss the effect.

When you ***dismiss the effect***, roll 1d6. If the roll is less than your Heat, then clear all your Heat and you painfully manifest a permanent sign of your connection to the flames: a blistered scar, reddish skin, glowing eyes, a sulfurous smell, etc.

When ***a season passes without you unleashing Terror***, reduce your Heat by 1.

A tattered mantle

◇, *warm, magical*

Found on a skeleton that has been stripped clean of flesh and that bears what can only be described as bite marks all along its bones. Close inspection of the mantle reveals sigils woven in silvery thread and human teeth sewn into the fringe like decorative beads.

You can unlock the power of this mantle by…

- ☐ …wearing it for three days and three long, long nights, suffering through the nightmares.
- ☐ …bringing to heel the slavering wraiths that are tethered to it.

Mantle Wraiths

When you ***let slip the wraiths tethered to the mantle***, treat them as followers. They are loathe to return to the mantle; you must spend their Loyalty or Persuade them.

Mantle wraiths

Group (3), *spirit, undead, terrifying, vicious*
HP 13; **Armor** 1 (amorphous)
Damage life drain d8 (*hand*, ignores armor)
Instinct to run rampant
Special qualities powerless in daylight
- ➤ Whisper their longings to the wearer
- ➤ Manifest a form of shadow and cold (harmed only by silver and salt)
- ➤ Hurl themselves at the living
- ➤ Suck the vitality from their prey

Cost souls feasted upon (Loyalty ○○○)

HP

Starts at 13 each

Rune-etched pillars

magical

Deep under a giant, ruined fort is a vaulted chamber, once a storeroom but looted long, long ago. A giant skeleton lies just inside, face-down, its skull and ribs staved in.

Four pillars support the roof, carved with a series of huge runes that thrum with power. You can unlock their secrets, but…

- ☐ …you must spend a few days studying the runes and memorizing their sequence.
- ☐ …you must meditate for a few weeks on the magic that infuses them.
- ☐ …you risk triggering the spell contained in the runes, and collapsing the entire structure.

Shattering Words of Aalz Childric

When you ***carve the shattering words of Aalz Childric into stone or rock***, designate a key word or phrase.

When you or another ***speaks the key word or phrase and wills the spell to trigger***, you roll +CON: **on a 10+**, the rune-carved stone shatters and is immediately reduced to rubble; **on a 7-9**, the stone cracks and buckles, slowly breaking apart into a number of pieces.

A huge wooden sphere

immobile

Half-buried and largely overgrown, about 4 feet across and weighing hundreds of pounds. It is strangely well preserved and adorned with intricate pictograms. A handful of other spheres rot nearby.

The pictograms depict some sort of recipe, which you can learn but you must...

- ☐ …first dig up and clean the sphere.
- ☐ …spend weeks studying the glyphs.
- ☐ …acquire some fresh ffyrnig root.
- ☐ …acquire the bile of a wild boar.

And then…

- ☐ …you risk getting the recipe wrong, and lethally so.

Ffyrnig Tonic

When you ***pickle fresh ffyrnig root in a suspension of boar bile for two full moons***, it becomes a skin of ffyrnig tonic (3 uses, *magical*).

When you ***take a draught of ffyrnig tonic***, pick 1:

- ⊘ Regain HP equal to ½ half your max
- ⊘ Clear a debility

Also, you have advantage on your next roll to take bold, physical action. But until you take such an action, you have disadvantage on any rolls that require patience, care, or thoughtfulness.

When you ***drink a second draught of ffyrnig tonic before getting a good night's sleep***, it has no effect other than to make you ill (mark a debility).

A scroll & a bone flute

◇, *magical*

A scroll, written in a cramped hand and seemingly nonsensical script, with a series of graph-like diagrams. It is accompanied by a flute of bone (from a human arm?). The notes reveal themselves to be a cipher; the graph is perhaps the notation for a song.

You can unlock the secrets of the scroll and flute, but…

- ☐ …you must first decipher the notes, which will take a few weeks of effort.
- ☐ …the first time you use the flute, you risk getting the music wrong and aggravating the dool spirit.

Song of the Dool Trees

When you ***stand among dool trees and play the proper tune on a flute of a murderer's bone***, you summon a dool spirit and bind it to your service. Treat it as a follower. Only one dool spirit will serve you at a time.

Dool spirit

Spirit, terrifying, stealthy, devious

HP 13; **Armor** 1 (amorphous)
Damage feast on fear d6 (*hand*, *close*, ignores armor, disadvantage)
Instinct to take things too far
Special qualities powerless in bright light
- ➤ Sense a victim's doubt and worries
- ➤ Shape sound and shadow to unnerve and frighten
- ➤ Manifest as its victim's fears (harmed only by one who masters their fear)

Cost new, exquisite fears (Loyalty ○○○)

HP

Starts at 13

A clear, natural pool

High in the hills, a stream of snowmelt fills a deep pool in the rocks before flowing on. At the bottom of the pool is a large deposit of lodestone. Rusted old blades (many sized for giants) can be seen clinging to the lodestone.

There is magic here; to unlock its secrets, either...

- ☐ …spend a week or so experimenting at the pool, then roll +INT: **on a 10+**, you figure it out; **on a 7-9**, no luck; **on a 6-**, you are interrupted by danger;

or...

- ☐ …get a firsthand account of the pool's powers in use.

Ward of Still Waters

Strain: ○○○○○○○

When you ***cut yourself with iron or steel and toss the blooded metal into the pool***, you form a bond with the waters. So long as you carry a vial of the pool's water on your person, you are protected by the ward of still waters.

When you are so protected and ***subject to magic that attempts to sense or affect your thoughts, actions, or emotions***, the magic targets the still waters of the pool instead—possibly befuddling the magic's source.

Each time the ward of still waters protects you, mark 1 Strain and then roll 1d6. If your roll is less than your current Strain, the water you carry loses its potency. When you ***return to the pool and renew your bond***, clear all Strain.

An oversized codex

immobile, *fragile*

A book, about 2 feet by 3 feet, just over 6 inches tall when closed. The cover is made of silvery cedarwood planks. The sheets are made of fine vellum, stretched from the hides of some enormous beast.

The pages are full of calligraphy, large and precise, with many diagrams showing meditative poses and strange geometric patterns related to heat, water, and ice.

To unlock the codex's mysteries, you must…

- ☐ …decipher the script, written in a form of the Rime Lords' alphabet.
- ☐ …spend months studying the text and practicing the techniques therein.
- ☐ …risk permanently damaging your health as you master them.

Ice Weaving

When you ***will dark ice to form***, lose 1 HP, +1 HP for each of the following you desire:

- It's enough to make a small wall or encase a person (else, it's ◇◇ at most)
- It's hard as stone
- It's solid to spirits, able to block/harm/hinder them

Then, roll +CON: **on a 10+**, pick 2; **on a 7-9**, pick 1, or pick 2 and lose 2 more HP.

- It forms quickly, even violently (else, it takes minutes, even hours)
- It forms at up to *near* range (else, it forms at only *hand* range)
- Its shape is as intricate as you can imagine (else, it's just a crude block)

The ice persists until it's broken, melted by intense heat, or you let it melt. You cannot regain the spent HP while it persists.

A chain of rusty locks

◇, *magical*

A chain, six links long, each link hung with a corroded bronze padlock. 1d4+1 locks bear a stylized face, frozen in a rusty grimace. The keys to these locks are lost to the ages.

When you ***hold one of the face-adorned locks and look into its eyes***, you can hear the voice of the departed soul bound within: hateful, desperate, pleading to be set free.

You can master these locks by…

- ☐ …convincing one of the shades to reveal how it was captured.
- ☐ …convincing a shade to reveal what happens when a lock is opened.
- ☐ …finding a way to open the locks.

The Six Locks of Sajua

Disturbance: ○○○○○○○

When you ***smear the blood of the dying onto an open Lock of Sajua and then close the lock***, roll +CON: **on a 10+**, their soul is bound in the lock; **on a 7-9**, their soul is bound, but all mundane metal in your presence rusts or tarnishes, corrodes and weakens.

When you ***extract a promise from a bound soul and then open the lock that binds it***, the soul is compelled to fulfill the letter of its promise before it goes its own way. Tell the GM to treat it as a ghost (though not necessarily as a follower); the open lock serves as its tether, at least for now.

Each time you release a soul, mark 1 Disturbance and roll 1d6. If you roll less than your Disturbance, you hear the call of the Pale Hunter in the distance. Expect a visit soon.

A gold ring
magical

This simple, golden band catches the light and shines, even in darkness. Its very presence fills goodly people with peace and hope, and servants of darkness with jealous hate.

You can unlock the secrets of this ring, but must first…

- ☐ …wear the ring continuously for 40 days, witnessing the sunrise each day.
- ☐ …perform an act of charity while wearing the ring, one that changes the recipient's life.
- ☐ …participate in the devout and proper worship of Helior.

Helior's Shining Ring
Daylight: ○○○

When you ***spend the better part of a day wearing the ring and worshipping Helior in full sunlight***, hold 1 Daylight.

When you ***wear the ring in shadows or darkness and spend 1 Daylight***, the ring shines forth with holy light (*near*, *area*) that is painful for creatures of darkness to look at. It glows for a few hours, until you extinguish it, or until another effect (like the Lightbearer's Invocations) uses up its fuel or snuffs it out.

Alas, the ring also shines like a psychic beacon while it shines, alerting servants of darkness for miles around to your presence and location.

FRONT 17 BACK

A path in the woods

Deep in the Great Wood sits a stone, carved with the crude pictograms of the Forest Folk, showing a trail fraught with trials and leading to great power.

If you ***set forth upon the trail at midsummer***, you can unlock its mysteries, but you must...

- ☐ …follow the twisting paths in silence, until you spy the White Hart.
- ☐ …chase the Hart for miles and miles, until it leads you to the Tree of Nerth.
- ☐ …wrestle the strange serpent that lives in the tree (*Book II*, page 371), crushing the life from it and eating its still-warm heart.

Should multiple people follow the path on a given midsummer, only one of them can reach the Tree of Nerth.

Nerth Serpent's Vigor
Vitality: ○○○

When you ***crush the life from the Nerth Serpent and devour its still-warm heart***, hold 3 Vitality. While you hold Vitality, you age very slowly.

Spend Vitality 1-for-1 to:

- Shrug off a poison, sickness, or curse
- Survive a lethal wound or injury
- Recover fully from a permanent injury or impairment (with a few days' rest)
- Perform a feat of extraordinary strength, prowess, or endurance

Each time you spend Vitality, you manifest a permanent mark of the wild (antlers, hide-like skin, animal eyes, etc.) or such a mark becomes more pronounced. Tell us what it is.

FRONT 18 BACK

A giant oak leaf
◇, *magical*

About 6 feet long, waxy and rigid, shimmering with golden iridescence. Is this truly a leaf from the Golden Oak?

You can turn the leaf into a wondrous cloak, but to do so you must...

- ☐ …learn the secrets of its making (from a Fae, a spirit of the wild, or perhaps a favored servant of Danu).
- ☐ …tan the leaf with a mix of lime-water, crow guano, the brain of a cave bear, and your own blood.
- ☐ …have it fitted to your exact measurements by a tailor of *exceptional* skill.

Goldleaf Cloak
◇, *warm*, *magical*

When you ***wear a goldleaf cloak that you have tanned yourself and that has been fitted to your exact measurements***, then all of these are true:

- You are immune to effects that drain, steal, or snuff out your vitality, energy, or life force.
- You are immune to effects that calm or dampen your emotions.
- You are surrounded by a constant golden glow (*hand*, *area*), making it nearly impossible to hide.

When you ***die and are buried in the earth, wrapped in your goldleaf cloak***, you return to life as if you were buried at the roots of the Golden Oak. Your cloak, however, rots away to mulch and tatters.

FRONT 19 BACK

A time-worn missive
fragile

A letter on faded, pocked papyrus, written in an archaic form of Southern. It invites "Boas" to visit by way of "your nearest portal," with instructions and a circle of arcane sigils. "Ask for Calcus when you arrive."

To unlock the mysteries of these portals, you must…

- ☐ …translate the archaic dialect.
- ☐ …find a portal (other than the one depicted in the missive).
- ☐ …determine how to "invoke the axiom of local contagion."
- ☐ …acquire a ◇ pouch of powdered cinnabar (1d4+8 uses, Value 2).
- ☐ …attempt casting the spell the first time, and risk miscasting it.

Opening the Way
◇ pouch of powdered cinnabar
(○○○ ○○○ ○○○ ○○○ uses, Value 2)

When you ***use ink of powdered cinnabar to carefully trace the sigils of one portal inside the permanent sigils of another, and then invoke the axiom of local contagion***, a passage opens between the portals and remains until you leave their presence or dismiss the axiom. The sigils you drew then vanish. Passage through the portals is usually safe and instantaneous.

When you ***stand before one portal and hold the sigils of another portal perfectly in your mind***, mark a debility to manifest those sigils as lines of glowing light. When you ***then invoke the axiom of local contagion***, roll +INT: **on a 10+**, the portals open, but close as soon as your focus falters; **on a 7-9**, as a 10+ but only if you mark another debility; **on a 6-**, mark a debility and pass out from the strain.

FRONT 20 BACK

A strange pendant
magical

A strange charm on a simple leather cord, like a scale of some shimmering material. It's cold and clammy to the touch. When you first put it on, everyone nearby shivers from cold. Soon thereafter, you start to hear the raspy, inhaling whispers.

To unlock the secrets of the pendant…

- ☐ …wear it ceaselessly for a lunar cycle, answering its questions honestly.
- ☐ …hold yourself underwater until you risk drowning.
- ☐ …drown another person, and offer their last gasps to the pendant.

The Drowning Scale
Breath: ○○○

When you ***lean over a dying person, suck out their final breath, and breathe it into the pendant***, roll +CON: **on a 10+**, hold +1 Breath; **on a 7-9**, pick 1:

- Hold 1 Breath, but it tears at your lungs; mark *miserable* and suffer a nasty coughing fit.
- The pendant greedily sucks in the last breath, grows colder, and sighs; you, alas, gain no benefit.

So long as you hold Breath, you are unfazed and unharmed by extreme cold. Spend 1 Breath to go without air for as long as an hour.

When you ***remove the pendant***, lose any Breath you hold.

FRONT 21 BACK

A timeless vault
magical

High in the hills or mountains, a pair of massive stone doors are set into the hillside. The markings outside are faded and covered in lichen. The doors aren't locked; one lies a bit ajar. Inside, the vault and its contents are untouched by time, free of dust or mold. Clearly some magic is afoot.

To unlock the secrets of this place's stasis…

- ☐ …find and reveal the hidden runes that anchor the magic.
- ☐ …spend a few hours copying them, risking an error.
- ☐ …spend weeks tracing the runes on objects, until they gleam silver and vanish.

Preserving Runes

When you ***trace the runes along the inside of a room or container***, they gleam silver and fade, preserving the contents from dust, spoilage, rust, etc. Lose 1 HP, plus 1 HP for each of the following that are true:

- The container/room is more than a few feet long in any dimension
- The container is portable (else, the effect ends if it is moved)
- The effect lasts indefinitely, as long as the runes are intact (else, it starts when the room/container is sealed and ends when it is unsealed)

Once the runes are in place, roll +CON: **on a 10+**, you regain the lost HP normally; **on a 7-9**, you can't regain the lost HP until a season passes *or* the effect ends, whichever comes first; **on a 6-**, you can't regain the lost HP until the effect ends and then a season passes (and don't mark XP).

FRONT 22 BACK

A sealed cave
magical

High in the hills or mountains, one can find a bricked-over cave mouth. Inside lie dozens of corpses, preserved for centuries by the cold. Many have malformations in the jaw, oversized teeth, elongated fingers that taper to claws. Few show signs of violence; they appear to have just laid down and died.

Indeed, the looping glyphs carved all over the cave walls sap your will to struggle, to fight, to do much of… anything. You can learn their mysteries, but…

- ☐ …it'll take days of careful transcription, haunted by morose shades.
- ☐ …you risk succumbing to the ennui of the place.

Peacebond

When you ***mark a place with the peace-bond glyphs***, violence (even to defend oneself) is suppressed in the area as long as the glyphs remain. The longer one stays in a peacebonded area, and the more tightly woven the glyphs are, the greater the effect.

When you ***attempt to commit violence within a peacebonded area, or to harm the peacebond glyphs themselves***, you hesitate.

If you ***will yourself to continue***, lose 1d4 HP and roll +WIS: **on a 10+**, go for it; **on a 7-9**, you act but have disadvantage on any rolls to commit violence (including damage); **on a 6-**, you fail to act and mark *dazed*.

FRONT 23 BACK

A... key?
magical, terrifying

Secreted away in some Makers' trove is a gleaming white thing, like a key, I guess, but not a specific key, more like the *idea* of keyness. Hurts to look right at it; makes you aware of your own dying flesh.

You don't unlock this key's mysteries, so much as it unlocks you. But only if you…

- ☐ …master your fear and force yourself to touch it.
- ☐ …hold tight as it wracks your mind and soul, refusing to let go.
- ☐ …spend a few weeks dealing with terrible migraines and flashes of color, learning to calm and control your mind's new eye.

The Eye, Opened

When you ***spend a few minutes quietly meditating and opening your mind's eye***, it appears on your forehead as a shining point of light. Base matter and energy are dim and colorless to you, but you see minds and auras in luminous detail.

While your ***mind's eye is open***, you can ask the GM "What thinking entities are present here?" and get an honest answer.

When you ***Seek Insight while your mind's eye is open***, the questions you can ask become these instead:

- Are they lying or trying to mislead?
- What are they really feeling right now?
- What do they intend to do?
- What here are they most afraid of?
- Is something controlling their mind, emotions, or actions, and if so, what?

FRONT 24 BACK

A crumbling arch
magical

On a rare dry spot in Ferrier's Fen, besieged by foulness, is an ancient arch that still—improbably—stands. Lichen and moss grow thick and healthy, but the keystone remains clear, engraved with a sigil that makes the eyes water and that drives evil away.

You can learn the secrets of the sanctifying mark, but to do so you must…

- ☐ …purify yourself in fresh, clean water.
- ☐ …calm your mind, gaze upon the sigil, and roll +WIS: **on a 10+**, the sigil becomes clear; **on a 7-9**, the sigil will become clear after a few more days in contemplation; **on a 6-**, the sigil is beyond your ability to learn.
- ☐ …spend a few days memorizing and practicing the sigil.

Sanctifying Mark

When you ***mark an object with the sigil of sanctification***, it repels beings of darkness, chaos, and death. Each time you place the mark, part of you (eyes, hair, skin, tongue, etc.) becomes paler, eventually turning a shocking white.

When a ***being of darkness, chaos, or death first tests the power of your mark***, roll +INT: **on a 10+**, all such creatures are kept at bay so long as your mark remains inviolate; **on a 7-9**, such creatures feel the urge to flee and are held back for now, but powerful entities can force themselves to ignore it.

FRONT 25 BACK

A strange skull and antlers
immobile, magical

A skull, the size of a horse's head but clearly not a horse—nor a drake, nor a wolf, nor a bear. For none of those beasts would bear such mighty antlers as those affixed to this skull. Looking closely, one sees the whorls and twists of ancient glyphs carved into the bone. Those in its presence often feel a draft, as if someone left a door ajar.

To unlock the secrets of this relic, you…

- ☐ …must learn the name of the shade whose skull this was;

or…

- ☐ …use the Blessed's Call the Spirits move to call up the shade.

The Green Lord's Shade

When you ***make an offering of good liquor, fresh fruit, or fresh-cooked meat and call up the shade of the skull***, it manifests before you in shadows.

The shade knows much about ancient times, the Green Lords, and their workings. It has no power, but can answer questions. Before it does, it will demand the right to "ride" you and experience the pleasures of living. (**Instinct** to fulfill its increasingly specific longings.)

While it rides you, the shade communicates only through impulse and desire. When it ***compels you to act against your wishes***, mark XP if you comply. If you resist, you are Defying Danger.

FRONT 26 BACK

A stretched vellum
◇◇, *fragile*

Stretched taut on a wooden frame, this old vellum is filled with the intricate and looping glyphs of the Green Lords. Drawings show creatures changing to have traits of other beasts. It seems to be the foundation for some sort of spell.

To unlock its mysteries and learn the spell, you must…

- ☐ …decipher the Green Lords' glyphs.
- ☐ …spend a few weeks studying and pondering them.
- ☐ …experiment on a beast of at least *small* size, like a goat, pig, or hound. You risk killing, crippling, or horribly mutating the beast, and possibly driving it mad.

Chimeric Transmogrification

When you ***hold forth a bit of one beast (fur, bone, etc.) and speak the words of chimeric transmogrification upon another***, roll +INT: **on a 10+**, the spell works; **on a 7-9**, the spell works but only if you mark a debility.

When ***the spell works***, roll 1d10+CON. If your roll **equals or exceeds the target's current HP**, name a feature of the beast you hold—the target's form twists and buckles, gaining that feature until they sleep for a few hours. The experience is disorienting and alarming; most beasts and people will panic. If you roll **less than the target's current HP**, their form twists and buckles alarmingly for a few seconds, but they fight off the transformation. **Either way**, the bit of the beast you hold is lost, shriveling away to nothing.

FRONT 27 BACK

A patch of rainbow moss
magical

In the Great Wood, one can find a copse of many different types of tree, the light dim beneath their canopy and the ground knobbly with interwoven roots. At the center: a patch of thick, multi-hued moss.

To unlock the mysteries of this place, you must…

- ☐ …lie down in the moss and let its tendrils fuse with your skin.
- ☐ …let your consciousness drift into the forest itself, at the risk of losing yourself or drawing the ire of hostile spirits.
- ☐ …spend weeks visiting the moss, setting your mind adrift, learning to perceive the world through the forest's senses.

The Sylvan Web

When you ***lie down in the rainbow moss and cast your mind into the Great Wood***, say what you are looking for and roll +WIS: **on a 10+**, pick 3; **on a 7-9**, pick 1.

- ◎ You learn the location of your quarry
- ◎ You get a sense of your quarry's recent activities, or the activity surrounding it
- ◎ You discover something unexpected about the forest, or that which can be found within it (ask the GM what you learn)
- ◎ You spend only an hour or so adrift (else, you spend all day)

Whatever you learn, it is limited by and filtered through the senses the forest.

FRONT 28 BACK

A cloak, richly embroidered

◇, *magical*, *warm*

An exquisitly fine wool, dyed a pale blue-gray and embroidered with stylized clouds. The edge boasts blue-white runes stitched with aetherium wire. It feels damp, smells of rain and ozone, and flutters in a breeze that isn't there.

When you ***don the cloak***, you become aware of the presence bound within, thrumming and impatient. To unlock the mysteries of the cloak, you must...

- ☐ ...learn the name of the bound spirit.
- ☐ ...decipher the word of command, embroidered in ancient Maker-script.
- ☐ ...bend the spirit to your will, risking its (destructive) escape.

Flying Cloak

When you ***wear the cloak and speak the word of command***, the storm-spirit in the cloak springs to life and obeys you as a follower. It never wants to land; you must spend its Loyalty or Persuade it.

The Spirit in the Cloak

Spirit, magical, proud, mute

HP 13; **Armor** 1 (amorphous)
Damage lashing wind, rain, debris d6 (*near, area*)
Instinct to "not hear" your commands
- ➤ Bear its master aloft on a cushion of swirling winds
- ➤ Manifest a storm as it flies
- ➤ Wreak havoc on its surroundings
- ➤ Fling lightning from a raging storm, d10+3 (*far*, *forceful*, *reload*)

Cost flying about for hours (Loyalty ○○○)

HP

Starts at 13

FRONT 29 BACK

A beaded satchel

◇, *magical*

Made of thick, stiff leather and decorated with impossibly fine beadwork. The pattern shows a fruit-laden tree sheltering various game and produce and grains. The specifics often change when you aren't looking.

The satchel is home to a number of spirits of autumn and plenty. To unlock the satchel's secrets and gain the spirits' aid, you must…

- ☐ ...imbibe a prodigious, dangerous quantity of alcohol.
- ☐ ...while thoroughly drunk, commune with the tethered spirits (**Instinct** to be genuinely, awkwardly caring and giving) and win their friendship.
- ☐ ...feed the satchel 1 Surplus of freshly harvested foodstuffs (which shouldn't possibly fit, but does).

Satchel of Plenty

When you ***feed the satchel 1 Surplus of freshly harvested foodstuffs***, it fits even though it should not. Until next autumn's harvest, the satchel will provide 1 use of provisions each day. They are fresh and nourishing, but different each time (and not at all what you fed the satchel).

1d6	TODAY'S FOOD IS...
1	Actively unpleasant, needs cooking
2	Bland but tolerable, needs cooking
3	Delicious, needs cooking
4	Actively unpleasant, ready to eat
5	Bland but tolerable, ready to eat
6	Delicious, ready to eat

When you ***draw more than 1 use of provisions from the satchel in a given day***, it provides up to 10 uses but will produce no more until you feed it again next autumn.

FRONT 30 BACK

A cracked flute

◇, *crude*, *magical*

A long, thick flute carved of redwood, with a thin but visible crack along the underside. It easily catches the wind and makes a piping sound. Anyone who plays a few notes on the flute can tell there's some magic here.

When you ***spend a few days practicing, playing the flute where the wind can hear you***, roll +CHA: **on a 10+**, mark 1 circle; **on a 7-9**, mark 1 circle, but you summon an irate zephyr spirit; **on a 6-**, you make no progress but do manage to summon an irate zephyr.

When you ***mark all three circles***, you unlock the mysteries of the flute.

Dancing Wind Spirit

When you ***play a tune to make the wind itself dance***, the andalau (zephyr spirit) tied to the flute manifests. Treat it as a follower; it holds 1 Loyalty to start. When you ***dismiss the spirit while it holds no Loyalty***, the flute splits and falls apart; the andalau is set free.

The Andalau of the Flute

Spirit, tiny, stealthy, mischievous

HP 8; **Armor** 0
Damage none
Instinct to play and frolic
- ➤ Manifest as a fluttering gust of wind (harmed only by salt)
- ➤ Deliver a whispery message
- ➤ Flit things about (dust, leaves, etc.)
- ➤ Annoy or spook someone

Cost entertainment (Loyalty ○○○)

HP

Starts at 8

FRONT 31 BACK

A wolf pelt

magical, *warm*

It must have been a majestic beast, finely preserved with pale stones for eyes and a clip to wear it like a hooded cape. But no matter how you scrub, the red stains never come off its teeth.

The pelt is home to a powerful spirit, not just of a wolf but of The Hunt itself. To unlock its secrets, you must…

- ☐ ...hunt a beast by moonlight, alone, while wearing the pelt.
- ☐ ...tear out its liver with your bare hands or teeth and eat it, raw.

Call of the Hunt

When you ***howl at the rising moon, face smeared in blood and wearing only the pelt***, you take on the aspect of a wolf and call a pack to your side. Name your quarry and roll...

... +1 if you have their scent;
... +1 if they are alone, but -1 if not; and
... -1 if they would not fear a pack of wolves.

On 7+, you corner your prey and deal 2d6+4 damage (*messy*) before the pack disperses and you cast off your wolf-self; **on a 10+**, also pick 1; **on a 7-9**, also pick 2.

- ◎ Your pack savages one or more innocents
- ◎ You suffer 2d6+4 *messy* damage yourself
- ◎ Your instinct becomes "to act like a bloodthirsty wolf" until you Level Up.

On a 6-, your prey eludes you and you must still pick 2 from the list above.

FRONT 32 BACK

A sunken tablet
immobile

A big old chunk of stone, maybe 5 feet across, covered in mud and algae. There are Maker-runes on it, barely visible. Runes for the earth, and spirits, and rejuvenation.

The tablet reveals the workings for a ritual, which you can learn if you…

- ☐ …extract the tablet from the muck.
- ☐ …carefully clean it.
- ☐ …decipher the Maker-runes.
- ☐ …study the runes for a few weeks.
- ☐ …practice casting the spell, at the risk of harming the nearby soil or waking something dangerous from the earth.

Convocation of the Soil

When you ***spill your blood on the soil and speak the words of convocation***, the spirits of the soil will stir and wake, filling the soil with life and energy and nutrients.

When you ***cast this spell on the fields in early spring, spilling a scary amount of your blood***, mark all three debilities and lose all but 1 HP. If the steading spends 1 Surplus to plant in the fallow fields, this autumn's harvest will generate 1d4+1 extra Surplus.

However, you must roll +WIS: **on a 10+**, there is no consequence; **on a 7-9**, before midsummer, you must water the soil with the lifeblood of a large, healthy beast (like a horse, mule, wisent, or aurochs) or else the extra crops will fail and the extra Surplus will be lost; **on a 6-**, the spell works but you stir some dangerous spirit or growth from the soil, or set free some evil imprisoned in the earth.

A rusty cauldron
immobile, magical

Big enough for a grown man to crawl inside, pitted and scratched, engraved with whorly rune-like patterns. The whole thing is caked with rust. At least, you hope that's rust.

The thing has a sinister feel, and you can sense its power. To unlock the cauldron's mysteries, you must…

- ☐ …thoroughly scrub the rust from the cauldron.
- ☐ …spend seven nights sleeping in the cauldron, dreaming foul dreams, marking a debility each time.
- ☐ …boil the bones of a beast that you honestly loved or valued, mixing in some of your fresh blood.
- ☐ …bring the wretched thing that arises under your control.

Unliving Chimera

When you ***boil the bones of beasts in the cauldron and stir in your own fresh blood***, mark up to 3 debilities. An unliving chimera rises from the cauldron. Treat it as a follower, with a tag for each beast whose bones you used (*bear-like*, *owl-like*, etc.).

For each debility you marked, pick 1:

- It is stable (else, it falls apart in a day)
- It is not *clumsy*
- Replace its instinct with "to shun light"

Unliving chimera
Undead, construct, terrifying, clumsy

HP 3; **Armor** 4 (0 vs. bronze)
Damage varies d6 (*hand*, maybe others)
Instinct to get confused and lash out
- ➤ Do something one of its component beasts could do
- ➤ Moan, wretchedly and disturbingly

Cost lots of fresh blood (Loyalty ○○○)

A large wooden jar
◇◇, *cumbersome*, *fragile*, *magical*

30 inches tall and carved of yew, with a lid shaped like a horned lion and sealed with wax. Its surface is cracked and speared with shards of red crystal. When you touch it, you can feel great annoyance and just a hint of fear.

To unlock the jar's mysteries, you must…

- ☐ …wash its surface with your own fresh blood (lose 1d10 HP and mark a debility).
- ☐ …commune with the spirit of the haughty Green Lord to whom this jar is bound.
- ☐ …learn to use the red crystals to torment the Green Lord's spirit.
- ☐ …convince the bound Green Lord spirit to change your form.

If ***the jar is opened***, all its magic is lost.

Impudent Polymorph
Ire ○○○○○○○○○

When you ***interrupt the idyllic afterlife of the Green Lord bound to the jar and demand that it change your form***, describe the change and pick as many as you dare:

- The change lasts as long as you like (else, it lasts till you get a 6- on a move)
- The change is quick and easy (else, it takes minutes or even hours)
- You adapt to the new form quickly (else, mark a debility)
- Pick 2 of your stats; swap their values until the change ends

Then roll +CHA: **on a 10+**, the spirit works the change, just as you asked; **on a 7-9**, it works the change, but you gain Ire equal to the number of choices you've made; **on a 6-**, the spirit rebels and wracks your body, dealing 1d10 damage per Ire you hold. If you survive, clear all Ire.

A makerglass chime
◇◇, *indestructible*, *magical*, *loud*, *dangerous*

A cylinder about 4 feet long and 3 inches wide, the glass surprisingly thin. It rings with a rich, sonorous chime when struck softly. When struck firmly, the sound is almost deafening and causes a rippling pattern to appear on the surface of nearby stone, crystal, or mundane glass.

The chime is a powerful tool, if you can unlock its secrets. To do so…

- ☐ …grasp it firmly and deliver a solid, mighty blow, rolling +CON: **on a 10+**, you've got it; **on a 7-9**, mark a debility and you'll need to try again; **on a 6-**, ask the GM what goes terribly wrong.
- ☐ …spend a week or so learning to control the ringing chime.
- ☐ …you risk permanent harm to your hearing and major damage to anything nearby while you practice.

Make Pliant the Stone

When you ***strike the chime forcefully and will yourself to maintain your grip upon it***, mark a debility and roll +CON.

On a 10+, you maintain control and the chime will ring for about a minute. While it rings, any stone, crystal, or glass you touch with the chime becomes soft and malleable, easily shaped and molded. The longer the contact, the more material becomes pliant. It regains its hardness when the ringing stops, but keeps its current shape.

On a 7-9, pick 1:

- Maintain control as per a 10+, but you must pour yourself into the effort—mark another debility
- Realize that you can't control it and dampen the chime before it causes any harm (say how)

A fine ceramic urn

◇, *beautiful*, *fragile*, *magical*

A jar of fine pottery, the size of a small cookpot. Its glaze is a wondrous blend of patterns and sheens. The lid fits snugly, though it's clumsy to manipulate and tricky to open once closed. You get the feeling it was made for much bigger hands than yours.

To unlock the secrets of the urn, you must...

- ☐ ... commune with the chthonic spirit that dwells within (**Instinct** to hoard secrets).
- ☐ ... convince it to teach you both the secret recipe and song required to make its magic work.
- ☐ ... acquire the reagents required for the recipe (Value 1).
- ☐ ... manage to sing the secret song for a day and night, without pause.

Plaster of Joining

Uses ○○○

When you ***pour water, a pinch of blood, and special reagents (Value 1) into the urn and sing over it for a full day and night***, the urn gains 1 use (3 uses max) of plaster.

When you ***use the plaster to join two or more pieces of stone, rock, or crystal*** and let the plaster set for a few hours, the pieces will fuse together. Different materials will show a natural, gradient seam. Similar materials will fuse together seamlessly.

A single use of the plaster can cover an area up to a few inches wide and tall. Multiple uses can join together larger pieces of stone. Unused plaster will last indefinitely as long as the urn stays sealed.

FRONT 37 BACK

A length of prayer beads

◇, *magical*, *beautiful*

A cord almost 10 feet long, strung with bronze beads. Each bead is carved with a different glyph and a figure in a unique meditative pose. If you run your fingers along the beads, you feel a sense of stillness—but also a merciless weight of judgement.

To unlock the secrets of the prayer beads, you must...

- ☐ ... decipher the Rime Lord glyphs embossed upon the beads.
- ☐ ... learn the meditative chants that accompany the beads (from a trove of knowledge or someone who knows).
- ☐ ... spend a season in isolation, naked and fasting, meditating with the prayer beads, risking illness, accident, and misadventure.

Cold Mind, Iron Body

Preparation ○○○

When you ***Bolster by spending downtime in isolation, fasting, and meditation with the prayer beads***, hold Preparation (as per the Bolster move).

While you ***hold at least 1 Preparation***, you require only an hour of sleep each night, can endure cold weather without *warm* clothing, and need not consume supplies or provisions when traveling or making camp. After about ten days of such hard living, lose 1 Preparation.

Also, you can spend 1 Preparation to:

- Add +1 to any roll, after it is made (maximum +1 per roll)
- Clear a debility, or refuse to mark one
- Perform a feat of extreme endurance
- Ignore harm from a source of elemental energy (fire, cold, lightning, etc.)

FRONT 38 BACK

A beautiful scroll

◇, *beautiful*, *fragile*

Inside a case of carved ivory rests a scroll made of fine, almost gauzy wool. It is full of glyphs and diagrams, imprinted with rich dyes of red and black and yellow. The diagrams seem to depict some sort of meditative practice, resulting in some kind of familiar spirit?

To unlock the mysteries of this scroll, you must…

- ☐ ... have some talent for magic.
- ☐ ... decipher the Rime Lord glyphs.
- ☐ ... spend a few months practicing the meditative techniques it describes.
- ☐ ... describe and name the tiny spirit-construct that you wish to create:
- ☐ ... permanently sacrifice 2 HP to invest the tulpa with "life."

Little Friend

You have created a tulpa, which you treat as a follower. Pick 2 additional tags, an instinct, 2 additional moves, and its cost.

Tulpa

Spirit, construct, tiny, naive, ☐ *eager* ☐ *fierce* ☐ *kind* ☐ *sly* ☐ *timid* ☐ *willful*

HP 8; **Armor** 0

Damage 1d4 (if that)

Instinct ☐ to play ☐ to learn ☐ to flaunt

- ➤ Manifest a form of dust/snow/vapor
- ☐ ➤ Produce light (*area*, *reach*)
- ☐ ➤ Carry/manipulate a ◇ item
- ☐ ➤ Deliver a message
- ☐ ➤ Spy on someone/something

Cost ☐ respect given ☐ new experiences ☐ comfort/compassion (Loyalty: ○○○)

HP

Starts at 8

FRONT 39 BACK

A gold butter lamp

◇◇, *magical*, *beautiful*, *reach*, *area*

An oversized, highly decorated lamp, shaped like a chalice with a wide cup, like those lamps they use up north to burn mammoth-butter in their rituals.

It's worth a fortune (Value 4), but there's more to this lamp than meets the eye. To unlock its secrets, you must...

- ☐ ... consult with a disciple of the Rime Lords (or one of their troves of lore) to learn the recipe and mantra that makes the lamp work.
- ☐ ... acquire the special ingredients for the clarified mammoth-butter to be burned in the lamp (Value 1).
- ☐ ... risk drawing the attention of one or more wraiths when you first light the lamp and utter the incantation.

Revealing Light

When you ***spend a day preparing the special ingredients*** (Value 1) ***according to the secret recipe***, you create a ◇ jar of magic butter (○○○ ○○ hours).

When you ***light the lamp using the magic butter and intone the mantra***, the lamp gives off a pale, heatless light so long as you continue to chant. Within this light:

- Active spirits are visible, even if they are not manifest
- Illusions, glamours, and veils are stripped away
- Shapechangers can be seen for what they truly are
- Hidden things radiate a bright aura
- Lies spoken are visible as black smoke that lingers near the ground

Alas, the light draws the ire of any wraiths (or other hungry undead spirits) nearby.

FRONT 40 BACK

A ragged fur cloak

◇, *warm*, *magical*

The hide of some unknown, black-furred beast. Its bristles are stiff and the air nearby is always chill.

When you ***don the cloak***, you can tolerate even the bitterest cold and can see in darkest shadow, but bright light hurts your eyes and the warmth of even a campfire is almost too much to bear.

There's more to this ragged fur, to be sure. To unlock its secrets, you must…

- ☐ …wear it continuously for seven days and seven nights.
- ☐ …stalk a warm-blooded beast on a moonless night, smearing its blood on the fur.
- ☐ …suffer (or self-inflict) a grievous wound while wearing the fur, drenching it in your own fresh blood.

Darkwalker Cloak

Charges ○○○○

When you ***open your own veins and drench the fur with your own fresh blood***, lose 1d8 HP and mark a debility. If the cloak holds no Charges, it gains 1d4 Charges. The scars from the wound are bright white and never fade.

When you ***suffer a blow or physical injury while wearing the Darkwalker Cloak***, it loses 1 Charge and you transform into a cloud of shadow. You suffer no harm after all and can flit and fly about for a few seconds before reforming. Everything you touch while in this shadowy form is laced with hoarfrost. This effect does not trigger if the fur has no Charges.

When ***direct sunlight or holy light touch the Darkwalker Cloak***, or ***anyone but you dons it***, it loses all its Charges.

A creepy cave

There's a cave somewhere—somewhere that the light never shines—where the walls are roiling formations, slick and wet, glinting with veins of red crystal that no longer glows. The stone undulates in the flickering torchlight. Yes, yes, that must be it... a trick of the light, nothing more.

The cave bears the lingering taint of a Thing Below, but has been cut off from its power. To unlock its secrets, you must…

- ☐ …learn the name of the Thing Below that once corrupted this place.
- ☐ …stay here in absolute darkness for at least a full day, despite the nightmares and hallucinations that try your soul.
- ☐ …bring a still-living, warm-blooded being to the cave and spill its life's blood on the stones while intoning the name of the Thing Below that once touched this unholy place.

The Flesh Is Like Clay

When you ***cruelly kill a warm-blooded being in the cave***, one of similar size to yourself, and ***smear both its blood and yours upon the stones***, mark 1:

- ☐ Gain unholy resilience: increase your max HP by 2 and gain +1 armor against anything but bronze.
- ☐ Gain one of your victim's physical traits (their strength, their speed, their looks, their strong heart, etc.).
- ☐ Heal yourself of a permanent injury (regrowing a limb, removing a scar, fixing a bad knee, etc.).

Each time you use this power, mark all three debilities. With each use, some of the red crystal vanishes from the cave. After the third use, the crystal and the cave's power are gone.

A disturbing mask

◇ if stowed; *magical*

This stiff, leathery mask looks a bit like melted wax. A large pearlescent sphere is embedded in the forehead. It seems to whisper as you move to put it on.

There's more to this mask than meets the eye. To unlock its secrets, you must…

- ☐ …don the mask while alone, and wear it unseen for a night and a day.
- ☐ …watch someone unnoticed for a few hours, while you wear the mask.
- ☐ …tell the mask a secret, something no one else knows about you (tell the GM and other players what it is).
- ☐ …tell the mask another person's secret, something that you've promised never to tell (tell the GM and other players what it is).

Fetch's Mask

Ken ○○○

When you ***wear the mask and eat someone's hair, blood, fingernail, etc.***, you and the mask become their flawless double until the next sunrise or you remove the mask.

When you ***interact with an NPC known to whoever's visage you wear***, roll +CHA: **on a 10+**, hold 3 Ken; **on a 7-9**, hold 1 Ken; **on a 6-**, they are deeply suspicious. While interacting with them, spend Ken 1-for-1 to ask the GM:

- What do they expect me to do/say?
- What do they hope/want from me?
- What secret do I keep from them?

When you ***remove the mask after wearing someone's visage***, roll +CON: **on a 10+**, it hurts but comes off okay; **on a 7-9**, your face is raw and painful, mark a debility; **on a 6-**, lose 1d4 HP, mark a debility, and the mask leaves lasting, distinctive scars.

A silvery glass bottle

◇, *fragile*, *magical*

About 10 inches tall, tapered at the top, made of old warped glass that's shot through with silvery streaks, like the trails that slugs leave. The patterns in the glass seem different each time you look, almost shifting as you watch. It makes you eyes water, your head spin.

You can unlock the secrets of this old glass bottle, but you must either…

- ☐ …find one who knows its workings, and get them to teach you;

or…

- ☐ …fill the botttle with spring-water and hallucinogenic mushrooms, and let it steep in the dark for a fortnight.
- ☐ …drink the contents and risk learning nothing as you suffer through the sickness and the nightmares.

Witch Bottle

Sway ○○○

When you ***tie strands of someone's hair around an item that they made or owned, set them afire, and drop them still-burning into the empty bottle***, hold 3 Sway over them. The cinders continue to burn and glow until the Sway is gone. Spend 1 Sway while speaking their true name to…

- Twist their senses, making them perceive something untrue
- Plague them with nightmares until they wash in rain or snow
- Cause an emotion in their heart to swell, possibly overwhelming them

If the person you currently hold Sway over finds and breaks the Witch Bottle, you will yourself suffer all the torments you have ever inflicted with it.

A vellum scroll

◇, *fragile*

A remarkably supple scroll, given its age, found in an ivory tube. It bears writing in a strange alphabet, penned in a dark red ink. There are diagrams, too. You think it might be some sort of recipe? Or spell? Maybe both?

To unlock the secrets of this scroll, you must…

- ☐ …determine the scroll's origin and be able to read the author's language.
- ☐ …break the cipher in which the recipe is encoded.
- ☐ …acquire the recipe's unusual and unsavory ingredients (Value 1).
- ☐ …spend a few days practicing the incantation, risking a mistake on your first attempt, with potentially disastrous results.

Wishing Candles

Uses: ○○○○○

When you ***spend a few days following the unsavory recipe from the scroll*** (Value 1), gain 1d4+1 Wishing Candles.

When you ***burn a Wishing Candle and utter the ugly incantation***, say what you wish to acquire: it will come into your possession soon. Roll the Die of Fate to learn the cost. If it was an item of Value 1 or less, roll twice and take your pick.

1d6	COST
1	The crops fail/2d4 Surplus is lost
2	One of the village's resources or assets is lost/stolen/ruined/etc.
3	A neighbor takes seriously ill or suffers a freak accident/loss
4	Weird events plague the village; panic looms
5-6	No cost to speak of, this time

FRONT 45 BACK

A whispering... word?

magical, immobile, terrifying

Hidden from the sun, in a ring of runes, there is a... word?... floating in the air. Squiggling and wriggling, yearning to be free, it whispers promises of power. But the runes around it fill you with dread.

To unlock its secrets, you must…

- ☐ …master your fear, forcing yourself to grasp it and take it inside of you.
- ☐ …hold tight as it wracks your body and soul, attempting to unmake you (2d6 damage, *messy*, ignores armor).
- ☐ …spend weeks in isolation, wrapping your mind around the dread word that now lives in your head.
- ☐ …risk corrupting your locale and destroying your possessions or anything else nearby as you practice speaking the dread word aloud.

Baleful Utterance

When you ***speak the dread word***, name an object that your voice can reach—it shatters, unravels, or is otherwise unmade.

Then roll +CON: **on a 10+**, pick 1; **on a 7-9**, pick 1 and the GM picks another; **on a 6-**, pick 1 in addition to whatever else the GM says; **regardless**, if the item you destroyed was *indestructible*, pick 1 more.

- Your throat burns and your tongue blisters; mark *miserable* and you can barely whisper for a few days.
- Your ears and those of all who heard the word start bleeding (1d4 damage, ignores armor, temporarily deafened).
- 1d4 other objects of the GM's choice also shatter/unravel/are unmade.
- This place is corrupted by the Things Below; if already corrupted, it gets worse; otherwise, it is now a shunned place, a place of disquiet and unease.

FRONT 46 BACK

A corroded spearhead

◇, *magical*

Hidden away in some vault or cave or Maker-ruin is a length of copper, heavily corroded and coated with chunks of verdigris. If you squint, you vaguely make out the shape of a spearhead. Oh, and are those the faint traces of runes?

To unlock the secrets of this ancient weapon, you must…

- ☐ …carefully clean away the corrosion with proper chemics, without destroying the runes as you do so.
- ☐ …decipher the runes and how they are meant to be charged.
- ☐ …infuse the restored spearhead with lightning.
- ☐ …mount the spearhead on a shaft of birchwood.
- ☐ …soak the spearhead in your own blood, to claim its power as yours.

Aetherium Spear

◇, *close*, *thrown, magical,* +1 damage

When you ***Clash with the aetherium spear and get a 7+***, you can mark a debility to blast your foe with lightning, dealing +1d6 damage (*forceful*, *loud*).

When you ***point the aetherium spear at your foes and bellow a thunderous warcry***, mark a debility and unleash a blast of lightning (*far*, *area*, *forceful*, *loud*, *dangerous*), rolling +STR to Let Fly instead of +DEX (and you cannot choose to deplete ammo). **On a 6-**, in addition to whatever else the GM says, the spearhead is drained of power and the birchwood shaft is reduced to cinders—clear the last 3 check boxes on the front of this card.

FRONT 47 BACK

A copper-banded staff

◇, *magical*

A short staff, about 4 feet tall, tapering towards the tip and made of blackened oak with a strange metallic sheen. A dozen bands adorn it, made of corroded copper, caked in verdigris and crumbling away in spots. The bands are embossed with runes of power, some of them worn away or obscured.

The staff still tingles with power. To unlock its mysteries you must…

- ☐ …figure out the shape of the missing and damaged runes.
- ☐ …replace the bands with new ones of rune-embossed aetherium.
- ☐ …hold fast as lightning courses through the staff, attuning to its magic (you risk serious burns or at least flinching and letting go).
- ☐ …spend a few days practicing with the charged-up staff.

Staff of Magnetism

Charge: ○○○

When ***lightning courses through the staff***, it holds 3 Charge (max 3).

When ***the staff holds Charge and you focus your will and senses through it***, you can sense iron, steel, cobalt, and nickel within *near* range and move such objects slowly and awkwardly. You can manipulate only items that you could lift with one hand.

When you ***tap into the power stored within the staff***, pick 1:

- Extend its effects up to *far* range
- Move items quickly and suddenly, fast enough to attack or defend (*dangerous*)
- Manipulate an object of considerable mass, as much as you can deadlift

Each time you tap into the staff's power, roll 1d6. If you roll higher than the staff's current Charge, it loses 1 Charge.

FRONT 48 BACK

An odd conveyance
large, magical, fragile

It's like two of those canoes they use in Marshedge, but bigger and with big fins at the back. They're linked with timbers and a platform set on top. One canoe boasts a tall spire, snapped in half, a torn triangle of cloth still attached. Much of the wood is rotted. The canoes are banded in aetherium, weighed down with stones.

You suspect this is some sort of vehicle, but to unlock its mysteries you…

- ☐ …need a skilled carpetenter, good timber (Value 2), a new sail (Value 1), and a season spent on repairs.
- ☐ …risk damaging it further, and/or having it/the aetherium float away.
- ☐ …must attune to the aetherium, so as to control how much it hovers.
- ☐ …and another must spend a season learning to sail the thing, risking injury and damage to the craft.

Groundskimmer
large, magical, dangerous, requires a crew of 2

The groundskimmer can carry about as much as a fully-loaded wagon. When you ***grasp the tiller and focus***, you can adjust how much the craft's aetherium repels the earth. When you ***properly adjust it to match its current load***, it hovers a few feet above the earth and can sail across the landscape. In a good wind at a safe pace, it can cover the breadth of the Flats in ~8 hours. Sailing into the wind is much slower, and requires a zig-zag course.

Bad weather, high speed, flying too high, rough terrain, dodging obstacles, damage, impact, and sudden changes in load all involve Defying Danger (by you/your crew/your passengers). Sailing the Great Wood is impossible (too dense). Going offroad in the Steplands, Foothills, or mountains is suicidal; even sticking to the Makers' Roads in those regions is dangerous.

A bow with no string
◇, *magical*

A short flatbow made of pale blue metal, rigid and gracefully curved even though it's unstrung. There aren't even hooks where you *could* attach a string.

It seems to be of little use, but there is more to this bow than meets the eye. To unlock its mysteries, you must…

- ☐ …acquire a glove of aetherium, properly attuned to the bow.
- ☐ …learn the secret word that activates the bow.
- ☐ …charge the bow with lightning, risking harm to the bow or yourself.
- ☐ …spend a few weeks practicing, risking all manner of collateral damage in the process.

Thunderbolt Bow
◇, *far*, *forceful*, *magical*, *loud*, *reload*, ignores armor, ○ plenty left, ○ low ammo, ○ all out

When you ***speak the secret word***, the bow activates and hums ominously. When you then ***wear the aetherium glove and grasp where the string should be***, a crackling line of lightning appears between the horns.

When you ***draw back the lightning***, a thunderbolt forms where an arrow should be. It manifests over the course of a deep breath, after which you can Let Fly.

You must charge the bow with lightning to replenish its ammo.

When you ***draw back the lightning for at least ten deep breathes***, depelete your ammo. Your next shot deals +1d4 damage (+*area*, +*dangerous*), but if you roll snake eyes to Let Fly, the bow explodes (3d6 damage, *reach*, *area*, *forceful*, *loud*).

A metal man
magical, fragile

A bronze statue, but not really a statue, more like bits of armor cleverly joined around a skeleton of interlocking pipes. And the "chest" is less a breastplate than a little potbelly stove. Intricate runes are barely visible under the thing's patina. It's dented, cracked, and torn apart, but a careful search will turn up all the pieces.

This is clearly no mere statue, but to unlock its mysteries you need to…

- ☐ …repair the body, taking a full season for an *exceptional* smith (Value 3).
- ☐ …spend a few weeks repairing the runes, risking a mistake that makes them ineffective or unstable.
- ☐ …convince your own hearth's spirit to inhabit the stove and animate the construct.

Bronze Protector
Readiness: ○○○○

As long as ***fire burns in in the stove-like chest***, the hearth spirit will animate the construct. Treat it as a follower.

Bronze protector
Construct, spirit, durable, vigilant, overbearing, mute, gullible

HP 13; **Armor** 3 (metal)
Damage pummel 1d8 (*hand*)
Special qualities fireproof; holds +1 Readiness on a 7+ to Defend; requires a smithy and tools to regain HP
Instinct to be overzealous in guarding you
- ➤ Loom menacingly, belching smoke
- ➤ Start fires, cause collateral damage
- ➤ Run low on fuel

Cost profuse gratitude (Loyalty: ○○○)

HP
Starts at 13

A prospector's tale

"An Ustrina once offered me a mirror, a flawless thing framed in gold. It showed *me*, but… a better me, you see? They said who made it, one of the Forge Lords, I think? Said she 'poured her Sublime Words into it,' whatever that means. I couldn't pay their price. But I'll never forget that mirror, or how it made me feel."

That old man turned up dead, but you suspect there's some truth to his story. To unlock its mysteries, you must...

- ☐ …be proficient with some art or craft (pottery, weaving, smithing, etc.).
- ☐ …find an Ustrina able and willing to teach you the Sublime Words.
- ☐ …spend a season studying with the Ustrina, practicing the Words.
- ☐ …risk never mastering the Words, or permanently harming your voice.

Sublime Words
○ raspy voice, ○ coughing fits, ○ mute

When you ***spend supplies (Value 2) and a full season a-crafting, chanting the Sublime Words all the while,*** roll +WIS. No matter what, you've damaged your voice (mark a status above) but made a thing of true beauty (Value 4). **On a 10+**, pick 1, or 2 and further damage your voice; **on a 7-9**, pick 1 and further damage your voice.

- Its beauty will persist through the ages
- It eases pain and lifts grief
- It inspires others to better themselves

On a 6-, it stokes greed in those who see it and fear in those who own it, worse if those qualities were already there. Expect bloodshed.

When you ***rest your voice for a season*** (no shouting, little talking, not using the Sublime Words), clear one status above.

A rusty steel blade

◇, *close*, *crude*

It was clearly once a fine, fine blade. The steel holds a pattern of rune-like sworls, at least where the rust hasn't taken over. The hilt is blackened, with hints of leather wrappings that long ago burned away. The metal is hot to the touch, like it's been left out for hours in the summer sun.

To unlock the mysteries of this weapon, you must...

- ☐ ... restore the blade, which requires access to a smithy, a few weeks of work, and no small amount of skill.
- ☐ ... commune with the spirit of fire within the steel (**Instinct** to seek glory), and convince it that you are worthy to wield the blade.
- ☐ ... acquire a scabbard that can withstand the fire and heat of a forge.

Flaming Sword

◇, *close*, *beautiful*, +1 damage, 1 piercing
Blaze: ○ nil, ○ 1d4, ○ 1d6, ○ 1d8, ○ 1d10

When you ***call on the fire spirit within***, the blade erupts in flames (+*magical*, +*dangerous*) and casts light (*reach*, *area*). The hilt gets hot; wear thick gloves!

When you ***Clash with the Flaming Sword***, after you resolve the move and deal damage, increase the Blaze die one step.

When you ***roll to make a move while wielding the sword***, take damage equal to the Blaze die (ignores armor).

When you ***deal damage with the sword***, add the Blaze die.

When you ***sheathe the sword***, the fire goes out and cannot be relit until the Blaze die is nil. Reduce the Blaze die once each hour.

FRONT 53 BACK

A runic branding iron

◇, *magical*

Found in the workshop of some Forge Lord, still held in a vice-clamp. The head is a runic shape, 6 by 6 inches, with smaller runes etched into its surface. Or at least, most of its surface. A few inches are blank, the work clearly unfinished.

To unlock the mysteries of this iron and claim its power as your own, you must...

- ☐ ... decipher the meaning of the runes, and identify the missing ones.
- ☐ ... finish the etchings, risking an error that will make the next step fail.
- ☐ ... heat the iron red-hot and let yourself be branded (lose 3d6 HP), the runes fading from the iron and searing themselves upon your soul.
- ☐ ... allow the wound to heal and scar, without the aid of any magic.

Searing Touch

When you ***call up the fire from your soul and pour it into your hands***, roll +CON: **on a 7+**, your hands blaze like white-hot iron (see below); **but on a 10+**, first pick 1; **and on a 7-9**, first pick 2:

- It takes minutes of intense focus
- It burns your life force; lose 2d4 HP
- The pain is terrible; mark a debility

On a 6-, whatever else the GM says, you cannot do this again until you Convalesce.

While your ***hands are ablaze***, your touch deals 1d10 damage (*hand*, *messy*, *dangerous*, 1 piercing), sets fire to wood, boils water, heats metal. Your hands are unharmed by the heat, but your gear and the rest of your body has no such protection. Be careful.

Your hands blaze as long as you maintain your focus, up to a minute or maybe two.

FRONT 54 BACK

A silvery signet ring

magical, beautiful

A ring of white metal, untarnished and gleaming, a single glyph carved into the bezel. The symbol squirms under your gaze, like it exists in more dimensions than you can perceive. The ring fits you perfectly, of course.

To unlock the ring's mysteries, you must...

- ☐ ... spend a season wearing the ring and contemplating the glyph.
- ☐ ... get used to the headaches & nausea that come from wearing the ring.
- ☐ ... spend 1 of your follower's Loyalty to charge the ring.
- ☐ ... attempt to influence one of your followers with the ring, at the risk of failing to ever master its power and/or alienating your follower(s).

Sigil of Authority

Authority: ○○○

When you ***Strengthen Your Bond*** with a member of your community, you can choose to hold +1 Authority (max 3) in lieu of your follower holding +1 Loyalty. If you ***remove the ring***, lose all Authority.

When you ***Persuade your follower(s) while holding Authority***, you have advantage.

You can spend Authority 1-for-1 to:

- Wrap yourself in majesty for up to a few minutes, drawing all attention, cowing the weak-willed, and speaking in a voice that all can hear (*far*, *area*)
- Will someone in your presence to do as you wish, attempting to Persuade them without words
- Have one of your nearby followers suffer an attack on your behalf, as if they held Readiness from Defending

FRONT 55 BACK

A fine drinking horn

◇, *beautiful, magical*

You got it off a stranger. Like, maybe on a bet, or in a contest, or as a gift in return for some kindness. Or maybe you took it without his consent? Regardless, he seemed a bit coy about the horn, almost glad to let you have it. And just before you parted ways, you noticed the missing finger on his left hand.

Since then, the horn has seemed to call to you, daring you to drink heavily from it. To unlock its mysteries, you must...

- ☐ ... fill it with whisky or a similarly potent spirit.
- ☐ ... drink the contents in a single pull (mark *dazed*).
- ☐ ... risk blacking out, acting the fool, or at least marking more debilties.
- ☐ ... survive the storm you summon as a result (see reverse).

Horn of Storms

When you ***get yourself good and drunk from the horn***, mark a debility. You call up a storm, centered on your location. Roll four d4s. For each additional debility you mark, roll an extra d4. ***Until the storm passes***, you can't clear debilities.

Assign one d4 to each of the following:

- ____ **Onset: 1** = next day; **2-3** = in a few hours; **4** = within the hour.
- ____ **Intensity: 1** = dangerous to be out in; **2-3** = damages weak structures; **4** = lays waste to weak structures and damages sturdy ones.
- ____ **Reach: 1** = a mile or so; **2-3** = a dozen miles or so; **4** = dozens or scores of miles.
- ____ **Duration** (once it gets going)**: 1** = less than an hour; **2-3** = a few hours; **4** = a day or so.

FRONT 56 BACK

A vein of milky crystal
magical, beautiful, immobile

Found in a cave, a mountain, or some rocky outcrop, likely considered sacred by the locals. It looks like cloudy white quartz, but glows faintly at night.

You can unlock the mysteries of this vein and craft a talisman against the undead, but to do so you must...

- ☐ ...personally extract a large ◇ hunk of crystal (Value 1) from the vein.
- ☐ ...have a gemcutter shape and polish it into a perfect sphere (a Value 1 job).
- ☐ ...learn the sacred words for imbuing a moonstone with light and then calling that light forth.
- ☐ ...spend three nights under the full moon, speaking the sacred words, risking a mistake that ruins the moonstone or at least wastes your efforts this month.

Moonstone
◇, *beautiful, magical, fragile,*
hours: ○○○○○

When you ***spend a night beneath the full moon***, directing its light into the moonstone, it gains 1 hour of light (max 5).

When you ***hold the moonstone aloft in darkness and utter a sacred word***, it shines with pale white light (*area*, *near*) that shows no color, only shape and texture. The light reveals the undead, even spirits that have yet to manifest and entities masked by magic or disguise.

When ***the moonstone is your only light source and you shout the proper word***, it blazes with silvery light and all undead in range take 1d6 damage per hour of light remaining (ignores armor). The moonstone then goes dark, its light expended until you charge it again.

FRONT 57 BACK

A mummified hand
◇, *magical, fragile*

Found in an engraved lead box, this grisly relic is adorned with three golden rings (Value 2). Each ring has an empty setting, as though it was meant to hold a stone. Only dark, rust-like flakes remain.

The hand still thrums with unholy vitality. To unlock its mysteries, you must...

- ☐ ...learn the name of the sorcerer whose hand this was.
- ☐ ...learn the words of power and the process below.
- ☐☐☐... on three seperate nights, soak a different piece of red crystal (Value 1) in a bowl of your own fresh blood (5 HP, mark a debility), chanting words of power throughout the night, and then set the still-dripping crystal in one of the rings that adorn the hand.

Hand of Aals Sannan

When you (and only you) ***touch the hand and speak the name of Aals Sannan***, all three crystals dim and the power of the long-dead sorcerer infuses you. Reset your HP to max, clear your debilities, and heal any problematic wounds (if you were dying, you no longer are). Also, mark one:

- ○ Part of your look changes, to be more like Aals Sannan.
- ○ Your instinct changes, to something more cynical/manipulative/ambitious.
- ○ Your heart hardens towards someone you care about, so that you see them now as only a tool or a threat.

When ***all three have been marked***, the three crystals crumble to dust. Clear all three marks but their effects remain. Also, clear the last three check boxes on the front of this card. Until you replace all three cyrstals, you can't use this arcanum.

FRONT 58 BACK

A redwood basin
◇◇, *magical, beautiful*

A wide, shallow bowl carved with flowers and thorny vines, twining through skulls of deer and other beasts. The pattern shifts when you aren't looking; it's never exactly the same twice.

To unlock the mysteries of the basin, you must...

- ☐ ...befriend the spirit of life and vitality that dwells within.
- ☐ ...learn from a Fae how to pour years of your life into the basin.
- ☐ ...fill the basin with a few years of your life.

When you ***mark the last requirement and unlock this arcanum***, mark your current age on the other side. Then trigger the Bittersweet Elixir move.

Bittersweet Elixir
○ youthful, ○ mature, ○ elderly

When you ***fill the basin with a few years of your life***, it becomes a draught of honey and regret. Either mark the next age above (and update your look) as the lost years catch up with you, or mark one of the following (your choice):

- ☐ Your mood shifts, dramatically (how?)
- ☐ You see the Last Door (what's it like?)
- ☐ Reduce STR, DEX, or CON by 1
- ☐ You have less than a year to live

When someone ***drinks down all of the bittersweet elixir, straight from the basin***, they pick 1:

- ⊘ Regain all HP, clear all debilities, and heal any active problematic wounds
- ⊘ Purge themselves of all poison/disease
- ⊘ Fully recover from a permanent injury by next season's end, or sooner

FRONT 59 BACK

A humble broom
◇, *magical, crude*

Just a well-worn stick of rowan wood, in need of some new bristles. You wouldn't give it another thought. Except... when you hold it, and sweep with it, you find yourself humming a half-remembered tune.

Clearly, there is more to this broom than meets the eye. To unlock its mysteries, you must...

- ☐ ...find a Fae who can hear the broom's song in its entirety.
- ☐ ...convince them to teach you the broom's song in full.
- ☐ ...use the broom at least once a day for a whole season, singing the lullaby as you do.
- ☐ ...risk falling into a lasting, timeless sleep as you practice the lullaby.

The Broom's Lullaby
magical, area, near

When you ***start sweeping an area as you softly sing the lullaby***, roll +CHA: **on a 7+**, those who see and hear you stop to watch and listen, at least for a bit, entranced or confused or bemused as fits their nature and the circumstances. They snap out of it if harmed or threatened. **Also, on a 10+**, you can hold their attention for the length of the lullaby, as long as no one is harmed or threatened.

When you ***sing the full lullaby, sweeping all the while***, roll +CHA: **on a 10+**, all who hear you fall into a deep sleep and will be prone to dismiss this as just a dream; **on a 7-9**, all who hear you start to nod off or lapse into a light, jerking sleep, but they will certainly remember this when they come to; **on a 6-**, at least one of your audience snaps to and realizes just how weird this all is.

FRONT 60 BACK

A stone idol

◇, *crude, magical*

Found at the back of some cave or grotto, obscured by roots and rubble, surrounded by desiccated, rotting offerings. A crude squat thing with a possum's sneering face, a thorny tail, and flowers for its ears.

The idol is, in fact, a narcissistic little Fae, stuck (hiding? stubbornly ensconced?) in the form of a stone idol. To unlock its "mysteries" and benefit from its patronage, you must...

- ☐ ... restore the shrine, while suffering the abuse of its angry little god.
- ☐ ... extract the idol from the stone and rubble in which it's embedded, at the risk of damaging/insulting it.
- ☐ ... trick the idol into accepting an offering that puts it in your lasting debt. A Surplus worth of food and/or whisky ought to be enough.

The Angry Little God

When you ***put the idol in a prominent place and beseech it to attend its humble servant***, it wakes (but is still inert). Treat it as a follower, though it hardly considers itself one.

All-mighty Thistlewisk

Fae, tiny, magical, devious, arrogant

HP 15; **Armor** 6 (stone, resilience), 2 vs. iron
Special qualities inert; disembodied voice
Instinct to heap abuse on its worshippers
- ➤ Make unreasonable demands
- ➤ Consume the essence of foodstuffs
- ➤ Sense one's idle thoughts/memories
- ➤ Weave powerful illusions and hallucinations (*near*, *area*)
- ➤ Grow bored/huffy and go to sleep

Cost obeisance and ever-larger offerings of food (Loyalty: ○○○)

HP

Starts at 15

FRONT 61 BACK

A treasure map

fragile

A tattered scrap of parchment. It shows a path from a particular set of standing stones: through a marsh, up a river, to a place behind a waterfall, then through a forest of sword-sharp trees. Forest Folk glyphs are scrawled all about, but at the end: a silver tree, and X marks the spot.

To unlock the map's mysteries and claim the prize at the end, you must...

- ☐ ... find the standing stones that mark the start of the path.
- ☐ ... follow the map to the waterfall.
- ☐ ... enter the Fae domain beyond.
- ☐ ... navigate the sword-tree forest.
- ☐ ... risk falling under the soporific spell of the silver tree.
- ☐ ... claim a branch from the silver tree.
- ☐ ... make it home again.

The Silver Branch

◇, *magical*, *beautiful*
○ fresh, ○ fading, ○ bare

A few feet long, laden with white flowers and jingling golden fruits. Surprisingly sturdy, and stays fresh indefinitely unless its powers are used. Only one such branch can leave the Fae domain at a time.

When you ***jingle the silver branch***, all who hear it (*reach*, *area* except you) are filled with bliss and forget their woes for a few hours. Roll +CHA: **on a 10+**, pick 1; **on a 7-9**, pick 1 and the GM picks another; **on a 6-**, all 3.

- ⊙ The branch starts to fade; if already fading, it goes bare, its powers gone
- ⊙ Some (GM's choice of who) are blissed out for days or weeks, growing weak and wretched in the meantime
- ⊙ Some (GM's choice of who) become obsessed with hearing it jingle again

FRONT 62 BACK

An oversized crown

◇, *beautiful, magical, fireproof*

A circlet of black, glossy metal set with eight spires of aetherium. It's sized for a head maybe twice as large as yours, and is always a bit chill to the touch. Even cast into the hottest furnace, it will not melt nor even heat.

When you ***touch the crown with bare flesh and open your mind***, you can speak to the primordial spirit to which the crown is attuned. But to fully unlock the mysteries of this crown, you must…

- ☐ ... risk your sense of self as you commune with this spirit of the void.
- ☐ ... learn the Words of Being, which will force the spirit to manifest.
- ☐ ... learn the Words of Unbeing, which will send the spirit home.
- ☐ ... convince the spirit to manifest and then successfully dismiss it.

Void Elemental

Loyalty: ○○○

When you ***touch the crown and speak the Words of Being***, the spirit manifests. Treat it as a follower, with 3 Loyalty to start (it can never gain more). When you ***touch the crown and chant the Words of Unbeing***, the spirit can return to the void—if it wants.

Void elemental

Spirit, primordial, confused, angry

HP 15; **Armor** 1 (lacks organs)
Damage void touch 1d10 w/advantage (*hand*, *grabby*, ignores armor)
Special qualities immune to most harm
Instinct to rage at all the noise and chaos
- ➤ Manifest as a black hole in reality
- ➤ Snuff out a source of energy
- ➤ Become confused, unsure what to do

HP

Starts at 15

FRONT 63 BACK

A metal puzzle box

◇, *indestructible*

A 6" cube of dull gray metal, covered in hinges, knobs, dials, sliders, levers, and the like. A thing of mad genius, resisting all attempts to open it by brute force.

To unlock its mysteries, you must...

- ☐ ... roll +INT to open the box: **on a 10+**, it takes a few days of fiddling; **on a 7-9**, it takes a few obsessive weeks; **on a 6-**, it's beyond you.
- ☐ ... spend a season deciphering the symbols etched along the inside.
- ☐ ... risk never being able to decipher the symbols, and/or developing some mental quirk as you do so.
- ☐ ... commune with a primordial spirit and learn the Silent Words from it.
- ☐ ... spend a few weeks practicing the spell, risking all sorts of harm and collateral damage.

Runes of Creation

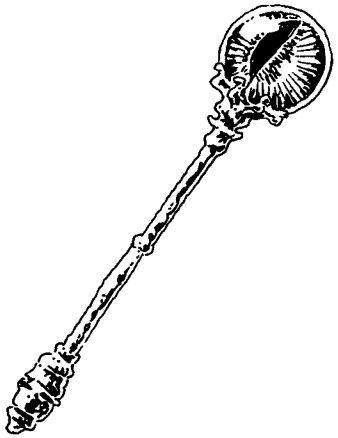
When you ***carefully inscribe an object with the runes of creation***, pick 1 desired effect:

- ⊙ It will flow into any shape you imagine
- ⊙ It will become *indestructible*
- ⊙ It will become *beautiful*
- ⊙ It will blaze with terrible heat (1d10 damage, *messy*), if only for a moment

When you ***speak the Silent Word that completes the spell*** (*far* range) mark a debility as elemental forces flow through you into the object. The effect works, but roll +CON: **on a 10+**, pick 1; **on a 7-9**, pick 1 and the GM picks another; **on a 6-**, all 3.

- ⊙ Mark another debility & lose 1d10 HP
- ⊙ The elements run amok, triggering a fire/earthquake/avalanche/storm/etc.
- ⊙ The effect lasts only while you focus on it, and then the object is damaged in a manner of the GM's choosing

FRONT 64 BACK



Staff of the Lidless Orb

◇, *close*, *magical*, *awkward*

A sphere of greenish glass, etched with a cat's-eye design and set atop a staff of rough, pitted black iron. The orb catches the light and seems to glow, and the pupil seems to widen in the dark and narrow to a slit in daylight.

And sometimes, you could swear, it seems to look about on its own.

But that's preposterous.

When you ***grip the staff, close your eyes, and see through the Lidless Orb***, roll +CON: **on a 10+**, choose 3 from the list below; **on a 7-9**, choose 1.

- The orb sees through darkness, natural or magical
- The orb sees through illusion, glamour, and invisibility
- The orb can see strong emotions as auras radiating from people and lingering on places
- You can move about and operate effectively while seeing through the orb (otherwise, not so much)

Whatever you choose, the effect lasts until you open your eyes or let go of the staff.

On a 6-, the orb shows you a terrible vision of some distant time or place. Mark 1 (or see below) and ask the GM what you see. While the vision lasts, you are oblivious to the world around you and have disadvantage on your first roll after coming to.

When you ***make the last mark***, you unlock the mysteries of the Staff and can use Power of the Lidless Orb (see reverse). Mark one of the four effects (your choice); you can produce that effect.

When you ***would mark a circle but have already marked all three***, mark a new effect for Power of the Lidless Orb. You can now produce that effect.

FRONT

1

Mysteries of the Staff of the Lidless Orb

Moves

☐ **POWER OF THE LIDLESS ORB**

When you ***bear the staff and call upon the power of the Orb***, choose one of the effects that you have marked:

- ☐ Cast your sight afar, seeing either a time in the past of your current locale or the present of a distant place which you have previously visited. While you maintain the effect, you are blind to the world around you.
- ☐ Hold the Orb before another creature's gaze and steal its sense of sight, blinding them until you use this effect again. When you see through the Lidless Orb, you can choose to see using the currently stolen sense of sight.
- ☐ Hold the Orb before a mortal being's gaze, keeping it transfixed, mesmerized, and receptive to your suggestions. A weak-willed creature will obey outright; a strong-willed one might require convincing.
- ☐ Point the Orb at a living victim and roll 2d4. If you roll higher than the victim's current HP, it's debilitated with nausea and vertigo while you remain in its presence (and possibly for some time thereafter). Otherwise, the victim reels momentarily but soon recovers.

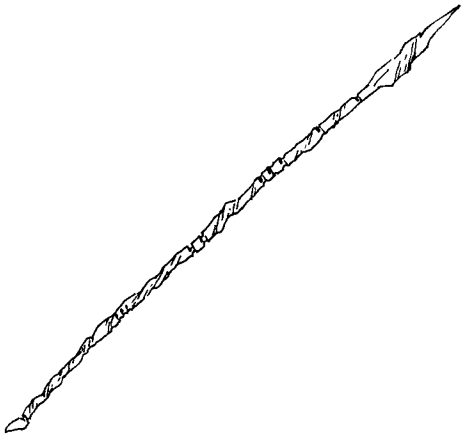
After you've chosen the effect, roll +CON: **on a 10+**, the effect occurs as described; **on a 7-9**, you decide either to mark a Consequence and have the effect occur, or to have the effect fail; **on a 6-**, ask the GM what happens (which may or may not involve marking a Consequence).

Consequences

- ☐ One of your eyes becomes strange, bulging, painful, and discolored. Your vision is more-or-less unaffected.
  - ☐ Your other eye withers, atrophies, and goes pale and empty. Painful warts sprout all around the socket. Permanently mark the *miserable* debility.
- ☐ You begin to sprout warty, scale-like protrusions all over. These continue to grow until you gain +1 armor, but mortals who see these growths tend to be repulsed.
- ☐ You become incapable of seeing beauty. Your senses are unaltered, but nothing strikes you as beautiful. Grotesque and horrific sights still move you and hold a strange fascination.
  - ☐ Replace your instinct with "Disgust: To marvel at things horrific and grotesque."
  - ☐ You can clearly see the ugliness in other people. When you first meet an NPC, you can ask the GM "What secret shame or guilt do they bear?" and get an honest answer.
- ☐☐☐ You become aware of El'rash-Orra, the Many Eyes, gazing up at you from Below. It whispers to you a task; refuse it—now or later—and the Lidless Orb goes dark, useless to you.

BACK

1



Twisted Spear

◇◇, *reach*, *magical*

A knobby length of wood, pale as death and hard as steel, tapering to a needle point. The shaft is scored and notched, the tip stained with blood and soot.

The Spear is a potent weapon against spirits and demons. They cannot bear its touch and its presence makes them deeply ill at ease.

When you ***wield the Twisted Spear as a weapon***, you ignore magical protections and can harm spirits, demons, and insubstantial creatures.

When you ***first plunge the Spear into a spirit or demon***, your mind reels with strange visions. These tasks become known to you:

- ☐ Impale a foul spirit with the Spear, and keep it skewered until it burns away to nothing.
- ☐ Visit the elder tree from which the Spear was carved, and water its roots with your blood.
- ☐ Face the Pale Hunter and survive the encounter.
- ☐ Spend a fortnight in the wild, eating nothing, naked and unarmed except for the Spear.
- ☐ Pierce your own hand through with the Spear, giving it a shard of your soul and reducing your max HP by 1d4+1.

When you ***complete a task***, mark it off.

When you ***have marked 3 tasks***, you unlock the mysteries of the Twisted Spear. Choose one of the moves on the reverse; you can use that move as long as you wield the Spear. Each time you mark a task thereafter, gain another move from the reverse.

FRONT

2

Mysteries of the Twisted Spear

Moves

☐ **WHISPERS**
When you ***grip the shaft of the Twisted Spear***, you can ask the GM, "What spirits are active here?" and get an honest answer.

☐ **PROMISE OF DOOM**
When you ***hold the Twisted Spear and speak aloud an oath to destroy a spirit or demon***, you do +2d4 damage against them and -4 damage to everything else. This lasts until you destroy them or forsake your oath. If you forsake your oath, mark a consequence.

☐ **ROOTS OF THE ELDER TREE**
When you ***stand with your feet firmly on the ground and strike a spirit, ghost, or demon***, you can mark a consequence to send your target coursing through you and into the depths of the earth, where it is bound fast.

☐ **DARKNESS LINGERS**
When you ***strike down a spirit or demon***, ask the GM for one of its moves and write it down; it is held in the Twisted Spear. When you ***use the stolen move***, roll +CON: **on a 10+**, you do it, just like that; **on a 7-9**, you do it, but choose 1:

- The move is lost, bleeding away from the Spear
- Mark a consequence

Consequences

- ☐ Deep beneath the elder tree from which the Spear was carved, something dark and terrible shifts and strains at the roots that bind it.

- ☐ From now on, the first time you Make Camp each session, roll +WIS: **on a 10+**, your dreams are unpleasant and claustrophobic, but your sleep is restful; **on a 7-9**, you dream of that which is bound by the elder tree from which the Spear was carved—take disadvantage on your next roll, but ask the GM what you learn; **on a 6-**, the thing bound by the tree sees you, too. You awake, unrested, and will get no rest this night.

- ☐ You are overwhelmed by a vision of the thing bound by the Spear's tree, its past and its terrible desires.

- ☐ The elder tree from which the Spear was carved shudders and cracks, still whole but wounded and weakened.
  - ☐ A lesser evil escapes from the roots of the tree. Ask the GM what is now loose in the world.
  - ☐ The tree grows sick and weak, losing its leaves and sprouting only a few in spring.
  - ☐ Some natural thing is tainted by the dark power beneath the tree, and goes forth to wreak evil.
  - ☐ The tree dies. Its prisoners escape. And the Spear loses all power.

BACK

2

Demonhide Cloak

◇, 1 armor, *warm*, *magical*

A tattered cloak, stitched from a motley patchwork of unfamiliar hides and leather. Shifting odors waft from it: damp earth, ozone, musk, sulfur, rust, rot.

It is not a glamorous garment. Anything but.

When you ***wear the Cloak***, its armor applies against demons in all cases, even if their attacks are piercing or ignore armor.

When you ***draw up the hood of the Cloak***, you see clearly in darkness.

When you ***wrap the Cloak tightly about your person***, you pass unnoticed by all so long as you move calmly and carefully and keep out of direct, harsh light. In retrospect, those you pass may recall a strange smell.

When you ***flay the hide from a demon, tan it, and sew it onto the cloak***, mark 1:

When you ***make the last mark***, you unlock the mysteries of the Cloak and can use The Flesh Remembers (see reverse).

FRONT

3

Mysteries of the Demonhide Cloak

Moves

☐ **THE FLESH REMEMBERS**

When you ***first encounter a demon and search the Cloak's memories for its like***, roll +nothing: **on a 10+**, the flesh of such a creature is present in the Cloak—you receive a vision of how it was defeated; **on a 7-9**, choose 1 from the list below.

- The flesh of such a creature is present in the Cloak—you receive a vision of how it was defeated, but mark a Consequence
- The flesh of such a creature is not present in the cloak; you learn nothing

When you ***have marked 3 Consequences***, you gain the following move:

☐ **UNHOLY VISAGE** ○○○

When you ***take the appearance of a demon***, roll +CON: **on a 10+**, hold 3 Guise; **on a 7-9**, hold 1 Guise; **on a 6-**, hold 1 Guise and mark a Consequence. While you hold Guise, all perceive you as a demon, and magic that affects demons affects you, too. Spend Guise, 1-for-1 to:

- Maintain your appearance in the face of divination or revealing light
- Understand any language you hear, and reply in kind
- Shrug off harm that your demonic form could ignore
- Maneuver in a way consistent with your demonic form: flying, leaping, oozing, flitting as a shadow, etc.

Consequences

☐☐ You experience an overwhelming vision, from the point of view of a demon sewn into the Cloak. Ask the GM what you see and when you come to.

☐☐ A number of seams fray and tear. The Cloak loses its powers until you sew a new piece of demon flesh into it.

☐ The Cloak's stench grows stronger, noticeable even when you go unseen and unheard. You smell faintly of the Cloak even when you aren't wearing it.

☐ You become incapable of fear while wearing the Cloak. If you ***wear the Cloak during a session***, your instinct becomes "Recklessness: To act with no regard to danger or consequence."

☐ You begin to hear the voices of the dark creatures sewn into the Cloak. The Cloak becomes a follower (see below). When you would mark a Consequence, you can choose to spend 1 of the Cloak's Loyalty instead.

The Cloak

bloodthirsty, demon-wise, extraordinary, magical

Cost chaos and wanton destruction (Loyalty ○○○)

Instinct to bicker and argue (with you, with itself)

- Reveal a dark and terrible secret, or part of one
- Manifest a minor demonic effect
- Possess you in your sleep

BACK

3

Noruba's Ice Sphere

◇, *magical*, *awkward*

A perfect sphere of dark ice, the size of a fist, never melting, hard as stone, and set like a gaudy gem at the end of a finely wrought torc. Or not a torc, perhaps, but maybe a ring that once sat upon some giant's finger?

Staring into the icy sphere brings a sense of calm, serenity, and detachment. Indeed, a lesser mind might find itself staring into its depths for hours on end.

When you ***peer into the Ice Sphere***, your mind is cleared of strong emotions.

When you ***gaze deeply into the Ice Sphere and ponder a situation, puzzle, or mystery***, ask the GM one of the questions below. The GM will answer honestly.

- Who benefits (or would benefit) from __?
- What about __ isn't what it seems to be?
- How could I learn more about __?
- What's the most likely outcome if __?
- What am I overlooking?

After the GM answers, roll +INT: **on a 10+**, hold 2 Acumen; **on a 7-9**, hold 1. ○○
While acting on the GM's answer, you can spend Acumen 1-for-1 to:

- Ask another question from the list above, and get an honest answer
- Treat a 6- that you rolled as a 7-9, or a 7-9 as a 10+

On a 6-, your connection to your body weakens—mark a debility and mark 1 circle. The debility lasts until you spend a few days living wholly in your body and averting your gaze from the Ice Sphere.

When you ***make the last mark***, you unlock the mysteries of the Ice Sphere and can use Mindwalking (see reverse).

FRONT

4

Mysteries of Noruba's Ice Sphere

Moves

☐ **MINDWALKING** ○○○○

When you ***use the Ice Sphere as a psychic anchor***, your consciousness leaves your body and walks the world as a spirit, invisible and insubstantial. Roll +INT: **on a 10+**, hold 3 Power; **on a 7-9**, hold 2 Power; **on a 6-**, hold 2 Power and mark a Consequence. While mindwalking, you may spend your Power, 1-for-1 to:

- Manifest as a ghostly voice and/or presence
- Manipulate an unattended item (small or ◇, no bigger)
- Return instantly to the Ice Sphere from any distance

For every 2 Consequences you mark, gain one of the following moves:

☐ **A MIGHTY WILL**
When you ***mindwalk***, hold +1 Power.

☐ **FARWALKER**
When you ***mindwalk***, you may spend 1 Power to instantly send your mind to any place you have ever visited, physically or mentally.

☐ **TELEPATHY**
When you ***mindwalk***, you may spend 1 Power to become able to communicate mentally with someone nearby, as long as you remain in their presence. They can choose whether to respond, and can attempt to ignore you, but cannot shut you out completely without magic of their own.

☐ **THOUGHTCRAFTER**
When you ***mindwalk***, you may spend 1 Power to animate a mass of loose material (gravel, snow, leaves, etc.) into a body no larger than your own. When you would roll STR, DEX, or CON in this form, use INT instead. This form has 10 HP. When reduced to 0 HP, it dissipates and you return to your physical body.

Consequences

- ☐ You draw the attention of some powerful, hungry entity of the spirit world. It has your scent.
- ☐ Your physical body withers and fades—permanently mark the *weakened* debility
- ☐ Your emotions dull. You can no longer be affected by fear, hate, passion, or other powerful emotions (for good or ill).
  - ☐ Replace your instinct with "Detachment: To distance yourself from human connections and emotions."
- ☐ Your skin tinges bluish; your body becomes cold to the touch. You are unaffected by even the bitterest cold, but find heat and warmth unbearable.
  - ☐ When you take damage from fire, roll twice and take the higher result.
- ☐ When you ***roll 6- at Death's Door***, you have no choice: gain the Ghost insert (with the Ice Sphere as your tether).

BACK

4

Mindgem

◇◇, *slow*, *indestructible*

A chunk of makerglass the size of a human head; inspection reveals facets within facets, a thousandfold. When you ***touch the glass with bare skin and open your mind to it***, you contact the intelligence within—lonely, confused, longing for meaning and connection.

It will happily speak with you, mind-to-mind. It knows much about the past, but naught of its own history or purpose. At least, not yet.

When you ***consult the Mindgem about the Makers, their arts, or their history***, ask a question and roll +INT: **on a 7+**, it answers but **on a 10+**, pick 1; **on a 7-9**, pick 2:

- The answer is cryptic, vague, or lacking crucial context
- It takes a long time—hours or even days—to get the answer
- Your mind is left reeling; take disadvantage on your next roll

On a 6-, choose 1:

- It wastes your time with irrelevant histories and data
- It answers now, but refuses to answer further questions until you make progress towards restoring its body (or, if its body is assembled, until you pay its Cost).

The Mindgem knows that a body was crafted for it, and that it has likely survived—at least in part. It longs for the body to be whole, and to interact with the world. To assemble the Mindgem's body and unlock its mysteries:

- ☐ Recover its chassis of white granite, which weighs well over a ton
- ☐ Recover its ◇ "heart," a chunk of makerglass that forever burns with terrible heat (*indestructible*, *dangerous*)
- ☐ Recover and repair the intricate ◇◇ bronze helm (*awkward, big*) that serves as a casing for the Mindgem
- ☐ Puzzle out how to assemble all the pieces

When you've completed all the requirements, gain the Mighty Servant (see reverse).

FRONT

5

Mysteries of the Mindgem

☐ The Mighty Servant

large, *construct*, *Maker-wise*, *beautiful*, *meek*, *hardy*, *slow*, *strong*, *exceptional*

HP: Max 24

Armor: 4 (Made of stone)

Special qualities living stone, tireless
Cost wonder, excitement, joy, discovery (Loyalty ○○○)
Instinct to misunderstand
- ➤ Perform a mighty feat of strength
- ➤ Carry on implacably

Damage stone fists d10+1 (*hand, close*, disadvantage)

When ***the Mighty Servant makes a move at your behest*** (see Order Followers), on a 6-, in addition to whatever the GM says, mark a consequence.

Consequences

- ☐ It becomes frustrated/agitated and begins to obsessively do something destructive or dangerous to others
- ☐ It begins to understand (or perhaps it remembers) lies and deception. It gains the *devious* tag and this move:
  - ➤ Reveal an earlier deception or half-truth
- ☐ It develops a sense of pride; cross off the *meek* tag.
- ☐ It realizes its potential as a weapon. Replace the *slow* tag with the *warrior* tag, and its damage becomes 1d10+5 (*hand, close, messy, forceful*, 3 piercing)
  - ☐ It becomes aggressive and reckless in battle. Its attacks gain the *area* and *dangerous* tags.
- ☐ It remembers its original purpose. The GM will pick 1 or have you roll 1d4 on the table below to determine the Servant's new cost (replacing "wonder, excitement, joy").

1d4	PURPOSE	COST
1	To punish	Victory against Hillfolk, sorcerers, the Things Below
2	To preserve	Acquiring artifacts of the past, safely hiding them away
3	To purge	Destroying artifacts of the Green Lords or Things Below
4	To build	Progress towards building an enormous, enigmatic edifice

  - ☐ Its instinct becomes "to pursue its purpose." You must Persuade it to do anything unrelated to that purpose, and it will flat-out refuse to act against its purpose.
  - ☐ It wanders off in pursuit of its purpose, implacably pursuing it. It is no longer a follower, though you might still be able to Persuade it.

BACK

5

Whispering Rocks

magical

Jagged hunks of black volcanic glass. Surely the swirling movement in their depths is a trick of light. And, surely, those hushed voices you've been hearing are just the sighing wind. Surely.

When you ***spend a few hours staring into the stones and listening to their whispers***, name someone you know but on whom you have never used this power before. Then, roll +INT: **on a 10+**, the stones reveal a secret about them; **on a 7-9**, the stones reveal a secret, but you must first reveal a secret to the stones (about your hopes, fears, regrets, desires); **on a 6-**, the stones pry a secret from you.

When you ***reveal a secret to the stones***, or they pry one from your mind, mark 1:

When you ***make the last mark***, you unlock the mysteries of the rocks, and are able to use Shadow Magic (see reverse).

When ***one of the rocks is shattered***, cross off one of the Shadow Magic options; it is no longer available.

FRONT

6

Mysteries of the Whispering Rocks

Moves

☐ **SHADOW MAGIC**

When you ***hold a Whispering Rock and call out the shadows within***, choose one thing which you wish to do:

- Cloak yourself in shadows and silence, moving unseen and unnoticed as long as you draw no attention to yourself and avoid the sun or sacred light
- Name someone you know or to whom you have an arcane link (hair, clothing, or the like); you can see them, hear them, and whisper to them as if from a nearby shadow
- Name someone you can see; the nearby shadows ensnare them, doing no harm but hampering their sight and movement

Then, roll +CON: **on a 10+**, the effect lasts as long as you wish, but you have disadvantage on all rolls while you maintain it; **on a 7-9**, either mark a consequence and the effect lasts as on a 10+, or the effect flickers out after mere moments (your choice which); **on a 6-**, ask the GM what happens (which may or may not involve marking a consequence).

Consequences

☐ The rocks all cease to function until each is caressed by a dying breath.

☐☐☐ The dark spirit in the rock you were using escapes, manifesting in the world. Cross off the Shadow Magic option that you just used until you force or convince the spirit to return to the rock.

☐ Your eyes turn jet black. You can see sharply in even utter darkness, but you see no color and are blinded by sunlight.

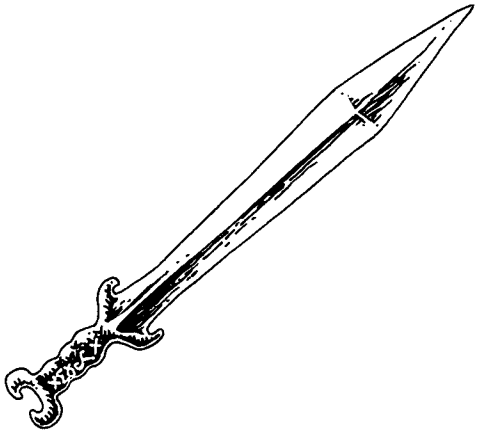
☐ You skin turns deathly pale or coal black (your choice) and chill to the touch. The sun burns your skin, but you go unharmed by even the bitterest cold.

☐ You begin to suffer from dark and troubling dreams. When you ***Make Camp***, roll +WIS: **on a 10+**, a useful secret is revealed by your nightmares—ask the GM to describe them; **on a 7-9**, you get as good a night's sleep as you can; **on a 6-**, you get no rest for the night.

☐ The spirits in the rocks take purchase in your soul. When ***the spirits compel you to action***, mark XP if you comply. If you resist, roll +WIS: **on a 10+**, you quickly shake off the compulsion; **on a 7-9**, it takes a few moments to break free; **on a 6-**, you come to your senses some time later, having done the-gods-know-what.

BACK

6



Blood-quenched Sword

◇, *close*, +1 damage, 1 piercing, *messy*, *magical*

An ancient blade of deep red bronze, its pommel etched with symbols like those that the Hillfolk use to decorate their drinking horns. It thrums in its scabbard, wanting nothing more than to be drawn and to burn like a fire, quenching itself in the blood of foes.

When you ***draw the Blood-quenched Sword***, it leaps from its sheath before any present have time to even blink, and must spill blood before you can return it to its sheath.

When you ***spill your own blood in order to return the Sword to its sheath***, take 1d4 damage (ignoring armor) and the scars from the cut never fade.

When you ***strike first in a fight with the Blood-quenched Sword***, gain advantage on your first roll.

When you ***sheathe the Sword after using it to kill a living, bleeding foe***, mark 1 unless you have already done so since the last sunset:

When you ***make the last mark***, you unlock the Sword's mysteries; gain Unquenched (see reverse).

FRONT

7

Mysteries of the Blood-quenched Sword

Moves

☐ **UNQUENCHED**

When you ***Clash with a living, bleeding foe with the Blood-quenched Sword***, you may mark a Consequence to shift the result up one step (a 6- becomes a 7-9; a 7-9 becomes a 10-11; a 10-11 becomes 12+). You can do this only once per roll.

When you ***have marked 3 consequences***, you gain A Flickering Flame.

☐ **A FLICKERING FLAME** ○○○

When you ***wield the Blood-quenched Blade and leap headlong into battle against multiple foes***, roll +CON: **on a 10+**, hold 3 Speed; **on a 7-9**, hold 2 Speed; **on a 6-**, hold 2 Speed, and mark a consequence.

During this battle, you may spend Speed, 1-for-1 to do the following:

- Attack any number of foes within your reach; roll Clash once and apply the result to all of them, but roll damage separately for each foe
- Strike a weak point, ignoring your foe's armor
- Disengage from a foe you are fighting
- Name a foe on the scene but out of your reach; you cross the distance to them before any can react

When you stop fighting, lose all Speed.

Consequences

☐☐☐ You lose yourself in a blood-rage, no longer distinguishing between friend, foe, and bystander.

When you ***attack the nearest living creature***, you have advantage on damage rolls.

When you ***attempt to stay your hand***, roll +WIS: **on a 10+**, you do so, and can choose to calm yourself and end the rage with a few moments focus; **on a 7-9**, you stay your hand, but must choose a different target for your rage; **on a 6-**, attack without mercy or doubt.

☐ Pick someone who survives this battle (friend or foe). You are convinced that they covet the Blood-quenched Sword. Until you put them in their place, you are either *dazed* or *miserable* (your choice).

- ☐ Your instinct becomes "Paranoia: to accuse someone of plotting against or wanting to steal the Blood-quenched Sword, and do something about it."

☐ You can no longer sleep or rest without the Blood-quenched Sword at hand.

☐ You no longer gain sustenance from food. When you ***slay a living, bleeding creature with the Sword***, hold 1 Sustenance (max 3). When you would consume a ration, lose 1 Sustenance instead. ○○○

☐ You can always ask the GM "Does this NPC disrespect me or intend to do me harm?" and the GM will answer honestly "Yes" or "No." If they answer "Yes," gain advantage to end their life and take disadvantage to do anything else.

BACK

7

Shield of the Wisent Witch

◇◇, +1 armor, *close*, *forceful*, *magical*,
+1 Readiness on a 7+ to Defend

A shield of horn-oak, glossy from long use, shod in bronze and adorned with a stylized wisent skull. It's heavier than it looks, but its heft gives you a feeling of confidence, like anyone would be a fool to mess with a titan such as you.

When you ***bear the Shield openly***, natural creatures give you wide berth and treat you with the respect that they would give a 1,000-lb. bison.

When you ***use the Shield to Defend with both feet planted firmly on the ground***, so long as you hold Readiness you cannot be moved or tripped. When you ***spend Readiness to strike back at an attacker***, you also break their momentum, knock them back, and/or send them reeling.

When you ***perform the sacred rites of the forest witches***, alone in the woods under a clear crescent moon, mark 1:

When you ***make the last mark***, you unlock the shield's mysteries, and can use Spirits of the Herd (see reverse).

FRONT
8

Mysteries of the Shield of the Wisent Witch

Moves

☐ **SPIRITS OF THE HERD**
When you ***proudly bear the Shield of the Wisent Witch and call upon the spirits of the herd***, choose 1 of the following effects:

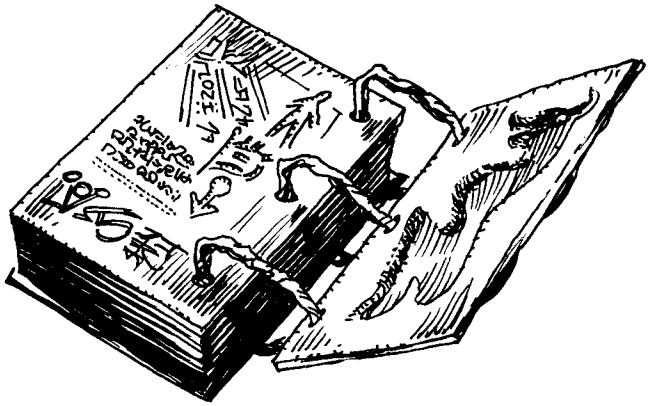
- So long as you bear the Shield and until one of you speaks in the tongues of men, you and any allies that you mark with mud from the forest floor take on the visage of a herd of wisents. While this spell lasts, you and your allies cover ground at great speed and can graze rather than consuming supplies/provisions.
- As you charge your foes, conjure a herd of stampeding wisent to join you. Treat the herd as a weapon (+2d4 damage, *forceful*, *messy*, *area*, *dangerous*, *terrifying*) as you Clash. The herd vanishes once the charge's momentum is spent.
- Hold 3 Might. You can spend Might 1-for-1 to: ○○○
  - Plow past, over, or through an opponent or obstacle
  - Tear free from any physical restraint
  - Shrug off a physical blow, unfazed and unharmed

After choosing an effect, roll +CON: **on a 10+**, the effect occurs as described; **on a 7-9**, the effect occurs, but only if you mark 1 Consequence; **on a 6-**, mark 1 Consequence, and the effect occurs—but the GM will tell you what goes wrong.

Consequences

- ☐ You give off a strong, musky scent no matter how much you bathe. It is distinctive and easily recognized.
- ☐ Over the next few days, you grow 4-6 inches.
- ☐ Over the next few days, your body mass doubles. Your size and relative strength remain mostly the same.
- ☐ You consume twice the normal amount of supplies or provisions each day.
- ☐ You make an inordinate amount of noise; your voice booms, your feet stomp heavily, even your breathing is loud.
- ☐ Your attacks all gain the *forceful* tag (and become more so if they already were *forceful*) and large weapons lose the *awkward* tag. Alas, you hardly know your own strength and must be careful to avoid breaking things (including your friends).
- ☐ Predators sense that you would be delicious and will choose to attack and eat you before just about any other potential prey.
- ☐ You become territorial and overly defensive of your allies. When someone or thing ***disrespects you, challenges your authority, or directly threatens your allies***, you have disadvantage to do anything other than set them straight.

BACK
8



Hec'tumel Codex

◇, *crude*, *slow*, *magical*

A dozen copper plates, green with age and bound with loops of reddish metal wire. The outer plates are embossed with strange images of man and beast while the inner plates are etched with arcane diagrams and annotated in some forgotten script.

When you ***first run your fingers over the inscriptions***, your dreams that night are filled with images of a pale, reptilian creature with skulls for eyes, slithering through darksome caverns. You awake with an alien incantation on your tongue, its words emblazoned in your mind. You can Cast a Codex Spell, and know Call the Pale Lizard.

CAST A CODEX SPELL *Casting penalty* ○○○○○
When you ***cast a spell learned from the Hec'tumel Codex***, roll +INT: **on a 10+**, the spell works as described; **on a 7-9**, the spell works, but choose 1 from the list below; **on a 6-**, mark a consequence (see reverse) in addition to whatever the GM says.

- You draw unwelcome attention or put yourself in a spot (ask the GM how)
- Something shifts in your mind; take a -1 penalty to Cast a Codex Spell until you get Hec'tumel to show you what you're doing wrong (the penalty is cumulative)

Call the Pale Lizard. Cast this spell at night. Hec'tumel (*Slithering One! Death Is Its Eyes!*) manifests in the shadows until sunrise or until dismissed. It has no power unless given a host and no knowledge of the present except that which you give it. It knows much of the ancient past and the arcane arts, and can teach you if you make it worth its while. It cannot lie, but need not answer fully.

When ***Hec'tumel spends the night teaching you a spell from the Codex***, mark 1:

Each time you ***make a mark***, choose one of the **Codex Spells** (see reverse)—you can now cast it. When you ***make the last mark***, you have unlocked the mysteries of the Codex and gain the Darksome Vessel move (see reverse).

FRONT
9

Mysteries of the Hec'tumel Codex

Spells of the Codex

- ☐ **Call Up the Dead.** Touch a corpse; you conjure its shade, which must truthfully answer 3 questions. **Empowered:** Bind the shade to a tether as a revenant or a ghost; it must perform 3 tasks before being freed from your service.
- ☐ **Serpentine.** Your soul slithers from your mouth in the form of an albino viper (*tiny*, *stealthy*, *quick*, *venomous*), leaving your body insensate until you slither back in. Use your normal stats while in this form. **Empowered:** Rather than your soul leaving your body, you physically transform into a man-sized serpent (2 armor, *stealthy*, *quick*, *venomous*, *forceful*, *grabby*).
- ☐ **Snuff the Spirit.** Name a living victim within *near* range and roll 2d6. If the victim has fewer current HP than your roll, it dies suddenly. **Empowered:** each living creature near your victim is also affected.
- ☐ **Torpor.** Lock eyes with someone and whisper soothing words. They start to fall asleep. If they resist, roll 3d4—if your roll exceeds their current HP, they fail. Once asleep, they do not age, need not eat/drink, and suffer no harm from poison or disease. They cannot be roused until they hear their name thrice-spoken. **Empowered**: Over 3d6 days, all physical harm heals, lost limbs (etc.) regenerate, poisons & diseases are cured, and the infirmities of age reverse.

Moves

☐ **DARKSOME VESSEL**
When you ***cast a Codex spell***, on a 12+ you can choose the Empowered effect. When you ***choose to mark a consequence before casting a spell***, don't roll; you get a 12+.

Consequences

- ☐ Over a few days, you lose all body hair. Your skin pales and develops scaly patches.
  - ☐ Over a few days, you lose all your remaining hair and grow a fine layer of scales over all your skin except that on your face. Gain +1 armor.
- ☐ Your body temperature drops and your skin becomes cool to the touch; you have disadvantage on all rolls while exposed to the cold. Your metabolism also slows, and you need to consume supplies or provisions only once every 2 days.
  - ☐ Your heart rate and breathing slows, and you can hold supremely still for hours on end. You can easily be mistaken for dead. You only need to eat once every 3 days, but you gain no benefit from healing arts or magic.
- ☐ Over a few days, your ears grow smaller and flatten against your head. Your tongue grows longer, and you can distend your jaw and throat to swallow things no human should be able to.
  - ☐ Your eyes grow milky, you no longer blink, and you have trouble seeing things that aren't moving. Your tongue becomes forked, and you gain a preternatural sense of smell and touch.
  - ☐ Anything that you perceive, Hec'tumel perceives it too.

BACK
9

Red Scepter

◇, *magical*

A bronze rod, tipped with a glowing red crystal and carved with openwork shapes of hungry, leering faces.

When you ***hold the Scepter and wind blows through the openings in the crystal***, it makes a soft howling noise.

When you ***gesture at an open flame with the scepter***, the flame flickers or flares as if blown by the wind.

When you ***bleed a helpless, living creature and dip the Scepter's crystal in their still-warm blood***, mark 1 charge as the crystal soaks up the blood (to a maximum of 3):

◊◊◊

INFLAME
When you ***wield the Scepter and incite an individual to violent action***, you may erase 1 charge to roll +CHA: **on a 10+**, they must pick 1 from the list below; **on a 7-9**, they may choose to either lash out violently against a target of their choice or choose 1 from the list below.

- Act as you suggest, without doubt or fear, dealing +1d4 damage while they do so
- Resist, but suffer painful burns (2d4 damage, ignores armor).

When you ***Inflame someone and they kill one or more living beings as a result***, mark 1:

When you ***make the last mark***, you unlock the Scepter's mysteries and gain Burning Hatred (see reverse).

Mysteries of the Red Scepter

Moves

☐ **BURNING HATRED** *(near, magical, reload)*
When you ***point the Red Scepter at an object of your hatred and erase 1 charge***, roll +CHA: **on a 10+**, the Scepter deals 2d4 damage (*messy*, ignores armor), manifested as blistering burns; **on a 7-9**, as a 10+ but pick 1:

- Mark a consequence
- Spend a few seconds chanting and muttering before dealing damage
- Cause any exposed, combustible items in range to burst into flames

On a 6-, the GM says what happens (which may or may not involve marking a consequence).

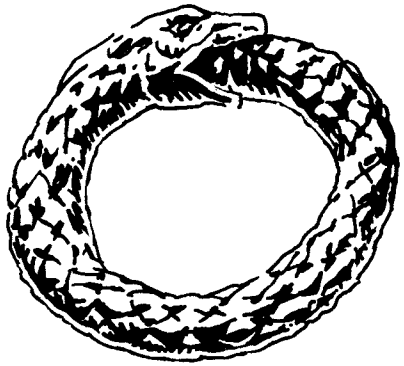
When you ***mark 3 Consequences***, you gain Fanning the Flames.

☐ **FANNING THE FLAMES**
When you ***use Inflame***, you can incite everyone who can hear you into violent action, not just an individual. If you do, roll once for the entire crowd, but each target makes their own choices. **On a 7-9**, you must also choose a Consequence; **on a 6-**, the GM chooses a Consequence for you in addition to whatever else happens.

When you ***use Burning Hatred***, you can mark a consequence to target not just the person or thing you hate but also everything near them. Roll +CHA once but roll damage for each victim. Any combustibles on your targets also erupt into flame.

Consequences

- ☐ Your skin becomes feverish. You always feel hot and can't bear to wear *warm* gear.
- ☐ Your eyes change, glowing like fiery embers. They flare with your temper.
- ☐ The crystal tip of the Scepter cracks, and you cannot use the Scepter's powers until you have "fed" the Scepter another chunk of red crystal, one at least the size of your fist.
- ☐ To gain any future charge, the victim you bleed must be awake and terrified.
- ☐ To gain any future charge, the blood-letting must be brutal, messy, and wanton.
- ☐ Henceforth, when you ***incite someone to violence with the Scepter and they act as you suggest***, they lose themselves to primal bloodlust. They feel no pain and revel in carnage until they are killed, restrained, or crippled.
- ☐ When you ***use Burning Hatred***, something on your person or within reach also catches fire.
- ☐ You always hear a dim howling in the back of your mind. When the wind blows, the howling grows in volume, making it difficult to hear anything other than insults or plans to commit violence.
- ☐ When you ***Persuade using anything other than threats, pain, or violence***, the best you can get is a 7-9.



Ring of Daagon

magical

A finely carved ring of copper, coated in verdigris and always a little damp. Its shape is that of a strange, reptilian creature devouring its own tail.

When you ***don the Ring***, you feel the presence of every body of water within a few miles, natural or not, even if it is underground.

When you ***wear the Ring and caress its reptilian head***, the air around you becomes damper and cooler. If you continue to caress it for a minute or so, a mist gathers near the ground and grows higher and thicker as long as you continue. A few minutes of caressing the Ring will blanket your immediate surroundings in thick, obscuring fog. Half an hour will blanket the countryside. The fog persists for as long as you caress the Ring, and then dissipates naturally based on the prevailing weather.

When you ***have used the Ring to summon an obscuring fog and a named creature dies within that fog***, the Ring will ask you (silently, in your mind, not so much with words as with a deep longing) *May I take this one?* Should you assent, the creature's body will be gone—vanished into the mists—as soon as no mortal is directly paying it heed. The first time this happens during each fog you summon, mark 1:

When you ***make the last mark***, you unlock the ring's mysteries and may Call Up the Deep Ones (see reverse) while wearing the ring. The ring itself becomes a follower.

The Ring

deep-wise, greedy, patient, knowledgeable, magical

Cost devouring fallen, named creatures (Loyalty ○○○)
Instinct to give nothing (not even secrets or info) away

- ➤ Speak mind-to-mind
- ➤ Reveal a secret, for a price
- ➤ Know someone's desires

FRONT

11

Mysteries of the Ring of Daagon

Moves

☐ **CALL UP THE DEEP ONES**
When you ***stand in heavy fog or before deep water and call on the servants of Daagon to serve you***, spend 1 Loyalty or mark a consequence and they appear. Treat them as followers, sharing a pool of Loyalty with the Ring itself. You can always choose to mark a consequence in lieu of spending their Loyalty.

Servant of Daagon

terrifying, violent, wretched

Instinct to devour

Each time you ***Call Up the Deep Ones***, roll five d4s and assign each to a different aspect:

_____ **Tags: 1** = *+craven*; **2** = *+ravenous*; **3** = *+cunning*; **4** = *+exceptional* (roll +2 for moves instead of +1)

_____ **No. Appearing: 1** = *horde* (quantity 2d6, HP 3, damage 1d6); **2-3** = *group* (quantity 1d6+1), HP 6, damage 1d8); **4** = *solitary* (HP 12, damage 1d10).

_____ **Size: 1** = *small* (-2 HP, -2 damage, *hand*); **2-3** = *medium* (*close*); **4** = *large* (+4 HP, +1 damage, *close*, *reach*).

_____ **Traits:** choose a number equal to the assigned die.

- ☐ blubbery/scaly hide (2 armor)
- ☐ powerful (+2 damage, *forceful*)
- ☐ big claws/fangs (1 piercing, *messy*)
- ☐ *+stealthy* and *+cautious*
- ☐ tentacles/pincers, etc. (*reach*, *grabby*)
- ☐ projectiles (*+near*)

_____ **Moves:** choose a number equal to the assigned die.

- ☐ ➤ Wriggle free of danger/restraint
- ☐ ➤ Smother/constrict/engulf them
- ☐ ➤ Mesmerize the weak-willed
- ☐ ➤ Heal at a prodigious rate
- ☐ ➤ Dissolve organic material
- ☐ ➤ Paralyze them with venom

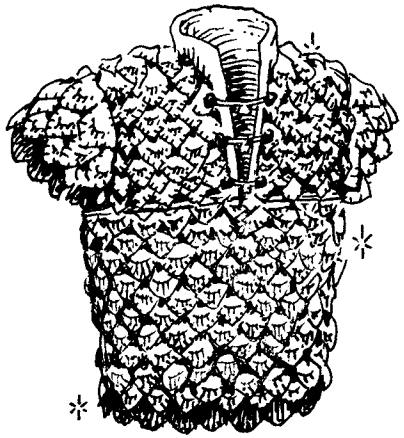
When you ***send them back whence they came***, roll +CHA: **on a 10+**, they go, now; **on a 7-9**, they go, but take their time and likely do some harm on their way; **on a 6-**, spend their Loyalty or mark a consequence and they'll eventually go (as on a 7-9); otherwise, this batch breaks free of your control and are no longer followers.

Consequences

- ☐ Your skin becomes clammy and squamous.
  - ☐ You can breathe water through your skin, but must keep it moist or suffer increasing debilities.
- ☐ You gain nourishment only from meat. Plants, grains and the like no longer count as supplies or provisions when you need to eat.
  - ☐ Only raw flesh nourishes you, but you are immune to food-borne illness.
- ☐☐☐ 1d6 sinkholes appear within a few miles of you. At the bottom of each, a megalith protrudes from standing water, attended by servants of Daagon.
- ☐ The ring's Cost becomes "Living, helpless, intelligent sacrifices."

BACK

11



Rune-laden Scales

◇◇, 2 armor, *magical*

An ancient vest of bluish steel, each scale etched with a silvery rune similar to those found among the ruins near Barrier Pass. A working of the Makers, no doubt, or at least of their most gifted students. The armor is surprisingly light and supple. The scales are always cold to the touch, and often edged in frost.

When you ***wear the Rune-laden Scales***, you are perfectly comfortable in cold weather and suffer no harm from exposure or magic that might otherwise freeze your flesh. You have no such immunity to secondary effects of ice-magic, such as slipping, being impaled by an icicle, becoming encased in a block of ice, or the like.

When you ***wear the Rune-laden Scales and stand fast against a magical attack***, roll +CON: **on a 10+**, the magic washes over you, unpleasant perhaps but with no ill effect; **on a 7-9**, you're only partially affected—suffer half damage (if any) and a reduced effect; **on a 6-**, mark XP, and the magic affects you fully.

When you ***wear the Rune-laden Scales and defeat a wielder of chaotic magic***, mark 1:

When you ***make the last mark***, you unlock the mysteries of the armor. Gain a move of your choice (see reverse), but also mark a consequence. Then, erase all marks.

FRONT

12

Mysteries of the Rune-laden Scales

Moves

☐ **INDOMITABLE**
When you ***wear the Scales and stand fast against a magical attack***, you can mark a consequence after you roll to add 3 to the result.

☐ **MAGNET**
When you ***witness a magical attack***, you can either spend 1 Readiness (from the Defend move) or mark a consequence to redirect the magic so that it affects only you. You can then stand fast against it.

☐ **POWER SINK**
When you ***wear the Rune-laden Scales and stand fast against a magical attack***, **on a 12+** the armor drains the attacker's power. That form of attack is lost to them, though they might regain it with time, study, or effort.

When you ***wear the Rune-laden Scales and spend time in quiet communion with the elements***, the power absorbed by the armor dissipates harmlessly.

If you ***trigger Power Sink again before dissipating the absorbed power***, mark XP, ask the GM what happens, and brace yourself for the worst.

☐ **PROOF AGAINST HARM**
The Rune-laden Scales now provide you 3 armor, even against piercing and attacks that normally ignore armor.

When you ***wear the Rune-laden Scales and find yourself at Death's Door***, you may mark a consequence before you roll to automatically get a 10+.

Consequences

- ☐ You no longer mark 1 (see reverse) when you simply *defeat* a being that wields chaotic magic; you must destroy it instead.
  - ☐ Mere minions and mindless horrors will no longer suffice. You only mark 1 for destroying a potent agent of chaos, such as a mighty demon or sorcerer.
- ☐ When you ***use or knowingly submit to chaotic magic***, the Rune-laden Scales cease to benefit you or anyone you consider to be a friend or ally.
- ☐ When you ***kill a living creature out of anger, fear, or passion***, even an agent of chaos, take disadvantage on all rolls until you ceremonially atone and purify yourself.
  - ☐ When you ***take any violent action out of anger, fear, or passion***, even against an agent of chaos, take disadvantage on all rolls until you ceremonially atone and purify yourself.
- ☐ You come to the attention of one of the mightiest of the Things Below, and they make your doom—or your corruption—a priority.
- ☐ You ascend into a vision state, in which you meet the spirit of the last hero to wear the Scales. Should you refuse the quest they offer, the Rune-laden Scales cease to function.

BACK

12

Blackwood Fetishes

◇, *magical*, *indestructible*

A pair of wooden figurines, carved from blackwood and worn smooth with age and use. A whitish shaft has been driven into the top of each figurine's head, and the eyes and forehead of each are stained a rusty, reddish color.

The figurines resist all mundane attempts to damage them. Such attempts might mar them slightly, but their forms hold fast.

When you ***mark a figurine's eyes with blood and likewise mark your own eyelids***, you see through the eyes of the figurine whenever you close your eyes, for as long as the blood remains.

When you ***anoint a figurine with your own blood and then sleep in its presence***, roll +CON: **on a 10+**, you dream lucidly of the spirit in the figurine, which speaks an archaic but intelligible dialect—it might be persuaded to reveal its name, or the name of its fellow spirit, or the method of calling them forth; **on a 7-9**, you dream of the spirit, but the dream is fleeting, strange, and disorienting—ask the GM what you learn of the spirit.

When you ***learn the name of one of the bound spirits***, or the sign that draws them forth and binds them, mark 1:

When you ***make the last mark***, you unlock the mysteries of the Blackwood Fetishes and can use Call Forth and Command (see reverse).

FRONT

13

Mysteries of the Blackwood Fetishes

Moves

☐ **CALL FORTH AND COMMAND**

When you ***mark both figurines with your own blood and call both Astor and Halix by name***, their ghosts manifest before you. Treat them as followers. They are bound to obey your direct commands and can take no overt action against you, but you might need to Persuade them to do anything other than follow your orders to the letter.

When you ***dismiss either Astor or Halix***, both return to their figurines until you call them forth again.

When e***ither Astor or Halix is banished or reduced to 0 HP***, they both return to their respective fetish. They cannot be called forth again until the next new moon.

In life, Astor was a hunter, low-born but handsome and proud. Halix was the lordly heir of Astor's people: spoiled, manipulative, vain. Halix took Astor as one of many furtive lovers, making an insincere blood-oath that one day they would wed.

Their clan fell under the sway of a sorcerer. Astor snuck away to warn the Makers of rebellion, but Halix sided with the sorcerer. The sorcerer used the blood-oath between them to work foul magic, wrenching Astor's soul from their body and binding it. To their surprise, Halix's soul was likewise bound. The sorcerer used them as spies and assassins, leaving Astor's once-noble soul bitter and distrustful. Halix, though, revels in immortality and delights in the opportunities afforded by this undead state.

Astor

undead, *spirit*, *hunter*, *cunning*, *jealous*, *sarcastic*, *warrior*

HP Max. 13 | **Armor** 1 lacks organs

Instinct to comply maliciously
- Stalk assigned prey
- Manifest a ghostly presence (harmed only by silver or salt)
- Make a pessimistic observation

Damage ghostly spear d8 (*reach*, ignores armor)
Cost proof of honor, nobility (Loyalty ○○○)

Halix

undead, *spirit*, *magical*, *hedonistic*, *cautious*, *devious*, *stealthy*, *exceptional*

HP Max. 10 | **Armor** 1 lacks organs

Instinct to second-guess your decisions
- Manifest a ghostly presence (harmed only by silver or salt)
- Possess an inebriated victim
- Spot a weakness, want, or fear
- Spin plots and falsehoods

Damage ghostly touch d4 (*hand*, ignores armor) or host's weapon d6 (tags vary)
Cost pleasures of the flesh (Loyalty ○○○)

BACK

13

Storm Markings

implanted, magical

A series of branching, tree-like markings coursing up and down your skin. Usually pale blue, almost like veins, but when you become agitated they seem to glow, pulse, and ripple with light.

The markings are usually seen as a blessing of Tor (rainmaker, thunderhead, slayer-of-beasts). But like most blessings of the gods, they are also a great burden.

When you ***roil with anger***, you do +1 damage until you calm down. But when you ***try to control your temper***, roll +WIS: **on a 10+**, you keep your cool and act as you wish; **on a 7-9**, choose 1 from the list below; **on a 6-**, you just lose it—tell the GM what damn fool thing you end up doing.

- Take some deep breaths and count to ten, fuming all the while
- Vent your rage, but tell us how and on what

When you ***are struck by lightning or an electrical discharge***, mark 1, take no damage, and suffer no ill effects (your gear, alas, has no such protection):

When you ***make the last mark***, you unlock the mysteries of the Storm Markings and can use Storm's Fury (see reverse).

When you ***would make a mark but have already marked all 3***, set your Fury to 3.

FRONT

14

Mysteries of the Storm Markings

Moves

☐ **STORM'S FURY** ○○○◌

When you ***begin to roil with anger***, your markings crackle with electricity and the air thrums with pressure. Roll +CON: **on a 10+**, hold 3 Fury; **on a 7-9**, hold 2 Fury; **on a 6-**, hold 2 Fury but also mark a consequence.

You may spend Fury 1-for-1 to manifest one of the following:

- Imbue your next strike with the force of thunder (+1d6 damage, *forceful*, *loud*)
- Move like lightning, closing the distance between you and a nearby foe before they can react
- Bellow like the storm itself, drawing no small amount of attention and making craven foes cringe in fear

When you ***have marked 3 consequences***, you gain Chosen of the Storm-bringer.

☐ **CHOSEN OF THE STORM-BRINGER**

Add these to the list of potential manifestations granted by Storm's Fury:

- Roll +CON to Let Fly with a bolt of lightning (2d6 damage, *thrown*, *forceful*, *loud*, *dangerous*, ignores armor)
- Make a prodigious leap, buoyed by the wind
- Summon a powerful gale with you at its center—dirt and debris swirl about, the wind is deafening, people must brace themselves to keep from getting bowled over, projectiles careen off course—and take disadvantage on all rolls as long as you sustain it

Consequences

☐☐☐ Lightning begins to arc off of you, striking objects and creatures nearby at random for 2d6 damage (*near*, *forceful*, *loud*, ignores armor). This lasts until you calm down.

☐☐ A gale of winds forms around you, as with Chosen of the Storm-bringer (even if you can't normally use that move). You can't dismiss it easily; the effects (including the disadvantage) continue until you calm down.

☐ Name an NPC who is present and whose regard you value. They are terrified of the power you wield and grow distant.

☐ From now on, when you gain Fury, gain +1 Fury. But you also have disadvantage on rolls to control your temper.

☐ A storm forms (or worsens) in your immediate area. It arrives unnaturally fast, but not miraculously so.

☐ A terrible storm begins to form in your immediate area and pummels the entire region. Blizzards, tornados, floods—it's bad.

  ☐ A terrible storm forms (as above) and the weather remains freakish for a few months. Your steading takes -2 to its next roll to generate Surplus, and its next Fortunes roll for Seasons Change is automatically a 6-. Other communities in the region likewise suffer.

BACK

14

Ineffable Words

implanted, magical

Syllables of the first language, words of pure thought and will, emblazoned on your soul and tongue by some angelic force or being. A gift, perhaps. Or a terrible, terrible affliction.

Their power thrums inside you, pulsing against the crude vessel of your flesh and blood. Sometimes, under stress or simply out of the blue, you are struck with shakes and seizures. And when the tremors pass and your senses return, you find that you have scratched strange symbols in the dirt or on the walls. Sometimes in your own blood.

When you ***enter an ecstatic delirium and allow the Ineffable Words to pour forth***, roll +CON: **on a 10+**, you speak Truth, revealing something new and interesting about the current situation—ask the GM what, and all present understand this Truth as though it were spoken in their native tongue; **on a 7-9**, the 10+ result applies, but choose 1 from the list below.

- The Truth is cryptic, vague, incomplete
- You are overcome, collapsing in a full-body seizure
- You draw unwanted attention

When you ***spend weeks in ascetic contemplation of the incommunicable words within you***, roll +WIS: **on a 10+**, you gain insight into the power within you—mark 1 below; **on a 7-9**, gain advantage on your next attempt to contemplate the words.

When you ***make the last mark***, you unlock the mysteries of the Ineffable Words and can Speak the Unutterable (see reverse). Choose 1 Word that you have mastered and erase all marks above. Thereafter, when you ***make the last mark***, choose another Word to master and erase all marks.

FRONT

15

Mysteries of the Ineffable Words

Moves

☐ **SPEAK THE UNUTTERABLE**

When you ***speak an Ineffable Word that you have mastered***, roll +CON: **on a 10+**, the Word's power manifests as described; **on a 7-9**, the Word's power manifests, but choose 1 from the list below; **on a 6-**, the GM says what happens (which may or may not involve marking a consequence).

- You collapse in a full-body seizure
- Mark a consequence

MASTERED WORDS

☐ **Seal.** Name a portal, clasp, or seam in your presence. If you speak this Word forward, the target seals shut and holds against any mundane attempt to open it. If you speak backward, the target is pried open or apart.

☐ **Purify.** Name an instance of corruption, infection, or taint in your presence. If you speak this Word forward, the target is cleansed. If you speak backward, the corruption grows and spreads aggressively.

☐ **Gather.** Name an unliving object in your presence. If you speak this Word forward, the object is drawn forcefully towards you, possibly flying through the air and into your hand. If you speak backward, the object is flung away from you. If the object weighs more than you, or is secured by something that does, it is you that moves instead.

☐ **Empower.** Name a living thing or vessel for power in your presence. If you speak this Word forward, the target surges with power. A creature heals 1d8 HP or gains advantage on its next roll. If you speak backward, the target is drained of energy. A creature takes 1d8 damage (ignores armor) or takes disadvantage on its next roll.

Consequences

☐☐☐ The Word's power draws the attention of every magical being for miles around. They will recognize you on sight as the bearer of the Word.

☐☐ The power of the Word overflows, affecting every possible target within *far* range to violent effect.

☐ Your voice takes on a metallic, inhuman edge. Henceforth, all creatures understand you as though you spoke their native tongue, but you can never again use language to lie or deceive.

☐ The Word tears reality, leaving a rift from which primordial power pours into the world. Expect all manner of strange and chaotic effects.

☐ You rouse an eternal, ancient being of Order. It seeks you out, implacably, to reprimand you for your reckless use of such primordial power.

BACK

15

Redwood Effigy

magical

A vaguely man-shaped root of blood-red wood, wrapped in tattered cloth. Bright blue markings adorn the fabric, as do rust-colored stains.

But you know that. After all, you made it yourself. You've bound your flesh and soul to the effigy, and this is the only one you will ever be able to make.

When you ***perform the secret rite***, which requires privacy, a few hours, and a drop of your own fresh blood, hold 1 Conduit (max 1 Conduit, at least to start).

SURROGATE SUFFERING
When you ***suffer physical harm while carrying the effigy on your person***, you can spend 1 Conduit. If you do, the effigy suffers that harm in your place. You suffer no more than a passing inconvenience, and the effigy bears faint signs of the trauma it has endured in your stead.

Record the diverted harm on the image of the effigy above: a brief description of the injury, the HP that would have been lost, and any debilities you would have marked. Write small, in pencil. If the ***effigy is destroyed***, you suffer all this harm at once.

Each time the effigy suffers harm on your behalf, mark 1. If all 3 marks are already marked, then mark a consequence instead (see reverse).

When you ***make the last mark***, you unlock the effigy's mysteries and gain Suffering Unleashed (see reverse).

FRONT

16

Mysteries of the Redwood Effigy

Moves

☐ **SUFFERING UNLEASHED**
When you ***feed the effigy the blood of another***, pick one of the harms recorded on the reverse and roll +CON: **on a 10+**, your target suffers that harm fully; **on a 7-9,** your target suffers that harm but pick 1; **on a 6-**, they suffer that harm but all 3 are true:

- They suffer only half the harm's effects/damage
- You fully suffer the unleashed harm (you can't divert it via Surrogate Suffering)
- Mark a consequence

Regardless, the harm is no longer stored in the effigy—erase it from the reverse.

For every 2 Consequences you mark, gain one of the following moves:

☐ **GREATER CONDUIT**
When you ***perform the secret rite***, hold 3 Conduit instead of 1 (and increase your max Conduit to 3). You no longer need the effigy on your person to use Surrogate Suffering. However, any magic that divines your location or spies on you also targets the effigy.

☐ **THE ROOTS GROW DEEP**
When you ***use Suffering Unleashed and roll a 12+***, clear a mark from the reverse.

☐ **WE ARE AS ONE**
You can sense, speak, and even work magic through the effigy as though it were an extension of yourself. (It remains inanimate.)

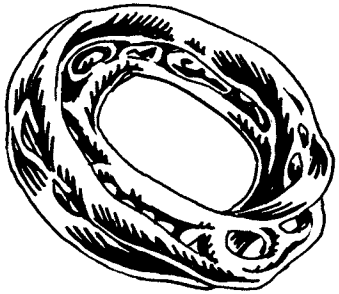
Consequences

- ☐ Your heartbeat slows and your emotions dull. Magic cannot stir your emotions unless it specifically targets the effigy. Alas, you can no longer Burn Brightly.
- ☐ Your blood flows like sap and your muscles become like wood. Gain +1 armor and +4 max HP, but you can no longer regain HP via the Recover move. When you ***Make Camp***, you must rest while touching soil or you get no benefit.
- ☐ Henceforth, when ***anyone works magic upon the effigy***, it affects you instead and bypasses any defenses that you have in place (including Surrogate Suffering).
- ☐ Henceforth, when you ***suffer physical harm while you hold Conduit***, you must spend it and use Surrogate Suffering.
- ☐ The effigy becomes both *fragile* and highly flammable. When you suffer damage from heat or fire, you take +1d6 damage. If the effigy suffers harm from heat or fire in your place, it will burst into flames and be destroyed.
- ☐ When you ***roll 6- at Death's Door***, you have no choice: gain the Revenant insert until the effigy is destroyed (and you become a wraith controlled by the GM) or it is buried in a Red Grove (and you become an NPC spirit of that grove).

When you ***would mark a consequence but they've all been marked***, pick a harm stored in the effigy at random. Erase that harm and suffer it now (it can't be diverted).

BACK

16



Hungering Maw of Hlad

magical

A ring of black metal bands, woven in an intricate pattern beyond the skills of modern smiths. The way the bands twist on each other seems to defy reality, and the weak-willed find themselves pondering the bands for minutes or hours.

The metal is always cold. Always.

When you ***wear the ring and press it firmly into the skin of a living thing***, the ring draws the life-force from your victim. If your victim is helpless or unable to struggle, they are reduced to 0 HP (see below).

If ***your victim struggles***, roll +CON: **on a 10+**, deal 1d10 damage (ignores armor) and they are left reeling (a PC or follower marks a debility, an NPC or monster grants advantage on any moves made against it until it recovers); **on a 7-9**, deal 1d10 damage (ignores armor) but you suffer whatever counterattack they dish out; **on a 6-**, ask the GM what happens (which may or may not involve marking a consequence; see reverse).

When you ***use the ring to reduce an intelligent victim to 0 HP***, roll 1d6:

1d6	EFFECT
1-2	Their soul is wounded but they'll live, suffering from unnatural, compulsive hungers; should they die in this state, they become a wraith.
3-4	Their soul is wounded and their body gives up; they become a wraith.
5-6	Their soul is consumed and utterly destroyed by the ring—mark 1 below.

When you ***make the last mark***, you unlock the ring's mysteries. Gain Siphon (see reverse) and erase all the marks. Each time you mark the third circle, gain another move from the reverse. If you ***have all the moves***, mark a consequence instead.

FRONT

17

Mysteries of the Hungering Maw of Hlad

Moves

☐ **SIPHON**
When you ***raise your ringed hand and will the ring to consume someone's life-force*** (at up to *reach* range), roll +CON: **on a 10+**, deal 1d10 damage (*grabby*, ignores armor); **on a 7-9**, deal 1d10 damage (ignores armor) but choose one:

- The ring eats at your life-force, too—lose 1d10 HP and mark a debility
- Mark a consequence

On a 6-, the GM says what happens (which may or may not involve marking a consequence).

☐ **INESCAPABLE PULL**
You can use Siphon at up to *near* range, and on a 10+ you can can choose to drag the victim closer.

☐ **MAELSTROM**
When you ***use Siphon***, you can mark a consequence before rolling to affect a number of victims within range. Roll +CON once, but roll damage separately for each target.

☐ **DUST TO DUST**
When you ***wear the ring and press it firmly against a work of mortal artifice***, mark a debility and then roll +CON: **on a 10+**, the artifice fails or is ruined (say how); **on a 7-9**, it is ruined (as per a 10+) but also mark a consequence; **on a 6-**, the GM says what happens (which may or may not involve marking a consequence.)

Consequences

☐☐☐ A powerful earthquake strikes the area. Each time you choose this option, the quake is longer, more powerful, more destructive.

☐ The ring fuses to your flesh and bone and can no longer be removed without cutting off your finger.
  ☐ The air in your presence is always noticeably colder, though you yourself are unharmed and unfazed by even the bitterest cold.

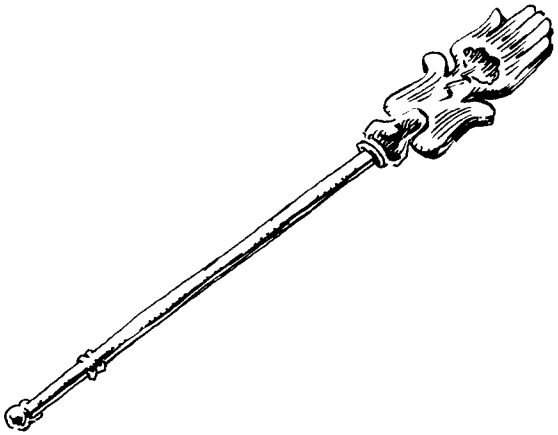
☐ The ring wounds your soul, reducing your max HP by 4. Until your soul is healed, your instinct becomes "Hunger: to fill the emptiness inside you with excess." Should you roll a 6- on Death's Door, you die and become a wraith (a monster in the GM's control).

☐ The ring opens a gaping vortex, sucking in the life-force of everything around it (d10 damage, *near*, *area*, *grabby*, ignores armor) and weakening stone and metal and wood. You can, perhaps, close the vortex through a force of will.

☐ The earth shakes. The ring tears at your life-force (1d10 damage, *messy*, ignores armor, mark all three debilities). The ring is gone and your hand is left a withered and palsied thing. And somewhere, a hole has opened in the world.

BACK

17



Azure Hand

◇, *close*, *magical*, *awkward*

A thick staff of gray metal, topped with a plate of aetherium in the shape of a stylized hand. The palm is embossed with a cloud and lightning bolt, and the whole thing is more than a little top-heavy. It smells of ozone, and your spine never ceases to tingle in its presence.

When you ***bear the Azure Hand***, you sense sources, currents, and reservoirs of energy much like you sense the pull of gravity or the position of your own hand. You can closely study such energy and Seek Insight about it.

When you ***brandish the Azure Hand at a source of elemental energy***, roll +CON: **on a 10+**, you gather the energy about the Hand in a swirling vortex for as long as you grip the staff or until you choose 1 from the list below; **on a 7-9**, as a 10+, but the vortex is unstable and maintaining it requires all your focus.

- Direct the energy into a vessel able to contain it
- Discharge the energy harmlessly into the earth
- Fling the energy, rolling +INT to Let Fly (*thrown*, *dangerous*), inflicting damage and other effects of the GM's choosing
- Use the energy to fuel or empower some other magic.

On a 6-, instead of marking XP, mark 1:

Each time you mark 1, ask the GM how the power goes out of control.

When you ***make the last mark***, you unlock the mysteries of the Azure Hand—choose one of the moves on the reverse, and erase all marks above.

FRONT

18

Mysteries of the Azure Hand

Moves

☐ **BATTERY** ○ _____

When you ***gather elemental power about the Azure Hand***, you can choose to store the energy in the staff itself. It no longer requires your touch or focus to maintain. You cannot do this again until you use up the energy contained within (see reverse).

☐ **EYE OF THE STORM**

When you ***grasp the Azure Hand and impose your will on the elements around you***, roll +CON: **on a 10+**, the elements calm or diminish in their power, and choose 2 from the list below; **on a 7-9**, the elements calm or diminish, and choose 1.

- You suffer no consequence (otherwise, mark one)
- The effect is far reaching, up to a mile around you (otherwise, it extends just a few paces)
- You can maintain the effect easily (otherwise, it takes all of your concentration)

☐ **RESONANCE**

(Requires: Battery, Eye of the Storm)

When you ***have captured a tremendous elemental force*** (like that from a storm or wildfire) and ***then channel it into the eddies of air or earth***, pick 1 from the list below and roll +INT: **on a 10+**, it comes to pass; **on a 7-9**, it will come to pass if you choose to mark a consequence; **on a 6-**, mark a consequence and prepare for the worst.

- A potent storm or earthquake builds, unleashing itself within the next few hours.
- The weather for the next few weeks is abnormal, hotter or colder, wetter or dryer, windier or more still, per your desires (though nothing too extreme).
- The weather for the next few months is generally favorable; any steading in the area gains advantage to its next Seasons Change roll.

Consequences

☐☐☐ You are burned by the power you attempt to wield. Mark a debility and take 2d4 damage (ignores armor).

☐ You become bound to the staff. You can call it to your hand from up to *far* range, but you fully suffer the effects of any harm or magic visited upon it.

☐ Your eyes become a solid bluish white, darkening or brightening with your mood. You now see energy patterns, glowing brightly, which can obscure facial expressions and other details unless you focus.

☐ Your skin takes on a bluish tint; your hair is steaked with white; the air about you thrums with power. Sensitive beings can easily sense your presence, even from afar.

☐ Henceforth, any storm in your presence is unnaturally strong. If you spend a summer or a winter in a steading or within a day's march of one, the steading loses 1d4-1 Surplus due to storms.

☐ Your body pulses with barely controlled energy. Henceforth, when you ***roll +CON and get a 6-***, you unleash bolts of elemental power all about you (1d10 damage, *near*, *area*, *forceful*, *dangerous*) in addition to whatever else the GM says.

BACK

18

For any topic with multiple page references, a **bold** page reference indicates the definitive entry for that topic.

A

Aalz Galt's Sudden Sinkhole 509
Aberzh River 48
Adept 26, 28, 32, 83, 318, **328–329**, 485, 486, 487, 489
  False 329
Adventurer 55, 72, 145, 240, 252, **260**, 338, 340, 354, 445, 473
Aetherium 40, 43, 92, 129, 163, 167, 168, 171, 265, 337, 339, 340, 341, 342, 343, 345, 346, 348, 392, 395, 399, 401, 402, 403, **404**, 405, 406, 407, 408, 410, 454, 466, 500, 505, 506, 508, 522, 531, 532, 539, 574
  Crucible 405
  Inlays 341
  Spear 531
  Urn 406
Aetherium crucible 342, 345, 348, **405**
Aetherium inlay 337, 343, 346, 402
Aetherium Spear 531
Aetherium urn 406
Alley cutthroats 196
Altitude sickness 239, 328, 481, **489**
Anan Gllo 75, **81**, 431
Ancestral spirits 25, **182**
Andalau **368**, 451, 454, 523
Angry Little God, the 538
Anthracite **163**, 164, 165, 166, 249, 467
  Barrel of 467
Antiquarian 44, 55, 90, 252, 257, **260**, 269, 338, 340, 354, 414, 468, 473
Aratis 12, 19, **22–25**, 29, 178, 183, 271, 299, 352, 498, 500, 511
  Artifacts 24
  Dangers 25
  Hooks 22
  Judges 23
  Questions 22
  Shrines & temples 23
  Themes 22
  True disciples 24
Arcana, major
  Azure Hand 574
  Blackwood Fetishes 564
  Blood-Quenched Sword 552
  Demonhide Cloak 544
  Hec'tumel Codex 556
  Hungering Maw of Hlad 572
  Ineffable Words 568
  Mindgem 548
  Noruba's Ice Sphere 546
  Red Scepter 558
  Redwood Effigy 570
  Ring of Daagon 560
  Rune-laden Scales 562
  Shield of the Wisent Witch 554
  Staff of the Lidless Orb 540
  Storm Markings 566
  Twisted Spear 542
  Whispering Rocks 550
Arcana, minor
  Aetherium Spear 531
  Angry Little God, the 538
  Baleful Utterance 530
  Beaded satchel, a 522
  Beautiful scroll, a 527
  Bittersweet Elixir 537
  Bow with no string, a 532
  Bronze Protector 533
  Broom's Lullaby, the 537
  Call of the Hunt 523
  Carvings in a cave 510
  Chain of rusty locks, a 515
  Chimeric Transmogrification 521
  Clear, natural pool, a 514
  Cloak, richly embroidered, a 522
  Cold Mind, Iron Body 526
  Convocation of the Soil 524
  Copper-banded staff, a 531
  Corroded spearhead, a 531
  Cracked flute, a 523
  Creepy cave, a 528
  Crumbling arch, a 520

  Dancing Wind Spirit 523
  Darkwalker Cloak 528
  Disturbing mask, a 529
  Drowning Scale, the 518
  Eye, Opened, the 519
  Fear of the Flame 512
  Fetch's Mask 529
  Ffyrnig Tonic 513
  Fiery Veil, the 511
  Fine ceramic urn, a 526
  Fine drinking horn, a 535
  Flaming Sword 534
  Flesh Is Like Clay, the 528
  Flying Cloak 522
  Folktale, a 508
  Giant oak leaf, a 517
  Giant's dormitory, a 509
  Gold butter lamp, a 527
  Gold ring, a 516
  Goldleaf Cloak 517
  Green Lord's Shade, the 520
  Grim peat mound, a 511
  Groundskimmer 532
  Half-buried plaque, a 510
  Hand of Aals Sannan 536
  Helior's Shining Ring 516
  Horn of Storms 535
  Huge wooden sphere, a 513
  Humble broom, a 537
  Ice Weaving 515
  Impudent Polymorph 525
  Key?, a... 519
  Laoj Deveth's Galvanic Infusion 508
  Large wooden jar, a 525
  Length of prayer beads, a 526
  Little Friend 527
  Make Pliant the Stone 525
  Makerglass chime, a 525
  Mantle wraiths 512
  Metal man, a 533
  Metal puzzle box, a 539
  Moonstone 536
  Mummified hand, a 536
  Nerth Serpent's Vigor 516
  Odd conveyance, an 532
  Old scroll case, an 508
  Old Mother's Wine 509
  Opening the Way 517
  Oversized codex, an 515
  Oversized crown, an 539
  Patch of rainbow moss, a 521
  Path in the woods, a 516
  Peacebond 519
  Plaster of Joining 526
  Preserving Runes 518
  Prospector's tale, a 533
  Ragged fur cloak, a 528
  Redwood basin, a 537
  Revealing Light 527
  Richly woven rug, a 512
  Rune-etched pillars 513
  Runes around a ruined hall 511
  Runic branding iron, a 534
  Rusty cauldron, a 524
  Rusty steel blade, a 534
  Sanctifying Mark 520
  Satchel of Plenty 522
  Scroll & a bone flute, a 514
  Sealed cave, a 519
  Searing Touch 534
  Shattering Words of Aalz Childric 513
  Sigil of Authority 535
  Silver Branch, the 538
  Silvery glass bottle, a 529
  Silvery signet ring, a 535
  Six Locks of Sajua, the 515
  Small, strange book, a 509
  Staff of Magnetism 531
  Stone idol, a 538
  A strange skull and antlers 520
  Strange pendant, a 518
  Stretched vellum, a 521
  Sublime Words 533
  Sunken tablet, a 524
  Sylvan Web, the 521
  Tattered mantle, a 512
  Thunderbolt Bow 532
  Timeless vault, a 518
  Time-worn missive, a 517
  Tomb-Bog's Mark, the 511
  Treasure map, a 538

Truth Seeds 508
Unliving Chimera 524
Vein of milky crystal, a 536
Vellum scroll, a 530
Void Elemental 539
Ward of Still Waters 514
Whispering... word?, a 530
Wishing Candles 530
Wolf pelt, a 523
Archon 25, 227, 254, 255, **302–303**, 304, 305, 311, 313, 347, 407, 473, 502
Base archon 302
Livrothos, Cleansing Flame 303
Tcaventes, Shackle and Key 254
Artifact
Aetherium urn 406
Artificial limb 467
Barrel of anthracite 467
Bejeweled helm, a 308
Big stone coffer, a 217
Black menhir, a 425
Blackened splinter, a 75
Bloodshot amber 139
Brass sphere 467
Bright-sticks 467
Bronze ring 406
Chalky potion, a 388
Clockwork bird 467
Column of ice, a 323
Cracked femur, a 364
Creation 498–507
Form 505
Nature 499
Origin and theme 498
Synthesis 507
Write-up 507
Crown of flowers, a 365
Crystal knife 154
Dark ice knife, a 323
Deep, dark shaft, a 425
Dream-lily pool 139
Ever-burning ember 467
Fang-dagger, a 217
Floating sash 406
Forked stick of redwood, a 365
Fossilized horn, a 309
Fur-lined bedroll, a 364
Hunk of amber, a 365
Iron spider, an 426
Large urn, a 216
Lead bracelet, a 41
Length of braided leather 364
Moonlight raiment 108
Obsidian pendant, an 426
Old bronze dagger, an 40
Orichalcum spear 164
Oversized ring, an 164
Pale wooden sword, a 75
Pale metal gauntlets 467
Pot of "gold", a 108
Power-crystal 389
Red Pennant, the 109
Scarred slab of marble, a 389
Sealed amphora, a 309
Self-burning lamp 467
Serpentine armband, a 426
Silken noose, a 427
Silvery horn 297
Silvery tuning fork 406
Small black sphere, a 323
Small clay jars 217
Spindle of fine thread, a 75
Stone cup, a 364
Storm-cloud potion 407
Sturdy, banded box, a 109
Tattered standard, a 75
Tightly-woven net, a 364
Two mirrors 165
Vine in a rune-carved pot, a 216
Wooden mask, a 154
Artificial limb 467
Assassin 227, 257, **261**, 565
Auntie Sallow 110
Aurochs 52, 75, 89, 90, 128, 130, **131**, 134, 189, 231, 338, 353, 354, 375, 377, 445, 466
Avalanche 32, 239, 240, 305, 310, 326, 328, 486, **489**, 539
Azure Hand 407, 454, **574**

B

Baleful Utterance 530
Bandit 19, 20, 32, 39, 87, 90, 129, **131**, 132, 195, 261, 274, 276, 334, 340, 351, 352, 353, **355**, 399, 445, 451
Bandit chief **132**, **355**
Banefire **42**, 439
Barrel of anthracite 467
Barrier Pass 8, **26–33**, 87, 144, 191, 196, 197, 240, 269, 270, 421, 480, 481, 483, 486, 489, 562
Dangers 32–33
Hooks 32
People 28–29
Places 27
Questions 26
Secrets 32
Steading improvement 29
Trade & Barter 30–31
Barrow Builders 21, **34–47**, 51, 52, 72, 73, 89, 129, 144, 148, 185, 229, 233, 239, 245, 247, 248, 257, 269, 275, 282, 299, 338, 351, 353, 373, 381, 400, 414, 423, 437, 438, 440, 441, 442, 443, 446, 496, 497, 498
Artifacts 40–41
Dangers 42–47
Hooks 34
Lore 35
Names 34
Questions 35
Sites 36–39
Themes 35
Time of 497
Barrow wight **44**, 82, 445
Bat 204, 245, 252, 376, 381
Bat swarm 376, 445
Beaded satchel, a 67, 365, **522**
Bear of Winter, the 111
Beast warden 183, 293, **360**
Beautiful scroll, a 323, **527**
Beggars & thieves 276
Bejeweled helm, a 308
Bendis root 66, 117, 118, 274, 278, 415, 423
Beznpol **132**, 451
Bhoka 149, 431, 480, 485, **490–491**
Big stone coffer, a 217
Birdwaig 213, **367**
Bittersweet Elixir 537
Black menhir, a 425
Blackened splinter, a 75
Black iron 22, 24, 30, 43, 98, 114, 121, 163, 193, 249, 252, 254, 259, 301, 302, 304, 305, **307**, 308, 312, 345, 423, 457, 466, 487, 540
Blackwater, the 49, **53**, 54
Blackwater Lake 36, 39, **48–57**, 373, 382, 386, 419
Areas 50
Dangers 53–57
Discoveries 52
Getting there 49
Hooks 49
Impressions 49
Terrain 50–51
Blackwood Fetishes 41, 75, **564**
Blade wasps 474, **475**
Blood-drunk Queen, the 443, 444, **447**
Blood-Quenched Sword 41, 165, 427, **552**
Bloodshot amber 139
Bloody Boots, the 109, **112**
Blue magpie 337, **340**, 451
Blush-of-Dawn 112
Boar 52, 56, 89, 93, 148, 159, **204**, 209, 241, 288, 293, 354, 377, 513
Bow with no string, a 407, **532**
Brass sphere 467
Brawzbedr 353, 373, 375, **377**, 445
Brennan 262, 274, 276, **280**, 496, 497
Brennauwed, the 64, 67, 315, 358, **366–367**, 451
Birdwaig 367
Glasbren 366
Hennain 367
Bridge, the 274
Brightberry 459
Bright-sticks 467
Bronze colossus 168

Bronze Protector 533
Bronze ring 406
Broodfather 59, **61**
Broom's Lullaby, the 537
Butcherbird 149, **204**

C

Call of Daagon 54
Call of the Hunt **295**, 523
Caralandrao 165, **240**
Caravan guard 259, **261**, 354
Caribou 174, 175, **177**
Carvings in a cave 75, **510**
Cataclysm. See Time of Cataclysm, the
Cavalry 263
Cave 24, 32, 36, 39, 46, 48, 50, 63, 75, 78, 88, 89, 102, 103, 111, 113, 136, 137, 147, 152, 175, 188, 205, 230, 238, 245, 247, 252, 281, 296, 304, 318, 319, 323, 360, 363, 372, 373, 374, 376, 377, 379, **380–381**, 385, 389, 420, 436, 437, 463, 482, 483, 490, 495, 510, 519, 528, 531, 536, 538
  Bear 205
  Dangers 381
  Discoveries 381
  Impressions 380
  Inhabitants, past or present 381
  The Maw 281
  Spirit 360
  Structure 380
Cave bear 9, 89, 90, 148, 203, **205**, 239, 240, 288, 375, 377, 445, 483, 489, 517, 528
Cave-in 198, 199, 244, 252, 343, 347, 381, 409
Cave spirit 360
Ceffylwraig 135, **368**
Ceirwmawr 203, **205**, 293
Chain of rusty locks, a 75, **515**
Chained Beast, the 446
Chalky potion, a 388
Chief 46, 81, 101, 132, 224, 283, 285, 286, 287, **289**, 290, 351, 352, 355
Chimera 139, 140, 148, 149, 154, 204, 211, **218**, 288, 476, 524
Chimeric Transmogrification 521
Chosen shield 289
Chronicle 23
Cinderboar 434
Cinderwraith 79, 159, **166**
Cistern, the **12**, 13, 14, 15, 17, **20**, 182, 453, 455
  God of 182
Claimed (by the Pale Hunter) 295
Claws, the 262, 274, 276, 280, 497
Clear, natural pool, a 514
Cloak, richly embroidered, a 365, 407, 454, **522**
Clockwork bird 467
Clockwork spider 168
Coedwaig 315, **369**
Cold Mind, Iron Body 526
Cold spirit 360
Column of ice, a 323
Compact, the 17, **201**
Conquering army **262**
Construct 37, 39, 43, 55, 110, 157, 167, 168, 169, 220, 222, 223, 245, 246, 252, 254, 302, 303, 324, 325, 326, 327, 335, 341, 342, 343, 344, 345, 346, 347, 348, 383, 384, 388, **392–393**, 394, 395, 409, 410, 411, 442, 443, 445, 451, 469, 472, 476, 477, 502, 524, 527, 533, 549
  Base archon 302
  Bronze colossus 168
  Bronze protector 533
  Clockwork spider 168
  Earth vortex 409
  Fire vortex 410
  Gingkara 326
  Iron hound 169
  Khyagseng 326
  Lightning sconce 346
  Lightning vortex 410
  Lithic servant 393
  Llamudwr 220
  Metal 167
  Mighty Servant, the 549
  Mkhalang 327

  Mosaic swarm 395
  Nemurvojak 476
  Pacifier 395
  Patchwork 348
  Plasmic horror 477
  Rhagedn 222
  Shaksa 327
  Singing sword 169
  Stone sentinel 394
  Swyn 222
  Tcaventes, Shackle and Key 254
  Tulpa **324**, 527
  Unliving chimera 524
  Water vortex 411
  Wind vortex 411
  Zrajedak 223
Convocation of the Soil 524
Copper-banded staff, a 407, **531**
Corroded spearhead, a 407, 454, **531**
Corrupted being 44, 55, 252, 430, **432**, 436
Corrupted site 115, 145, 296, 305, 311, 414, **422–423**, 430, 432, 433, 436, 451, 492
Corruption 38, 53, 84, 94, 116, 138, 162, 211, 252, 254, 289, 299, 309, 346, 382, 383, 412, 416, 422, 423, 429, **430–433**, 435, 563, 569
  PCs and 430
Cougar 131, 149, **206**, 240, 354, 445, 489
Council, the 276
A cracked flute 365, 454, **523**
Cracked femur, a 364
Creepy cave, a 528
Crinwin 19, **58–61**, 61, 110, 138, 140, 155, 203, 204, 293, 414, 431, 473, 476, 497
  Dangers 61
  Discoveries 60
  Hooks 59
  Lore 58
  Nests 59
  Origins 59
  Questions 58
Crombil, the **62–63**, 67, 151, 173, 204, 303, 313, 431
  Crombil, awakened, the 63
  Hooks 62
  Signs & portents 63
Crossroads, the 73, 85, 128, 131, 269, **270**, 335
Crown of flowers, a 365
Crowned Stag, the 111
Crumbling arch, a 24, 67, 217, 309, **520**
Cultist 55, 62, 87, 90, 199, 246, 332, 338, 339, 340, 347, 399, **435**, 445
Current Age, the 497
Cursed glyphs 155
Cursed object 90
Cwisarff 206
Cynddaraig **206**, 217, 296

D

Daagon 48, 49, 52, 53, 54, 195, 418, **419**, 425, 434, 445
  Call of 54
  Hand of 437
  Mouth of 55
  Ring of 427, 560
  Servant of 561
  Servants of 56
Dancing Wind Spirit 523
Danger
  Adept 328
  Adventurer 260
  Alley cutthroats 196
  Altitude sickness 489
  Andalau 368
  Antiquarian 260
  Assassin 261
  Auntie Sallow 110
  Aurochs 131
  Avalanche 489
  Bandit 131, 355
  Bandit chief 132, 355
  Banefire 42
  Barrow wight 44
  Base Archon 302
  Bat swarm 376
  Bear of Winter, the 111
  Beznpol 132

Bhoka 490
Blackwater, the 53
Blade wasps 475
Blood-drunk Queen, the 447
Bloody Boots, the 112
Blue magpie 340
Blush-of-Dawn 112
Boar 204
Brawzbedr 377
Brennan 280
Bronze colossus 168
Broodfather 61
Butcherbird 204
Call of the Hunt, the 295
Call of Daagon 54
Caralandrao 240
Caravan guard 261
Caribou 177
Cavalry 263
Cave bear 205
Ceffylwraig 368
Ceirwmawr 205
Chained Beast, the 446
Chief 289
Chimerae 218
Chosen shield 289
Cinderboar 434
Cinderwraith 166
Claimed 295
Clockwork spider 168
Coedwaig 369
Conquering army 262
Corrupted being 432
Corruption 430
Cougar 206
Crinwin 61
Crombil, awakened, the 63
Cultist 435
Cursed glyphs 155
Cwisarff 206
Cynddaraig 206
Dawa Eyegouger 197
Deadly cold 328
Deathgrip vines 475
Deathless ones 46
Desperate souls 196
Disease 122
Disquiet and unease 428
Draventao 170
Drought 455
Drowning 54, 444
Earthquake 240
Earth vortex 409
Elemental vortex 408
Emanation 56, 436
Fadyn 369
Fae domain hazard 104
False adept 329
Fanatic 227
Fate 310
Feathered drake 207
Fen blight 123
Fen-troll 123
Fire 280
Fire drake 241
Fire vortex 410
Fluid time 105
Fog 53
Four Chieftains, the 111
Frythanc 133
Fundamental 312
Ghostly Legion, the 78
Ghostly hounds 294
Gingkara 326
Gliomor, the 124
Gouzadn 378
Grimstew 113
Grochslon 379
Grwgnach 370
Guard, the 280
Guardian 33, 491
Gwraig Wen, the 78
Gylglyd vines 207
Hagr 208
Halfeyd, the 371
Hand of Daagon 437
Hazardous growth 219
Hdour 234
Hillfolk rider 234
Hlomren 134
Hollow Fae 114
Horned drake 354

Howling Curse, the 492
Hunter's regard, the 295
Hypothermia & frostbite 489
Ice drake 491
Incomprehensible knowledge 310
Infantry 263
Infected servant 140
Invasion 262
Iron hound 169
Jellied horror 92
Judge of Aratis 25
Khyagseng 326
Klezln 134
Kleztigr 379
Kyakaara 493
Laborers 197
Legionary 263
Lightning 454
Lightning sconce 346
Lightning vortex 410
Lithic servant 393
Living conditions 196
Livrothos, Cleansing Flame 303
Llamudwr 220
Luglfsk 92
Magma worm 253
Mammoth 177
Mammoth herder 177
Manmarcher recruit 290
Manmarcher veteran 290
Metal construct 167
Mkhalang 327
Monk 33
Morgais 434
Mosaic swarm 395
Mountain ape 494
Mouth of Daagon 55
Mudslide 376
Mummified servant 221
Nailadd 208
Nemurvojak 476
Nerth serpent 371
Nightingale, the 301
Nine-fingered stranger 457
Novice 33
Oathbreaker's curse 25
Og'molok, the Faceless Horde 349
Opportunists 155
Pacifier 395
Pack drake 134
Pale Hunter, the 294
Patchwork construct 348
Perilous stone 391
Phantom rider 45
Pilgrims 227
Plasmic horror 477
Podburst vines 474
Prairie fire 130
Prenysbyrd 371
Primordial flame 311
Pursuit 295
Quiet Twins, the 397
Radiation 407
Raselbaedd 209
Rhagedn 222
Rift 311
Rime Lord 330
Rockslide 376
Screech eel 446
Servants of Daagon 56
Shaksa 327
Shantyara 495
Shellback drake 134
Shoddy construction 197
Signs of her displeasure 67
Singing sword 169
Skirmisher 263
Skittering horror 348
Smoke, fire, and heat 166
Snaplilies 124
Soithech 254
Sorcerer 435
Specter 79
Spirit-talker 235
Spitting drake 379
Star-mole 347
Stone sentinel 394
Suarachan hunters 124
Suileach, the 93
Swyn 222
Tal gerdwyr 209
Tcaventes, Shackle and Key 254

Terror 429
Thieves 280
Thin ice 444
Thrall 435
Thraulgwyn raider 253
Thunder drake 135
Tonnerhorn 291
Totnatter 93
Traps 42
Troelloff 371
"Typical" Fomoraij 142
Unnatural phenomena 429
Unstable construction 390
Unstable nest 61
Upland horse 235
Vitrification 408
Vitrified horror 346
Voice of the Eternal Maw 437
Voidblight 313
War-chariot 291
Wasps 61
Water vortex 411
Wee folk 114
Whirlpool, the 445
Whispers and visions 428
White Billies, the 115
Wild horse 135
Willow Witch 121
Wind vortex 411
Wisent 209
Wolf 209
Wraith 79
Wretch 436
Yaarowslaw, the Many 142
Zrajedak 223
Danu 12, 19, **64–67**, 110, 178, 268, 299, 314, 366, 369, 498, 517
Artifacts 66–67
Dangers 67
Her blessed 66, 67
Holy places 65
Hooks 64
Questions 64
Themes 64
Dark ice knife, a 323
Dark ice 24, 43, 172, 173, 175, 317, 318, 319, 321, **322**, 326, 328, 329, 330, 342, 345, 423, 466, 484, 485, 486, 491, 494, 515, 546
Darkwalker Cloak 528
Dawa Eyegouger 197
Deadly cold 86, **328**
Death and the undying 31, 40, **68–85**, 73, 89, 203, 239, 299, 443, 498
Artifacts 74–75
Dangers 83–85
Death's Door 70
Dool trees 73
Ghosts 76–79
Haunted sites 72–73
Hooks 69
Lady of Crows, the 71
Lore 69
Questions 69
Revenants 80–82
Themes 68
Deathgrip vines 475
Deathless one 34, **46**, 49, 55, 347, 377, 445
Death's Door **70**, 79, 93, 376, 408, 411, 444, 445, 454, 489, 510, 547, 563, 571, 573
Deep, dark shaft, a 425
The Deeps 243, 246, **250–252**, 253, 254, 255
Arriving 250
Impressions 250
Traversing the Deeps 251
Utterwell, the 252
Delve 190, 191, 192, 193, 194, 195, **198**, 242, 246, 464, 465
Delves, the **198–199**
Demon 22, 39, 80, 121, 220, 242, 247, 305, 319, 377, 384, 388, **415**, 431, 476, 542, 543, 544, 545, 563
Demonhide Cloak 75, 139, 427, **544**
Demon-seed 220, 476
Desperate souls 196
Dialeddwr 81
Disease 67, 73, 83, 90, 91, **122**, 138, 155, 162, 177, 196, 210, 213, 219, 280, 309, 365, 416, 423, 432, 444, 455, 537, 557

Disquiet and unease 53, 252, 346, 422, 423, **428**, 530
A disturbing mask, a 41, 427, **529**
Dool tree 39, 69, 72, **73**, 74, 75, 81, 83, 149, 204, 270, 293, 296, 336, 514
Drake 89, 90, 128, 134, 135, 148, 176, 207, 217, 223, 241, 259, 272, 353, 375, 379, 407, 463, 491, 520
Feathered 207
Fire 241
Horned 354
Hunting 175, 176, 177
Ice 491
Pack 134
Rage (Cynddaraig) 206
Shellback 134
Spitting 379
Thunder 135
Draventao 62, 156, 157, 164, **170**, 237, 240, 243, 252
Dread River, the 11, 36, **86–93**, 267, 282, 285, 288, 303, 350, 351, 431, 480, 496, 497
Dangers 90–93
Discoveries 89
East of the River 88
Hooks 87
Impressions 86
Questions 87
Ruin at Road's End, the 87
Terrain 88
Dream-lily pool 139
Dropoff 275
Drought 20, 118, 376, 452, **455**
Drowning **54**, 73, 78, 432, **444**, 447, 518
Drowning Scale, the 518

E

Earthquake 63, 67, 129, 136, 195, 210, **240**, 334, 339, 346, 409, 468, 539, 573, 575
Earth vortex 409
Edgemarket 274
Elemental vortex **408**, 454
El'rash-Orra 47, **419**, 541
Emanation 20, 55, 56, 90, 140, 237, 240, 248, 251, 252, 281, 288, 303, 304, 305, 318, 348, 415, 422, 430, **436–437**, 451, 497, 502
Hand of Daagon 437
Servant of Daagon 56
Skittering horror 348
Voice of the Eternal Maw 437
Ever-burning ember 467
Example
Creating a barrow 38
Creating a Barrow Builder site 37
Creating a corrupted being 433
Creating a corrupted site 423
Creating a deathless one 47
Creating a Fae domain 103
Creating a Fomoraij 138, 143
Creating a Forge Lord ruin 160
Creating a god 185
Creating a great spirit 301
Creating a Green Lord ruin 215
Creating a haunted site 72
Creating an archon 303
Creating a nightmare tableau 251
Creating an infected servant 141
Creating a primordial power site 305
Creating a sacred site 363
Creating a Stone Lord ruin 387
Creating a Tempest Lord ruin 403
Creating Fae 101
Eye, Opened, the 519

F

Fadyn **369**, 451
Fae 21, 48, 59, 67, 83, **94–115**, 119, 123, 137, 148, 149, 151, 154, 155, 186, 187, 188, 203, 204, 210, 211, 213, 214, 218, 221, 222, 223, 264, 268, 269, 278, 281, 293, 294, 296, 318, 397, 413, 423, 468, 469, 471, 472, 473, 474, 475, 476, 477, 478, 479, 481, 482, 483, 485, 496, 498, 501, 502, 509, 517, 537, 538
Artifacts 108–109

Creating Fae 100–101
Dangers 110–115
Debts and promises 99
Fae domains 102–105
Fae nature 98–99
Four Chieftains, the 111
Good neighbors, the 95
Hollow 114
Hooks 96
Illusions and glamours 98
Injury and 98
Insults and etiquette 99
Iron and 98
Language 99
Lore 96
Magic and 98
Moves 107
Names 97
Questions 96
Themes 95
Trade opportunities 107
Wandering Market, the 106–107
Fae domain hazard 104
Fae pathway 103, 105, 186, 296, 478, **479**, 509
False adept 32, 83, **329**, 485, 489
Fanatic 227
Fang-dagger, a 217
Farmers & laborers 276
Fate 310
Fear of the Flame 512
Feathered drake 149, **207**, 288
Fen blight 117, **123**, 280
Fen-troll 120, **123**, 280, 431, 508
Fen-walker 67, **117**, 119, 123, 124, 274, 276, 279, 371
Fen-walkers 276
Ferocedes Ogran, ghostly Forge Lord **221**, 342, 344, 345, **347**, 348
Ferrier's Fen 85, 94, 102, **116–125**, 210, 214, 266, 274, 275, 372, 434, 468, 478, 496, 511, 520
Dangers 122–125
Discoveries 119
Exploring the Fen 117
Hooks 118
Impressions 116
Questions 118
Terrain 118
Willow Witches, the 120–121
Fertility spirit 213, 343, **360**, 470
Fetch's Mask 529
Ffyrnig Tonic 513
Fields, the 275
Fiery Veil, the 511
Fine ceramic urn, a 389, **526**
Fine drinking horn, a 454, **535**
Fire 43, 44, 59, 62, 63, 80, 81, 85, 108, 127, 130, 143, 156, 158, 162, 163, 165, 166, 170, 185, 197, 209, 221, 227, 239, 241, 248, 253, 257, 264, **280**, 288, 289, 292, 295, 302, 303, 310, 311, 327, 340, 346, 354, 357, 358, 363, 364, 366, 367, 371, 376, 378, 388, 405, 410, 416, 423, 432, 433, 434, 450, 451, 453, 467, 489, 501, 511, 512, 526, 533, 534, 539, 547, 552, 559, 571
Fire drake 165, **241**, 252
Fire spirit 165, 358, **360**, 364, 467, 534
Fire vortex 165, **410**
Flaming Sword 534
Flats, the 8, 10, 12, 15, 19, 36, **126–135**, 144, 228, 229, 230, 236, 241, 266, 267, 270, 332, 333, 335, 339, 340, 364, 372, 373, 398, 402, 413, 449, 496, 532
Dangers 130–135
Discoveries 128–129
Gwead, the 127
Hooks 128
Impressions 126
Places 127
Questions 127
Terrain 128
Flesh Is Like Clay, the 528
Flintwash, the **351**, 352
Floating sash 406
Flora
Brightberry 459
Hartwood 459
Sleeping elksheart 459
Snowembers 459
Twisting pine 459
Vanta's Blade 459
Violet lotus 459
Fluid time 105
Flying Cloak 522
Fog 49, 50, **53**, 56, 116, 122, 123, 126, 239, 361, 372, 439, 488, 560, 561
Folktale, a 67, **508**
Fomoraij 59, 62, **136–143**, 151, 203, 204, 210, 281, 431, 468, 472, 473, 476, 496, 498
Artifacts 139
Dangers 140–143
Dwellers beneath 137–138
Hooks 136
Names 136
"Typical" 142
Foothills, the 8, 10, 15, 17, 26, 36, 102, 126, **144–149**, 266, 267, 301, 317, 320, 481, 532
Dangers 149
Discoveries 148
Hooks 145
Impressions 144
Logging trips 146
Questions 145
Steading improvement 147
Terrain 147
Forest Folk 58, 59, 64, 88, 94, 95, 102, 105, 107, 136, **150–155**, 186, 201, 203, 209, 210, 223, 268, 283, 292, 293, 294, 296, 314, 364, 468, 469, 472, 473, 476, 496, 497, 498, 500, 509, 516, 538
Artifacts 154
Dangers 155
Forest eyes 152
Glyphs and pictograms 152
Hooks 152
Lore 151
Names 150
Questions 150
Sites 153
Forge Lords 36, 40, 41, 62, **156–171**, 190, 193, 198, 199, 237, 239, 240, 242, 243, 244, 245, 246, 248, 257, 264, 266, 268, 332, 335, 347, 404, 405, 413, 464, 465, 466, 467, 497, 498, 500, 505, 506, 511, 533, 534
Anthracite 163
Artifacts 164–165
Dangers 165–171
Ferocedes Ogran 221, 347
Hooks 157
Names 157
Orichalcum 162
Other materials 163
Sites 158–161
Themes 157
Forked stick of redwood, a 365
Fortress-monastery 26, 28, 32, 175, 482, 483, 484, **486**, 491, 494
Fossilized horn, a 309
Four Chieftains, the 106, **111**
Frostbite 32, 177, 239, 328, 454, 488, **489**, 491
Frozen Wastes, the **172–177**, 480
Dangers 177
Discoveries 174
Hooks 173
Impressions 172
Mammoth herders 175
Names 175
Questions 173
Terrain 174
Trade & Barter 176
Traversing the Wastes 173
Frythanc **133**, 177, 240, 241, 451, 454
Frythanc fledgling 241
Fundamental 298, 311, **312**
Fur-lined bedroll, a 364

INDEX

G

Garden spirits 182
Ghost 34, 36, 40, 42, 44, 69, 73, 74, 75, **76–79**, 82, 84, 90, 91, 110, 121, 123, 129, 131, 140, 149, 155, 165, 199, 204, 220, 240, 245, 252, 270, 284, 288, 292, 293, 294, 295, 296, 328, 335, 340, 344, 347, 354, 358, 359, 360, 377, 390, 396, 397, 407, 442, 445, 451, 475, 501, 502, 515, 543, 547, 557, 565
  Cinderwraith 166
  Ghostly Legion, the 78
  Gwraig Wen, the 78
  Phantom rider 45
  Quiet Twins, the 397
  Specter 79
  Wraith 79
Ghostly Legion, the **78**, 377
Ghostly hounds 292, **294**
Giant oak leaf, a 67, 109, 217, **517**
Giant's dormitory, a 509
Gingkara **326**, 485
Glasbren 213, 315, 366, **366–367**, 433
Gliomor, the 124
Glyph 43, 102, 136, 150, 152, 153, 154, 155, 203, 268, 269, 296, 318, 319, 321, 328, 406, 469, 513, 519, 520, 521, 526, 527, 535, 538
  Cursed 155
  Forest Folk 152
  Maker 268
God of the Cistern 182
God of weaving 183
God of whisky 183
Gods and religion **178–185**
  Aratis 22
  Danu 64
  Divine intervention 180
  Helior 224
  Hooks 179
  Little gods 182–183
  Other gods 184–185
  Questions 178
  Religion 181
  True nature 180
A gold ring 227, **516**
Gold butter lamp, a 227, 323, **527**
Golden Oak, the **186–189**, 201, 303, 305, 359, 517
  Buried at the roots 189
  Dangers 188
  Discoveries 188
  Getting there 186
  Questions 186
  Savage curse, the 187
  Setting the scene 187
  Steading improvement 189
  Treasures of the Golden Oak 189
Golden sapling 189
Goldleaf Cloak 189, **517**
Gordin's Delve 8, 12, 18, 26, 82, 131, 132, 156, 160, 163, 164, 179, **190–199**, 228, 229, 239, 240, 242, 243, 245, 246, 247, 259, 260, 262, 266, 269, 272, 274, 317, 419, 464, 465, 484, 497
  Dangers 196–197
  Delves, the 198–199
  Hooks 195
  Moves 194
  People 191–192
  Places 191
  Questions 190
  Secrets 195
  Trade & Barter 193
Gouzadn 67, 231, 235, 240, 373, **378**, 445
Great Wood, the 9, 11, 12, 13, 15, 17, 19, 21, 62, 78, 94, 95, 96, 102, 106, 110, 111, 116, 123, 131, 137, 138, 144, 145, 149, 150, 152, 153, 155, **200–209**, 210, 214, 215, 242, 262, 266, 271, 281, 282, 283, 292, 293, 296, 297, 314, 317, 366, 367, 371, 372, 396, 425, 459, 469, 476, 478, 480, 516, 521, 532
  Compact, the 201
  Dangers 204–209
  Discoveries 203
  Hooks 201
  Impressions 200
  Places 201
  Questions 201

  Steading improvement 202
  Terrain 202
Great spirit 67, 180, 299, **300–301**, 302, 303, 304, 496
Great Wood timber 202
Green Lords 21, 36, 48, 59, 62, 82, 87, 94, 95, 96, 100, 101, 102, 103, 104, 107, 110, 112, 115, 116, 119, 123, 136, 137, 138, 144, 148, 149, 151, 154, 187, 188, 203, 204, 208, **210–223**, 264, 266, 267, 269, 275, 278, 287, 288, 294, 299, 382, 398, 413, 431, 451, 468, 469, 470, 472, 473, 474, 475, 476, 477, 478, 496, 498, 520, 521, 525, 549
  Artifacts 216–217
  Dangers 218–223
  Hooks 210
  Names 210
  Sites 212–215
  Steading improvement 216
  Themes 211
Green Lord's Shade, the 520
Grim peat mound, a 24, 75, **511**
Grimstew 113
Grochslon 90, 252, **379**, 381, 445
Groundskimmer 532
Grwgnach 20, 90, 122, **370**
Guard, the 276, **280**
Guardian 26, 27, 28, **33**, 148, 486, 489, **491**
Guilds, the 276
Gwazhi, the 440
Gwraig Wen **78**, 204
Gylglyd vines **207**, 213, 259

H

Hagr 141, 149, **208**, 281, 296
Half-buried plaque, a 338, 407, 454, **510**
Halfeyd, the 371
Hamlet 175, 176, 230, 233, 248, 249, 282, 283, 284, **285**, 286, 287, 288, 290, 351, 483, 484, 486, 487
Hand of Aals Sannan 536
Hand of Daagon 55, **437**
Hartwood 459
Hazardous growth 123, 140, 155, 210, **219**, 462, 474
Hdour 44, 46, 52, 78, 90, 229, **234**, 269, 340, 377, 399, 431, 445
Hearth spirit 183
Hec'tumel 41, 75, 418, **420**, 427, 556, 557
  Codex 556
Hec'tumel Codex 41, 75, 420, 427, **556**
Helior 12, 19, 178, 185, **224–227**, 252, 299, 352, 498, 516
  Artifacts 227
  Dangers 227
  Devotees 226
  Hooks 224
  Lightbearer, the 226
  Places of worship 225
  Questions 224
  Themes 224
  Veneration 225
Helior's Shining Ring 516
Hennain 367
High Town 275
Hill, the 274
Hillfolk 19, 23, 34, 35, 44, 49, 52, 55, 66, 78, 81, 92, 128, 129, 130, 131, 132, 134, 185, 190, 191, 195, 196, **228–235**, 237, 239, 240, 247, 259, 261, 262, 272, 280, 338, 340, 350, 351, 353, 354, 355, 363, 364, 371, 372, 373, 375, 377, 379, 381, 383, 437, 439, 440, 445, 449, 450, 459, 497, 508, 549, 552
  Dangers 234–235
  Hillfolk bands 230–231
  Hooks 229
  Lore 229
  Names 228
  Nomads 230
  Questions 229
  Trade & Barter 232–233
  Trade opportunities 233
Hillfolk rider **234**, 235, 377
Hillfort 259, 262, 282, 283, 284, **285**, 286, 288, 290, 351
Hlad 418, **420**, 427, 437, 572, 573
  Hungering Maw of 572

Hlomren 132, **134**, 451
Hollow Fae 83, 98, **114**, 188, 475
Home & hearth 17
Hook 20, 22, 32, 34, 49, 59, 62, 64, 69, 87, 96, 118, 128, 136, 145, 152, 157, 173, 179, 195, 201, 210, 224, 229, 237, 243, 257, 264, 277, 281, 283, 292, 298, 315, 317, 334, 352, 357, 373, 383, 397, 399, 414, 440, 452, 464, 468, 479, 480
Horned drake 89, 90, 353, **354**, 445
Horn of Storms 535
Horse
  Upland 235
  Wild 135
Household spirits 183
Howling Curse, the 29, 172, 173, 175, 177, 197, 317, 485, 489, **492**, 493, 495, 497
Huffel Peaks 10, 21, 36, 48, 126, 133, 156, 160, 190, **236–241**, 242, 243, 246, 266, 267, 372, 373, 382, 386, 437, 440, 459, 464, 480
  Dangers 239–241
  Discoveries 238
  Hooks 237
  Impressions 236
  Places 237
  Questions 237
  Terrain 238
  World's End, the 237
Huge wooden sphere, a 217, **513**
Humble broom, a 109, **537**
Hungering Maw of Hlad 420, 427, **572**
Hunk of amber, a 365
Hunter's regard, the 295
Hypothermia & frostbite 32, 177, 239, 328, 488, **489**, 491

I

Ice drake 148, 149, 172, 177, **491**
Ice Weaving 515
Impudent Polymorph 525
Incomprehensible knowledge 310
Ineffable Words 303, 305, 309, 407, **568**
Infantry 263
Infected servant 136, **140**, 141, 431, 473, 476
Invasion 262
Iron spider, an 426
Iron hound 83, 157, **169**

J

Jellied horror **92**, 343, 445
Judge 23
Judge of Aratis 23, **25**

K

Key?, a... 519
Khyagseng 32, **326**
Klezln 134
Kleztigr 90, 173, 177, 240, 288, 354, 377, **379**, 381, 387, 445, 451
Kyakaara 177, 480, 483, 492, **493**, 495

L

Laborers 197
Labyrinth, the 160, 198, 199, 237, 238, 239, 240, **242–255**, 306, 342, 431, 443, 464, 466, 473, 497
  Dangers 252–255
  Deeps, the 250–252
    Arriving 250, 336, 337
    Impressions 250
    Traversing the Deeps 251
    Utterwell, the 252
  Discoveries 245–246
  Hooks 243
  Impressions 242
  Navigating the Labyrinth 243
  Questions 242
  Terrain 244
  Thraulgwyn 247–249
Lady of Crows, the 46, 68, 69, 70, **71**, 74, 187, 295, 297, 300, 313, 435

Language. See Names, languages, and scripts
Laoj Daveth's Galvanic Infusion 508
Large urn, a 216
Large wooden jar, a 139, **525**
L'bin'bozia 110, **421**, 436
Lead bracelet, a 41
Legionary 263
Length of prayer beads, a 323, **526**
Length of braided leather 364
Lesser trades, the 276
Lightning 12, 15, 20, 43, 92, 130, 135, 168, 239, 288, 310, 332, 341, 342, 343, 346, 354, 378, 391, 398, 399, 401, 404, 405, 407, 410, 452, **454**, 481, 488, 490, 501, 522, 526, 531, 532, 566, 567, 574
Lightning sconce 342, **346**
Lightning vortex 410
Lithic servant 37, 47, **393**
Little Friend 527
Little god **182–183**, 502, 538
  Ancestral spirits 182
  Garden spirits 182
  God of the Cistern 182
  God of weaving 183
  God of whisky 183
  Hearth spirit 183
  Household spirits 183
  Threshold spirit 183
Living conditions 196
Livrothos, Cleansing Flame 303
Llamudwr 90, 140, **220**, 431, 445
Log spirit 360
Longshadow 111
Low Town 274
Luglfsk **92**, 407, 445
Lygos 11, 18, 87, 191, 196, 225, 230, **256–263**, 265, 274, 280, 285, 299, 306, 350, 453
Lygos and the South 225, **256–263**, 299, 453
  Dangers 260–263
  Hooks 257
  Merchants 259
  Names 256
  Questions 256
  Storied past, a 257
  There and back again 258
  Trade opportunity 259

M

Magma worm 240, 244, 251, **253**
Make Pliant the Stone 525
Makerglass chime, a 387, 389, **525**
Makerglass 24, 37, 40, 43, 47, 51, 129, 163, 167, 195, 233, 245, 249, 265, 338, 342, 343, 345, 383, 384, 386, 387, **388**, 389, 391, 392, 400, 406, 438, 439, 442, 446, 466, 500, 525, 548
Makers, the 12, 19, 20, 21, 23, 32, 35, 36, 39, 40, 52, 72, 87, 88, 89, 94, 103, 116, 127, 129, 130, 136, 137, 156, 158, 161, 164, 170, 190, 191, 192, 197, 210, 214, 230, 237, 242, 257, 262, **264–269**, 270, 273, 298, 299, 304, 305, 306, 321, 332, 333, 337, 345, 347, 351, 353, 355, 363, 373, 382, 384, 386, 398, 399, 400, 402, 413, 414, 422, 441, 443, 451, 464, 466, 468, 471, 473, 496, 512, 519, 522, 524, 531, 532, 548, 549, 562, 565
  Hooks 264
  Lore 265
  Questions 265
  Runes & glyphs 268
  Sites 266
  True nature 268
Makers' Roads, the 23, 127, 158, 230, 264, 267, **270–273**, 332, 355, 373, 384, 496
  Broken Roads, the 271
  Runic calligraphy 273
  Crossroads, the 270
  Fellow travelers 272
  Magic of the Roads, the 270
  Nosgalau, the 272
  Questions 270
  Steading improvement 273
  Waysides 271
Mammoth 26, 30, 31, 172, 173, 174, 175, 176, **177**, 316, 327, 454, 483, 484, 487, 491, 527

Mammoth herder 26, 30, 32, 172, 173, 174, **175**, 176, **177**, 316, 482, 483, 484, 491
Band 175
Manmarch
North 282
South 350
Manmarcher recruit 290
Manmarcher veteran 290
Mantle Wraiths 512
Map
Makers, the 266
Vicinity, the 8
World's End, the 10
Marshedge 9, 11, 12, 18, 19, 38, 82, 85, 87, 95, 117, 118, 120, 124, 132, 179, 190, 191, 192, 196, 217, 228, 230, 259, 260, 261, 262, 269, 270, **274–280**, 282, 285, 293, 350, 351, 354, 355, 415, 440, 496, 497, 508, 511, 532
Dangers 280
Hooks 277
Moves 279
People 276
Places 274
Questions 274
Secrets 277
Trade & Barter 278
Trade opportunities 278
Material
Aetherium 404
Anthracite 163
Black iron 307
Makerglass 388
Orichalcum 162
Red crystal 424
Maw, the 9, 40, 201, **281**, 420, 427, 437, 572, 573
Hooks 281
Questions 281
What could be in there? 281
Meadow/prairie/grass spirit **360**
Merchant 18, 20, 108, 157, 163, 190, 195, 207, 228, 258, **259**, 261, 265, 272, 276, 277, 283, 350, 351, 352, 354, 355, 373, 457, 459, 464, 480
Metal man, a 165, **533**
Metal puzzle box, a 309, **539**
Metal construct **167**, 245, 246, 252, 347
Miller's Hill 275
Mindgem 37, 47, 301, 389, **548**
Mire, the 275
Mist/fog spirit 361
Mkhalang 32, **327**
Monk 27, 28, 31, **32**, 33, 148, 269, 486, 487, 489, 491, **494**
Moonlight raiment 108
Moonstone 536
Morgais 434
Mosaic swarm 395
Mountain ape 148, 149, 480, 482, **494**
Mouth of Daagon 48, 49, 54, **55**, 425, 437
Move
Ask Around 194, 279
Carouse 194, 279
Haggle 107
Lost in the Dark 243
Push On! 297
Recruit 194, 279
Mudslide 90, 204, 240, 310, 373, **376**, 422, 443, 444, 451
Mud spirit 361
Mummified hand, a 41, **536**
Mummified Green Lord 82
Mummified servant 210, **221**, 475
Myghal, deathless sorcerer 47

N

Nailadd **208**, 215, 497
Names, languages, and scripts
Barrier Pass 28
Barrow Builders 34
Fae
Language 99
Names 97

Fomoraij 136
Forest Folk
Glyphs and pictograms 152
Names 150
Forge Lords 157
Gordin's Delve 191
Green Lords 210
Hillfolk 228–229
Knot-language 24
Lygos and the South 256
Makers, runes & glyphs 268–269
Mammoth herders 175
Marshedge 276
Mountain folk 483–484
North Manmarch 282–283
Rime Lords 317
Runic calligraphy 273
Stone Lords 382
Stonetop 19
Tempest Lords 398
Things Below, the 418
Thraulgwyn 247
Ustrina 464
Necromancer 35, 44, 46, 69, **84**, 90, 277, 445
Nemurvojak 82, 220, 431, **476**
Nerth serpent **371**, 516
Nerth Serpent's Vigor 516
Nine-fingered stranger 300, 313, **457**
North Manmarch 11, **282–291**, 284, 350, 480
Dangers 288–291
Discoveries 284
Hamlet 285
Hillfort 285
Hooks 283
Impressions 282
Lore 283
Manmarchers, the 282
Names 282
Questions 283
Trade & Barter 286
Trade opportunities 287
Noruba's Ice Sphere 309, 323, **546**
Nosgalau 128, 131, **272**, 335, 340, 431, 451
Novice 28, **33**, 148, 489, 491, **494**

O

Oathbreaker's Curse 25
Obsidian pendant, an 426
Odd conveyance, an 407, **532**
Og'molok, the Faceless Horde 332, 333, 339, 342, 346, **349**
Old bronze dagger, an 40
Old scroll case, an 41, **508**
Old Families, the 276
Old Wall, the 12, **13**, 17, 21, 127, 128, 335
Old Mother's Wine 104, 478, **509**
Opening the Way 246, 306, 342, 443, 473, **517**
Opportunists 155
Orichalcum 43, 142, 157, **162**, 164, 193, 195, 252, 345, 415, 423, 464, 466, 495
Orichalcum spear 164
Oversized codex, an 323, **515**
Oversized crown, an 309, **539**
Oversized ring, an 164

P

Pacifier 395
Pack drake 127, **134**, 272, 288, 354, 377
Pale Hunter, the 25, 46, 67, 68, 73, 110, 186, 204, 205, **292–297**, 298, 300, 313, 454, 515, 542
Dangers 294
Hooks 292
Hunter of the Dead 297
Lore 292
On certain nights... 293
Questions 293
Running the Hunt 296
Pale metal gauntlets 467
Palisade, the 274
Patch of rainbow moss, a 67, 217, 365, **521**
Patchwork construct 335, 341, 343, 344, **348**
Path in the woods, a 67, 365, 454, **516**

Pavilion of the gods, the **12**, 19, 23, 65, 178, 179, 225, 452
Peacebond 273, 391, **519**
Peat/bog/fen spirit 361
Perilous stone 42, 53, 340, 346, **391**, 442, 444
Permanent logging camp 147
Phantom rider 34, **45**, 445
Pilgrims 227
Plasmic horror 218, 470, **477**
Plaster of Joining 526
Podburst vines 474
Pond spirit 361
Portal 21, 59, 246, 298, 304, **306**, 307, 308, 332, 342, 345, 442, 443, 473, 481, 569
  Opening the Way 517
  in the Ruined Tower 342
  at Three Coven Lake (Teirstered) 443
  at Vor Svetelik 473, 479
Portal Vault, the 243, 245
Pot of "gold", a 108
Power-crystal 92, 354, **389**, 393, 394, 443
Prairie fire 127, **130**, 288, 310, 340, 354, 451
Prenysbyrd 371
Preserving Runes 20, 273, **518**
Primordial Age, the 496
Primordial flame 304, **311**
Primordial powers 20, 259, 268, **298–313**, 345, 358, 381, 399, 422, 423, 500, 569
  Archons 302
  Artifacts 308
  Cosmology 299
  Dangers 310
  The First Creators 299
  Great spirits 300–301
  Hooks 298
  Portals 306
  Questions 298
  Sites 304–305
  Themes 298
  The Things Below 299
  Titans 303
Prospector's tale, a 165, **533**
Pursuit (by the Pale Hunter) 295

Q

Quiet Twins, the 79, 396, **397**

R

Radiation 304, 310, 346, **407**
Ragged fur cloak, a 427, **528**
Rain spirit 361
Raselbaedd 203, **209**, 259, 293
Recent memory 497
Red Pennant, the **109**, 112
Red crystal 43, 137, 140, 163, 167, 169, 244, 245, 249, 349, 416, **424**, 433, 466, 500, 505, 506, 525, 528, 536, 558, 559
Red Grove 9, 62, 201, 296, **314–315**
  Forest's Wrath, the 315
  Hooks 315
  Lore 314
  Why are they so special? 314
Red Scepter 165, 427, 433, **558**
Redwood basin, a 109, **537**
Redwood Effigy 66, 67, 365, **570**
Revealing Light 527
Revenant 44, 73, **80–82**, 82, 90, 91, 129, 131, 149, 155, 204, 240, 245, 252, 288, 293, 340, 347, 354, 377, 407, 426, 557
  Anan Gllo 81
  Barrow wight 44
  Deathless ones 46
  Dialeddwr 81
  Mummified servant 221
  Nemurvojak 476
  Pyped 82
  Thrall 435
  Ulliam Unlucky 82
Rhagedn **222**, 476
Richly woven rug, a 165, **512**
Rift 172, 306, **311**, 312, 313, 317, 473, 569
Rime Lords 26, 28, 29, 31, 32, 36, 87, 144, 148, 149, 172, 174, 264, 267, 305, 316, **316–331**, 332, 413, 481, 483, 485, 486, 489, 491, 492, 494, 497, 498, 500, 515, 526, 527

  Artifacts 322
  Dangers 328
  Dark ice 322
  Hooks 317
  Names 317
  Sites 318–321
  Themes 317
  Tulpa 324
Ring of Daagon 419, 427, **560**
Ringwall, the 12, **13**, 17
Rockslide 32, 53, 90, 165, **376**, 409, 444, 451
Rock/stone/boulder/hill spirit 361
Ruin
  Forge Lord 160
  Green Lord 214
  Rime Lord 320
  Stone Lord 386
  Tempest Lord 402
Ruined Tower, the 8, 21, 127, 128, 129, 229, 246, 257, 267, 271, 298, 301, 306, **332–349**, 398, 402, 403, 443, 464, 473, 500
  Aboveground 336–340
  Areas 335
  Belowground 341
    Dangers 346
    Impressions 341, 342, 344
  Getting there 335
  Hooks 334
  Lore 333
  Questions 334
  Stormcatcher's tower 332
Rune-etched pillars 389, **513**
Rune-laden Scales 24, 323, **562**
Runes around a ruined hall 165, **511**
Runes of Creation 539
Runic branding iron, a 165, **534**
Rusty cauldron, a 139, **524**
Rusty steel blade, a 165, 227, **534**

S

Sanctifying Mark 273, **520**
Sapling spirit 361
Satchel of Plenty 522
Scarred slab of marble, a 389
Screech eel 446
Scripts. See Names, languages, and scripts
Scroll & a bone flute, a 514
Sealed amphora, a 309
Sealed cave, a 24, 323, 389, **519**
Searing Touch 534
Self-burning lamp 467
Serpentine armband, a 426
Servant of Daagon 49, 52, **56**, 431, 445, **561**
Shaksa 327
Shantyara 32, 480, **495**
Shattering Words of Aalz Childric 513
Shellback drake 128, **134**
Shell Game of Souls 510
Shield of the Wisent Witch 67, 217, 365, **554**
Shoddy construction 197
Sigil of Authority 535
Silken noose, a 427
Silver Branch, the 538
Silvery glass bottle, a 427, **529**
Silvery signet ring, a 24, 41, 309, **535**
Silvery horn 297
Silvery tuning fork 406
Singing sword 169
Site
  Barrow 39
  Corrupted 422
  Forge Lord 160
  Green Lord 214
  Labyrinth 246, 249, 250, 251, 453
  Maker 266
  Primordial powers 304
  Reclaimed Maker-ruin 36
  Rime Lord 320
  Stone Lord 386
  Tempest Lord 402
Six Locks of Sajua, the 515
Skirmisher 263
Skittering horror 332, 339, 341, 342, 347, **348**
Sleeping elksheart 459
Small black sphere, a 323

Small, strange book, a 109, **509**
Small clay jars 217
Smoke, fire, and heat **166**, 346
Snaplilies 124
Snowembers 459
Snow spirit 361
Soithech 254
Song of the Dool Trees 514
Sorcerer 34, 35, 37, 44, 46, 49, 55, 59, 87, 88, 90, 152, 224, 229, 234, 247, 248, 252, 289, 334, 338, 340, 347, 355, 364, 378, 382, 390, 413, 414, 415, 420, 422, 423, 424, **435**, 439, 445, 497, 536, 549, 563, 565
  Myghal, deathless 47
Sorcerer-king 34, 87, 88, 229, 247, 248, 390, 414, 423, 497
South Manmarch 11, 36, 38, 86, 230, 262, 267, 280, **350–355**, 372, 382, 386, 402
  Dangers 354
  Discoveries 353
  Flintwash, the 351
  Hooks 352
  Impressions 350
  Long-disputed land, a 351
  Questions 352
  Terrain 352
Specter **79**, 188, 201, 220, 281, 318, 329, 359, 384, 475
Spirit
  Andalau 368
  Beast warden 360
  Cave 360
  Ceffylwraig 368
  Coedwaig 369
  Cold 360
  Fadyn 369
  Fertility 360
  Fire 360
  Grwgnach 370
  Halfeyd, the 371
  Log 360
  Meadow/prairie/grass 360
  Mist/fog 361
  Mud 361
  Nerth serpent 371
  Peat/bog/fen 361
  Pond 361
  Prenysbyrd 371
  Rain 361
  Rock/stone/boulder/hill 361
  Sapling 361
  Snow 361
  Storm 361
  Stream/creek 361
  Trail 361
  Tree 361
  Troelloff 371
  Wind 361
Spirits of the wild 31, 32, 44, 52, 64, 67, 89, 90, 95, 101, 107, 110, 119, 123, 128, 129, 131, 140, 148, 149, 151, 154, 155, 174, 177, 180, 203, 211, 212, 213, 215, 218, 233, 234, 239, 240, 245, 264, 269, 288, 294, 296, 314, 315, 318, 328, 353, 354, **356–371**, 373, 375, 377, 378, 390, 428, 445, 451, 455, 469, 473, 482, 483, 489, 498, 500, 502, 517
  Artifacts 364
  Brennauwed, the 366–367
  Communion 359
  Dangers 368–371
  Elemental spirits 360–361
  Fighting 358
  Hooks 357
  Manifestation 358
  Regarding 358
  Sacred sites 362
  Tethers 358
  Themes 357
Spirit-talker 49, 66, 182, 185, 231, 234, **235**, 269, 355, 378, 450
Spitting drake 90, 240, **379**, 445
Sruth, the 38, **274**, 423, 440, 441, 445
Staff of Magnetism 531
Staff of the Lidless Orb 139, 419, 427, **540**
Star-mole 341, 346, **347**
Steading improvement
  Golden sapling 189
  Great Wood timber 202
  Permanent logging camp 147

  Rhoillyg orchard 216
  Roadbuilding 273
  Trade with Barrier Pass 29
Steplands, the 9, 10, 34, 36, 48, 49, 116, 126, 131, 191, 228, 229, 230, 236, 242, 259, 267, 271, 350, 351, 363, **372–381**, 382, 386, 434, 438, 440, 532
  Caves 380
  Dangers 376
  Discoveries 374–375
  Hooks 373
  Impressions 372
  Places 373
  Questions 373
  Rugged land, a 373
  Terrain 374
Stone cup, a 364
Stone idol, a 109, **538**
Stone Lords 21, 34, 35, 36, 37, 40, 44, 47, 48, 51, 52, 55, 72, 87, 89, 94, 95, 110, 163, 193, 229, 233, 239, 240, 257, 264, 267, 268, 275, 278, 287, 299, 316, 332, 351, 353, 354, 363, 373, 375, 379, 380, 381, **382–395**, 398, 403, 413, 434, 438, 439, 440, 442, 443, 444, 445, 451, 468, 469, 472, 496, 497, 498, 500, 509, 510
  Artifacts 388
  Dangers 390
  Hooks 383
  Makerglass 388
  Names 382
  Sites 384–387
  Themes 383
Stone, the **12**, 13, 15, 19, **20**, 127, 178, 305, 405, 453, 464, 481
Stone sentinel 394
Stonetop 9, 10, **12–21**, 22, 23, 26, 29, 30, 32, 49, 59, 62, 64, 65, 66, 69, 94, 95, 96, 97, 126, 127, 144, 145, 147, 150, 151, 152, 176, 178, 179, 186, 189, 190, 191, 193, 196, 200, 201, 210, 217, 224, 225, 228, 229, 230, 232, 233, 237, 249, 256, 257, 258, 259, 260, 262, 270, 271, 274, 276, 277, 278, 280, 281, 283, 286, 298, 299, 314, 332, 333, 335, 371, 396, 399, 405, 414, 440, 449, 450, 452, 453, 463, 464, 468, 469, 479, 480, 481, 483, 484, 487, 497
  Culture and lore 19
  Defense 19
  Governance 19
  Hooks 20
  Impressions 14–15
  Mysteries 20
  Names 16
  People 16
  Places 12
  Questions 13
  Trade & commerce 18
Stormcatcher 20, 21, 301, 332, 333, 339, 340, 342, 343, 346, 347, 349, 398, 403, 451, 481, 496, 497
Storm-cloud potion 407
Storm Markings 309, 407, 454, **566**
Storm Orb 129, 332, 337, 338, **339**
Storm spirit 361
Strange pendant, a 139, 427, **518**
Strange skull and antlers, a 85, 217, **520**
Stream, the 12, 13, 16, 17, 116, 136, 183, 200, 201, **396–397**, 455
  Hooks 397
  Inhabitants 397
  Questions 396
Stream/creek spirit 183, 361
Stretched vellum, a 217, **521**
Sturdy, banded box, a 109
Suarachan 117, 118, 119, **124**, 125, 280, 431
Suarachan hunters 124
Suarachan singers 125
Suarachan soothsayer 431
Sublime Words 533

Suileach, the 87, **93**, 303, 313, 431
Sunken tablet, a 524
Swyn **222**, 476
Sylvan Web, the 469, **521**

T

Tal gerdwyr 203, **209**
Tattered mantle, a 41, 75, **512**
Tcaventes, Shackle and Key 251, 252, **254–255**, 302, 313, 496
Tempest Lords 21, 36, 40, 87, 89, 163, 237, 257, 264, 266, 267, 268, 269, 332, 333, 337, 338, 339, 340, 345, 347, **398–411**, 413, 451, 481, 496, 498, 500
  Aetherium 404
  Artifacts 406
  Dangers 407
  Hooks 399
  Language and names 398
  Sites 400–403
  Themes 399
Terror 83, 93, 114, 157, 304, 349, 397, 428, **429**, 457, 512
Tether 34, 40, 46, 47, 69, 72, 73, 75, 76, **77**, 78, 79, 80, 82, 91, 139, 148, 166, 221, 294, 301, 324, 325, 326, 327, 329, 347, 356, 357, **358**, 362, 364, 365, 366, 367, 369, 371, 395, 400, 407, 412, 433, 434, 436, 437, 500, 502, 512, 515, 522, 547, 557
Thieves 24, 168, 169, 184, 276, **280**
Thing Below
  Daagon 419
  El'rash-Orra 419
  Hec'tumel 420
  Hlad 420
  L'bin'bozia 421
  Y'aaw'kara 421
Things Below, the 32, 34, 35, 38, 39, 40, 46, 48, 52, 59, 62, 64, 69, 81, 82, 84, 87, 88, 89, 90, 94, 101, 107, 116, 119, 123, 125, 129, 136, 137, 138, 140, 148, 151, 154, 156, 158, 162, 163, 188, 193, 199, 203, 210, 218, 222, 223, 229, 233, 234, 237, 239, 245, 246, 247, 248, 250, 252, 254, 259, 264, 266, 282, 287, 288, 298, 299, 303, 311, 313, 315, 316, 318, 328, 332, 345, 353, 357, 358, 359, 362, 363, 373, 375, 381, 382, 383, 390, 398, 400, 407, **412–437**, 438, 442, 443, 445, 446, 451, 468, 472, 473, 481, 483, 491, 496, 497, 498, 500, 530, 549, 563
  Artifacts 424
  Corrupted sites 422–423
  Creating a Thing 417
  The current age 414
  Dangers 428
  Demons 415
  For We Are Many 419
  Hooks 414
  Lore 415
  Names & titles 418
  Questions 415
  Red crystal 424
  Themes 416
  Time of Cataclysm, the 413
Thin ice 116, 122, **444**
Thornthumb 101
Thrall 32, 49, 52, 54, 55, 82, 88, 141, 245, 347, 381, 414, 430, **435**, 445
Thraulgwyn 242, 243, 245, 246, **247–249**, 254
  Names 247
  Tribal bands 248
Thraulgwyn raider **253**
Three-Star Crown, the 41
Three Coven Lake 36, 47, 72, 185, 246, 306, 342, 363, 373, 386, 387, **438–447**, 473, 497
  Areas 440
  Dangers 444–447
  Discoveries 442
  Getting there 440
  Hooks 440
  Impressions 439
  Portal of Teirstered, the 443
  Sites 441
  Terrain 441–442
  Three Covens, the 439
Threshold spirit 183
Thunderbolt Bow 532
Thunder drake 89, **135**, 288, 337, 340, 353, 354, 375, 377, 407
Thunderous Bellow 510
Tightly-woven net, a 364
Time of Cataclysm, the 72, 88, 129, 156, 170, 264, 299, 332, 353, 382, **413**, 415, 436, 492, 493, **497**
Timeless vault, a 24, 323, 389, **518**
Time of the Barrow Builders 497
Time of the Makers 496
Time-worn missive, a 309, 345, **517**
Titan 62, 137, 298, 300, **303**, 304, 305, 313, 451
  Crombil, the 62
  Titan Bones 448
Titan Bones 10, 127, 228, 303, 305, 403, **448–451**
  Dangers 451
  Impressions 449
  Meeting place 450
  Questions 449
  Ruins of the past 451
  The titan's bones 451
Tomb-Bog's Mark, the 511
Tonnerhorn 286, 287, **291**
Tor 10, 12, 19, 20, 133, 178, 180, 185, 289, 299, 300, 303, 305, 306, 451, **452–457**, 480, 481, 484, 498, 566
  Artifacts 454
  Dangers 454–456
  Hooks 452
  In Stonetop 453
  Questions 452
  Themes 452
Tor's Fist 20, 305, 306, 480, **481**, 484
Totnatter 93
Trade & Barter, with or in
  Barrier Pass 30
  Frozen Wastes, the 176
  Gordin's Delve 193
  Hillfolk 232
  Marshedge 278
  North Manmarch 286
  Thraulgwyn 249
  Whitefang Mountains, the 487
Trade opportunity
  Barrier Pass 31
  The Fae 107
  Gordin's Delve 193
  Hillfolk 233
  Lygos and the South 259
  Marshedge 278
  North Manmarch 287
Trade with Barrier Pass 29
Trail spirit 361
Trap 39, **42**, 43, 46, 83, 134, 155, 170, 199, 219, 250, 251, 347, 376, 429, 443, 444, 474
Treasure map, a 109, **538**
Tree spirit **361**, 366
Troelloff **371**, 381
Truth Seeds 508
Tulpa 26, 32, 148, 174, **324–327**, 329, 330, 481, 482, 486, 502, 527
  Gingkara 326
  Khyagseng 326
  Mkhalang 327
  Shaksa 327
Twisted Spear 67, 75, 121, 217, 365, **542**
Twisting pine 459
Two mirrors 165
"Typical" Fomoraij **142**

U

Undead 42, 43, 44, 45, 46, 47, 66, 69, 72, 74, 75, 76, 78, 79, 80, 81, 82, 83, 84, 85, 114, 166, 169, 189, 221, 292, 293, 294, 297, 323, 329, 347, 397, 435, 439, 476, 512, 527, 536, 565
  Anan Gllo 81
  Astor 565
  Barrow wight 44
  Cinderwraith 166

Deathless ones 46
Dialeddwr 81
False adept 329
Ferocedes Ogran 221, 347
Ghostly Legion, the 78
Ghosts 76
Gwraig Wen, the 78
Halix 565
Hollow Fae 114
Iron hound 169
Mantle wraiths 512
Mummified servant 221
Myghal, deathless sorcerer 47
Nemurvojak 476
Phantom rider 45
Pyped 82
Quiet Twins, the 397
Revenants 80
Shade 85
Specter 79
Thrall 435
Ulliam Unlucky 82
Wraith 79
Unliving Chimera 524
Unnatural phenomena 53, 76, 251, 252, 346, 422, **429**
Unstable construction 42, 53, 165, 346, **390**, 444
Upland horse 233, **235**
Useful or valuable flora 39, 89, 119, 128, 148, 174, 188, 203, 212, 239, 304, 338, 353, 374, **458–463**, 483, 485
Creating new flora 461–463
Cultivation 460
Medicinal herbs 458
Poison 458
Questions 460
Sample specimens 459
Useful materials 459
Wild food 458
Ustrina 157, 158, 160, 161, 163, 164, 165, 195, 196, 199, 237, 239, 240, 242, 243, 245, 246, 252, 268, 269, 342, 437, **464–467**, 498, 533
Curiosities and wonders 467, 576
Hooks 464
Lore 464
Names 464
Questions 464
Trade missions 465–466
True nature 465
Utterwell, the **252**, 254, 305, 496

V

Vanta's Blade 459
Vein of milky crystal, a 75, **536**
Vellum scroll, a 41, 427, **530**
Vine in a rune-carved pot, a 216
Violet lotus 459
Vitrification 214, 264, 332, 335, 338, 339, 341, 342, 343, 344, 346, 349, 399, 400, 407, **408**, 451, 454, 472
Vitrified horror 335, 342, 343, **346**, 349
Vitrified remains 338
Vitrifying bolt 343, **408**
Voice of the Eternal Maw 40, **437**
Voidblight 311, **313**, 359, 473
Void Elemental 539
Vor Svetelik 59, 62, 94, 137, 201, 210, 214, 219, 246, 306, 342, 443, **468–477**, 496
Areas 469
Dangers 474–477
Discoveries 472–473
Getting there 469
Hooks 468
Impressions 468
Sites 470
Terrain 470–471
Vortex 408
Earth 409
Elemental 408
Fire 410
Lightning 410
Water 411
Wind 411

W

Warbler, the 111
War-chariot 291
Ward of Still Waters 514
Wasp 59, **61**, 475
Blade wasp **475**
Water, bodies of
Aberzh River 48–49
Blackwater Lake 48–57
Dread River, the 86–93
Ferrier's Fen 116–125
Flintwash, the 351
Gwazhi, the 440
Sea at the World's End 237
Sruth, the 274, 440
Stream, the 396–397
Subterranean lake 198
Three Coven Lake 438–447
Water vortex 411
Waystones 102, 105, 119, 186, 203, 212, 296, 473, **478–479**
Hooks 479
Lore 478
Walking the paths 479
Wee folk 114
West Road 8, 13, 69, 128, 190, 191, 265, **270**, 335, 469
Whirlpool, the 441, **445**
Whisky 12, 15, 17, **18**, 65, 183, 190, 193, 230, 232, 249, 274, 277, 278, 280, 286, 379, 453, 535, 538
God of 183
Whispering... word?, a 427, **530**
Whispering Rocks 389, 427, **550**
Whispers and visions 53, 90, 91, 177, 251, 252, 346, 422, 423, **428**, 432, 492
White Billies, the 115
Whitefang Mountains, the 11, 26, 30, 86, 144, 172, 175, 177, 236, 240, 242, 267, 305, 316, 317, 320, 327, 421, 431, **480–495**
Dangers 488–495
Discoveries 482–483
Farm valleys 484
Fortress-monasteries 486
Hooks 480
Impressions 480
Mountain folk 483
Names 483
Questions 484
Terrain 482
Tor's Fist 481
Trade & Barter 487
Wild horse 90, 128, **135**, 353, 368
Willow Witches, the 120, 277
Wind spirit **361**, 523
Wind vortex 411
Wisent 149, 203, **209**, 554, 555
Wishing Candles 530
Witch Bottle 529
Wolf pelt, a 365, **523**
Wolf 56, 84, 88, 90, 131, 148, 149, 172, 173, **209**, 288, 354, 365, 377, 379, 421, 445, 489, 520, 523
Wraith 43, 72, 77, **79**, 82, 177, 220, 243, 271, 328, 437, 475, 489, 512, 572, 573
Wretch 112, 249, **436**

Y

Yaarowslaw, the Many 142
Y'aaw'kara 29, 316, 317, 318, 330, **421**, 492

Z

Zrajedak 96, 140, **223**, 431